

URD4-02

# Breakfast of Champions

A One-Round D&D LIVING GREYHAWK<sup>®</sup>

Duchy of Urnst Regional Adventure

Version 1.02

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Feuding Noble Houses seek the help of adventurers to investigate an ancient shrine recently discovered in the western Abbor-Alz. But the investigation turns deadly when a third party meddles in the fray. A scenario for parties of APLs 6 to 12.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 record-keeping 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.

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

## Playing the Game

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

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 judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge 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 bold italics. 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.

## Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

## LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above 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*.

## 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

- 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

- Attempt to create a table of six 1<sup>st</sup>-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 round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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

## 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 Background

In the early days of the Urnst state, shortly after the Maure Compact, the study of magic began diverging along different paths. Much had been lost in the Twin Cataclysms, for no mages of power survived the final conflict. One group sought new routes to power, exploiting the places within the Cairn Hills where strange new magic could be easily tapped. Another group sought to recreate the powerful magic of the Suel Imperium, and built a site on an intersection of ley-lines in the Abbor-Alz. The site was dedicated to Wee Jas, the goddess of magic. They pursued their goal quietly for some years, but then abruptly sealed and abandoned the site.

Recently, the shrine was uncovered by the Black Wind of the South, a fearsome hill giant wight. He ravaged the outer part of the complex, but wards he could not pierce protected the inner sections. Adventurers killed him before he could return with the means to finish the destruction.

The shrine might have lain undiscovered for many more years, but another adventuring group stumbled upon the site while trying to evade the hostile denizens of the Abbor-Alz. They could not penetrate the wards either, but they took word of their discovery to their patrons in House Meissel.

They did not realize that secrets travel faster than rumors in the Duchy of Urnst, and breed dangers of all kinds. A priest of Syrul is planning to use the animosity of the houses to lay a trap for adventurers.

## Adventure Summary

While resting in Pontyrel, the adventurers are approached by a messenger on behalf of a noble house. If the adventurers accompany the young man, they will be brought to the Temple of Pelor to meet Uthor Meissel.

Uthor does not care about enmities between the players and his house, with the sole exception of those involved in the degradation of a monastery to Lendor in the Cairn Hills (see URD3-03 Spring Cleaning). However, Uthor is a kindhearted man and offers characters that have earned this enmity a chance to redeem themselves. He wishes the party to travel to the newly rediscovered shrine to determine the nature of the wards protecting it and any dangers that might confront those exploring the site. He intends to help organize an expedition to recover what can be saved from the shrine upon receipt of a favorable survey report from the adventurers. If the party completes this task successfully his enmity will be removed for past transgressions. Those who are already in his favor will find it redoubled. If the party refuses, the favor will be revoked or the enmity redoubled. If the adventurers agree to help they will receive a map to the site.

Since it is late in the day, the adventurers will probably not wish to journey until the next day. That evening, they will encounter Ashlyn Szabo performing in the inn. Ashlyn will remember any adventurer who aided her House at a mine in the Cairn Hills (see the Duchy of Urnst adaptation of ADP1-09 Sinkhole). In addition she will greet any adventurer of 11<sup>th</sup> or higher level by name. She wants to find out what the adventurers are doing in Pontyrel, whom they're doing it for, and whether they can be recruited to help House Szabo in their feud with House Meissel. If the adventurers are likely prospects, she'll give them directions to meet with her cousin in the morning.

Alas, her cousin is not nearly as noble of heart as Ashlyn. Ashlyn thinks the plan is to beat House Meissel to the shrine and retrieve its secrets for her House, but her cousin's goal is to make sure that those working for House Meissel are removed from action. He won't say this outright, but he'll certainly hint that the party should put an end to those working for the opposing side. If the party chooses to accept the task, they will receive an initial payment and a map (curiously, it is an exact duplicate of the Meissel map) to the site.

On the way to the site, a group working for House Szabo will ambush the adventurers.

When they reach the site, they discover that the shrine is accessible only via a long tunnel slanting into the core of a mountain. Deep within, the priest of Syrul has bargained with some devils to slay any interlopers in the demolished outer section of the shrine while he searches for information and a means of breaching the inner wards.

If the adventurers win past the devils, they will find the cleric's guards in the library in the middle section. At some APLs they will also encounter the cleric's associate, a wizard of considerable skill. At APL 12 they will encounter the cleric as well. He will try to kill the adventurers if he can or flee if he can't.

Assuming the characters win, they find that the inner ward is effectively unbreakable by the means they have at hand ... but that the ward is failing. It might last a century, or perhaps only season, but when it fails, what lies within will be unshielded for the first time in nearly a thousand years.

After the party has dealt with the villains in the shrine, a group of fighting men led by Lord Rochard Lorinar arrives. Lord Rochard has been hunting bandits reported in the Abbor-Alz (actually, these are various groups working for rival sides in the feud, and Lord Rochard is following a map recovered from one of the groups). He assures the party that Lord Ellis will be sending an expedition to the site to secure it "for the good of the realm". He seeks their oath to tell no one of what they have found. If they are hesitant he will remind them that Rary the Traitor forces are just across the mountains from the site and that it is important to avoid drawing Rary's attention to this site.

## Introduction: Looking for A Few Good Adventurers

*Your breath steams in the cold, crisp air as you enter Pontyrel after a short day of travel. Unusually dry and cold weather has made your journey swifter than you expected; you look forward to a lazy afternoon relaxing in the city. The city bustles with activity.*

*As you make your way through the crowds, a young Suel boy, perhaps ten summers old, stops you.*

*"Are you heroes? There were people here last year that went on a quest for a jade church, and others who went to find something for the Church of Pelor, and there's always more goin' into the hills to help the dwarves. Are you like those people?"*

*The boy pauses for breath. "Because if you are, there's this priest who wants to find people like you. He wants your help. He wouldn't tell me why, but it's gotta be about an adventure, right? Will you come hear what he has to say?"*

*He waits expectantly for your answer.*

The boy is Serald; he often runs messages and errands for merchants and others in the city. If the adventurers want to follow up on the message, he leads them to the Temple of Pelor. Along the way he'll pester them nonstop with questions about their past deeds.

Unlike the rest of the city, the Church of Pelor is quiet today; only a few lay people are present when the characters arrive. Serald leads the adventurers to a small meeting room. Several sturdy chairs surround a low table. A large map of the southwest portion of the Duchy lies unrolled on the table, with the edges held down by

several books. Serald excuses himself. He returns in a few minutes leading a cheerful young Suel man dressed in the robes of a Pelorian priest. He seems happy to see the party.

*"Hello, I am Uthor Meissel. Please, sit and be comfortable. I won't take much of your time."*

*"You probably think that I've asked you to come help me on a matter of church business. You are right, but not quite how you think! In addition to my work for Pelor, I work with others who walk different paths. Once many Suel supported the churches in Urnst, but Justinian's unjust edict drove many churches from Urnst. Today many churches are frail compared to past days."*

*"I do what I can to restore faith among the people of Urnst, both for those called to the light of Pelor and for those who follow other paths in the light. Some of us, scattered among the faithful, work together where we can for the common good."*

*"A group of people that I have aided from time to time found something interesting in the Abbor-Alz. It looked like an old shrine. The front part was ruined, but there were a pair of doors, which were undamaged. Unfortunately they couldn't get the doors open."*

*"I want you to go there, explore the site, determine if it really is a shrine, and bring word back of what you find. If you do find something of interest, you'll find that I can aid you in many matters with churches in Urnst."*

If any of the adventurers have the enmity of Uthor Meissel from Spring Cleaning (URD 3-03), Uthor continues:

*"Some of you have chosen poorly in the past, by supporting Aldor's plan to convert a Lendorian monastery to a spa. If you aid me in this matter, I will spread word among the faithful that you have changed your ways."*

Uthor can provide some basic information on the western Abbor-Alz:

- It is a low but rugged mountain range, sparsely populated by Flan, orcs, ogres, giants, and other unsavory creatures. Manticores and wyverns are known to hunt in the deeper reaches of the mountains.
- The prior group found the site while hiding from a wyvern. It is tunneled into the side of a granite ridge. The site is about four and a half days journey away by foot, or two and a half days by horse. The easiest route is to journey by road and trail to

Kelefane, and then cross-country to the site, which lies east of the Knife Edge Pass.

- The group found a ruined complex at the end of the tunnel. There was a large room surrounded by many smaller rooms. There were two iron doors, which were undamaged, each covered in small reliefs depicting the Suel pantheon. Possibly the site may have been a monastery or retreat.

If the group agrees, Uthor has one last bit of explanation to give:

*"There's just one slight little problem. The group who brought me this information was not exactly clear on where the site is. Six people, six different ideas about where the site is. Obviously I can't spend months chasing over the Abbor-Alz, so I've asked a few groups to check out some possible locations. Here's the site I'd like you to look at."*

Uthor hands the group a map and written directions to the site. The map portrays the southwest portion of the Duchy, from Maure Castle to Knife's Edge Pass, and from Karistyne to Castle Molk. The destination is marked in Abbor-Alz, east of Knife's Edge Pass, with the swiftest route to the site marked on the map.

If the party inquires about using divinations to find the site, Uthor replies that divinations have been silent on what location is correct. (For the effect of a party casting a divination, refer to the discussion of the barrier in Encounter Five.)

## Encounter One: Eat, Drink and Be Merry

Since it is already late afternoon, the adventurers may not wish to depart Pontyrel until the next day. If they do choose to leave town immediately, skip to Encounter Three.

In the evening, the characters have no trouble finding lodging in a comfortable inn not far from the Temple of Pelor. However, the inn is packed with local people who have come for the evening entertainment; the famous Ashlyn Szabo is performing.

Ashlyn is an attractive Suel woman, about forty years old. She is dressed in a stunning red silk gown. The golden cup of House Szabo is worked into the embroidery of her gown. Characters can recognize her house affiliation on a DC 10 Knowledge (Nobility and Royalty) or DC 15 Knowledge (Local, Nyronid Metaregion) check.

🎭 **Ashlyn**, female human (Suel) Brd14: Cha 20, Perform +24.

Her performance is quite lengthy, interrupted many times by hearty applause. Afterward, she makes her way

through the crowd, stopping many times to talk briefly with people. She seems to take a genuine interest in people's stories and problems.

Eventually, she makes her way to the character's table. She greets each of them in turn in their native tongue. Characters of 11th level or higher and their cohorts will be greeted by name. Once she has greeted everyone, she asks the following:

***"So what brings you to Pontyrel? I'd have expected you to still be in the Vale, or at Dumadan, putting things back to rights. Don't tell me that you're between adventures right now? Or have you some new adventure you're planning?"***

Ashlyn has several goals in questioning the characters. She seeks interesting tales for her future performances, and she's trying to subtly determine if the characters are aiding her House's rivals, House Meissel. If she does find out that the party is working for House Meissel, she reminds them of reasons why they shouldn't work for the Meissels:

***"Why would you want to help the Meissels? Have you not heard how they have been trying to dupe others into doing their dirty work? Do you recall how they kidnapped a cleric of House Burlondin and tried to trick adventurers like yourselves into killing her? Or how they tried to frame the gnomes for attacks on the Great Lukala River Race?"***

It is possible that a skilled character could bluff Ashlyn into thinking that the party is unemployed or willing to abandon a prior arrangement with Uthor Meissel. A Bluff check of DC 15+APL will allow a character to mislead her. If her suspicions are aroused by a failed check, any subsequent bluffs require two separate checks, one by the character attempting the bluff and one by a character chosen by Ashlyn. She is shrewd enough to choose the least talkative player characters for the second check, reasoning that they are less likely to possess the skills to mislead her.

Ashlyn will press the party to drop their if it looks like the party is wavering, but if the party is determined to support the Meissels she will regretfully bid them farewell:

***"I think that supporting the Meissels is a poor choice on your part, but if you will not be persuaded, I will not waste your time further. Good evening."***

Ashlyn is also looking for idle adventurers who might be up for a bit of work. If the party has turned down Uthor, or thought better of working for a Meissel, she points out that her cousin, Philamon Szabo, has a small task he

needs aid with. It is a "trifling matter" that should take stalwart adventurers only a few days to accomplish. She doesn't know the exact details but will gladly direct characters to meet with her cousin in the morning at the House Szabo warehouse complex.

## Encounter Two: It's So Hard To Find Good (Cheap) Help

If the party takes up Ashlyn's offer, they will be directed to visit the Szabo mercantile compound early the next morning. If the party doesn't take the offer, skip to Encounter Three.

The House Szabo compound consists of several warehouses and offices, located in the northeast part of the city near the road to Seltaren. Even at this early hour it is busy with another caravan being prepared.

As the party enters the compound, a guard hails them.

***"You there. Halt and state your business."***

Once the party has explained that they are here to see Philamon, he points out the factor's office.

A young clerk looks up as the characters enter the office. Upon hearing their business, he bids them to wait a moment while she checks if Philamon is available. A few moments later she ushers the characters into Philamon's office.

***A silver-haired man, perhaps fifty summers old, rises as you enter the office. "Please, come in. Ashlyn left word to expect you."***

***I have a small task, which I'd like you to do for me. It seems our rivals are making arrangements to send groups into the Abbor-Alz looking for something. Supposedly, they're looking for a shrine; but I doubt that is the real story. Next, someone while be claiming that the supposed 'green chapel' or whatever it is called is real! It's likelier that it's just a cover story for some other venture, a new gem lode perhaps."***

***"I've happened to acquire a set of maps to this supposed shrine. Six of them, to be exact. Now, six shrines in the mountains would be unlikely, but six mines, that's believable. What I need for you to go and check on one of the sites; I can't spare guards to hunt over half the Abbor-Alz. Are you interested?"***

If the party does agree to aid him, he offers the following:

***"You understand, there are many demands upon our resources these days. For the moment, I can provide you with only a modest sum to cover your travel expenses. I realize this is not what you are***

*accustomed to, but I assure you that your efforts will be remembered appropriately when the time comes. A House can locate things that an adventurer might not find available, for example."*

Philamon's offer is not subject to negotiation. He has other groups already on the way to the Abbor-Alz, and does not intend to waste the morning bargaining. If the party does accept his offer, he provides them with a map and a small bag of gold for expenses. The map duplicates the Meissel map save only for the handwriting.

Philamon also hints that he's tired of the interference of adventurers working for House Meissel.

*"If you should happen to come across adventurers working for House Meissel, I hope you'll explain to them that supporting House Meissel is unwise. You know how these people think; I'm sure that you can be most persuasive. I know it's unfashionable to be blunt, but make sure they get the point that they should cut their ties to House Meissel."*

If need be, Philamon continues in this vein. He will never explicitly say that groups working for House Meissel should be attacked, but he hints so broadly that his intent is clear.

#### **Treasure:**

Expense money for aiding House Szabo:

All APLs—L: 0gp; C: 50 gp; M: 0 gp.

## **Encounter Three: Where You Going With All That Gear?**

*Time passes quickly as you make good speed eastward on the river road. About halfway from Pontyrel to Valguard, you turn southeast on a narrow road to Kelefane. Felnarix looms on the southwest horizon, but your path skirts wide of the mountain. Few travelers use this road.*

*Kelefane offers a welcome respite from the road, but you quickly press on southeastward. Crossing the road to the Knife Edge Pass, you ford the upper reaches of the Soltara River and press on along the foothills of the Abbor-Alz.*

*Steep, craggy hills stand like sentinels astride the path you must take. The route marked on your map leads up a small river valley into the Abbor-Alz. As you journey south, the land becomes more bleak and forbidding, until there are no more trees and what grass remains waves gently between the ragged granite walls of the valley. Little wildlife lives in this harsh landscape; only the sight of a wyvern aloft, miles distant to east, hints of the fell creatures said to inhabit the mountains.*

*As the sun begins to sink toward the mountains, you see four humans approaching from upstream. There is a fair-haired man in traveling clothes, a bronzed, taller man in heavy armor, a thin pale woman in studded leather armor, and a dark-haired woman in heavy armor. The darkhaired woman spots you and shouts, "We must stop them!"*

*They begin to jog toward you, drawing weapons as they come ...*

#### **APL 6 (EL 7)**

✦ **Ibalin:** hp 21; see Appendix I.

✦ **Jeraud:** hp 30; see Appendix I.

✦ **Merinda:** hp 16; see Appendix I.

✦ **Rissilda:** hp 32; see Appendix I.

#### **APL 8 (EL 9)**

✦ **Ibalin:** hp 30; see Appendix I.

✦ **Jeraud:** hp 45; see Appendix I.

✦ **Merinda:** hp 27; see Appendix I.

✦ **Rissilda:** hp 46; see Appendix I.

#### **APL 10 (EL 11)**

✦ **Ibalin:** hp 39; see Appendix I.

✦ **Jeraud:** hp 52; see Appendix I.

✦ **Merinda:** hp 44; see Appendix I.

✦ **Rissilda:** hp 58; see Appendix I.

#### **APL 12 (EL 13)**

✦ **Ibalin:** hp 52; see Appendix I.

✦ **Jeraud:** hp 82; see Appendix I.

✦ **Merinda:** hp 49; see Appendix I.

✦ **Rissilda:** hp 58; see Appendix I.

**Tactics:** The EL of the encounter has been decreased by one due to the limited equipment of the humans.

The attacking adventurers are neither well equipped nor well coordinated in their attack. They want to disable or drive off the characters. They are relying mainly on Ibalin's spells to knock out their opponents, so they will try to protect him from mounted and melee combat.

If the fight goes against them, the attackers will surrender once Ibalin and Rissilda have fallen.

#### **Treasure:**

APL 6: L: 168 gp; C: 40 gp; M: oil of bless weapon (8 gp), 6 potions of cure light wounds (25 gp), scroll of align

weapon scribed at caster level 3 (12 gp), wand of shield (62 gp).

APL 8: L: 301 gp; C: 60 gp; M: oil of bless weapon (8 gp), 6 potions of cure light wounds (25 gp), scroll of align weapon scribed at caster level 3 (12 gp), wand of shield (62 gp).

APL 10: L: 376 gp; C: 80 gp; M: oil of bless weapon (8 gp), 6 potions of cure light wounds (25 gp), scroll of align weapon scribed at caster level 3 (12 gp), wand of shield (62 gp).

APL 12: L: 376 gp; C: 60 gp; M: oil of bless weapon (8 gp), 6 potions of cure light wounds (25 gp), scroll of align weapon scribed at caster level 3 (12 gp), wand of shield (62 gp).

Questioning the Vanquished:

The party may capture these misguided fools or question their corpses. Use the following guidelines for answering questions.

- Ibalin was hired to investigate a possible new mine in the southern Abbor-Alz. A DC 20 Diplomacy or Intimidate check will extract from him the admission that he was hired by House Szabo to investigate the mine. He convinced Merinda, Jeraud, and Rissilda to accompany him.
- On the way to the mine, they were attacked by a group of three adventurers. From the bodies they recovered a map showing the location of a shrine. They quickly realized that the maps were showing the same location and they went to investigate.
- In the north wall of this canyon, about half a day's journey to the west, there is a cave in the north wall. This is apparently the site indicated by both maps.
- Rissilda cast an augury while they prepared to enter the complex. Her augury was successful and she is absolutely convinced that any attempt to investigate the cave can only have baleful consequences. (Rissilda has misinterpreted the augury, which actually indicated that her group would face woe if they entered the cave.)
- They returned downstream determined to stop anyone else from seeking out the cave. Under no circumstances will they agree to join up with the characters to investigate the cave.

The player characters could execute the attackers, or could strip them of gear and release them, or could take them to Kelefane or Sete and turn them over to the authorities.

Consequences of Defeat:

The attackers do not want to kill the characters so much as drive them away. If the characters flee, the attackers do not pursue. Rissilda will attempt to stabilize any

unconscious characters if she can. The bodies of unconscious and dead characters will be stripped of gear and dumped a short distance outside of Sete. Survivors may make use of the charity of friends (per the LGCS) to re-equip themselves after the adventure.

## Encounter Four: Hell's Breakfast

It is about midmorning when the party finds the site of the shrine. The site is in a canyon. A large rockslide has tumbled down the north wall of the canyon, exposing the entrance tunnel. The slope is covered in loose shards of rock; treat it as difficult terrain. A large cylinder of granite, about 10 feet in diameter by 30 feet long, lies at the base of the slope.

- A DC18 track or DC 20 search check will reveal that other groups have entered the complex ahead of the party.
- A D23 track check reveals that at least two groups of four to six humanoids each entered the tunnel.
- A DC 29 track check detects the track of a single hill giant entering the tunnel.
- A DC 34 track check discerns the track of the same hill giant leaving the cave; this is the only track that leaves the tunnel.

Detect evil reveals a faint trace of evil lingering in the floor of the passage.

The tunnel proceeds about 300 feet north into the granite of the ridge. It is 10 feet wide and ten feet tall, with smooth sides. A DC15 Knowledge: (Architecture and Engineering) check or a DC 15 stonemasonry check reveals that the tunnel slopes uphill slightly and was not hewn by normal mining techniques. The passage then turns left and continues 30 feet to a doorway. Short lengths of chain are spiked to the floor at intervals in the 30 feet tunnel section and entryway of the room.

***The smell of blood hangs in the air as you enter a large room. Several blood trails lead from a pool of blood in front of the doorway away to the north wall. Rubble lies in chest-high piles along three walls. Above the rubble, small rooms look down upon the main room. On the wall opposite your doorway, two iron doors flank the remains of a large mosaic. The mosaic is too badly damaged to make out details, but the doors and their alcoves stand strangely undamaged amidst the general devastation.***

***As you enter, a voice speaks to you from your right. "You're late. But not too late for breakfast," the kyton chuckles as he cracks his knuckles. Chains rattle and sprout spikes and razors as they rise around you.***



#### APL 6 (EL 9)

➤ Advanced Imp Sorcerer: hp 37; see *Appendix I*.

➤ Kyton: hp 52; see *Monster Manual*.

#### APL 8 (EL 11)

➤ Advanced Imp Sorcerer: hp 46; see *Appendix I*.

➤ Kytons (2): hp 52, 52; see *Monster Manual*.

#### APL 10 (EL 13)

➤ Advanced Imp Sorcerer: hp 46; see *Appendix I*.

➤ Advanced Elite Kytons (3): hp 85, 85, 85; see *Appendix I*.

#### APL 12 (EL 15)

➤ Advanced Erinyes: hp 123; see *Appendix I*.

➤ Advanced Imp Sorcerer: hp 78; see *Appendix I*.

➤ Advanced Elite Kytons (3): hp 85, 85, 85; see *Appendix I*.

**Tactics:** The EL of the encounter has been increased by one due to the preparations made by the devils.

All of the devils begin with *mage armor* precast upon them by the imp. The imp begins the encounter invisible. Both effects are visible if a character is using *see invisibility* or similar magic. At APL 12, the imp has also precast *false life* upon himself. If reduced below 15 hit points, the imp uses *invisibility* and attempts to flee. If the situation is hopeless, the imp attempts to bargain for his life, possibly using *suggestion* to convince a likely target that the imp's information is worth its freedom.

The kytons take advantage of the chains spiked to the floor around the entrance and to the ceiling of the entrance tunnel to attack using their dancing chains supernatural ability. As long as the imp or erinyes are able to give directions, the kytons will concentrate on vulnerable targets. Once deprived of guidance the kytons fight the nearest opponent.

At APL 12, an erinyes is present. Her presence makes sneaking up on the devils difficult, since her *true seeing* ability penetrates illusions such as *invisibility*. Her ability to see perfectly in darkness prevents characters from using darkness to hide from her (such as with the shadowdancer hide in plain site ability), though cover or non-illusion, non-darkness based concealment would still permit hiding. She has already used her *summon baatezu* ability for the day. If she is reduced below 25 hp she flees using her *teleport* ability.

At APLs 6, 8, and 10, it is possible that the noise of combat will alert Encounter Five, but it will not change the encounter. The villains will remain in wait in the next room rather than moving to intervene, and have no preparatory spells to be cast prior to combat. At APL 12, it is important to determine if the villains in Encounter

Five hear the combat. Make Listen checks for Sarnin and Thilissa at DC 22; see the tactical notes for Encounter Five for their reaction.

#### Treasure:

APL 6: L: 1 gp; C: ogp; M: ogp.

APL 8: L: 1 gp; C: ogp; M: ogp.

APL 10: L: 1 gp; C: ogp; M: ogp.

APL 12: L: 2 gp; C: ogp; M: +1 flaming composite longbow, mighty +5 strength (742 gp).

#### Development:

Exploring after the battle, the party will find the bodies of six adventurers concealed behind rubble on the room's north edge. The group has already been stripped of all gear.

## Encounter Five: Hail and Farewell

Both iron doors are hardness 10, and have 60 hit points. The southern door is stuck closed (DC 32 strength check to open). The northern door opens into a large chamber with a loud, grating shriek of protest. The hinges are on the far side of both doors and therefore are inaccessible for purposes of oiling to reduce the noise. If the villains can hear which door is being opened, they will reposition in front of that door. However, a party that uses *silence*, *dimension door*, or similar magic could surprise the villains if the fight with Encounter Four has not already alerted them. Adjust the read-aloud text as needed if this happens.

*In front of you is a room nearly as large as the entry room. But where the first room was rubble and chaos, this room is orderly. Bookcases and tables line the north and south ends of the room and you catch a glimpse of a pool to your left. But dominating the room is a swirling cloud of mist, about 30 feet away, curving away from you as it fills the far side of the room. Strange flickers of color race through its depths, in all the shades of the rainbow. Yet somehow it also seems paper-thin, as if the depths were mere illusion.*

*Between you and the barrier stand people who look very displeased to see you ...*

At APL 12, use the following text:

*A tall, slender man looks at you with haughty disdain. "At last, a group strong enough to best my guardians. May I have the honor of your names before we begin? I do so like to know which pawns I'm killing."*

At APLs 6, 8, and 10, use the following text instead:

***A large, burly half-orc glares at you, and then looks to his companion(s) for a moment. "You want names, or you want I kill them? Bah! I kill them. Let him ask their spirits if he wants their names!"***

***With a roar of challenge he grasps his falchion with both hands and raises it on high.***

#### APL 6 (EL 8)

✚ **Benar:** hp 51; see Appendix I.

✚ **Thilissa:** hp 35; see Appendix I.

#### APL 8 (EL 10)

✚ **Benar:** hp 51; see Appendix I.

✚ **Faldon:** hp 43; see Appendix I.

#### APL 10 (EL 12)

✚ **Benar:** hp 76; see Appendix I.

✚ **Faldon:** hp 43; see Appendix I.

✚ **Thilissa:** hp 51; see Appendix I.

#### APL 12 (EL 13)

✚ **Benar:** hp 76; see Appendix I.

✚ **Faldon:** hp 43; see Appendix I.

✚ **Sarnin:** hp 78; see Appendix I.

✚ **Thilissa:** hp 51; see Appendix I.

**Tactics:** It is advisable to read through the notes on the barrier before running this encounter.

If the villains are alerted by attempts to open the southern door or by noise from the fight in Encounter 4, Sarnin will begin casting preparatory spells in the following order: *freedom of movement*, *mass bear's endurance*, *shield of faith* upon himself, *shield of faith* upon Thilissa, *divine power*, *righteous might*. If the characters have not entered the inner chamber, two rounds after Sarnin completes the preparatory spells or two rounds after combat ends in Encounter 4 (whichever comes last), the villains will enter the entry room via the northern door.

If Sarnin does not have a chance to cast preparatory spells, he will begin combat by casting a quickened spell and *freedom of movement*. Starting on the second round he will react as best he can to circumstances. His preference will be to cast *divine power* and/or *righteous might* and fight his foes hand to hand rather than with spells. If the fight turns against him he will use *word of recall* to withdraw, taking one of the other villains with him if he can. His preference order for taking a villain with him is Thilissa, then Faldon, and lastly Benar.

At APLs 6, 10, and 12, Benar and Thilissa maneuver to flank foes. At APL 8, Benar tries to keep foes away from

Faldon. In both cases they prefer melee combat to ranged combat.

Faldon will start by casting *confusion* upon his foes. He will then use *Otiluke's resilient sphere* to isolate a spellcaster, preferring to isolate an unconfused spellcaster if possible. Thereafter he act in whatever manner seems best to defeat the party.

#### Treasure:

APL 6: L: 98 gp; C: 39 gp; M: +1 breastplate (112 gp), +1 studded leather (98 gp), 2 oils of magic weapon (8 gp), 2 potions of cure moderate wounds (50 gp), silversheen (21 gp), Compendium of Third Level Spells (108 gp).

APL 8: L: 6 gp; C: 95 gp; M: +1 falchion (198 gp), +1 breastplate (112 gp), cloak of resistance +1 (83 gp), pearl of power (1st level spell) (83 gp), 3 potions of cure moderate wounds (75 gp), silversheen (21 gp), Compendium of Third Level Spells (108 gp).

APL 10: L: 59 gp; C: 232 gp; M: +1 falchion (198 gp), +1 breastplate (112 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), oil of magic weapon (4 gp), pearl of power (1st level spell) (83 gp), 3 potions of cure moderate wounds (75 gp), 2 vials of silversheen (42 gp), Compendium of Third Level Spells (108 gp), Compendium of Fourth Level Spells (107 gp).

APL 12: L: 194 gp; C: 45 gp; M: +1 falchion (198 gp), +1 breastplate (112 gp), cloak of resistance +2 (333 gp), headband of intellect +2 (333 gp), pearl of power (1st level spell) (83 gp), periapt of wisdom +2 (333 gp), 3 potions of cure moderate wounds (75 gp), 2 vials of silversheen (42 gp), Compendium of Third Level Spells (108 gp), Compendium of Fourth Level Spells (107 gp).

#### Questioning the Vanquished:

The party may capture some of the villains or question their corpses. Use the following guidelines for answering questions.

Benar knows very little about the villain's goals.

- He has been working as a bodyguard for Faldon for about two years.
- He does not know Faldon's goals, but Benar does know that Faldon has been searching for obscure arcane lore.
- His trips have covered the Duchy of Urnst, but have mainly been focused in the old Maure lands.
- Sometimes Faldon leaves without him for days or weeks before returning.

Faldon's interest is magical power. He wants it, and doesn't care where or how he finds it.

- He agreed to help Seldin investigate this shrine in exchange for equal access to anything they found.

- He used a *disintegrate* scroll to take down the wall of force which protected the alcoves in the entry room from whatever ravaged it (Faldon does not know this damage was done by the Black Wind of the South).
- So far, he has not been able to penetrate the mesmerizing effect of the barrier.
- He has already taken many items from the library to his home. His most recent home is far to the west in the Lortmil Mountains.

Seldin and Thilissa are much more difficult to interrogate. Both seem utterly indifferent to threats or intimidation; detect thoughts or similar magic will reveal that both are thoroughly intimidated by something much worse than the characters.

The following information can be extracted from Thilissa:

- She has been working for Seldin for four years.
- Seldin saved her life, but she is deeply frightened of what will happen to her if she betrays him.
- She knows that he works with many others, some who follow Syrul and some who do not, but all work against the current order in the Duchy.
- She believes that everyone she works with is disguised and using a false name, and because of that she is not sure how many belong to the conspiracy. She has had her own features altered permanently twice by magical means.

Seldin, if given the opportunity, will rant at the characters about what fools they are and gloat over past victories.

***“Ask your questions. You have no idea what the truth is. You’d believe I was lying if I told you. It has been a pleasure using you to do our work. Getting you to wipe out the Daymistress and the Teranors at the same time, that was a work of genius. The only drawback was that it gave you the idea that you could poke your noses into everything. I have to congratulate you, you are much more attentive than the nobility. But it has gotten so tiresome to deal with you adventurers. You’ve become more trouble than you are worth. It’s time to cull the herd. Well, I got to thin a few of you out, anyway, and even while you waste time questioning me, others die in the hills. You didn’t think I did this alone, did you? Why make sure there are seven sites to investigate if you aren’t going to kill meddling interlopers at them all?”***

Seldin is quite willing to spin one outlandish tale after another. If even half of what he says is true, he’s been behind every evil deed in the Duchy in the last three years. Unfortunately, it is very easy to tell when he is

lying; his lips are moving. One gets the feeling that there is a lie and a truth hidden in every sentence he speaks, even when his corpse is questioned using *Speak with Dead*.

Development:

Between the doors, there is a small pool below a large mural of a stunningly beautiful young woman. The pool of water is utterly still. It remains utterly still if anything is placed or dropped into it; there are no ripples and no splashes. The woman in the mural is slender and clothed modestly in a fine but unadorned gown. She wears a dark veil over her red hair, and looks up with deep blue eyes at the viewer as if in response to a question. Behind her are depicted summoning circles and braziers, bookcases and portals, alchemical instruments and scrying crystals. A sly-faced, fair-haired man stands in the background, gesturing as if to throw something in his hand into one of the circles.

The lower portion of the mural is obscured by a large scroll, which has been unrolled horizontally and tacked onto the wall. Name after name, perhaps two or three hundred, written in a sure, strong hand, are listed on the scroll. Some you recognize: Karl, Edron, Ellis, and others of the nobility; others are familiar but of common birth. Perhaps two-dozen names have been stricken through with a line. The common thread linking the names is that they all have been adventurers at one time or another. (Any adventurer who had a home region of the Duchy of Urnst in CY 593 and was 11th level or higher at some point during that year will eventually find their name on the list if they look long enough.) It is signed with a large cursive A in the lower right corner.

If the characters take down the scroll, clear off the mural, and pay their respects to Wee Jas, they receive a blessing (refer to the Adventure Record for details).

Along the sides of the room, there are many books. Time has not been kind to those that were written using mundane inks, and few contain any legible writing. All are written in ancient Sueloise. There are two books (three at APLs 10 and 12) sitting on one table on the north wall, which are intact; these are the tomes listed in the treasure tally above.

The Barrier:

The barrier is a roiling, swirling opaque hemispherical curtain which blocks off most of the far side of the chamber. A thick layer of dust lies in a band three feet wide adjacent to the barrier. The floor continues right up to the edge of the barrier, but there is a gap about a foot wide between the ceiling’s edge and the barrier. A successful DC 35 Knowledge (Arcana) check will discern that this barrier is not merely magical, but also twists the fabric of time itself. A +4 circumstance bonus applies to the check if the character has witnessed a time-distorting magical effect before (for example, *CORS3-03 Return to the Ghost Tower of Inverness*, *PAL 2-01 Drawing from Life* and *NYR 3-06 Beyond the Wisteria Tree* contain such effects).

The barrier interacts unusually with magical divinations. Any divination attempted on or through the barrier (such as *detect magic*, *arcane sight*, *clairvoyance*, *scry*, etc.) requires a DC 24 Will save or the caster will become fascinated as if by a *rainbow pattern*. The fascination lasts until the divination spell ends. A fascinated caster will not discern any information about the barrier or what lies beyond, but will only have an impression of brilliant, ever-shifting patterns of sound and color.

Successful *auguries* return results of woe for any attempt to penetrate or see beyond the barrier. *Divination* and *commune* receive answers suggesting that attempts to open or penetrate the barrier in some manner would be unwise, and that the barrier will open soon enough (perhaps sooner than you like!). Questions about what is inside the barrier or locations beyond the barrier get no responses.

If a caster succeeds on the Will save, some information can be obtained. A DC 25 Spellcraft check while using *detect magic*, *arcane sight*, or a similar effect will determine that the barrier is an overwhelming transmutation magic. Minor divinations such as *detect evil*, *detect undead*, *detect thoughts*, etc. do not detect anything within the barrier. Probing around the ceiling gap with *prying eyes* or similar magic will reveal that the barrier is spherical, and lies inside a slightly larger cavity in the rock. *Identify* and *analyze dweomer* fail with no information obtained, as if they were cast upon an artifact. *Legend lore*, *stone tell*, *vision*, or similar magic provide a glimpse of past events. Modify the read-aloud text as needed for spells which inform the caster of events rather than providing a vision of events:

***You see the same chamber that your companions are in, but both they and the barrier are nowhere to be seen. Instead, you see many fair-haired humans gathered in this chamber. Most are studying over texts, writing upon large scrolls, or are engaged in quiet conversations. Rows of bookcases line both sides of the chamber to full width. Two sets of massive doors stand closed in the area that is obscured by the barrier.***

***Abruptly you sense a shock though your feet, almost like a detonation. People look up in surprise from their work and conversations as a roiling, grey mist begins issuing from the cracks around the doors. As it touches objects and people you see them collapse into nothingness in an instant. You sense several spells being cast at the mist, and suddenly it recoils about a foot. The surface seems to harden and swirl and you feel people press past you out of the entry doors as your vision fades.***

Many other spells operate unusually in the vicinity of the barrier. *Dispel magic*, *greater dispel magic*, and *Mordenkainen's disjunction* do not affect the barrier. Bursts and spreads do not enter the area protected by the barrier.

Rays and targeted spells dissipate harmlessly if used on the barrier. Protective spells such as *antilife shell*, *antimagic shell*, *globe of invulnerability*, etc. are hedged away from the barrier; for example, a *globe of invulnerability* will never be centered closer than 10 ft. from the barrier. If a spell which remains centered on the caster (such as *antimagic shell*, etc.) is cast within its effect radius of the barrier, both the caster and spell are hedged away from the barrier, and the caster may draw attacks of opportunity for being forced away from the barrier. The caster must make a Reflex save (DC based upon caster's ability score and the level of the spell) or fall prone in the space where the spell is hedged.

It is possible to breach the barrier, but it would require months of study followed by the use of a *time stop* and a *miracle* or *wish*, which are beyond the ken of any Player Character to cast.

## Conclusion

After thirty minutes, or just as the party is leaving the complex, fifteen humans wearing the livery of a noble house (black hart on a white field) enter the complex. A DC 12 Knowledge (Nobility and Royalty) check identifies the livery as the personal arms of Lord Ellis Lorinar, the Duke's nephew and commander of the defenses of this area of the Duchy. The leader is a young fair-haired man, clean-shaven and cheerful. He greets the characters:

***"Hail and well met! I am Lord Rochard Lorinar, in service to Lord Ellis. You have done very well this day; I can tell by the foes you have slain. Tell me of what you have found."***

Lord Rochard will not remember any character that he has met in previous adventures.

Lord Rochard will quiz the characters about what they have learned. He will insist on taking any surviving villains into custody and on taking care of the unfortunate dead adventurers from the entry room. He will also ask the characters to keep the shrine, its contents, and the events of this day secret for now. If the party balks, he reminds them of the dangers of publicity:

***"I understand you are eager to recount your deeds, but think of the consequences. To our south lies an enemy that would be very interested in a place like this. It would be in the best interests of Urnst for you to keep quiet and not draw unwelcome attention to this place. I will recommend to Lord Ellis that we take immediate steps to secure this place, but even so secrecy will be its first and best defense. What others do not know of, they will not seek."***

If the characters insist on informing their patrons of what they have found, Lord Rochard will reluctantly agree, provided that the characters disclose who they are working for. Lord Rochard will then compose a brief note, sealing it with his personal seal, to be delivered to the patron. It asks for the patron's discretion in this matter.

It is possible that particularly crafty adventurers could be working for both patrons. Lord Rochard will be willing to provide two notes. He congratulates the adventurers on getting paid twice for the same job.

Lord Rochard will also offer access to purchase certain items as a favor for keeping quiet about the shrine.

The trip back to Pontyrel is uneventful. Whichever patron the party returns to, whether it be Uthor Meissel or Philamon Szabo, will be gracious and appreciative of the information that the party has returned with. The party gains the favor of whichever patron they report to.

If the party reports to both patrons, they receive both favors. However, word of their double-dealing eventually leaks out. Uthor Meissel has no adverse reaction, but the party gains the enmity of Philamon Szabo.

Characters who already possess the enmity of Uthor Meissel from URD3-03 *Spring Cleaning* and slight him a second time will gain his major enmity.

#### The Consequences of Failure:

If the party is slain in *Encounter Four or Five*, all is not lost. Several groups have been sent looking for this shrine and eventually one group will succeed in clearing the complex; shortly thereafter Lord Rochard will arrive and retrieve the character's bodies for *raise dead* or similar magic. Most of their possessions will be recovered. A portion of each character's possessions will be missing (700gp at APL 6; 1500 gp at APL 8; 3000 gp at APL 10; or 5000 gp at APL 12). This represents treasure taken by the devils in payment for their service, treasure taken by the villains, or simply items misplaced in the course of recovering the party. This does not include expenses incurred in raising or resurrecting characters. Cursed items will not be lost as a result of this misfortune.

#### The End

## Experience Point Summary

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

#### Encounter Three:

APL6	210 xp
APL8	270 xp

APL10 330 xp

APL12 390 xp

#### Encounter Four:

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

#### Encounter Five:

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

#### Conclusion:

Award one of the following:

Keeping quiet about the shrine as Lord Rochard requests:

APL6 45 xp

APL8 60 xp

APL10 75 xp

APL12 90 xp

Returning to Pontyrel with information about the shrine for Uthor Meissel or Philamon Szabo:

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

#### Discretionary roleplaying award

APL6 90 xp

APL8 105 xp

APL10 120 xp

APL12 135 xp

#### Total possible experience:

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

Expense money for aiding House Szabo:

All APLs—C: 50 gp.

Encounter Three:

APL 6: L: 168 gp; C: 40 gp; M: oil of *bless weapon* (8 gp), 6 potions of *cure light wounds* (25 gp), scroll of *align*

*weapon* scribed at caster level 3 (12 gp), wand of *shield* (62 gp).

APL 8: L: 301 gp; C: 60 gp; M: oil of *bless weapon* (8 gp), 6 potions of *cure light wounds* (25 gp), scroll of *align weapon* scribed at caster level 3 (12 gp), wand of *shield* (62 gp).

APL 10: L: 376 gp; C: 80 gp; M: oil of *bless weapon* (8 gp), 6 potions of *cure light wounds* (25 gp), scroll of *align weapon* scribed at caster level 3 (12 gp), wand of *shield* (62 gp).

APL 12: L: 376 gp; C: 60 gp; M: oil of *bless weapon* (8 gp), 6 potions of *cure light wounds* (25 gp), scroll of *align weapon* scribed at caster level 3 (12 gp), wand of *shield* (62 gp).

Encounter Four:

APL 6: L: 1 gp.

APL 8: L: 1 gp.

APL 10: L: 1 gp.

APL 12: L: 2 gp; M: +1 *flaming composite longbow*, *mighty* +5 *strength* (742 gp).

Encounter Five:

APL 6: L: 98 gp; C: 39 gp; M: +1 *breastplate* (112 gp), +1 *studded leather* (98 gp), 2 oils of *magic weapon* (8 gp), 2 potions of *cure moderate wounds* (50 gp), *silversheen* (21 gp), *Compendium of Third Level Spells* (108 gp).

APL 8: L: 6 gp; C: 95 gp; M: +1 *falchion* (198 gp), +1 *breastplate* (112 gp), *cloak of resistance* +1 (83 gp), *pearl of power* (1st level spell) (83 gp), 3 potions of *cure moderate wounds* (75 gp), *silversheen* (21 gp), *Compendium of Third Level Spells* (108 gp).

APL 10: L: 59 gp; C: 232 gp; M: +1 *falchion* (198 gp), +1 *breastplate* (112 gp), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), oil of *magic weapon* (4 gp), *pearl of power* (1st level spell) (83 gp), 3 potions of *cure moderate wounds* (75 gp), 2 vials of *silversheen* (42 gp), *Compendium of Third Level Spells* (108 gp), *Compendium of Fourth Level Spells* (107 gp).

APL 12: L: 194 gp; C: 45 gp; M: +1 *falchion* (198 gp), +1 *breastplate* (112 gp), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), *pearl of power* (1st level spell) (83 gp), *periapt of wisdom* +2 (333 gp), 3 potions of *cure moderate wounds* (75 gp), 2 vials of *silversheen* (42 gp), *Compendium of Third Level Spells* (108 gp), *Compendium of Fourth Level Spells* (107 gp).

Total Possible Treasure

APL 6: L: 267 gp; C: 129 gp; M: 504 gp - Total: 900 gp

APL 8: L: 308 gp; C: 205 gp; M: 787 gp - Total: 1300 gp

APL 10: L: 436 gp; C: 349 gp; M: 1515 gp - Total: 2300 gp

APL 12: L: 572 gp; C: 155 gp; M: 2573 gp - Total: 3300 gp

## Appendix I – Stat Blocks

### APL 6 Encounters

#### Encounter 3

**Ibalin:** human male (Suel) Sor4; CR 4; male humanoid; HD 4d4+11; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp +2/+3; Atk +3 ranged (1d8/19-20, light crossbow) or +3 melee (1d8+1, morningstar); Full Atk +3 ranged (1d8/19-20, light crossbow) or +3 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +3, Ref +3, Will +3; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 16.

**Skills and Feats:** Bluff +8, Concentration +11, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +2, Spellcraft +7; Greater Spell Focus (evocation), Skill Focus (concentration), Spell Focus (evocation), Toughness.

**Spells Known** (6/7/4; spells remaining 6/6/4; base DC = 13 + spell level; 15 + spell level for Evocation): 0—acid splash, daze, detect magic, disrupt undead, flare, ray of frost; 1st—burning hands, mage armor, magic missile; 2nd—flaming sphere.

**Possessions:** Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

**Jeraud:** human male (Flan) Ftr4; CR 4; male humanoid; HD 4d10+8; hp 30; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk/Grp +4/+7; Atk +8 melee (1d8+5/19-20, longsword) or +5 ranged (1d6+3, javelin); Full Atk +8 melee (1d8+5/19-20, longsword) or +5 ranged (1d6+3, javelin); AL N; SV Fort +6, Ref +2, Will +4; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

**Skills and Feats:** Handle Animal +6, Intimidate +6, Ride +8; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Possessions:** Masterwork cold iron bastard sword, 2 cold iron javelins, banded mail, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

**Merinda:** human female (Suel) Rog3; CR 3; female humanoid; HD 3d6+6; hp 16; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp +2/+3; Atk +6 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL N; SV Fort +3, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 8, Cha 10.

**Skills and Feats:** Bluff +5, Diplomacy +2, Disguise +0 (+2 to act in character), Disable Device +9, Gather Information +5, Hide +8, Intimidate +2, Knowledge (Local) +4, Listen +4, Move Silently +8, Open Lock +10, Search +7, Spot +4, Sleight of Hand +10, Tumble +8; Combat Expertise, Improved Initiative, Weapon Finesse.

**Evasion (Ex):** Merinda takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

**Trap Sense (Ex):** Merinda gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Possessions:** Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

**Rissilda:** human female (mixed) Clr5; CR 5; female humanoid; HD 5d8+10; hp 32; Init +1; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk/Grp +3/+4; Atk +5 melee (1d8+1, morningstar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+1, morningstar) or +3 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +6, Ref +3, Will +6; Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

**Skills and Feats:** Concentration +10, Knowledge (Religion) +4, Spellcraft +2; Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

**Turn Undead (Su):** Rissilda can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rissilda can turn undead 8/day as a 6th level cleric.

**Spells Prepared** (5/5/5/3; base DC = 12 + spell level, channels positive energy): 0—create water, detect magic, guidance, mending, resistance; 1st—burning hands\*, bane, bless, divine favor, shield of faith, magic weapon; 2nd—[shatter\*, ~~augury~~, sound burst, spiritual weapon]; 3rd—resist energy\*, ~~magic vestment~~ (2). \*Domain spell.

**Deity:** Joramy; **Domains:** Destruction (smite, +4 to hit and +5 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

**Possessions:** Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, banded mail, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

## Encounter 4

**Imp:** advanced Sor4; CR 6; Tiny outsider; HD 3d8+4d4+14; hp 37; Init +4; Spd 20 ft., fly 50 ft. (perfect); AC 21, touch 16, flat-footed 18; Base Atk +5; Grp -4; Atk +11 melee (1d4-1 plus poison, sting); Full Atk +11 melee (1d4-1 plus poison, sting); Face/Reach 2.5 ft/0 ft.; SA poison, spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5, summon familiar;; AL LE; SV Fort +6, Ref +8, Will +8; Str 8, Dex 19, Con 14, Int 12, Wis 12, Cha 20.

**Skills and Feats:** Concentration +13, Diplomacy +11, Hide +18, Knowledge (arcana) +7, Knowledge (planes) +7, Listen +7, Move Silently +10, Search +7, Spellcraft +10, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Weapon Finesse.

An imp's natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities (Ex):** At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 18). Caster level 10th. The save DC is Charisma-based. Once per week the imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 16th).

**Alternate Form (Su):** The imp can assume the form of a medium monstrous spider as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 16th), except that an imp does not regain hit points for changing form.

**Spells Known** (6/8/4; spells remaining 6/4/3; base DC = 15 + spell level): 0—acid splash, daze, ghost sound, prestidigitation, ray of frost, read magic; 1st—mage armor, magic missile, ray of enfeeblement; 2nd—blindness.

**Possessions:** Spell component pouch.

**Monstrous Spider, medium hunting:** CR -; Medium vermin; HD 3d8+4d4+7; hp 30; Init +3; Spd 40 ft., climb 20 ft; AC 14, touch 13, flat-footed 11 [with mage armor AC 18, touch 13, flat-footed 15]; Base Atk +5; Grp +5; Atk +8 melee (1d6 plus poison, bite); Full Atk +8 melee (1d6 plus poison, bite); SA poison, web; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +5, Ref +7, Will +8; Str 11, Dex 17, Con 12, Int 12, Wis 12, Cha 20.

**Skills and Feats:** Concentration +12, Diplomacy +11, Hide +17, Knowledge (arcana) +7, Knowledge (planes) +7, Listen +7, Move Silently +9, Search +7, Spellcraft +10, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 12, initial damage 1d4 Str, secondary damage 1d4 Str. The save DC is Constitution-based.

## Encounter 5

**Benar:** half-orc male Bbn6; CR 6; male humanoid; HD 6d12+12; hp 51; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +10; Atk +11 melee (2d4+5/18-20, falchion) or +8 ranged (1d6+4, javelin); Full Atk +11/+6 melee (2d4+5/18-20, falchion) or +8 ranged (1d6+4, javelin); SA Rage (2/day); SQ Fast movement, uncanny dodge, trap sense +2, improved uncanny dodge; AL LE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

**Skills and Feats:** Climb +10, Handle Animal +7, Intimidate +7, Listen +1, Ride +11; Cleave, Power Attack, Weapon Focus (falchion).

**Rage (Ex):** 2/day; +4 Str, +4 Con, +2 morale to Will saves, -2 penalty to Armor Class.

**Improved Uncanny Dodge (Ex):** Benar can no longer be flanked. This denies another rogue the ability to sneak attack him by flanking, unless the attacker has at least four more rogue levels than Benar.

**Trap Sense (Ex):** Benar gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Benar retains her dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Possessions:** Masterwork alchemical silver falchion, 2 javelins, +1 *breastplate*, oil of *magic weapon*, potion of *cure moderate wounds*, backpack, traveller's clothes, waterskin.

**Thilissa:** human female (Suel) Ftr1/Rog5; CR 6; female humanoid; HD 1d10+5d6+12; hp 35; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18; Base Atk +4; Grp +5; Atk +6 melee (1d8+1, flail) or +7 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+1, flail) or +7 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

**Skills and Feats:** Balance +5, Bluff +5, Diplomacy +7, Disguise +5 (+7 to act in character), Disable Device +13, Gather Information +5, Hide +8, Intimidate +7, Jump +3, Listen +5, Move Silently +8, Open Lock +14, Search +9, Sense Motive +9, Spot +5, Sleight of Hand +7, Tumble +12; Combat Expertise, Dodge, Improved Trip, Mobility, Spring Attack.

**Evasion (Ex):** Thilissa takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.



**Trap Sense (Ex):** Thilissa gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Thilissa retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

*Possessions:* Masterwork flail, light crossbow with 20 bolts, +1 *studded leather*, masterwork buckler, oil of *magic weapon*, potion of *cure moderate wounds*, *silversheen*, backpack, masterwork thieves' tools, traveller's clothes, waterskin.

## APL 8 Encounters

### Encounter 3

**Ibalin:** human male (Suel) Sor6; CR 6; male humanoid; HD 6d4+15; hp 30; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +4; Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d8+1, morningstar); Full Atk +5 ranged (1d8/19-20, light crossbow) or +4 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +4, Ref +4, Will +4; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 16.

**Skills and Feats:** Bluff +8, Concentration +13, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +4, Spellcraft +9; Greater Spell Focus (evocation), Skill Focus (concentration), Spell Focus (evocation), Spell Penetration, Toughness.

**Spells Known** (6/7/6/4; spells remaining 6/6/6/4; base DC = 13 + spell level; 15 + spell level for evocation): 0—acid splash, daze, detect magic, disrupt undead, flare, ray of frost; 1st—burning hands, mage armor, magic missile, shocking grasp; 2nd—flaming sphere, scorching ray, 3rd—fireball.

**Possessions:** Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

**Jeraud:** human male (Flan) Ftr6; CR 6; male humanoid; HD 6d10+12; hp 45; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +9; Atk +10 melee (1d8+5/19-20, longsword) [with *greater magic weapon* +11 melee (1d8+6/19-20)], or +7 ranged (1d6+3, javelin); Full Atk +10/+5 melee (1d8+5/19-20, longsword) [with *greater magic weapon* +11/+6 melee (1d8+6/19-20)], or +7/+1 ranged (1d6+3, javelin); AL N; SV Fort +7, Ref +5, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

**Skills and Feats:** Handle Animal +8, Intimidate +8, Ride +10; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Quick Draw, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Possessions:** Masterwork cold iron bastard sword, 2 javelins, full plate, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

**Merinda:** human female (Suel) Rog5; CR 5; female humanoid; HD 5d6+10; hp 27; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +3; Grp +4; Atk +7 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+1/18-20, rapier)

or +6 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL N; SV Fort +3, Ref +6, Will 0; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

**Skills and Feats:** Bluff +5, Diplomacy +2, Disguise +5 (+7 to act in character), Disable Device +9, Gather Information +7, Hide +11, Intimidate +2, Knowledge (Local) +6, Listen +4, Move Silently +11, Open Lock +13, Search +7, Spot +4, Sleight of Hand +13, Tumble +9; Combat Expertise, Improved Initiative, Weapon Finesse.

**Evasion (Ex):** Merinda takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

**Trap Sense (Ex):** Merinda gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Merinda retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

**Possessions:** Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

**Rissilda:** human female (mixed) Clr7; CR 7; female humanoid; HD 7d8+14; hp 46; Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +5; Grp +6; Atk +7 melee (1d8+1, morningstar) or +5 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+1, morningstar) or +5 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +7, Ref +4, Will +7; Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

**Skills and Feats:** Concentration +12, Knowledge (Religion) +4, Spellcraft +4; Extend Spell, Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

**Turn Undead (Su):** Rissilda can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rissilda can turn undead 8/day as a 8th level cleric.

**Spells Prepared** (5/6/5/4/2; base DC = 12 + spell level, channels positive energy): 0—create water, detect magic, guidance, mending, read magic, resistance; 1st—burning hands\*, bane, bless, comprehend languages, divine favor, shield of faith; 2nd—shatter\*, ~~augury~~, silence, sound burst, spiritual weapon; 3rd—resist energy\*, dispel magic, ~~magic vestment~~ (2), 4th—wall of fire\*, ~~greater magic weapon~~. \*Domain spell.

**Diety:** Joramy; **Domains:** Destruction (smite, +4 to hit and +7 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

**Possessions:** Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, half plate, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

### Encounter 4

**Imp:** advanced Sor6; CR 8; Tiny outsider; HD 3d8+6d4+18; hp 46; Init +4; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 17, flat-footed 18; Base Atk +6; Grp -4; Atk +13 melee (1d4-1 plus poison, sting); Full Atk +13 melee (1d4-1 plus poison, sting); Face/Reach 2.5 ft/0 ft.; SA poison, spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5, summon familiar;; AL LE; SV Fort +7, Ref +10, Will +9; Str 8, Dex 20, Con 14, Int 12, Wis 12, Cha 20.

**Skills and Feats:** Concentration +15, Diplomacy +11, Hide +18, Knowledge (arcana) +9, Knowledge (planes) +7, Listen +7, Move Silently +10, Search +7, Spellcraft +12, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Precise Shot, Weapon Finesse.

An imp's natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities (Ex):** At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 18). Caster level 12th. The save DC is Charisma-based. Once per week the imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 18th).

**Alternate Form (Su):** The imp can assume the form of a medium monstrous spider as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 18th), except that an imp does not regain hit points for changing form.

**Spells Known** (6/8/7/4; spells remaining 6/3/4/2; base DC = 15 + spell level): 0—acid splash, daze, ghost sound, mage hand, prestidigitation, ray of frost, read magic; 1st—mage armor, magic missile, ray of enfeeblement, shield; 2nd—blindness, scorching ray; 3rd—fireball.

**Possessions:** Spell component pouch.

**Monstrous Spider, medium hunting:** CR -; Medium vermin; HD 3d8+6d4+9; hp 37; Init +3; Spd 40 ft., climb 20 ft; AC 14, touch 13, flat-footed 11 [with *mage armor* AC

18, touch 13, flat-footed 15, with *mage armor* and *shield* AC 22, touch 13, flat-footed 19]; Base Atk +6; Grp +6; Atk +9 melee (1d6 plus poison, bite); Full Atk +9 melee (1d6 plus poison, bite); SA poison, web; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +6, Ref +8, Will +9; Str 11, Dex 17, Con 12, Int 12, Wis 12, Cha 20.

**Skills and Feats:** Concentration +14, Diplomacy +11, Hide +17, Knowledge (arcana) +9, Knowledge (planes) +7, Listen +7, Move Silently +9, Search +7, Spellcraft +12, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Precise Shot, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 12, initial damage 1d4 Str, secondary damage 1d4 Str. The save DC is Constitution-based.

### Encounter 5

**Benar:** half-orc male Bbn6; CR 6; male humanoid; HD 6d12+12; hp 51; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +10; Atk +11 melee (2d4+7/18-20, falchion) or +8 ranged (1d6+4, javelin); Full Atk +11/+6 melee (2d4+7/18-20, falchion) or +8 ranged (1d6+4, javelin); SA Rage (2/day); SQ Fast movement, uncanny dodge, trap sense +2, improved uncanny dodge; AL LE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

**Skills and Feats:** Climb +10, Handle Animal +7, Intimidate +7, Listen +1, Ride +11; Cleave, Power Attack, Weapon Focus (falchion).

**Rage (Ex):** 2/day; +4 Str, +4 Con, +2 morale to Will saves, -2 penalty to Armor Class.

**Improved Uncanny Dodge (Ex):** Benar can no longer be flanked. This denies another rogue the ability to sneak attack him by flanking, unless the attacker has at least four more rogue levels than Benar.

**Trap Sense (Ex):** Benar gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Benar retains her dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Possessions:** +1 *falchion*, 2 javelins, +1 *breastplate*, potion of *cure moderate wounds*, *silversheen*, backpack, traveller's clothes, waterskin.

**Faldon:** human male (Suel) Wiz9; CR 9; male humanoid; HD 9d4+18; hp 30 (43 with *false life*); Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +6 ranged (1d8-1/19-20, light crossbow) or +4 melee (1d4, dagger); Full Atk +6 ranged (1d8-1/19-20, light crossbow) or +4 melee (1d4, dagger); SQ summon familiar; AL CN; SV Fort +6, Ref +6, Will +7; Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

**Skills and Feats:** Concentration +14, Decipher Script +16, Diplomacy +2, Gather Information +2, Knowledge (Arcana) +16, Knowledge (History) +9, Knowledge (Local, Nyrond Metaregion) +9, Knowledge (Nobility and Royalty) +8, Knowledge (Planes) +16, Listen +0, Spellcraft +18 (+20 to decipher spells on scrolls), Survival +0 (+2 on other planes), Use Magic Device +5 (+9 when using scrolls); Craft Wand, Greater Spell Penetration, Scribe Scroll, Spell Penetration, Spell Mastery (can prepare *magic missile*, *lightning bolt*, *confusion*, and *teleport* without a spellbook), Still Spell, Toughness.

**Spells Prepared** (4/5/5/4/3/1; base DC = 14 + spell level): 0—daze, ~~detect magic~~(2), message; 1st—~~comprehend languages~~, ~~mage armor~~, magic missile (2), shield; 2nd—~~false life~~, invisibility, see invisibility, ~~spider climb~~, web, 3rd—dispel magic, lightning bolt (2), slow; 4th—confusion, ~~detect scrying~~, Otiluke's resilient sphere, 5th—dismissal.

**Possessions:** Light crossbow with 10 alchemical silver bolts, dagger, *cloak of resistance* +1, *pearl of power* (1st level spell), 2 potions of *cure moderate wounds*, backpack, spell component pouch, traveller's clothes, waterskin.

## APL 10 Encounters

### Encounter 3

**Ibalin:** human male (Suel) Sor8; CR 8; male humanoid; HD 8d4+19; hp 39; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +4; Grp +5; Atk +6 ranged (1d8/19-20, light crossbow) or +5 melee (1d8+1, morningstar); Full Atk +6 ranged (1d8/19-20, light crossbow) or +5 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +4, Ref +4, Will +4; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 17.

**Skills and Feats:** Bluff +8, Concentration +15, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +6, Spellcraft +11; Greater Spell Focus (evocation), Skill Focus (concentration), Spell Focus (evocation), Spell Penetration, Toughness.

**Spells Known** (6/7/7/6/3; spells remaining 6/6/7/6/4; base DC = 13 + spell level; 15 + spell level for evocation): 0—acid splash, arcane mark, daze, detect magic, disrupt undead, flare, ray of frost, read magic; 1st—burning hands, enlarge person, mage armor, magic missile, shocking grasp; 2nd—flaming sphere, mirror image, scorching ray, 3rd—displacement, fireball, 4th—ice storm.

**Possessions:** Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

**Jeraud:** human male (Flan) Ftr7; CR 7; male humanoid; HD 7d10+14; hp 52; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7; Grp +10; Atk +11 melee (1d8+5/19-20, longsword), or +8 ranged (1d6+3, javelin); Full Atk +11/+6 melee (1d8+5/19-20, longsword), or +8/+2 ranged (1d6+3, javelin); AL N; SV Fort +7, Ref +5, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

**Skills and Feats:** Handle Animal +10, Intimidate +10, Ride +12; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Lightning Reflexes, Quick Draw, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Possessions:** Masterwork cold iron bastard sword, 2 javelins, full plate, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

**Merinda:** human female (Suel) Rog8; CR 8; female humanoid; HD 8d6+16; hp 44; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 16; Base Atk +6; Grp +7; Atk +10 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d6+1/18-20,

rapier) or +9 ranged (1d8/19-20, light crossbow); SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge, improved uncanny dodge; AL N; SV Fort +4, Ref +7, Will +3; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

**Skills and Feats:** Bluff +5, Diplomacy +2, Disguise +5 (+7 to act in character), Disable Device +12, Gather Information +7, Hide +14, Intimidate +2, Knowledge (Local) +6, Listen +7, Move Silently +14, Open Lock +16, Search +10, Spot +7, Sleight of Hand +16, Tumble +15; Combat Expertise, Improved Initiative, Iron Will, Weapon Finesse.

**Evasion (Ex):** Merinda takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

**Trap Sense (Ex):** Merinda gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Improved Uncanny Dodge (Ex):** Merinda can no longer be flanked. This denies another rogue the ability to sneak attack her by flanking, unless the attacker has at least four more rogue levels than Merinda.

**Uncanny Dodge (Ex):** Merinda retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

**Possessions:** Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

**Rissilda:** human female (mixed) Clr9; CR 9; female humanoid; HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +6; Grp +7; Atk +8 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +7, Ref +4, Will +7; Str 13, Dex 10, Con 14, Int 8, Wis 17, Cha 12.

**Skills and Feats:** Concentration +16, Knowledge (Religion) +5, Spellcraft +5; Craft Arms and Armor, Extend Spell, Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

**Turn Undead (Su):** Rissilda can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rissilda can turn undead 8/day as a 10th level cleric.

**Spells Prepared** (6/6/6/5/3/2; base DC = 12 + spell level, channels positive energy): 0—create water, detect

magic, guidance, mending, read magic, resistance; 1st—burning hands\*, bane, bless, comprehend languages, divine favor, shield of faith; 2nd—shatter\*, ~~augury~~, lesser restoration, silence, sound burst, spiritual weapon; 3rd—resist energy\*, dispel magic, ~~magic vestment~~ (3), 4th—wall of fire\*, ~~greater magic weapon~~ (2), 5th—fire shield\*, righteous might. \*Domain spell.

**Deity:** Jascar; **Domains:** Destruction (smite, +4 to hit and +9 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

**Possessions:** Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, full plate, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

## Encounter 4

**Imp:** advanced Sor6; CR 8; Tiny outsider; HD 3d8+6d4+18; hp 46; Init +4; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 17, flat-footed 18; Base Atk +6; Grp -4; Atk +13 melee (1d4-1 plus poison, sting); Full Atk +13 melee (1d4-1 plus poison, sting); Face/Reach 2.5 ft/0 ft.; SA poison, spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5, summon familiar;; AL LE; SV Fort +7, Ref +10, Will +9; Str 8, Dex 20, Con 14, Int 12, Wis 12, Cha 20.

**Skills and Feats:** Concentration +15, Diplomacy +11, Hide +18, Knowledge (arcana) +9, Knowledge (planes) +7, Listen +7, Move Silently +10, Search +7, Spellcraft +12, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Precise Shot, Weapon Finesse.

An imp's natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities (Ex):** At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 18). Caster level 12th. The save DC is Charisma-based. Once per week the imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 18th).

**Alternate Form (Su):** The imp can assume the form of a medium monstrous spider as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 18th), except that an imp does not regain hit points for changing form.

**Spells Known** (6/8/7/4; spells remaining 6/3/4/2; base DC = 15 + spell level): 0—acid splash, daze, ghost sound, mage hand, prestidigitation, ray of frost, read

magic; 1st—mage armor, magic missile, ray of enfeeblement, shield; 2nd—blindness, scorching ray; 3rd—fireball.

**Possessions:** Spell component pouch.

**Monstrous Spider, medium hunting:** CR -; Medium vermin; HD 3d8+6d4+9; hp 37; Init +3; Spd 40 ft., climb 20 ft; AC 14, touch 13, flat-footed 11 [with *mage armor* AC 18, touch 13, flat-footed 15, with *mage armor* and *shield* AC 22, touch 13, flat-footed 19]; Base Atk +6; Grp +6; Atk +9 melee (1d6 plus poison, bite); Full Atk +9 melee (1d6 plus poison, bite); SA poison, web; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +6, Ref +8, Will +9; Str 11, Dex 17, Con 12, Int 12, Wis 12, Cha 20.

**Skills and Feats:** Concentration +14, Diplomacy +11, Hide +17, Knowledge (arcana) +9, Knowledge (planes) +7, Listen +7, Move Silently +9, Search +7, Spellcraft +12, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Precise Shot, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 12, initial damage 1d4 Str, secondary damage 1d4 Str. The save DC is Constitution-based.

**Kyton:** advanced elite 10HD; CR 8; medium outsider; HD 10d8+40; hp 85; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +10; Grp +14; Atk +14 melee (2d4+4/19-20, chain); Full Atk +14/+14 melee (2d4+4/19-20, chain); Face/Reach 5 ft/5 ft. (10 ft. with chains); SA dancing chains, unnerving gaze; SQ Damage reduction 5/good or silver, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18; AL LE; SV Fort +11, Ref +10, Will +8; Str 19, Dex 17, Con 18, Int 6, Wis 12, Cha 10.

**Skills and Feats:** Climb +17, Craft (blacksmithing) +19, Escape Artist +16, Intimidate +13, Listen +16, Spot +16, Use Rope +3 (+5 with bindings); Alertness, Combat Reflexes, Improved Critical, Improved Initiative.

A kyton's natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Dancing Chains (Su):** A kyton can control up to four chains within 20 ft. as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 14 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A kyton can climb chains it controls at its normal movement speed without making Climb checks.

**Unnerving Gaze (Su):** Range 30 ft., Will DC 14 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex):** Kytons take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach immediately.

**Skills:** Kytons have a +8 racial bonus on Craft skills involving metalwork.

**Possessions:** Chains.

## Encounter 5

**Benar:** half-orc male Bbn9; CR 9; male humanoid; HD 9d12+18; hp 76; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +9; Grp +13; Atk +14 melee (2d4+7/15-20, falchion) or +11 ranged (1d6+4, javelin); Full Atk +14/+9 melee (2d4+7/15-20, falchion) or +11 ranged (1d6+4, javelin); SA Rage (3/day); SQ Fast movement, uncanny dodge, trap sense +3, improved uncanny dodge, DR 1/-; AL LE; SV Fort +8, Ref +5, Will +4; Str 19, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

**Skills and Feats:** Climb +13, Handle Animal +10, Intimidate +10, Listen +1, Ride +14; Cleave, Improved Critical (Falchion), Power Attack, Weapon Focus (falchion).

**Rage (Ex):** 3/day; +4 Str, +4 Con, +2 morale to Will saves, -2 penalty to Armor Class.

**Improved Uncanny Dodge (Ex):** Benar can no longer be flanked. This denies another rogue the ability to sneak attack him by flanking, unless the attacker has at least four more rogue levels than Benar.

**Trap Sense (Ex):** Benar gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Benar retains her dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Possessions:** +1 falchion, 2 javelins, +1 breastplate, potion of cure moderate wounds, silversheen, backpack, traveller's clothes, waterskin.

**Faldon:** human male (Suel) Wiz9; CR 9; male humanoid; HD 9d4+18; hp 30 (43 with false life); Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +6 ranged (1d8-1/19-20, light crossbow) or +4 melee (1d4, dagger); Full Atk +6 ranged (1d8-1/19-20, light crossbow) or +4 melee (1d4, dagger); SQ summon familiar; AL CN; SV Fort +7, Ref +7, Will +8; Str 10, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

**Skills and Feats:** Concentration +14, Decipher Script +16, Diplomacy +2, Gather Information +2, Knowledge (Arcana) +16, Knowledge (History) +9, Knowledge (Local, Nyrond Metaregion) +9, Knowledge (Nobility and Royalty) +8, Knowledge (Planes) +16, Listen +0, Spellcraft +18 (+20 to decipher spells on scrolls), Survival +0 (+2 on other planes), Use Magic Device +5 (+9 when using scrolls); Craft Wand, Greater Spell Penetration, Scribe Scroll, Spell Penetration, Spell Mastery (magic missile, lightning bolt, confusion, and teleport), Still Spell, Toughness.

**Spells Prepared** (4/6/5/4/3/2; base DC = 15 + spell level): 0—daze, ~~detect magic~~(2), message; 1st—~~comprehend languages~~, ~~mage armor~~, magic missile (3), shield; 2nd—~~false life~~, invisibility, see invisibility, ~~spider climb~~, web, 3rd—dispel magic, lightning bolt (2), slow; 4th—confusion, ~~detect scrying~~, Otiluke's resilient sphere, 5th—baleful polymorph, dismissal.

**Possessions:** Light crossbow with 10 alchemical silver bolts, dagger, cloak of resistance +2, headband of intellect +2, pearl of power (1st level spell), potion of cure moderate wounds, backpack, spell component pouch, traveller's clothes, waterskin.

**Thilissa:** human female (Suel) Ftr1/Rog8; CR 9; female humanoid; HD 1d10+8d6+18; hp 51; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18; Base Atk +7; Grp +8; Atk +9 melee (1d8+1, flail) or +10 ranged (1d8-1/19-20, light crossbow); Full Atk +9/+3 melee (1d8+1, flail) or +10 ranged (1d8-1/19-20, light crossbow); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +9, Will +2; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

**Skills and Feats:** Balance +5, Bluff +12, Diplomacy +7, Disguise +5 (+7 to act in character), Disable Device +16, Gather Information +5, Hide +11, Intimidate +7, Jump +8, Listen +5, Move Silently +11, Open Lock +17, Search +12, Sense Motive +12, Spot +5, Sleight of Hand +7, Tumble +17; Combat Expertise, Dodge, Improved Feint, Improved Trip, Mobility, Spring Attack.

**Evasion (Ex):** Thilissa takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

**Improved Uncanny Dodge (Ex):** Thilissa can no longer be flanked. This denies another rogue the ability to sneak attack her by flanking, unless the attacker has at least four more rogue levels than Thilissa.

**Trap Sense (Ex):** Thilissa gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Thilissa retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

Possessions: Masterwork flail, light crossbow with 10 alchemical silver bolts, +1 *studded leather*, masterwork buckler, oil of *magic weapon*, potion of *cure moderate wounds*, *silversheen*, backpack, masterwork thieves' tools, traveller's clothes, waterskin.



## APL 12 Encounters

### Encounter 3

**Ibalin:** human male (Suel) Sor11; CR 11; male humanoid; HD 11d4+25; hp 52; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +5; Grp +6; Atk +7 ranged (1d8/19-20, light crossbow) or +6 melee (1d8+1, morningstar); Full Atk +7 ranged (1d8/19-20, light crossbow) or +6 melee (1d8+1, morningstar); SQ summon familiar; AL CN; SV Fort +5, Ref +5, Will +5; Str 13, Dex 12, Con 14, Int 10, Wis 8, Cha 17.

**Skills and Feats:** Bluff +8, Concentration +18, Diplomacy +5, Disguise +3 (+5 to act in character), Intimidate +5, Knowledge (Arcana) +9, Spellcraft +14; Greater Spell Focus (evocation), Greater Spell Penetration, Skill Focus (concentration), Spell Focus (evocation), Spell Penetration, Toughness.

**Spells Known:** (6/7/7/7/6/4; remaining 6/6/7/7/6/4; base DC = 13 + spell level; 15 + spell level for evocation): 0—acid splash, arcane mark, daze, detect magic, disrupt undead, flare, message, ray of frost, read magic; 1st—burning hands, enlarge person, mage armor, magic missile, shocking grasp; 2nd—flaming sphere, glitterdust, invisibility, mirror image, scorching ray, 3rd—dispel magic, displacement, fireball, haste, 4th—dimension door, ice storm, shout, 5th—cloudkill, cone of cold.

**Possessions:** Light crossbow with 20 cold iron bolts, cold iron morningstar, 2 potions of *cure light wounds*, wand of *shield*, backpack, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

**Jeraud:** human male (Flan) Ftr11; CR 11; male humanoid; HD 11d10+22; hp 82; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +11; Grp +14; Atk +16 melee (1d8+5, longsword), or +12 ranged (1d6+3, javelin); Full Atk +16/+11/+6 melee (1d8+5, longsword), or +12/+7/+2 ranged (1d6+3, javelin); AL N; SV Fort +9, Ref +6, Will +6; Str 17, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

**Skills and Feats:** Climb +15, Handle Animal +10, Intimidate +10, Ride +12; Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Great Cleave, Improved Overrun, Iron Will, Lightning Reflexes, Quick Draw, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Possessions:** Masterwork cold iron bastard sword, 2 javelins, full plate, heavy steel shield, oil of *bless weapon*, 2 potions of *cure light wounds*, backpack, bedroll, hammer, hemp rope (50 ft.), 4 pitons, 4 days trail rations, traveller's clothes, waterskin.

**Merinda:** human female (Suel) Rog9; CR 9; female humanoid; HD 9d6+18; hp 49; Init +6; Spd 30 ft.; AC

16, touch 13, flat-footed 16; Base Atk +6; Grp +7; Atk +10 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d6+1/18-20, rapier) or +9 ranged (1d8/19-20, light crossbow); SA sneak attack +5d6; SQ evasion, trapfinding, trap sense +3, uncanny dodge, improved uncanny dodge; AL N; SV Fort +5, Ref +7, Will +4; Str 12, Dex 17, Con 14, Int 13, Wis 8, Cha 10.

**Skills and Feats:** Bluff +5, Diplomacy +2, Disguise +5 (+7 to act in character), Disable Device +13, Gather Information +10, Hide +15, Intimidate +2, Knowledge (Local) +6, Listen +7, Move Silently +15, Open Lock +17, Search +11, Spot +7, Sleight of Hand +17, Tumble +16; Dodge, Combat Expertise, Improved Initiative, Iron Will, Weapon Finesse.

**Evasion (Ex):** Merinda takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

**Trap Sense (Ex):** Merinda gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

**Improved Uncanny Dodge (Ex):** Merinda can no longer be flanked. This denies another rogue the ability to sneak attack her by flanking, unless the attacker has at least four more rogue levels than Merinda.

**Uncanny Dodge (Ex):** Merinda retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

**Possessions:** Light crossbow with 20 bolts, masterwork rapier, masterwork studded leather, potion of *cure light wounds*, backpack, bedroll, 4 days trail rations, masterwork thieves' tools, traveller's clothes, waterskin.

**Rissilda:** human female (mixed) Clr9; CR 9; female humanoid; HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +6; Grp +7; Atk +8 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8+1, morningstar) or +6 ranged (1d8/19-20, light crossbow); SA turn undead; AL N; SV Fort +7, Ref +4, Will +7; Str 13, Dex 10, Con 14, Int 8, Wis 17, Cha 12.

**Skills and Feats:** Concentration +16, Knowledge (Religion) +5, Spellcraft +5; Craft Arms and Armor, Extend Spell, Extra Turning, Improved Turning, Lightning Reflexes, Scribe Scroll.

**Turn Undead (Su):** Rissilda can turn or destroy undead and creatures with the water type. She can rebuke, command, or bolster creatures with the fire type. Rissilda can turn undead 8/day as a 10th level cleric.

**Spells Prepared** (6/6/6/5/3/2; base DC = 12 + spell level, channels positive energy): 0—create water, detect magic, guidance, mending, read magic, resistance; 1st—burning hands\*, bane, bless, comprehend languages, divine favor, shield of faith; 2nd—shatter\*, ~~augury~~, lesser restoration, silence, sound burst, spiritual weapon; 3rd—resist energy\*, dispel magic, ~~magic vestment~~ (3), 4th—wall of fire\*, ~~greater magic weapon~~ (2), 5th—fire shield\*, righteous might. \*Domain spell.

**Deity:** Jascar; **Domains:** Destruction (smite, +4 to hit and +9 damage 1/day); Fire (turn water creatures, rebuke fire creatures).

**Possessions:** Masterwork cold iron morningstar, light crossbow with 20 cold iron bolts, full plate, heavy steel shield, potion of *cure light wounds*, scroll of *align weapon* scribed at caster level 3, backpack, silver holy symbol of Joramy, wooden holy symbol of Joramy, bedroll, spell component pouch, 4 days trail rations, traveller's clothes, waterskin.

## Encounter 4

**Erinyes:** advanced 13HD; CR 10; medium outsider; HD 13d8+65; hp 123; Init +5; Spd 30 ft., fly 50 ft. (good); AC 24, touch 16, flat-footed 18; Base Atk +13; Grp +18; Atk +19 melee (1d8+5/19-20, longsword) or +20 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow) or +19 ranged (entangle, rope); Full Atk +19/+14/+9 melee (1d8+5/19-20, longsword) or +20/+15/+10 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow) or +19 ranged (entangle, rope); SA entangle, spell-like abilities, *summon baatezu*; SQ Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., true seeing; AL LE; SV Fort +13, Ref +14, Will +12; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

**Skills and Feats:** Concentration +21, Diplomacy +7, Escape Artist +22, Hide +22, Knowledge (religion) +18, Knowledge (planes) +18, Listen +20, Move Silently +22, Search +18, Sense Motive +20, Spot +18, Survival +4 (+6 when following tracks); Dodge, Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

An erinyes' natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Entangle (Su):** Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

**Spell-like Abilities:** At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19),

*minor image* (DC 17), *unholy blight* (DC 19). Caster level 16th. The save DCs are Charisma-based.

**Summon baatezu (Sp):** Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell. The erinyes are considered to have used their summon ability for the day prior to Encounter 4.

**True Seeing (Su):** Erinyes continuously use *true seeing*, as the spell (caster level 18th).

**Possessions:** +1 flaming composite longbow (mighty +5), longsword, silk rope.

**Imp:** advanced Sor10; CR 12; Tiny outsider; HD 3d8+10d4+26; hp 64 [78 with *false life*]; Init +4; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 17, flat-footed 18; Base Atk +8; Grp -2; Atk +15 melee (1d4-1 plus poison, sting); Full Atk +15 melee (1d4-1 plus poison, sting); Face/Reach 2.5 ft/0 ft.; SA poison, spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5, summon familiar; AL LE; SV Fort +8, Ref +11, Will +11; Str 8, Dex 20, Con 14, Int 12, Wis 12, Cha 21.

**Skills and Feats:** Concentration +19, Diplomacy +11, Hide +18, Knowledge (arcana) +13, Knowledge (planes) +7, Listen +7, Move Silently +10, Search +7, Spellcraft +16, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Precise Shot, Weapon Finesse.

An imp's natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities (Ex):** At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 18). Caster level 12th. The save DC is Charisma-based. Once per week the imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 18th).

**Alternate Form (Su):** The imp can assume the form of a medium monstrous spider as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 18th), except that an imp does not regain hit points for changing form.

**Spells Known** (6/8/7/7/6/4; spells remaining 6/3/4/4/4/3; base DC = 15 + spell level): 0—acid splash, arcane mark, daze, flare, ghost sound, mage hand, prestidigitation, ray of frost, read magic; 1st—burning hands, mage armor, magic missile, ray of enfeeblement, shield; 2nd—blindness, false life, gust of wind, scorching ray; 3rd—dispel magic, fireball, ray

of exhaustion; 4th—crushing despair, shout; 5th—feeblemind.

**Possessions:** Spell component pouch.

**Monstrous Spider, medium hunting:** CR -; Medium vermin; HD 3d8+10d4+13; hp 51; Init +3; Spd 40 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11 [with *mage armor* AC 18, touch 13, flat-footed 15, with *mage armor* and *shield* AC 22, touch 13, flat-footed 19]; Base Atk +6; Grp +6; Atk +9 melee (1d6 plus poison, bite); Full Atk +9 melee (1d6 plus poison, bite); SA poison, web; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +7, Ref +9, Will +11; Str 11, Dex 17, Con 12, Int 12, Wis 12, Cha 21.

**Skills and Feats:** Concentration +18, Diplomacy +11, Hide +17, Knowledge (arcana) +13, Knowledge (planes) +7, Listen +7, Move Silently +9, Search +7, Spellcraft +16, Spot +7, Survival +1(+3 following tracks); Dodge, Point Blank Shot, Precise Shot, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 12, initial damage 1d4 Str, secondary damage 1d4 Str. The save DC is Constitution-based.

**Kyton:** advanced elite 10HD; CR 8; medium outsider; HD 10d8+40; hp 85; Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +10; Grp +14; Atk +14 melee (2d4+4/19-20, chain); Full Atk +14/+14 melee (2d4+4/19-20, chain); Face/Reach 5 ft/5 ft. (10 ft. with chains); SA dancing chains, unnerving gaze; SQ Damage reduction 5/good or silver, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18; AL LE; SV Fort +11, Ref +10, Will +8; Str 19, Dex 17, Con 18, Int 6, Wis 12, Cha 10.

**Skills and Feats:** Climb +17, Craft (blacksmithing) +19, Escape Artist +16, Intimidate +13, Listen +16, Spot +16, Use Rope +3 (+5 with bindings); Alertness, Combat Reflexes, Improved Critical, Improved Initiative.

A kyton's natural weapons and any weapons it wields are treated as evil aligned and lawful aligned for the purpose of overcoming damage reduction.

**Dancing Chains (Su):** A kyton can control up to four chains within 20 ft. as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 14 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A kyton can climb chains it controls at its normal movement speed without making Climb checks.

**Unnerving Gaze (Su):** Range 30 ft., Will DC 14 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex):** Kytons take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A kyton that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach immediately.

**Skills:** Kytons have a +8 racial bonus on Craft skills involving metalwork.

**Possessions:** None.

## Encounter 5

**Benar:** half-orc male Bbn9; CR 9; male humanoid; HD 9d12+18; hp 76; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +9; Grp +13; Atk +14 melee (2d4+7/15-20, falchion) or +11 ranged (1d6+4, javelin); Full Atk +14/+9 melee (2d4+7/15-20, falchion) or +11 ranged (1d6+4, javelin); SA Rage (3/day); SQ Fast movement, uncanny dodge, trap sense +3, improved uncanny dodge, DR 1/-; AL LE; SV Fort +8, Ref +5, Will +4; Str 19, Dex 14, Con 14, Int 10, Wis 12, Cha 6.

**Skills and Feats:** Climb +13, Handle Animal +10, Intimidate +10, Listen +1, Ride +14; Cleave, Improved Critical (Falchion), Power Attack, Weapon Focus (falchion).

**Rage (Ex):** 3/day; +4 Str, +4 Con, +2 morale to Will saves, -2 penalty to Armor Class.

**Improved Uncanny Dodge (Ex):** Benar can no longer be flanked. This denies another rogue the ability to sneak attack him by flanking, unless the attacker has at least four more rogue levels than Benar.

**Trap Sense (Ex):** Benar gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Benar retains her dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

**Possessions:** +1 falchion, 2 javelins, +1 breastplate, potion of cure moderate wounds, silversheen, backpack, traveller's clothes, waterskin.

**Faldon:** human male (Suel) Wiz9; CR 9; male humanoid; HD 9d4+18; hp 30 [43 with false life]; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +6 ranged (1d8-1/19-20, light crossbow) or +4 melee (1d4, dagger); Full Atk +6 ranged (1d8-1/19-20, light crossbow) or +4 melee (1d4, dagger); SQ

summon familiar; AL CN; SV Fort +7, Ref +7, Will +8; Str 10, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

**Skills and Feats:** Concentration +14, Decipher Script +16, Diplomacy +2, Gather Information +2, Knowledge (Arcana) +16, Knowledge (History) +9, Knowledge (Local, Nyrond Metaregion) +9, Knowledge (Nobility and Royalty) +8, Knowledge (Planes) +16, Listen +0, Spellcraft +18 (+20 to decipher spells on scrolls), Survival +0 (+2 on other planes), Use Magic Device +5 (+9 when using scrolls); Craft Wand, Greater Spell Penetration, Scribe Scroll, Spell Penetration, Spell Mastery (*magic missile*, *lightning bolt*, *confusion*, *teleport*), Still Spell, Toughness.

**Spells Prepared** (4/6/5/4/3/2; base DC = 15 + spell level): 0—~~daze~~, ~~detect magic~~(2), message; 1st—~~comprehend languages~~, ~~mage armor~~, *magic missile* (3), shield; 2nd—~~false life~~, invisibility, see invisibility, ~~spider climb~~, web; 3rd—dispel magic, lightning bolt (2), slow; 4th—*confusion*, ~~detect scrying~~, Otiluke's resilient sphere, 5th—*baleful polymorph*, dismissal.

**Possessions:** Light crossbow with 10 alchemical silver bolts, dagger, *cloak of resistance* +2, *headband of intellect* +2, *pearl of power* (1st level spell), *potion of cure moderate wounds*, backpack, spell component pouch, traveller's clothes, waterskin.

**Sarnin:** human male (Suel) Clr12; CR 12; male humanoid; HD 12d8+24; hp 78; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +8; Grp +10; Atk +10 melee (1d8+2, heavy mace) or +8 ranged (1d8-1/19-20, light crossbow); Full Atk +10/+5 melee (1d8+2, heavy mace) or +8 ranged (1d8-1/19-20, light crossbow); SA rebuke undead; AL N; SV Fort +10, Ref +6, Will +14; Str 14, Dex 10, Con 14, Int 12, Wis 22, Cha 12.

**Skills and Feats:** Bluff +6, Diplomacy +8, Disguise +1 (+3 to act in character), Concentration +20, Intimidate +3, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Religion) +6, Knowledge (the planes) +6, Listen +6, Sense Motive +11, Spellcraft +8; Extend Spell, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (concentration).

**Turn Undead (Su):** Sarnin can rebuke, command, or bolster undead. He can turn undead 4/day as a 12th level cleric.

**Spells Prepared** (6/8/7/6/5/5/4; base DC = 16 + spell level, channels negative energy): 0—create water, cure minor wounds (2), detect magic, mending, ~~read magic~~; 1st—protection from good\*, bane, bless, ~~comprehend languages~~, divine favor, obscuring mist, shield of faith (2); 2nd—invisibility\*, align weapon, cure moderate wounds, lesser restoration, silence, sound burst, spiritual weapon; 3rd—~~nondetection~~\*, bestow curse, cure serious wounds (2), dispel magic, invisibility purge, 4th—*confusion*\*, ~~extended magic vestment~~ (2), divine power, freedom of movement, 5th—quicken protection from good\*, ~~extended~~

~~greater magic weapon~~ (2), quickened divine favor, righteous might, 6th—mislead\*, mass bear's endurance, harm, word of recall. \*Domain spell.

**Deity:** Syrul; **Domains:** Evil (cast evil spells at +1 level); Trickery (Bluff, Disguise, and Hide are class skills).

**Possessions:** Heavy mace, light crossbow with 20 alchemical silver bolts, full plate, heavy steel shield, *periapt of wisdom* +2, backpack, silver holy symbol of Syrul, wooden holy symbol of Syrul, spell component pouch, traveller's clothes, waterskin.

**Thilissa:** human female (Suel) Ftr1/Rog8; CR 6; female humanoid; HD 1d10+8d6+18; hp 51; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18; Base Atk +7; Grp +8; Atk +9 melee (1d8+1, flail) or +10 ranged (1d8-1/19-20, light crossbow); Full Atk +9/+3 melee (1d8+1, flail) or +10 ranged (1d8-1/19-20, light crossbow); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +9, Will +2; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

**Skills and Feats:** Balance +5, Bluff +12, Diplomacy +7, Disguise +5 (+7 to act in character), Disable Device +16, Gather Information +5, Hide +11, Intimidate +7, Jump +8, Listen +5, Move Silently +11, Open Lock +17, Search +12, Sense Motive +12, Spot +5, Sleight of Hand +7, Tumble +17; Combat Expertise, Dodge, Improved Feint, Improved Trip, Mobility, Spring Attack.

**Evasion (Ex):** Thilissa takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save. She does not gain this benefit if helpless.

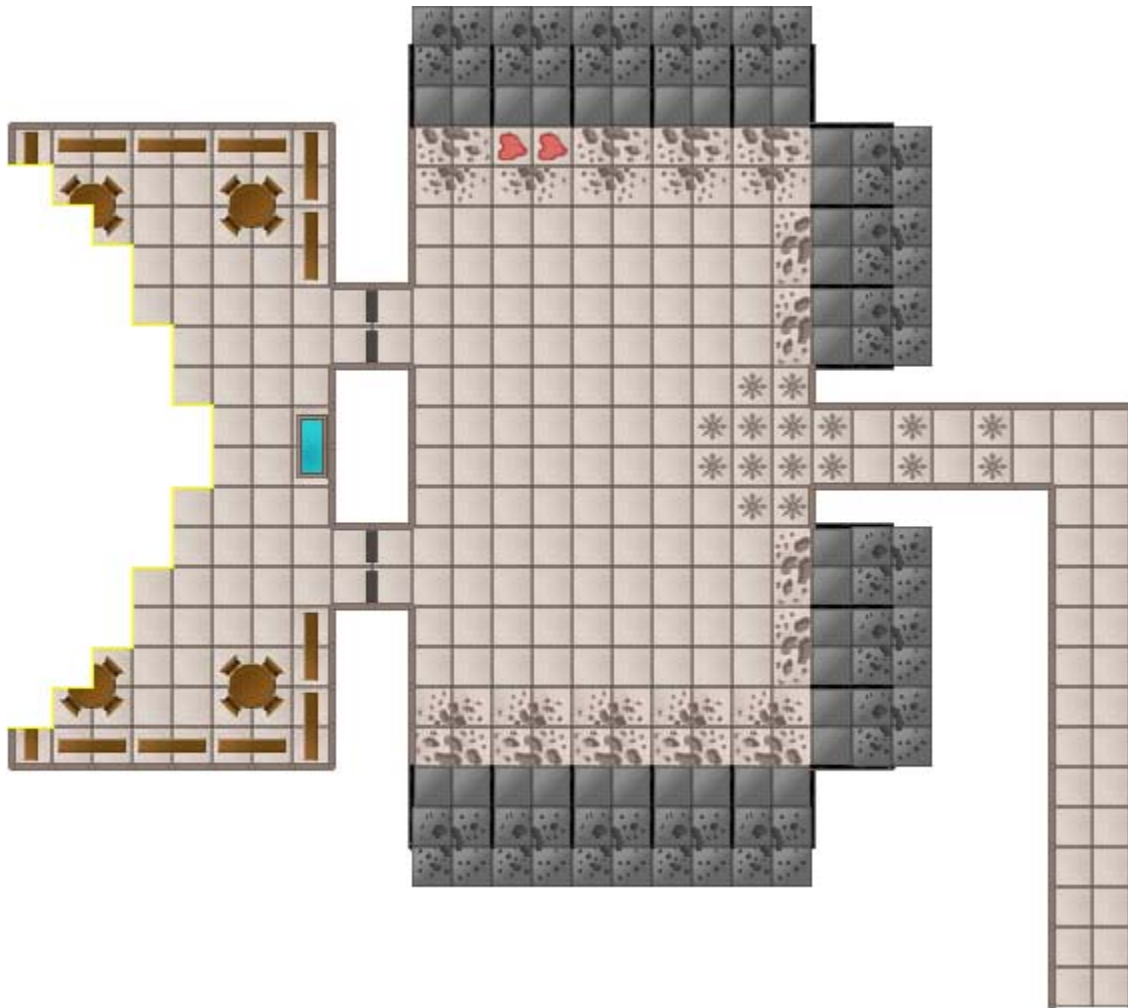
**Improved Uncanny Dodge (Ex):** Thilissa can no longer be flanked. This denies another rogue the ability to sneak attack her by flanking, unless the attacker has at least four more rogue levels than Thilissa.

**Trap Sense (Ex):** Thilissa gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Thilissa retains her dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

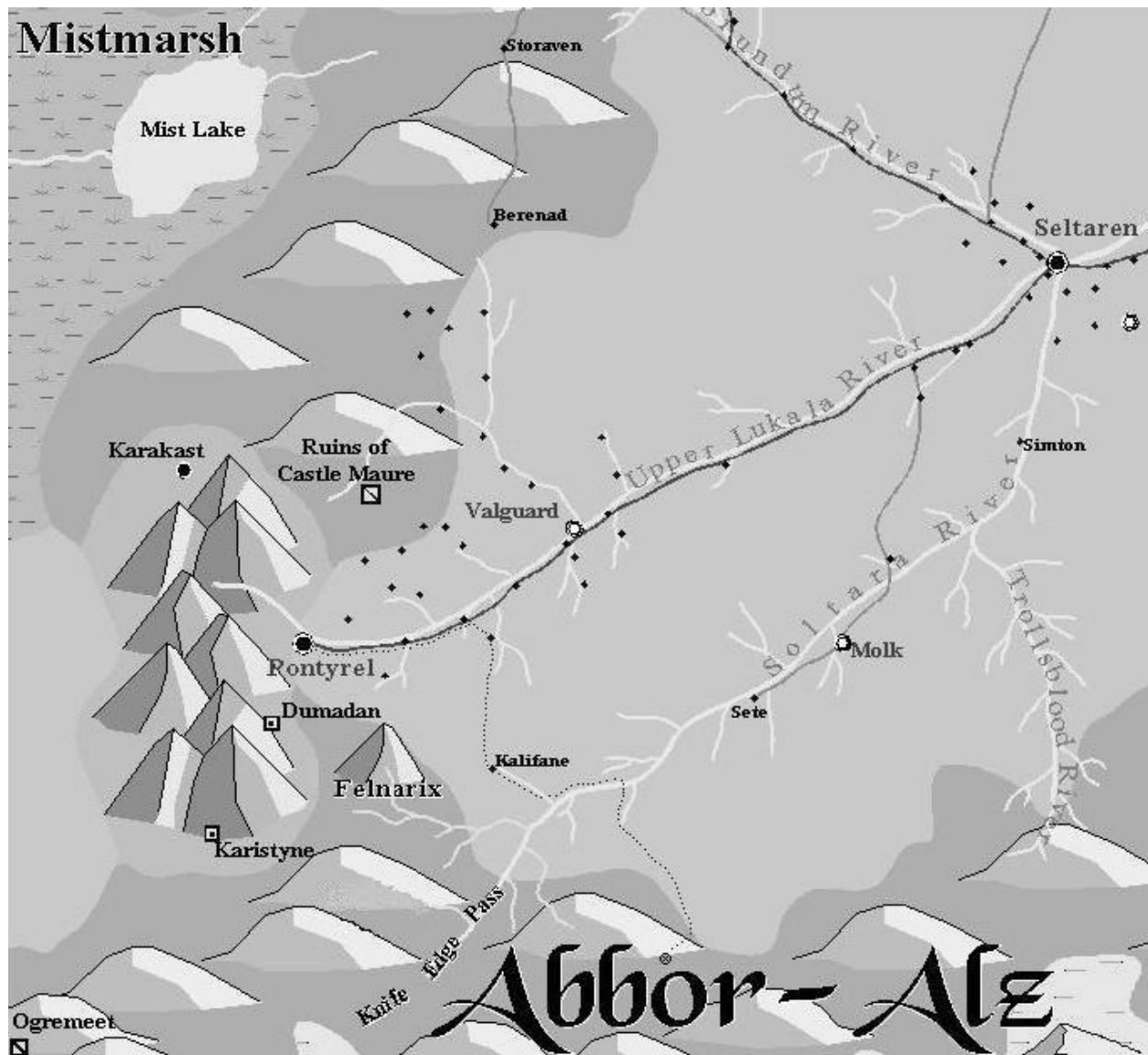
**Possessions:** Masterwork flail, light crossbow with 10 alchemical silver bolts, +1 *studded leather*, masterwork buckler, *potion of cure moderate wounds*, *silversheen*, backpack, masterwork thieves' tools, traveller's clothes, waterskin.

## DM Aid #1: The Complex



Areas marked with asterisks have a 12" long chain spiked to the floor with a piton. The bloodstained areas in the north part of the entry room are the locations of the bodies of a previous group of adventurers.

## Player Handout #1: Southwestern Urnst



Note: Kalifane is the old spelling of Kelefane, as such spellings are prone to change.

## Player Handout #2: Spell Compendiums

***Compendium of Third Level Spells*** (1290 gp): This tome contains the following arcane spells: *arcane sight, blink, clairaudience/clairvoyance, daylight, deep slumber, dispel magic, displacement, explosive runes, fireball, flame arrow, fly, gaseous form, gentle repose, greater magic weapon, halt undead, haste, heroism, hold person, illusory script, invisibility sphere, keen edge, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against good, major image, nondetection, phantom steed, protection from energy, rage, ray of exhaustion, secret page, sepia snake sigil, shrink item, sleet storm, slow, stinking cloud, suggestion, summon monster III, tongues, water breathing, wind wall, vampiric touch*. Characters who purchase this work may scribe these spells at any later date. Characters who do not purchase the book are limited to scribing only those spells, which can be scribed during the adventure, per the Living Greyhawk Campaign Sourcebook.

***Compendium of Fourth Level Spells*** (1280 gp): This tome contains the following arcane spells: *arcane eye, bestow curse, charm monster, confusion, crushing despair, detect scrying, dimensional anchor, dimension door, enervation, fear, fire trap, fire shield, greater invisibility, hallucinatory terrain, ice storm, illusory wall, lesser geas, lesser globe of invulnerability, locate creature, mass enlarge person, mass reduce person, minor creation, phantasmal killer, polymorph, rainbow pattern, remove curse, scrying, shadow conjuration, shout, solid fog, stoneskin, stone shape, summon monster IV, wall of fire, wall of ice*. Characters who purchase this work may scribe these spells at any later date. Characters who do not purchase the book are limited to scribing only those spells, which can be scribed during the adventure, per the Living Greyhawk Campaign Sourcebook.