

ONN3-05

To Hell and Back

A Two-Round D&D LIVING GREYHAWK[®]

Onnwal Regional Adventure

Version 2.0

Round 1 & 2

By Steve Pearce

Triad Reviewers: Simon Butler, Stuart Kerrigan and Paul Looby

Special Thanks: Paul James

Cartography: Simon Butler

Circle Reviewer: Creighton Broadhurst

A personal invite to take to the seas was given but with little clue as to where. Your ship awaits. The prospect is a clue to the fate of the Disappeared and continuance of vengeance for the Farmers. As you walk the gangplank of the *Resplendent*, the half-orc captain looks at you and whispers, "Last chance to walk away. We sail for Hell."

An adventure for APLs 2 to 12 continuing events from Onnwal regional modules, *Remember the Farmers & Rest in Peace*.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention

coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Special thanks goes out to my playtesters.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group

falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Adventure Summary and Background

Zamiel, priest of Zilchus, gathers the party in Longbridge and invites them on a mission of great import to the Free State but great peril to them. He indicates that a ship awaits them if they accept. He will say only that it may lead to clue to the Disappeared and that it should provide

an opportunity to strike a blow against those that murdered the Farmers. If the PCs accept they sail under the cover of the winter mists in the *Resplendent* under Captain Hegrell Longtusk.

After a couple of mist-shrouded but otherwise uneventful days under sail, Zamiel reveals the mission details to the characters. There is evidence of new war creatures being created in the Hezarin Isles (known by the common folk as the Hell Isles). Some have been used already in Onnwal. He is aware that clerics of Bralm and Pyremius have been observed in the area. In particular, a wizard by the name of Martoch was a visitor to the powerful invoker Rattrin of Pelorbay. It is clear that they spoke as equals. The other honoured visitor in the Hezarins was Flamefather Kiran Gronas. He oversaw the burning of the Farmers and the attempt to regain *the scabbard of pyremius*. He appears to have found a site of some significance on the largest and most volcanically active island of the Hezarins.

The Brotherhood has ships based there so intelligence is limited. These ships may be masked by *invisibility*. A port and garrison are being maintained on the island. It is the main island in the Hezarin known as Eye of Fire and Smoke (Ancient Suloise: *Deenas Pyragov*). It is claimed by the Brotherhood but more accurately it is held in the name of Pyremius. They believe the area has religious significance for them. The visit of the Flamefather more than confirms this.

No one knows of the PCs' mission. It has been approved by the Szek alone as the last mission was clearly betrayed. The prize is believed worth it. There is one more facet. Divinations about a particular Onnwallon citizen revealed that she was there. Zamiel had sought insight into where his sister was taken when the Scarlet Brotherhood removed her from Onnwal, just another of the Disappeared. This may be the first clue to the fate of the Disappeared. The divinations placed Rabekka on *Deenas Pyragov*. She was a poetess prior to the occupation.

An opportunity has arisen to be taken there. A Hepmonalander Touv man, Cyruso, has carried cargo (animals) there and has agreed he will take a small team in next. Many types of animal such as wild dogs, wolves, jungle cats, hunting birds and large reptiles have been taken to this island.

It will be made possible for the PCs to land on the Hezerins as caged animals. Magic will be provided so that they can take the form of an animal. Once on the island, they are to find out what they can and return. The plan is for the *Resplendent* to raid the Brotherhood port and pick the PCs up.

Though warned of the presence of Martoch and the Flamefather, neither is on the Hezarins. Both were there but they have returned to the Scarlet Brotherhood homeland. A monk named Obadiah who is aligned with Pyremian clergy is there. He was at the burning of the Farmers and was referred to by Leviticus in *Remember the Farmers*.

Obadiah oversees a new holy site for the Pyremians. An old temple dedicated to the worship of fire has been unearthed. It is hard to make sense of the markings as they have been thoroughly defaced by the Pyremians. It was in fact an old temple to the original Suel goddess of fire, Ranet. Pyremius usurped her power and murdered her. The Pyremians found writings (etched on plates of brass) of the law and tenet of Ranet's faith. These have been destroyed bar one set found by Martoch and hidden by him from the Pyremians. These are in Martoch's vault.

Within the temple, a Crucible of great magical power has been found and tainted to the cause of Pyremius. Fire has been mixed with blood and poison. A classic sacrifice has been made. Obadiah gave his heart to the Crucible and has gained great power from it under the direction of the Flamefather.

Martoch has been busy on the Isle. He is using the upper level of the Temple for his work. He is experimenting with melding various creatures together to produce war weapons for the Office of Thralls for the Brotherhood. He has tried a variety of methods and been mostly unsuccessful. Part of the stock, he has used, has been Onnwallon citizens. These were mostly adults but now he has begun on the children. His failed experiments will be found by the characters and may pose some difficult dilemmas. One was the poet Rabekka. She is now no more than a hulking brute. Her mind shattered by the relentless experiments of Martoch.

The island is not just a temple. The Brotherhood has built a small port and can re-supply ships as necessary. A small garrison has been allocated to defend it. The Commander is at odds with Martoch (particularly) and the Pyremians. She belongs to the Stronghand faction of the Brotherhood and believes that wars should be fought by troops not monstrosities as Martoch has created. She oversees the island except for the Temple area. The Commander is strictly, callously honourable.

Most of the encounters take place in the Temple on the Eye of Fire and Smoke. It should not be possible for the characters to fight the entire garrison of *Deenas Pyragov*. The garrison should be able to overwhelm them through sheer numbers and expert command.

Encounter One: The Sea-Wolves

The first encounter occurs one day away from the island when the ship is attacked by strange aquatic creatures. These creatures look like wolves of the sea – some may think of aquatic lycanthropes. However they are just amalgams and no lycanthropy is possible. It is a full moon by coincidence.

Encounter Two: Rendezvous with Cyruso

The following noon the *Resplendent* will rendezvous with Cyruso's small craft. A small animal fetish will be given to each PC that needs it, which will transform that character randomly to a medium sized animal.

Encounter Three: Unloaded at the Dock

Arriving at *Deenas Pyragov*, there is a Scarlet Brotherhood caravel docked as there is a troop change occurring. Initially the cages are poked and prodded by guards as they are intrigued by the animals. They expect to hear the cries and calls of the beasts. If the players do not respond then the prods start to draw blood.

Then they are taken by regular troops up to Temple. The troops will talk about the divisions on the island (between the Pyremians and regular garrison troops) and about how badly the animals will be treated.

Encounter Four: Arrival at the Temple

The cages are delivered over to temple guards then the regular troops quickly leave. The cages are taken inside the Temple into simple holding pens. The PCs can easily surprise the temple guards.

One or two rounds after the characters have engaged the temple guards, a pair of Bralm clerics and their "Queen" arrive. The Queen is one of Martoch's more successful experiments, a creature akin to a harpy but half woman, half insect.

Encounter Five: Converted Barracks

This room was a common room for visiting pilgrims to mix. It has been made into a basic barracks. The rear section has retained its original use as a kitchen. The entire place is in poor repair. The Pyremians are quartered here and cook for the rest of the occupants. There are eight bedrolls; none of which have been used for some weeks.

Encounter Six: Steam Bath

The room was and still is a bathing area, which is supplied by hot springs.

Encounter Seven: Menagerie of Monsters

The first level has been given over to Martoch's researches along with some basic rooms for the temple

folk (kitchens, sleeping area etc). It holds Martoch's creations and his private rooms. In the first of these labs, an Onnwallon man (now reduced to the form of a powerless gibbering mouther) asks for death. A large brute monster (half-flesh golem) will break loose and fight party if they kill her friend. The brute is the poet Rabekka, her mind has been lost under the burden of the changes made to her. One heavily secured cell can be found. This contains a beast that the Scarlet Brotherhood lost control of. In another cell, a doppelganger pretends to be an Onnwalon woman.

Encounter Eight: False Martoch in his Laboratory

Martoch's personal laboratory has in it a Baatezu trapped within a summoning circle. The trick is that the fiend and its circle hide under the illusion of being Martoch. It wishes to be free to fight them so will begin to 'cast' spells upon them and generally taunt them as if it were Martoch.

If the Baatezu is killed, it allows release of a celestial messenger that it had stolen. If released quickly the celestial will provide all characters with healing. Good-aligned characters get most.

Encounter Nine: Martoch's Bedchamber

Martoch's bedroom is rather disorganized with many clothes strewn around. The most striking thing in the room is a large amulet (key to the door to the second level) that has been left on the bed.

Encounter Ten: Martoch's Office

The laboratory has exits to Martoch's office and to Martoch's bedroom. Martoch has already left to assist in the binding of a major demon. There are clues on the desk to how to open the vault and notes on the clay golem that blocks an exit from Martoch's office.

In the office, there is a special metal door leading to Martoch's vault. This is locked using a combination lock.

Encounter Eleven: Martoch's Vault

Within the vault, Martoch left behind notes detailing his previous experiments plus those planned. These show his desire to experiment on the children below. It reveals also that Martoch was aware that some of the subjects had Suel ancestry.

The vault also contains the articles of faith of the murdered Suel goddess of Fire, Ranet.

Encounter Twelve: Temple Processional

The second level contains the Cavern of Burning Pillars and the temple newly dedicated to Pyremius. The door to

this level can only be opened using the amulet (key) found in Martoch's bedroom.

Encounter Thirteen: Fires before the Temple

Pyremian clerics/rogues will be found in the Cavern of Burning Pillars that leads to the main temple. They use a poison called "The Burning". The Pyremian rogue/clerics will run to Obadiah inside the main temple unless they are facing only a lone scout.

Encounter Fourteen: Obadiah at the Temple

In the main temple hall, the monk Obadiah awaits the party. There is a large face of Pyremius painted on the main temple entrance door. Obadiah is aware of what happens in front of it. He will make the doors open automatically and offer to parley. He invites the leader to take a seat with him. It is a trap and the seat offered will try to hold the character fast. Obadiah has a helper who is undead but has illusion over her. She is bound to only protect the altar and will only attack those that go to it.

The *sword of remembrance* will want to fight. Its bearer will sense Obadiah's evil (*detect evil* power awakened) and gain strength of the Farmers (*morale bonus to strength* awakened).

The raised altar has a foot high, discoloured crucible on top of it. Obadiah's heart lies in the Crucible. It gives him great power but is also a great weakness. He has benefits of flaming hands and the gift of the Heart. However destroying the heart kills Obadiah and his undead servant instantly. It also makes Crucible sink into lava with flames growing higher.

Encounter Fifteen: Flamefather returns to the Temple

With Obadiah dead or defeated, a fiery mirror appears above the Crucible and the Flamefather addresses the party. He is distraught by the death of Obadiah but more so by the loss of the Crucible and its potential power to Church of Pyremius. Any gloating backchat gets a *flame strike* for the individual. This burns an unholy mark into the forehead of the transgressor. It is a Pyremian brand. An attack by a fire elemental follows. The elemental is weakened if the *flame strike* is used.

Encounter Sixteen: Children of the Temple

The flow of lava continues at an increasing pace from the Crucible. This will not stop and is a precursor to a volcanic eruption, which will destroy the temple and the port. In cages around the temple edges are children. There are 26 of them. The flow of lava will soon engulf the children's cages so the party must release them quickly.

A doppelganger escapee has assumed role of a child. The doppelganger is insane and will attempt to a child who betrayed him. This happens on the journey home during the first night.

Encounter Seventeen: Tev Chervas

Back at the port, the garrison Commander will be setting up defensive positions when she sees the lava beginning to flow from the volcano. Hegrell brings the *Resplendent* in to dock when the Island begins to belch fire and the opposing ship's captains agree a truce. The honour bound Commander of the garrison cannot let the PCs escape unchallenged, but does not want to engage in a full battle that might kill children. So she sets the PCs a challenge, one them against her champion. The battle is conducted in the Commander's own anti-magic field *Tev Chervas* (battle circle)

If the party just try to run for it then the party (and children if alongside) need to fight their way through the garrison. Hegrell then sets sail. The Scarlet Brotherhood do not pursue as they are more mindful of the eruption.

Encounter Eighteen: Attack of the Doppelganger

At start of the journey, the insane doppelganger attacks. It wants to kill the child that told the party about the bogeyman.

Encounter Nineteen: Attempted Kidnap of Zamiel

The Scarlet Brotherhood sends an Erinyes against the party as they return to Longbridge. Its purpose is to seize Zamiel rather than kill the party. Depending on APL, it will charm the ship captain and delay the party with minor devils. If the party does not engage the Erinyes then Zamiel is lost.

The conclusion is thanks from the Szek for bringing the children home.

Introduction

Zamiel, priest of Zilchus, gathers the party in Longbridge. They meet in a warehouse in the docks of Naerway, having received personal invitations.

Read aloud or paraphrase the following:

"My apologies for this rather less than salubrious meeting place. I wish to invite you on a mission of great import to the Free State. I caution it will present great danger. This mission may lead to a clue to the Disappeared and it should provide an opportunity to strike a blow against those that murdered the Farmers. If you accept, we will sail tonight under the cover of the

Winter mists aboard the Resplendent under Captain Hegrell Longtusk. Do you accept?"

Assuming the characters volunteer, they are then taken to the docks and take ship for the Hezarin Isles. Once upon the ship, their TU is consumed whether or not they then refuse the mission once it is detailed.

Read aloud or paraphrase the following:

As you leave the lights of Longbridge behind you, Zamiel smiles grimly.

"I give thanks to Zilchus for such stalwart souls," he says. "For the moment we shall travel under the mists as unobtrusively as possible. In a day or so, I will reveal the details of this mission."

☞ **Zamiel of Zilchus**, male human Clr6 - Zilchus.

Zamiel is a bald-headed, severe man of few words. He looks 10 years older than his thirty-five years. He has been forced to make many difficult choices within his faith as he has many duties sifting reports from many dubious sources. His analytic skills have given him this role but it pains him to have to deal in a world of duplicity and backstabbing. This has soured him greatly but he speaks of it only to his confessor within the Church of Zilchus. He knows much of the plots and intrigues within the Free State's government. Zilchus is the Oeridian god of Power, Prestige, Money, Business and Influence.

Encounter 1: The Sea-Wolves

After a few mist-shrouded but otherwise uneventful days, Zamiel will call the characters into the captain's cabin. In company with Hegrell, he will reveal the mission details to the characters. This is done late in the afternoon to allow character to prepare spells for the following day having received the briefing.

Characters will note that the ship has sailed past the Hezarins. They are now some leagues west of the Isles. See Map #1 for the route.

If any bard wishes to test his knowledge of the island, Deenas Pyragov, the Eye of Fire and Smoke, then they may find out the following with a DC 15 Knowledge (Splintered Sun): The island had a major volcanic eruption about 50 years ago. Since then there has been a steady level of activity from it. Most native Onnwalon sailors generally view the place with dread and fear, though it doesn't seem to bother either the Brotherhood or Resplendent's Verboboncan crew.

Read aloud or paraphrase the following:

"We are close to our rendezvous point," says Zamiel pouring over a sea chart of the Hezarins "It is west of the largest of the Hezarin Isles. There is direct evidence of new war creatures being created on the island. Some of these creatures have been used already in Onnwal.

"I am aware that many movements of clerics of Bralm and Pyremius between the mainland and the Isles have been observed. In particular, a wizard by the name of Martoch was a visitor to Rattrin of Pelorbay. It is clear that they spoke as equals. The other honoured visitor was Flamefather Kiran Gronas and his bodyguard, Obadiah. All three were present at the Burning of the Farmers. The Flamefather oversaw the Burning and the attempt to regain the Scabbard of Pyremius. To kill any or all of them would be a major achievement."

"I have the very meeting notes with the Szek that details our desires for this mission. I am happy to share it with you."

Give out Player Handout #8.

"The Flamefather appears to have found a site of some significance on the largest and most volcanically active of the Hezarins," Zamiel continues. "It is known colloquially as Deenas Pyragov, the Eye of Fire and Smoke."

"The Brotherhood has ships on patrol there so intelligence is limited. These vessels may be masked by invisibility. A small port and garrison are being maintained on the island. It is claimed by the Brotherhood but more accurately it is held in the name of Pyremius. They believe the area has religious significance for them. The visit of the Flamefather more than confirms this."

"No one knows of this mission. It has been approved by the Szek alone as the last mission was clearly betrayed. The potential prize is believed to be worth it. There is one more facet. Divinations about a particular Onnwallon citizen revealed that she was there. I had sought insight into where my sister, Rabekka, was taken when the Scarlet Brotherhood removed her from Onnwal among the Disappeared. This may be the first clue to the fate of the Disappeared. The divinations place her in the Hezarin Isles. She was a poet prior to the occupation," Zamiel says, a distant, melancholic look in his eye.

"As to how we can get on the island, an opportunity has arisen. A Hepmonalander called, Cyruso, has carried cargo there and has agreed to take a small team in next. He transports animals. Many types of animal, such as

wild dogs, wolves, jungle cats, hunting birds and large reptiles, have been taken to the Eye of Smoke and Fire.”

“It will be made possible that you can enter the island as caged animals. Magic will be provided that you can take animal form for a short time. Once on the island, find out what you can and return.”

“To get you back off the Island, the Resplendent will assail the port. We will move at night, ready for a dawn pick-up on the morning after you land. Be there for we cannot tarry. We will come earlier, if events dictate as such. The Brotherhood maintains a garrison on the island and many ships patrol. We will almost certainly be under attack the entire time we are there.”

PLEASE EMPHASISE THE TEXT BELOW AS THE CHARACTERS SHOULD BE CLEAR THEY ARE NOT EXPECTED TO DEFEAT THE GARRISON:

“Remember this is a Brotherhood stronghold and we are not asking you to defeat their garrison,” Zamiel warns “What I would like is for you to find out what is going on on the island and return with that information.”

“If you happen to bring back the severed head of one of the three that burnt the Farmers, then that would also be worthwhile. If nothing else, it would let us see Lynhern Deshend dance his jig, for I have not forgotten his remark!”

“Are there any questions?”

Zamiel will permit the characters to ask questions

APL 2 ONLY:

“I have arranged that the Zilchan church will provide each character with a healing potion to aid this mission.”

The potion is a *potion of cure light wounds*.

Treasure: For APL 2 only:

APL 2: Each character is given one *potion of cure light wounds*.

The meeting is interrupted by the sounds of battle up on deck. Examples of the Brotherhood’s handiwork are assaulting the ship. These creatures appear as part man, part wolf and part sahaugin. The moon is full but they are not lycanthropes. They are escaped experiments from the Hezarin Isles.

Read aloud or paraphrase the following:

From above deck come howls and screams. A crewman shouts for help but his voice is soon stilled. What sounds

like the howling of wolves penetrates the deck timbers, but you are miles from land. The ship has begun rocking from side to side and it sounds as if the sea itself is boiling.

Hegrell and Zamiel both move for the door. Read aloud or paraphrase the following:

On deck a number of creatures are attacking the crew with claws and teeth. They are like wolves but stand erect, with the upper part of their bodies taking the form of a green humanoid with vicious claws and teeth. At the far end, one is already eating the flesh of a fallen crewman. He holds a huge hunk of entrails in his claws. Blood stains much of the deck now. It is dusk and the Great Moon, Luna, is rising out of the sea, huge and full, its silvery light shimmering on the crimson deck.

The Sea-Wolves are at the opposite end of the ship with the remains of the crewmen on duty. At lower APLs, some of the Sea-Wolves will jump overboard with some tasty bit of crewmember. Hegrell will go to steer the ship while Zamiel will tend to a fallen crewmember. It is up to the PCs to deal with the Sea-Wolves. AT APL 2, HEGRELL WILL JOIN THE PCS IN THE ATTACK. ASSUME THAT HEGRELL WILL FACE THE LION'S SHARE OF THE SEA-WOLF'S ATTACKS. The lone Sea-Wolf that is left aboard will be injured by Hegrell hence it needs only 30 points of damage to kill it.

APL 2 (EL 3)

🐾 **Tauric Sahaugin Dire Wolf (1):** hp 30 (60); see Appendix One

APL 4 (EL 4)

🐾 **Tauric Sahaugin Dire Wolf (1):** hp 60; see Appendix Two

APL 6 (EL 7)

🐾 **Tauric Sahaugin Dire Wolf (3):** hp 60; see Appendix Three

APL 8 (EL 8)

🐾 **Tauric Sahaugin Dire Wolf (4):** hp 60; see Appendix Four

APL 10 (EL 9)

🐾 **Tauric Sahaugin Advanced Dire Wolf (3):** hp 105; see Appendix Five

APL 12 (EL 11)

🐾 **Tauric Sahaugin Advanced Dire Wolf (3):** hp 150; see Appendix Six

Tactics: These creatures were created by Martoch with a ravening hunger for fresh meat. The player characters will provide a fine feast. The creatures' survival instinct takes over when they are reduced to one quarter hit points. Then they individually will attempt to flee.

Treasure: One Sea-Wolf wears an ornate silver ring bearing the arms of the Great House of Relaster.

All APLs: Coin: silver ring (10 gp).

If the Sea-Wolves' bodies are examined, a Heal check will reveal:

DC 10: The creatures are an amalgam of wolf, man, sahaugin and some other creature (purple-tinted flesh).

DC 15: The men are Oeridian and have scars from whips and manacles, both old and recent.

DC 20: The purple-tinted flesh seems to have been predominantly used to join body parts but has worked its way throughout the creature and has made marked changes to the brain.

Speak with dead will reveal scrambled information as the body is part human, part wolf, part sahaugin and part doppelganger. This means the answers are punctuated by howls, sahaugin curses and scenes from the life of a doppelganger. If asked, Zamiel will cast this spell for the party.

This encounter occurs before nightfall and so party may rest and re-learn spells overnight. Zamiel will volunteer to heal as much as he is able. It is intended that the party get to the island with full spells.

Encounter 2:

Rendezvous with Cyruso

After a night without incident, the ship arrives at the rendezvous point in the lee of one of the Hezarin Isles the following day. Another much smaller craft waits there. The time is noon and the party is shown to their new quarters. Once aboard and prepared, the small craft will head for the main port on the Eye of Fire and Smoke. Read aloud or paraphrase the following:

In the mid morning, the watchman in the crow's nest cries: "Ship off the port bow!"

A small craft can be seen ahead. Cages crowd its deck. Manning the tiller is a weather-beaten, ebony-skinned fellow. He is short and stocky with a curly mop

of black hair. At his hip, he wears a wickedly curved sword.

Note: For those who played the 591 Onnwal regional module 'Remember the Farmers', he is Cyruso, the native man who arrived before Leviticus. Read aloud or paraphrase the following:

"The man ahead is Cyruso," says Zamiel, "a Touv merchant and hunter from the Hepmonaland. He has been very helpful to us. He carries cargo – exotic animals and such – to the Brotherhood. Thus he has a fairly free passage around here. He first met Onnwallon folk like you in rather unfortunate circumstances. He got roughed up but realized that in similar circumstances the Brotherhood would have killed him. The fact we spared him has made him friendly to us. He will take you to the dock of the Eye of Fire and Smoke now. The Resplendent will come for you at dawn tomorrow unless it is clear that we need to be there earlier. We'll wait for you as long as we can but I suspect that will not be long."

"Welcome aboard my little ship," Cyruso hails jovially. "I'm sorry your cabins will not be as luxurious as you may have grown used to."

He points at the wooden cages in the centre of the deck.

"It will be not be long before we get to Deenas Pyragov, but you should be in your cages before then. These are totem sticks – a gift from Breeka, daughter of sun rain and earth. Zamiel has paid handsomely in steel weapons for these. Break them to use them. The effect will last for 3 hours or until you concentrate hard upon your true form. That will also end the shaman's magic. Use them now and get into your cages as we sail for Deenas Pyragov."

If any character refuses to use the totem stick and/or get into the cages then Cyruso refuses to sail. He trusts the power of the shamans but not that of the PCs. Breeka is a Touv nature god worshipped in Cyruso's homeland in southern Hepmonaland.

The totem stick will randomly change each character into an animal once. Suggestions are given below. This is a transformation not an illusion and all equipment carried transforms and is unavailable. To revert back, the PCs simply concentrate on their own form for a few seconds (a move-equivalent action). All creatures will be of medium size so some will be much larger than common examples of their kind. The totem stick allows only a single transformation.

In human form, the characters can easily open their own cage.

Paladin	Peacock
Rogue	Rat
Wizard	Toad
Barbarian	Boar
Fighter	Donkey
Cleric	Owl
Bard	Parrot
Sorcerer	Lizard
Druid, Ranger	Any of the above

Feel free to substitute if a particular form is clearly more appropriate. **THESE FORMS DO NOT PROVIDE THE CHARACTERS WITH ANY SUPERIOR FIGHTING ABILITY.** Describe them as clumsy and awkward to move in.

Encounter 3: Unloaded at the Dock

Read aloud or paraphrase the following:

Cyruso's small boat slowly makes it way around rugged shore of the big island to the port of Deenas Pyragov.

The first and most obvious sight is the caravel that sits moored at the quay, the flag of the Scarlet Sign flying from her mastheads. Hepmonalander Suel warriors swarming over it unloading cargo onto the quay. At a rough count, they number about four score (80). Beyond, are a small number of squat stone buildings. Most of the goods are being taken to the one of them. There are about a dozen guards patrolling the edge of the quay. Most wear light armour and a couple have large dogs with them. A few of the troops are civilised Tilva Suel who wear cloaks of scarlet and supervise the others.

The soldiers all glance at the distinguished woman who stands on the fo'castle of the caravel. Her slightest nod sends them into vigorous action. Her hair is short and ash-blonde but greying and her eyes are bright blue. She is heavily built and garbed in exquisitely cut red robes. She carries an ornate rod that she moves from hand to hand almost like one might twirl a baton.

Map #4 shows the basic layout of the camp. Read aloud or paraphrase the following:

One of the Brotherhood soldiers motions to Cyruso to take a particular berth at the quay, while more soldiers

gather around him. Most nock arrows into their shortbows and they seem extremely keen.

The grey-haired woman comes over to your berth. One of the red-robed guards makes an extravagant salute. With a flick of her rod, the woman sweeps the legs from under the guard and he lands in a heap on the ground.

She speaks pointedly in Ancient Suloise:

NB: Only read the following if one of the PCs can understand Ancient Suloise:

"You are on guard, not on parade. Your primary responsibility here is to be ready for action, not waving your arms like some demented bard. Who knows what hostiles might lurk on the little boat? You should always be prepared. Learn that lesson and learn it well. Now carry on."

The woman has a distinctive badge on her red cloak. Any fighter or paladin may make a DC 15 Intelligence check to recognise it as the arms of the War College of Furyondy. Read aloud or paraphrase the following:

The rest of the guards dutifully search Cyruso and his boat while carefully unloading the animals. Your cages are placed upon a wagon pulled by a small donkey. The grey-haired woman returns her vantage point on the caravel.

The guard's banter begins when she is well out of earshot.

NB: Again only read the following if the PCs can understand Ancient Suloise

"Blood and Sand! She's Commander Iron Trews indeed. How come she's here in this dump? I thought this'd be a cushy post for a couple of months but I didn't reckon on her being here," says one red robed soldier

"She came in just a few days after the Pyremians set up here with the Flamefather and Martoch," replies another. "I saw have her first row with the Flamefather. She told him straight out that the island was her responsibility and she was in command. He told here that the Temple was his and he was the authority there. That's how we got where we are. When she turned on Martoch, she straight up told him she thought he was despicable. He looked half scared to death, when she said, "Are you a thought, brother?"

"It was much better after that," another soldier says. "We all hated going up to that charnel house. Martoch's butcher shop still gives me nightmares."

"At least Flamefather has gone," the second man says. "Though Brother Obadiah is worse to my mind. I don't think he's human any more. But neither of them could hold a candle to Martoch when it comes to being barking mad. He tortures people and doesn't even call it torture. He says it is all part of his grand work for the Office of Thralls."

"Anyway what we've got for Martoch to play with today?" asks the first man. "Exotic, my arse! These scrawny beasts look half dead. I better check them for a bit of life."

The guard takes a long spear and starts prodding the beasts. He is out of range of any attack as he has the benefit of reach. Characters are prevented by the cages from moving to attack him. Each character in turn gets a gentle prod (no damage). If no appropriate noises are made then he returns with a second sharper (damage below) prod saying in Ancient Suloise (only read aloud of a PC can understand it),

"Come on my little beasties," he taunts "Martoch wants you to have a bit of life in you. He'll put an end of sorts to it soon enough, though."

The damage done is APL dependent. Each character that doesn't squawk or grunt appropriately gets a spear thrust for following damage:

APL 2: 2 points of damage

APL 4: 4 points of damage

APL 6: 6 points of damage

APL 8: 8 points of damage

APL 10: 10 points of damage

APL 12: 10 points of damage

The statistics for the Commander and her troops are given in DM's Aid #3. Any fight in the base should spell death for the party as they will be overwhelmed by sheer numbers.

One of the other guards will chide him for damaging the beasts. His reply in Ancient Suloise (only read aloud of a PC can understand it) is simply:

"So I might have drawn a bit of blood here. To be honest I've seen what goes up in Martoch's lab. It'd be better if a few of these were dead. You do know he's onto the children next. Come on, let's get them up to the Temple and let Martoch have his fun."

The wagon is loaded with the cages and then is driven out of the camp and along a dusty black gravel trail by two of the guards. The path winds up the side of the smoking volcano. There is little cover here, as the

flanks of the mountain are covered in barren black fields of brittle basalt and thick swathes of volcanic ash.

The wagon is in view of the camp for most of its journey. After a long a bumpy journey (about 45 minutes in game time), a cave mouth hoves into view. The 20 foot wide opening is concealed from sight by a mound of ash and it is only by following the trail round the mound that it comes into view.

Encounter 4: Arrival at the Temple

Note as before - unless one or more of the PCs can comprehend Ancient Suloise, do not read aloud what the guards say:

About 20 feet from the cave mouth and well out of sight of the port, one of the dock guards shouts in Ancient Suloise:

"Hail! We have some deliveries for you. Some pets for Martoch to work on. Come and get them."

The dock guards then begin quickly unloading the cages around the entrance.

Piles of shattered stone lies strewn about the entrance archway.

Any dwarf (or character with stone-related crafts) can tell that it was chiselled from around the entranceway a few months ago. It looks like previously the cave mouth had a decorative frieze, which has been pounded to pebbles. It is impossible to discern what the frieze originally depicted. Read aloud or paraphrase the following:

You hear a couple of indistinct human voices from the cave.

"We are coming for the pets, soldier scum."

Two other voices can be heard with a DC 15 Listen check. They are deeper in the Temple and are speaking Ancient Suloise as they are required to by the Temple masters. Only PCs that make the check and can comprehend the language can understand what is being said.

Read aloud or paraphrase the following:

The cages are quickly unloaded by the two dock guards who seem keen to get away. As they finish, two Suel priests emerge from the cave. They wear stylised half-plate like insect carapaces. They are both female and wear the symbol of Braim. One is about 40, the other only a slip of a girl.

The dock guards hurry to take the wagon back down the trail. They drive away from the cave mouth and then start down towards the port, raising clouds of black volcanic ash as they go. Within a minute they are out of sight.

The priests begin carefully taking the cages into the cave one at a time. They take the cage just inside the cave mouth before taking a right turn after a few steps.

Each cage is carried individually into the animal holding area by one of the Bralm priests. In human form, the characters can easily open their own cage. Read aloud or paraphrase the following:

Beyond the cave mouth, the walls are of worked stone. The entrance tunnel goes deeper into the side of the volcano, but you are taken to the first passageway on the right. The ceilings of the tunnels are ornately carved and decorated and soar nearly 20 feet high, as if made for giants. You can see another pair of openings on either side of the passage. The end of the corridor turns left. This brief view is interrupted, as your cage is taken into a room with many small alcoves reminiscent of monk's cells opening off of it. The main room is 40 feet long, while each cell is 10 feet square. The cells are open and some already have empty cages in them. Your cages are all placed in the same cell. The doors have been removed and are stacked at the far end of the room. After they drop the cages, the priests head out for the next two. The stench of animal dung permeates the room.

The PCs are likely to gain surprise on the priests by their sudden appearance. The priests will call out if they can, alerting the insectoid harpy Queen Caran, who will hasten to their aid within 1 round.

Read aloud or paraphrase the following:

As you battle the priests, a most striking creature flies around the corner at the far end of the corridor. She is half woman-half insect. She wears a white lacy blouse and looks attractive, perhaps of Oeridian stock, apart from the bulbous insect lower body and gossamer wings. She starts making arcane gestures, as she is encouraged to attack by the two female priests.

At APL 2, she indicates her refusal to attack with a shrill "No!" in Common.

Queen Caren the Harpy is an experiment by Martoch. The creature is more insect-like than bird-like though. Thus she has some affinity for the Bralm priests.

APL 2 (EL 4)

👉 **Bralm Clerics, female human Clr2 (2):** hp 15; see Appendix One.

👉 **Queen Caren the Harpy, Sor2;** hp 38; see Appendix One.

Queen Caren refuses combat automatically; she attacks Bralm clerics if the PCs make a DC 20 Diplomacy check to persuade her to do so.

APL 4 (EL 6)

👉 **Bralm Clerics, female human Clr3 (2):** hp 21; see Appendix Two.

👉 **Queen Caren the Harpy, Sor2;** hp 38; see Appendix Two.

Queen Caren will not engage in combat if the PCs persuade her not to with a DC 15 Diplomacy check and if they are sufficiently persuasive (DC 25) she will attack the Bralm clerics.

APL 6 (EL 7)

👉 **Bralm Clerics, female human Clr4 (2):** hp 28; see Appendix Three.

👉 **Queen Caren the Harpy, Sor4;** hp 38; See Appendix Three.

Queen Caren will not engage in combat if the PCs persuade her not to with a DC 20 Diplomacy check and if they are sufficiently persuasive (DC 30) she will attack the Bralm clerics.

APL 8 (EL 8)

👉 **Bralm Clerics, female human Clr4 (2):** hp 28; see Appendix Four.

👉 **Queen Caren the Harpy, Sor6;** hp 38; see Appendix Four.

Queen Caren will not engage in combat if the PCs persuade her not to with a DC 25 Diplomacy check and if they are sufficiently persuasive (DC 35) she will attack the Bralm clerics.

APL 10 (EL 10)

👉 **Bralm Clerics, female human Clr6 (2):** hp 43; see Appendix Five.

👉 **Queen Caren the Harpy, Sor8;** hp 38; see Appendix Five.

Queen Caren will not engage in combat if the PCs persuade her not to with a DC 30 Diplomacy check and if

they are sufficiently persuasive (DC 40) she will attack the Bralm clerics

APL 12 (EL 12)

➤ **Bralm Clerics, female human Clr6 (2):** hp 43; see Appendix Six.

➤ **Queen Caren the Harpy, Sor11;** hp 38; see Appendix Six.

Queen Caren will not engage in combat if the PCs persuade her not to with a DC 35 Diplomacy check and if they are sufficiently persuasive (DC 45) she will attack the Bralm clerics

Tactics: The clerics will stand back and hope that the Queen will occupy the characters while they cast spells. The priests are both very nervous and suspicious given that two of their colleagues have died here already.

Queen Caren is above petty combat and can readily be persuaded not to fight. The Diplomacy check for this varies by APL. In fact by stirring her memories of Onnwal, it is possible to get her to attack the Bralm priests. The harpy responds well to memories of Onnwal (+5 circumstance bonus to any Diplomacy check).

Queen Caren begins (as do the priests) by casting defensive spells. She hovers above the fray. Her sorcerous attacks are simply manifestations of her new insect powers in her mind. Thus if she casts *magic missile*, she regards it as her sting. She will NOT use her Captivating Song as she much prefers her spells. Queen Caren will swiftly leave the combat if she is hurt. The Queen must survive. She flies away, out of the cave mouth and out of sight to find new drones.

Development: If the Bralm clerics are captured, the elder one will say nothing. Their experience of the torture performed on their leader by Obadiah and the Flamefather makes them resolute to say nothing.

The younger priestess, if questioned, knows:

- Flamefather is not here. He left with 4 senior guards about a month ago.
- Martoch told them not to disturb him three days ago. He has not been seen since.
- Brother Obadiah is in charge. He stays down below.
- Guards have been told not to go down below.
- On this level are two priests of Bralm who work for Master Martoch. They help him with his experiments. There were 4 Bralm priest but one was killed by Flamefather for going below and one was killed by escaping experiments.
- Experiments are powerful war creatures being made from men and animals and other things.

- They can sketch a map up to room 8.

Encounter 5: Converted Barracks

This room was a common room for visiting pilgrims to mix. It has been made into a basic barracks. The rear section has retained its original use as a kitchen. The entire place is in poor repair. The Pyremians are quartered here and cook for the rest of the occupants. There are eight bedrolls; none of which have been used for some weeks.

There were 8 Pyremian guards. They accompanied the Flamefather on his return to Brotherhood homeland.

Encounter 6: Steam Bath

Read aloud or paraphrase the following:

This area is blanketed by a heavy warm mist. Bubbling can be heard within. The bubbling has a periodic, somewhat speech-like quality. There is a mildly unpleasant smell of rotten eggs in the air.

The room was and still is a bathing area, which is supplied by hot springs. Visibility is only 5 feet and the room smells of sulphur. The bathing areas within are mostly small pools of water (about 3 or 4 feet deep) though there are some of mud. They bubble away entirely naturally.

Encounter 7: Menagerie of Monsters

Read aloud or paraphrase the following:

The door to this room is open. From it, can be heard a male voice slurring the words 'Death' over and over again. A stench of chemicals and blood permeates the air here.

This room was originally the communal room for the lesser priests who were resident at the temple. It has been converted into a holding area for Martoch's experiments. Some of the experiments have been done here. Read aloud or paraphrase the following:

Looking inside the room, a large stone table with heavy straps across it stands in the centre of the floor. Around the room are 5 doors; one is heavily boarded shut; two

are open and two are closed. The open doors and one of the closed doors have an observation slit cut into them.

The voice comes from a water butt near the centre of the room. Inside can be seen a creature of horrific appearance. He has human features but his flesh is almost liquid. His nose, mouth and eyes float around independently. On seeing the party, the creature sighs and says, "Sweet Death, you are early but you are most welcome. Please take me to your realm."

The voice is that of an Onnwallon named Mert who has the form of a gibbering mouther. He believes that by saying Death 666 times he can summon Death and that Death will claim him. Mert wants to die as he abhors his present form. He actively seeks to be attacked and killed.

If Mert is attacked then Rabekka (see below) will attack his attacker.

A creature of flesh and steel suddenly charges out from one of the doorways opposite you. Her arms are raised and her body almost convulsing. Her arm strikes towards like a steel beam with an axe head welded onto it. The blood is pumping round the tubes that feed her arms and legs at tremendous pace.

This fight will last only a few rounds (APL dependant; check relevant Appendix) as Rabekka's heart will burst, showering the party with her blood.

Assuming the party don't quickly begin a fight, then they may make a full sweep around the room and discover a total of four creatures that occupy the holding pens. They are all in different states. The first is Mert. Mert has the form of a gibbering mouther but none of its powers. He despairs of life. His body is becoming less and less cohesive. He wants to die and if the party will not kill him then he will propose that they allow him to do it himself. He just needs some help. If the players move him to a shelf above the fire, he will slide himself into it. His will is resolved to suicide if need be.

Mert slurs his words as he speaks.

"Look if you can't bring yourselves to put me out of my misery then just let me do it myself," he says. "Put me up on the shelf above the fire. I'll do the rest. I can tell you stuff about this place that will help."

Mert offers information. He will not reveal any of it if they do nothing to help him. Mert knows everything the guards in Encounter Four knew.

What else Mert knows:

- Rabekka (half-golem) has a diary in her cell.
- The woman in the cell is a doppelganger.

- Martoch used an orb on his desk to get into a huge vault in his room.

The second creature is in a large pen and is a mass of flesh and ironmongery. This is Rabekka and she has the form of a half flesh golem. She is virtually catatonic as she is weighed down by the metal implanted into her. Her door is open.

Read aloud or paraphrase the following:

In the open cell opposite Mert, is a creature of flesh and steel. There is metal all over the creature's body. It appears weighed down by it. Its head has a cowl of metal while exposed pipes carry blood around its body. Its right arm ends in an axe head. Its breathing is slow and strained.

A Heal check will reveal:

DC 5: The creature was a human female originally

DC 10: There is a wispy strand of blond hair on her head.

DC 15: The creature's human skeleton has had metal grafted to it internally as well as externally.

DC 18: The creature is no longer fully human and cannot be raised – purple flesh runs through it.

DC 20: The creature's body is under great stress. It is likely any exertion could provoke heart failure.

Rabekka has very simple reactions. She will attack anyone (regardless of their allegiance) who attacks Mert. She will not attack those that help Mert kill himself. She will not recognise that as attacking Mert. She will also recognise standard symbols of Onnwal. She will defend anyone who has those. She will lumber around with the party and fight alongside them. Note she can fight only for a few rounds before her heart fails.

In the corner of her cell, a small scrap of paper can be found. This records what has happened here. It was written by Rabekka in the early stages of the experiments upon her. Give out Handout #1.

Read aloud or paraphrase the following:

The second door is open and is filled with an odd mix of feminine finery and woven nesting material.

This is the cell for Queen Caren. She was with the Bralm priests at Encounter 4. There is nothing of value in here.

Read aloud or paraphrase the following:

The third door is heavily barred. Chains of iron have been laid across it as well to further bolster the door.

The third creature is behind the heavily locked door. This is an olven female who has received a gift from the lords of the Fey. The Fey lords have allowed her to change into a water-based fey creature. Martoch left it in here to rot.

If the PCs succeed at a DC 10 Listen check at the door, very heavy breathing can be heard. If the creature is woken then it will begin banging against the door. The door shakes under its assault. The creature will not communicate.

A DC 15 Knowledge (arcana) check will reveal that the chains on the door are cold iron. This is a common method to ensnare Fey creatures.

Unless done under magical silence, removing the chains and nails will wake the creature and it will begin banging against the door.

Read aloud or paraphrase the following:

As the door is opened a crack, the door is pushed back. The door comes off its hinges and huge creature, like a humanoid whale with elven features crashes out of its tiny cell. It seems almost to grow as it moves out.

Anyone in front or to the side of the door must face an Overrun attack from the Ocean Strider (Strength 19). This is a beast that Martoch lost control of. It is dying but still very powerful. Its instinct is to head for the water. As soon as the door opens even a crack and fresh sea air is allowed in the creature wakes (if still asleep) and charges for the door. It will appear to grow as it moves out and it will head directly out of the room and down to the sea. Anyone in the way will be overrun. Its desperation to be in the sea makes it deaf to any attempts to communicate. Its high intelligence and spell-like abilities are lost to it until it reaches the sea.

Read aloud or paraphrase the following:

Looking through the slit of the closed door, a raven-haired woman can be seen. She seems in reasonable health and is quite attractive. Her hair is short and her feature pale features are more Suel than any other type.

On seeing characters, she speaks in a soft voice, "I had thought myself lost here forever. You are truly the most valiant of heroes to brave this hell."

The final creature here is a doppelganger though it is in the form of an Onnwallon woman when first seen. The doppelganger has taken this form to try and gain favour with the guards.

If Mert has already revealed her as a doppelganger, she will admit it, but claims she is as much a prisoner as anyone else. She also offers to provide information in exchange for her release.

What the doppelganger knows:

- Obadiah's servant girl had no thoughts.
- Martoch had something in his vault that would get him into serious trouble with his comrades.
- One of the vault numbers is 34.

Read aloud or paraphrase the following:

Opening the fifth door, you find a living area rather than a cell. There are four beds set in here in a very tidy, unimaginatively adorned room. Two of the beds look like they have not been used in weeks. A tiny scorpion sits upon a small chest. The scorpion is only two inches in length.

This room is the quarters of the Bralm priests. There were four of them but two have been killed. They were assisting Martoch with his experiments. One was killed during the escape of the Sea-Wolves (seen in Encounter One). The second (the leader) was killed by the Pyremians for discovering the true origin of this Temple.

The scorpion is not poisonous and was put there to keep the Pyremian guards out. The chest contains the holy symbols of two dead Bralm priests and two short notes about the death of the leader.

The notes (two copies in differing handwriting) concern the Bralm leader who sneaked into the lower levels. He was discovered and the Pyremians ensured the Bralm priest would be permanently silenced. Obadiah pulled his tongue from his head then ripped out his throat. After he had bled to death, the Flamefather raised him as a zombie where upon they burnt him to ashes and then the ashes were scattered. The Bralmers were required to write this down to ensure they were clear about the penalties of sneaking into the lower levels.

Give out Handout #2.

Two Bralm priests are lounging here unless they were summoned to the temple entrance by the dock guards (if permitted by the PCs).

Encounter 8:

False Martoch in his Laboratory

Read aloud or paraphrase the following:

A single large table here with heavy straps similar to those in the menagerie dominates this room. The straps though have been altered to accommodate smaller; the sizing is that of a halfling or child. There are doors to the east and north.

However, it is the scarlet robed figure that stands on the western side of the room, regarding you with a cold

smile as you enter, that monopolises your attention. He wears no armour and carries only an ornate staff. He is physically unimposing with stick-like arms and legs. His face is rather handsome apart from a livid scar running across his forehead and up into his receding blonde lank hair.

He sees you and exclaims, "I recognise you not. You intrude upon my private quarters unannounced. Prepare to face the wrath of Martoch, archmage of the Scarlet Brotherhood."

The figure is not Martoch but a Baatezu masked by illusion. It can do no harm to the characters unless they break the circle that restrains it. The circle itself is covered by the same illusion. Spell, missile or melee attack will break the circle. The creature will try and taunt characters into attacking it, thus breaking its prison.

If the PCs attack "Martoch", read aloud or paraphrase the following:

As you attack Martoch, the illusion around him shatters and reveals a creature from the pits of Hell. On the floor, the outline of the binding circle appears as Martoch's illusion disappears. The creature smiles and attacks,

"I thank you for releasing me. I thought Martoch never would. I will give you a swift but perhaps painful death."

If freed, the Baatezu will fight to its destruction.

APL 2 (EL 3)

➤ *Advanced Imp*: hp 22; see *Appendix One*.

APL 4 (EL 6)

➤ *Kyton*: hp 52; see *Monster Manual* page 53.

APL 6 (EL 9)

➤ *Osyluth*: hp 95; see *Monster Manual* page 52.

APL 8 (EL 10)

➤ *Hamatula*: hp 126; see *Monster Manual* page 51.

APL 10 (EL 12)

➤ *Gelugon*: hp 147; see *Monster Manual* page 56.

APL 12 (EL 14)

➤ *Cornugon*: hp 172; see *Monster Manual* page 55.

Note the Cornugon is weakened as Martoch has taken its spiked chain from it. This means its melee attacks are

claws not spiked chain and it may not use its Stun ability. Thus it has a lower EL rating.

Tactics: The Baatezu was brought here permanently by Martoch and will summon creatures to help it if it is able. As a rule at all APLs, it will summon mindless Lemures as then it will not be in any debt to them. Summoned Baatezu will appear behind the party allowing the devil to gloat over the PCs predicament. The Baatezu will then use its spells (particularly fear effects) then shift to melee attacks.

Assuming the characters defeat the fiend then, read aloud or paraphrase the following:

As the creature finally falls beneath your blows, it drops and its body begins to dissolve. A golden light can be seen from within the creature. It appears it was deep in its stomach. Within a few seconds, the fiend's black ichor lies as a shallow pool on the floor. In its midst is a small bone cage with a golden light shining from within it.

The cage detects of good and magic (Conjuration). It binds within a messenger from the NG plane. On close study, the ball of light appears to have a face.

If the bone cage is picked up, read aloud or paraphrase the following:

A shrill voice booms in your head.

"Shatter the bonds of my prison and let me take my message to the First Lord of the Third Rank of the Seventh Brigade of the Spiritual Host for I am already late and the pillars of heaven may fall if my message is not delivered. In the name of all that is good, release me now!"

The ball of light is an intelligent celestial, which is intent only on delivering its message. It has no time for discussion and the delivery of its message is more important than any mortal affair.

The bone cage is made of small finger bones and is quite easy to pull apart.

IF THE CELESTIAL IS RELEASED WITHIN ONE MINUTE (REAL TIME) OF BEING PICKED UP THEN IT WILL AID THE PARTY. If this happens read the following:

The ball glows for a moment and good aligned characters see a smiling face; neutral aligned characters see only a frown upon it. The golden light washes over you and heals you.

A slightly less shrill voice says "I must be away quickly but I have aided you as I sense that there is much that is evil here."

It will provide aid in the form of healing to all party members. This provides a *cure critical wounds* (4d8+10) to all good aligned characters and a *cure moderate wounds* (2d8 + 10) to all neutral aligned characters. These are at caster level 10.

Anyone regardless of alignment who tries to broker some deal with this creature receives no healing whatsoever.

If a party member is dead (and is of Good alignment or will convert to Good) then the creature will offer to use *raise dead* in lieu of the above healing. It will not offer this if the PCs are capable of casting the spell themselves.

IF IT IS RELEASED AFTER ONE MINUTE (REAL TIME) THEN NO MATTER WHAT THE CIRCUMSTANCE, IT LEAVES TO DELIVER ITS MESSAGE. If this happens read the following:

The golden ball grows slightly and speeds away. Its face appears to be glowering.

Encounter 9: Martoch's Bedchamber

Read aloud or paraphrase the following:

In this room is a bed and some of Martoch's personal effects. Clothes are strewn about the room as if someone had left in haste. A large black amulet on a silver chain sits in the centre of the bed. The design is that of a golden flame.

The original priests of Ranet crafted this ancient amulet. It unlocks the door to the second level. It depicts the pure fire of Ranet in the darkness. The amulet detects of magic and has two powers; one is to open the door to the lower level; the second is to protect the wearer when crossing the fiery cavern beyond the door. It radiates weak transmutation and abjuration magic.

Encounter 10: Martoch's Office

Read aloud or paraphrase the following:

This octagonal room appears to be an office of some kind. A large metal door is set into the east wall. The

west walls are lined with bookshelves. A large desk dominates the centre of the room. Chalk marks cover the floor to the north.

A large clay statue on the north wall obscures another exit from this room. It is about 9 feet high and its eyes seem to follow you around the room. A slight smell of salt and the sea pervades the room.

Upon the desk are some scrolls. There is also a large glass decorative ball which is engraved with the design of a dragon.

The chalk marks denote the area threatened by the golem.

The scrolls muse idly about the summoning task Martoch has gone to do. See Handout #4. They also record the limited success that Martoch et al had against the golem. See Handout #5.

The paperweight provides a clue as to how to open the vault in case Martoch ever forgot the number himself. When picked up, the glass ball shows a list of numbers with gaps. See Handout #6.

The solution is to simply add to numbers together to make the next and then arrange them as pairs. 1+1 =2; 1+2=3; 2+3=5; 3+5=8; etc. The three numbers for the combination are calculated as 5+8, 8+13 and 13+21 i.e. 13, 21 & 34.

The golem was a guardian creature for the old temple. The power of the creature is described in the handout, so player characters will be aware of its abilities. It will stand guard over its exit unless it is damaged or a creature tries to get past it without saying the long forgotten password or lingers too long by the vault door. It will then attack the creature that damaged it. It will attack any creature that damages it or tries to force their way past.

Behind it an old, partially flooded tunnel leads out to a sea cave below the port. Though this appears a possible way out, in truth it is more of a deadly trap if characters try to use it. It is in fact one of the lava flues that drain the volcano's caldera during eruptions and will be flooded with lava when the eruption occurs.

If the PCs attempt to use it to escape the eruption, they will find that the water is very warm to the touch and is growing steadily hotter by the second. Two rounds after the PCs enter the tunnel, the waist-deep water becomes scalding, dealing anyone standing in it 5d6 points of damage per round.

After a further two rounds, the tunnel begins to fill with scalding steam, Just breathing the air deals 1d6 points of damage per minute (no save). Those wearing metal armour are affected as per the *heat metal* spell. A red glow can now be seen from up the tunnel.

After a further two rounds, the tunnel is filled with molten lava which deals 20d6 points of damage per round of the PCs are fully immersed or 2d6 points of damage if they only exposed partially to it. Damage from lava continues for 1d3 rounds after exposure, but this damage is only half that dealt during initial contact. PCs immune to fire can still drown if fully immersed in the lava.

Encounter 11: Martoch's Vault

Read aloud or paraphrase the following:

The huge metal door has upon it a lock that opened by numbers rather than a key. There are three sets of 2 digit numbers that need to be set. They presently read 37 22 42. Around the numbers are runes in a script similar to dwarven.

This vault door has a combination lock upon it. It can be opened by the Open Lock skill in combination with the Listen skill. A player makes a single roll and adds this to the sum of his ranks in both Open Lock and Listen skill ranks. This is done separately for the three sets of two digits.

The DC to pick each tumbler is:

APL 2:	20
APL 4:	25
APL 6:	30
APL 8:	35
APL 10:	40
APL 12:	45

The clue at Encounter 10 may also assist to solve this puzzle. All three locks need be successfully picked for the vault to open.

The solution is 13, 21 & 34.

The runes on the door can be recognised by a DC 15 Search, Knowledge (arcana) or Spellcraft check as those of some kind of permanent magical fire-based trap. The type of trap varies by APL:

APL 2-4

↗ **Burning hands trap:** magic device; combination trigger; automatic reset; spell effect (*burning hands*, 5th level wizard, DC 11 Reflex save half damage, 5d4, fire); DC 15 Search; DC 50 Disable Device.

APL 6-8

↗ **Fireball trap:** magic device; combination trigger; automatic reset; spell effect (*fireball*, 10th level wizard, DC

13 Reflex save half damage, 10d6, fire); DC 15 Search; DC 50 Disable Device.

APL 10-12

↗ **Flame strike trap:** magic device; combination trigger; automatic reset; spell effect (*flame strike*, 15th level cleric, DC 15 Reflex save half damage, 15d6, fire); DC 15 Search; DC 50 Disable Device.

♣ **Steel door:** 8 in. thick, hardness 40, 240 hp. It is DC 48 Str check to force.

It is possible to take 10 here. However it is not possible to take 20. The clay golem has instructions to strike anyone who remains at the vault door for more than one minute.

If a PC lingers too long by the door, read aloud or paraphrase the following:

After one minute of working at the vault door, the golem raises both of its huge arms and prepares to strike. In a deep voice it exclaims:

[Do not read the following if the PCs cannot understand Ancient Suloise]:

"Master, move away, for I call you thief now."

Character must move away immediately or the golem will strike with both fists, which can reach the area in front of the vault door.

If the PCs get inside the vault, read aloud or paraphrase the following:

Within the vault are many shelves though only a few have papers on them. Some are rolled up like scrolls and amidst them there is an old wooden wand with the single rune etched into it. In particular these papers include notes on experiments and brass plates embossed with strange archaic writing.

Martoch took his spellbook and notes on summoning. However he left behind notes detailing his previous experiments plus those planned. These show his desire to experiment on the children below. It will indicate the use of a doppelganger as study for the melding process. Give out Handout #7. The players now receive the Enhancement to *sword of remembrance*.

♣ **Enhancement to sword of remembrance:** This enhancement can only be applied to the *sword of remembrance*. It is not valid on its own. The *sword of*

remembrance is now a +2 *ghost touch longsword*. The Dexterity penalty it causes the owner is reduced to 2 points. The bearer also now suffers a -2 penalty to saves against fire.

The sword can *detect evil* (CL 1st) 3/day and grants a morale bonus to Strength lasting 10 minutes 1/day. Against Leviticus, Obadiah, Martoch or the Flamefather Kiran Gronas, the bonus is +4 Str; against any others whom the wielder knows to be members of the Scarlet Brotherhood, it is +2 Str.

These powers are only available when the sword is wielded. The beneficial powers are withheld by the sword (for that module) whenever its owner negotiates with the Brotherhood rather than puts them to the sword.

This item has no resale value.

A detailed reading of the notes on experiments reveals that Martoch was aware that some of the subjects had Suel ancestry. That is a sin within laws of the Scarlet Brotherhood and shows Martoch sliding away from true devotion to the Brotherhood cause and towards obsession with his experiments.

The wand and scrolls are old, almost forgotten, possessions of Martoch. They are a fully charged *wand of magic missiles* (caster level 1st) (activated by pressing on the etched rune) and a variety of low-level arcane scrolls.

Treasure: The following treasure is available here.

All APLs: Magic: *wand of magic missiles* (1st level) (62 gp); *arcane scroll of comprehend languages* (2 gp); *arcane scroll of protection from evil* (2 gp); *arcane scroll of colour spray* (2 gp); *arcane scroll of endure elements* (2 gp); *arcane scroll of mirror image* (12.5 gp); *arcane scroll of resist elements* (12.5 gp).

The brass plates are articles of faith for the murdered Suel goddess of Fire, Ranet. The text is in Ancient Suloise. They are one of the few surviving sources of such information. Pyremians would wish them destroyed if they knew of them. They fear that through them Ranet could regain worshippers and somehow rise from the dead to reclaim the portfolio of Fire from Pyremius. Martoch hid these from the Pyremians. They detect of Transmutation magic.

Encounter 12: Temple Processional

Read aloud or paraphrase the following:

Looking into this room, there are six statues that form a processional line towards a large door at the end. The ceiling is higher reaching 30 feet. This allows some of

the statues to reach above them in striking poses. The statues are extremely life-like and represent different creatures – most of which in some way seem to consist of flame. The statues include a kilted dwarf with flaming hair, a snake-like creature with a huge spear, a genie wreathed in flames, a creature that is nothing more than just flames, a wyrm and a huge bird with its feathers rippling with flames. All of the statues appear to be bowing towards the doors at the end of the hallway.

This hallway has many statues showing due deference to the original Temple god. The statues are:

1. Azer
2. Salamander
3. Efreeti
4. Fire Elemental
5. Red Dragon
6. Phoenix

Read aloud or paraphrase the following:

At the end of the processional stands a large pair of double doors with a pile of rubble to its left and what looks like a well of fire to its right. The stone well is about 8 feet in diameter. It rises about 3 feet from the floor and has flames licking up out of it. The flames rise 10 feet and flow over the sides. Looking at the edges, you notice that someone has defecated upon it.

The statue at the end of the processional (which was of the goddess Ranet) has been smashed to very fine rubble by the Pyremians. This has been very thoroughly done. A DC 30 Intelligence check will allow a viewer to piece together that it depicted the form of a woman composed of licking flames.

The Well of Fire will reward any who make an offering of a single coin. The benefit is that the character receives the benefit of a *bless* spell (caster level 10) while within the Temple complex.

If anyone cleans the dung from the Well of Fire then they receives the benefit of a *prayer* spell (caster level 10) while within the Temple complex.

The Well of Fire has a magical flame, which burns continually, and it does 6 points of fire damage every round someone is exposed to it.

Encounter 13: Fires Before the Temple

Read aloud or paraphrase the following:

The ornate doors are made of black stone. Carved into them is an inscription in archaic golden runes.

The runes are Ancient Suloise. Only characters that can comprehend this tongue can decipher it:

"Pilgrims of the Holy Fire, let your spirits glow with joy like the Burning Pillars, for beyond them lies the Tabernacle of ——— and the ——— of Pure Fire. Rejoice!"

The writing on the door has been painstakingly chipped away to obscure it. The first word has been totally obliterated. A careful study of this, requiring a DC 15 Search check, can reveal to those that can comprehend Ancient Suloise that the second word is "Crucible".

The ornate double doors to this level will only open to a bearer of the flame amulet Martoch's bedroom. Anyone wearing the amulets may open and close the doors freely. (Encounter 12). Obadiah and the Pyremian priests in the Chamber beyond also have amulets.

Black stone doors: 6 in thick, hardness 40, hp 240. It requires a DC 48 Str check to force.

Assuming the PCs manage to open the doors read aloud or paraphrase the following:

Looking through the open doors, you see a large cavern, about 500 feet long and 200 feet wide. The ceiling soars 50 feet above you, while the floor is covered in a fine grey ash that is warm to the touch. The cavern is lit by the light of a number of burning pillars, each of 5 feet diameter. They glow a variety of different colours; some white, some red, some blue.

The pillars reach all the way to the cavern ceiling and radiate fierce heat. Some appear to take the forms of huge fiery beings with burning eyes that appear to gaze sternly down upon you, as though you were no more than ants.

At the far end of the cavern, a set of double doors with a huge grinning demonic face painted upon them can be seen through the heat haze.

This room is of natural construction and was dedicated to the gift of fire. The fire sculptures cover about one sixth of the room and are arrayed in two lines up the middle of the chamber. Anyone getting within 10 ft. of a pillar will take heat damage (see below) and will catch on fire if they fail their Reflex saves.

Fire damage from pillars:

APL 2: 2d6, DC 13 Reflex save for half damage

APL 4: 4d6, DC 15 Reflex save for half damage

APL 6: 6d6, DC 17 Reflex save for half damage

APL 8: 8d6, DC 19 Reflex save for half damage

APL 10: 10d6, DC 21 Reflex save for half damage

APL 12: 12d6, DC 23 Reflex save for half damage

Two Pyremian cleric/rogues are lurking at the far end of the chamber. They will spot the PCs as soon as they open the doors, unless the PCs are taking precautions to be stealthy and inconspicuous. In this case, have the Pyremians make opposed Spot checks vs the PCs Hide.

When the PCs are half way across the chamber, have the roll DC 10+APL Spot checks (or an opposed check vs the Pyremians' Hide, if they are aware of the PCs). If the PCs are further than 30 feet from the clerics apply a -6 circumstance bonus for the glare and heat haze.

If they succeed, read aloud or paraphrase the following:

In the flickering light, you think you see two figures flit between the burning pillars towards the far end of the cavern. The shimmering heat haze makes it very difficult to see them clearly

The two Pyremians have amulets and so are also protected from the heat of the pillars. Anyone in physical contact with the clerics (e.g. grappling, but not melee) is also safe from the flames.

If/when the clerics spot the PCs, read aloud or paraphrase the following:

The figures appear to have caught sight of you and are retreating back to the main door with the devil face upon it. They move quickly, clearly not encumbered by heavy armour. They wield some kind of blade but wear the dark red clerical vestments of Pyremius. As they approach, the door swings briefly open and they go inside. It slams shut behind them.

Tactics: If they see the PCs, the rogue/clerics will run for the main Temple. Only if they are not outnumbered will they fight the intruders (see Encounter 14 for stats). They are cowards. They move back to the main temple door and go inside to fight alongside Obadiah. The flaming pillars provide 75% concealment due to heat haze, except within 30 feet of the clerics.

The door at the end has upon it the face of Pyremius. Obadiah can see through its eyes and so will watch the party fight the clerics if they are able to engage them. He is happy to see his clerics killed. They know the secret of the Temple and he believes that silencing their voices is a favour the PCs can do for him. Once the party approaches the doors, Obadiah will command the doors to open. In true melodramatic style, they will do so.

Read aloud or paraphrase the following:

As you approach closer to the double doors, it is as if the face is looking at you. It is the face of Pyremius recently painted in blood upon the Temple doors.

As you come within 10 feet of the doors, they creak loudly open and a voice from within says softly: "Please come in. I believe we have much to discuss."

Encounter 14:

Obadiah at the Temple

Read aloud or paraphrase the following:

Flames that dance in sconces upon the walls dimly light the temple sanctuary. The obsidian floor slopes slightly, leading up to a large altar about 100 feet away. Pillars run down the centre of the temple and heavy curtains drape the walls. The room is 30 feet across. At the far end of the sanctuary, some 100 feet away, a Hepmonalander Suel girl of less than 20 years stands meekly by the main altar, her eyes downcast. Upon the altar stands a stained crucible. A low drumbeat echoes from the obsidian walls of the sanctuary.

In an alcove to your left stands a red-robed man who smiles broadly at you. He has white-blond hair neatly tied in a ponytail and pale, almost albino skin. He is almost constant motion, as he appears to have tremendous reserves of nervous energy. Flames appear to dance in his red eyes. He wears the red robes of the Brotherhood but they are oddly sleeveless.

The alcove contains a black stone table and a number of chairs. Several decanters of wine and a set of glass goblets stand upon the table. The blonde man motions towards the chairs with an expansive sweep of his arm.

"Please sit," he says in accented Common. "I think we have much to discuss. I'm not sure whether it is my terms of surrender or yours. No matter, we should at least be civilised. My little woman has already poured us some drinks as words without wine are so terribly tedious."

This equates to the first round and means that *Sword of Remembrance* bearer senses Evil.

"I do hope you are not going to hurl any tiresome insults about how I set fire to those rather odious farming types. Sometimes it seems to be all you Onnwallish savages go on about. I am just so terribly tired of it."

This ends the second round and the *Sword of Remembrance* will sense three evils (Obadiah and the two Cleric/Rogues). The strength is APL dependent. The undead girl is out of range.

"I still can't believe burning those no-good sodbusters caused a rebellion. They were some of most worthless wretches I ever saw. They didn't even die well for the most part. Whining cowards not martyrs is how I remember them."

This ends the third round and the *Sword of Remembrance* can pinpoint the three evils. At high APLs, it will have allowed the assassins the three rounds in which to observe for their Death attack.

"But to the matter at hand, come in and sit. Let us discuss where we go from here."

The seats offered are trapped. When the first PC sits on a chair, Obadiah attacks. The chair does no damage; it simply tries to hold the person fast so that Obadiah can beat them to a foolish pulp.

All APLs:

↗**Chair Trap**: magic device; touch trigger; grapple effect. Atk +20+APL melee; always attempts to pin – does no damage; Search (DC 50) Disable Device (DC 50).

♣**Stone chair**: hardness 8, hp 20 + APL. Each hit point of damage not only damages the chair but also reduces the grapple effect by same amount.

If present, the *Sword of Remembrance* will want to fight. Its bearer will sense Obadiah's evil (*detect evil* power awakened) and gain strength of the Farmers (morale bonus to strength awakened). Obadiah was one of those present at the burning of the farmers as was Martoch and the Flamefather. Give out Handout #3 if appropriate.

If someone is so foolish as to sit, read aloud or paraphrase the following:

As you take your seat, you feel it grab and hold you tight and struggle to avoid being held fast.

When combat starts, read aloud or paraphrase the following:

Obadiah hands burst into black flame and he steps into attack. The drumming becomes louder and faster, resounding through the temple. He is tumbling and moving like a madman, revelling in his ability to strike and move.

"Those that look upon the Crucible are marked to die," he taunts. "Hopefully a better death than those pathetic farming scum provided."

After damage is done to Obadiah, read aloud or paraphrase the following:

Obadiah seems unconcerned as your blows strike home. It soon becomes clear why. Before your eyes, the wounds begin to close and heal. He dances around the room at great speed, as if keeping time to the fevered tempo of the drumming, which grows ever louder and faster.

If the cleric/rogues from Encounter 13 escaped (as they are likely to) then they are hiding either side of the room in the corners behind the curtains. During this time they will have been preparing for the combat.

If the PCs try to Spot the cleric/rogues then allow them a modifier of +4 to the roll.

APL 2 (EL 5)

➤Pyremian Clerics, male human Clr1 (2): hp 8; see Appendix One.

➤Obadiah, male human Mnk4: hp 54; see Appendix One.

APL 4 (EL 7)

➤Pyremian Cleric/Rogues, male human Clr2/Rog1 (2): hp 23; see Appendix Two.

➤Obadiah, male human Mnk6: hp 82; see Appendix Two.

APL 6 (EL 9)

➤Pyremian Cleric/Rogues, male human Clr3/Rog1 (2): hp 30; see Appendix Three.

➤Obadiah, male human Mnk8: hp 110; see Appendix Three.

APL 8 (EL 11)

➤Pyremian Cleric/Rogues, male human Clr4/Rog2 (2): hp 42; see Appendix Four.

➤Obadiah, male human Mnk10: hp 133; see Appendix Four.

APL 10 (EL 13)

➤Pyremian Cleric/Rogues, male human Clr4/Rog3/Asn1 (2): hp 52; see Appendix Five.

➤Obadiah, male human Mnk12: hp 155; see Appendix Five.

APL 12 (EL 15)

➤Pyremian Cleric/Rogues, male human Clr4/Rog3/Asn3 (2): hp 66; see Appendix Six.

➤Obadiah, male human Mnk14: hp 181; see Appendix Six.

Tactics: The Pyremian cleric/rogues will prepare spells as best they can. They also have a poison, The Burning, which they will apply to their weapons. At higher APLs the assassins will be studying their potential victims. They attack at the most opportune time, using their sneak or death attacks (if applicable) to the most devastating effect. They will attempt to deal with any spellcasters in this fashion. They will attack bravely as they greatly fear the wrath of Obadiah. They try to flank their targets wherever possible.

Obadiah is a monk blessed by Pyremius. He has benefits of flaming hands, fire resistance 20, a +12 enhancement bonus to his Constitution with all its attendant benefits and supernatural power of Fast Healing. The rate of Fast Healing depends on APL. It is 2 at APL 2, 4 at APL 4 and so on.

Obadiah powers make him over-confident. At higher APLs, he will move in using Spring Attack and then move away behind pillars. He will try to scatter the party, then use his speed to attack the weaker members to attack them. He will use of his Stunning Attack ability every round he can. Given his Fast Healing, he will want to prolong the combat as much as possible. When he has lost half his hit points, he will begin to worry a little (unless the party are clearly failing) and he will try to make his way into the cavern of the burning pillars just outside the sanctuary. Obadiah knows his amulet will ensure the flaming pillars will not touch him.

If any PC does move to the altar, he relies on his undead servant (in the guise of the serving girl) to hold them off, while he uses his speed to get back and deal with them himself.

The raised altar has a foot-high discoloured crucible on top of it. The Crucible has been made sacred to Pyremius with blood and poison. A DC 15 + APL Listen check allows the PCs to realise the drum beat comes from the Crucible. When Obadiah fights, the drumbeat increases in volume and rate. Any Listen checks to locate the drumbeat have a +2 circumstance bonus then.

If the PCs approach the alter, read aloud or paraphrase the following:

Suddenly the little slip of a girl rushes towards you. Her perfume is musty and unpleasant. She goes to strike you with her delicate little hand.

APL 2 (EL 1)

➤ **Ghoul:** hp 13; see *Monster Manual* page 118.

APL 4 (EL 3)

➤ **Ghast:** hp 26; see *Monster Manual* page 118.

APL 6 (EL 3)

➤ **Vampire Spawn:** hp 26; see *Monster Manual* page 253.

APL 8 (EL 6)

➤ **Female Vampire Rog4:** hp 34; see Appendix Four.

APL 10 (EL 8)

➤ **Female Vampire Rog6:** hp 48; see Appendix Five.

APL 12 (EL 10)

➤ **Female Vampire Rog8:** hp 64; see Appendix Six.

Tactics: Obadiah's undead servant has an illusion over her. Smell remains as a clue to her true form. She remains at the far end of the room pretending to cower at the combat. She has a readied action to partial charge anyone who approaches the altar. She has been created to guard Obadiah's heart which is in the Crucible on the altar. Her orders are to guard Obadiah's heart.

ONLY IF CHARACTERS TRY TO GO TOWARDS THE ALTAR OR ATTACK HER, WILL OBADIAH'S UNDEAD SERVANT MOVE TO ATTACK. She will otherwise watch Obadiah be killed as her orders are quite clear. If the Heart is destroyed then she is destroyed as all are linked. At higher APLs, she is a vampire and she will attempt to grapple with the characters to try to pin and thus bite them.

Obadiah's heart is in Crucible. It gives him great power but is also a great weakness. Destroying the heart kills him and destroys the undead girl instantly.

Read aloud or paraphrase the following:

Looking into the blood-stained Crucible, you can the source of the relentless drumming. It is a charred black heart beating furiously.

Destroying the Heart inflicts massive Con damage on Obadiah. Obadiah dies immediately from this as does the undead. It makes the Crucible sink into altar with flames growing around it.

If the PCs do so read aloud or paraphrase the following:

Crushing the heart in your fingers, you watch as Obadiah's face turns from rage to fear and his body convulses as you literally break his black heart. At the

same time, his servant undead spontaneously combusts as the heart is destroyed. The charred piece of meat now flops in your hand. The Crucible suddenly glows white hot, searing away the stains marring it.

In barbarian fashion, Obadiah's Heart can be eaten and enemy's power is received. A special cert is the reward, though the effect is variable. It may be good, it can be bad. Everyone gets something different. It only affects the first PC to eat it. After the first PC, anyone who partakes of the heart gets to be nauseated for the next 3 rounds.

Development: The walls of the sanctuary are draped with many thick heavy curtains. Onnwallon children are trapped in cages concealed in alcoves behind them. A DC 10 + APL Spot check allows characters to catch sight of the children's cages around the temple.

On Obadiah's body can be found a ring with 26 keys upon it. These open the cages around the room. The keys are identified by number but these are written in Ancient Suloise rather than as numbers. Similar numbers are written on the cages.

With the removal of the heart, the Crucible begins to glow with a white heat and the Flamefather will shortly make his 'appearance'.

Encounter 15:

Flamefather Returns to the Temple

Within three rounds of the removal/destruction of the Heart from the Crucible, a fiery mirror appears above the Crucible and the Flamefather talks in sobs to the party. He is distraught by the death of Obadiah but more so by the loss of the Crucible and its potential power to Church of Pyremius and to the Flanaess. Flamefather knows that the Crucible will now be lost once more. His sadness is genuine.

Read aloud or paraphrase the following:

A fiery mirror appears above the Crucible. A man in his early thirties gazes out at you. His head is shaved and his skin looks like sandpaper in both colour and texture though one side is oddly discoloured and bruised. His pupils are like tiny black flames dancing within his blue-green eyes. He is clearly distraught.

"I see fools that again oppose the will of Pyremius. You have broken my connection to this Temple. My beautiful Crucible will be lost to the fires of the world again. I had worked such magic with it as you saw with Obadiah. And so much more would have been possible."

During the discussion, a DC 15 Heal check reveals that the facial marks are those of fingers. The person who inflicted them must have been inhumanly strong and could have ripped the Flamefather's face off. Monks gain a +4 circumstance bonus on the Heal check.

[Call for any actions for the first round]. Read aloud or paraphrase the following:

The man continues: "Such a perfect flame lost to the world. You are worthy foes. I am making such preparations for you. For you will surely face me soon. Many old and new friends are so keen to make your acquaintance once again. One was even delivered to me by you. They bear such burning grudges."

[Call for any actions for second round]. Read aloud or paraphrase the following:

"The Crucible would have made things so much easier," says the man. "I hate you with a passion for you have destroyed my dreams. The Crucible has such power. I will never know what I might have achieved with it."

[Call for any actions for third round]. **IF AT ANY POINT THE PARTY GLOAT OVER THEIR VICTORY, FLAMEFATHER'S TONE CHANGES AND BECOMES ENRAGED!** Read aloud or paraphrase the following:

The man screams:

"You philistine, here we stand witness to the loss to the world of a great relic of Fire and you can only make tedious mockery! You have no understanding! You have my absolute contempt! You are beyond hate! Feel my anger! Accept my brand!"

Roll initiative and read aloud or paraphrase the following:

A pillar of divine fire shoot from the fiery mirror. It strikes <insert name of mocking PC here>. A fiery rune is burnt into their forehead. It is the mark of Pyremius. The pillar of fire, dies for a second and then reforms as a living flame.

This pillar of flame strikes a single target only as a *flame strike*.

APL 2: 6d6, DC 15 Reflex save for half damage

APL 4: 9d6, DC 18 Reflex save for half damage

APL 6: 12d6, DC 21 Reflex save for half damage

APL 8: 15d6, DC 24 Reflex save for half damage

APL 10: 15d6, DC 27 Reflex save for half damage

APL 12: 15d6, DC 27 Reflex save for half damage

Brand of Pyremius: The character has a rune seared into the forehead by the Flamefather of Pyremius. Removal requires *remove curse* from an 18th level caster. All Pyremians make best efforts to ensure the character dies.

Note: Half of the damage from *flame strike* is unholy damage and is used to burn a rune of Pyremius into the forehead of the victim. Protection from fire will not prevent the branding. The *flame strike* is empowered by the fiery essence of the Fire Elemental and thus weakens it. It has half normal hit points.

ALTERNATIVELY IF NO ONE MAKES ANY SMART-MOUTHED REMARKS THEN THE FLAMEFATHER WILL TALK CIVILLY FOR A WHILE AND THEN SENDS THE FIRE ELEMENTAL AGAINST HIS WORTHY FOES. IT WILL NOT ATTEMPT ITS BRANDING ATTACK.

Read aloud or paraphrase the following:

"We have debated long enough. I must punish you for your actions. Let glorious battle begin with the flame-chosen of Pyremius. I must seek comfort."

A fire elemental appears where the flaming mirror was.

It's initiative time! In this case, the elemental has normal hit points.

APL 2 (EL 1)

🔥 **Small Fire Elemental:** hp 9; see *Monster Manual* page 99.

APL 4 (EL 3)

🔥 **Medium Fire Elemental:** hp 26; see *Monster Manual* page 99.

APL 6 (EL 4)

🔥 **Large Fire Elemental:** hp 60; see *Monster Manual* page 99.

APL 8 (EL 6)

🔥 **Huge Fire Elemental:** hp 136; see *Monster Manual* page 99.

APL 10 (EL 8)

🔥 **Greater Fire Elemental:** hp 178; see *Monster Manual* page 99.

APL 12 (EL 10)

🔥 **Elder Fire Elemental:** hp 204; see *Monster Manual* page 99.

Tactics: The fire elemental will pound upon its enemies until it or they are dead.

Encounter 16: Children of the Temple

Read aloud or paraphrase the following:

As the fire elemental dissipates, a gout of lava overflows from the Crucible, engulfing the altar, and spreading across the floor of the sanctuary. From behind the curtains come the cries of pitifully weak voices. Looking around you see that behind the heavy curtains are many, many children in small metal cages. Quickly counting, there are 26 tiny cages with a child crammed into each one of them like a veal calf.

Suddenly the floor and walls of the temple groan and shudder. A deep rumbling tremor convulses the island. The fiery mountain is stirring!

The flow of lava continues at an increasing pace from the Crucible. This will not stop and is a precursor to the volcanic eruption, which will ravage this island.

There are 26 children in cages around the Temple edges. Four of them are in a coma caused by their souls being ripped out to make devil dogs. The rest were to be either used as sacrifices or to be experimented on. The flow of lava will engulf the children's cages, so the PCs must release them quickly.

The four children in a coma can be manhandled. The other children will assist them if the characters do not. These four are otherwise unresponsive.

Each cage may be opened with a DC 10 + APL Open Lock check, forced open by a DC 15 + APL Strength check, smashed open by attacking the steel bars of the cages (hardness 5, hp 10 + APL) or simply unlocked with the keys on Obadiah's body.

The sanctuary is now abysmally hot. Just breathing the air in the sanctuary deals 1d6 points of damage per minute/10 rounds (no save). In addition all characters must make a (DC 15, +1 per previous check) Fortitude save every 5 minutes or sustain 1d4 points of subdual damage. Heavy clothing and any sort of armour incurs a -4 circumstance penalty. Those wearing metal armour are effected as per the *heat metal* spell.

The lava does 2d6 points of damage to PCs touched by it or 20d6 to PCs immersed in it. Damage from lava continues for 1d3 rounds after exposure, but this damage is only half that dealt during initial contact. PCs immune to fire can still drown if fully immersed in the lava. The rate of spread is shown in the DM's Aid #5.

Children have 2 hp and have been maltreated. All are presently Con 8, Str 6 and Dex 12. Their other stats vary. They move at 15ft.

Read aloud or paraphrase the following:

Leading the children from the Temple, it is clear that the lava flow is increasing in pace. Tremors shake the temple every few minutes now, cracking the walls and sending showers of dust and rock crashing to the ground. The children do their best but are moving slowly. Four of them are almost sleep-walking. They are unresponsive and have to be led. The lava, though relentless, is slow and, once you have the children free of the cages, it is easy to flee the Temple.

Note that the burning pillars in the cavern outside the sanctuary have vanished and pose no threat to the PCs and the children as they flee.

Remember that if the PCs attempt to flee through the flooded tunnel behind Martoch's office, the tunnel will be flooded with lava soon after they enter it (see Encounter Ten). The only safe way out of the Temple is through the main entrance.

When the PCs reach the surface, read aloud or paraphrase the following:

You emerge out under the open sky once more. Looking up the slopes of the volcano, a huge pillar of black smoke and ash billows up into the heavens, obscuring the sun. Huge explosions convulse the mountain, sending sheets of red-hot lava streaming into the sky and raining showers of molten lava bombs down on to the upper slopes. Here and there, rivers of lava have burst through the walls of the crater above you and are flowing slowly but inexorably down the sides of the volcano.

In the port below, you can see the Brotherhood caravel is making ready to sail. As you watch, you are witness to the glorious sight of the Resplendent entering the harbour under full sail and oar, the Green and Gold of Onnwal streaming from her mastheads.

Just as it looks you may have to fight your way to your ship, the Brotherhood vessel runs a flag of parlay up its main mast. You can only guess at the reasons for this as you hurriedly scramble down the broken ash-covered slopes towards safety.

With a moment to catch your breath, one of the children, a ginger-haired urchin with darting eyes comes over to you.

"My name is Adrenn. You must be proper heroes like my old dad said. You saved us from the nasty man in red but can you keep me safe from the bogeyman? He'll

get me because I've told tales on him now. You're proper heroes. Do you promise to keep me safe? Please, please, please."

If asked about the bogey man, Adrenn replies:

"He's a nasty man. I saw him one night. He was all furry and spiky. He kept disappearing in the dark. He had these glowing red eyes. He'll be coming after me now. You will promise to keep me safe, won't you?"

A doppelganger escapee has assumed the role of a child in the group of 26 just rescued. The doppelganger is insane as a result of his previous treatment by Martoch. Adrenn saw the creature transform one evening but his imagination has greatly changed its appearance. The doppelganger will now attempt to kill child who betrayed him. However, it will wait for its chance later aboard the *Resplendent*. The doppelganger is presently in the form of the child, Bayets.

Encounter 17: Tev Chervas

Read aloud or paraphrase the following:

As you continue your slow descent from the Temple, it is clear from their frenzied activity, that the Brotherhood troops are making preparations to leave, while also manning their defences. The evacuation appears to be orderly and methodical. However the flag of truce still flies on the Brotherhood ship and you wonder what Zamiel and Hegrell will make of it.

The Resplendent slows her speed and comes to a halt a short distance off the beam of the Brotherhood caravel. The flag of truce appears to be respected by both sides and you wonder what deal has been made. Below you can see that a similar flag is flying at the guard post at the edge of the port perimeter. Perhaps you will be able to just walk out of this Hell.

As your approach the truce flag, you see the stern Commander of the Brotherhood forces and two guards waiting for you. One is hulking Hemonalander warrior with a greatsword, the other a Tilva Suel warrior in fine breastplate and wielding a double sword. About 60 feet behind her stand several ranks of Hemonalander bowmen, shafts nocked, but the bowstaves unbent - so far.

The garrison commander began setting up defensive positions when she saw the lava beginning to flow from the volcano. Hegrell also came in when the island began

to belch fire. The opposing ship's captains have already agreed a truce. Neither could carry the entire garrison of the island to safety alone.

The number of archers in firing position varies by APL. The remainder of the garrison are making final preparations for departure but would respond quickly if attacked. The archers are split into units of 5. At APL 2 there are 4 groups, APL 4 there are 6 and so on up to APL 12 where there are 14 distinct archer groups.

Read aloud or paraphrase the following:

As you get within a sixty feet of the truce flag, the grey-haired woman calls out in Common:

"Send forward your leader, I wish to parlay."

Assuming someone comes forward – up two 'guards' may accompany the party leader.

Read aloud or paraphrase the following:

"I am Commander Jendar of the Scarlet Brotherhood. I am in charge here. It appears that you been busy up at the Temple. I believe that this island needs to be vacated by all. Your captain agrees. The ship's captains have already agreed a truce. They share a bond as men of the sea. Neither could carry the combined numbers of you and my garrison from the island alone. Hence, if they were to fight, then the winner would leave his opponent's company to die in the fires of yonder mountain. Neither captain has any stomach for that. Both ships will be leaving here. That is agreed.

"However you and your retinue do not fall under that agreement. I am duty bound to fight invaders such as yourselves, particularly since you have somehow wrought the destruction of this port. The children complicate matters. I will order my men to fire upon them and you, but I would prefer not to. I have studied the art of war for many years and much prefer for those trained in it to resolve such matters. I make a simple offer.

"Send forth a champion to face a champion of my choosing. I call for a Tev Chervas - a Ring of Battle - in the traditions of the warriors of the Suel Imperium. The rules are simple. Single combat within an anti-magic field that is the Tev Chervas. The first to fall, surrender or leave the circle loses. The victor takes the vanquished as prisoner. All others on either side may pass freely as we will have contested with you. It is a honourable solution.

"If you do not agree to this, then make your plans for your escape, for we are ready to meet you. You will not survive your attempt, let me assure you. I have two

hundred fighting men, as well as priests and magi at my command. If you run - you will die. This I promise.

"You may confer with your ship's captain if you wish. We will send him to you. Your actions on the mountain have not left you or us with much time, so be not long with your deliberations."

Hegrell and Zamiel will both come from the ship and confer with the party. Hegrell will wish to return to make his ship ready to leave. Zamiel will give aid the party providing healing and other spells.

Hegrell will say:

"We took the offer given us. The omens in't good for this island. Yon volcano's stoked up somethin' fierce. Dunnno about no Suel Circle, but I don't much fancy runnin' into an arrow storm. Our chances is slim e'nuff - but what about the little 'uns? 'Syer choice, but I'm keepin' m'skin intact."

Zamiel says:

"I sense the woman is genuine in what she says. She is reluctant to just let you pass as she was in command of this port and some form of fight is needed to justify her own position, if only to herself. She is extremely confident of her own abilities and that of her troops. I have little doubt that they can kill us all, if we tried to break through. She is intrigued by you and wants to see an even match."

Zamiel will provide healing to anyone who intends to take the challenge. He will ensure they are at full health. Then he will heal others if he has spells available.

Tev Chervas

The Commander will not acquiesce easily. She does not want to find himself firing upon children but will do if forced. She will take the first shot as her duty will override her morality. She will embrace LE alignment on doing this, rather than LN as presently. She prefers to resolve this fight as one against one. The victorious champion gets his vanquished opponent as their prisoner. Everyone else may just leave and go their separate ways - both the losing side and the winning side. The battle is conducted in an anti-magic circle. First one to fall, surrender or leave the circle loses.

The Commander will wait to see who is sent forward as challenger before selecting an appropriate champion. If the players insist on seeing who they must fight then select a champion based on the highest level player

character who has predominantly (half or more) fighter-type (i.e. fighter, barbarian, ranger, paladin) levels.

Note the selection of foe here is based upon the character's own personal level and not that of the party. Thus a third level or fourth level fighter would face the APL 4 champion even if the party were playing at APL 6 or at APL 2.

If the party has no one who has more than half his levels in fighter type classes (where the fighter classes are Fighter, Ranger, Paladin or Barbarian) then you should reduce the APL of the Brotherhood champion by one level.

Note this does not apply if the fighter type in the party simply decides to be a coward. Please make a note of that on the event summary. Appropriate action will follow. In character, feel free to make the Commander notice who is the shameful coward. She is adept at spotting such things.

If a champion is sent forward and enters the circle then the rest of the PCs may take the children (and themselves) onto the *Resplendent*.

NOTE: The only the PC who fights and completes the Tev Chervas alone gets the XP pertaining to it, as well as the special AR.

Read aloud or paraphrase the following:

The Brotherhood Commander takes a strange eye stalk from her robes and marks out a circle, about 60 feet across, in the ground. The Commander sends forward her champion to face the Onnwallon hero. As the Onnwallon champion enters the circle, the children begin cheering. One voice in particular, the girl, Daura, is shouting herself hoarse for her champion.

A DC 20 Spellcraft check reveals that the eyestalk is producing an anti-magic circle as described. No magic works within its confines. All magic items lose their powers within it.

The patriotic, fervent cheering of the young girl, Daura, gives even the most cynical of adventurers a boost to their morale. This counts as a non-magical bonus of +1 to attack rolls.

APL 2 (EL 5)

🗡️ **Elite Trooper Torg, male human Rgr1:** hp 10; see Appendix One.

APL 4 (EL 7)

🗡️ **Corporal Maland, male human Rgr3:** hp 24; see Appendix Two.

APL 6 (EL 9)

➤ **Sergeant Gargash, male human Bbn5:** hp 50; see Appendix Three.

APL 8 (EL 11)

➤ **Lieutenant Grizhelm, male human Ftr7:** hp 67; see Appendix Four.

APL 10 (EL 13)

➤ **Captain Lorrus, male human Ftr9:** hp 79; see Appendix Five.

APL 12 (EL 15)

➤ **Champion Daegor, male human Bbn11:** hp 93; see Appendix Six.

Tactics: The Brotherhood fighter will enter melee normally. If attacked by an archer, he will try and sunder the bow.

The Onnwallon champion may yield at any time and the Brotherhood fighter will respect that. It is assumed that life-threatening wounds would be healed if a champion falls. They will then be taken prisoner by the opposing force. The Brotherhood will allow their champion to be taken prisoner if he falls. They assume the Onnwallons will do the same. Note that the PCs get the person as prisoner – but NOT their magical weapons and gear, which are stripped from the defeated warrior by the other Brotherhood soldiers. The same applies to the Onnwalish PC whose gear is assumed to be placed on the *Resplendent* and taken back to Onnwal. Any attempt to renege on this deal, will be met with a hail of arrows as described below.

If the PC champion wins then he (and he alone) receives the XP for the fight. He also receives the Special AR and:

The Adulation of the Free State: The tale of your triumph over the Scarlet Brotherhood's champion in single combat has become so well known that you are feted by the great and good of the Free State. You must spend 1 TU, but received free Luxury Upkeep for that time. Moreover, you may improve your attitude status with the Szek and all Onnwalon nobles by one category (Disliked to Indifferent, Indifferent to Well-Liked).

The successful PC also has access to any +2 weapon or armour listed in the *Dungeon Master's Guide*. (Regional)

If the PC champion loses and accepts capture by the Scarlet Brotherhood, then he does not receive the XP for the fight, but does receive

Lost to the Brotherhood: Having lost the Tev Chervas, you were a prisoner. Torture and incarceration removes three of your fingers (permanent 3 hit point loss) and 13 TU but your PC escapes and is now **greatly distrusted** in the Free State. Your Attitude Status with all Onnwalon nobles, Wreckers and the Jade Mask worsens by one category (Well-Liked to Indifferent, Indifferent to Disliked).

THE GAUNTLET OF ARROWS

If the party simply try and run for the ship then the party (and children if alongside), they will be overwhelmed by the Scarlet Brotherhood garrison. Make it very clear to the PCs that running is not an option here. They must face the Tev Chervas.

TEV CHERVAS, THEN RUN

If the party has contested the Tev Chervas and the Onnwalon champion has lost, any attempt to flee without providing a prisoner will result in the PCs being overwhelmed by the Scarlet Brotherhood garrison. Make it very clear to the PCs that running is not an option here.

BLATANT FULL-SCALE ASSAULT

If the characters attempt to fight their way off the Island then the PCs be overwhelmed by the Scarlet Brotherhood garrison. Make it very clear to the PCs that running is not an option here.

OTHER CUNNING PLANS TO ESCAPE

If the characters can produce some superbly cunning plan then allow it to play out. However, just running through the port to the ship is suicide. Make this clear to the players. The Tev Chevas is just one potential (and hopefully cool) way to leave the Island. The Commander isn't stupid, so any bluff must be realistic.

Characters should not expect simply a high Bluff or Diplomacy roll to be sufficient to get them out of this.

ABOARD SHIP

Once the party has got off the Island (however that came about), the two ships set sail as more and more lava flows down from the volcano. The captains will respect the agreed truce and will not fire upon each other. Hegrell expects the characters to abide by that. Hegrell is a man of his word and will order anyone, who he sees defying his order, off his ship. They may take the lifeboat back to Onnwal. The Brotherhood ship is larger and better armed than Hegrell's. He is happy with the deal provided and he has given his word ship's captain to ship's captain.

Read aloud or paraphrase the following:

Hegrell watches you as you rush aboard. He speaks to everyone and yet to no one in particular:

"Now some of yez might be thinkin' 'bout layin' into yonder strawheads. I'd suggest yez think again 'bout tha'. I gave m'word and seein' I'm cap'n, that's the law. Any funny business and yez'll be off m'ship. If I'm kind, yez'll get the longboat. If not, well, I hopes yez're a strong swimmers."

The Brotherhood Commander will offer a small parting shot as the ships move out.

Read aloud or paraphrase the following:

Commander Jendar addresses her troops in a voice that carries across to the Resplendent:

"It appears my command here is ended. Maybe I will end up in Onnwal. It would be interesting to see how quickly proper application of the arts of war can make a difference there. This may not be the victory, they seem to think it."

"Let us show these Onnwallon what they face."

As one, the entire company of the Brotherhood ship begins to chant,

"Yev! Sharav! Yevell!"

(Order! Purity! Obedience!)

"Yev! Sharav! Yevell!"

"Yev! Sharav! Yevell!"

The chant goes on for a few seconds. However, the mountain's voice soon drowns out the soldiers. The volcano belches forth more smoke, ash and lava. White-hot lava bombs rain down about the Resplendent and the Brotherhood caravel as you clear the harbour. Behind you, a river of molten lava overwhelms the port, swallowing the buildings in an instant. However as the lava hits the sea, the true force is seen. The shore crumbles and cracks, as a huge cloud of super-heated steam billows up into the ash-choked air, hiding the ruins of the port buildings in a white shroud. The water of the harbour boils like a cooking pot and in the sea about you dead fish bubble to the surface, cooked alive. Within minutes there is no port, nor even a harbour, nor any sign there ever was.

Encounter 18:

Attack of the Doppelganger

This encounter may have already been played out if the characters uncovered the doppelganger back in the Temple. Ignore this encounter if this is the case.

On the first watch of the first night back on the *Resplendent*, the insane doppelganger attacks the child who betrayed him as the characters take their first watch.

The cleverness of this attack is dependent on APL. The doppelganger is insane and all his murderous rage is focused on the child who revealed his presence.

All APLs (EL 2)

☛ **Doppelganger:** hp 22; see *Monster Manual* page 67

If the party are not protecting/overseeing the children then assume that the doppelganger is successful and the child who accused him is thrown overboard. The doppelganger then takes the form of that child.

If the party is on guard near the children then, its tactics will vary by APL.

APL 2: Doppelganger reverts to his normal form and attacks with wild staring eyes before the start of first watch. If the characters have remained with the children then they can all be assumed to be awake and in the way. Read aloud or paraphrase the following:

One of children, the boy Bayets, has been whispering to itself. Suddenly his face contorts with rage then distorts. He bounds towards the child Adrenn on all fours, his form is already changing to some kind of purple-skinned humanoid. He seems to be talking to someone behind him, "Yes I know but I can't wait. He told tales on us. He has to be punished."

APL 4: Doppelganger will wait until the first watch has gone for one hour and then he will attack as above.

It is early in the first watch. One of children, the boy Bayets, has been whispering to itself. Suddenly his face contorts with rage then distorts. He bounds towards the child Adrenn on all fours, his form is already changing to some kind of purple-skinned humanoid. He seems to be talking to someone behind him, "Yes I know but I can't wait. He told tales on us. He has to be punished."

APL6, APL8, APL10 and APL 12: The doppelganger waits for an hour into the first watch polymorphs himself to look like Zamiel. He has been reading minds and the biggest fear in Zamiel's mind was of an invisible Brotherhood ship.

The doppelganger will wake the characters saying that they must all go up quietly but quickly to see Hegrell. He has seen the wake of what may be an invisible Brotherhood ship. He will make one slip getting Hegrell's name wrong. Read aloud or paraphrase the following:

It is early in the first watch. Zamiel has come down to you. He is moving quite stealthily. He looks worried. He speaks,

"Quickly but quietly wake your friends. HUGRINN has seen a suspicious wake running near us. It may be a Brotherhood ship under that damned magery of theirs. Get up on the forecastle. We'll leave the children sleeping, they've seen enough trouble."

If asked why he's not coming, he'll say he is just preparing a defensive spell. Read aloud or paraphrase the following:

"Go quickly my friends. I must prepare a few spells before I join you to better help in the coming battle."

If the characters all leave then he murders the child, Adrenn, and throws his body overboard and takes his form from then on.

Zamiel during all this is sleeping in the captain's room while Hegrell takes watch over the ship.

If the doppelganger is successful in killing the boy then he will take the boy's form. If the characters later notice that one of their children is missing, Adrenn (Doppelganger) will bravely come forward and say,

"The nasty bogey man was here. He told me that I had to keep quiet. He turned into a fish man and went over the side. I'm sorry," he sobs. "He was very scary."

Encounter 19: Attempted Kidnap of Zamiel

Near end of the journey, the Scarlet Brotherhood sends an Erinyes against the party as they return to Longbridge. However its purpose is to seize Zamiel rather than attack the party. Depending on APL, it will charm the Hegrell and delay the party with minor fiends. If the party does not beat off the Erinyes's attack then Zamiel is lost.

Read aloud or paraphrase the following:

Two days under sail and the speed of Resplendent has allowed to you outdistance a couple of Brotherhood ships. Your pursuers have already turned away, as you draw within sight of the towers and spires of Longbridge.

The children cannot be prevented from cheering, whooping and hollering as they see Onnwal once more. The Resplendent has already begun to slow and Hegrell has shouted for the anchor to be readied. One of the crew is counting down the depth into the mouth of the

Fallnos. You are only a few minutes away from the relief of dry land once more.

There is a sudden ripping noise - like a wet sail being torn in a gale. Suddenly small red, horned gargoyles with a wickedly barbed tails [at APL 12: man-sized grey gargoyles with snaky beards and saw-toothed glaives] appear out of nowhere and swarm onto the deck.

Surprise round: PCs get attacked by imps and Zamiel is charmed. Read aloud or paraphrase the following:

On the forecastle stands a beautiful Oeridian woman. She is speaking softly to Zamiel and Hegrell. Zamiel smiles dumbly and seems to be utterly fascinated by the woman. She has in her left hand a long rune-covered rope.

A DC 20 Knowledge (arcana) or Spellcraft check will identify the runes on the rope as being involved in teleportation.

Round 1: Assume the Erinyes (who maintains her human form until she is attacked) has initiative ahead of Hegrell.

Read aloud or paraphrase the following:

The woman flutters her eyes at Hegrell and the half-orc responds:

[At APL 2 and 4]

"I likes my wimmin with a bit more meat on 'em, yez scrawny sow. Once I've done choppin' yer children, I'll be coming fer yez. Get off m'ship."

[At APL 6, 8, 10 and 12]

"Of course, m'darlin', jest holds 'em off fer a moment or two. Theyz looks fierce but theyz no red dragon!"

Round 2: The Erinyes (still in human form) will bind Zamiel in her rope. He will help tie the knot!

Read aloud or paraphrase the following:

The Oeridian woman has unfurled her rope and wrapped it around Zamiel. He is holding it so that she can tie a nice tight knot.

Round 3: The Erinyes will trigger the magic in the rope. It will begin to fade away taking Zamiel with it. It will take one whole round to work.

Read aloud or paraphrase the following:

The woman's rope begins to glow. Zamiel is slowly fading from sight.

Round 4: The rope will complete its effect and Zamiel will vanish. At the same time, the Erinyes will also vanish into thin air with that tell tale stink of sulphur.

Read aloud or paraphrase the following:

The rope that was wrapped around Zamiel has done its work and he and it are gone. The woman beams at you as leathery bat-like wings erupt from her back. There is another unholy ripping sound and she is gone, leaving behind a stench of brimstone.

If the party can inflict damage upon the Erinyes then she will flee. This damage varies by APL. Any damage on her will distract her and thus it will delay her plans to kidnap Zamiel. However she will then seek to harm the perpetrator. This is generally with the *unholy blight* spell-like ability.

APL 2: any attack that hits.

APL 4: any damage

APL 6: 10 hit points of damage

APL 8: 20 hit points of damage

APL 10/12: dead

The rope has a *teleport* rune woven into it. It works once, but can only be activated by the Erinyes.

The rope when wrapped around Zamiel can be cut or snapped as in the *animate rope* spell in the PHB.

Note at APL 2 & 4: Hegrell will be faced by two imps at these APLs. This fight will mean Hegrell, unless helped, will not be able to interceded and rescue Zamiel. The characters are the heroes here, not Hegrell.

APL 2 (EL 4)

➤ **Imps (2):** hp 13; see *Monster Manual* page 56.

➤ **Erinyes;** hp 85; see *Monster Manual* page 54.

Two Imps fights against Hegrell.

APL 4 (EL 6)

➤ **Imps (4):** hp 13; see *Monster Manual* page 56.

➤ **Erinyes;** hp 85; see *Monster Manual* page 54.

Two Imps fights against Hegrell.

APL 6 (EL 7)

➤ **Imps (4):** hp 13; see *Monster Manual* page 56.

➤ **Erinyes;** hp 85; see *Monster Manual* page 54.

➤ **Hegrell, Male Half-Orc Ftr5:** hp 38 see Appendix Three.

APL 8 (EL 9)

➤ **Imps (8):** hp 13; see *Monster Manual* page 56.

➤ **Erinyes;** hp 85; see *Monster Manual* page 54.

➤ **Hegrell, Male Half-Orc Ftr5:** hp 38; see Appendix Four.

APL 10 (EL 11)

➤ **Advanced Imps (8):** hp 22; see Appendix Five.

➤ **Erinyes;** hp 85; see *Monster Manual* page 54.

➤ **Hegrell, Male Half-Orc Ftr5:** hp 38; see Appendix Five.

APL 12 (EL 12)

➤ **Bearded Devils (8):** hp 45; see *Monster Manual* page 52.

➤ **Erinyes;** hp 85; see *Monster Manual* page 54.

➤ **Hegrell, Male Half-Orc Ftr5:** hp 38; see Appendix Six.

Tactics: The Erinyes will proceed with her set plan to kidnap Zamiel. She has agreed to do that and no more. Any successful attack on her will be dealt with - most likely with *unholy blight* – unless it is sufficient to get her to flee. If the attacks stop then she will return to her task.

At APL 10 and 12, she will fight the PCs to the death..

Note: she will NOT attempt to summon devils to help her as she has the imps/bearded devils already.

The imps have been compelled to act far from their normal cowardly nature. They will make use of their spell-like abilities to distract and confound the PCs for as long as possible, keeping the PCs away from Zamiel. As soon as the Erinyes teleports out, they will vanish also, as befits the letter of the agreement made with them.

Conclusion

Read aloud or paraphrase the following:

Finally anchoring in Longbridge, Zamiel (or Hegrell if Zamiel was lost) takes you aside and in a strange, conspiratorial whisper, asks you into the captain's stateroom.

"I know you may want to take the bows and adulation you deserve," he says, looking ill at ease. "However I must request that you wait there rather than disembark. I can't say why but I'm sure you'll understand shortly. Please wait and enjoy the brandy and pipe weed. They were saved for if we made it home."

A fine Urnsian brandy is there for the taking as well as a pouch of fragrant pipe weed and several clay pipes.

Read aloud or paraphrase the following:

A short time passes and you hear the children leave to tumultuous welcome. Some of the children seem keen to have their heroes with them but Zamiel (or Hegrell) placates them with some potentially prophetic words.

"Now children, there's lots of folks out there that want to see you. I'm sure your heroes will see you again. Istus sometimes plays tricks like that."

Outside the room there are heavy footsteps as a number of heavily armed and armoured warriors enter, glancing around the room suspiciously and eyeing you all as though you were fiends of the Hells in human form.

Give the characters a couple of moments to panic in if they wish, before reading aloud or paraphrasing the following:

From outside a gruff voice speaks.

"For your safety, I must disarm them. They have been amongst the enemy and who knows what now malice may have hidden itself within them. Even the brightest come under suspicion."

Allow time for some more panic, then read aloud or paraphrase the following:

A tired voice replies: "Not this time, they have braved Hell and brought back our children. I'll not dishonour that achievement."

A large heavily armoured guardsman crashes through the door followed by other guards move in quickly. By his face he is clearly not happy. He gives you all a murderous look. His black glaive is drawn, and he hefts it ominously as he moves to stand behind you.

Behind him a man in chainmail and a fine green cloak, with its hood drawn up, enters with a scribe following in his wake. The hooded man stands in the centre of the stateroom.

"All hail His Noble Authority, Szek Jian!" says the scribe.

The hooded man and his guards will wait to see the PCs reaction. Assuming none of them try to kill the hooded man, read aloud the following:

The hooded man and all of the guards bow, not to you but to something behind you. Turning you see the "guard" with the black glaive silhouetted against the windows of the stateroom. He removes his helm and before your eyes, his visage changes.

The Szek of the Free State of Onnwal addresses you:

"I am here to give thanks for your endeavours. There is much to warm our hearts. The children are a prize indeed and I am sure there will be many who feel that they owe you a debt. I am one such."

"I have had word of what you found and I must ask that you say nothing of the experiments of Martoch. The people could not face such tidings. Perhaps one day it can be known but not now. I ask for your silence. Do any refuse?"

The Szek will look sternly upon any who utter any weasel words at this point. It is either yes or no. Those who refuse, lose the favour of the Szek rather more swiftly than they earned it.

"I also charge you with an order. For his crimes against Onnwal, Martoch must die. As your Szek, I ask that you accept no surrender or plea for mercy from him. He needs no trial. Put him down like the dog he is. I ask again, do any refuse?"

The Szek will look hard upon any who utter any weasel words at this point. It is either yes or no. A clear no will elicit a small smile.

"I respect your principles. I rescind the order upon you."

If the PCs agree to this request they are awarded the Favour of the Szek:

Favour of the Szek: For completing this task, you have earned the gratitude of the Szek who was sponsor for this mission. He has sworn you to secrecy over the experiments on the island and you agreed. If you ever speak of what you have seen you instantly lose this favour.

If Zamiel is present, Zamiel speaks,

"I also have thanks to give. Though the Church of Zilchus has oft favoured you, I would rather give my personal thanks for what you have done. There is much to digest in the information you found. However it is clear that we must seek a reckoning with Martoch."

The Szek and Zamiel then leave.

To be continued in 'Their Trade is Treachery' (Part 4 of Remember the Farmers series).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter One: Battle with Sea-Wolves

Defeat Sea-Wolves

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	270 XP
APL 12	330 XP

Encounter Four: Arrival at Temple

Defeat Bralm clerics and Queen Caren

APL 2	150 XP
APL 4	180 XP
APL 6	210 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Seven: Martoch's Menagerie

Defeat or ally with half-golem Rabekka

APL 2	120 XP
APL 4	120 XP
APL 6	120 XP
APL 8	120 XP
APL 10	120 XP
APL 12	120 XP

Encounter Eight: False Martoch

Defeat or leave trapped the False Martoch

APL 2	90 XP
APL 4	180 XP
APL 6	270 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Fourteen: Obadiah

Defeat Obadiah and Pyremian rogue/clerics

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Defeat undead servent

APL 2	30 XP
APL 4	90 XP
APL 6	90 XP
APL 8	180 XP
APL 10	240 XP
APL 12	300 XP

Encounter Fifteen: Flamefather Returns

Defeat Elemental

APL 2	30 XP
APL 4	90 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP
APL 12	300 XP

Encounter Eighteen: Doppelganger attack

Defeat Doppelganger

All APLs	60 XP
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Encounter Nineteen: Zamiel's Kidnap

Prevent Zamiel being kidnapped

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Discretionary Role-playing Award

Role-playing awards can be given for the characters interactions in encounters above.

APL 2	60 XP
APL 4	120 XP
APL 6	270 XP
APL 8	420 XP
APL 10	510 XP
APL 12	600 XP

Total Possible Experience

APL 2	900 XP
APL 4	1,350 XP
APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP

Tev Chervas Special AR:

NOTE: Only ONE PC per table max may receive this AR.

Encounter Seventeen: Tev Chervas

Defeat the SB champion in the Tev Chervas

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Total Possible Experience

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One: Battle with Sea-Wolves

Take the Relaster signet ring from the Sea-Wolf

All APLs: Coin: 10 gp

Encounter Four: Arrival at Temple

Slay the Bralm priests

All APLs: Loot: 100 gp; Magic: 2 x *potion of blur* (25 gp each)

Encounter Eleven: Martoch's Vault

Loot the vault

All APLs: Magic: *wand of magic missiles* (1st level) (62 gp); *arcane scroll of comprehend languages* (1 gp); *arcane scroll of protection from evil* (1 gp); *arcane scroll of colour spray* (1 gp); *arcane scroll of endure elements* (1gp); *arcane scroll of mirror image* (12.5 gp); *arcane scroll of resist elements* (12.5 gp).

Encounter Fourteen: Obadiah

APL 2: Loot: 100 gp; Magic: *Bracers of armour +1* (83 gp); *cloak of resistance +1* (83 gp); (175 gp); *potion of heroism* (75 gp); *periapt of wisdom +2* (333 gp).

APL 4: Loot: 100 gp; Magic: *Bracers of armour +2* (333 gp); *cloak of resistance +1* (83 gp); (175 gp); *potion of heroism* (75 gp); *periapt of wisdom +2* (333 gp), *ring of protection +1* (116 gp)

APL 6: Loot: 100 gp; Magic: *Bracers of armour +2* (333 gp); *cloak of resistance +1* (83 gp); (175 gp); *potion of heroism* (75 gp); *periapt of wisdom +2* (333 gp), *ring of protection +1* (116 gp), *ioun stone (deep red sphere)* (666 gp).

APL 8: Loot: 100 gp; Magic: *Bracers of armour +3* (750 gp); *cloak of resistance +2* (333 gp); (175 gp); *potion of heroism* (75 gp); *periapt of wisdom +2* (333 gp), *ring of protection +1* (116 gp), *ioun stone (deep red sphere)* (666 gp).

APL 10: Loot: 100 gp; Magic: *Bracers of armour +4* (1333 gp); *cloak of resistance +2* (333 gp); (175 gp); *potion of heroism* (75 gp); *peript of wisdom +4* (1333 gp), *ring of protection +2* (666 gp), *ioun stone (deep red sphere)* (666 gp).

APL 12: Loot: 100 gp; Magic: *Bracers of armour +4* (1333 gp); *cloak of resistance +3* (750 gp); (175 gp); *potion of heroism* (75 gp); *potion of haste* (62 gp); *peript of wisdom +4* (1333 gp), *ring of protection +2* (666 gp), *ioun stone (deep red sphere)* (666 gp), *boots of striding and springing* (208 gp).

Total Possible Treasure

APL 2: 800 gp
APL 4: 1200 gp
APL 6: 1600 gp
APL 8: 2500 gp
APL 10: 4200 gp
APL 12: 6000 gp

Special Rewards

Enhancement to *sword of remembrance* – one player/table only

This enhancement can only be applied to the *sword of remembrance*. It is not valid on its own. The *sword of remembrance* is now a *+2 ghost touch longsword*. The Dexterity penalty it causes the owner is reduced to 2 points. The bearer also now suffers a -2 penalty to saves against fire.

The sword can *detect evil* (CL 1st) 3/day and grants a morale bonus to Strength lasting 10 minutes 1/day. Against Leviticus, Obadiah, Martoch or the Flamefather Kiran Gronas, the bonus is +4 Str; against any others whom the wielder knows to be members of the Scarlet Brotherhood, it is +2 Str.

These powers are only available when the sword is wielded. The beneficial powers are withheld by the sword (for that module) whenever its owner negotiates with the Brotherhood rather than puts them to the sword.

This item has no resale value.

Brand of Pyremius: The character has a rune seared into the forehead by the Flamefather of Pyremius. Removal requires *remove curse* with 18th level caster. All Pyremians make best efforts to ensure the character dies.

Articles of Ranet: These brass plates detail the tenets of faith for the dead Suel goddess, Ranet. The brass plates cannot be copied.

Warrant of the Szek: The Szek has decreed that Martoch

must die.

PC Agreed/PC Disagreed

Favour of Zamiel of Zilchus: 1 Regional Influence Point with the Temple of Zilchus.

Children of the Temple

One of the children rescued from the Temple sees you as a hero (see list in module):

Name of Child: _____

Lost to the Brotherhood: Having lost the Tev Chervas, you were a prisoner. Torture and incarceration removes three of your fingers (permanent 3 hit point loss), 13 TU but your PC escapes and is now **greatly distrusted** in the Free State. Your Attitude Status with all Onnwalon nobles, Wreckers and the Jade Mask worsens by one category (Well-Liked to Indifferent, Indifferent to Disliked).

When you were captured your comrades returned your equipment to the Free State. On the event of your escape this was returned to you, albeit grudgingly.

Eating the Heart of Obadiah: You must contact an ODT member who can reveal what the heart has done to you.

List of Children:

Adrenn from Sornhill, 8 year old boy with ginger hair.

Bertold from Longbridge, 7 year old boy with mousy brown hair.

Caithy from Kildeer, 9 year old girl with black hair.

Daura from Scant, 7 year old girl with wavy brown hair.

Ethward from Halmarn, 7 year old boy with curly brown hair.

Frida from Sornhill, 6 year old girl with long blonde hair.

Favour of the Szek: For completing this task, you have earned the gratitude of the Szek who was sponsor for this mission. He has sworn you to secrecy over the experiments on the island and you agreed. If you ever speak of what you have seen you instantly lose this favour.

Special AR for Winning the Tev Chervas – max. ONE PC/table ONLY!

The Adulation of the Free State: The tale of your triumph over the Scarlet Brotherhood's champion in single combat has become so well known that you are feted by the great and good of the Free State. You must spend 1 TU, but received free Luxury Upkeep for that time. Moreover, you may improve your attitude status with the Szek and all Onnwalon nobles by one category (Disliked to Indifferent, Indifferent to Well-Liked).

The successful PC also has access to any one item of +2 weapon or armour. (Regional)

Availability of Equipment

APL 2

wand of magic missiles (1st level)
arcane scroll of comprehend languages, *arcane scroll of protection from evil*, *arcane scroll of colour spray*, *arcane scroll of endure elements*, *arcane scroll of mirror image*, *arcane scroll of resist elements*.
bracers of armour +1

cloak of resistance +1
potion of heroism
periapt of wisdom +2

APL 4 (above plus)

bracers of armour +2
ring of protection +1

APL 6 (above plus)

ioun stone (deep red sphere)

APL 8 (as above plus)

bracers of armour +3
cloak of resistance +2

APL 10 (as above plus)

periapt of wisdom +4
ring of protection +2
bracers of armour +4

APL 12 (as above plus)

cloak of resistance +3
potion of haste
boots of springing and striding

Appendix 1:

APL 2

Encounter 1: Sea Wolves (EL 3)

➤ **Tauric Sahaugin Dire Wolf (1):** CR 4; Large Monstrous Humanoid (Aquatic); HD 8d8+24; hp 30 (60); Init +2 (Dex); Spd 50 ft., swim 60ft.; AC 16 (flatfooted 14, touch 11); Atks +8 melee (1d4+7, 2 claws), +8 melee (1d4+3, bite); Full Atk +15/+15 melee (1d4+7, claws) and +13 melee (1d4+3, bite); Space/Reach 10 ft./ 10 ft.; SA Trip, blood frenzy; SQ Speak with sharks, under water sense, light blindness, amphibious, freshwater sensitivity; AL NE; SV Fort +8, Ref +9, Will +6.

Str 25, Dex 15, Con 17, Int 14, Wis 13, Cha 9

Skills and Feats: Hide +6, Jump +8, Move Silently +6, Listen +6, Profession (Hunt) +3, Spot +6, Survival +3; Alertness, Lightning Reflexes, Multiattack.

Trip (Ex): A tauric sahaugin dire wolf that hit with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tauric sahaugin dire wolf.

Blood Frenzy: Once per day a tauric sahaugin dire wolf that takes damage can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The tauric sahaugin dire wolf cannot end the frenzy voluntarily.

Speak With Sharks (Ex): Tauric sahaugin dire wolves can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Tauric sahaugin dire wolves can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A tauric sahaugin dire wolf can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a central nervous systems, such as undead, oozes, and constructs; a tauric sahaugin dire wolf can locate such creatures only within a 15-foot radius. Tauric sahaugin dire wolves are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a tauric sahaugin dire wolf for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves and checks while operating in bright light.

Amphibious (Ex): Tauric sahaugin dire wolves can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on p 85 of the *DMG*)

Freshwater sensitivity (Ex): A tauric sahaugin dire wolf fully immersed in freshwater must succeed a Fortitude save (DC 15) or leave the water immediately. If the tauric sahaugin dire wolf fails and cannot escape it suffers a -4 morale penalty to all attack rolls, saves and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Encounter 3: Dock Guards (EL 1)

➤ **Dock Guards, male human War1 (2):** CR ½; Medium-sized Humanoid; HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +3 ranged (1d8 [x3], longbow); +2 (1d8+1 [x3], shortspear); AL CN; SV Fort +3, Ref +1, Will +0.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +1, Listen +2, Spot +2; Point Blank Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather armour, twenty arrows.

Encounter 4: Bralm Priests & their Queen (EL 4)

➤ **Bralm Clerics, female human Clr2 - Bralm (2):** CR 2; Medium-sized Humanoid; HD 2d8+4; hp 16; Init -1 (Dex); Spd 20 ft.; AC 18 (flatfooted 18, touch 9); Atks: +3 melee (1d8+1, masterwork morningstar); +0 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +5, Ref -1, Will +5;

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Knowledge (religion) +5, Spellcraft +5; Combat Casting, Scribe Scroll.

Spells: (Clr 4/3; base save = 12 + spell level): 0 - *detect magic, guidance, light, virtue*; 1 - *bless, command, doom, protection from chaos**.

Domains: Law: Law spells +1 level; Animal: speak with *animals* 1/day).

Possessions: 20 bolts, half-plate, large steel shield, light crossbow, masterwork morningstar, *potion of blur*.

➤ **Queen Caren, Female Harpy/Sor2:** CR 6; Medium Monstrous Humanoid ; HD 7d8 + 2d4; hp 38; Init +2

(Dex); Spd 20 ft., Fly 80 ft. Average, AC 13 (flatfooted 11, touch 12); Atk +8 melee (1d3, 2 claws); SA Captivating song; AL CN; SV Fort +2, Ref +9, Will +8; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills and feats: Bluff +6, Listen +7, Perform +6, Spellcraft +3, Spot +3; Dodge, Flyby Attack, Lightning Reflexes, Wingover.

Spells Known (Sor 6/5; base save = 12 + spell level): 0 - *dancing lights, daze, ghost sound, ray of frost, read magic*; 1st - *magic missile, shield*.

Captivating Song (Su): When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for a day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads through a dangerous area (though flame, off a cliff, etc) that creature gets a second saving throw. Captivated creatures can take no actions other than defend themselves. (Thus a fighter cannot run away or attack, but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

👉 **Queen Caren the Harpy** see *Monster Manual* page 150. She looks insect-like rather than bird-like.

Queen Caren ignores combat automatically; attacks Bralm clerics if the PCs make a Diplomacy check (DC 20).

Encounter 7: Monster Menagerie

👉 **Rabekka the Half Flesh Golem Exp4:** see DM Aid #4.

Rabekka can fight for 2 rounds if fighting the player characters. She will help them in combat for 5 rounds.

👉 **Saril the Doppelganger:** see *Monster Manual* page 67.

👉 **Mert the Gibbering Moulder:** see *Monster Manual* page 126.

Encounter 8: False Martoch (EL 3)

👉 **Advanced Imp** CR 3; Tiny Outsider; HD 5d8; hp 22; Init +3 (Dex); Spd 20 ft., Fly 50ft., perfect; AC 20 (flatfooted 15, touch 15); Atk +10 melee (1d4 + poison,

sting); SA Spell-like abilities, polymorph; SQ Damage reduction 5/silver or good, fast healing 2, fire resistance 5, poison immunity, telepathy, see in darkness; AL LE; SV Fort +5, Ref +8, Will +6;

Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +19, Listen +9, Move Silently +9, Search +9, Spellcraft +9, Spot +9; Dodge, Weapon Finesse (sting).

Spell-Like Abilities: At will - *detect good, detect magic* and *invisibility* (self only); 1/day - suggestion. These abilities are as the spells cast by a 6th level sorcerer (save DC 10 + spell level). Once per week an imp can *commune* to ask up to six questions. The ability otherwise works as the spell cast by a 12th-level cleric.

Poison (Ex): Sting, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph self* spell cast by a 12th level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size.

Encounter 10: Martoch's vault (EL 10)

👉 **Clay Golem:** see *Monster Manual* page 134.

Encounter 14: Pyremian Priests, Obadiah & undead servant (EL 5)

👉 **Pyremian Clerics, male human Clr1 (2):** CR 1; Medium-sized Humanoid; HD 1d8+2; hp 10; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atk -4 melee (1d6+poison [18-20], rapier); +3 ranged (1d8 [19-20], light crossbow.); +0 melee (1d8, heavy mace); AL NE; SV Fort +4, Ref +3, Will +5;

Str 10, Dex 16, Con 15, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +3, Heal +4, Hide +3, Move Silently +2; Combat Casting, Scribe Scroll.

Spells: (Clr 3/2; base save = 13 + spell level): 0 - *guidance, light, virtue*; 1- *endure elements, cure light wounds, burning hands*.*

* Domain spell, *Domains:* Fire: Turn water creatures; Destruction: Smite attack.

Possessions: 2 doses of blade venom*, 20 bolts, heavy mace, light crossbow, masterwork buckler, masterwork studded leather, rapier

* (The Burning: Fortitude (DC 12); Primary and secondary damage 1d6 Wis).

👉 **Obadiah, male human Mnk4:** CR 4; Medium-sized Humanoid; HD 4d8+32; hp 54; Init +3 (Dex); Spd 40 ft.;

AC 19 (flatfooted 16, touch 18); Atks +4/+4 melee (1d8+1 + 1d6 fire, unarmed), +6 ranged (1d8 [19-20], light crossbow); SA: Stunning attack 4/day (Fort DC 15), flurry of blows, flaming fists; SQ: Deflect arrows, evasion, still mind, slow fall (20 ft.), fast healing 2, fire resistance 20. AL LE; SV Fort +13, Ref +8, Will +10.

Str 13, Dex 16, Con 26, Int 12, Wis 20, Cha 10.

Skills and Feats: Climb +3, Escape Artist +7, Hide +9, Jump +6, Listen +8, Move Silently +10, Search +2, Spot +8, Tumble +10; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse (Unarmed).

Possessions: bracers of armour +1; periapt of wisdom +2; potion of heroism; cloak of resistance +1.

Flaming fists: 1d6 fire damage from unarmed attacks

➤ **Ghoul:** *Monster Manual* page 118.

His **undead servant** is covered by an illusion and appears as a young Zarii wench.

Encounter 15: Flamefather's elemental (EL 1)

Note the elemental here is weakened to half its hit points IF AND ONLY IF it has been used to power a Flamestrike on one of the party.

➤ **Small Fire Elemental:** see *Monster Manual* page 98.

Encounter 17: Tev Chervas (EL 5)

Note 1: The selection of foe here is based upon the character's own personal APL and not that of the party. Thus a third or fourth level fighter would face APL 4 even if the party were playing at APL 6. Likewise a level six fighter playing at APL 4 would face the APL 6 opponent.

Note 2: The stats below include the magic items that these individuals have. The anti-magic effect will cancel these and so there stats need modifying. The stats below are to be used if the characters attempt a full-scale assault upon the base.

➤ **Elite Trooper Torg, male human Rgr1:** CR 1; Medium-sized Humanoid; HD 1d8+2; hp 10; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atks +3/+2 melee (1d8+3 [19-20], longsword), (1d6+1 [19-20], short sword); +5 ranged (1d8+2 [x3], mighty composite longbow +2); SQ: Favoured Enemy (Human); AL LE; SV Fort +4, Ref +3, Will +1.

Str 17, Dex 17, Con 15, Int 8, Wis 13, Cha 7.

Skills and Feats: Hide +6, Move Silently +6, Spot +5, Survival +5; Track, Two-Weapon Fighting, Weapon Focus: Longsword.

Possessions: 20 masterwork arrows, chain shirt, longsword, masterwork mighty composite longbow +2, pouch containing 3 gp, shortsword.

Encounter 18: Insane Doppelganger Bayets (EL 3)

➤ **Doppelganger:** *Monster Manual* page 67

Though the creature statistics are the same, its tactics vary by APL.

Encounter 19: Devils attack (EL 4)

At lower APLs (2 and 4), Hegrell is not charmed and will aid the party. Thus he will be fighting two imps at the lower APLs. At higher APLs, he becomes part of the opposition. The Imps are merely there to delay the party. The plan is for the Erinyes to subdue, bind and carry away Zamiel to Baator. There is a strict time deadline within which if the Erinyes is not challenged then this is completed. She is very cowardly and damage to her will cause her to flee the fight. The damage necessary for her to flee is dependent on APL. The Erinyes is not included in the EL rating as she is not fighting the characters.

The Erinyes flees if the following damage is inflicted upon her:

APL 2: any attack that hits.

➤ **Erinyes and Imps (2):** see *Monster Manual* page 54 and 56.

Appendix 2:

APL 4

Encounter 1: Sea Wolves (EL 3)

➤ **Tauric Sahaugin Dire Wolf (1):** CR 4; Large Monstrous Humanoid (Aquatic); HD 8d8+24; hp 30 (60); Init +2 (Dex); Spd 50 ft., swim 60ft.; AC 16 (flatfooted 14, touch 11); Atks +8 melee (1d4+7, 2 claws), +8 melee (1d4+3, bite); Full Atk +15/+15 melee (1d4+7, claws) and +13 melee (1d4+3, bite); Space/Reach 10 ft./ 10 ft.; SA Trip, blood frenzy; SQ Speak with sharks, under water sense, light blindness, amphibious, freshwater sensitivity; AL NE; SV Fort +8, Ref +9, Will +6.

Str 25, Dex 15, Con 17, Int 14, Wis 13, Cha 9

Skills and Feats: Hide +6, Jump +8, Move Silently +6, Listen +6, Profession (Hunter) +3, Spot +6, Survival +3; Alertness, Lightning Reflexes, Multiattack.

Trip (Ex): A tauric sahaugin dire wolf that hit with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tauric sahaugin dire wolf.

Blood Frenzy: Once per day a tauric sahaugin dire wolf that takes damage can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The tauric sahaugin dire wolf cannot end the frenzy voluntarily.

Speak With Sharks (Ex): Tauric sahaugin dire wolves can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Tauric sahaugin dire wolves can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A tauric sahaugin dire wolf can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a central nervous systems, such as undead, oozes, and constructs; a tauric sahaugin dire wolf can locate such creatures only within a 15-foot radius. Tauric sahaugin dire wolves are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a tauric sahaugin dire wolf for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves and checks while operating in bright light.

Amphibious (Ex): Tauric sahaugin dire wolves can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on p 85 of the *DMG*)

Freshwater Sensitivity (Ex): A tauric sahaugin dire wolf fully immersed in freshwater must succeed a Fortitude save (DC 15) or leave the water immediately. If the tauric sahaugin dire wolf fails and cannot escape it suffers a -4 morale penalty to all attack rolls, saves and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Encounter 3: Dock Guards (EL 3)

➤ **Dock Guards, male human War2 (2):** CR 1; Medium-sized Humanoid; HD 2d8+2; hp 15; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +4 ranged (1d8 [x3], longbow), +3 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +4, Ref +1, Will +0.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +4, Listen +2, Spot +2; Point Blank Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Encounter 4: Bralm Priests & their Queen (EL 5)

➤ **Bralm Clerics, female human Clr3 (2):** CR 3; Medium-sized Humanoid; HD 3d8+6; hp 21; Init +3 (-1 Dex, +4 Imp. Init); Spd 20 ft.; AC 18 (flatfooted 18, touch 9); Atk +4 melee (1d8+1, morningstar); +1 ranged (1d8 19-20), light crossbow); AL LE; SV Fort +5, Ref +0, Will +5;

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Heal +5, Knowledge (religion) +5, Spellcraft +5; Combat Casting, Improved Initiative, Scribe Scroll.

Spells: (Clr 4/3/2; base save = 12 + spell level): 0 - *detect magic, guidance, light, virtue*; 1 - *bless, command, doom, protection from chaos**; 2 - *bear's endurance, hold animal*, hold person*.

Domains: Law (Law spells +1 level); Animal: *speak with animals* 1/day).

Possessions: 20 bolts, half-plate, large steel shield, light crossbow, masterwork morningstar, *potion of blur, potion of levitate*.

➤ **Queen Caren, Female Harpy/Sor2**; CR 6; Medium Monstrous Humanoid; HD 7d8 + 2d4; hp 38; Init +2 (Dex); Spd 20 ft., Fly 80 ft. Average, AC 13 (flatfooted 11, touch 12); Atk +8 melee (1d3, 2 claws); SA Captivating song; AL CN; SV Fort +2, Ref +9, Will +8; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills and feats: Bluff +6, Listen +7, Perform +6, Spellcraft +3, Spot +3; Lightning Reflexes, Dodge, Flyby Attack, Wingover.

Spells Known (Sor 6/5; base save = 12 + spell level): 0 - *dancing lights, daze, ghost sound, ray of frost, read magic*; 1st - *magic missile, shield*.

Captivating Song (Su): When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for a day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads through a dangerous area (though flame, off a cliff, etc) that creature gets a second saving throw. Captivated creatures can take no actions other than defend themselves. (Thus a fighter cannot run away or attack, but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

➤ **Queen Caren the Harpy** see *Monster Manual* page 150. She looks insect-like rather than bird-like. She quits combat on a Diplomacy check (DC 15); attacks Bralm clerics on a Diplomacy check (DC 25).

Encounter 7: Monster Menagerie

➤ **Rabekka the Half Flesh Golem Exp4**: see DM Aid #4.

Rabekka can fight for 3 rounds if fighting the player characters. She will help them in combat for 4 rounds.

➤ **Saril the Doppelganger**: see *Monster Manual* page 67.

➤ **Mert the Gibbering Moulder**: see *Monster Manual* page 126.

Encounter 8: False Martoch (EL 6)

➤ **Kyton**: see *Monster Manual* page 53.

Encounter 10: Martoch's vault (EL 10)

➤ **Clay Golem**: see *Monster Manual* page 134.

Encounter 14: Pyremian Priests, Obadiah & undead servant (EL 7)

➤ **Pyremian Cleric/Rogues, male human Clr2/Rog1 (2)**: CR 3; Medium-sized Humanoid; HD 2d8+4+1d6+2; hp 23; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atk +4 ranged (1d8 [19-20], light crossbow); +5 melee (1d6+poison [18-20], rapier); SA Sneak attack 1d6, AL NE; SV Fort +5, Ref +5, Will +6; Str 10, Dex 16, Con 15, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +8, Heal +7, Hide +5, Knowledge (religion) +3, Move Silently +5, Spellcraft +5, Spot +5; Combat Casting, Scribe Scroll, Weapon Finesse (Rapier).

Spells Prepared (Clr 4/3; base save = 13 + spell level): 0 - *cure minor wounds, guidance, light, virtue*; 1st - *bless, burning hands*, cure light wounds, endure elements*

* Domain spell, *Domains*: Fire: Turn water creatures; Destruction: Smite attack.

Possessions: 2 doses of blade venom*, 20 bolts, light crossbow, masterwork buckler, masterwork rapier, masterwork studded leather.

* (The Burning: Fortitude (DC 12); Primary and secondary damage 1d6 Wis).

➤ **Obadiah, male human Mnk6**: CR 6; Medium-sized Humanoid; HD 6d8+48; hp 82; Init +3 (Dex); Spd 50 ft.; AC 22 (flatfooted 20, touch 208); Atks +7/+7 melee (1d8+1 + 1d6 fire, unarmed), +6 ranged (1d8 [19-20], light crossbow); SA Stunning attack 6/day, flurry of blows, flaming fists. SQ Deflect arrows, evasion, still mind, slow fall 30 ft., purity of body, fast healing 4, fire resistance 20 AL LE; SV Fort +14, Ref +9, Will +11.

Str 13, Dex 16, Con 26, Int 12, Wis 20, Cha 10.

Skills and Feats: Climb +3, Escape Artist +8, Hide +12, Jump +10, Listen +8, Move Silently +12, Search +2, Spot +8, Tumble +12; Deflect Arrows, Improved Unarmed Strike, Stunning Fist, Improved Trip, Weapon Finesse (Unarmed), Dodge, Mobility and Spring Attack.

Possessions: *bracers of armour +2, periapt of wisdom +2, ring of protection +1, ; potion of heroism, cloak of resistance +1.*

Flaming fists: + 1d6 fire damage from unarmed attacks.

His **undead servant** is covered by an illusion and appears as a young Zarii wench.

➤ **Ghast:** *Monster Manual* page 116.

Encounter 15: Flamefather's elemental (EL 3)

Note the elemental here is weakened to half its hit points IF AND ONLY IF it has been used to power a Flamestrike on one of the party.

➤ **Medium Fire Elemental:** see *Monster Manual* page 98.

Encounter 17: Tev Chervas (EL 7)

Note 1: the selection of foe here is based upon the character's own personal APL and not that of the party. Thus a third or fourth level fighter would face APL 4 even if the party were playing at APL 6. Likewise a level six fighter playing at APL 4 would face the APL 6 opponent.

Note 2: the stats below include the magic items that these individuals have. The anti-magic effect will cancel these and so there stats need modifying. The stats below are to be used if the characters attempt a full-scale assault upon the base.

➤ **Corporal Maland, male human Rgr3:** CR 3; Medium-sized Humanoid; HD 3d8+6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atks +5 melee (1d6+3 [x3], handaxe), +5 melee (1d6+1 [x3], handaxe); +6 ranged (1d8 [x3], composite longbow); SQ Favoured enemy (elf) AL NE; SV Fort +5, Ref +4, Will +0.

Str 16, Dex 16, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats. Handle Animal +5, Hide +4, Jump +10, Move Silently +4, Survival +5; Improved Initiative, Run, Track, Two-Weapon Fighting, Weapon Focus (Handaxe).

Possessions: 10 masterwork arrows, 40 arrows, chain shirt, composite longbow, handaxe (x2), pouch containing 30 gp.

Encounter 18: Insane Doppelganger Bayets (EL 2)

➤ **Doppelganger:** *Monster Manual* page 67

Though the creature statistics are the same, its tactics vary by APL.

Encounter 19: Devils attack (EL 6)

At lower APLs (2 and 4), Hegrell is not charmed and will aid the party. Thus he will be fighting two imps at the lower APLs. The Imps are merely there to delay the

party. The plan is for the Erinyes to subdue, bind and carry away Zamiel to Baator. There is a strict time deadline within which if the Erinyes is not challenged then this is completed. She is very cowardly and damage to her will cause her to flee the fight. The damage necessary for her to flee is dependent on APL. The Erinyes is not included in the EL rating as she is not fighting the characters.

The Erinyes flees if the following damage is inflicted upon her:

APL 4: any damage

➤ **Erinyes and Imps (4);** see *Monster Manual* page 54 and 56.

Appendix 3: APL 6

Encounter 1: Sea Wolves (EL 7)

➤ **Tauric Sahaugin Dire Wolf (3):** CR 4; Large Monstrous Humanoid (Aquatic); HD 8d8+24; hp 30 (60); Init +2 (Dex); Spd 50 ft., swim 60ft.; AC 16 (flatfooted 14, touch 11); Atks +8 melee (1d4+7, 2 claws), +8 melee (1d4+3, bite); Full Atk +15/+15 melee (1d4+7, claws) and +13 melee (1d4+3, bite); Space/Reach 10 ft./ 10 ft.; SA Trip, blood frenzy; SQ Speak with sharks, under water sense, light blindness, amphibious, freshwater sensitivity; AL NE; SV Fort +8, Ref +9, Will +6.

Str 25, Dex 15, Con 17, Int 14, Wis 13, Cha 9

Skills and Feats: Hide +6, Jump +8, Move Silently +6, Listen +6, Profession (Hunt) +3, Spot +6, Survival +3; Alertness, Lightning Reflexes, Multiattack.

Trip (Ex): A tauric sahaugin dire wolf that hit with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tauric sahaugin dire wolf.

Blood Frenzy: Once per day a tauric sahaugin dire wolf that takes damage can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The tauric sahaugin dire wolf cannot end the frenzy voluntarily.

Speak with Sharks (Ex): Tauric sahaugin dire wolves can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Tauric sahaugin dire wolves can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A tauric sahaugin dire wolf can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a central nervous systems, such as undead, oozes, and constructs; a tauric sahaugin dire wolf can locate such creatures only within a 15-foot radius. Tauric sahaugin dire wolves are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a tauric sahaugin dire wolf for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves and checks while operating in bright light.

Amphibious (Ex): Tauric sahaugin dire wolves can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on p 85 of the *DMG*)

Freshwater Sensitivity (Ex): A tauric sahaugin dire wolf fully immersed in freshwater must succeed a Fortitude save (DC 15) or leave the water immediately. If the tauric sahaugin dire wolf fails and cannot escape it suffers a -4 morale penalty to all attack rolls, saves and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Encounter 3: Dock Guards (EL 4)

➤ **Dock Guards, male human War3 (2):** CR 2; Medium-sized Humanoid; HD 3d8+3; hp 21; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +5 ranged (1d8 [x3], longbow); +4 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +4, Ref +2, Will +1.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +3; Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Encounter 4: Bralm Priests & their Queen (EL 6)

➤ **Bralm Clerics, female human Clr4 (2):** CR 4; Medium-sized Humanoid; HD 4d8+8; hp 28; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (flatfooted 18, touch 9); Atk +5 melee (1d8+1, morningstar); +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +6, Ref +0, Will +7;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Heal +6, Knowledge (religion) +6, Spellcraft +5; Combat Casting, Improved Initiative, Scribe Scroll.

Spells Prepared (Clr 5/4/3; base save = 13 + spell level): 0 - *cure minor wounds, detect magic, guidance, light, virtue*; 1 - *bless, cause fear, command, doom, protection from chaos**; 2 - *bear's endurance, hold animal**, *hold person, sound burst*.

Domains: Law: Law spells +1 level; Animal: *speak with animals* 1/day.

Possessions: 20 bolts, half-plate, large steel shield, light crossbow, masterwork morningstar, *potion of blur, potion of levitate*.

➤ **Queen Caren, Female Harpy/Sor4:** CR 8; Medium Monstrous Humanoid; HD 7d8 + 4d4; hp 43; Init +2; Spd 20, Fly 80 ft., Average; AC 13 (flatfooted 11, touch 12); Atk +9 melee (1d3, 2 claws); SA Captivating song; AL CN; SV Fort +5, Ref +8, Will +9;

Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills and feats: Bluff +8, Listen +7, Perform +9, Spellcraft +5, Spot +6; Dodge, Flyby Attack, Great Fortitude, Wingover.

Spells known (Sor 6/7/4; base save = 12 + spell level): 0 - *dancing lights, daze, ghost sound, light, ray of frost, read magic*; 1 - *magic missile, shield, mage armour*; 2 - *web*.

Captivating Song (Su): When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for a day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads through a dangerous area (though flame, off a cliff, etc) that creature gets a second saving throw. Captivated creatures can take no actions other than defend themselves. (Thus a fighter cannot run away or attack, but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

➤ **Queen Caren the Harpy:** see *Monster Manual* page 150. She looks insect-like rather than bird-like. Queen Caren quits combat if the PCs make a Diplomacy check (DC 20) and attacks Bralm clerics on a Diplomacy check (DC 30).

Encounter 7: Monster Menagerie

➤ **Rabekka the Half Flesh Golem Exp4:** see DM Aid #4.

Rabekka can fight for 4 rounds if fighting the player characters. She will help them in combat for 3 rounds.

➤ **Saril the Doppelganger:** see *Monster Manual* page 67.

➤ **Mert the Gibbering Moulder:** see *Monster Manual* page 126.

Encounter 8: False Martoch (EL 9)

➤ **Osyluth:** see *Monster Manual* page 52.

Encounter 10: Martoch's vault (EL 10)

➤ **Clay Golem:** see *Monster Manual* page 134.

Encounter 14: Pyremian Priests, Obadiah & undead servant (EL 9)

➤ **Pyremian Clerics, male human Clr3/Rog1 (2):** CR 4; Medium-sized Humanoid; HD 3d8+6 + 1d6+2; hp 30; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atk +5 ranged (1d8 [19-20], light crossbow); +6 melee (1d6+poison [18-20], rapier); SA: Sneak attack 1d6; AL NE; SV Fort +5, Ref +6, Will +7;

Str 10, Dex 16, Con 15, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +9, Heal +8, Hide +5, Knowledge (religion) +6, Move Silently +5, Spellcraft +5, Spot +6; Combat Casting, Scribe Scroll, Weapon Finesse (Rapier).

Spells: (Clr 4/3/2; base save = 14 + spell level): 0 - *cure minor wounds, guidance, light, virtue*; 1 - *bless, burning hands**; 2 - *bear's endurance, hold person, produce flame**.

* Domain spell, *Domains:* Fire; Turn water creatures; Destruction: Smite attack.

Possessions: 2 doses of blade venom*, 20 bolts, light crossbow, masterwork buckler, masterwork rapier, masterwork studded leather.

* (The Burning: Fortitude (DC 12); Primary and secondary damage 1d6 Wis).

➤ **Obadiah, male human Mnk8:** CR 8; Medium-sized Humanoid; HD 8d8+64; hp 110; Init +4 (Dex); Spd 50 ft.; AC 23 (flatfooted 20, touch 21); Atks +10/+10/+5 melee (1d10+2 +1d6 fire, unarmed); SA Stunning attack 8/day, flurry of blows, flaming fists; SQ: Deflect arrows, evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, fast healing 6, fire resistance 20; AL LE; SV Fort +15, Ref +11, Will +12.

Str 14, Dex 18, Con 26, Int 12, Wis 20, Cha 10.

Skills and Feats: Climb +6, Escape Artist +11, Hide +15, Jump +11, Listen +8, Move Silently +15, Search +2, Spot +9, Tumble +15; Deflect Arrows, Improved Unarmed Strike, Stunning Fist, Improved Trip, Weapon Finesse: Unarmed, Dodge, Mobility and Spring Attack.

Possessions: *bracers of armour +2, ioun stone (deep red sphere), periapt of wisdom +2, potion of heroism, ring of protection +1, , cloak of resistance +1.*

Flaming fists: 1d6 fire damage from unarmed attacks.

His **undead servant** is covered by an illusion and appears as a young Zarii wench.

➤ **Vampire Spawn:** *Monster Manual* page 253

Encounter 15: Flamefather's elemental (EL 5)

Note the elemental here is weakened to half its hit points IF AND ONLY IF it has been used to power a Flamestrike on one of the party.

➤ **Large Fire Elemental:** see *Monster Manual* page 98.

Encounter 17: Tev Chervas (EL 9)

Note 1: the selection of foe here is based upon the character's own personal APL and not that of the party. Thus a third or fourth level fighter would face APL 4 even if the party were playing at APL 6. Likewise a level six fighter playing at APL 4 would face the APL 6 opponent.

Note 2: the stats below include the magic items that these individuals have. The anti-magic effect will cancel these and so there stats need modifying. The stats below are to be used if the characters attempt a full-scale assault upon the base.

➤ **Sergeant Gargash, male human Bbn5:** CR 5; Medium-sized Humanoid; HD 5d12+10; hp 50; Init +2 (Dex); Spd 30 ft.; AC 18 (flatfooted 16, touch 12); At +10 melee (1d12+4 [x3], greataxe); +7 ranged (1d8+3 [x3], mighty composite longbow +3); SQ: Rage 2/day, uncanny dodge; AL NE; SV Fort +6, Ref +3, Will +3;

Str 17, Dex 14, Con 15, Int 13, Wis 14, Cha 6.

Skills and Feats: Climb +10, Jump +8, Listen +10, Swim -2, Survival +10; Dodge, Power Attack, Weapon Focus (Greataxe).

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -5 on AC for up to 8 rounds.

Tev Chervas: Use the following stat changes during this encounter: AC 17.

Possessions: +1 breastplate, masterwork arrows (20), masterwork greataxe, mighty composite longbow +3, pouch containing 30 gp, silvered dagger.

Encounter 18: Insane Doppelganger Bayets (EL 3)

➤ **Doppelganger:** see *Monster Manual* page 67

Though the creature statistics are the same, its tactics vary by APL.

Encounter 19: Devils attack (EL 7)

At higher APLs (6 and above), Hegrell is charmed and will defend the Erinyes. The Imps are merely there to delay the party. The plan is for the Erinyes to subdue, bind and carry away Zamiel to Baator. There is a strict time deadline within which if the Erinyes is not challenged then this is completed. She is very cowardly and damage to her will cause her to flee the fight. The damage necessary for her to flee is dependent on APL. The Erinyes is not included in the EL rating as she is not fighting the characters.

The Erinyes flees if the following damage is inflicted upon her:

APL 6: 10 hit points of damage

➤ **Erinyes and Imps (4):** see *Monster Manual* page 54 and 56.

➤ **Hegrell: Male Half-Orc Ftr5:** CR 5; Medium-sized Humanoid; HD 5d10; hp 38; Init +4 (Improved Initiative); Spd 30 ft.; AC 13 (flatfooted 13, touch 10); Atk +7 melee (1d6+1 [18-20], scimitar); SQ Darkvision; AL LN; SV Fort +4, Ref +1, Will +1;

Str 12, Dex 10, Con 10, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +3, Climb +6, Profession (sailor) +6, Swim +8; Blind-Fight, Improved Initiative, Point Blank Shot, Skill Focus (Balance), Skill Focus (Profession (Sailor)).

Possessions: gloves of swimming and climbing, masterwork buckler, masterwork leather armour, masterwork scimitar.

Appendix 4:

APL 8

Encounter 1: Sea Wolves (EL 8)

➤ **Tauric Sahaugin Dire Wolf (4):** CR 4; Large Monstrous Humanoid (Aquatic); HD 8d8+24; hp 30 (60); Init +2 (Dex); Spd 50 ft., swim 60ft.; AC 16 (flatfooted 14, touch 11); Atks +8 melee (1d4+7, 2 claws), +8 melee (1d4+3, bite); Full Atk +15/+15 melee (1d4+7, claws) and +13 melee (1d4+3, bite); Space/Reach 10 ft./ 10 ft.; SA Trip, blood frenzy; SQ Speak with sharks, under water sense, light blindness, amphibious, freshwater sensitivity; AL NE; SV Fort +8, Ref +9, Will +6.

Str 25, Dex 15, Con 17, Int 14, Wis 13, Cha 9

Skills and Feats: Hide +6, Jump +8, Move Silently +6, Listen +6, Profession (Hunt) +3, Spot +6, Survival +3; Alertness, Lightning Reflexes, Multiattack.

Trip (Ex): A tauric sahaugin dire wolf that hit with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tauric sahaugin dire wolf.

Blood Frenzy: Once per day a tauric sahaugin dire wolf that takes damage can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The tauric sahaugin dire wolf cannot end the frenzy voluntarily.

Speak With Sharks (Ex): Tauric sahaugin dire wolves can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Tauric sahaugin dire wolves can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A tauric sahaugin dire wolf can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a central nervous systems, such as undead, oozes, and constructs; a tauric sahaugin dire wolf can locate such creatures only within a 15-foot radius. Tauric sahaugin dire wolves are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a tauric sahaugin dire wolf for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves and checks while operating in bright light.

Amphibious (Ex): Tauric sahaugin dire wolves can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on p 85 of the *DMG*)

Freshwater Sensitivity (Ex): A tauric sahaugin dire wolf fully immersed in freshwater must succeed a Fortitude save (DC 15) or leave the water immediately. If the tauric sahaugin dire wolf fails and cannot escape it suffers a -4 morale penalty to all attack rolls, saves and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Encounter 3: Dock Guards (EL 5)

➤ **Dock Guards, male human War4 (2):** CR 3; Medium-sized Humanoid; HD 4d8+4; hp 27; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +6 ranged (1d8 [x3], longbow); +5 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +5, Ref +2, Will +1.

Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +4, Listen +2, Spot +3; Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Encounter 4: Bralm Priests & their Queen (EL 8)

➤ **Bralm Clerics, female human Clr4 (2):** CR 4; Medium-sized Humanoid; HD 4d8+8; hp 28; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (flatfooted 18, touch 9); Atk +5 melee (1d8+1, morningstar), +2 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +6, Ref +0, Will +7;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Heal +6, Knowledge (religion) +6, Spellcraft +5; Combat Casting, Improved Initiative, Scribe Scroll.

Spells Prepared (Clr 5/4/3; base save = 13 + spell level): 0 - cure minor wounds, detect magic, guidance, light, virtue; 1 - bless, cause fear, command, doom, protection from chaos*; 2nd - bear's endurance, hold animal *, hold person, sound burst.

Domains: Law: Law spells +1 level; Animal: speak with animals 1/day.

Possessions: 20 bolts, half-plate, large steel shield, light crossbow, masterwork morningstar, *potion of blur*, *potion of levitate*.

➤ **Queen Caren, Female Harpy/Sor6:** CR 10; Medium Monstrous Humanoid; HD 7d8 + 6d4; hp 46; Init +2 (Dex); Spd 20 ft., fly 80 ft., average; AC 13 (flatfooted 11, touch 12); Atk +10 melee (1d3, 2 claws); SA Captivating song; AL CN; SV Fort +6, Ref +9, Will +10; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 16.

Skills and feats: Bluff +9, Listen +7, Perform +10, Spellcraft +7, Spot +6; Dodge, Flyby Attack, Great Fortitude, Hover, Wingover.

Spells Known (Sor 6/7/6/4; base save DC = 13 + spell level): 0 - *dancing lights, daze, ghost sound, light, prestidigitation, ray of frost, read magic*; 1 - *cause fear, mage armour, magic missile, shield*; 2 - *summon swarm, web*; 3 - *displacement*.

Captivating Song (Su): When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for a day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads through a dangerous area (though flame, off a cliff, etc) that creature gets a second saving throw. Captivated creatures can take no actions other than defend themselves. (Thus a fighter cannot run away or attack, but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

➤ **Queen Caren the Harpy:** see *Monster Manual* page 150. She looks insect-like rather than bird-like.

Queen Caren quits combat if the PCs make a Diplomacy check (DC 25) and attacks Bralm clerics if they make a Diplomacy check (DC 35).

Encounter 7: Monster Menagerie

➤ **Rabekka the Half Flesh Golem Exp4:** see DM Aid #4.

Rabekka can fight for 5 rounds if fighting the player characters. She will help them in combat for 2 rounds.

➤ **Saril the Doppelganger:** see *Monster Manual* page 67.

➤ **Mert the Gibbering Moulder:** see *Monster Manual* page 126.

Encounter 8: False Martoch (EL 11)

➤ **Hamatula:** see *Monster Manual* page 51.

Encounter 10: Martoch's vault (EL 10)

➤ **Clay Golem:** see *Monster Manual* page 134.

Encounter 14: Pyremian Priests, Obadiah & undead servant (EL 11)

➤ **Pyremian Clerics, male human Clr4/Rog2 (2):** CR 6; Medium-sized Humanoid; HD (4d8+8) + (2d6+2); hp 42; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atk +7 ranged (1d8 [19-20], light crossbow); +9 melee (1d6+poison [18-20], rapier); SA Sneak attack 1d6; SQ Evasion; AL NE; SV Fort +6, Ref +7, Will +8; Str 10, Dex 16, Con 15, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +11, Disguise +6, Heal +8, Hide +8, Knowledge (religion) +8, Move Silently +8, Spellcraft +5, Spot +6; Combat Casting, Scribe Scroll, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Spells Prepared (Clr 5/4/3; base save DC = 14 + spell level): 0 - *cure minor wounds x2, guidance, light, virtue*; 1 - *bless, burning hands*, cause fear, cure light wounds, endure elements*; 2nd - *bear's endurance, hold person, produce flame*, sound burst*.

* Domain spell, *Domains:* Fire: Turn water creatures; Destruction: Smite attack.

Possessions: 2 doses of blade venom*, 20 bolts, light crossbow, masterwork buckler, masterwork rapier, masterwork studded leather.

* (The Burning: Fortitude (DC 12); Primary and secondary damage 1d6 Wis).

➤ **Obadiah, male human Mnk10:** CR 10; Medium-sized Humanoid; HD 10d8+80; hp 133; Init +4 (Dex); Spd 60 ft.; AC 24 (flatfooted 20, touch 21); Atks +12/+12/+7 melee (1d10+2 +1d6 fire, unarmed); SA Stunning attack 10/day, flurry of blows, ki strike +1, flaming fists; SQ Deflect arrows, evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, leap of the clouds, improved evasion, fast healing 8, hire resistance 20; AL LE; SV Fort +17, Ref +13, Will +14; Str 14, Dex 18, Con 26, Int 12, Wis 20, Cha 10.

Possessions: *bracers of armour +3, cloak of resistance +2, ioun stone (deep red sphere), periapt of wisdom +2, potion of heroism, ring of protection +1, .*

Skills and Feats: Climb +8, Escape Artist +11, Hide +17, Jump +11, Listen +10, Move Silently +17, Search +2, Spot +10, Tumble +17; Deflect Arrows, Dodge, Improved Unarmed Strike, Improved Trip, Mobility,

Spring Attack, Stunning Fist, Weapon Finesse (Unarmed), Weapon Focus (Unarmed).

His **undead servant** is covered by an illusion and appears as a young Zarii wench.

➤ **Female Vampire 4th level Rogue:** CR 6; Medium Undead; HD 4d12; hp 34; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft; AC 22 (flatfooted 16, touch 16); Atk +6 melee (1d6+3, slam); SA Charm, energy drain, blood drain, sneak attack + 2d6; SQ Undead, turn resistance 4, cold resistance 20, electricity resistance 20, damage reduction 10/silver and magic, *gaseous form*, *spider climb*, fast healing 5, evasion, uncanny dodge; AL CE; SV Fort +1, Ref +12, Will +1;

Str 16, Dex 22, Con -, Int 17, Wis 10, Cha 13.

Skills and Feats: Climb +10, Escape Artist +11, Gather Information +7, Hide +21, Innuendo +5, Jump +7, Listen +17, Move Silently +21, Pick Pocket +11, Search +16, Spot +17, Tumble +13, Use Magic Device +6; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes. Weapon Finesse (Rapier).

Domination (Ex): A vampire can crush an opponent's will just by looking in to their eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save (DC 13) or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th level sorcerer. The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Ex): A vampire can such blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution damage each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire bats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn (see Vampire Spawn, *Monster Manual* 253) 1d4 days after burial. If the vampire instead drains the victims Constitution to 0 or less, the victims returns as a spawn, if it had 4 or fewer HD and

as a vampire, if it had 5 or more HD. In either case, the new vampire or spawn is other the command of the vampire that created it and remains enslaved until its master's death.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th level sorcerer but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wild or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 17th level sorcerer, except that the vampire can only assume one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage per round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour then resumes healing at a rate of 5 hit points per round.

See *Monster Manual* page 250 for more details.

Encounter 15: Flamefather's elemental (EL 7)

Note the elemental here is weakened to half its hit points IF AND ONLY IF it has been used to power a Flamestrike on one of the party.

➤ **Huge Fire Elemental:** see *Monster Manual* page 98.

Encounter 17: Tev Chervas (EL 11)

Note 1: the selection of foe here is based upon the character's own personal APL and not that of the party. Thus a third or fourth level fighter would face APL 4 even if the party were playing at APL 6. Likewise a level six fighter playing at APL 4 would face the APL 6 opponent.

Note 2: the stats below include the magic items that these individuals have. The anti-magic effect will cancel these and so there stats need modifying. The stats below are to be used if the characters attempt a full-scale assault upon the base.

➤ **Lieutenant Grizhelm, male human Ftr7:** CR 7; Medium-sized Humanoid; HD 7d10+28; hp 67; Init +6

(+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (flatfooted 19, touch 12); Atk +12/+7 melee (1d10+5 [19-20], bastard sword); +9/+4 ranged (1d8+3 [x3], mighty composite longbow +3); AL LE; SV Fort +10, Ref +5, Will +5;

Str 17, Dex 15, Con 18, Int 9, Wis 14, Cha 12.

Skills and Feats: Climb +6, Jump +6; Cleave, Exotic Weapon Proficiency (Bastard Sword), Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Tev Chervas: Use the following stat changes during this encounter: bastard sword damage 1d10+5.

Possessions: +1 bastard sword, 10 masterwork arrows, 40 arrows, full plate, large steel shield, mighty composite longbow +3, pouch containing 30 gp.

Possessions: gloves of swimming and climbing, masterwork buckler, masterwork leather armour, masterwork scimitar.

Encounter 18: Insane Doppelganger Bayets (EL 3)

➤ **Doppelganger:** *Monster Manual* page 76

Though the creature statistics are the same, its tactics vary by APL.

Encounter 19: Devils attack (EL 9)

At higher APLs (6 and above), Hegrell is charmed and will defend the Erinyes. The Imps are merely there to delay the party. The plan is for the Erinyes to subdue, bind and carry away Zamiel to Baator. There is a strict time deadline within which if the Erinyes is not challenged then this is completed. She is very cowardly and damage to her will cause her to flee the fight. The damage necessary for her to flee is dependent on APL. The Erinyes is not included in the EL rating as she is not fighting the characters.

The Erinyes flees if the following damage is inflicted upon her:

APL 8: 20 hit points of damage

➤ **Erinyes and Imps (8):** see *Monster Manual* page 54 and 56.

➤ **Hegrell: Male Half-Orc Ftr5:** CR 5; Medium-sized Humanoid; HD 5d10; hp 38; Init +4 (Improved Initiative); Spd 30 ft.; AC 13 (flatfooted 13, touch 10); Atk +7 melee (1d6+1 [18-20], scimitar); SQ Darkvision; AL LN; SV Fort +4, Ref +1, Will +1;

Str 12, Dex 10, Con 10, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +3, Climb +6, Profession (sailor) +6, Swim +8; Blind-Fight, Improved Initiative, Point Blank Shot, Skill Focus (Balance), Skill Focus (Profession (Sailor)).

Appendix 5: APL 10

Encounter 1: Sea Wolves (EL 10)

➤ **Tauric Sahaugin Advanced Dire Wolf (3):** CR 6; Large Monstrous Humanoid (Aquatic); HD 14d8+42; hp 105; Init +2 (Dex); Spd 50 ft., swim 60ft.; AC 16 (flatfooted 14, touch 11); Atks +12 melee (1d2+7, 2 claws), +12 melee (1d4+7, bite); Full Atk +21/+21 melee (1d2+7, 22 claws) and +19 melee (1d4+3, bite); Space/Reach 10 ft./ 10ft.; SA Trip, blood frenzy; SQ Speak with sharks, under water sense, light blindness, amphibious, freshwater sensitivity; AL NE; SV Fort +11, Ref +12, Will +9.

Str 25, Dex 15, Con 17, Int 14, Wis 13, Cha 9

Skills and Feats: Animal Empathy +5, Hide +8, Jump +10, Move Silently +8, Listen +8, Profession (Hunt) +5, Spot +8, Survival +4; Alertness, Lighting Reflexes, Multiattack, Power Attack, Improved Bull Rush.

Trip (Ex): A tauric sahaugin dire wolf that hit with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tauric sahaugin dire wolf.

Blood Frenzy: Once per day a tauric sahaugin dire wolf that takes damage can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The tauric sahaugin dire wolf cannot end the frenzy voluntarily.

Speak With Sharks (Ex): Tauric sahaugin dire wolves can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Tauric sahaugin dire wolves can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A tauric sahaugin dire wolf can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a central nervous systems, such as undead, oozes, and constructs; a tauric sahaugin dire wolf can locate such creatures only within a 15-foot radius. Tauric sahaugin dire wolves are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a tauric sahaugin dire wolf for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to

all attack rolls, saves and checks while operating in bright light.

Amphibious (Ex): Tauric sahaugin dire wolves can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on p 85 of the *DMG*)

Freshwater Sensitivity (Ex): A tauric sahaugin dire wolf fully immersed in freshwater must succeed a Fortitude save (DC 15) or leave the water immediately. If the tauric sahaugin dire wolf fails and cannot escape it suffers a -4 morale penalty to all attack rolls, saves and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Encounter 3: Dock Guards (EL 6)

➤ **Dock Guards, male human War5 (2):** CR 4; Medium-sized Humanoid; HD 5d8+5; hp 33; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +7 ranged (1d8 [x3], longbow); +6 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +5, Ref +2, Will +1.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Listen +2, Spot +3; Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Encounter 4: Bralm Priests & their Queen (EL 10)

➤ **Bralm Clerics, female human Clr6 (2):** CR 6; Medium-sized Humanoid; HD 6d8+12; hp 43; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (flatfooted 18, touch 9); Atk +6 melee (1d8+1, morningstar); +3 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +7, Ref +3, Will +8;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +6, Knowledge (religion) +8, Spellcraft +5, Spot +4; Combat Casting, Improved Initiative, Lighting Reflexes, Scribe Scroll.

Spells Prepared (Clr 5/4/4/3; base save DC = 13 + spell level): 0 - *cure minor wounds, detect magic, guidance, light, virtue*; 1 - *bless, cause fear, command, cure light wounds, protection from chaos**; 2 - *death knell, bear's endurance, hold animal*, hold person, sound burst*; 3 - *bestow curse, cure serious wounds, dispel magic, dominate animal**.

Domains: Law: Law spells +1 level; Animal: *speak with animals* 1/day

Possessions: 20 bolts, half-plate, large steel shield, light crossbow, masterwork morningstar, *potions of blur*, *potions of levitate*.

➤ **Queen Caren, Female Harpy/Sor8:** CR 10; Medium Monstrous Humanoid; HD 7d8 + 8d4; hp 52; Init +3 (Dex); Spd 20 ft., Fly 80 ft. average; AC 14 (flatfooted 11, touch 13); Atk +11 melee (1d3, 2 claws); SA Captivating song; AL CN; SV Fort +6, Ref +12, Will +11;

Str 10, Dex 16, Con 10, Int 7, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Listen +7, Perform +10, Spellcraft +9, Spot +6; Dodge, Flyby Attack, Great Fortitude, Hover, Lightning Reflexes, Wingover.

Spells Known (Sor 6/7/7/6/3; base save DC = 13 + spell level): 0 - *dancing lights*, *daze*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1 - *cause fear*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2 - *mirror image*, *summon swarm*, *web*; 3 - *displacement*, *flame arrow*; 4th - *dimension door*.

Captivating Song (Su): When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for a day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads through a dangerous area (though flame, off a cliff, etc) that creature gets a second saving throw. Captivated creatures can take no actions other than defend themselves. (Thus a fighter cannot run away or attack, but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

➤ **Queen Caren the Harpy:** see *Monster Manual* page 150. She looks insect-like rather than bird-like.

Queen Caren quits combat if the PCs make a Diplomacy check (DC 30) and attacks Bralm clerics if they make a Diplomacy Check (DC 40).

Encounter 7: Monster Menagerie

➤ **Rabekka the Half Flesh Golem Exp4:** see DM Aid #4.

Rabekka can fight for 6 rounds if fighting the player characters. She will help them in combat for 1 round.

➤ **Saril the Doppelganger:** see *Monster Manual* page 67.

➤ **Mert the Gibbering Moulder:** see *Monster Manual* page 126.

Encounter 8: False Martoch (EL 13)

➤ **Gelugon:** see *Monster Manual* page 56.

Encounter 10: Martoch's vault (EL 10)

➤ **Clay Golem:** see *Monster Manual* page 134.

Encounter 14: Pyremian Priests, Obadiah & undead servant (EL 13)

➤ **Pyremian Clerics, male human Clr4/Rog3/Asn1 (2):** CR 8; Medium-sized Humanoid; HD (4d8+12) + (4d6+12); hp 52; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atk +8 melee (1d8 [19-20], light crossbow); +10 melee (1d6 [18-20], rapier); SA Sneak attack 3d6, death attack; SQ Evasion, uncanny dodge; AL NE; SV Fort +8, Ref +9, Will +9;

Str 10, Dex 16, Con 16, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +12, Disguise +6, Heal +8, Hide +11, Knowledge (religion) +8, Listen +7, Move Silently +11, Spellcraft +5, Spot +7, Tumble +6; Combat Casting, Scribe Scroll, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Spells Prepared (Clr 5/4/3; base save DC = 14 + spell level): 0 - *cure minor wounds* x2, *guidance*, *light*, *virtue*; 1 - *bleed*, *cause fear*, *cure light wounds*, *endure elements*, *burning hands**; 2 - *bear's endurance*, *hold person*, *produce flame**, *sound burst*.

* Domain spell, *Domains:* Fire: Turn water creatures; Destruction: Smite attack.

Spells: (Asn -/1): 1 - *change self*.

Possessions: 2 doses of blade venom*, 20 bolts, light crossbow, masterwork buckler, masterwork rapier, masterwork studded leather.

* (The Burning: Fortitude (DC 12); Primary and secondary damage 1d6 Wis).

➤ **Obadiah, male human Mnk12:** CR 12; Medium-sized Humanoid; HD 12d8+96; hp 155; Init +4 (Dex); Spd 70 ft.; AC 28 (flatfooted 24, touch 24); Atks +14/+14/+14/+9 melee (2d6 +2 + 1d6 fire [19-20], unarmed); SA Stunning attack 12/day, flurry of blows, ki strike magic/lawful, flaming fists; SQ Deflect arrows, evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, leap of the clouds, improved evasion, diamond body, abundant step, fast healing 10,

fire resistance 20. AL LE; SV Fort +18, Ref +14, Will +16.

Str 14, Dex 18, Con 26, Int 12, Wis 23, Cha 10.

Skills and Feats. Climb +8, Escape Artist +19, Hide +19, Jump +11, Listen +11, Move Silently +17, Search +2, Spot +11, Tumble +19; Deflect Arrows, Dodge, Improved Critical (Unarmed), Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Weapon Finesse (Unarmed), Weapon Focus (Unarmed)

Possessions. *bracers of armour +4, ioun stone (deep red sphere), periapt of wisdom +4, potion of heroism, ring of protection +2, cloak of resistance +2.*

Flaming fists: 1d6 fire damage from unarmed attacks.

His **undead servant** is covered by an illusion and appears as a young Zarii wench.

➤ **Female Vampire 6th level Rogue:** CR 8; Medium Undead; HD 6d12; hp 48; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft.; AC 22 (flatfooted 16, touch 16); Atk +7 melee (1d6+3, slam); SA Blood drain, charm, energy drain, sneak attack +3d6; SQ Undead, turn resistance 4, cold resistance 20, electricity resistance 20, damage reduction 10/silver and magic, *gaseous form*, *spider climb*, fast healing 5, evasion, uncanny dodge. AL CE; SV Fort +2, Ref +13, Will +2;

Str 16, Dex 22, Con -, Int 17, Wis 10, Cha 13.

Skills and Feats. Bluff +14, Climb +10, Escape Artist +11, Gather Information +7, Hide +23, Innuendo +5, Jump +7, Listen +17, Move Silently +21, Pick Pocket +11, Search +16, Spot +17, Tumble +15, Use Magic Device +6; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Weapon Finesse (Rapier).

Domination (Ex): A vampire can crush an opponent's will just by looking in to their eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save (DC 13) or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th level sorcerer. The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Ex): A vampire can such blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution damage each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire bats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn (see Vampire Spawn, *Monster Manual* 253) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or less, the victim returns as a spawn, if it had 4 or fewer HD and as a vampire, if it had 5 or more HD. In either case, the new vampire or spawn is other the command of the vampire that created it and remains enslaved until its master's death.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th level sorcerer but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wild or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 17th level sorcerer, except that the vampire can only assume one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage per round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour then resumes healing at a rate of 5 hit points per round.

See *Monster Manual* page 253 for more details.

Encounter 15: Flamefather's elemental (EL 9)

Note the elemental here is weakened to half its hit points IF AND ONLY IF it has been used to power a Flamestrike on one of the party.

➤ **Fire Elemental – greater:** see *Monster Manual* page 98.

Encounter 17: Tev Chervas (EL 13)

Note 1: the selection of foe here is based upon the character's own personal APL and not that of the party. Thus a third or fourth level fighter would face APL 4 even if the party were playing at APL 6. Likewise a level six fighter playing at APL 4 would face the APL 6 opponent.

Note 2: the stats below include the magic items that these individuals have. The anti-magic effect will cancel these and so there stats need modifying. The stats below are to be used if the characters attempt a full-scale assault upon the base.

➤ **Captain Lorrus, male human Ftr9:** Medium-sized Humanoid; HD 9d10+18; hp 79; Init +2 (Dex); Spd 20 ft.; AC 20 (flatfooted 18, touch 13); Atk +12/+12/+7/+7 melee (1d8+6/1d8+4 [17-20], +1 keen two-bladed sword); AL LE; SV Fort +8, Ref +5, Will +4; Str 16, Dex 15, Con 14, Int 14, Wis 9, Cha 11.

Skills and Feats: Climb +12, Knowledge (religion) +4, Listen +4, Ride +14, Spot +4, Swim +6; Exotic Weapon Proficiency (Two-Bladed Sword), Expertise, Improved Critical (Two-Bladed Sword), Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Focus (Two-Bladed Sword), Weapon Specialization (Two-Bladed Sword).

Tev Chervas: Use the following stat changes during this encounter: AC 17, flat-footed 15, touch 12, two-bladed sword damage 1d8+5/1d8+3.

Possessions: +1 keen two-bladed sword, +1 slick breastplate, amulet of natural armor +1, pouch containing 30 gp, ring of protection +1.

Encounter 18: Insane Doppelganger Bayets (EL 3)

➤ **Doppelganger:** *Monster Manual* page 67

Though the creature statistics are the same, its tactics vary by APL.

Encounter 19: Devils attack (EL 11)

At higher APLs (6 and above), Hegrell is charmed and will defend the Erinyes. The Imps are merely there to delay the party. The plan is for the Erinyes to subdue, bind and carry away Zamiel to Baator. There is a strict time deadline within which if the Erinyes is not challenged then this is completed. The Erinyes will fight to the death.

➤ **Erinyes:** see *Monster Manual* page 54.

➤ **Advanced Imp(8)** CR 3; Tiny Outsider; HD 5d8; hp 22; Init +3 (Dex); Spd 20 ft., Fly 50ft., perfect; AC 20 (flatfooted 15, touch 15); Atk +10 melee (1d4 + poison, sting); SA Spell-like abilities, polymorph; SQ Damage reduction 5/silver or good, fast healing 2, fire resistance 5, poison immunity, telepathy, see in darkness; AL LE; SV Fort +5, Ref +8, Will +6;

Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +19, Listen +9, Move Silently +9, Search +9, Spellcraft +9, Spot +9; Dodge, Weapon Finesse (sting).

Spell-Like Abilities: At will - *detect good*, *detect magic* and *invisibility* (self only); 1/day - suggestion. These abilities are as the spells cast by a 6th level sorcerer (save DC 10 + spell level). Once per week an imp can *commune* to ask up to six questions. The ability otherwise works as the spell cast by a 12th-level cleric.

Poison (Ex): Sting, Fortitude save (DC 13); initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity.

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph self* spell cast by a 12th level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size.

➤ **Hegrell: Male Half-Orc Ftr5:** CR 5; Medium-sized Humanoid; HD 5d10; hp 38; Init +4 (Improved Initiative); Spd 30 ft.; AC 13 (flatfooted 13, touch 10); Atk +7 melee (1d6+1 [18-20], scimitar); SQ Darkvision; AL LN; SV Fort +4, Ref +1, Will +1;

Str 12, Dex 10, Con 10, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +3, Climb +6, Profession (sailor) +6, Swim +8; Blind-Fight, Improved Initiative, Point Blank Shot, Skill Focus (Balance), Skill Focus (Profession (Sailor)).

Possessions: gloves of swimming and climbing, masterwork buckler, masterwork leather armour, masterwork scimitar.

Appendix 6: APL 12

Encounter 1: Sea Wolves (EL 12)

➤ **Tauric Sahaugin Dire Wolf (3):** CR 8; Large Monstrous Humanoid (Aquatic); HD 20d8+60; hp 150; Init +2 (Dex); Spd 50 ft., swim 60ft.; AC 16 (flatfooted 14, touch 11); Atks +16 melee (1d2+7, 2 claws), +16 melee (1d4+7, bite); Full Atk +27/+27 melee (1d2+7, 22 claws) and +25 melee (1d4+3, bite); Space/Reach 10 ft./10ft.; SA Trip, blood frenzy; SQ Speak with sharks, under water sense, light blindness, amphibious, freshwater sensitivity; AL NE; SV Fort +14, Ref +15, Will +12.

Str 25, Dex 15, Con 17, Int 14, Wis 13, Cha 9

Skills and feats: Hide +10, Jump +15, Move Silently +10, Listen +10, Profession (Hunt) +7, Spot +10, Survival +7; Alertness, Lightning Reflexes, Multiattack, Power Attack, Improved Bull Rush, Cleave, Awesome Blow.

Trip (Ex): A tauric sahaugin dire wolf that hit with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tauric sahaugin dire wolf.

Blood Frenzy: Once per day a tauric sahaugin dire wolf that takes damage can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The tauric sahaugin dire wolf cannot end the frenzy voluntarily.

Speak With Sharks (Ex): Tauric sahaugin dire wolves can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Tauric sahaugin dire wolves can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex): A tauric sahaugin dire wolf can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without a central nervous systems, such as undead, oozes, and constructs; a tauric sahaugin dire wolf can locate such creatures only within a 15-foot radius. Tauric sahaugin dire wolves are not fooled by figments when underwater.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a tauric sahaugin dire wolf for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to

all attack rolls, saves and checks while operating in bright light.

Amphibious (Ex): Tauric sahaugin dire wolves can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on p 85 of the *DMG*)

Freshwater Sensitivity (Ex): A tauric sahaugin dire wolf fully immersed in freshwater must succeed a Fortitude save (DC 15) or leave the water immediately. If the tauric sahaugin dire wolf fails and cannot escape it suffers a -4 morale penalty to all attack rolls, saves and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Encounter 3: Dock Guards (EL 7)

➤ **Dock Guards, male human War6 (2):** CR 5; Medium-sized Humanoid; HD 6d8+6; hp 39; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +8/+3 ranged (1d8 [x3], longbow); +6/+1 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +6, Ref +3, Will +2.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +3; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Encounter 4: Bralm Priests & their Queen (EL 12)

➤ **Bralm Clerics, female human Clr6 (2):** CR 6; Medium-sized Humanoid; HD 6d8+12; hp 43; Init +3 (Dex); Spd 20 ft.; AC 18 (flatfooted 18, touch 9); Atk +6 melee (1d8+1, morningstar); +3 ranged (1d8 [19-20], light crossbow); AL LE; SV Fort +7, Ref +3, Will +8;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +6, Knowledge (religion) +8, Spellcraft +5, Spot +4; Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Spells Prepared (Clr 5/4/4/3; base save DC = 13 + spell level): 0 - *cure minor wounds, detect magic, guidance, light, virtue*; 1 - *bless, cause fear, command, cure light wounds, protection from chaos**; 2 - *death knell, bear's endurance, hold animal*, hold person, sound burst*; 3 - *bestow curse, cure serious wounds, dispel magic, dominate animal**.

* Domain spell, *Domains*: Law: Law spells +1 level; Animal: *speak with animals* 1/day
Possessions: 20 bolts, half-plate, large steel shield, light crossbow, masterwork morningstar, *potion of blur*, *potion of levitate*.

➤ **Queen Caren, Female Harpy/Sor11**; CR 15; Medium Monstrous Humanoid; HD 7d8 + 11d4; hp 61; Init +3; Spd 20 ft., Fly 80 ft., average; AC 14 (flatfooted 11, touch 13); Atk +12 melee (1d3, 2 claws); SA Captivating song; AL CN; SV Fort +7, Ref +13, Will +14;

Str 10, Dex 16, Con 10, Int 7, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Listen +7, Perform +11, Spellcraft +10, Spot +6; Dodge, Flyby Attack, Great Fortitude, Hover, Lightning Reflexes, Ione Will, Wingover.

Spells Known (Sor 6/7/7/7/6/4; base save DC = 13 + spell level): 0 - *dancing lights*, *daze*, *disrupt undead*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1 - *cause fear*, *expeditious retreat*, *mage armour*, *magic missile*, *shield*; 2 - *glitterdust*, *mirror image*, *scare*, *summon swarm*, *web*; 3 - *displacement*, *flame arrow*, *haste*, *stinking cloud*; 4 - *dimension door*, *improved invisibility*, *phantasmal killer*; 5 - *cone of cold*, *hold monster*.

Captivating Song (Su): When a harpy sings, all creatures (other than harpies) within a 300 foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for a day.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads through a dangerous area (though flame, off a cliff, etc) that creature gets a second saving throw. Captivated creatures can take no actions other than defend themselves. (Thus a fighter cannot run away or attack, but suffers no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

➤ **Queen Caren the Harpy**: see *Monster Manual* page 150. She looks insect-like rather than bird-like. Queen Caren quits combat if the PCs make a Diplomacy check (DC 35) and attacks the Bralm clerics on a Diplomacy Check (DC 45).

Encounter 7: Monster Menagerie

➤ **Rabekka the Half Flesh Golem Exp4**: see DM Aid #4.

Rabekka can fight for 6 rounds if fighting the player characters. She will help them in combat for 1 round.

➤ **Saril the Doppelganger**: see *Monster Manual* page 67.

➤ **Mert the Gibbering Moulder**: see *Monster Manual* page 126.

Encounter 8: False Martoch (EL 15)

➤ **Cornugon**: see *Monster Manual* page 55.

NOTE THE CORNUGON IS WEAKENED AS MARTOCH HAS TAKEN ITS SPIKED CHAIN FROM IT. THIS MEANS ITS MELEE ATTACKS ARE CLAWS NOT SPIKED CHAIN AND IT MAY NOT USE ITS STUN ABILITY. THUS IT HAS A LOWER EL RATING.

Encounter 10: Martoch's vault (EL 10)

➤ **Clay Golem**: see *Monster Manual* page 134.

Encounter 14: Pyremian Priests, Obadiah & undead servant (EL 15)

➤ **Pyremian Clerics, male human Clr4/Rog3/Asn3 (2)**: CR 10; Medium-sized Humanoid; HD 4d8 12 + 6d6+18; hp 66; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Atk +10/+5 ranged (1d8 [19-20], light crossbow); +10/+5 melee (1d6 [18-20], rapier); SA Sneak attack +4d6, death attack; SQ Evasion, uncanny dodge, +1 on saves versus poison; AL NE; SV Fort +9, Ref +10, Will +10;

Str 10, Dex 16, Con 16, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +12, Disguise +8, Heal +8, Hide +13, Knowledge (religion) +8, Listen +7, Move Silently +13, Spellcraft +5, Spot +7, Tumble +12; Combat Casting, Improved Initiative, Scribe Scroll, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Spells Prepared (Clr 5/4/3; base save DC = 14 + spell level): 0 - *cure minor wounds* x2, *guidance*, *light*, *virtue*; 1 - *bless*, *cause fear*, *cure light wounds*, *endure elements*, *burning hands**; 2 - *bear's endurance*, *hold person*, *produce flame**; *sound burst*

* Domain spell, *Domains*: Fire: Turn water creatures; Destruction: Smite attack.

Spells Prepared (Asn -/2): 1 - *change self*, *spider climb*.

Possessions: 2 doses of blade venom*, 20 bolts, light crossbow, masterwork buckler, masterwork rapier, masterwork studded leather.

* (The Burning: Fortitude (DC 12); Primary and secondary damage 1d6 Wis).

➤ **Obadiah, male human Mnk14:** CR 14; Medium-sized Humanoid; HD 14d8+112; hp 181; Init +4 (Dex); Spd 140 ft.; AC 28 (flatfooted 24, touch 24); Atks +15/+15/+15/+10 melee (2d6+2+1d6 fire [19-20], unarmed); SA Stunning attack 12/day, flurry of blows, ki strike magic/lawful, flaming fists (1d6 fire damage from unarmed attacks); SQ Deflect arrows, evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, leap of the clouds, improved evasion, diamond body, abundant step, diamond soul, fast healing 12, fire resistance 20; AL LE; SV Fort +20, Ref +16, Will +18.

Str 14, Dex 18, Con 26, Int 12, Wis 23, Cha 10.

Skills and Feats: Climb +8, Escape Artist +21, Hide +21, Jump +23, Listen +13, Move Silently +19, Search +2, Spot +11, Tumble +21; Deflect Arrows, Dodge, Improved Critical (Unarmed), Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Weapon Finesse (Unarmed), Weapon Focus (Unarmed).

Possessions: boots of striding and springing, bracers of armour +4, ioun stone (deep red sphere), periapt of wisdom +4, potion of haste, potion of heroism, ring of protection +2, , cloak of resistance +3.

Flaming fists: 1d6 fire damage from unarmed attacks.

His **undead servant** is covered by an illusion and appears as a young Zarii wench.

➤ **Female Vampire 8th level Rogue:** CR 10; Medium Undead; HD 8d12; hp 64; Init +10 (+6 Dex, +4 Imp. Init); Spd 30 ft.; AC 22 (flatfooted 16, touch 16); Atk +9/+4 melee (1d6+3, slam); SA Charm, energy drain, blood drain, sneak attack +4d6; SQ Undead, turn resistance 4, cold resistance 20, electricity resistance 20, damage reduction 10/silver and magic, *gaseous form*, *spider climb*, fast healing 5; AL CE; SV Fort +2, Ref +14, Will +2;

Str 16, Dex 22, Con -, Int 17, Wis 10, Cha 13.

Skills and Feats: Bluff +16, Climb +12, Escape Artist +13, Gather Information +9, Hide +25, Innuendo +7, Jump +9, Listen +19, Move Silently +23, Pick Pocket +13, Search +18, Spot +17, Tumble +15, Use Magic Device +6; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Weapon Finesse (Rapier).

Domination (Ex): A vampire can crush an opponent's will just by looking in to their eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save (DC 13) or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th level sorcerer. The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution damage each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire bats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn (see Vampire Spawn, *Monster Manual* 254) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or less, the victim returns as a spawn, if it had 4 or fewer HD and as a vampire, if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th level sorcerer but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect manoeuvrability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wild or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 17th level sorcerer, except that the vampire can only assume one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage per round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it rises to

1 hit point after 1 hour then resumes healing at a rate of 5 hit points per round.

See *Monster Manual* page 254 for more details.

Encounter 15: Flamefather's elemental (EL 11)

Note the elemental here is weakened to half its hit points IF AND ONLY IF it has been used to power a Flamestrike on one of the party.

➤ **Elder Fire Elemental:** see *Monster Manual* page 98.

Encounter 17: Tev Chervas (EL 15)

Note 1: the selection of foe here is based upon the character's own personal APL and not that of the party. Thus a third or fourth level fighter would face APL 4 even if the party were playing at APL 6. Likewise a level six fighter playing at APL 4 would face the APL 6 opponent.

Note 2: the stats below include the magic items that these individuals have. The anti-magic effect will cancel these and so there stats need modifying. The stats below are to be used if the characters attempt a full-scale assault upon the base.

➤ **Champion Daegor: Male Human Bbn11:** CR 11; Medium-sized Humanoid; HD 11d12+22; hp 93; Init +2 (Dex); Spd 40 ft.; AC 21 (flatfooted 21, touch 12); Atk +16/+11/+6 melee (2d6+5 [17-20], +1 *greatsword*); +14/+9/+4 ranged (1d8+4 [x3], +1 *mighty composite longbow* +3); SQ Rage 3/day, Greater Rage 1/day, uncanny dodge, damage reduction 2/-; AL CE; SV Fort +9, Ref +5, Will +4;

Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +19, Intimidate +13, Jump +17, Listen +15, Wilderness Lore +15; Blind-Fight, Dodge, Improved Critical (*Greatsword*), Track, Weapon Focus (*Greatsword*).

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -5 on AC for up to 7 rounds.

Tev Chervas: Use the following stat changes during this encounter: AC 17, flat-footed 17, touch 12, *greatsword* damage 2d6+4.

Possessions: +1 *greatsword*, +1 *mighty composite longbow* +3, +3 *breastplate*, *amulet of natural armor* +1, *arrows* (20), *dagger*, *potion of cure serious wounds*, *potion of fly*, *potion of haste*, *potion of neutralize poison*,; *alchemist's fire* (x3).

Encounter 18: Insane Doppelganger Bayets (EL 3)

➤ **Doppelganger:** *Monster Manual* page 67

Though the creature statistics are the same, its tactics vary by APL.

Encounter 19: Devils attack (EL 12)

At higher APLs (6 and above), Hegrell is charmed and will defend the Erinyes. The Bearded Devils are merely there to delay the party. The plan is for the Erinyes to subdue, bind and carry away Zamiel to Baator. There is a strict time deadline within which if the Erinyes is not challenged then this is completed. The Erinyes will fight to the death.

➤ **Erinyes and Bearded Devils (8):** see *Monster Manual* page 54 and 52.

➤ **Hegrell: Male Half-Orc Ftr5:** CR 5; Medium-sized Humanoid; HD 5d10; hp 38; Init +4 (Improved Initiative); Spd 30 ft.; AC 13 (flatfooted 13, touch 10); Atk +7 melee (1d6+1 [18-20], *scimitar*); SQ Darkvision; AL LN; SV Fort +4, Ref +1, Will +1;

Str 12, Dex 10, Con 10, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +3, Climb +6, Profession (sailor) +6, Swim +8; Blind-Fight, Improved Initiative, Point Blank Shot, Skill Focus (Balance), Skill Focus (Profession (Sailor)).

Possessions: *gloves of swimming and climbing*, masterwork buckler, masterwork leather armour, masterwork scimitar.

Map 1: Route to Hezarin

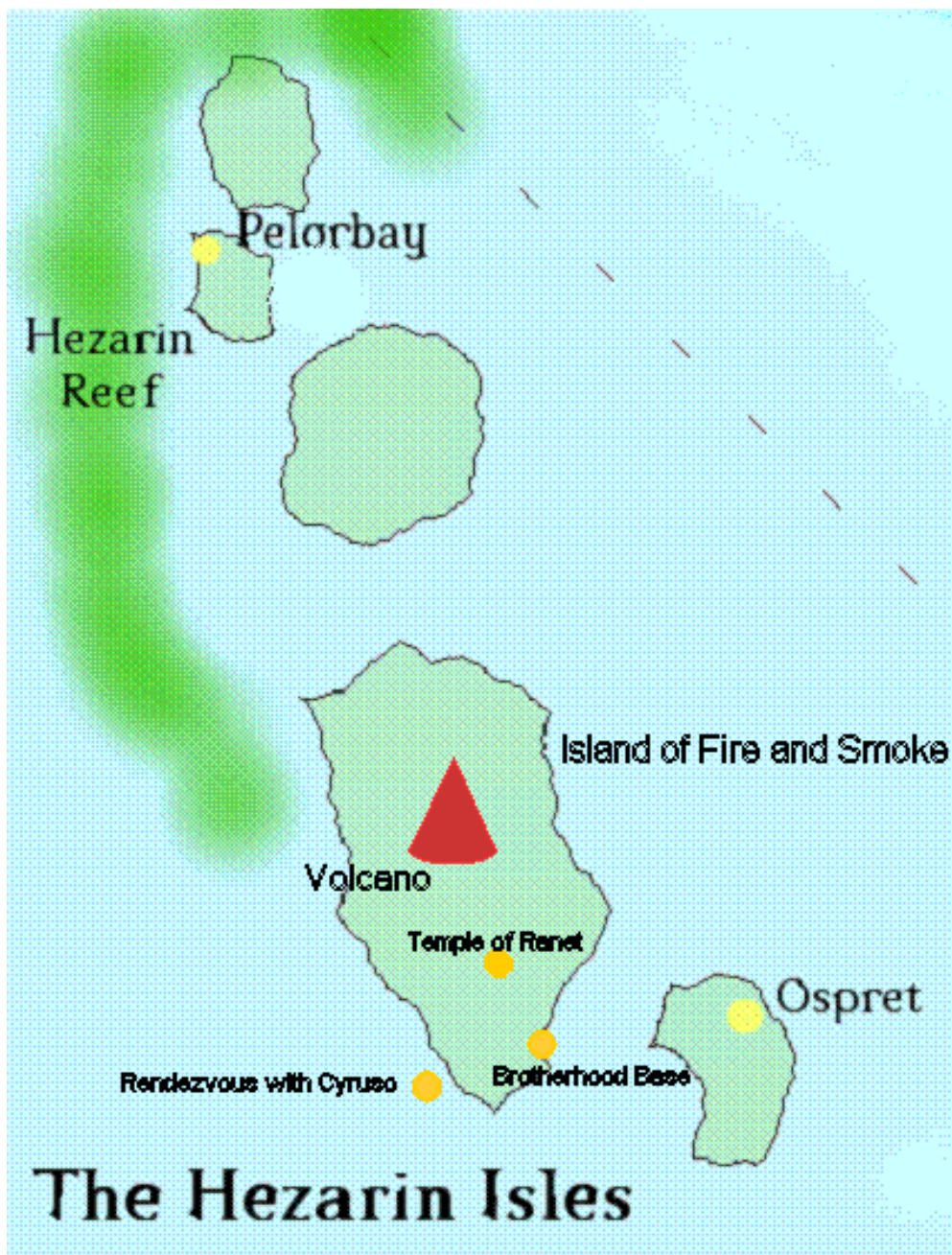
The map below indicates the route the Resplendent takes to the Hezarin. It runs behind the Hezarin.



Map 2: Island of Fire and Smoke

The Island of Fire and Smoke has features of its own. It is basically the top of a undersea volcano. The Resplendent will come behind the Brotherhood base and rendezvous with Cyrus.

This map is not intended to be to scale.



Map 3: The Resplendent

Resplendent is well-made and well-cared for. It has some limited armaments but mostly relies on either being quick enough to avoid trouble or having marines or adventurers on board who take the fight to the enemy. A large map of the Resplendent is on the next page.

Area 1: Main deck with one lifeboat for our nervous characters.

Area 2: Fore deck

Area 3: Aft deck where steersman pilots the ship. Hegrell often found here.

Area 4/5/6/7: Crew area.

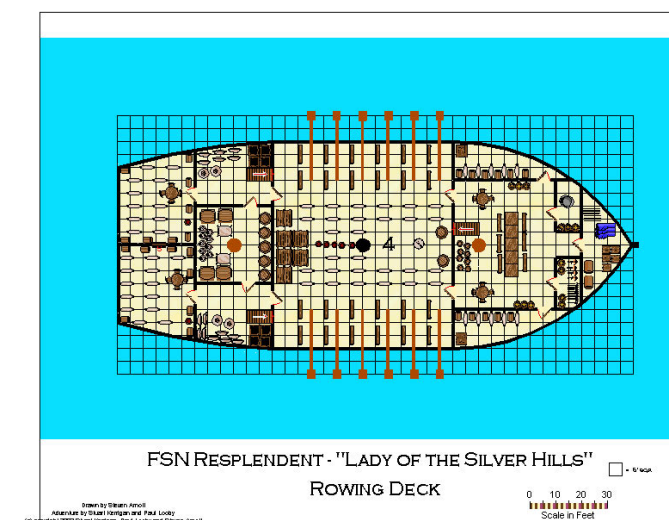
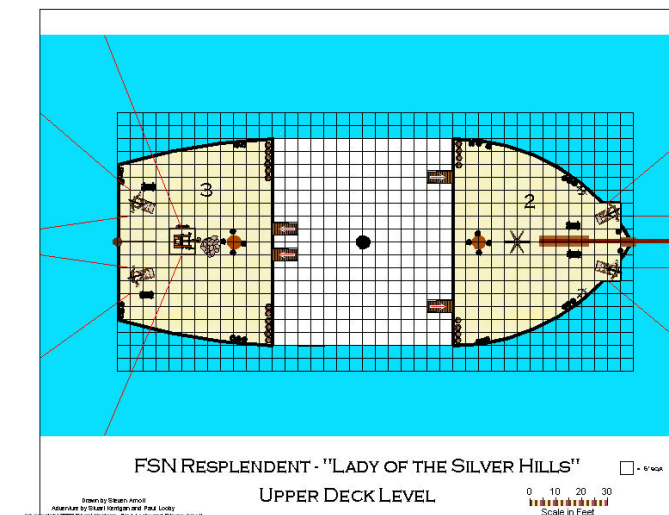
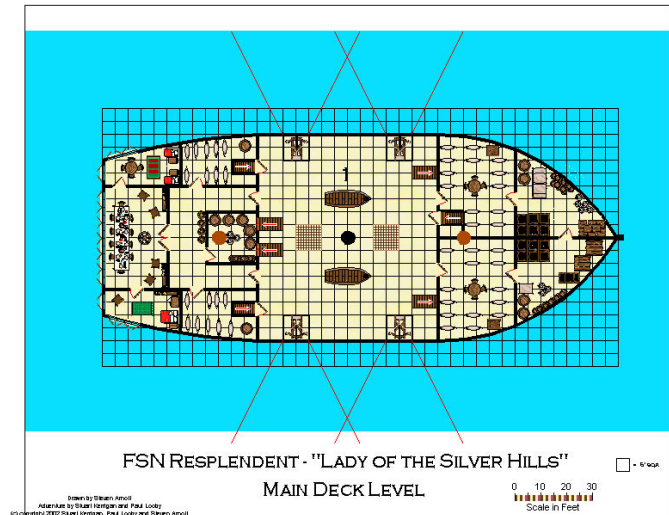
Area 8: Captain's room. Hegrell will allow Zamiel to join him in his cabin.

Area 9: PCs have this room.

Below decks is the ship's hold. This is mostly empty with a few basic supplies for this journey.

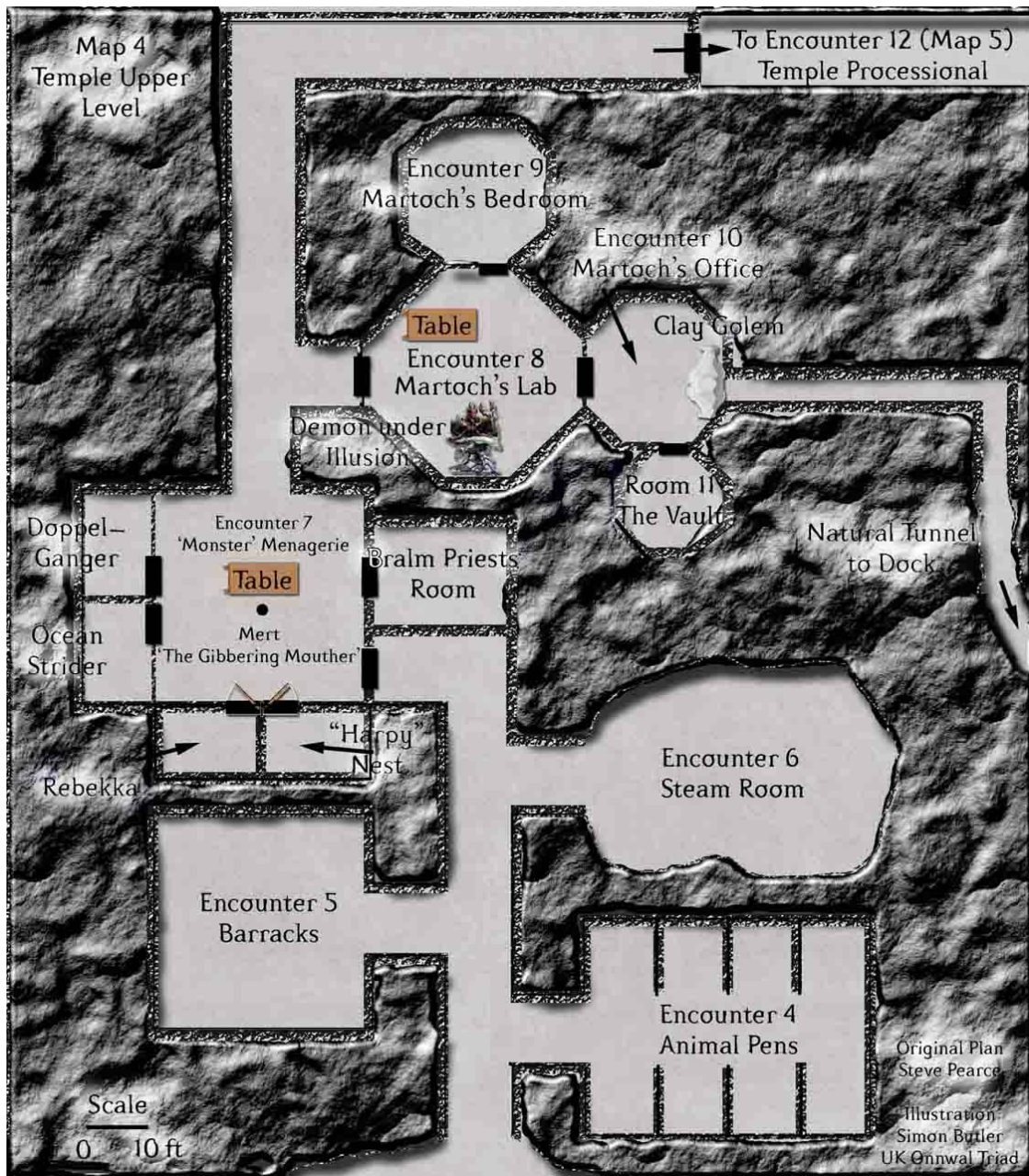
If the children are rescued then Hegrell will suggest they be given room 8. The PCs may use rooms 4 and 6 with some of the crew taking room down in the hold. The PCs may of course make other suggestions. They are clearly at liberty to remain to guard the children if they wish.

During the attacks in encounter 2 (Seawolves) and encounter 19 (Erinyes), the maps below indicate placement of monsters. In encounter 2, the Sea-wolves are denoted Sw1 to Sw4 noting at certain APLs, some creatures will have already jumped back into the sea. In encounter 19, the Erinyes is next to a charmed Zamiel. Hegrell is near by. Dependent on APL, Hegrell either acts as bodyguard to the Erinyes or is restrained by two Imps. The remaining Imps are beside player characters. The lower deck and raised fore deck will be full of the children hooting and hollering in sight of Onnwal. Positions are as below.



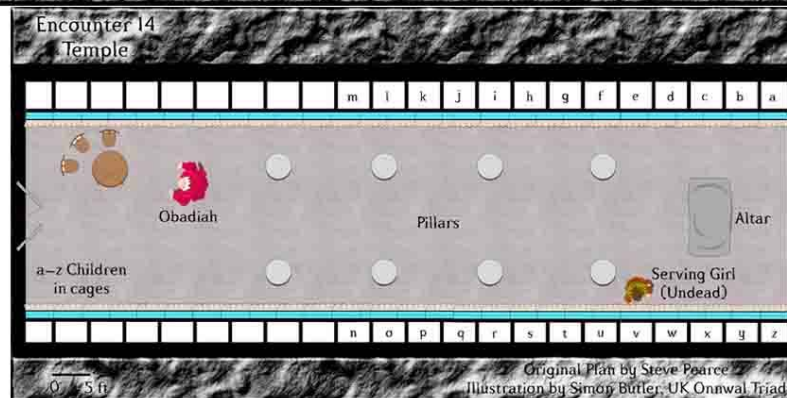
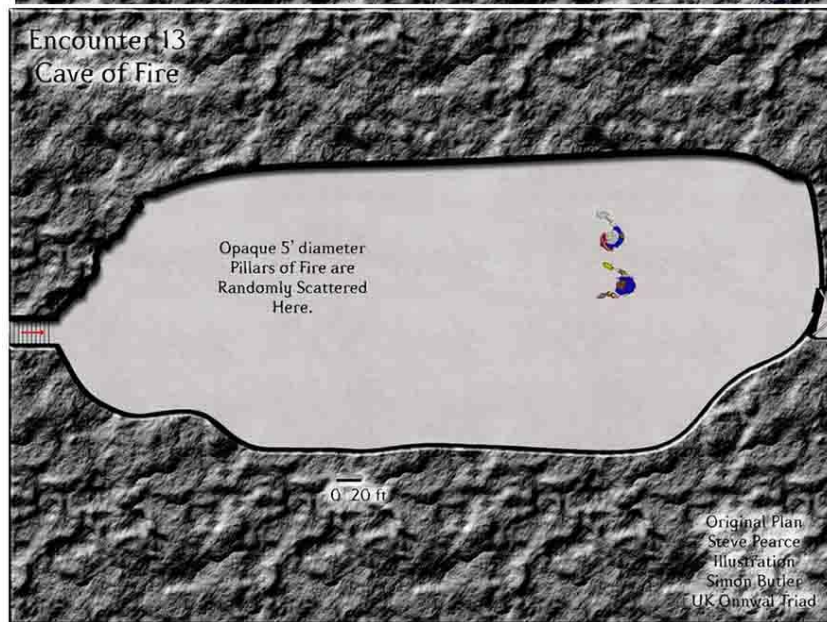
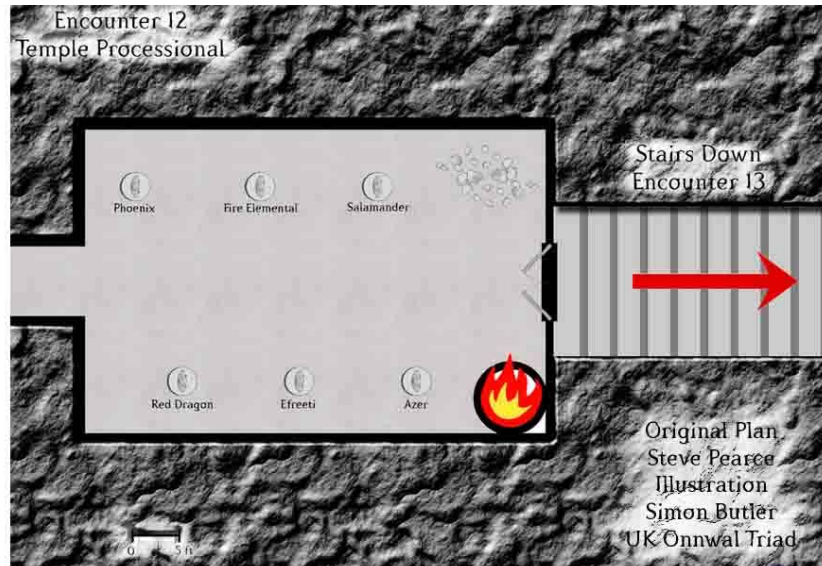
Map 4: Upper Levels of the Temple

The temple is of solid if old stone. Most of the rooms have now been given over to supporting Martoch's experiments. Ceilings here are 10 feet high.



Map 5: Lower Levels of the Temple

The lower level of the Temple is where the marvels of the old Temple of Ranet used to be found. It is where Obadiah, the present Master of the temple can be found. Note the door from Encounter 12 down the stairs can only be opened by a person in possession of one of the magic amulets. One of these can be found in Martoch's bedroom (encounter 9). Ceilings are 20 feet high apart from the Cave of Fire where the ceiling is 50 feet high.



Map 6: Lava progress in the Temple

The lava flow will progress as follows.

Once Obadiah's black heart is destroyed and/or removed from the Crucible then the Crucible will begin to glow with a white heat. For three rounds it will burn away the poison and blood that turned it to Pyremius. At the end of the three rounds, the Flamefather will speak to the characters through his one-way mirror. He will then send forth a fire elemental to beat upon the party.

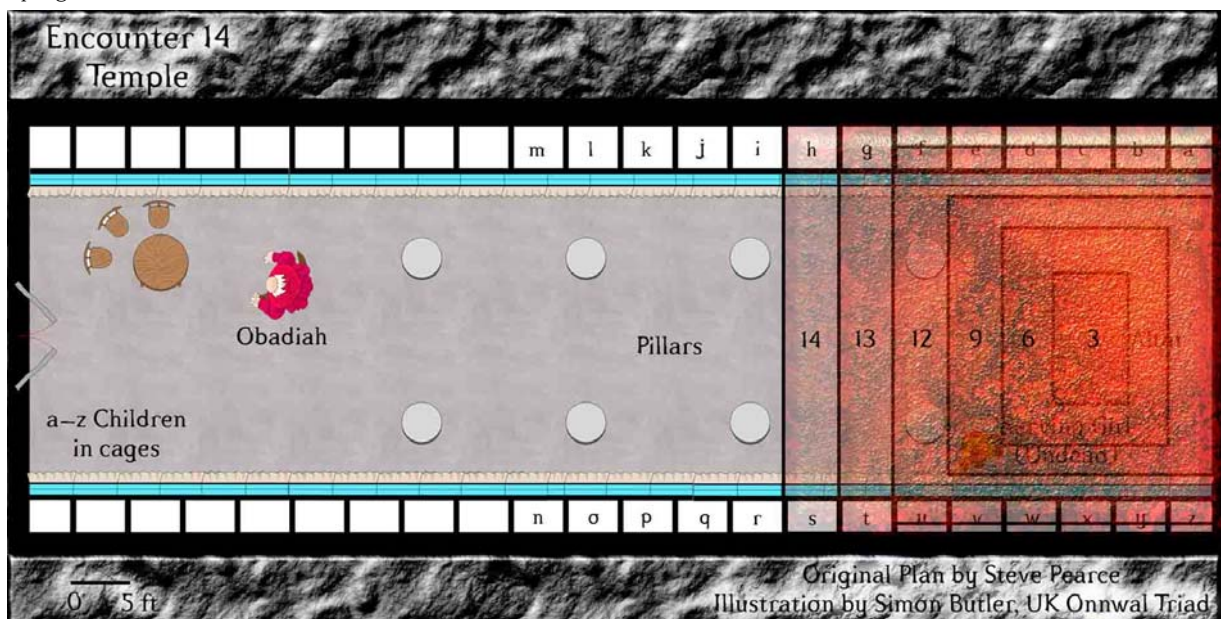
After three rounds of combat with the Fire Elemental, the altar stone will be covered in lava. This covers two five feet squares.

After three further rounds, the area around the altar will be engulfed in lava. This is a 4 by 3 rectangle of five feet squares.

After a further three rounds, the lava will have spread to cover 6 by 5 rectangle of five feet squares centred on the altar. This reaches from the sides of the room as marked by the curtains when the room was entered.

On the next round, the lava will fill the full width of the room as it enters the alcoves at the room's edge. These are filled with the small cages from which the children have hopefully been rescued. The lava also advances 1 five foot square towards the room's main exit. It will cover a rectangle of 8 by 6 squares.

Each round there after the lava moves one square closer to the main exit. The lava always moves at the end of the round. This progress continues as it will engulf the entire temple. The map below shows the progress.



Map 7: Map of the Dockyards

The Dockyards hopefully needs little detail as the characters should not be engaged in mass combat here. The buildings are of fairly flimsy wooden construction. There is a 4 foot high stone wall around the compound which the troops will use for cover. The central part of the compound is clear as that is where the troops drill. During the character's arrival and departure, the camp is in heightened state of activity/alert. The scale of the map is one square is 5 feet. However the ships are not to that scale. The track up to the Temple is exposed and has little cover.



Player Handout #1:
Diary of Rabekka

If any should find this please pass to Zamiel of Zilchus, my wish to be remembered as a poet not a monster. For all my changes, I see the monster truly as Martock. He is inhuman in the clearest sense of the word. He traffic with devils and they speak as equals in their cruelty.

I wish also to remember the names of those who have already died under the experiments of Martock. I hope my memory of these names is good enough: Gwil and Gretmar Leam of Sornhill, Caren Nye of Scant, Mert the Tailor of Longbridge, brothers Delion and Dockber from Scant and Svalter from Longsaddle.

I pray that Martock can be stopped before he begins upon the children. So many of them arrived today. I know not their names.

I saw the Leam's escape today with Delion and Dockber but I took no pleasure in it. They are inhuman creatures mostly like the Sea-Wolves of legend. They tore apart the Brahm assistant of Martock and I could see their eyes kept no intelligence of human matters. They feasted upon him then left for the sea. Martock raged at their loss.

The elf Solaria spoke with me today. She had been silent so long. She saw me writing and smiled. She said that the Fey had heard her call. She would suffer Martock's changes but it may not be as he expects.

Mert was brought back today. He had been under Martock's observation for some time. I had assumed him dead. His flesh looks like melted wax. He is coherent for a few minutes. He talks constantly of death. I try to tell him that there is always hope but he has none.

Martock is happy with me. Perhaps I will be the war machine he wants. He keeps adding more and more of this ironmongery to me. It is so so heavy.

Player Handout #2: Hand written notes by Bralm priests

To the most wise and powerful Flamefather,

I must never ever go down below into the lower Temple.

I must never ever go down below into the lower Temple.

I must never ever go down below into the lower Temple.

I must never ever go down below into the lower Temple.

I must never ever go down below into the lower Temple.

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I must never ever go down below into the lower Temple.

I must never ever go down below into the lower Temple.

I must never ever go down below into the lower Temple.

If I do go down then I will suffer as my Bralm master did. I will have my tongue ripped out and my throat cut so that I may bleed to death in front of my comrades. When dead, the Flamefather will return me to life as his zombie servant. Then my undead body will be consumed by the flames of Pyremius. Thereafter my ashes will be gathered up and scattered to the four winds. That will be my punishment. There will be no excuses.

I thank you Flamefather for allowing me this opportunity to obey and understand.

Player Handout #3: Experimental Results of Martoch

STRATEGIC OVERVIEW

To Create Creatures to fight in varied war situations under the command of Brotherhood leaders.

COMMENTARY

Office of Thralls has had success previously with the creation of Thralls who can do common labour. In some limited cases, bred thralls can act as base infantry but they are generally inferior to the various humanoid races and native warriors we presently employ. There is no reason to revisit those paths. A bold imaginative route is needed. Human (or demi-human) intelligence is needed allied with the offensive capabilities of various beasts and the like. Variety is important so we can produce creatures for many different environments.

Personal note - I do find this tremendously exciting.

Human/Lion experiment 1 - 4

OBJECTIVE - *to weld together the power and offensive capability of a lion with human subjects.*

DATA & PROCEDURE

#1 Male lion; Male human

#2 Female lion; Female human

#3 Male lion; Female human

#4 Female lion; Male human

Meld together using basic surgery and Limited Wish.

RESULTS AND ANALYSIS

Failure

Even after the first pitiful experiment failed, I was pretty sure that this was futile. Creature dies relatively slowly as the body tissues reject each other. The Onnwalian subjects were less than helpful begging for mercy and screaming when I really needed data from them.

CONCLUSION

Even with Limited wish, basic meld will not produce a viable creature. The meld will decay too quickly. I conclude that sex of creature will have little bearing on this process. Inspiration is needed.

Human/Wolf/Doppelganger experiment 5

OBJECTIVE - to weld together the power and offensive capability of a wolf with human subject.

DATA & PROCEDURE

#5 Male wolf 25%; Male human 25%; Doppelganger 50%

Meld together using basic surgery.

RESULTS AND ANALYSIS

Failure

Percentage of Doppelganger was far too high. Creature is becoming less cohesive as the days go by.

Interesting to see how far this goes as time goes by. Presently its bones are jelly and it can hardly walk. It is already pleading to die.

Personal note - these Onwatalish have no backbone! Ha ha ha ha!

CONCLUSION

Idea shows potential. Doppelganger flesh has allowed creature to survive. Use of wolf forced due to limited availability of creatures but seemed to be hardier.

Human/Wolf/Doppelganger experiment 6-9

OBJECTIVE - to weld together the power and offensive capability of a wolf with human and sahaugin subjects.

DATA & PROCEDURE

#6-9 wolf 25%; sahaugin 25%; human 25%; doppelganger 25%

Meld together using basic surgery.

RESULTS AND ANALYSIS

Failure.

Percentage of Doppelganger still a little too high. Minor adjustments needed. Human subject has become almost catatonic. They seem unable to adapt to their new situation. Physical problems are workable. This is mental. Oeridian stock is weak. One possible solution to this is obvious but unthinkable.

Personal note: solution is however terribly intriguing.

CONCLUSION

Idea shows potential. Doppelganger flesh will permit melding. Mental problem may need further inspiration.

Personal note2: I spoke too soon. This worked well. Creatures later broke free of their catatonia and became true beasts. Sadly the incompetent Bralm priests were unable to restrain them and they have been lost to

the seas. More ideas to try but this remains a worthwhile line of research. They were perhaps a tad too beast-like.

Human / Doppelgänger experiment 10

OBJECTIVE - to improve the power and offensive capability of a human subject.

DATA & PROCEDURE

#10 Female human 80%; Doppelgänger 20%

Meld together using basic surgery. Make use of man-made material (steel) to enhance the creature's power.

RESULTS AND ANALYSIS

Partial success

I had wondered whether it was the integration with the animal that so de-motivated the Onnwalian. However this experiment suggests (but not conclusively) that it is the lack of spirit in the Onnwalian character. WE are the master race. Some promise though as the creature is massively strong. However the human frailties show through. Brahm Leader notes that her health is significantly diminished.

CONCLUSION

Idea shows potential. Doppelgänger flesh will permit melding. Mental problem still needs further inspiration. Perhaps further surgery will help.

Elf / Doppelgänger / Killer Whale experiment 11

#11 Male elf 50%; Whale 30%; Doppelgänger 20%

Meld together using basic surgery under direction of diabolic guidance.

RESULTS AND ANALYSIS

Partial success

I had decided to reject the Onnwalian stock for the elfen. I had not had inspiration but sought it with that chattering fiend of the pit. They alerted me to the killer whale that had beached upon the shore. It took quite a lot of carving but it is a mighty beast with which to meld.

CONCLUSION

Disquieting as the creature continues to laugh and seems to be adapting much more than the others did. Rather than melding, the flesh is transforming further. Creature looks to be immensely powerful.

Personal note -- never trust the conjured bastards. Truly I wish a pox on summonings. Always torment them before you trust even their most honeyed words. It appears that I was consorting with some fey-aligned creature. This is their creation not mine. It continues to grow and I should destroy it. However

curiosity reigns. I have instructed that it be locked securely away. I will investigate it when it has starved to death.

Elf / Doppelgänger / Giant Insect experiment 12

#12 Female human 50%; Giant Insect 30%; Doppelgänger 20%

Meld together with assistance of Brahm priests.

RESULTS AND ANALYSIS

Success

Hybrid has worked well. She still retains her intelligence though is becoming delusional. Constant droning was initially irksome but familiarity soon allows one to ignore its effects.

CONCLUSION

After constant nagging, the Brahm priest and I have cooperated and had good success. The giant insect was a favour from Brahm and has melded well to make a useful thrall. The Brahm priests are overjoyed with this success.

Personal note — I spoke too soon. Istus confounds me. The Brahm priest offended against the Flamefather and is lost to me. This work has to stall just when I felt my fortune had changed. I had not realised the depth of feeling the Flamefather had about the Temple. I must be very careful. Destruction of the Brahm priest was an interesting affair though. I had hoped that I would have some Suel body parts to work with but his destruction was total.

Child/Hound experiment 13 to 16

#13-16 Human child 0% [what percentage is a soul?]; Hound 100%

RESULTS AND ANALYSIS

Success

It appears all my work is coming to fruition. Condemning the child's soul to Hell sealed a deal with those devils. The hounds took on a new aspect – similar to the hell hound – but I believe this can be improved upon if the Office permits. However it is successful in its own right. These researches seem the most promising of all so far. I have sent some creatures forth for the agents of the Flamefather to use. He is most impressed with their flaming breath. The children remain alive after. I must observe them as I had thought they would die. The devils seem inordinately pleased with themselves.

CONCLUSION

This work must continue. I have asked for the Flamefather to provide more children for a much larger offering. We must throw more of these Onwalish children to the Pit. I do note that the devils are too keen – I must get them to reveal more.

Personal note: this is the best success so far. I await the reports from the field trials and the arrival of more children. These are joyous days of discovery. I am so excited with the idea of using the children to give passion to a melded creature. It has been a long road but the Suel know that better than anyone. I note that the two creatures that have lasted best are the females who both have a little Suel blood in them. I must pursue this further.

Personal note 2: I am star-crossed in my work. Another promising line must be stopped. The children have arrived after what appeared an inordinate amount of time. However the Flamefather now wants them for sacrifice in the Temple. He feels the blood of children may be able to complete the transformation for the Crucible. Bathe it in blood is what he wants to do. His absence means everything stops.

Perhaps I might ask for some more Onwalish for my own personal use. This interruption in my work is quite intolerable.

Player Handout #4:
Martoch's Dragon Orb

Having picked up the spherical crystal ball with the dragon engraving upon it, it glows warm and you hear the words,

“Old fool it seems you need your memory jogging yet again.”

The numbers below shine forth on the orb's surface:

1 1 2 3 5 8

Player Handout #5:
Martoch's Summoning Notes

Three of us with proper preparations should be sufficient. I could stand alone potentially but prefer to share the burden – some of the demons can make great and long-lasting enemies. Let the others take the brunt.

This is a most powerful creature. Though to get the best knowledge one has to go to the top or in this case the very bottom. It seems the Brothers need to know what the Seer is up to. Pity our agent did not know more.

I must take all my books for this one. I'd expect a 30 foot circle should hold – gem inlaid. This one needs the best protection. As to sacrifices I leave that to the others.

It is unfortunate that I must be away but my work is stalled here while I wait for Obadiah to decide whether he will let me have any of the children. Obadiah seems sure that to properly bathe the altar in blood that he will need all 26 children sacrificed upon it. It is most galling as I felt my own experiments with the children were paying fruit.

Martoch

Player Handout #6:
Martoch's Golem Notes

I have thought hard about our battle against the Temple's Golem. I think we can defeat it but it is dangerous even to one as blessed as Obadiah. Having seen him in single combat with it, I estimate now he has the stamina of a dragon. His bolts were useless against the golem and his hands were not much better. Obadiah blanched at the fact that he needed some of the Flamefather's most potent healing magic to recover from the wounds inflicted by the golem. I found in some old notes a reference to that feature of this type of golem.

I already knew most of my magics were useless. I see no reason to battle it when we might be able to use it. I hope at some stage I can find the power to claim it. I know Flamefather refuses it – he says the old Temple's taint is upon it. I have no such scruples. Second-hand will do for me!

Player Handout #7: Enhanced Powers of the *sword of remembrance*

"I am the memory of Branwenden of Scant. We can feel the presence of the Brotherhood monk who was at the Burning of the Farmers. We can sense his evil. I desire vengeance. Let us drink deep from the well of retribution."

"I want to seek justice for the Farmers. I shall draw on their honest strength that toils under the back-breaking work. They lend strength to your arm today and from this day forward. There are scores to be settled and one of the worst is before us. Strike for the Farmers."

Enhancement to sword of remembrance

Game info:

Enhancement to *sword of remembrance* – one player/table only

This enhancement can only be applied to the *sword of remembrance*. It is not valid on its own. The *sword of remembrance* is now a +2 *ghost touch longsword*. The Dexterity penalty it causes the owner is reduced to 2 points. The bearer also now suffers a -2 penalty to saves against fire.

The sword can *detect evil* (CL 1st) 3/day and grants a morale bonus to Strength lasting 10 minutes 1/day. Against Leviticus, Obadiah, Martoch or the Flamefather Kiran Gronas, the bonus is +4 Str; against any others whom the wielder knows to be members of the Scarlet Brotherhood, it is +2 Str.

These powers are only available when the sword is wielded. The beneficial powers are withheld by the sword (for that module) whenever its owner negotiates with the Brotherhood rather than puts them to the sword. This item has no resale value.

Player Handout #8: Briefing notes for the Mission

In a smoky, cramped room with a few candles for light, three men plot. A well-worn map lies exposed on the desk.

LD speaks loudly while planting a calloused finger upon the map.

"We have the three of them placed here so Z tells us. I propose we take three ships crammed to the gunwhales with the Free State Marine and we beat upon the three until our weapons are caked in their blood. I have the men ready though they know not for what. The Marines would go to Hell if we asked them."

Z speaks in a weary monotone,

"It is true that our information puts the three there. That was a little time ago but it was very reliable. It was clearly Obadiah, monk of the Brotherhood who has hitched his wagon to the church of Pyremius. Documents from Leviticus show him to be present at the Burning. The second is more sinister. Martoch clearly was creator of the devil dogs and we mark as the macabre individual who was making such copious notes at the Burning. Our information though gives him great status amongst the wizardly kind. He is a power and we should respect the danger he presents. Finally we have the instigator, the leader, Kiran Gronas, or as many know him, Flamefather. His powers are considerable. That is what you oppose. You would suffer many losses but with good tactics you should take Obadiah and perhaps the wizard Martoch. That greatly depends on how well you can prevent his magic. Without his magic he will be weak. I suspect the Flamefather to be somewhat similar but he may withstand the physical assault better.

S speaks rapidly with little emotion, "The plan is sound but it is denied."

LD springs almost to attention and his voice quivering requests, "I ask for permission to speak freely, sire."

In a serious tone, S replies, "Of course, though you have no need to ask. The day I refuse is the day that you know we are lost."

LD sinks a little but barks out:

"I will speak plainly then. We need a victory. Though I am not one given to sentimentality or emotion, I understand morale. I know what passions the Burning gave to the people. Remember the Farmers stirred us to Rebellion. We need that spirit again. Yes, we would lose some of the Marines but the prize would be worth it. It would give heart to even the most jaundiced if we were to bring one of the three's head on a pole back to Onnwal. I'd gladly dance down the road with it for it would stir the folk. We have to act."

S pauses for a moment then finds voice.

"You are correct and yet it cannot be. We are too weak. We are perilously weak. We cannot afford to lose a single Marine, never mind the possible loss of a ship. We have to cling to what we have and hope that our strength can grow once more. As much as I would want to, I must not sanction this."

Z interjects,

"There are always other ways. I believe I can provide a way in for a small number. It is information we need as much as anything. And to kill even any of the three would be a victory but I would suspect similar celebration regards the Disappeared. There is that aspect unfolding here. It would require the services of the Travellers.

LD snorts,

"Those folk who are always there to help us against the Brotherhood. Yes, use them for they are incredible. The Travellers, the very phrase brings a smile to my face."

Z smiles wryly,

"Then I'll need a ship and a brave captain. I recommend we tell no one else. Do I have leave to proceed?"

S: "Proceed"

DM Aid #1: NPC pen portraits

THE ALLIES

Priest Zamiel of Zilchus

Human male Clr6 - Zilchus. Reserved but helpful.

Zamiel is a bald-headed, severe man of few words. He looks 10 years older than his thirty five years. His shoulders sag and his complexion is sallow. He has been forced to make many difficult choices within his faith as he has many duties sifting reports from many dubious sources. His analytic skills have given him this role but it pains him to have to deal in a world of duplicity and back-stabbing. This has soured him greatly but he speaks of it only to his confessor within the Church of Zilchus. He knows much of the plots and intrigues within the Resistance effort.

Zamiel: Male Human Clr6: CR 6; Medium-sized Humanoid; HD 6d8+12; hp 40; Init +0; Spd 30 ft.; AC 15 (flat-footed 15, touch 10); Atk +5 melee (1d4+1 [19-20], +1 dagger); AL LG; SV Fort +7, Ref +4, Will +8;

Str 10, Dex 10, Con 14, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +11, Gather Information +5, Heal +4, Innuendo +4, Knowledge (religion) +8, Listen +5, Move Silently +9, Sense Motive +6, Spot +5. Alertness, Brew Potion, Lightning Reflexes, Scribe Scroll.

Spells Prepared (5/4/4/3; Base save = 13 + spell level): 0 - *cure minor wounds x2, detect magic, detect poison, purify food and drink*; 1 - *bless, change self*, detect evil, endure elements, shield of faith*; 2 - *animal messenger, delay poison, gentle repose, invisibility*, lesser restoration*; 3 - *clairaudience/clairvoyance*, dispel magic, speak with dead, water walk*.

* Domain spell, *Domains:* Trickery: Bluff, Disguise and Hide are class skills; Knowledge: All Knowledge skills are class skills; Cast divinations at +1 caster level.

Possessions: +1 defending dagger, +1 silent moves chain shirt, *potion of cure light wounds* (6), *remove curse, remove disease, scroll of remove blindness/deafness*.

Captain Hegrell Longtusk

Half-orc male Ftr5. Cautious but brave.

Hegrell is a native of the city of Verbobonc. He grew up on barges and galleys plying the Vilverdyva River and the Nyr Dyv. He runs a tight ship and brooks no

challenges to his authority either from crew or passengers. He is the absolute ruler - and he is not afraid to break heads to enforce it. Usually though, he is quite an affable chap.

Appearance: Hegrell's orcish blood is evident in the strong boned features of his face and most clearly in the inch and half long lower canines that protrude above his lower lip. He is fiercely proud of these and is continually picking at them with a large splinter of wood or cleaning them by gnawing on a stub of hemp rope.

☛**Hegrell: Male Half-Orc Ftr5:** CR 5; Medium-sized Humanoid; HD 5d10; hp 38; Init +4 (Improved Initiative); Spd 30 ft.; AC 13 (flatfooted 13, touch 10); Atk +7 melee (1d6+1 [18-20], scimitar); SQ Darkvision; AL LN; SV Fort +4, Ref +1, Will +1;

Str 12, Dex 10, Con 10, Int 8, Wis 11, Cha 8.

Skills and Feats: Balance +3, Climb +6, Profession (sailor) +6, Swim +8; Blind-Fight, Improved Initiative, Point Blank Shot, Skill Focus (Balance), Skill Focus (Profession (Sailor)).

Possessions: *gloves of swimming and climbing*, masterwork buckler, masterwork leather armour, masterwork scimitar.

THE AFFLICTED

Rabekka

Human female Exp4(poet). Half golem. Withdrawn.

Rabekka was a poet in Onnwal prior to the Occupation. She is sister to Zamiel. She was taken as one of the Disappeared. She was a light hearted, blonde haired, care-free soul who took to poetry in an instant. She was a large and robust woman who did not fit the stereotype of the emaciated poet. Her mind and body have been broken by the experiments of Martoch. She now has the appearance and the statistics of a half flesh golem. Her body is a mass of implanted metal. She has only a minimal memory of her previous life.

Mert

Human male commoner. Gibbering mouther. Suicidal.

Mert was a tailor in Sornhill and has suffered possibly the worst of Martoch's experiments. He was a small

neat man with a fine head of silver grey hair. He has been reduced to the form of a gibbering mouther. He slurs his words and his features slide all over the pile of flesh that is his body. He can remember a few fragments of his previous life and wants to die.

Doppelganger Saril

Human female commoner. Doppelganger. Depressed.

The doppelganger has taken the identity of one of the previous inhabitants of the cells. She pretends to be one of the Leam family from Longbridge. She has picked the young attractive form in the hope of persuading the guards to forget her doppelganger form. Thus she appears as a voluptuous young redhead. She is pretty desperate but has no better plan. The rest of her clan (bar Bayets who has form of a child) have already been carved up for Martoch's experiments.

Ocean Strider Solaria

Elven female Clr1 - Osprey. Ocean strider. Optimistic.

Solaria Negrassa was a female elven cleric who had travelled to Onnwal from the Adri Forest. She was captured by the Brotherhood and has been their prisoner since the Occupation. Her trials and tribulations under Martoch's experiments were taken philosophically as she had a vision of transformation and salvation. This has happened though she no longer remembers any of her previous life. She is presently locked away by Martoch and will die within two days. She has taken the form of a powerful fey water spirit. Her overriding instinct for the present is to get to the sea.

Harpy Queen Caren

Human female commoner. Harpy-like creature. Bitter.

Caren was the wife of a farmer outside of Scant when she was taken and sent away as one of the Disappeared. She holds only contempt for the Onnwalish people who she believes have abandoned the Disappeared. She has been remade by Martoch and has the statistics of a harpy. Her fusion is that of an insect rather than a bird and her 'song' is a buzzing drone. Her experiment was carried out at the request of the Bralm clerics who were keen to see Martoch's work extended to include the insect world. They dote upon her as they might a messenger from their goddess. Caren has begun to believe this and thinks that she has soared above her Onnwalish existence now. She is now Queen Caren.

THE ENEMY

Obadiah

Human male with blessing of Pyremius. Scarlet Brotherhood monk. Over-confident.

Obadiah was a high-flying monk in the Brotherhood who hitched his banner to the Pyreman faction. He made alliance with the Flamefather and was part of the Burning of the Farmers when in Scant. He is very fervent in his view of the superiority of the Suel race. Burning the Farmers was like burning some old goods that you no longer want. It is in part his weakness. He is overconfident when facing inferior races. This has been exaggerated by the blessings he has gained at the Temple. He sacrificed his heart to Pyremius and gained tremendous vitality from it. He now has Fire Resistance 20, Fast Healing and the Constitution akin to that of a giant or dragon. His hands flame on his command (free action). He is supremely confident.

Obadiah has white blonde hair neatly tied in a ponytail. This matches his pale almost albino skin. He is almost constant motion as he appears to have tremendous reserves of nervous energy. His eyes are red as they contain flames. He wears the red robes of the Brotherhood but they are oddly sleeveless.

Flamefather

~~Human~~ Male Scarlet Brotherhood priest of Pyremius. Level 14+. Moody.

The Flamefather is a volatile character who has seen a number of reverses in his recent pursuit of power in the church of Pyremius and the Scarlet Brotherhood. He is clear that this is the order of importance. His Brotherhood masters have recently recalled him to express their concerns. He faced one of the Grand Brothers of the Scarlet Brotherhood and his loyalty was questioned. He personally supervised the Burning of the Farmers. It was his idea and it did gain him favour with Pyremius. He has had many rewards from Pyremius. However with the Temple of Ranet, he is very much in his god's eye. Pyremius assumed the portfolio of fire by taking it from Ranet the previous Suel goddess of Fire. All Pyremanians know how Pyremius assumed the mantle of godhood and the portfolio of fire. That he did it means that it can happen to him. His followers are acutely aware of this.

The Flamefather is in his early thirties. His head is shaved and his skin looks like sandpaper in both colour

and texture. His pupils are like tiny black flames dancing within his blue-green eyes.

The characters will not fight the Flamefather directly this module (and they should be all the happier for that!).

Martoch

Human male Scarlet Brotherhood wizard. Level 14+. Inhuman.

Martoch is a powerful wizard who has become obsessed with experiments to create creatures that combine features of other creatures. He is driven purely by his desires to perfect such creatures. He has virtually no humanity left and freely consorts with demons and devils. They see him as a prize catch.

He is physically weak with stick-like arms and legs. He is a very nervous man forever twitching and shivering. His face is rather handsome apart from a severe scar across his forehead into his receding blonde lank hair. This was a gift from a minor demon which Martoch has long since repaid.

Doppelganger Bayets

Human male child. Doppelganger. Psychotic.

Bayets has taken the form of a fat taciturn black haired boy. Bayets is polite initially though he quickly becomes impatient. He takes on the role of a sulky child after a few questions. Given the events, the children have endured, many of them appear more disturbed than Bayets.

Commander Jendar

Human female Scarlet Brotherhood Commander. Ftr13. Callous but honourable.

Commander Jendar is a woman who has seen rapid reward within the Brotherhood. She is loyal but has been disheartened by her stint at the temple. Seeing Martoch and his handiwork has made her uncomfortable. Her loyalty to the Brotherhood overrides her sense of morality. She has been of LN alignment but is beginning to slide away from that towards LE.

She started as a teamster taking supplies to the troops. Pressed into battle during an ambush, she was recognised as having battle skills by a cleric of Llerg. From that day she has excelled in the arts of battle. She began with the battle axe as it suits her personal view of combat. Take the fight to the enemy and do more

damage than he does to you. The longsword was a later addition to her favoured weapons as she was taught it during her time in officer training in the Brotherhood. She was sent prior to the Greyhawk Wars to the Furyondy War College where she learnt much of the theory of battle. She enjoyed her time there amongst many other seasoned fighters; many were of noble standing. Though she could take the easy life of an armchair general, she prefers to continue to practice her combat skills every day with her troops. She remains a formidable fighter in her own right.

She is here to report on Martoch and the Flamefather for the Office of Arms as they are both considered to be not behaving to the highest standards of the Brotherhood. It is seen that they are putting personal desire above the needs of the Suel people.

She is in her late thirties and stands very upright. Her hair is short and ash blonde but greying and her eyes are bright blue. She has the physique akin to a man. She has a penchant for bright well-made clothes and wears exquisitely cut, red robes.

Eye of Fire and Smoke (*Deenas Pyragov*)

This is the main island of the Hezarin. It is however the most inhospitable. It is best likened to a huge volcanic mountain jutting from the sea. Its sides are mostly sheer and atop it is an active volcano. The volcano has belched smoke and ash for some years but the activities of the Pyremians have recently made it more active. The arrival of the characters will likely trigger (through the Crucible) a major volcanic eruption. The port is built on a flat slab of basalt that juts into the sea at the base of the mountain - the result of a long ago eruption. This is a natural harbour and supports the Brotherhood base. There is small amount of animal life on the island. Mostly birds and a few imported animals suited to the rugged terrain. There is reasonable foliage as the island is rich in minerals. Apart from the port area, moving around the rest of the island is best done by mountain goats.

Temple of Ranet

The temple was one of the last Temples dedicated to Ranet before she was slain by Pyremius. It was built by Suel refugees fleeing the destruction of the Suel Imperium in the Rain of Colourless Fire.

Crucible of Ranet

The Crucible of Ranet was a neutral item dedicated to the worship of the Cleansing fire of the Suel goddess, Ranet. It has been tainted by the worshippers of

Pyremius. This was done by blood, poison and sacrificing Obadiah's evil heart to it. It now detects weakly of evil. It however embodies the true nature of fire. Neither good nor evil, it is simply a powerful cleansing natural destructive force. When the heart is removed or destroyed, the Pyremian power over the Crucible is shattered. It will begin to blaze with its greatest heat. At the zenith of its power, it will be burning its way through the stone altar and fetching forth the lava of the volcano. Mortal magic cannot stand this heat [for those who need numbers, assume 100 fire damage, 100 sacred damage per round]. It will eventually trigger a major volcanic eruption with the Crucible sent down into the depths of the volcano (perhaps).

DM Aid #2: Event Timeline

This is an example timeline for the adventure. Particularly when on the Island, the player characters may diverge from this. It is given though as a guide as to when things could happen.

Day 1 afternoon

Initial invite from Zamiel

Day 2 morning

Sail from Longbridge under cover of morning mists

Day 4 late afternoon

Detailed brief from Zamiel regards mission followed by attack by Sea Wolves (encounter 1).

Day 5 12.00

Rendezvous with Cyruso's boat (encounter 2).

Note: Zamiel agrees that Resplendent will sail for the Eye of Fire and Smoke to pick up party at dawn on Day 6 unless events dictate otherwise.

Day 5 14.00

Characters as animals arrive at the Eye of Fire and Smoke (encounter 3).

Day 5 15.00

Characters arrive at Temple (encounter 4).

Day 5 17.00

Characters face main encounter with Obadiah et al at the Temple (encounters 14, 15 & 16).

Crucible begins to sink and triggers the volcanic eruption of the Eye of Fire and Smoke.

Note: Zamiel sees the eruptions of the Eye of Fire and Smoke and assumes characters have been busy. Resplendent sets sail for the Eye of Fire and Smoke.

Note: Commander begins evacuation procedures for troops on the Eye of Fire and Smoke.

Day 5 18.00

Characters get down to the Eye of Fire and Smoke dock and are offered the chance of single combat in the Battle Circle. Characters are given healing by Zamiel.

Day 5 19.00

Resplendent sets sail for Onnwal.

Characters will observe the Eye of Fire and Smoke suffer major volcanic activity ending in the Brotherhood base being destroyed.

Day 5 Night

Insane Doppelganger attacks. Method of attack varies by APL.

Day 8 Morning

Devil (Erinyes) and other fiends attack to capture Zamiel in sight of Onnwal.

Resplendent docks at Onnwal and the party are asked by Zamiel (or Hegrell) to stay aboard ship whereupon they will be thanked by the Szek.

DM Aid #3: Dockyard Forces (EL 17)

This is the stats for the forces at the dockyard. It is unlikely that they will be needed in detail. Any party who decides in engaging this small army should find survival extremely difficult. They are led by a hugely capable Commander who will make best and most ruthless use of her forces. All of the troops have use of missile weapons and will be ordered to focus on single targets especially spell casters who have been seen doing mass damage. Thus a single character might receive 160 arrows. In short the PCs have little chance of fighting their way through the garrison – make this very clear to them.

The troops will also make use of defensive cover. There are 2 ballistae set up on ship and two set up on the dockside. The arrival of the Commander has made the troops eager to impress and they are on high alert. This provides a +2 bonus to all Spot/Listen rolls.

There are also 20 sailors on board the Scarlet Brotherhood ship, who can, in extremis, fight. They would be equivalent to War1.

In addition to the native troops, there is a small cadre of Suel Scarlet Brotherhood fighters. These troops are reflected below. It is from these troops that the Commander calls upon to participate in the Tev Chervas if the characters take that option. Finally there is the Commander's cohort advisor. He is a secretive mage who is presently on board ship. Most of the troops are unaware of his presence. His job was to spy upon the Temple for the Commander. His tactics are listed below. He should not be needed unless the characters try and storm the base. He only takes commands from the Commander.

The 9th level Fighter (Captain Lorrus) will act as Deputy for the Commander if she were to be killed.

Zarii Dock Guards, male human War1 (20): CR 0.5; Medium-sized Humanoid; HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +3 ranged (1d8 [x3], longbow), +2 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +3, Ref +1, Will +0.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +1, Listen +2, Spot +2. Point Blank Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Zarii Dock Guards, male human War2 (20): CR 1; Medium-sized Humanoid; HD 2d8+2; hp 17; Init +1

(Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +4 ranged (1d8 [x3], longbow), +3 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +4, Ref +1, Will +0.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +4, Listen +2, Spot +2. Point Blank Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Zarii Dock Guards, male human War3 (20): CR 2; Medium-sized Humanoid; HD 3d8+3; hp 21; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +5 ranged (1d8 [x3], longbow), +4 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +4, Ref +2, Will +1.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +3. Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Zarii Dock Guards, male human War4 (20): CR 3; Medium-sized Humanoid; HD 4d8+4; hp 27; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +6 ranged (1d8 [x3], longbow), +5 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +5, Ref +2, Will +1.

Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +4, Listen +2, Spot +3. Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Zarii Dock Guards, male human War5 (20): CR 4; Medium-sized Humanoid; HD 5d8+5; hp 31; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +7 ranged (1d8 [x3], longbow), +6 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +5, Ref +2, Will +1.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Listen +2, Spot +3. Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Zarii Dock Guards, male human War6 (20): CR 5; Medium-sized Humanoid; HD 6d8+6; hp 37; Init +1 (Dex); Spd 30 ft.; AC 16 (flatfooted 15, touch 11); Atks +8/+3 ranged (1d8 [x3], longbow), +7/+2 melee (1d8+1 [x3], shortspear); AL CN; SV Fort +6, Ref +3, Will +2.

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb+7, Jump+7, Listen+3, Spot+3. Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow).

Possessions: large wooden shield, longbow, pouch containing 4 sp, shortspear, studded leather, twenty arrows.

Tactics: The Zarii troops will follow the orders of their Commander and his officers. They will form into units of 5 taking cover if possible. They will shoot arrows concentrating their fire on targets nominated by their leaders. Some groups will with use spear to defend their comrades. This likely will be supported by the lower level elite Suel troops below.

Some groups may be taken by the higher level Suel troops to take the battle to the enemy.

The discipline and morale of the troops is very high and they are prone to fight until the situation is hopeless. Their alternative is to stay upon an island with an erupting volcano.

Suel Elite Fighters

Elite Trooper, male human Rgr1 (4): CR 1; Medium-sized Humanoid; HD 1d10+2; hp 12; Init +3 (Dex); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atks +3/+3 melee (1d8+3 [19-20], longsword, 1d6+1 [19-20], short sword), +5 ranged (1d8+2 [x3], mighty composite longbow +2); SQ Favoured enemy (human); AL LE; SV Fort +4, Ref +3, Will +1.

Str 17, Dex 17, Con 15, Int 8, Wis 13, Cha 7.

Skills and Feats: Hide +6, Move Silently +6, Spot +5, Wilderness Lore +5. Track, Two-Weapon Fighting, Weapon Focus (Longsword), Weapon Focus (Short Sword).

Possessions: 20 masterwork arrows, chain shirt, longsword, masterwork mighty composite longbow +2, pouch containing 3 gp, shortsword.

Corporal, male human Rgr3 (4): CR 3; Medium-sized Humanoid; HD 3d10+6; hp 28; Init +7 (+ 3 Dex, +4 Imp. Init); Spd 30 ft.; AC 17 (flatfooted 14, touch 13); Atks +5 melee (1d6+3 [x3], handaxe), +6 ranged (1d8 [x3], composite longbow); SQ: Favoured enemy (elf); AL NE; SV Fort +5, Ref +4, Will +0.

Str 16, Dex 16, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Wilderness Lore +5, Move Silently +4, Hide +4. Improved Initiative, Run, Track, Two-Weapon Fighting, Weapon Focus (Handaxe).

Possessions: 10 masterwork arrows, 40 arrows, chain shirt, composite longbow, handaxe (x2), pouch containing 30 gp.

All the rangers have a hunting dog (statistics as a riding dog, *Monster Manual* page 272) with them. These are used to sniff out those spies that might move invisibly round the camp.

Sergeant, male human Bbn5 (2): CR 5; Medium-sized Humanoid; HD 5d12+10; hp 50; Init +2 (Dex); Spd 30; AC 18 (flatfooted 16, touch 12); Atk +10 melee (1d12+4 [x3], greataxe), +7 ranged (1d8+3 [x3], mighty composite longbow +3); Sq: Rage 2/day, Uncanny Dodge; AL LE; SV Fort +6, Ref +3, Will +3;

Ste 17, Dex 14, Con 15, Int 13, Wis 14, Cha 6.

Skills and Feats: Climb +10, Jump +8, Listen +10, Swim -2, Wilderness Lore +10. Dodge, Power Attack, Weapon Focus (Greataxe).

Possessions: +1 breastplate, arrows (20), masterwork, masterwork greataxe, mighty composite longbow +3, pouch containing 30 gp, silvered dagger.

Lieutenant, male human Ftr7 (2): CR 7; Medium-sized Humanoid; HD 7d10+28; hp 74; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (flatfooted 20, touch 11); Atk +12/+7 melee (1d10+6 [19-20], bastard sword), +10/+5 ranged (1d8+3 [x3], mighty composite longbow +3); AL LE; SV Fort +10, Ref +5, Will +5;

Ste 17, Dex 15, Con 18, Int 9, Wis 14, Cha 12.

Skills and Feats: Climb +6, Jump +6. Cleave, Exotic Weapon Proficiency (Bastard Sword), Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Possessions: +1 bastard sword, 10 masterwork arrows, 40 arrows, full plate, large steel shield, mighty composite longbow +3, pouch containing 30 gp.

Captain Lorrus, male human Ftr9: CR 9; Medium-sized Humanoid; HD 9d10+18; hp 79; Init +2 (Dex); Spd 20 ft.; AC 20 (flatfooted 18, touch); Atk +12/+12/+7/+7 melee (1d8+6/1d8+4 [15-20], +1 keen two-bladed sword); AL LE; SV Fort +8, Ref +5, Will +2;

Str 16, Dex 15, Con 14, Int 14, Wis 9, Cha 11.

Skills and Feats: Climb +12, Escape Artist +9, Knowledge (religion) +4, Listen +4, Ride +14, Spot +4,

Swim +6. Ambidexterity, Exotic Weapon Proficiency (Two-bladed Sword), Expertise, Improved Critical (Two-bladed Sword), Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (Two-bladed Sword), Weapon Specialization (Two-bladed Sword).

Possessions: +1 slick breastplate, +1 keen two-bladed sword, amulet of natural armour +1, pouch containing 30 gp, ring of protection +1.

Champion Daegor: Male Human Bbn11: CR 11; Medium-sized Humanoid; HD 11d12+22; hp 93; Init +2 (Dex); Spd 40 ft.; AC 20 (flatfooted 18, touch 12); Atk +16/+11/+6 melee (2d6+5 [17-20] +1 greatsword), +14/+9/+4 ranged (1d8+4 [x3], +1 mighty composite longbow +3); SQ: Rage 3/day, uncanny dodge, damage reduction 1/-; AL CE; SV Fort +9, Ref +5, Will +4;

Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +19, Intimidate +13, Jump +17, Listen +15, Wilderness Lore +15. Blind-Fight, Dodge, Improved Critical (Greatsword), Track, Weapon Focus (Greatsword).

Possessions: +1 mighty composite longbow +3; +1 greatsword, alchemist's fire (x3); +3 breastplate, amulet of natural armor +1, arrows (20), potion of cure serious wounds, potion of haste; potion of fly; potion of neutralise poison, silvered dagger.

Suel Advisor (Cohort) Fuman, male human Wiz 11: CR 11; Medium-sized Humanoid; HD 11d4+44; hp 81; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (flatfooted 13, touch 11); Atk +6 base melee, +6 base ranged; AL LE; SV Fort +10, Ref +7, Will +11;

Str 10, Dex 13, Con 18, Int 21, Wis 12, Cha 13.

Skills and Feats: Concentration +18, Knowledge (arcana) +19, Knowledge (religion) +10, Knowledge (The Planes) +19, Listen +4, Move Silently +18, Scry +10, Spellcraft +19, Spot +9, Knowledge (History) +19. Craft Wondrous Item, Greater Spell Focus (Enchantment), Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (Enchantment), Spell Focus (Evocation), Toughness.

Spells Known: 0 - All; 1 - burning hands, charm person, comprehend languages, endure elements, grease, hypnotism, mage armour, magic missile, magic weapon, protection from good, shield, sleep, summon monster I, unseen servant; 2 - bull's strength, cat's grace, endurance, invisibility, melf's acid arrow, mirror image, protection from arrows, see invisibility, tasha's hideous laughter, web; 3 - dispel magic, fireball, fly, haste, hold person, suggestion; 4 - confusion, ice storm, improved invisibility, otiluke's resilient sphere; 5 -

dominate person, feeblemind, hold monster, teleport; 6 - mass suggestion, summon monster VI.

Spells Prepared (Wiz 4/6/5/5/4/3/1; base save: 15 + spell level): 0 - detect magic, disrupt undead, light, read magic; 1 - endure elements, mage armour, magic missile x3, shield; 2 - bull's strength, cat's grace, endurance, mirror image, protection from arrows; 3 - dispel magic, fireball, fly, haste, hold person; 4 - confusion, ice storm, improved invisibility, otiluke's resilient sphere; 5 - feeblemind, hold monster, teleport; 6 - summon monster VI.

Possessions: amulet of health +2, boots of elvenkind, cloak of resistance +3, eyes of the eagle, hand of the mage, headband of intellect +2, ring of elemental resistance: minor: fire, ring of protection +3.

Familiar Toad: CR 0.1; Diminutive Animal; HD 1/4d8; hp 41; Init +1 (Dex); Spd 30ft., swim 5ft.; AC 21 (flatfooted 20, touch 11); Atk +4 base melee, +10 base ranged; AL N; SV Fort +2, Ref +3, Will +2;

Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide +20, Listen +5, Spot +5.

Tactics: Fuman will initially cast Haste and then Improved Invisibility when made aware of combat. He will then cast Fly and Protection from Arrows and leave the ship. Flying above the battlefield he will look to cast Feeblemind on a mage and Hold Monster on a fighter if targets are engaged. If targets are away from his allies he will use Ice Storm and Confusion. Note: Saves against his enchantment spells are raised due to Spell Focus. Hold Monster will be a DC 24 WILL save.

Suel Commander Jendar, female human Ftr10/Warmaster3: CR 13; Medium-sized Human; HD 13d10+39; hp 115; Init +4 (Imp. Init); Spd 30 ft.; AC 19 (flatfooted 19, touch 10); Atk +22/+17/+12 melee (1d8+10 [19-20], +4 battleaxe), +19/+14/+9 melee (1d8+7+1d6 fire [17-20], +1 flaming longsword), +14/+9/+4 ranged (1d8+5 [x3], +1 mighty composite longbow +4); AL LN; SV Fort +15, Ref +6, Will +7;

Str 18, Dex 10, Con 16, Int 13, Wis 12, Cha 14.

Skills and Feats: Diplomacy +13, Jump +14, Knowledge (History) +7, Knowledge (War) +7, Listen +2, Ride +10, Spot +3, Sense Motive +7, Intimidate +8. Cleave, Improved Critical (Battleaxe), Improved Critical (Longsword), Improved Initiative, Leadership, Power Attack, Quick Draw, Sunder, Weapon Focus (Battleaxe), Weapon Focus (Longsword), Weapon Specialization (Battleaxe), Weapon Specialization (Longsword).

Possessions: +1 arrows (50), +1 large steel shield, +1 mighty composite longbow +4, +3 glamered leather armour, boots of striding and springing, bracers of health +2, cloak of resistance +2, potion of cure critical wounds (10th level), potion of fly, ring of protection +1.

Tactics: Jendar is an experienced commander. She will use her Warmaster abilities to bolster her troops. The higher level Zarii troops along with the Elite Suel troops will try to swamp any attackers. She will order archers to concentrate fire on single individuals to slay them if the base is attacked. This tactic is not used if the characters run for the boat to leave. She will fight herself; normally engaging enemy spellcasters while fighting back to back with one of the Lieutenants. She is aware of how powerful spellcasters can be on the battlefield. She knows that within two rounds of combat, her cohort will come and likely cause serious damage to the attackers.

DM Aid #4: New Monsters

There are a few new monsters within this module. Two are taken from the new *Monster Manual 2* but their basic stats are reproduced here.

Tauric

A tauric creature is a hybrid being possessing the head, arms and upper torso of a humanoid, and the legs and lower body of an animal, beast or vermin. Some are created as the result of magical experiments or as divine punishment for failing their deities. Tauric creatures of the same kind form a unique race with its own culture, language and religion. Tauric creatures are not to be confused with two-legged humanoid/creature hybrids such as the minotaur or the satyr, which have different traits from their apparent component creatures.

Tauric creatures speak the languages of both of the component creatures, as well as any language they have developed as a people.

Creating a tauric creature

"Tauric" is a template that combines two creatures into one hybrid creature. The template can be added to any Small or Medium-size corporeal humanoid (referred to here as the base humanoid) and any Medium Size or Large animal, beast, or vermin with at least four legs (referred to hereafter as the base creature). A tauric creature's type changes to monstrous humanoid. It otherwise used all the base creature's attributes and special abilities except as noted below.

Size: Same as base creature.

Hit Dice: Add the base humanoid's and base creature's Hit Dice to get the tauric creature's Hit Dice, each of which changes to a d8. A humanoid that normally has a class instead of 1 Hit Die counts as a 1-HD creature.

AC: A tauric creature has the natural armour bonus of the base creature or the base humanoid, whichever is better.

Attacks and Damage: A tauric creature retains the natural weapons and base damage of the base humanoid and base creature, provided that the tauric creature's physical form is capable of delivering those attacks. The absence of the base creature's head always results in the loss of the base creature's bite attack. If the creature loses its primary attack in this fashion, all of its remaining natural attacks are still secondary. A tauric creature has the base attack bonus of a monstrous humanoid of the tauric creature's total nonclass Hit Dice.

Special Attacks: A tauric creature retains the special attacks of the base humanoid and the base creature, provided that the tauric creature is capable of delivering the attack. The absence of the base creature's head always results in the loss of the base creature's breath weapon or gaze attack.

Special Qualities: A tauric creature retains all the Special Qualities of the base humanoid and base creature.

Saves: For each saving throw, use the base save for either the base creature or the base humanoid, whichever is higher.

Abilities: A tauric creature uses the base humanoid's Intelligence, Wisdom and Charisma scores, and it uses the base creature's Strength, Dexterity and Constitution scores.

Skills: A tauric creature gains skill points as a monstrous humanoid of its non-class Hit Dice. Treat skills from both the base creature and the base humanoid as class skills. If the creature has a class, it gains skill points for class levels normally.

Feats: A tauric creature gains feats as a monstrous humanoid of its non-class Hit Dice. It favours the feats of the base creature and the base humanoid.

Climate/Terrain: Same as either the base humanoid or the base creature, whichever is more restrictive.

Organisation: Same as either base humanoid or base creature, whichever uses the smaller number ranges.

Challenge Rating: Same as the base creature +1

Treasure: Same as base humanoid.

Alignment: Same as base humanoid.

Advancement: By character class of base humanoid.

Flesh Half Golem - Rabekka Half-Golem

Monster Manual II, page 208.

Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the

technique – many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravaging, unholy crosses between living beings and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Moulding a limb from clay, preparing one made of flesh, carving it from stone, or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft magic Arms and Armour feats. It takes one month to complete the magical rituals. The creator must labour for at least eight hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific description) can attach a limb. All that's left to do is perform the final gestures and speak the words needed to imbue the limb with magic. All the limbs to be attached to a particular body must be of the same type – it's not possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any such attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received.

	DC
First new limb	15
Second new limb	19
Third new limb	25
Fourth new limb	33
Fifth new limb	43

Sixth new limb 55

A character who succeeds at all the saves he or she is required to make takes on the attributes of a half-golem as described below – except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of these required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

"Half-Golem" is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level or Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone or iron) as described later in this section.

A half-golem's abilities are primarily those of the character, with the following exceptions.

Hit Dice: Same as character.

Initiative: Same as character –1, to account for the half-golem's reduced Dexterity (see Abilities below).

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armour bonus it may have had with a new natural armour bonus that varies according to its type (see the table below). The change to Dexterity (see Abilities, below) also affects the half-golem's Armour Class.

Attacks: Same as character.

Damage: Same as character.

Face/Reach: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character, plus construct traits (upon a failed Will save), damage reduction (see table below), and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus to Fortitude saves; otherwise same as character.

Abilities: Half-golems have -2 Dex, +4 Con (or no Con upon a failed Will save), +6 Int, +0 Wis and +6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

Skills: Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organisation: Solitary, pair, or squad (5-20).

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Common Half-Golems

	Flesh	Clay
Natural armour	+5	+7
Special attacks		
Damage reduction	5/silver	10/silver
Special qualities	Berserk	Berserk, haste, immune to piercing and slashing
Strength	+6	+8
Magic immunity	As flesh golem	As clay golem

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unsubtle combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation even when banded together.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity (Ex): Half-golems completely resist all magical and supernatural effects, except as noted in the appropriate golem descriptions (see Monster Manual).

Half-Golem Characters

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally

become fighters or rogues. Those who retreat from it become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

Sample Half-Golems

A half-golem looks like a bizarre and horrifying melding of a golem and the character it once was. The materials of its golem limbs twine and crawl across its flesh, like ivy growing across a building or tree. In many cases, a half-golem's flesh is horribly scarred and has the pale grey colour of death. Half-golems speak whatever languages they spoke before their transformations, but their voices are harsh and strangled.

Flesh Half-Golem

A flesh half-golem is a tortured soul whose replacement limbs were stolen from the dead. Flesh golem's replacement limbs are rudely stitched to their bodies and may have different skin colour or texture from the rest of the character's skin.

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. A flesh half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

Construction

The pieces of a flesh golem must come from corpses of the same size and type as the recipient (for instance a Medium-size humanoid character can not use Small animal limbs). The limbs must not have decayed significantly. "Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20). The rituals costs 10,000 gp and 200 XP and requires *bull's strength* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Clay Half-Golem

A clay half-golem has a grotesquely distorted musculature, such as an overlarge chest, arms attached by thick knots of muscle at the shoulder, stubby fingers, or arms that hang almost to the ground. Its features often appear partially melted. Typically it drips bits of clay, and its limy replacement "flesh" coat its weapons.

Berserk (Ex): A flesh half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its

opponent is dead. It gains +4 Strength, +4 Constitution and -2 AC. A clay half-golem cannot end its berserk state voluntarily. If the flesh half-golem is a barbarian, the bonuses and the penalty are cumulative with the barbarian rage class feature.

Wounds (Ex): The damage a clay half-golem deals doesn't heal naturally. Only a spell of 6th level or higher with the healing descriptor (such as *heal*) can repair it.

Haste (Su): After it has engaged in at least 1 round of combat on a given day, a clay half-golem can use *haste* upon itself once during that day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Slashing and Piercing (Ex): Slashing and piercing weapons, even enchanted ones, deal no damage to a clay half-golem.

Construction

A clay limb must be sculpted from a single block of clay weighing at least 100 pounds. The sculpting requires a successful Craft (sculpting) or Profession (mason) check (DC 20). The rituals cost 12,000 gp and 240 XP and require *animate objects* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level divine spells.

Note

Additional information regarding Stone and Iron half-golems is not included here.

Medium Construct

Hit Dice: 4d6 + 16 (30 hp)

Initiative: +0

Speed: Swim 40ft

AC: 15

Attacks: +6

Damage: battleaxe 1d8+3 (crit x3)

Face/Reach: 5ft by 5 ft/ 5ft

Special Attacks: Berserk, Spell Immunity

Special Qualities: DR 5/Silver

Saves: Fort+5 Ref+1 Will+4

Abilities: Str 16, Dex 10, Con 18, Int 8, Wis 10, Cha 6

Skills: Poetry and fine arts skills

Climate/Terrain: Any land

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: By character class.

The half flesh golem is a template that applies to any standard class. Here it reflects the modifications that have been made to her. Rabekka clings on to a faint memory of her previous life. She retains the tiniest amount of humanity that the players may appeal to. She is thus not a construct.

Berserk is equivalent to Rage so provides +4 to STR and CON, +2 to WILL saves and -2 to AC. Her magical immunity means virtually no spells affect her (as a flesh golem). This includes Cures and the like.

Rabekka has the equivalent of a battle axe welded to her arm as part of Martoch's attempts to make her a war machine. Rabekka originally was a 4th level expert (poet).

Ocean Strider

Huge Fey (Aquatic)

Hit Dice: 30d6+60 (165 hp)

Initiative: +5

Speed: 50 ft., swim 60 ft.

AC: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18

Attacks: Gargantuan masterwork falchion +18/+13/+8 melee and tail slap + 12 melee, or Gargantuan masterwork trident +18/+13/+8 melee and tail slap +12 melee, or tail slap +17 melee

Damage: Gargantuan masterwork falchion 2d6+6/18-20, Gargantuan masterwork trident 4d6+6, tail slap 1d6+2 (secondary) or 1d6+6 (primary)

Face/Reach: 10 ft. by 5 ft./ 15 ft.

Special Attacks: Frightful presence, ramming, spell-like abilities

Special Qualities: DR 30/+3, low-light vision, SR 28, water breathing, water walk

Saves: Fort +12, Ref +18, Will +23.

Abilities: Str 19, Dex 13, Con 15, Int 15, Wis 22, Cha 14

Skills: Hide +12, Intimidate +23, Intuit Direction +16, Jump +13, Listen +26, Spot +26, Swim +12, Wilderness Lore +16.

Feats: Alertness, Blind-Flight, Cleave, Dodge, Expertise, Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 18

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: By character class.

Ocean striders live to protect the seas and oceans from those who sail upon them. These immense fey consider themselves defenders of natural waterways, and they dislike anyone who would plunder the depths for personal gain.

An ocean strider resembles a 20-foot tall cross between an elf and a killer whale. Like an orca, it has a mouth full of pointed teeth, rubbery skin, black and white markings on its body and a stubby fluked tail. Like an elf it has two arms, two legs and a humanoid face. The typical ocean strider wears mithral scale mail and carries a masterwork falchion or trident sized for its convenient use.

Because of its water walk ability, an ocean strider can move at its land speed over the surface of the ocean as well as the bottom. Its name is derived from the majestic picture it makes striding over the wave tops, its weapon raised in defiance.

Once an ocean strider claims a particular stretch of water, it considers all creatures not native to those waters, or to the skies above, to be intruders. It begins by approaching ships that enter its realm and ordering them to turn back or face destruction. Usually an ocean strider is content to allow the ship's crew to reverse course, or even to negotiate if they wish. Those who promise to travel carefully, without dumping their trash overboard or killing more fish than they can eat can sometimes negotiate safe passage with an ocean strider.

Only when an intruder attempts to sail past without parlaying or attacks does the ocean strider become openly aggressive. But woe to those who behave properly only until they believe themselves out of danger, because ocean striders have been known to follow ships for many miles if they have doubts about a crew's commitment to proper use of the ocean's gifts. Many a ship's captain has tried to persuade an ocean strider to reveal the limits of its domain, but these canny sea-dwellers prefer not to let intruders know the true extent of their ability to observe and punish wrongdoers.

Ocean striders speak Common, Elven and Aquan.

Combat

In battle, an ocean strider first uses its powerful spell-like abilities to confuse, disorient and soften up opponents. Then it uses the Strong Attack feat to enter combat with its weapon.

Frightful Presence (Ex): The mere presence of an ocean strider inspires terror in all creatures within 100 feet of it that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a

Will save (DC 32) or become shaken - a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that ocean strider's frightful presence for 24 hours.

Ramming (Ex): As a standard action during its turn each round, an ocean strider can swim at up to quadruple speed (240 feet) and ram a waterborne target (such as a ship or another creature). To ram, the ocean strider must end its movement in the target's space. This attack deals 2d8+6 points of damage. If the target is a creature, it can attempt either an attack of opportunity or a Reflex save (DC 29) for half damage. Upon ramming a ship, the ocean strider can make a Strength check to breach its hull, which causes the ship to sink in 1d10 minutes. The break DC varies with the type of vessel rammed, as follows: rowboat DC 20, keelboat DC 23, sailing ship or longship DC 25, warship DC 27, or galley DC 30. (See Chapter 5 of the *DMG* for information about ships). Regardless of the check result, every creature aboard must attempt a Reflex saving throw (DC 15). Success means that the creature takes 1d10 points of damage from being thrown about by the impact; failure means the creature is hurled overboard.

Spell-like Abilities: 6/day - *control water*, *fog cloud*, *ice storm*, *obscuring mist*; 5/day - *acid fog*, *cone of cold*, *elemental swarm* (water only), *horrid wilting*, *summon nature's ally IX* (water or aquatic creatures only). Caster level 20th; save DC 17 + spell level.

Water Breathing (Ex): An ocean strider has gills as well as lungs, so it can breathe water as well as it can air.

Water Walk (Su): An ocean strider continuously produces an effect like that of a *water walk* spell (caster level 20th).

Ocean Strider Characters

An ocean strider's preferred class is ranger, though many choose to become clerics. Ocean striders worship Deep Sashelas and may choose any two of the following domains: Chaos, Protection, and Water. Claims by sea captains that they have encountered shadowdancer ocean striders remain unconfirmed.

An ocean strider PC's effective character level (ECL) is equal to its class level + 35. Thus a 1st level Ocean strider ranger has an ECL of 36 and is the equivalent of a 36th level character.

NOTE: The creature imprisoned is in the process of becoming an Ocean Strider. It has none of the spell-like abilities yet nor does it act rationally. Its overriding instinct is to get to the sea. Its high intelligence and spell-like abilities are lost to it until it reaches the

sea. It will ram its way out from the cell and head quickly for the sea.

Warmaster

On a green hill outside the Furyondian capital of Chendl sprawls a vast white mansion surrounded by stables and fortifications. Most civilian passers-by deem it the home of some wealthy lord, but a practised military eye notes that the many walls and catapults face each other, not any outward threat. Also, military officers across the world recognise the mansion as a hollowed training ground: The Furyondian College of War.

Graduates of the College of War - called warmasters - have served Furyondy's military for generations, providing most of the army's high-ranking generals. Receiving an assignment to train at the College of War is the best assignment a young officer can hope for, and those who excel in the harsh training here become a formidable presence on the battlefield.

Warmasters are generally drawn from the ranks of standing armies, so fighters predominate at the College of War. But the appointment process has a political aspect (as does everything else in Furyondy), so civilian "heroes of the realm" sometimes find themselves training to become warmasters. Clerics and paladins of Heironeous and St. Cuthbert are common, but other classes are rare (every class at the College of War has at least a few wizards and rangers, however). Would-be warmasters are most often human, although every race is represented at the College of War. NPC warmasters are usually found at the head of an army, either on the march or defending a castle at a strategically important site. Most are eager to lend a hand to fellow warmasters; the college's alumni form a loose "old soldier's network". Sometimes the bonds of comradeship even stretch across battle lines, although warmasters stress loyalty as a primary virtue. This prestige class may not be suitable for all campaigns, due to the responsibilities that warmasters have thrust on them and the complexities involved in maintaining a keep or castle. As in all things, you DM decides on the viability of this class in your game.

Hit Die: d10.

Requirements

To qualify to become a warmaster, a character must fulfil all the following criteria.

Base Attack Bonus: +7.

Diplomacy: 5 ranks.

Alignment: Any nonchaotic, nonevil.

Feats: Leadership, Martial Weapon Proficiency, Weapon Specialisation.

Class Skills

The warmaster's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Brotherhood: Warmasters are a fraternal organisation, and members are generally willing to lend a hand to their fellows. You gain a +4 competence bonus to Diplomacy checks made to influence other warmasters. This is a two way street: You are expected to treat other warmasters honourably and charitably.

Leadership Bonus: Warmasters earn bonuses to their leadership level (character level + Cha bonus), enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

Battle Cry: When your shout rings across the battlefield, it lifts the spirits of your allies. This ability functions as the bard's inspire courage ability, found on p29 of the *Player's Handbook*. This bonus lasts a number of rounds equal to your Charisma bonus, and you can shout a battle cry once per day for every level of warmaster you have attained.

Direct Troops: As a full-round action, you can give compelling directions. You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to your Charisma bonus.

Tower: An organisation affiliated to you (the army or an important lord, for example) has offered to build you a tower in a mutually agreeable location. As long as you uphold the ideals of the organisation involved, you can manage the affairs of the tower as you wish, although you are responsible for upkeep costs. A tower is a round or square, three level building made of stone.

Rally troops: Your presence is enough to grant any allies in 30 feet a second saving throw against *fear* and charm effects that they have already succumbed to. Even if they fail the second saving throw, any *fear* effects are less severe, panicked characters are only frightened, frightened characters are only shaken and shaken characters are unaffected.

Hard March: You can exhort your troops to march faster. Anyone travelling with you gains a +4 morale bonus to Constitution checks required for making a

forced march or any other task requiring extended exertion. Animals are not affected.

Keep: As "Tower" above. A keep is a fortified stone building with fifteen to twenty-five rooms.

Battle Standard: The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle. Allies within 30 feet of your standard gain the effects of both Battle Cry and Rally Troops (above). As long as the standard is within range and held by you. If your standard is captured in battle all allies within range aware of its loss suffer a -1 morale penalty to attacks and damage until it is recovered in addition to losing the benefits described above.

Castle: As "Tower " above. A castle is a keep (also above) surrounded by a 15 foot high stone wall with four towers. The walls are 10' thick.

Die for your Country: Your presence inspires your troops to make the ultimate sacrificed for your cause. Any allies within 30 feet of you can continue to fight while disabled or dying without penalty. They continue until they reach -10 hit points.

Huge Castle: As "Tower" above. This large complex has numerous associated buildings (stables, a forge, granaries, etc) and an elaborate 20-foot high, 10-foot thick wall creating a bailey and courtyard areas. The wall has six towers.

DM Aid #5: Critical Event Summary

This is the critical event summary for this adventure. It will set the future direction of events. Please provide results either directly to me (steve@saynowt.freemove.co.uk) or to any ODT member. I'd also appreciate any comments on the adventure or any events that stood out.

What APL was module played at?

APL 2 APL 4 APL 6 APL 8 APL 10 APL 12

Did anyone die during the two rounds?

Was Zamiel lost in the final encounter?

YES NO

How many children were saved (0 to 26)?

Was the Doppelganger (polymorph'ed to a child) discovered?

YES NO

Was the poison (The Burning) used by the characters?

YES NO

Was a character lost to the Brotherhood?

YES NO NAME (if yes):

Did any fighter-type characters hide if the Tev Chervas option was chosen?

YES NO NAME (if yes):

Was Martoch ratted out by the characters as having considered experiments on the Suel?

YES NO

Was Martoch ratted out by the characters as having concealed the Articles of Ranet?

YES NO

Was the Heart of Obadiah eaten by a character?

YES NO NAME (if yes):

Indicate if any of the following were alive and free at the end?

OCEAN STRIDER QUEEN CAREN MERT (gibbering mouther)

RABEKKA

SEAWOLF

SARIL (imprisoned doppelganger)