

URD3-03

Spring Cleaning

A One-Round D&D Living Greyhawk[®]
Duchy of Urnst Regional Adventure

Version 1

by F. Martin Knoff

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It is Springtime in the Duchy. The birds are chirping, the flowers are beginning to blossom, and one of the noble houses of the Duchy has decided to renovate an old monastery that has long been abandoned. They have hired you to make sure it is safe for their preparing team of carpenters, masons and landscapers to work quickly and efficiently. With your help, the idle rich of the Duchy will have a new place to sweat out the toils of their merchanting and soak away the knots of industrious rule, continuing to manage things with the cool, calm demeanor that has made the Duchy the stable, prosperous place it is today. This adventure is for characters level 1 through 9, but only if you are brave.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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. You as the DM can bar the use of even core rulebooks 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk 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* and *Living Greyhawk Campaign Sourcebook* (LGCS).

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 sidebar 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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 one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round. Adventurer's

Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary

The party is hired by House Meissel to make sure a recently acquired abandoned monastery will be safe for the dwarven renovators traveling there to repair it. It is essential that they search the entire complex and secure it before the craftsmen show up in 48 hours.

The monastery itself is a former temple of Lendor, renowned within the clergy of Lendor for its mineral and steam baths, as well as the beautiful ceiling made of colored glass.

It is far from abandoned though, as remnants of the former tenants (the Cube/Jelly in the kitchen, the otyugh) and a number of new tenants (the kobolds, crocodile, steam mephits, the wizard of WeeJas, and the other group of adventurers from House Meissel) have taken up at least temporary residence here.

The party must confront all of these and remove their threat either by diplomacy or by force. The only other choice is to find a way to subvert the attempts of House Meissel in order to preserve the sanctity of this once holy place.

Judges are advised to consult Appendix 5: Background Notes.

There are no vivid descriptions of the Hunters of the Dead in encounters Seven and Ten. Feel free to make them however you want. They are initially sculpted from clay so they will have smooth, mostly amorphous exteriors. They can be made in any form that the creator desires with no regard for physiological reality. The only real requirements are

that they need some form of locomotion and some way to attack.

Examples could be any of the following, though judges are encouraged to make up their own:

- A small sphere with 10 appendages jutting in every direction. It tends to spin when it walks and attacks with its legs.
- They can resemble any insects, but they have no limb joints or seams, being completely smooth.
- An amorphous blob with a number of tentacles jutting out, ending in solid bony protrusions.
- A Sea Urchin like creature, round with spikes.
- A spider with 16 legs, 8 on the top and 8 on the bottom. It attacks with whatever legs it is not currently walking on.
- These creatures do not need sensory organs as we do and they do not need to eat, so keep that in mind when designing them. There is no need for a mouth (other than as a means to attack) or sensory organs. Most of these will not have any form of these organs unless it is purely for aesthetic reasons.

Encounter Summary

Introduction - The party is recruited by a young man at the behest of House Meissel to do some work for them.

Encounter 1 - The party is hired by Aldor Meissel to assist him in preparing a monastery that is being renovated.

Encounter 2 - The party travels to the monastery.

Encounter 3 - The party arrives at the monastery.

Encounter 4 - The party encounters a group of kobolds who have taken on the worship of Lendor and use this as their temple. They must be convinced either through diplomacy or force to abandon the temple.

Encounter 5 - The party finds a pit trap containing oozes or jellies and must either destroy them or notate their existence so the dwarves will know about it.

Encounter 6 - This is a small library where nothing of major importance happens.

Encounter 7 - This is the laboratory of a mage of WeeJas who is doing some research in the abandoned cellar. She is mostly done with her research and is willing to leave if given the opportunity. She will not give information to the party about what she is working on however, and if forced to will fight her way out and to safety.

Encounter 8 - This is the crypt of the old Lendorian monks who used to live here. There is nothing of interest here except for a nasty surprise for grave robbers.

Encounter 9 - This is the monastery's lavatory. An Otyugh has taken up residence in the lower level and must be dispatched in its hiding place.

Encounter 10 - A pair of adventurers have been chased here by the servants of the Mage in Encounter 7. They have barricaded themselves in the room and will attack the first people that enter, mistaking them for the creatures that were chasing them. After the initial shock, they may be more willing to talk. Anyone who leaves the room will be attacked by the creatures waiting outside.

Encounter 11 - This is the roof of the monastery. One can get a better look at the spectacular glass roof and there is also the possibility of gaining a rare spell thought lost.

Encounter 12 - This is the large underground bath. The water here has amazing recuperative powers, which has drawn the residence of a crocodile who will fiercely defend its very comfortable home.

Encounter 13 - This is the steam bath. The natural heat here could be beneficial if tamed from its current wild state. It is the home of a number of steam mephits, who enjoy the heat and have no intention of peacefully leaving.

Encounter 14 - This is a secret temple. Within it are five statues.

Introduction

You are quietly sitting about a table in the rather crowded Dancing Spider Inn in Leukish, exchanging tales and drinking ales while listening to the rather good bard in the corner. Suddenly, you realize there is a young man standing at the edge of your table, with

the air of someone who has been patiently waiting for some time. He hands you a letter with a wax seal on it. He stands, patiently waiting for your response.

The boy is dressed in plain clothing and bears no obvious identifications. He is well kept and healthy, if not a little uninterested in this whole affair. He appears to be 10-12 years old.

It takes a Knowledge (Nobility) check (DC 10 if native to the Duchy of Urnst, DC 15 if not) to recognize the seal on the letter as that of House Meissel. Making the check by 5 or more will reveal that it has slight variations, making it the seal of Aldor Meissel, a middle level merchant within House Meissel.

Give players **Player's Handout #1**.

The boy has no real information to offer, but on a Diplomacy check (DC 15) he will explain who he works for and that he likes his job unless it is raining. He will take the players to the business offices of House Meissel in the market quarter of Leukish. He will gladly accept any tip, trying to hint that he deserves one (Innuendo DC 5 or Sense Motive DC 10).

His name is Aanon Honar and his father is a leather worker who sells a lot of his goods to House Meissel. His older brother is going to take over the family business which is a good thing because Aanon isn't really interested in it.

Encounter One:

Glorified Janitors

When the party arrives at the House Meissel offices:

These offices appear to have seen better days, but are functional and clean. They consist mostly of warehouses and a small building which is probably the administrative offices.

The young man leads you into the bustling offices. A wide variety of merchants and workers bustle about. Apparently it is a very busy day here today, or perhaps the life of a merchant is more exciting than you had previously thought.

Either way, the boy deftly leads you through the maze of halls and offices, around a

group of dusty arguing dwarves. They are standing in the hall, pointing at of the beams of the ceiling, discussing something in their native tongue¹. Eventually you are led to a large reinforced wooden door, which the boy knocks on before opening it. He bows gracefully and gestures for you to go inside.

Sitting behind a large desk with a huge pile of papers and more than a few satchels and loose gems, is a young man who is probably in his late twenties. He stands up as you enter "Thank you for responding so. Please, have a seat. Refreshments are on the way.

Oh, where are my manners? I'm terribly sorry, but things have been a bit hectic of late. I am Aldor Meissel. Thank you for responding so quickly to my summons."

Aldor Meissel is the son of Wefreid Meissel and follows in his father's Skeptic point-of-view, perhaps a little more open-minded in that he sees the possible profitability of religion. After the party has settled in and the refreshments have arrived (quite quickly actually, within about 30 seconds – they consist of a variety of dried fruits and dates, some iced peach blossom tea, some light sugar cookies and some mild, soft cheeses – think brie or havarti), he will lean up against the edge of the desk and explain what he needs.

"Once again I apologize for the abruptness and lack of diplomacy in this, but I have come under some intense pressure that I had not expected.

I'm getting a bit ahead of myself though.

Approximately 50 years ago House Meissel acquired the rights to an old monastery that had been liberated by Justinian in the Cairn Hills. It was a place renowned for its hot springs and mineral baths, but it was never

¹ Characters who speak Dwarvish will realize that they are mostly criticizing the total lack of any quality in the craftsmanship of the building, especially a joint directly overhead. The dwarves will react friendly to any other dwarves or gnomes, but have little or nothing to say to strangers. They will politely acknowledge humans who address them, but will be unresponsive beyond that.

open to the public. There have been a number of hurdles, mostly political – you can understand how these things happen – but finally, last year everything seemed to come together: funding for the remodel, the appropriate permits and approvals, pre-bookings and a number of other details which I'm sure would bore you. It all seemed to have coalesced, finally making this project more than a possibility.

But after the recent disturbances in the Vale and the general history of occurrences of dubious nature in the Cairn Hills, it looked like our plans and hard work were to be wasted. We have done a good job of reassuring people and once again we are at a point where this project has become a reality.

The problem though is this: The Dwarven craftsmen that we have hired, and they are the best that can be had for renovating stonework, are concerned for the safety of their workers once they arrive at the monastery. (Deep sigh.) It is probably an accurate assessment, but the problem is that they did not voice their concerns until a few days ago. They assured me that there have been previous notifications, but I have not received them. Of course, these things do happen sometimes.

You have to understand that this is a very expensive undertaking, and possibly larger in scope than even I can comprehend. A lot of money and effort is at stake here.

It is of utmost import that the monastery is cleared of any rabble that has taken up residence there, and any dangers be notated so that the dwarves can either correct them or avoid them. As such, this is what I would like to hire you to accomplish.

It is critical that you thoroughly search the monastery and find anything that might be even lightly construed as dangerous and, if at all possible, remove those threats in whatever way you deem best. We are planning for a late summer opening and, as the monastery has been abandoned for 200 years, this will require a great deal of work by the dwarves. It is critical that you allow them to focus on their

work by removing any threats to them. The dwarven craftsmen will be arriving approximately 48 hours after you get to the monastery if everything goes as planned.

Of course I will compensate you for your time and efforts in addition to being appreciative of your help. Here is a map to the monastery. It is not all that difficult to find.”

For the Map, see Player Handout #2.

Some PCs may have the *Enmity of House Meissel* from previous dealings with the House. Aldor does not particularly care about any of this. He is in desperate straits and will accept help from any reasonable source. He is not prone to getting involved in the petty politics of some of his other family members. His focus is business.

The party will of course have questions. Note that none of these will be offered unless brought up by the party. Aldor believes the party has all the critical information they need, but he will politely answer any questions that he can (summarized in the information below).

Here are some answers from Aldor Meissel:

- The monastery was run by the Church of Lendor.
- The humanoid activity in the Cairn hills and the Vale has largely been in areas away from the monastery.
- The path to the monastery seems relatively clear of humanoid activity, though there have been some disappearances along the River Seren, which leads up to the monastery.
- Payment is according to APL as follows and is per person:

APL2	80 gp
APL4	120 gp
APL6	160 gp
APL8	250 gp

Of course the party may keep any additional treasure they find as long as it is not part of the monastery.

- The problems have been largely logistical and political, but he will not expand on this much except to assure the party that all has been cleared for this project.

- Dwarves were chosen because they are the best, and this will be a place where only the best is used.
- The monastery's waters were known for their healing, recuperative and revitalizing abilities, though these properties were largely kept hidden by the monks that lived there.
- The monastery was largely self-sufficient and almost exclusively used by the clergy and monks of Lendor who lived there.
- The church of Lendor in Leukish have not given any objections to this project, though they made a request to have it returned to them that was denied. House Meissel has spent a great deal of money to secure the lease on the monastery and the church cannot come close to repaying that. Even if they could, it is doubtful they could pay the taxes on it and would just lose it again.
- The monastery will be used as a spa and retreat for the various nobles and merchants of the Duchy. There is great interest in using it as such and it is sure to be a profitable venture.
- He has no qualms about turning a church into a place of business. Most churches are already; they simply hide it.
- The monastery is also renowned for its magnificent colored glass ceiling, beautifully crafted and remarkably resilient for a structure of glass.

Research in Leukish may show, depending on Gather Information checks, the following information:

- That's what the rich need, some place to relax. They've got it SO tough. (DC 5)
- The monastery is in the Cairn Hills, a hotbed of humanoid activity, but luckily it is far enough in the middle of nowhere that there is not likely to be a whole lot of activity in the area. Not much anyway. (DC 10)
- A few months ago, the merchant family, Geir I think their name was, disappeared in that general area (DC 10)
- There has been no obvious sign of humanoid (orc, goblin, gnoll, etc.) activity in the area directly surrounding the monastery. (DC 15)
- That the temple was lost to taxes during the reign of Justinian and only recently has anyone shown any interest in it. (DC 15)
- The Temple of Lendor in Seltaren has no objections to its use as long as the shrines to

Lendor are left intact or returned to their temple. Nobody alive remembers the monastery except from anecdotes, and the waters there were indeed renowned for their recuperative powers. (DC 15)

- House Einstoffen showed some interest in the recent acquisition, but was snubbed from the bidding, as they are only a merchant house (DC 20).
- Not everyone in House Meissel is happy about the renovation. Some would prefer to see it returned to the church, but not enough to stop it from happening (DC 25)

A successful Gather Information roll includes all of the information from the lower DCs as well as what is revealed at the DC made.

A Bardic Knowledge check (DC 18) will reveal the information on the history of the monastery as presented in Appendix 5.

Temple of Lendor

If the party wishes to visit the temple of Lendor in Leukish, they may.

The outside of the Temple is a solid façade of white marble. It is simple and massive (approximately 100' across and possibly four times as deep), with a large door in the front that is closed.

If the party enters, there is a younger cleric by the name of Adryn Arys at the front desk that will help them. All information regarding the temple and this project presented above are accurate. The church has nothing further to add other than the fact that it is indeed a regrettable situation that such a beautiful place had to be lost to the political machinations of Justinian. They would of course be grateful if it could be returned to them for the uses it was meant, but also understand that this is largely an impossible proposition. If the party could figure out a way, the church would indeed be in their debt.

There are no senior clergy available for the party to consult with. They will not be admitted into the inner temple unless they are worshippers of Lendor, but even then there are no senior clerics available for a consultation, but clerics or paladins of Lendor will be allowed to worship at the main temple, attended by a young acolyte who says nothing during the entire time. Adryn will explain that he is under a vow of silence and will not speak.

This section should be kept to a short interlude and not take very long. Adryn is a young man obsessed with his worship, as are most of the attendants at the temple, and will thank the party for their interest and any help, but they have studies to attend to.

Of minor note in the temple is that it is spotlessly clean, simply but elegantly decorated, and very, very quiet.

Encounter Two:

Off to Work

Your trek to the monastery takes you along the lower Lukala River and continues along the Seren River up into the Cairn Hills. It is quiet and peaceful, a nice trip through the rural countryside of the Duchy. In the Cairn Hills, springtime has arrived and there are a wide variety of wildflowers to greet you. Bees are pollinating the budding flowers and birds are everywhere, zipping through the colorful array of wild flowers painting the countryside. Rabbits and their predators flourish, enjoying the springtime burst of growth. The weather is temperate and cooperative on your trip despite the occasional spring shower and morning chill.

The trip there is relatively uneventful, though a DC 20 tracking roll will tell that another group of 5 or so people went this way only a few days prior to the party. As they get close to the monastery (within 500 feet), there are a number of tracks, some of which can not be identified (as they are unique creatures,) moving about the entire area. These are the tracks of the Hunters of the Dead (see encounters 7 and encounter 10) and they are at least a week old. There are numerous Kobold tracks (Track DC 10) coming and going from the monastery. The Hunters of the Dead tracks are merely a series of amorphous imprints in the dirt, while the kobold prints are small clawed footprints.

Encounter Three:

Get Your Gloves On

The monastery is not hard to spot, even from far off. The gleaming spiral roof shines in an opalescent display of color that rivals the burgeoning flowers surrounding it on the hillside. It is a reasonably large structure of

black and white marble, at least two stories and surrounded on all sides by orchards and fields long gone wild. There are no obvious signs of disrepair and the structure appears to be completely intact.

Perhaps the oddest thing is that despite it being abandoned for 200 years, all of the many stained glass windows appear to be intact.

There is a single main entrance on the Western side of the ground floor consisting of a huge set of double doors, flanked by two smaller doors on either side of it. All of the doors are closed and surrounded by four stained glass murals. The two in the middle show the same tall, simply dressed and serious faced older Suel man. On the left he stands in front of a sundial and on the right he holds a scepter, holding it up and partially blocking the sun. On the far left is a figure of a beautiful young Suel woman, shrouded in black, holding the hand of a handsome young Suel nobleman, with what could only be described as a reckless expression on his face. The far right mural is of another Suel nobleman with a falcon on each shoulder, looking up into the sky, while another blurry, ambiguous figure stands behind him, tying knots into gold strands which turn into dust after his work. This last figure has no obvious identifying features save for a flickering forked tongue coming out of where his head must be. The murals are amazingly crafted and intricate, almost lifelike in their quality. The windows are largely translucent, but no details of the interior can be gathered.

Any attempts to break the windows will take as much effort as breaking steel plating as they have all had the Glassteel treatment on them (see Appendix 3).

A Knowledge (religion) (DC 15) check will reveal that the man in the middle two panels is Lendor, while the far left is WeeJas and Norebo, and the far right is Phaulkon and Syrul.

Encounter Four:

It is Indeed Tedious Work

The temple is a magnificent structure and the inside is perhaps more impressive than the

outside, easily 185 feet long and 90 feet across where you stand, with bright light streaming through the colored windows and dancing upon the white marble floor. It is a glittering, playful expanse of light and color, changing constantly and bathing the entire temple in a muted, intricate display of constantly shimmering color. It dominates the center of the temple, bathing the entire floor in a kaleidoscope of colored light.

Directly in front of you is a small grassy pasture around a shimmering blue pool approximately 30' across. Evenly spaced along the depth of the main floor are eight small alcoves, four on the north wall and four on the south wall. A large opening on the Eastern wall reveals a huge set of stairs descending into darkness. There are intricately carved doors in the Northeast and Southeast corners.

On the east end of the main floor is the temple proper. There is a large statue of an older, slightly stern gentleman standing upon a sundial and holding a scepter up to the sky. It is the same figure as the central figure in the stained glass murals that greeted you. In front of the statue is a small, black marble table surrounded by four pillars made of the same shiny black marble as the table. There are a total of eight benches (four to the north and four to the south of the pillars). The entire area is devoid of dust and clutter.

The two large circles in the middle of the temple show where the main focus of the colored glass ceiling hits the floor.

The first two alcoves are to the stairs that lead up to the roof area.

The other six alcoves lead down into the kobold tunnels underneath. These have not been mapped as they are very small, intricate and deep. Only small (or smaller) characters may navigate them and even this is difficult and should be discouraged. The kobolds will collapse tunnels behind them if chased into their burrows, making pursuit nigh impossible.

The tunnels are the home of a group of kobolds that, through their leader (the female cleric of Lendor), have become worshippers of Lendor. They will avoid contact with any outsiders, but if it appears than

anyone is going to deface the temple in any way, they will attack.

If the tunnels are examined, a Track check may be made (DC 10) to discover that there has been an abundance of recent activity and they are in fact kobold tracks. If the party attempts to parley with the kobolds, the cleric will discuss the matter peacefully.

- They will not abandon their temple to be renovated, but they also want to avoid confrontation.
- Their primary goal is to not allow the temple of their god to be defiled.
- If they are assured that the temple of Lendor in Leukish has approved the actions of House Meissel or that the temple will remain intact, they will peacefully leave.
- They know that this is only their adopted temple and that it belongs to other people who worship the same god.
- Afterwards, maybe they will come back and worship with them.
- If the party attacks, they will defend voraciously and fanatically, never retreating and fighting to the death to defend their temple.
- All of these kobolds are Lawful Neutral, not Lawful Evil as listed in the Monster Manual.

The kobolds will not accompany the party beyond the temple area proper and will not offer any additional information. They have been betrayed often enough by their own kind and they are even more suspicious of outsiders. The only exception to this is if the party has a cleric or paladin of Lendor. If this is the case, then they will gladly give them any information they have about the entire monastery complex, including details of the trap in the kitchen (encounter five), the ottyugh (encounter nine), the crocodile (encounter ten) and that the wizard in the wine cellar (encounter seven) is open to negotiate and relatively friendly. They do not know what the book on the roof is for, they do not know about the adventurers trapped in the upstairs room (encounter ten), and they don't know about the Steam Mephits (encounter thirteen).

At the east end of the main temple area are three staircases leading down, one to the Winery, one to the Crypt, and one to the lavatory. At the north and south end are spiral staircases that lead up to the roof and living quarters and down to the pool and steam bath.

Additional Judge Notes: At APLs 2 and 4, the kobolds are not very likely to attack a well armed and

organized party. They will rather attempt to communicate with the party, taking a much more diplomatic path due to their small numbers. At these two APLs the kobolds will only attack if someone is defacing the temple. They will abandon it if threatened by an overwhelming force. They will begin any attempts at diplomacy from the secrecy of their tunnels, not revealing what they are until the party seems to be open to discussion. At APL 6 and APL 8 the kobolds are much more aggressive due to their stronger leader and higher numbers. They will make an actual physical appearance, but still be willing to talk rather than flat out attacking unless it appears that the party is looting or destroying the temple.

The kobold cleric has turned to Lendor mostly by accident. She has a natural inclination towards Lawful Neutral and fled her kobold homeland in fear for her life, bringing a few loyal and trusted friends who were also a bit more moderate. They discovered this temple and she had a religious experience in a dream where Lendor came to her, giving her solace in this strange land. She immediately began studying the books in the library and beginning services to Lendor, enjoying the security and routine of life in the temple. They have explored the temple at will and have an uneasy truce with the Wizard living in the basement. Now that they have found Lendor, they do not feel quite the need to stay here, but they will do whatever they can to avoid any desecration to the temple of their new deity. The cleric speaks both draconic and common, but the main group of kobolds only speak draconic.

APL 2 (EL 2)

☛ **Kobold Cleric Level 1:** hp 13; see Appendix I.

☛ **Kobolds (6):** hp 14; see Appendix I.

APL 4 (EL 4)

☛ **Kobold Cleric Level 3:** hp 13; see Appendix I.

☛ **Kobolds (6):** hp 14; see Appendix I.

APL 6 (EL 6)

☛ **Kobold Cleric Level 5:** hp 13; see Appendix I.

☛ **Kobolds (18):** hp 14; see Appendix I.

APL 8 (EL 8)

☛ **Kobold Cleric Level 7:** hp 13; see Appendix I.

☛ **Kobolds (30):** hp 14; see Appendix I.

Encounter Five:

Everything in its Place

This is the Monastery's kitchen. It is clean, well stocked, and smells slightly of boiled turnips. You see nobody here, but neither do you see any vermin or signs of abandonment. There are two large barrels of water on the west wall and a fireplace, oven and stove in the main cooking area off to the east. The north wall has two worktables as well as a number of storage crates and barrels that are not labeled. There is a slight acrid tint to the air here, but it is subtle and indistinct. There is a large box with no lid in the northwest corner.

The stove and oven are still warm from the early mornings cooking. There is a pot of turnip stew covered and slowly simmering over the hot coals in the fireplace. The supplies consist mostly of foraged foods from the countryside (various dried fruits, nuts, and flowers as well as turnips, potatoes and some iron rations). There is not a lot of food here, but neither are the shelves bare.

The northwest corner of the room has a 20' x 20' section which is a pit trap triggered by the 5' x 5' section in the upper northwest corner of the room. It works by placing food (or any weight over 20 pounds) in or near the box in the NW corner and immediately moving out of the space before the pit opens and dumps the garbage down into the pit with the cube/jellies. The box has no bottom to it and the sides are connected to the wall. If a player falls into the pit and is adjacent to it, they may may a melee touch attack against AC 10 to try and grab the box. It will support up to 120 pounds of weight before breaking and collapsing into the pit.

The pit trap can be found with a Search check (DC 20) and deactivated with a successful Disable Device check (DC 20).

The pit is 20 feet deep, but falling into it only does subdual damage as the pit is coated with slime, breaking the characters fall. The pit door closes the round after it has been sprung (it closes on Initiative 24). It takes a Strength check DC 15 to hold it open, and if it is let go it will immediately close the round afterwards.

If a party member falls in the pit, read them the following description:

You plop into a gigantic pile of goop that seems to wiggle and squirm around you. There is no visible light source and you are surrounded by writhing, living slime. The pit has swallowed you into its belly, and you are engulfed by its juices.

If the PCs wish to climb out of the pit, it is a DC 27 climb check (use normal DCs for climbing if a rope or pole is used) due to the smooth nature of the stone walls and the slime coating it.

The gelatinous cube has no way to get out of the pit, but if the pit cover is kept open the ochre jelly can climb the walls and get out.

It takes a Spot Check (DC 15) to see the gelatinous cube in the pit.

APL 2 (EL 2)

☛ **Gelatinous Cube:** hp 58; see Appendix I.

Pit Trap: CR 1 Reflex Save DC 20 if in Furthest NW corner, DC 15 if in the three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime coating the walls.

APL 4 (EL 3)

☛ **Gelatinous Cube – Advanced :** hp 109; see Appendix I.

Pit Trap: CR 1 Reflex Save DC 24 if in Furthest NW corner, DC 19 if in the three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime coating the walls.

APL 6 (EL 5)

☛ **Ochre Jelly:** hp 29; see Appendix I.

Pit Trap: CR 1 Reflex Save DC 28 if in Furthest NW corner, DC 23 if in the three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime coating the walls.

APL 8 (EL 7)

☛ **Ochre Jelly (2):** hp 29; see Appendix I.

Pit Trap: CR 1 Reflex Save DC 32 if in Furthest NW corner, DC 28 if in the three surrounding squares. 2d6

subdual. -2 circumstance penalty to climb out due to slime coating the walls.

Encounter Six

Tools to Clean a Musty Mind

This room, though clean, appears to be scarcely used. Everything is neat and ordered, from the books in the two bookcases on the West wall to the chairs and couches neatly arranged around the large oaken dining table. The floor is cleaned and waxed, the grayish marble shining under the dim light filling the entire room.

This room is the dining area and lounge, where the little spare time the monks had was spent relaxing. There are two bookcases on the west wall filled with a wide variety of religious texts, but mostly there are “how-to” type books for various crafts and professions. They seem to be worn but well taken care of. The table and chairs are simple but well crafted, as are the couches and chairs. There is a coat rack between the two bookcases, which is empty save for a few hooks for hanging cloaks or coats on.

The kobolds do not spend much time here, but consider it an extension of the temple and have kept it clean and well maintained. The books range in age from 200 to 250 years old, but are all in good repair due to being made of good materials. They can be considered to be Masterwork for purposes of crafting. The total value of the books is 600 gp and they weigh approximately 200 pounds. However, they belong to the new owners of the building.

Encounter Seven

The Wine Cellar

As you open the door, your first impression is less than exhilarating. There is a large barrel blocking the entrance. Filtering around its edges is a warm, yellow light coming from an unknown source. The room itself has an earthy, chemical smell with slight sour undertones. It is a bit musty and mold spores fill the air.

If the party moves the barrel, they can open the door into the room (Strength check DC 5) and the following sight greets them:

Dusty bottles of wine line the walls of the main winery and there are two additional shelves with wine as well. There are two torches lighting the room, though it appears to be devoid of any creatures in this section. There is a large open area to the right of the entrance. An apparently unused desk is against the wall and some crumpled papers adorn a table opposite you. There is an unidentifiable scurrying sound somewhere in the distance.

There is nothing to see in the immediate area around the door as the Mage and the Hunters of the Dead are all in the main lab area. The far side of the room where the mages area is will become mostly visible after the party enters the room.

To the East is a laboratory. Behind a large table, staring at you, is a young Suel woman. White hair accents crystalline blue-green eyes, sharply contrasting her muddied brown apron. On the table in front of her are a number of books and some huge lumps of clay. Standing at her feet are a number of small fleshy creatures, grotesque in form but seemingly inanimate. The lumps of clay on the table look like a fetal form of these creatures.

Books line the tables and shelves around her, and the pungent smell of chemicals inundates the entire area. The main sitting room seems largely unused despite its comfortable furnishings.

This is the laboratory of a Mage who happens to be a worshipper of WeeJas. Her name is Alvina Golan. She is obviously of Suel background with the typical blonde hair and blue eyes, but overall she could best be described as plain. Her main field of study is the creation of life through non-necromantic methods. To this end, she has been experimenting with the combination of Stone to Flesh and Animate Object. First, she sculpts her creatures out of stone, then she turns them to flesh, and last, she animates them. *Animate Object* is a divine spell, and to be able to cast it she has been using a ring she acquired in the city of Greyhawk, but it is completely out of charges at this point. She is mostly doing some follow-up and checking and annotating her voluminous notes at this point.

Most of the money she got from House Einstoffen has been used on equipment and research materials.

She will not willingly give these up, but if she is killed they may be freely taken and sold. They have a total value of 1,200 GP.

She is not here on anyone's authority, but is squatting to some extent. Her sponsor is House Einstoffen, though it will be very difficult to get that out of her (DC 20 Diplomacy, or automatic if an Influence point with House Einstoffen is used – if Influence with another noble house is used, she gets a +5 insight bonus to resist any further Diplomacy checks by the party for each non-Einstoffen Influence point that the party tries to use). She will insist that it just seemed an out of the way area for her to do her experiments in. Most of her creations are guarding the two House Meissel agents that are still alive and have barricaded themselves in the living quarters on the roof (see Encounter #10), but there are a few here that will eagerly jump to the mages defense. She is no slouch and will not be easily intimidated (DC 20 Intimidate). Her paranoia and dislike of actual people (rather than creations) is obvious and she does not hide it. If the party threatens her or tries to take any of her work, she will immediately attack them and command her little servants to do the same.

If the party asks her to leave, she will agree to it if given enough time to pack up her research and experiments. Under no circumstances will she consent to share or turn over any of her findings or creations. If necessary, she will offer the party her used up Ring of Animate Objects (all the charges are gone and it is only worth its monetary value of 500 gp) if they will let her leave in peace.

If she negotiates with the party she will ask them to keep her presence here secret. If asked why, she will only say that there are many people in the Duchy who would use her research for something other than the destruction of undead. It is a risk she is determined not to take. She will offer no more information about why she is here.

She has an uneasy truce with the Kobolds. They leave her alone and she has helped them in translating the books upstairs into words they can understand. Over months this relationship has become more stable, but they are far from drinking buddies by any stretch.

The agents of House Meissel hiding from her (Encounter Ten) intruded mostly by chance onto this laboratory while looking for ways to sabotage the impending renovation. When they entered the winery, they were immediately chased off by the group of Hunters of the Dead that now stand guard over them.

All of her critical research has been recorded and is being carried on her person via her *Shrink Item* spell, so she is not afraid to abandon this laboratory if attacked. Killing her will give the party the *Enmity of House Einstoffen* (see Regional Certs section) as will releasing the information that she was working for House Einstoffen to House Meissel or anyone else. Letting her go *AND* not reporting her to House Meissel or anyone else will gain the characters the favor of House Einstoffen.

APL 2 (EL 6)

🔥 **Wizard Level 5:** hp 13; see Appendix I.

🔥 **Hunters of the dead (4):** hp 14; see Appendix I.

APL 4 (EL 6)

🔥 **Wizard Level 5:** hp 13; see Appendix I.

🔥 **Hunters of the dead (4):** hp 14; see Appendix I.

APL 6 (EL 6)

🔥 **Wizard Level 5:** hp 13; see Appendix I.

🔥 **Hunters of the dead (12):** hp 14; see Appendix I.

APL 8 (EL 8)

🔥 **Wizard Level 7:** hp 13; see Appendix I.

🔥 **Hunters of the dead (20):** hp 14; see Appendix I.

Encounter Eight

Cleaning Out the Family Tree

A steady deep blue light fills this chamber, though no light source is apparent. A series of stairs line the room, leading down the burial chamber of the temple. Four sarcophagi lie in the bottom section, decorated simply and tastefully with the visage of Suel inhabitants. The grating on the floor appears to be removable. The room is spotless and appears to be well maintained, with no sign of looting or grave robbing.

This is largely an empty area where the bodies of three old high priests of Lendor are entombed, as well the bodies of numerous lesser worshippers wrapped in cloth and neatly stacked in the pits under the grates. There is nothing dangerous or of value here. The kobolds consider this resting place of the ancestral priests of this monastery to be an extension of the Temple on the main floor and have dutifully kept it clean.

Each sarcophagi is warded with a Greater Glyph of Warding (Search DC 31, Disable Device DC 31) which is triggered by disturbing the corpse in any way. It is a spell glyph storing Circle of Death (Fortitude Save DC 21 or die – all creatures within a 50' burst radius – will kill 20d4 Hit Dice worth of creatures).

There is nothing of value with the corpses.

Encounter Nine:

Yes, You Must Clean THAT Too.

This is obviously the monastery's privy. Filthy, decrepit burlap curtains cover the stalls in the rear. There is a large cracked area in the marble floor that is large enough to easily climb through. There is a dry, musty stench that seems to emanate from the large opening in the floor.

Once the monasteries human waste disposal center, it has long since stopped being used and instead has attracted an Otyugh who dwells in the space underneath the stalls, munching on the stale, ancient waste. There is a large crack in the floor of the main section that provides access to the repository below. The Otyugh will attack and attempt to drag a PC down into its filthy little hovel if at all possible. There are places in the underground area that the otyugh can hide in, providing no line of sight to it unless someone pokes their head down or climbs down into the pit.

The pit area below has approximately 8' walls and is exactly the same size as the lavatory room. Underneath the lavatory floor there are places where the Otyugh can go without line of sight from above. No spot check is allowed until either the Otyugh steps out to attack someone it hears or someone descends into the pit.

If a character is dragged down, climbs down, or jumps down into the pit, read them the following:

A small amount of light trickles in through the large crack in the ceiling. You land in approximately a foot of filth, breaking your fall and making a thick, "splurgh" sound as you land in it.

If the Otyugh has not been killed all ready, read the following:

There is motion down here, and fetid, dense breath coats your face with a sickening insulation of putrescence.

The Otyugh's treasure is scattered among the filth down below.

The kobolds have long learned to avoid this place and have no need of it as their burrow has its own facilities that are much safer.

APL 2 (EL 3)

☛ **Otyugh (Wounded):** hp 16; see Appendix I.

APL 4 (EL 4)

☛ **Otyugh:** hp 33; see Appendix I.

APL 6 (EL 6)

☛ **Otyugh, Advanced:** hp 90; see Appendix I.

APL 8 (EL 8)

☛ **Otyugh, Advanced, Fiendish:** hp 90; see Appendix I.

Encounter Ten:

Some People Just Aren't Cut Out for This Line of Work

If the party has done Encounter 7:

More of the creatures from the basement sit in the hallway here in front of the door to the fourth back room. They appear to be immobile, silently standing guard. They do not acknowledge your approach or presence in any way.

If the party has not done Encounter 7:

An assortment of motionless blobs of flesh sit on the floor in front of the door to the fourth back room.

Feel free to make up designs of the creatures per the outlines in the introduction.

This general area used to be where the monks lived. After it was abandoned, it fell into disrepair. It can easily be seen that the kobolds do not tend this area as it is broken down and dirty, a striking change from the prim cleanliness of the main floor. Each room has one small nightstand and two simple cots. They are probably serviceable, though a number of them are flimsy and would be easily broken.

Locked in a room at the end hallway are two fugitives from House Meissel, sent here to undermine

the efforts to renovate the temple. They are guarded by a number of monstrosities in various shapes and forms (created by the Mage in the winery) are.

The two fugitives are a female ½ orc fighter named Gara Boarcruiser and a gray elf wizard that goes by the name of Ihlara. They have been hired by Uthor Meissel (who thinks it is repugnant to turn a holy place into a hob-knobbing pamper room for nobles) to sabotage any efforts to clear the area. Obviously they have failed miserably.

The door into their room has been loosely barricaded and will require either a Strength check (DC 15) or Disable Device (DC 10).

The Hunters of the Dead are commanded to attack anyone who leaves the room. They will not move to attack the party unless they come out of the room. If the party wishes, they could easily destroy the creatures while they are immobile here. They will not defend themselves, but will only attack if someone leaves the room. The door into the room where the gray elf and half-orc are makes communication through it nigh impossible due to its thickness. It will require a Listen check DC 25 by the two people inside to hear anything softer than loud yelling. This only negates hearing specifics in the sounds. They will still hear anyone attempting to disable the barricade that has been erected on the door.

If the door is opened, the half-orc will fire her missile weapon and the gray elf will use his wand. They will fire immediately before seeing who actually comes through the door.

After realizing that it is not the Hunters of the Dead they will pause defensively unless attacked further. They do not immediately apologize, but will attempt to discuss the matter, insisting that they thought the party was actually the creatures that chased them here and were waiting outside the door. They will have the following to say:

- They've been trapped for 3 days with very little food and water.
- The gray elf has lost his left arm and the half-orc has been diseased from the otyugh.
- The rest of their party is long dead.
- They do not know about the kobolds and were avoided completely by them.
- The half-orc will parley with the party if possible, trying to glean what they are here for.
- They will give out as little information as possible about the reason for their presence

here, insisting that they had heard of this place and were just seeking adventure.

- At this point, they are more interested in saving their own hides rather than completing their mission, but if they could do both, they would.

As soon as the party leaves the room, the creatures will, of course, attack them if they are still alive. Their command is to attack anyone who leaves the room and they will do so ferociously and with as much zeal as a creature with no soul can muster.

APL 2 (EL 3)

☛ Gara Boarcruiser ½ Orc Fighter Level 1 (1): hp 13; see Appendix I.

☛ Ihlara Gray Elf Wizard Level 1 (1): hp 14; see Appendix I.

☛ Hunters of the dead (4): hp 14; see Appendix I.

APL 4 (EL 5)

☛ Gara Boarcruiser ½ Orc Fighter Level 2 (1): hp 13; see Appendix I.

☛ Ihlara Gray Elf Wizard Level 2 (1): hp 14; see Appendix I.

☛ Hunters of the dead (4): hp 14; see Appendix I.

APL 6 (EL 7)

☛ Gara Boarcruiser ½ Orc Fighter Level 4 (1): hp 13; see Appendix I.

☛ Ihlara Gray Elf Wizard Level 4 (1): hp 14; see Appendix I.

☛ Hunters of the dead (12): hp 14; see Appendix I.

APL 8 (EL 9)

☛ Gara Boarcruiser ½ Orc Fighter Level 6 (1): hp 13; see Appendix I.

☛ Ihlara Gray Elf Wizard Level 6 (1): hp 14; see Appendix I.

☛ Hunters of the dead (20): hp 14; see Appendix I.

Encounter Eleven:

I Don't Think They Even Make a Bottle of Windex That Big

Dominating the roof of the monastery is the glass dome you saw from underneath. It is even more beautiful up close and has a magnificent opalescent sheen to it. At the bottom of the recessed area there is a large,

intricately-carved, blue glass bookstand with a tome on it.

On closer scrutiny, the craftsmanship of the dome can be truly appreciated. It is made up of millions of strands of steel hard glass, intricately woven and arranged to create the pattern described in the main temple area.

The tome contains an inscription thanking the local dwarves for their donation. They applied the Glassteel process to the window so that it might stand against the destructive forces of both man and nature.

Note for Encounters Twelve and Thirteen: Do only one of these combat encounters. I recommend whichever one the party goes to first, but if you prefer one over the other feel free to choose. The steam still has the same impact in Encounter Thirteen, but there are no mephits in the room. This is to stay within time restrictions. If you have plenty of time, feel free to include both encounters. The mephit encounter (Encounter Thirteen) tends to be more drawn out than the crocodile encounter (Encounter Twelve) as there is more obscurement.

Encounter Twelve:

Don't Forget to Get Behind Your Ears

The stairs descend into an enormous room that is dominated by one central feature.

There is a huge bathing pool in the center of the room. It has chunks of what appear to be mineral deposits floating on top of it and there is a huge tube in the North wall that feeds it. The room is warm and light steam floats off of the chunks of heated mineral in the water.

There are a number of black marble benches surrounding the pool.

As you breathe in the air, you feel confident and warm, as if you had just consumed an excellent meal and are no longer hungry.

This is a large, 10' deep pool of mineral water that is fed out of a huge opening in the west wall and seems to drain out somewhere at its foot. There are also a number of small baths on the south wall and some stone benches lining the north wall.

Living in the pool is a giant crocodile that tends to winter here, as the water is warm and rejuvenating. It

does occasionally venture out through the drain in the bottom to hunt along the river. It will sit, hiding under the floating mineral debris that has accumulated on the water, attacking anyone who comes within its 10' reach, dragging them into the water to drown and eat them.

Have the players make a Spot check opposed by the crocodiles Hide check to see if anyone sees it.

The water has some minor magical qualities. Drinking it is the equivalent of eating a fully satisfying meal (both in feeling and in game terms). Soaking in it has two effects:

- 1) For every 10 minutes spent in the water, 1 point of damage is healed.
- 2) For every 4 hours spent in the water, all non-magical diseases are cured.
- 3) If 8 hours are spent in the water, magical diseases and curses (including the Taint of the Ebon Waves) are removed if a Fortitude save DC 15 is made. This Fortitude save must be made for each curse or magical disease.
- 4) Soaking in it for 8 hours will also give the equivalent of a days food, water and bed-rest.

Of course the crocodile may have something to say about this kind of activity. Even though it is not hungry due to the effects of the water, it is still highly aggressive and territorial, not to mention fiendish at APL 8.

The secret door to Encounter Fourteen can be found with a Search check DC 20.

APL 2 (EL 2)

🐊 **Crocodile (1):** hp 22; see Appendix I.

APL 4 (EL 4)

🐊 **Crocodile – Giant (1):** hp 59; see Appendix I.

APL 6 (EL 6)

🐊 **Crocodile, Giant, Advanced (1):** hp 119; see Appendix I.

APL 8 (EL 8)

🐊 **Crocodile, Giant, Advanced (2):** hp 119; see Appendix I.

Encounter Thirteen:

Steam Cleaning

The door here is made of stone, and age has cracked it slightly, giving room for a few meandering wisps of steam to flicker out before dissipating in the cool hallway.

After opening the door:

There is a wall of steam here. It is hot and wet and almost impenetrable to regular vision. There is a hall that leads in, but into what is impossible to discern as all vision is blocked in the room.

This is a small maze area that has become home to a number (how many is up to the APL) of steam mephits, drawn to its natural heat and damp goodness. They are particularly feisty as nobody EVER comes here and they are quite bored. They will play a kind of tag with the party, leading them through the steam and “tagging” them with their breath weapons, running away, then repeating as necessary. Roll the Mephits’ Hide checks opposed by Spot checks for the party members to find them in the dense steam.

Visibility is very poor in the steam as well, limiting all types of vision to 10 feet. The steam immediately puts out all normal fire sources (like lanterns and torches). It does not put out bulls-eye or hooded lanterns, but their light does not increase visibility when in the steam.

A successful Heal check (DC 15) or Wilderness Lore check (DC 18) will tell the characters the steam is indeed hot enough to damage them even though it does not damage them immediately.

The steam is very hot, and will cause heat damage as follows:

Round	Temperature	Damage
1	Warm	None
2	Warm	None
3	Warm	None
4	Hot	1d4
5	Hot	1d4
6	Hot	1d4
7+	Searing	2d4

The player must leave the steam for the same number of rounds that they are in it to cool down. A fortitude save may be made every round to avoid the damage for that round based on the APL the module is played at:

APL 2 DC 13

APL 4 DC 16

APL 6 DC 19

APL 8 DC 22

APL 10 DC 25

APL 12 DC 28

The mephits will not leave the safety of the steam room, no matter how much they are taunted, bribed, or beaten up.

The secret door to Encounter Fourteen can be found with a Search check DC 25.

APL 2 (EL 3)

☛ **Steam Mephits (1):** hp ; see Appendix I.

APL 4 (EL 5)

☛ **Steam Mephits (2):** hp ; see Appendix I.

APL 6 (EL 6)

☛ **Steam Mephits (3):** hp ; see Appendix I.

APL 8 (EL 8)

☛ **Steam Mephits (6):** hp ; see Appendix I.

Encounter Fourteen:

Swept Under the Carpet

This room is dusty and does not appear to have been visited by anyone in a long time. In the center of the room is another statue exactly like the one in the main temple area on the main floor. Surrounding it are four more statues, each slightly smaller but no less dignified, holding a bowl up to the main one as if in offering. These figures correspond to the figures in the stained glass mural at the main entrance.

The floor is marble, but covered in a thick carpet of dust and dirt. There is no light source here.

The large statue is of Lendor (Knowledge (Religion) DC 15), and the smaller statues are of Phaulkon, Fortubo, Syrul and WeeJas (also Knowledge (Religion) DC 15). A Knowledge (Religion-Suel) check of DC 5 will also give this information. If the character identified the figures on the stained glass window at the main entrance, then the deities will be known. You may use the same descriptions of the statues as were given of the mural in **Encounter Two**.

Conclusion.

The dwarves will arrive about 40 hours after the party. They have their own floor plans of the monastery and will ask the party to make notes wherever applicable. They will demand that the party leave afterwards as they are very particular about working in privacy. This applies to Dwarven characters as well, though they will be more polite about it to them.

If the party directly tries to intervene in the Dwarves completing their task, they will seem very somber, questioning if the party is sure this is what they want to do. If they are, then the dwarves will head back and report it to House Meissel. In this case the party will be asked for the money that House Meissel paid them up front back.

Unless the party stays at the monastery and guards it, the renovations WILL be done. If Players spend 10 TUs to absolutely make sure the renovation does not happen, then please contact me at martin.knoff@yahoo.com to let me know. If enough people finish the module this way, then the spa will not open.

To be considered successful in clearing out the Monastery, all encounters must be defeated with the exception of the gelatinous cubes/ochre jelly which can merely be noted to the Dwarves.

There are a lot of things that can result from the party's involvement in this affair. No matter what they do, they will gain the enmity of one faction of House Meissel and the Favor of another. They may or may not gain the favor or enmity of House Einstoffen depending on how they handle the mage in the wine cellar or who they tell about her presence. House Einstoffen will find out if the party shares this information with House Meissel or any other Duchy Noble Houses or Officials.

The characters may also gain the mark of one of the Suel gods.

Even if the party fails, the spa will open by end of CY 593 unless they take steps to insure the renovations aren't completed by spending a lot of Time Units. Their success or failure will only speed up or slow down the process. The status of the temple of Lendor in the monastery is undecided until the module retires, but it is not impossible that the Kobolds maintain control if that is what the party has arranged. Please feel free to e-mail me the results of your groups play at martin.knoff@yahoo.com at your leisure, as party results will impact the development of this in the future.

Please note that if the party fails to secure the monastery, Aldor Meissel will expect his initial payment to be returned. It will be a short written request with a messenger requesting the money be returned, not demanding it. It is up to the party to decide whether or not they return the funds given to them. There is no real negative effect if they do not return it other than the characters bad karma.

The End

Treasure List

Influence points

The players may gain any or all of the following:

The Favor of House Meissel

Whether the party clears out the temple for renovations or not, one faction of House Meissel will be in their debt.

*If the party clears out the monastery as they are hired to do, they will gain the favor of Aldor Meissel, resulting in one free visit to the spas any time in CY 594. This gives the characters a chance to relax and reflect on their adventuring life, sharing their tales with the merchants that frequent the spas. The net effect of this is that for 1 TU, the players may convert any favor from the Duchy of Urnst into a generic influence point with any Noble or Merchant house in the Duchy of Urnst. This may be done three times (at the cost of 1 TU for **each** favor converted) and then this certificate is void.*

If the party fails to clear out the monastery as they are hired to do and causes delays and added expense to the renovation, they will gain the favor of Uthor Meissel, though it is likely that they will not even know who is in fact in their debt. This will result in the characters getting a virtual "credit" of 250gp deducted from the cost of any spell cast by a cleric of the Suel religion in the Duchy of Urnst. It will come off of the cost of the first spell cast and is only usable once. If the cost of that spell is less than 250 gp, then it is still used and the spell is free. This also counts as one of the influence needed to get access to a caster of appropriate level.

The Enmity of House Meissel

Whether the party clears out the temple for renovations or not, one faction of House Meissel will exert its enmity.

If the party clears out the monastery as they are hired to do, they will gain the enmity of Uthor Meissel. This will result in an additional fee of 250 gp being added to the cost of the next spell cast by a cleric of the Suel religion in the Duchy of Urnst. This enmity can be eliminated through the use of an influence point with any NOBLE house in the Duchy of Urnst, or it can be paid when the character buys the spell.

If the party fails to clear out the monastery as they are hired to do and causes delays and added expense to the renovation, they will gain the enmity of Aldor Meissel. This will result in the character having to spend 1 additional TU for the next action that requires the use of an influence point in the Duchy of Urnst or by spending 250 gp to bribe officials to overcome the bureaucratic quagmire that Aldor has erected in your path.

The Favor of House Einstoffen

If they allow the Wizard to leave without telling anyone what he was doing, the party will acquire the favor of House Einstoffen. This will result in a +2 circumstance bonus to any Gather Information checks that take place in the city of Seltaren or Leukish. This may only be used one time per adventure, but is valid for one calendar year from its acquisition.

The Enmity of House Einstoffen

If they kill the Wizard or tell House Meissel about what she was doing there, the party will acquire the enmity of House Einstoffen. This will result in a -2 circumstance penalty to any Gather Information checks that take place in the city of Seltaren or Leukish for one calendar year from its acquisition.

The Favor of the Church of Lendor

If they don't allow the Church to be used by House Meissel as a resort, the characters will gain the favor of the Church of Lendor. This can be used in one, and only one, of the following ways:

- 1) Reducing the TU cost of any religious Metaorg by 1. This cannot result in a cost of 0.
- 2) Reducing the cost of any spell bought at a temple of Lendor by 250 gp. If the cost becomes less than 0 gp then there is no charge.
- 3) By exerting their influence within the politics of the clergy, the church will remove the enmity of one noble house (but not a merchant house) from the player.

The character may only use one of the three listed effects and it may only be used one time and then the favor is used. As Lendor and his clergy are highly patient, there is no expiration date on this.

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 to each character up to the XP cap for the APL played at.

Encounter Four

Reconciling the presence of the Kobolds either via combat or diplomacy.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

Encounter Five

Disarm the pit trap or Survive falling into the Garbage Disposal.

APL 2	90 XP
APL 4	90 XP
APL 6	180 XP
APL 8	240 XP

Encounter Seven

Convince the Wizard to leave her laboratory or kill her.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter Nine

Remove the threat of the Otyugh.

APL 2	90 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter Ten

Convince the House Meissel adventurers to leave.

APL 2	90 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Find out why the House Meissel adventurers are there.

APL 2	30 XP
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APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
Kill the House Meissel Adventurers	
APL 2	90 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter Twelve

Defeat the crocodile.

APL 2	60 XP
APL 4	90 XP
APL 6	180 XP
APL 8	240 XP

Encounter Thirteen

Defeat the Steam Mephits.

APL 2	90 XP
APL 4	150 XP
APL 6	180 XP
APL 8	240 XP

Total Possible Experience

APL 4	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 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 ten minutes per every five 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 dwoemer* 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.

Treasure Key

L = Looted gear from enemy; C = Coins, gems, jewelry and other valuables; M = Magic items.

Spellbook Access

Several of the enemies have spellbooks. They only contain the spells that the Wizards have memorized. Players who complete the adventure may scribe spells from the captured spellbooks after the adventure, according to the normal rules for spell scribing. If the two Wizards are not fought (a highly likely possibility), but are negotiated with and the party is on friendly terms, the Wizards may be willing to trade spells on a one-for-one basis. This should be role-played if at all possible, though if time is tight (another highly likely possibility) then this could be moved down to a simple "okay".

Encounter One

APL 2: L: 0 gp C: 80 gp M: 0 gp

APL 4: L: 0 gp C: 120 gp M: 0 gp

APL 6: L: 0 gp C: 160 gp M: 0 gp

APL 8: L: 0 gp C: 250 gp M: 0 gp

Encounter Four

APL 2: L: 24 gp C: 2 gp M: 0 gp

APL 4: L: 24 gp C: 2 gp M: 0 gp

APL 6: L: 32 gp C: 5 gp M: 0 gp.

APL 8: L: 38 gp C: 8 gp M: *Divine Scroll of Blade Barrier*(138 gp), *Pearl of Power (1st)*(83 gp).

Encounter Seven

APL 2: L: 1 gp C: 42 gp M: *Potion of Cure Light Wounds* (4 gp), *Potion of Neutralize Poison* (63 gp), *Spellbook*(18 gp, see below).

APL 4: L: 1 gp C: 42 gp M: *Potion of Cure Light Wounds* (4 gp), *Potion of Neutralize Poison* (63 gp), *Goggles of Minute Seeing*(83 gp), *Spellbook*(18 gp, see below).

APL 6: L: 1 gp C: 42 gp M: *Potion of Cure Light Wounds* (4 gp), *Potion of Neutralize Poison* (63 gp), *Goggles of Minute Seeing* (83 gp), *Spellbook* (18 gp, see below).

APL 8: L: 1 gp C: 42 gp M: *Potion of Cure Light Wounds* (4 gp), *Potion of Neutralize Poison* (63 gp), *Goggles of Minute Seeing* (83 gp), *Possum Pouch* (150 gp), *Spellbook* (33 gp, see below).

Encounter Nine

APL 2: L: 0 gp C: 86 gp M: 0 gp

APL 4: L: 0 gp C: 14 gp M: 0 gp

APL 6: L: 0 gp C: 0 gp M: 0 gp

APL 8: L: 0 gp C: 0 gp M: 0 gp.

Encounter Ten

APL 2: L: 30 gp C: 4 gp M: *Potion of Cure Light Wounds* (4 gp), *Wand of Magic Missiles* (Caster level 1, 1.25 gp per charge, 40 gp maximum), *Spellbook* (2 gp, see below)

APL 4: L: 93 gp C: 9 gp M: *Potion of Cure Light Wounds* (4 gp), *Wand of Magic Missiles* (Caster level

1, 1.25 gp per charge, 40 gp maximum), *Cloak of Resistance +1*(83 gp), *spellbook*(6 gp, see below).

APL 6: L: 94 gp C: 0 gp M: *Potion of Bull's Strength* (25 gp), *Potion of Cure Moderate Wounds* (25 gp), *Potion of Heroism* (75 gp), *Potion of Cure Light Wounds* (4 gp), *Wand of Magic Missiles* (Caster level 1, 1.25 gp per charge, 40 gp maximum), *Cloak of Resistance +1* (83 gp), *Potion of Blur* (25 gp), *spellbook* (10 gp, see below).

APL 8: L: 42 gp C: 0 gp M: *+1 Greataxe* (193 gp), *+1 Half-plate* (146 gp), *Potion of Bull's Strength* (25 gp), *Potion of Cure Moderate Wounds* (25 gp), *Potion of Heroism* (75 gp), *Potion of Cure Light Wounds* (4 gp), *Wand of Magic Missiles* (Caster level 3, 3.75 gp per charge, 120 gp maximum), *Potion of Blur* (25 gp), *spellbook* (33 gp, see below).

Adventure Maximums

APL 2: 400 gp (AR Max 400).

APL 4: 600 gp (AR Max 600).

APL 6: 807 gp (AR Max 800).

APL 8: 1556 gp (AR Max 1250).

Adventure Record Access

APL 2 & 4

Potion of Neutralize Poison (Adventure; 750 gp; DMG)

Goggles of Minute Seeing (Adventure; 1000 gp; DMG)

Wand of Magic Missiles (1st level caster, 32 charges) (Adventure; 480 gp; DMG)

After January 1st, CY 594, players may purchase Keoghtom's Ointment with a frequency of (region) for normal market price. The delay is because production of this will not start until well after the spa has opened.

Spellbook access must be done at the table, and signed by the judge.

APL 6

As for APL 2 & 4 plus

Potion of Heroism (Adventure; 900 gp; DMG)

Brooch of Shielding (Adventure; 1500 gp; DMG)

APL 8

As for APL 6 plus

Divine Scroll of Blade Barrier (Adventure; 1650 gp; DMG)

Pearl of Power (1st) (Adventure; 1000 gp; DMG)

Possum Pouch (Adventure, 1800 gp; Song and Silence)

Wand of Magic Missiles (3rd level caster, 32 charges) (Adventure; 1440 gp; DMG).

Appendix I: Monster Stats

APL 2

Encounter Four

Kobold Cleric Level 1: female; CR 1; Small Humanoid (Reptilian); HD d8; hp 8; Init +1; Spd 20 ft.; AC 17 (touch 12, flat-footed 16); Atk Longsword -1 melee (1d8-1) or Light Crossbow +2 Ranged (1d8); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +2, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 12, Cha 13.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +3, Move Silently +4, Search +3, Spot +3, Concentration +4, Knowledge (Lendor) +2, Knowledge (Religion) +2, Heal +4, Alertness.

Possessions: Longsword, Breastplate, Small statuette of Lendor (0 gp value), light crossbow.

Spells prepared (3/1+1; base DC = 11 + spell level, Domains: Knowledge (Knowledge skills as class), Protection (Protective Ward – Resistance = +1 per level)); 0 – *cure minor wounds, mending, purify food & drink*; 1st level – *sanctuary (D), obscuring mist*.

Kobolds (6) male; CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; hp 2; Init +1; Spd 30 ft.; AC 14 (touch 12, flat-footed 13); Atk dagger -1 melee (1d4-1) or sling +2 Ranged (1d4); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2.

Possessions: dagger, Padded Armor, Small statuette of Lendor (0 gp value), sling, 16 sp each.

Encounter Five

Gelatinous Cube (1); CR 3; Huge Ooze; HD 4d10+36; hp 58; Init -5; Spd 15 ft.; AC 3 (touch 3, flat-footed 3); Atk Slam +1 melee (1d6+4 and 1d6 acid); SQ Blindsight, transparent, electricity immunity, ooze; SV Fort +5, Ref -4, Will -4; Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: 60 gp, 2x 100 gp gems, Eyes of the Eagle.

Blindsight (EX): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Engulf (EX): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponent, affecting as much as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (EX): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (EX): A gelatinous cube's acid does not harm metal or stone.

Transparent (EX): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot Check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Pit Trap: CR 1 Reflex Save DC 20 if in Furthest NW corner, DC 15 if in three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime and whatnot coating the walls.

Encounter Seven

Wizard Level 5: female; CR 5; Medium Humanoid; HD 5d4; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11,

flat-footed 10); Atk Dagger +1 melee (1d4-1/19-20); SV Fort +1, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 19, Wis 12, Cha 8.

Skills and Feats: Alchemy +14, Knowledge (Arcana) +14, Knowledge (Constructs) +14, Concentration +8, Spellcraft +12, Craft (Sculpture) +9, Heal +6, Scribe Scroll, Skill Focus (Alchemy), Skill Focus (Knowledge (Constructs)), Skill Focus (Knowledge Arcana), Craft Wondrous Item.

Possessions: Silver dagger, well worn lab coat (black) with boots and large elbow high leather gloves, Ring of Animate Object (no charges left – value 500 gp as jewelry only), Hand of the Mage, Potion of Cure Light Wounds, Potion of Neutralize Poison, Spellbook (value 220 gp).

Spells prepared (4+1/3+1+1/2+1+1/1+1+1; base DC = 14 + spell level, Specialty: Necromancy, Banned: Illusion)); 0 – *Disrupt Undead (S)*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, 1st level – *Cause Fear (S)*, *Hold Portal*, *Shield*, *Grease*, *Mage Armor*, 2nd level – *Ghoul Touch (S)*, *Locate Object*, *Rope Trick*, *Whispering Wind* 3rd level – *Gentle Repose (S)*, *Shrink Item*, *Dispell Magic*.

Hunters of the dead (4); CR ¼ ; Tiny Construct ; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Nine

Otyugh (Wounded) (1); CR 3; Large Aberration ; HD 6d8+6; hp 33 16; Init +0; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atk 2 Tentacle Rakes +3 Melee (1d6) + Bite - 2 melee (1d4); SQ Scent; SA Improved Grab, Constrict 1d6, Disease; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

Skills and Feats: *Hide +5, Listen +6, Spot +9, Alertness.

Possessions: 5160 sp.

Improved Grab: To use this ability, the otyugh must hit a Medium-size or smaller opponent with a successful grapple check.

Constrict: An otyugh deals automatic tentacle damage to a medium-size or smaller opponent with a successful grapple check.

Disease: Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

*Otyughs receive a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

Encounter Ten

Fighter Level 1: female ½ Orc; CR 1; Medium Humanoid; HD 1d10; hp 13; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk Great Axe +7 melee (1d12+7/x3) or Longbow +2 ranged (1d8/x3); SQ Darkvision 60', SV Fort +5, Ref +1, Will +0; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +2, Listen +1, Ride +2, Power Attack, Weapon Focus (Greataxe).

Possessions: Greataxe, Splint Mail, Longbow, 52 gp.

Wizard Level 1: male Gray Elf; CR 1; Medium Humanoid; HD 1d4; hp 4; Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atk None; SV Fort +0, Ref +3, Will +2; Str 10, Dex 16, Con 10, Int 20, Wis 10, Cha 10.

Skills and Feats: Alchemy +7, Concentration +8, Craft (Gemcutting) +6, Knowledge (Arcana) +7, Knowledge (Architecture) +6, Knowledge (Geography) +6, Knowledge (History) +6, Knowledge (Local) +6, Knowledge (Minerals) +8, Knowledge (Nature) +6, Knowledge (Nobility) +6, Knowledge (Religion) +6, Knowledge (Underdark) +6, Profession (Miner) +2, Scry +7, Spellcraft +9, Scribe Scroll, Combat Casting.

Possessions: Courtier's Outfit, Sunrods(4), Antitoxin, Potion of Cure Light Wounds, Spell Component Pouch, Wand of Magic Missiles (1st level caster, 32 charges), Spellbook (value 30 gp).

Spells prepared (4/3+1; base DC = 15 + spell level, Specialty: Evocation, Banned: Enchantment, Illusion)); 0 – *Detect Magic*, *Flare*, *Read Magic*,

Resistance, 1st level – *Magic Missile*, ~~*Magic Weapon*~~, ~~*Mage Armor*~~.

Hunters of the dead (4); CR ¼; Tiny Construct; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Twelve

Crocodile (1) male; CR 2; Medium-Size Animal (aquatic); HD 3d8+9; hp 22; Init +1; Spd 20 ft, Swim 30 ft.; AC 15 (touch 11, flat-footed 14); Atk Bite +6 melee (1d8+6) or Tail Slap +6 melee (1d12+6); SA Improved Grab; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: *Hide +7, Listen +5, Spot +5.

Possessions: None.

Improved Grab (EX): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains its pin.

Encounter Thirteen

Steam Mephit (1); CR 3; Small Outsider; HD 3d8; hp 13; Init +5; Spd 30 ft., Fly 50 ft.; AC 16 (touch 12, flat-footed 14); Atk 2 Claws +4 melee (1d3 + 2 Fire); SQ Breath Weapon, Spell-Like Abilities, Summon Mephit; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff+6, Hide +11, Listen +6, Move Silently +6, spot +6, Improved Initiative.

Possessions: None.

Summon Mephit (SP): Once per day, a Mephit has a 25% chance to summon one Steam Mephit. A summoned Mephit may not use its summoning power for 1 hour after it arrives.

Fast Healing (EX): Steam Mephits heal 2 points of damage each round it is touching boiling water or in a hot, humid area.

Breath Weapon (SU): Cone of steam, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they are immune to or protected from Fire. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effects of a *blur* spell cast by a 3rd-level sorcerer. Once per day it can create a rainstorm of boiling water that affects an area 20 feet square. Living creatures caught in the storm take 2d6 damage (Reflex half DC 15).

Fire Subtype (EX): Fire immunity, double damage from cold except on a successful save.

APL 4

Encounter Four

Kobold Cleric Level 3: female; CR 3; Small Humanoid (Reptilian); HD 3d8; hp 17; Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk Longsword +1 melee (1d8-1) or Light Crossbow +4 Ranged (1d8); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +4, Ref +2, Will +4; Str 6, Dex 13, Con 11, Int 10, Wis 13, Cha 13.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +3, Move Silently +4, Search +3, Spot +3, Concentration +5, Knowledge (Lendor) +3, Knowledge (Religion) +3, Heal +4, Alertness.

Possessions: Longsword, Breastplate, light crossbow, small statuette of Lendor.

Spells prepared (4/2+1/1+1; base DC = 11 + spell level, Domains: Knowledge (Knowledge skills as class), Protection (Protective Ward – Resistance = +1 per level)); 0 – *create water, cure minor wounds, mending, purify food & drink*; 1st level – *cure light wounds, obscuring mist, sanctuary (D)*; 2nd level – *detect thoughts (D), darkness*.

Kobolds (6) male; CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; hp 2; Init +1; Spd 30 ft.; AC 11 (touch 12, flat-footed 13); Atk dagger -1 melee (1d4-1) or sling +2 Ranged (1d4); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2.

Possessions: dagger, Padded Armor, Small statuette of Lendor, sling, 16 sp each.

Encounter Five

Gelatinous Cube (1); CR 4; Huge Ooze; HD 6d10+54; hp 84; Init -5; Spd 15 ft.; AC 3 (touch 3, flat-footed 3); Atk Slam +4 melee (1d6+4 and 1d6 acid); SQ Blindsight, transparent, electricity immunity, ooze; SV Fort +6, Ref -3, Will -3; Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: 60 gp, 2x 100 gp gems, Eyes of the Eagle.

Blindsight (EX): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Engulf (EX): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponent, affecting as much as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (EX): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (EX): A gelatinous cube's acid does not harm metal or stone.

Transparent (EX): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot Check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Pit Trap: CR 1 Reflex Save DC 24 if in Furthest NW corner, DC 19 if in three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime and whatnot coating the walls.

Encounter Seven

Wizard Level 5: female; CR 5; Medium Humanoid; HD 5d4; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk Dagger +1 melee (1d4-1/19-20); SV Fort +1, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 19, Wis 12, Cha 8.

Skills and Feats: Alchemy +14, Knowledge (Arcana) +14, Knowledge (Constructs) +14, Concentration +8, Spellcraft +12, Craft (Sculpture) +9, Heal +6, Scribe Scroll, Skill Focus (Alchemy), Skill Focus (Knowledge (Constructs)), Skill Focus (Knowledge Arcana), Craft Wondrous Item.

Possessions: Silver dagger, well worn lab coat (black) with boots and large elbow high leather gloves, Ring of Animate Object (no charges left – value 500 gp as jewelry only), Hand of the Mage, Potion of Cure Light Wounds, Potion of Neutralize Poison, Goggles of Minute Seeing, Spellbook (value 220 gp).

Spells prepared (4+1/3+1+1/2+1+1/1+1+1; base DC = 14 + spell level, Specialty: Necromancy, Banned: Illusion)); 0 – *Disrupt Undead (S)*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, 1st level – *Cause Fear (S)*, *Hold Portal*, *Shield*, *Grease*, *Mage Armor*; 2nd level – *Ghoul Touch (S)*, *Locate Object*, *Rope Trick*, *Whispering Wind* 3rd level – *Gentle Repose (S)*, *Shrink Item*, *Dispel Magic*.

Hunters of the dead (4); CR ¼ ; Tiny Construct ; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Nine

Otyugh (1); CR 4; Large Aberration ; HD 6d8+6; hp 33; Init +0; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atk 2 Tentacle Rakes +3 Melee (1d6) + Bite -2 melee (1d4); SQ Scent; SA Improved Grab, Constrict 1d6, Disease; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

Skills and Feats: *Hide +5, Listen +6, Spot +9, Alertness.

Possessions: 140 sp.

Improved Grab: To use this ability, the otyugh must hit a Medium-size or smaller opponent with a successful grapple check.

Constrict: An otyugh deals automatic tentacle damage to a medium-size or smaller opponent with a successful grapple check.

Disease: Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

*Otyughs receive a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

Encounter Ten

Fighter Level 2: female ½ Orc; CR 2; Medium Humanoid; HD 2d10; hp 22; Init +1; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk Great Axe +8 melee (1d12+7/x3) or Longbow ranged (1d8/x3); SQ Darkvision 60', SV Fort +6, Ref +1, Will +0; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb -1, Handle Animal -2, Listen +1, Ride +2, Power Attack, Weapon Focus (Greataxe), Cleave.

Possessions: Greataxe, Half Plate, Longbow, 52 gp.

Wizard Level 2: male Gray Elf; CR 2; Medium Humanoid; HD 2d4; hp 7; Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atk None; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 20, Wis 10, Cha 10.

Skills and Feats: Alchemy +8, Concentration +9, Craft (Gemcutting) +7, Knowledge (Arcana) +8, Knowledge (Architecture) +6, Knowledge (Geography) +6, Knowledge (History) +6, Knowledge (Local) +6, Knowledge (Minerals) +10, Knowledge (Nature) +6, Knowledge (Nobility) +6, Knowledge (Religion) +6, Knowledge (Underdark) +6, Profession (Miner) +2, Scry +7, Spellcraft +10, Scribe Scroll, Combat Casting, Spell Focus (Evocation).

Possessions: Courtier's Outfit, Sunrods(4), Antitoxin, Spellbook (value 50 gp), Potion of Cure Light Wounds, Spell Component Pouch, Wand of Magic Missiles (32), Cloak of Resistance +1.

Spells prepared (5/4+1; base DC = 15 + spell level, Specialty: Evocation, Banned: Enchantment, Illusion)); 0 – *Detect Magic*, *Flare*, *Read Magic*, *Ray of Frost*, *Resistance*, 1st level – *Burning Hands*, *Cause Fear*, *Magic Missile*, ~~*Magic Weapon*~~, ~~*Mage Armor*~~.

Hunters of the dead (4); CR ¼ ; Tiny Construct ; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con -, Int -, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Twelve

Giant Crocodile (1) male; CR 4; Huge Animal (aquatic) ; HD 7d8+28; hp 59; Init +1; Spd 20 ft, Swim 30 ft.; AC 16 (touch 9, flat-footed 15); Atk Bite +11 melee (2d8+12) or Tail Slap +11 melee (1d12+12); SA Improved Grab; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: *Hide +0, Listen +5, Spot +5.

Possessions: None.

Improved Grab (EX): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains its pin.

Encounter Thirteen

Steam Mephit (2); CR 3; Small Outsider; HD 3d8; hp 13; Init +5; Spd 30 ft., Fly 50 ft.; AC 16 (touch 12, flat-footed 14); Atk 2 Claws +4 melee (1d3 + 2 Fire); SQ Breath Weapon, Spell-Like Abilities, Summon Mephit; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff+6, Hide +11, Listen +6, Move Silently +6, spot +6, Improved Initiative.

Possessions: None.

Summon Mephit (SP): Once per day, a Mephit has a 25% chance to summon one Steam Mephit. A summoned Mephit may not use its summoning power for 1 hour after it arrives.

Fast Healing (EX): Steam Mephits heal 2 points of damage each round it is touching boiling water or in a hot, humid area.

Breath Weapon (SU): Cone of steam, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they are immune to or protected from Fire. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effects of a *blur* spell cast by a 3rd-level sorcerer. Once per day it can create a rainstorm of boiling water that affects an area 20 feet square. Living creatures caught in the storm take 2d6 damage (Reflex half DC 15).

Fire Subtype (EX): Fire immunity, double damage from cold except on a successful save.

APL 6

Encounter Four

Kobold Cleric Level 5: female; CR 5; Small Humanoid (Reptilian); HD 5d8; hp 26; Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk Longsword +2 melee (1d8-1) or Light Crossbow +5 Ranged (1d8); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +5, Ref +2, Will +5; Str 6, Dex 13, Con 11, Int 10, Wis 13, Cha 13.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +3, Move Silently +4, Search +3, Spot +3, Concentration +6, Knowledge (Lendor) +4, Knowledge (Religion) +4, Heal +4, Alertness, .

Possessions: Longsword, Breastplate, Small statuette of Lendor, light crossbow.

Spells prepared (5/3+1/2+1/1+1; base DC = 11 + spell level, Domains: Knowledge (Knowledge skills as class), Protection (Protective Ward – Resistance = +1 per level)); 0 – *create water, cure minor wounds (x2), mending, purify food & drink*; 1st level – *bless water, cure light wounds, obscuring mist, sanctuary (D)*; 2nd level – *detect thoughts (D), darkness, silence*; 3rd level – *protection from elements (D), dispel magic*.

Kobolds (18) male; CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; hp 2; Init +1; Spd 30 ft.; AC 14 (touch 12, flat-footed 13); Atk dagger -1 melee (1d4-1) or sling +2 Ranged (1d4); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2.

Possessions: dagger, padded Armor, Small statuette of Lendor, sling, 16 sp each.

Encounter Five

Ochre Jelly (1); CR 5; Large Ooze; HD 6d10+27; hp 60; Init -5; Spd 10 ft. Climb 10 ft.; AC 4 (touch 3, flat-footed 3); Atk Slam +5 melee (2d4+3 and 1d4 acid); SQ Blindsight, Split, Ooze; SA Improved grab, Acid, Constrict 2d4+3 and 1d4 acid SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

Blindsight (EX): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Improved Grab (EX): To use this ability, the ochre jelly must hit with its slam attack. If it gets a hold, it can constrict.

Acid (EX): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (EX): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Split (EX): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the originals hit points (rounded down). A jelly with only 1 hit point cannot be further split.

Pit Trap: CR 1 Reflex Save DC 28 if in Furthest NW corner, DC 23 if in three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime and whatnot coating the walls.

Encounter Seven

Wizard Level 5: female; CR 5; Medium Humanoid; HD 5d4; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk Dagger +1 melee (1d4-1/19-20); SV Fort +1, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 19, Wis 12, Cha 8.

Skills and Feats: Alchemy +14, Knowledge (Arcana) +14, Knowledge (Constructs) +14, Concentration +8, Spellcraft +12, Craft (Sculpture) +9, Heal +6, Scribe Scroll, Skill Focus (Alchemy), Skill Focus (Knowledge (Constructs)), Skill Focus (Knowledge Arcana), Craft Wondrous Item.

Possessions: Silver dagger, well worn lab coat (black) with boots and large elbow high leather gloves, Ring of Animate Object (no charges left – value 500 gp as jewelry only), Hand of the Mage, Potion of Cure Light Wounds, Potion of Neutralize Poison, Goggles of Minute Seeing, Spellbook (value 220 gp).

Spells prepared (4+1/3+1+1/2+1+1/1+1+1; base DC = 14 + spell level, Specialty: Necromancy, Banned: Illusion)); 0 – *Disrupt Undead (S)*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*; 1st level – *Cause Fear (S)*, *Hold Portal*, *Shield*, *Grease*, *Mage Armor*; 2nd level – *Ghoul Touch (S)*, *Locate Object*, *Rope Trick*, *Whispering Wind* 3rd level – *Gentle Repose (S)*, *Shrink Item*, *Dispelling Magic*.

Hunters of the dead (12); CR ¼; Tiny Construct; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Nine

Otyugh – Advanced (1); CR 6; Huge Aberration; HD 12d8+36; hp 90; Init +3; Spd 20 ft.; AC 16 (touch 8, flat-footed 16); Atk 2 Tentacle Rakes +8 Melee (1d8+4) + Bite +3 melee (1d6); SQ Scent; SA Improved Grab, Constrict 1d6, Disease; SV Fort +7, Ref +3, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: *Hide +10, Listen +9, Spot +12, Alertness, Weapon Focus: Unarmed, Improved Initiative.

Possessions: 450 gp, 7x 50 gp gems, 1x 350 gp gems, 2x 500 gp gems.

Improved Grab: To use this ability, the otyugh must hit a Medium-size or smaller opponent with a successful grapple check.

Constrict: An otyugh deals automatic tentacle damage to a medium-size or smaller opponent with a successful grapple check.

Disease: Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

*Otyughs receive a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

Encounter Ten

Fighter Level 4: female ½ Orc; CR 4; Medium Humanoid; HD 4d10; hp 40; Init +1; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk Great Axe +10

melee (1d12+9/x3) or Longbow +5 ranged (1d8+3/x3); SQ Darkvision 60', SV Fort +7, Ref +2, Will +1; Str 20, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +0, Handle Animal -2, Listen +1, Ride +3, Power Attack, Weapon Focus (Greataxe), Cleave, Point Blank Shot, Weapon Specialization (Greataxe).

Possessions: Greataxe, Half Plate, Mighty Composite Longbow +3, Potion of Bulls Strength, Potion of Cure Moderate Wounds, Potion of Heroism.

Wizard Level 4: male Gray Elf; CR 4; Medium Humanoid; HD 4d4; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atk None; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 21, Wis 10, Cha 10.

Skills and Feats: Alchemy +8, Concentration +11, Craft (Gemcutting) +9, Knowledge (Arcana) +9, Knowledge (Architecture) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Minerals) +11, Knowledge (Nature) +6, Knowledge (Nobility) +7, Knowledge (Religion) +6, Knowledge (Underdark) +6, Profession (Miner) +2, Scry +9, Spellcraft +12, Scribe Scroll, Combat Casting, Spell Focus (Evocation), Extend Spell.

Possessions: Courtier's Outfit, Sunrods(4), Antitoxin, Spellbook (value 120 gp), Potion of Cure Light Wounds, Spell Component Pouch, Wand of Magic Missiles (Caster level 1, 32 charges), Cloak of Resistance +1, Brooch of Shielding, Potion of Blur.

Spells prepared (5/5+1/3+1; base DC = 15 + spell level, Specialty: Evocation, Banned: Enchantment, Illusion)); 0 – *Detect Magic*, *Flare*, *Read Magic*, *Ray of Frost*, *Resistance*; 1st level – *Burning Hands*, *Cause Fear*, *Magic Missile*, ~~*Magic Weapon*~~, ~~*Mage Armor*~~, *True Strike*; 2nd level – *Cat's Grace*, ~~*Daylight*~~, *Melf's Acid Arrow* (x2).

Hunters of the dead (12); CR ¼; Tiny Construct; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Twelve

Giant Crocodile – Advanced (1) male; CR 6; Huge Animal (aquatic); HD 14d8+56; hp 119; Init +1; Spd 20 ft, Swim 30 ft.; AC 16 (touch 9, flat-footed 15); Atk Bite +16 melee (2d8+12) or Tail Slap +16 melee (1d12+12); SA Improved Grab; SV Fort +13, Ref +10, Will +5; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: *Hide +0, Listen +5, Spot +5.

Possessions: None.

Improved Grab (EX): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains its pin.

Encounter Thirteen

Steam Mephit (3); CR 3; Small Outsider; HD 3d8; hp 13; Init +5; Spd 30 ft., Fly 50 ft.; AC 16 (touch 12, flat-footed 14); Atk 2 Claws +4 melee (1d3 + 2 Fire); SQ Breath Weapon, Spell-Like Abilities, Summon Mephit; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff+6, Hide +11, Listen +6, Move Silently +6, spot +6, Improved Initiative.

Possessions: None.

Summon Mephit (SP): Once per day, a Mephit has a 25% chance to summon one Steam Mephit. A summoned Mephit may not use its summoning power for 1 hour after it arrives.

Fast Healing (EX): Steam Mephits heal 2 points of damage each round it is touching boiling water or in a hot, humid area.

Breath Weapon (SU): Cone of steam, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they are immune to or protected from Fire. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effects of a *blur* spell cast by a 3rd-level sorcerer. Once per day it can create a rainstorm of boiling water that affects an area 20 feet square. Living

creatures caught in the storm take 2d6 damage (Reflex half DC 15).

Fire Subtype (EX): Fire immunity, double damage from cold except on a successful save.

APL 8

Encounter Four

Kobold Cleric Level 7: female; CR 7; Small Humanoid (Reptilian); HD 7d8; hp 35; Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 16); Atk Longsword +5 melee (1d8) or Light Crossbow +7 Ranged (1d8); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +6, Ref +4, Will +6; Str 6, Dex 13, Con 11, Int 10, Wis 14, Cha 13.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +4, Move Silently +4, Search +4, Spot +4, Concentration +6, Knowledge (Lendor) +6, Knowledge (Religion) +5, Heal +4, Alertness, Weapon Focus: Longsword.

Possessions: Longsword, Breastplate, Small statuette of Lendor, light crossbow, Divine Scroll of Blade Barrier, Pearl of Power (1x 1st level).

Spells prepared (6/4+1/3+1/2+1/1+1; base DC = 12 + spell level, Domains: Knowledge (Knowledge skills as class), Protection (Protective Ward – Resistance = +1 per level)); 0 – *create water, cure minor wounds (x2), guidance, mending, purify food & drink*; 1st level – *bane, bless water, cure light wounds, obscuring mist, sanctuary (D)*; 2nd level – *cure moderate wounds, detect thoughts (D), darkness, silence* 3rd level – *meld into stone, protection from elements (D), dispel magic*; 4th level – *divination (D), divine power*.

Kobolds (30) male; CR 1/6; Small Humanoid (Reptilian); HD ½ d8; hp 2; Init +1; Spd 30 ft.; AC 14 (touch 12, flat-footed 13); Atk dagger -1 melee (1d4-1) or sling +2 Ranged (1d4); SQ Darkvision 60 ft., Light Sensitivity; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Trap making) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2.

Possessions: dagger, padded Armor, Small statuette of Lendor, sling, 16 sp each.

Encounter Five

Ochre Jellies (2); CR 5; Large Ooze; HD 6d10+27; hp 60; Init -5; Spd 10 ft. Climb 10 ft.; AC 4 (touch 3, flat-footed 3); Atk Slam +5 melee (2d4+3 and 1d4 acid); SQ Blindsight, Split, Ooze; SA Improved grab, Acid,

Constrict 2d4+3 and 1d4 acid SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

Blindsight (EX): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Improved Grab (EX): To use this ability, the ochre jelly must hit with its slam attack. If it gets a hold, it can constrict.

Acid (EX): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (EX): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Split (EX): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the originals hit points (rounded down). A jelly with only 1 hit point cannot be further split.

Pit Trap: CR 1 Reflex Save DC 32 if in Furthest NW corner, DC 28 if in three surrounding squares. 2d6 subdual. -2 circumstance penalty to climb out due to slime and whatnot coating the walls.

Encounter Seven

Wizard Level 7: female; CR 7; Medium Humanoid; HD 7d4; hp 16; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk Dagger +2 melee (1d4-1/19-20); SV Fort +2, Ref +3, Will +6; Str 8, Dex 12, Con 10, Int 19, Wis 12, Cha 8.

Skills and Feats: Alchemy +16, Knowledge (Arcana) +16, Knowledge (Constructs) +16, Concentration +10, Spellcraft +12, Craft (Sculpture) +11, Heal +8, Scribe Scroll, Skill Focus (Alchemy), Skill Focus (Knowledge (Constructs)), Skill Focus (Knowledge Arcana), Craft Wondrous Item, Endurance.

Possessions: Silver dagger, well worn lab coat (black) with boots and large elbow high leather gloves, Ring of Animate Object (no charges left – value 500 gp

as jewelry only), Hand of the Mage, Potion of Cure Light Wounds, Potion of Neutralize Poison, Goggles of Minute Seeing, Possum Pouch (Spellbook stored, see *Appendix II*), Spellbook (value 400 gp).

Spells prepared (4+1/4+1+1/3+1+1/2+1+1/1+1+1; base DC = 14 + spell level, Specialty: Necromancy, Banned: Illusion)); 0 – *Disrupt Undead (S)*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Detect Magic*; 1st level – *Cause Fear (S)*, *Hold Portal*, *Shield*, *Grease*, *Mage Armor*, *Tenser's Floating Disc*; 2nd level – *Ghoul Touch (S)*, *Locate Object*, *Rope Trick*, *Whispering Wind*, *Shatter* 3rd level – *Gentle Repose (S)*, *Shrink Item*, *Dispell Magic*, *Gaseous Form* 4th level – *Enervation (S)*, *Dimension Door*, *Arcane Eye*.

Hunters of the dead (20); CR ¼; Tiny Construct; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Nine

Otyugh – Advanced – Fiendish (1); CR 8; Huge Aberration; HD 12d8+36; hp 90; Init +3; Spd 20 ft.; AC 16 (touch 8, flat-footed 16); Atk 2 Tentacle Rakes +8 Melee (1d8+4) + Bite +3 melee (1d6); SQ Scent; SA Improved Grab, Constrict 1d6, Disease, Smite Good, Darkvision 60 feet, Cold Resistance 20, Fire Resistance 20, DR 10/+3, SR 24; SV Fort +7, Ref +3, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: *Hide +10, Listen +9, Spot +12, Alertness, Weapon Focus: Unarmed, Improved Initiative.

Possessions: 450 gp, 7x 50 gp gems, 1x 350 gp gems, 2x 500 gp gems, scroll of *Heal* with Explosive Runes (Rogue only Search check DC 28 to find, DC 28 to Disable – 6d6 damage – no save for reader, Reflex save for ½ for anyone with 10 feet when detonated).

Improved Grab: To use this ability, the otyugh must hit a Medium-size or smaller opponent with a successful grapple check.

Constrict: An otyugh deals automatic tentacle damage to a medium-size or smaller opponent with a successful grapple check.

Disease: Filth fever – bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Smite Good (SU): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+12) against a good foe.

*Otyughs receive a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

Encounter Ten

Fighter Level 6: female ½ Orc; CR 6; Medium Humanoid; HD 6d10; hp 58; Init +1; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk Great Axe +12/+7 melee (1d12+10/x3) or Longbow +8/+3 ranged (1d8+3/x3); SQ Darkvision 60', SV Fort +8, Ref +3, Will +2; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +0, Handle Animal -1, Jump -1, Listen +1, Ride +3, Power Attack, Weapon Focus (Greataxe), Cleave, Point Blank Shot, Weapon Focus (Composite Longbow).

Possessions: Greataxe +1, Half Plate +1, Mighty Composite Longbow +3, Potion of Bulls Strength, Potion of Cure Moderate Wounds, Potion of Heroism.

Wizard Level 6: male Gray Elf; CR 6; Medium Humanoid; HD 6d4; hp 19; Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 14); Atk None; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 21, Wis 10, Cha 10.

Skills and Feats: Alchemy +8, Concentration +13, Craft (Gemcutting) +9, Knowledge (Arcana) +12, Knowledge (Architecture) +8, Knowledge (Geography) +8, Knowledge (History) +8, Knowledge (Local) +7, Knowledge (Minerals) +14, Knowledge (Nature) +6, Knowledge (Nobility) +8, Knowledge (Religion) +6, Knowledge (Underdark) +6, Profession (Miner) +2, Scry +9, Spellcraft +14, Scribe Scroll, Combat Casting, Spell Focus (Evocation), Extend Spell, Spell Penetration, Spell Focus (Transmutation).

Possessions: Courtier's Outfit, Sunrods(4), Antitoxin, Spellbook (value 240 gp), Potion of Cure Light Wounds, Spell Component Pouch, Wand of Magic Missiles – 3rd level caster (32), Brooch of Shielding, Potion of Blur.

Spells prepared (5/5+1/4+1/3+1; base DC = 15 + spell level, Specialty: Evocation, Banned: Enchantment, Illusion)); 0 – *Detect Magic, Flare, Read Magic, Ray of Frost, Resistance*, 1st level – *Burning Hands, Cause Fear, Magic Missile, ~~Magic Weapon, Mage Armor~~, True Strike*, 2nd level – *Cat's Grace, ~~Daylight~~, Melf's Acid Arrow* (x2); 3rd level – *Dispel Magic, Fireball, Lightning Bolt, Haste*.

Hunters of the dead (20); CR ¼; Tiny Construct; HD ¼ d10; hp 3; Init +3; Spd 25 ft.; AC 19 (touch 15, flat-footed 16); Atk Slam (x2) +0 melee (1d2-2) + Gore +0 melee (1d2-2); SQ Construct, Magic Immunity, DR 5/+1, Darkvision 60'; SV Fort +2, Ref +3, Will +3; Str 6, Dex 17, Con –, Int –, Wis 12, Cha 1.

Skills and Feats: None.

Possessions: None.

Encounter Twelve

Giant Crocodile – Advanced (2) male; CR 6; Huge Animal (aquatic); HD 14d8+56; hp 119; Init +1; Spd 20 ft, Swim 30 ft.; AC 16 (touch 9, flat-footed 15); Atk Bite +16 melee (2d8+12) or Tail Slap +16 melee (1d12+12); SA Improved Grab; SV Fort +13, Ref +10, Will +5; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

*Skills and Feats: *Hide +0, Listen +5, Spot +5.*

Possessions: None.

Improved Grab (EX): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains its pin.

Encounter Thirteen

Steam Mephit (6); CR 3; Small Outsider; HD 3d8; hp 13; Init +5; Spd 30 ft., Fly 50 ft.; AC 16 (touch 12, flat-footed 14); Atk 2 Claws +4 melee (1d3 + 2 Fire); SQ Breath Weapon, Spell-Like Abilities, Summon Mephit; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Bluff+6, Hide +11, Listen +6, Move Silently +6, spot +6, Improved Initiative.

Possessions: None.

Summon Mephit (SP): Once per day, a Mephit has a 25% chance to summon one Steam Mephit. A summoned Mephit may not use its summoning power for 1 hour after it arrives.

Fast Healing (EX): Steam Mephits heal 2 points of damage each round it is touching boiling water or in a hot, humid area.

Breath Weapon (SU): Cone of steam, 10 feet; damage 1d4, Reflex half DC 12. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they are immune to or protected from Fire. This imposes a -4 morale penalty to AC and a -2 morale penalty to attack rolls for 3 rounds.

Spell Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effects of a *blur* spell cast by a 3rd-level sorcerer. Once per day it can create a rainstorm of boiling water that affects an area 20 feet square. Living creatures caught in the storm take 2d6 damage (Reflex half DC 15).

Fire Subtype (EX): Fire immunity, double damage from cold except on a successful save.

Appendix 2: New Creatures

Hunters of the Dead

Tiny Construct

Hit Dice: ½ d10 (3 hit points)

Initiative: +3

Speed: 25 feet

AC: 19 (+4 natural, +3 Dex, +2 Size)

Attacks: 1-4 Slams (depending on design) + Gore

Damage: Slam 1d2-2, Gore 1d2-2

Face/Reach: 2 ½ feet by 2 ½ feet / 0 feet

Special Attacks:

Special Qualities: Construct, Magic Immunity, Damage Reduction 5/+1, Darkvision 60'

Saves: Fort +2, Ref +3, Will +3

Abilities: Str 6, Dex 17, Con --, Int --, Wis 12, Cha 1

Climate/Terrain: Underground

Organization: Solitary/Gangs 2-12

Challenge Rating: 1/4

Treasure: None

Alignment: Neutral

Advancement: None

Description: These creatures are an experiment funded by a small sect of the Church of WeeJas (the Sisterhood of the Night – an all female, all Suel sect that exists only in the Duchy of Urnst) that believes that sentient undead are an aberration to the worship of WeeJas and should be obliterated. The Hunters are an attempt to create creatures that are immune to most of the negative effects of undead (stat/energy drain, anything requiring a Fort save) while making up for the lack of Darkvision among the entirely human membership of the Sisterhood of the Night. Their primary use is intended to attack sentient undead while the priests cast spells and/or rebuke.

The form of the Hunter is completely up to the imagination and skill of the creator and are not limited

to copying natural forms. They range from insect to amorphous to octopus and everything in between.

They are still in the testing phase with one of their primary drawbacks being the low damage they do and their inability to effect incorporeal creatures, as well as their expense.

Combat: Hunters of the Dead are directly controlled by their creator and will not attack unless commanded.

Construction: Hunters of the Dead are constructed from carefully crafted stone pieces (Craft-Sculpture DC 20) turned to flesh by the Wizard spell Stone to Flesh. The creator must have a fully stocked alchemists lab available for use. The Hunters are then carefully assembled using the Heal skill (DC 20) and brought to life with the following spells: *darkvision*, *mending*, *animate object*, *stone to flesh*, *animate dead*. Material cost for each Hunter is 250 gp.

Creating a Hunter of the Dead costs the creator 50xp and she is the only person that can order it in combat. If she dies then they die as well, but if she merely goes unconscious they will continue doing whatever action they were last commanded.

Appendix 3: Player's Handout #1

Distinguished Gentlemen and Gentlewomen,

I apologize for this abrupt intrusion into your repose, but I have been advised that you are reliable and honorable members within the occasionally questionable vocation that is kindly called adventurers. I have need of the services you offer and my time is short, so if you could meet with me at the House Meissel offices, I would be very grateful.

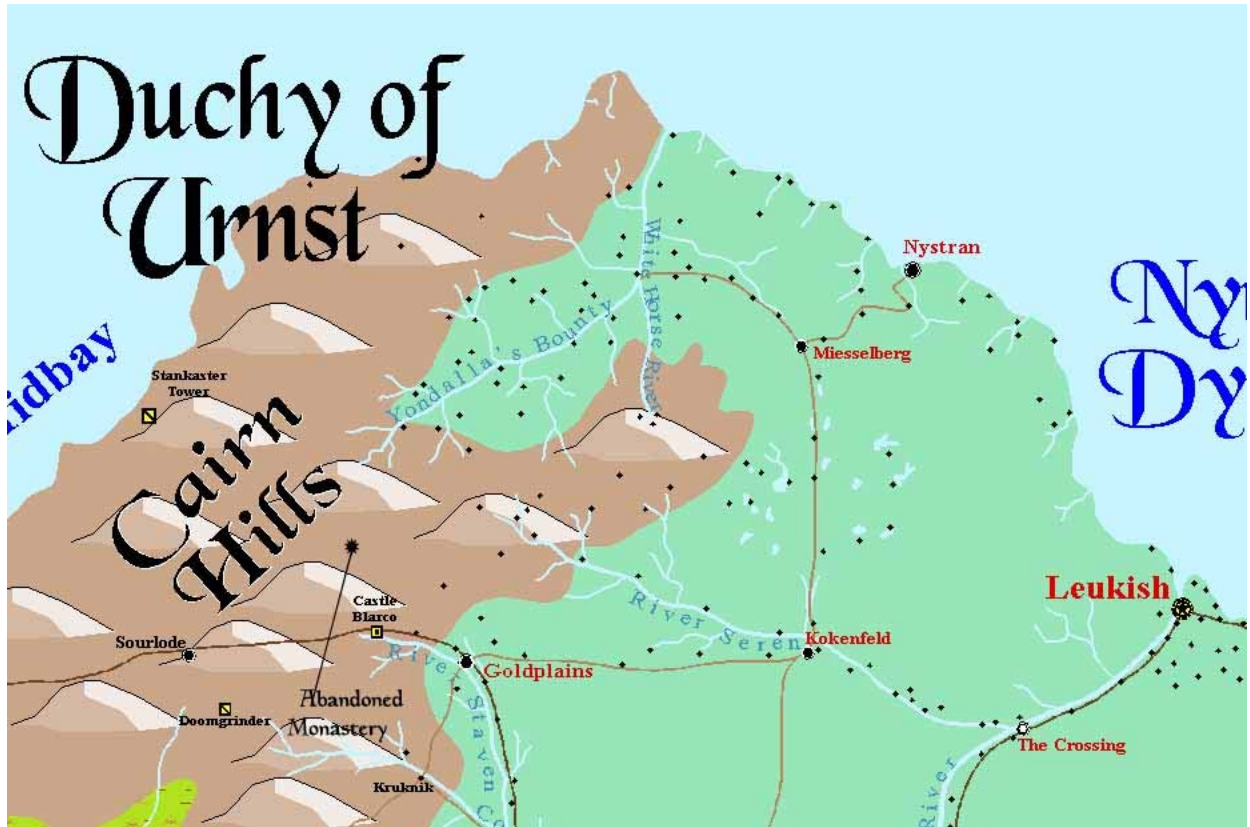
I understand that this is very short notice and quite rude, and I appreciate your patience and understanding. I assure you that it is most urgent and that you will be compensated well.

In grateful thanks,

Aldor Meissel

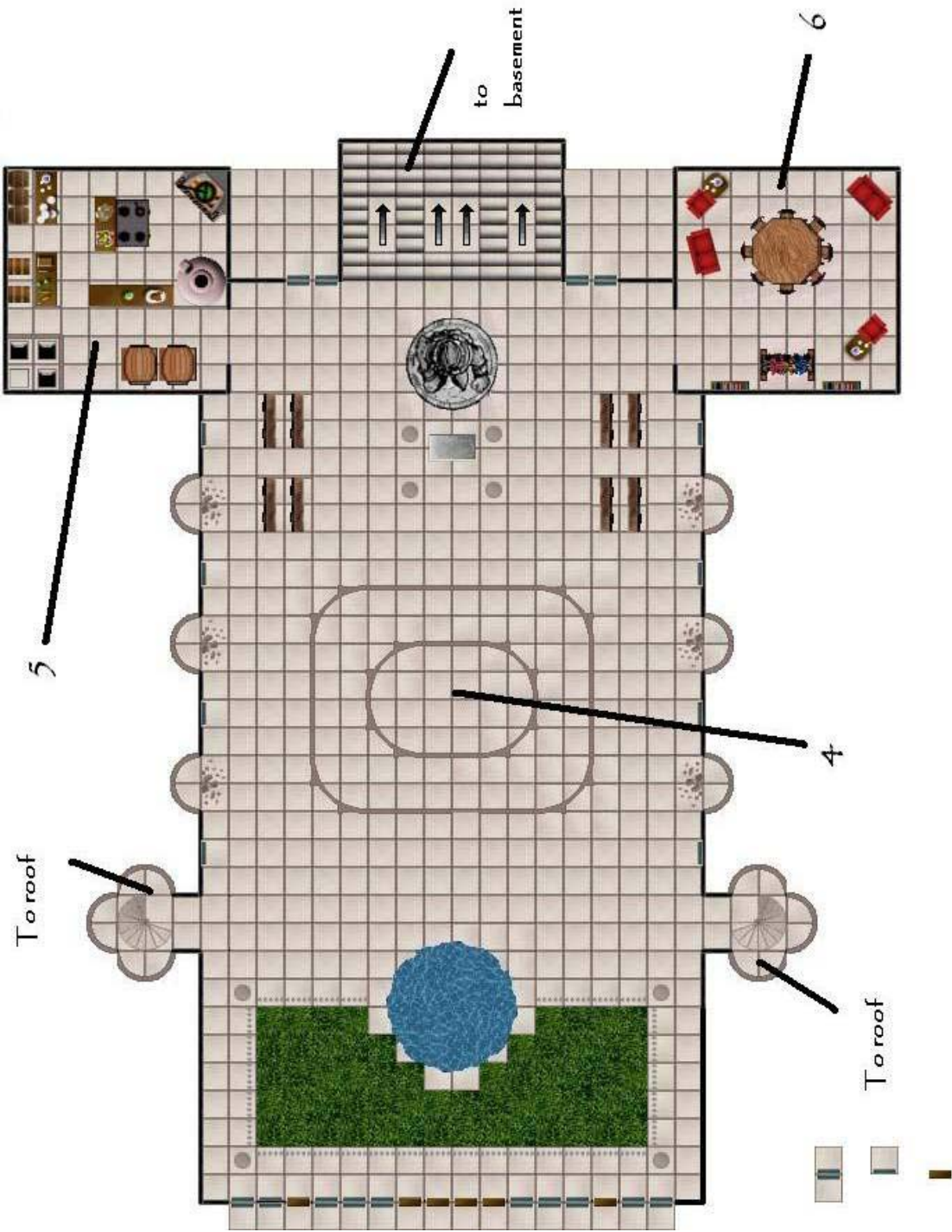
Aldor Meissel

Appendix 4: Player Handout #2

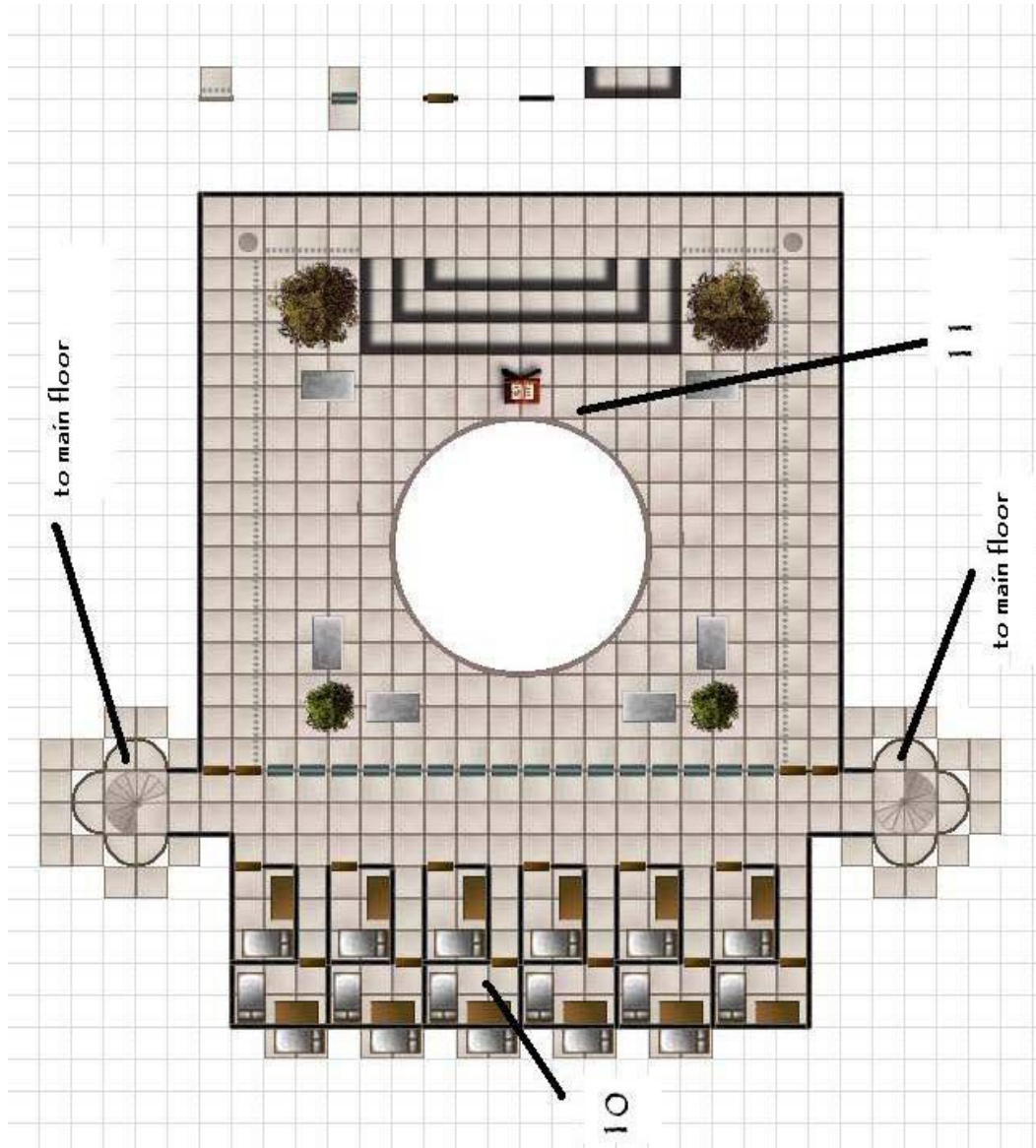


Appendix 5: Monastery Maps

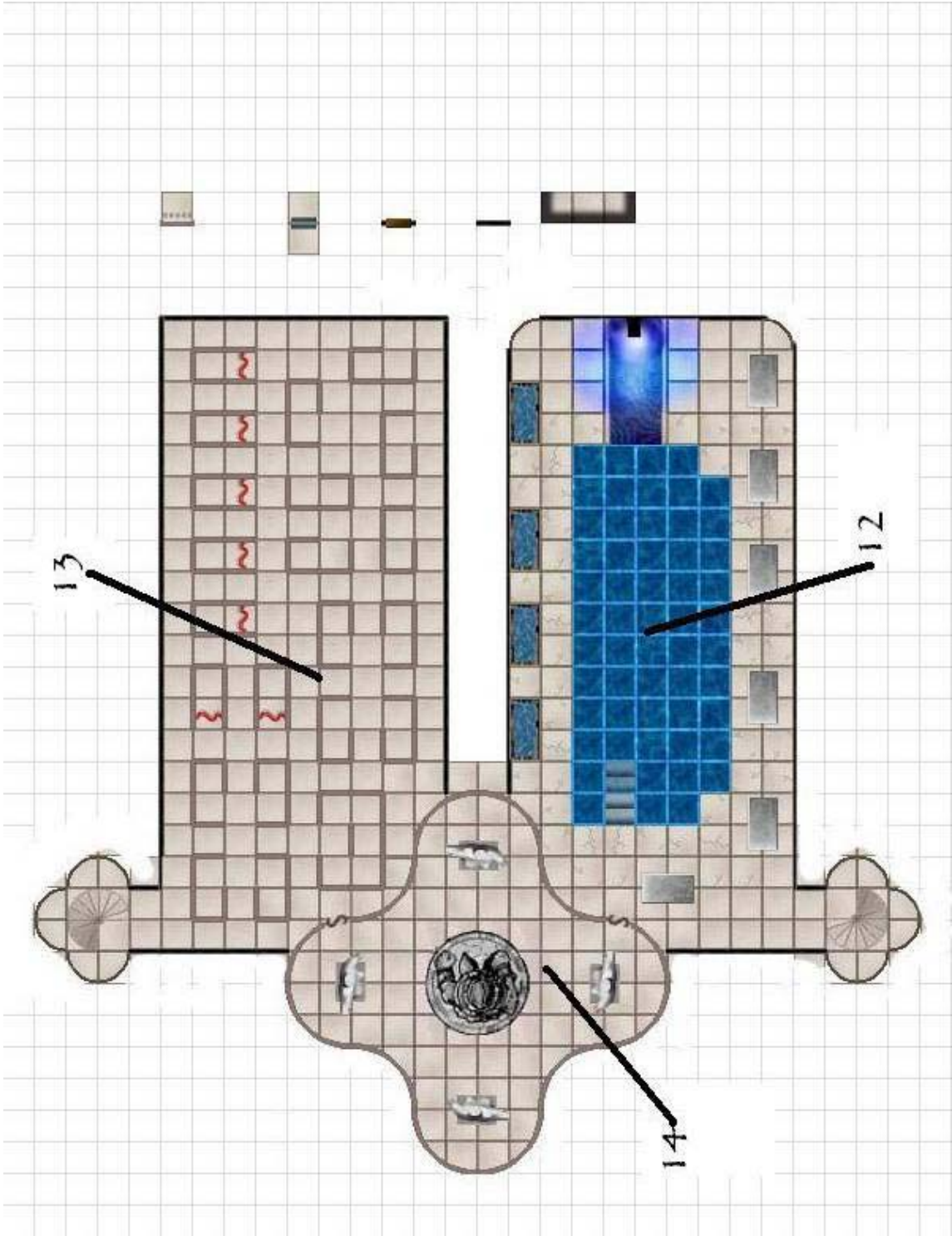
Monastery Main floor



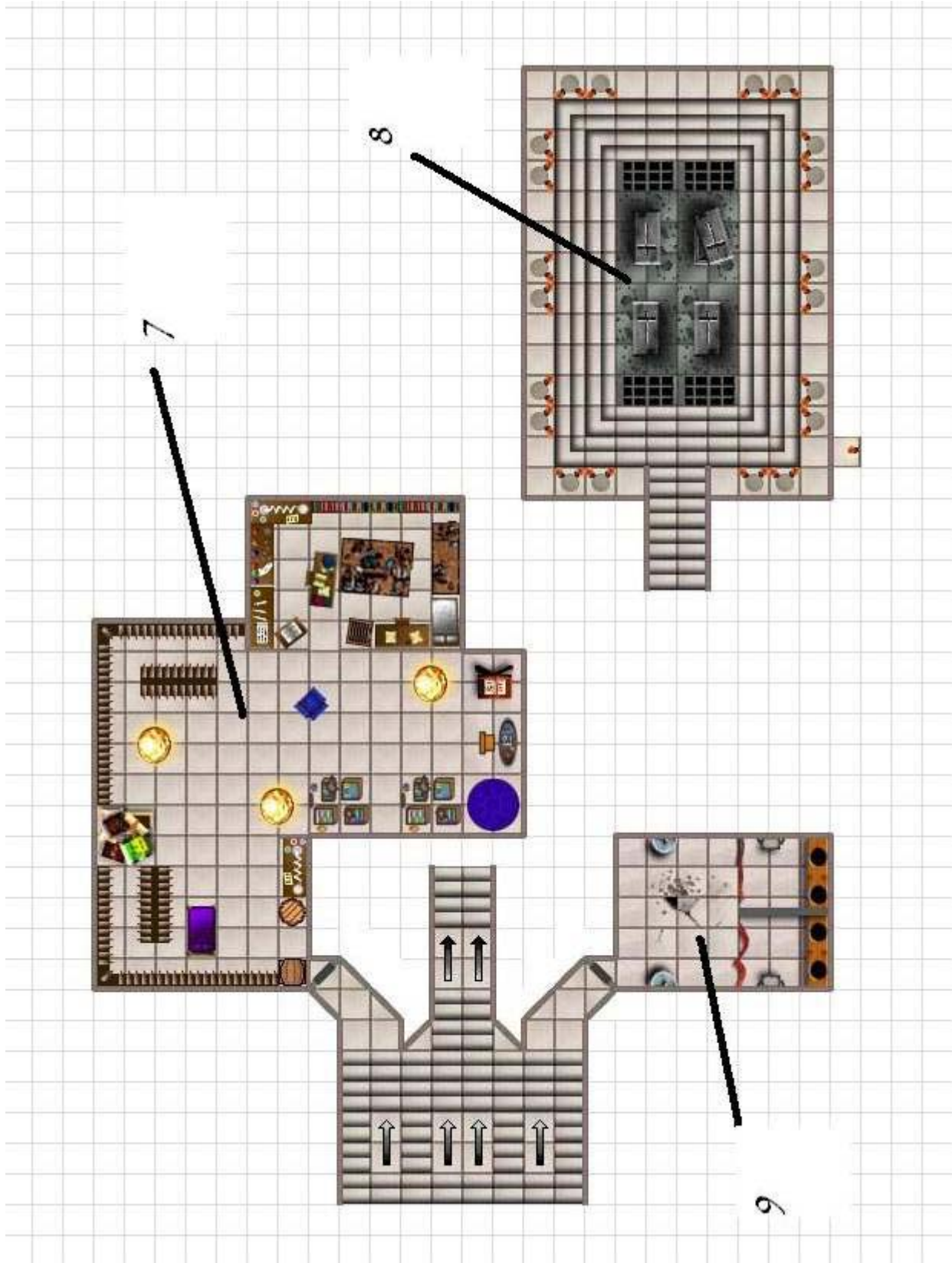
Monastery roof



Monastery Spa Areas



Monastery Basement



Appendix 6: General Background Information

Deity Information

From the Official listing of Deities V1.0.

Lendor:

Intermediate Deity of Time, Tedium, Patience, Study

Worshippers: Suloise

Holy Symbol: A crescent moon in front of a new moon surrounded by 14 stars

Alignment: LN

Domains: Knowledge, Law, Protection

Prestige Domain: Community, Divination, Domination, Mind, Summoning

Weapons: Great Sword

Norebo:

Lesser Deity of Luck, Gambling, Risks

Worshippers: Suloise

Holy Symbol: A pair of Eight Sided Dice

Alignment: CN

Domains: Chaos, Trickery, Luck

Prestige Domains: Celerity, Madness, Summoning.

Weapons: Dagger

Phaulkon:

Lesser Deity of Air, Wind, Clouds, Birds, Archery

Worshippers: Suloise

Holy Symbol: A winged human silhouette

Alignment: CG

Domains: Air, Animal, Chaos, Good, War

Prestige Domains: Beastmaster, Celerity, Exorcism, Mysticism, Summoning

Weapons: Longbow, Dagger

SyruL:

Lesser Deity of Lies, Deceit, Treachery, False Promises

Worshippers: Suloise

Holy Symbol: A forked tongue

Alignment: NE

Domains: Evil, Knowledge, Trickery

Prestige Domains: Divination, Madness, Mind, Mysticism, Summoning

Weapons: Dagger

WeeJas:

Intermediate deity of Magic, Death, Vanity, Law

Worshippers: Suloise

Holy Symbol: A red skull, sometimes wreathed in flame

Alignment: LN (LE)

Domains: Death, Law, Magic

Prestige Domains: Divination, Domination, Mind, Pestilence, Summoning

Weapons: Dagger, Wizard Weapons.

General Notes (not from the LG Deities list):

Lendor is widely considered to be father/creator/mother of the Suel pantheon. Though often represented as a male, Lendor is generally considered to be sexually ambiguous. His initial offspring were the four deities mentioned above (Norebo, WeeJas, Phaulkon, and Syrul). The worship of Lendor is not popular, both by choice and circumstance. Priests of Lendor tend to be self-absorbed and are often perceived as aloof. They have little or no desire to recruit and their goals and aspirations are not what the general public consider exciting by any stretch of the matter. The main body of worshippers are largely sages and old men. The priesthood tends to be elderly, rigid and uncreative. They have an almost morbid preoccupation with ritual, formalities, and their own interests. Much like their god, they feel that the affairs of the universe at large are much more interesting and relevant than the petty day-to-day affairs of man. Though Lendor is the parent of the four above, his interest in the affairs of his progeny are largely peripheral at best. Both he and his worshippers are staunchly Lawful Neutral, making no move to interfere except when matters seem to threaten the very fabric of the multiverse itself, a rare occurrence to be sure.

House Meissel

From the Duchy of Urnst website (<http://www.duchyurnst.com/>)

House Meissel is the proud owner of perhaps the most adept merchant in all of Urnst. Eighty-year-old Count Urmen Meissel, leader of House Meissel, has secured a stronghold on many electrum, silver, and gem mines along the Cairn Hills. Count Urmen's mind is still very keen, although his health is fading. Therefore, his three sons are currently vying for ownership of the House when Count Urmen dies, expending great amounts of House resources in the competition. The eldest son, Wefreid Meissel, is an avid follower of the school of Skepticism and views those teachings as a method of furthering the family power. The other two sons oppose this line of thinking, hoping to keep to their father's original plans.

House Einstoffen

House Einstoffen is a small merchant house in the Duchy of Urnst. They are known primarily for dealing in less precious gemstones as well as importing and exporting very rare specialty

items from far away and often exotic sources. They are known to employ humanoids of sometimes questionable nature in their employ, but none of House Einstoffens humanoid retainers have ever been anything but lawful citizens. Possibly the most interesting thing about House Einstoffen is that they are more interested in merchanting than in politics. They involve themselves in politics only as an end to performing business. They seem to have no desire to join the Noble Houses of the Duchy and do not seem to desire growth beyond their own business affairs at this time, unlike some of the other merchant houses trying to elbow their way into the upper crust. House Einstoffen often does a lot of business with the urban and rural poor of the Duchy as well, often at low or no profit.

The History of the Monastery

This monastery, though it has existed for at least 300 years, has largely gone unknown for the bulk of that time. It's presence was primarily known of by the priesthood of Lendor, and that was mostly kept inside the church. Until the taxes of Justinian, it was unknown by the general public, and when the taxes were refused (out of necessity, not choice) by the church of Lendor, it was vacated and has been since. It was only listed as a simple monastery by the church. Only recently has the curative powers of its waters been discovered through an ancient text in the possession of House Meissel. With this knowledge, they are attempting to exploit the curative powers of the hot springs in the most profitable way possible.