

URD5-08

The End of the Line

A Two-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 0.21

Rounds One and Two

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Sometimes the best of intentions can create the greatest of evils, and other times even the best laid plans can be thwarted easily. In both regards, this is one of those times. It is up to you to finish what others have started and rid the Duchy once and for all of one of its greatest evils. Be well prepared and willing to do whatever it takes to accomplish the greater goal. Sacrifice and loss are inevitable whenever great deeds are to be done, so be ready to give your all and be willing to do whatever it takes, and if you have a little more, it probably wouldn't hurt to bring it. A two round module for APL 10-16 set in the Duchy of Urnst. Note that this module requires a great deal of preparation and has a tendency to run long. Please allow for both of these circumstances. This module is recommended for a balanced APL party and should be approached with caution (if not avoided completely) by unbalanced or underpowered parties. This is the conclusion to the Teranor story arc, as well as a finale to Mystic Bay.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and 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 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that 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.

Time Units and Upkeep

This is a standard two-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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and

succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

It has been four years since heroes of the Duchy of Urnst rallied to bring down the demon-tainted House Teranor and punish them for their excesses. These events occurred in the Year one modules URD1-04 Coriners Gala, URD1-05 The Night Where Nothing Happens and URD1-06 Last Dance at Heron House. This resulted in House Teranor being completely disbanded (though the Greenbar Teranors, a non-pure bloodline which had been vilified and basically exiled by the main house, was allowed to continue).

Adventurers at the end of Last Dance at Heron House decided to spare the life of the daughter of the current Matron of the house at the time and she was placed in the care of the Temple of Lydia, where they had hoped to find a cure to her demon taint so that she may live.

This did not happen. Though the good priestess of Lydia kept a watchful eye on her, agents of the old House Teranor visited the child under false pretenses. They slowly began to bring the child to her rightful role, which

	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	

despite the best efforts of the Lydians, was inevitable. The evil that saturated that house was inseparable by any means. The house was tainted with evil and the only way to remove it is the thorough destruction of the line.

This module deals with that destruction.

This module also deals with a mysterious obsidian orb from a year two module, URD2-02 Mystic Bay, which Syrula Teranor has used to accelerate the maturation process of Morella Teranor into her full demonic form. This module also resolves that storyline.

Similarly, the connection between House Urlirel and Kalaric Teranor established in the year four module URD4-03 Irreconcilable Differences is severed completely and resolved in this module, with House Urlirel abandoning the demon house in a fairly dramatic fashion.

Notes for the Judge

First, though this is a two round module, it is not organized into two rounds structurally. All events are considered to be sequential and you may choose to take a break wherever you feel is appropriate, either based on time elapsed or amount accomplished.

In a convention setting, time management can be critical. The beginning of the module has a lot of role-playing and investigation and the second half has a lot of combat. Both can take a lot of time, so you need to be sure to neither limit either, but nor should you let either sidetrack the party from completing their mission. Many of the areas described are very short and if you are short on time, feel free to gloss over many of the areas that exist merely because they would, and not to further the adventure. Try not to let this undermine tension or miss any of the clues and information given.

There are a lot of maps, so I recommend mini-mapping and then drawing out large encounter areas after they are encountered. I would get a marching order at the beginning of the mod and just have player's miniatures arranged in that order.

It would be useful to have multiple copies of Player Handout #1 so that all players can read it. There's a lot of information there and it will be faster than having someone read it out loud.

In the stat blocks, all spells with a strikethrough type have been cast and are assumed to currently be in effect. All spells in bold are of the divination school and cannot be cast at this time. Spells with variable results such as *false life* need to be rolled and are not included in the stat blocks.

Adventure Summary

Introduction:

The players are summoned to see an investigator from the College of Sages and Sorcery; to investigate the

disappearance of an investigator (Adrir Edlar) and his subject (Cronar).

Encounter 1 The Temple of Lydia:

The players will investigate the temple of Lydia, find the priestess slain, the servants gone, some peculiar happenings upstairs, and the agent for the College and his subject in the basement, as well as discovering that the house they have been in is alive.

Encounter 2 Intermission

The party can return the patients to someone who can care for them and share their information with their contact at the College. All signs point to investigating the Perine Estates to find the missing Morella Teranor.

Encounter 2 Perine Estate

The party will discover a large complex, presumably the same one that the high level characters went to in order to try to kill off the Teranor line in Last Dance at Heron House. There they will find the severed heads of the three killed girls hinted at in the introduction, encounter the wives of the three nobles encountered in Last Dance at Heron House, and probably summon forth Morella Teranor in order to destroy her.

Conclusion

If the party has succeeded, they will receive the favor of the Church of Lydia, the College of Sages and Sorcery, and the Nobles of the Duchy of Urnst. The Teranor line will finally be severed completely and not be a threat ever again.

Introduction

Seltaren is a busy place of late. The commoners have much to discuss with the brutal murder of three young noblewomen by decapitation in various places throughout the town becoming public knowledge. The nobles also seem to find this occurrence to be distressing as well, as at least one of them was a noble of the old bloodline of House Teranor, who were disgraced and dissolved for their excesses and rumored demonic bloodline over two years ago. The identity of the other two girls has been kept a secret, giving rise to rumors of demons roaming the streets of Seltaren, devouring anyone they find. The situation hasn't been helped much by rumors of Kalaric Teranor, former Duchy Exchequer and notorious sadist, being seen around the Perine Estates, now burned to the ground. The former estate of House Teranor has been quiet and almost peaceful since it was burned down over a year ago, but the discovery of a child trapped in the garden and rumors that there are still females of the line alive keep the notorious house fresh in the minds of the citizens of Seltaren.

As you sit and listen to a particularly colorful pair of older Suel women discuss how one of their granddaughters friends has been abducted by a Retriever, a

young man arrives, looks you up and down, points at you and says your names, then looks at you inquisitively, apparently expecting some form of acknowledgement.

If they acknowledge their names, the young lad will then continue.

"I have been sent to ask you to follow me to a small meeting room where my employer wishes to discuss a matter with you. To answer some of your questions immediately, I have been asked to keep my employer's name a secret until you meet with him, and that yes, if required there will be payment involved for your time. I assure you that there are no nefarious plans afoot and that my employer is honorable and respectable to the highest degree.

Given that, would you do me the honor of accompanying me to see him?"

The boys name is Adryn Eicnir and he really does not know anything more. He is a retainer and this is one of his duties. Sense Motive of any DC will determine that he is sincere. He leads the party to a small ordinary building and tells them that the man who hired him is in there.

This small house has been converted to a small meeting room. There are a number of chairs, a fireplace that is currently warming the house, and a desk. Behind the desk is a sensibly dressed young Suel man. His short white hair is neatly kept, matching his equally trim beard. He is in good shape and appears comfortable.

"Please, sit. My name is Orias Isgrad, and I appreciate your coming to meet me. There is much to tell."

He waits for you to seat yourself if you wish, then continues.

"I'm quite sure you don't know who I am, for I am but an agent for the College of Sages and Sorcery. Not even a proper mage really, but I have my skills.

Anyway, you probably don't care about any of that, so let me get to the point. The College has a bit of a problem. One of its members has not returned from a mission we sent him on. His mission was to follow and report back on another member who is suspected of, well, let's just say there has been reason to think he is dabbling in arts that are prohibited. That would probably be best.

Both he and his subject have disappeared, and we are fairly certain we know where they are, but not what has happened to them. I see by your faces that you are wondering what this has to do with you, or possibly why we don't just go in with fireballs blazing and deal with it ourselves.

There are two good reasons.

First, the college is rather busy at this time, as they always are, and if we can hire qualified individuals to do a job, we are not adverse to doing so. That's specifically my job, to hire outside contractors for jobs we need done and either can't involve ourselves with directly or don't have the current manpower to handle it. In this case, it is the latter for the most part.

Second, well, that is a rather delicate matter. Does the name Morella Teranor mean anything to you? You might know her as Ella Teranor. I'm of the impression that a number of freelance contractors had some contact with her. Well, where our agent and his subject disappeared is where she lived, under the guidance and supervision of the Church of Lydia. Normally it would be a minor issue, but we have reason to believe that something has gone terribly wrong. The servants at the monastery were sent away on a forced vacation about 48 hours ago and our divinations tells us that Morella Teranor is nowhere in the building.

This, as you may imagine, is a worrisome turn of events. If there is some new development with the Teranor child, we need people of your character to deal with the situation. I do not know what exactly is going on in there, but I do know that whatever it is will require characters of some skill, which is why I contacted you.

To summarize, I would like you to find out what happened to our agent. He will be easily recognized by a large scar across his left shoulder blade. I would give you his name, but I'm not sure which one he's using. He's quite the sneaky gentleman you see. It's part of what makes him do his job well.

Similarly, I cannot tell you the name of the College member who was being tracked by our agent either. He has not been convicted of anything yet and it would be in bad taste to reveal his identity with no proof to back up suspicions.

We at the College would also appreciate it if you checked on the well being of the tenants at the monastery. The Church of Lydia is known to take on elderly nobles of good character who have fallen on hard times and allow them to stay in some of their facilities, taking care of them and allowing them to age gracefully, despite their lack of funds.

Similarly, we are concerned for the well being of the Priestess there, so if you could check on her as well, it would be much appreciated.

The monastery is here in Seltaren and quite easy to find. I'm assuming you will have some questions, though I have told you most of what I know and can share.

If there are any problems at the monastery, you can meet me here after you have finished. I have some

meetings to attend to and ongoing business, so I will be here most of the time over the next few days.

- If the PCs ask about payment, he will offer his gratitude and the gratitude of the College as well, but he will also imply that such a thing shouldn't have to be asked. Obviously they would be grateful, and that gratitude is always useful.
- If the PCs insist on cash, he will merely say that perhaps they were not of the character that his agents believed they were and that maybe they should hire with a mercenary company in the Pomarj or somewhere similar where the well being of good priestesses of Lydia are only validated by coin. The College has no spare coin to line their pockets. If they pass and decide not to go investigate, both rounds of the module are done.
- He has not been told the name of the agent. He was only given the specific scar information to identify him if necessary.
- He really does not think anything is wrong and expects the party to return within an hour reporting that both the agent and his subject came and went and that the Priestess is ill or something similar. For some reason, there seems to be concern by his superiors and it seems to revolve around this Teranor girl.
- If there is anything amiss, he would greatly appreciate it if the party would escort any remaining tenants back to him so he can make arrangements with the Church of Lydia to place them in a new home.
- He only knows the standard rumors about the Teranor girl (ie that the Teranors were demon cursed and that it followed through the female line, but that this is probably just rumor) and nothing more. He seems fairly nonchalant about it.
- If asked about any nobles that have backed this operation, he will respond that Ellis Lorinar has given them his blessing, but that Duke Karll has not responded to the number of messages sent to him.

Encounter 1: The Lydian Monastery in Seltaren

This large wooden two story building is both inviting and pleasing to the eye. The teak siding matches pleasantly with the slate roofing. A well organized and plentiful flower garden surrounds it. All of the windows seem to be painted shut though, which seems out of character with the rest of the building. There are a number of vents in the roof which seem to spout steam occasionally.

All windows are sealed shut and opaque. As this house is alive, there are a few special rules for what goes on within it.

- Characters may teleport out of the house, but not within it or into it. This is because it's a living creature.
- Keep track of damage from any area effect magics used in the house or damage done to the house via attempts to break and enter or move through walls, etc. Each point of damage done should be subtracted from the house's total and also should be subtracted from any diplomacy checks that occur in Area EE after the fight with Cronar.
- Currently the house has an Intelligence of 1, as it has to spend its limited mental power to stop Cronar from controlling the artifact in Area EE. When Cronar and the artifact are killed, its Intelligence will return to its normal amount found in the stat block in Appendix One.
- The entire house resounds with a strong aura of Transmutation magic, though what specifically that means is undeterminable.
- Throughout the house, out of the corner of the PCs eyes, movement is occasionally evident. When they go to look at it directly though, no movement will be seen. Doors will move a half inch, shades will flicker, floorboards will wiggle, etc., but the source should not be evident. To make things easier for yourself, you can use these sounds to lead the PCs to Area M, where much of the information that is needed by the PCs is.

Unless otherwise noted, the walls, doors and floors are constructed of teak, and all are finely crafted. It is very warm and humid inside the monastery

Ground Floor Area A: Outer Deck

This appears to be a raised porch of some kind, constructed of the same imported teak that the whole building is constructed from. There are four lounging chairs and two small tables, all of which seem to have gotten good use. The roof overhead seems to be in good shape. There is a door leading inside.

There is nothing of interest on the porch. Search checks yield nothing interesting. Track checks of any DC will yield only that there are some footprints on the deck and that none are newer than a day old. Most appear to be booted humanoid tracks coming and going.

Area B: Visitors Lounge

This small comfortable room appears to be where guests would wait while waiting to see someone.

There are three overstuffed crimson velvet couches and a table with four matching chairs.

This room has not been used for at least a day, nor has it been cleaned for that long. A thorough search will reveal a total of 4 silver pieces and 8 copper pieces which have slid into the couches.

Area C: Guest Rooms

There are two beds and two chests in this room, with a small set of bookshelves between them. The bookshelves have a number of collections of poetry from the Urnst states, all of which are fairly standard and readily available at every local bookseller. The beds do not appear to have been used recently. The beds are crisply made and the room is relatively clean and completely free of dust.

Area D: Guest Room

Nearly identical to Area C, this room only houses one guest and has a small closet (Area E). The bed is made and the dresser is empty. There is a faint smell of decay in the room. Any creature with the *Scent* ability can tell that it comes for the closet (Area E).

Area E: Closet

As you pull the curtain aside, an odd sight awaits you. Neatly stacked in the center of the closet is an orderly pile of termites and ants. They are quite dead.

These are insects that were infested in the house when the Obsidian Orb arrived and brought the house to life. It has been slowly asphyxiating them and neatly depositing them here until it figures out what to do with them. There are approximately 200 ants and 100 termites.

If the PCs watch for more than a minute, the floor will open up and a small pseudopod will extend, depositing another insect here. It will withdraw if prodded or touched or damaged and it will be at least 6 hours before another insect is deposited.

Area F: Acolyte's Quarters

This room contains five beds and five dressers. It was the quarters of two Acolytes studying under the priestess. Three of the chests are empty, but two have simple personal effects of the Acolyte's (personal clothing, brushes, jewelry, musical instrument, typical Lydian accoutrements). It has been more than a day since anyone was in here. The room itself is clean and free of dust.

Area G: Waiting Area for Bath

This area is cordoned off from the Acolyte's quarters by a thick tapestry of red with gold embroidery around the

edge. It is simply an area where people can wait for the bathing area to become available.

Area H: Bathing room

This bathing area is empty save for the bathtub. The bathtub has a faucet which puts out very hot water (near boiling). It is in full working order. In the bathing area are four barrels of room temperature water used to temper the very hot water and make it comfortable. On one of the barrels is a stack of towels.

Area I: Entry Hall

This entry hall is unremarkable save for the complete lack of dust in the area.

Area J: Kitchen Prep Area

This room is primarily for preparing meals. There is a table with a number of knives on it, barrels of a variety of vinegars and oils, and a few crates with staples like onions and potatoes. There is also a set of shelves with a variety of dried noodles, spices, dried herbs, bowls and utensils.

Area K: Priestess' Quarters

This is the quarters of the resident priestess, Amire D'orisar. This room is sparsely but tastefully decorated. There is a bed and wardrobe in addition to the finely crafted rug on the floor. The wardrobe contains a number of daily use priest robes as well as a set of dress robes for special occasions. There is also a small coffer with jewelry (500 gp value).

Treasure:

All APLs: Cash: Jewelry - (value 83 gp).

Area L: Bakery and Kitchen

This is the main kitchen. It contains a stove and oven to cook food prepared in Area J. They are slightly unusual in that there does not appear to be a fire area in them, but rather a switch which, when turned on, allows steam to run through pipes in them, making them very hot and capable of heating meals. The pipes run into the floor and do not get hot except in the stove and oven, even when turned on. Both the oven and stove are in working order but are currently turned off.

Area M: Priestesses Study

This area is obviously an office. To the left and right are bookcases full of files and records, and directly in front of you is a desk with neatly organized stacks of papers and a very comfortable looking wingback burgundy leather chair.

A DC 20 Knowledge religion check will allow the players to know that Lydians believe in openly sharing information and that they despise people who hoard and keep information for themselves. It would not be improper to look through the records and see what information is there.

If the players search the office, give them Players Handout #1. That is the only relevant information that can be found here.

Area N: Storage Room

This simple storage room has linens, towels, soap, and various other sundry items.

Area O: Chapel

This small shrine is tasteful and beautifully decorated. On the right hand wall is a mahogany bookshelf with a number of tomes on Suel religion, the worship of Lydia, and various collections of Suel poetry, both recent and ancient. The pews are crafted of mahogany as well, with intricate scrollwork masterfully and tastefully carved throughout. There are two small braziers giving off a warm orange light at the front, and the shrine itself has a beautiful porcelain statue of Lydia on it, her warm, mature countenance looking out over you. A shaft of light shaped like a spear is in her left hand, adding to the glow of the urns. When you enter, soft music plays in the background, ranging from simple standards to complex songs you've never heard. They all are played masterfully though.

The chapel itself is well kept and clean, but has nothing else of interest in it.

Area P: Stairs Down

These stairs lead down into Area EE, the furnace room.

Area Q: Stairs Up

These stairs lead up into Area V on the second floor.

Area R: Temporary Patient Quarters

These appear to be temporary quarters for patients. There are four beds and chests at the foot of each of them. The beds are well made and two of the chests are empty. The other two chests contain basic goods of a commoner (one set of traveling clothing, boots, various holy symbols of your choosing from the Suel pantheon, etc.). There is a small closet for storage which has two cloaks in it which seem well worn.

Area S: Servant's Quarters

These are the servant's quarters. All three of the beds are made and each of the chests holds the personal belongings of a commoner.

Area T: Private Entrance for Permanent Residents

Both of these doors are locked and use different keys (DC 25 Open Locks). The stairs lead upstairs to Area DD.

Area U: Temporary Patient Quarters

The door leading into this room is slightly stuck (actually, the house wishes to keep people out of this area) and requires a DC 20 Strength check to force open. This room appears to be more quarters for temporary patients, but was really used as temporary housing for anyone in need. The beds are all made, but it appears that nobody was currently staying here as the chests are all empty.

Upper Floor Area V: Stairs Down

These stairs lead down to Area P of the main floor.

Area W: Toy Soldier Room

This room, like most of the others, is warm and humid, kept at a less than comfortable temperature at all times.

Though the typical features of the room are here (a bearskin rug, bookcase and bed), that is not what catches your eye. At the foot of the bed in his pajamas sits an elderly yet still robust Oeridian man. Over his pajamas he wears the dress jacket of a Ducal Guardsman. He is peering at his floor, where a number of toy soldiers are moving about.

"No! No! Watch your flank you idiot! Colonel Janaar always watched his flank!"

He looks up at you briefly.

"They really don't listen at all you know. You'd think they were officers, not seasoned veterans."

With that he goes back to barking his orders.

This is Allion Geir, retired staff sergeant of the Ducal Guard. If the party insists, he will talk to them immediately, but would rather finish up this engagement (which will take him five minutes). He has a Ring of Sustenance and occasionally the Priestess is quite busy and doesn't bring fresh food for a day or so, so he is not

concerned about not receiving meals or seeing the Priestess. He knows the following:

- He likes Morella, but she's a little girl and they didn't have much to talk about so she mostly stayed away from him. He is not aware she was Morella Teranor, and if told, will ask the party what plan of action they intend to take to kill her. He is not sympathetic to her cause at all and feels every Teranor, male or female, should be wiped out forever. They broker with demons and that is not acceptable under any circumstances.
- He used to have a thing for Lana Uthal as she used to be a distinctively attractive lady in her youth and has a disciplined, direct personality, but she's not really interested in him and he has his soldiers.
- He will be intensely interested in anyone who is a member of the Ducal Guard, and will answer any of their questions happily, asking for any news in the process.
- He respects the Suel, but thinks they sometimes go too far. He tends to judge people by their actions, not by their breeding, which is why he was a member for 20 years and never got very far in the Guard despite his competence.
- He likes Amire (the Priestess of Lydia) and Lana Uthal, but they are a bit too nice for him. He likes his women a little feistier.
- He met Cronar (who he will refer to in a slightly sarcastic tone as "that peculiar wizardly fellow" briefly and was unimpressed with his manner. A bit skittish and poor posture for his tastes, and obviously never in the military.
- He has still has a little influence and will pull strings for other Ducal Guard members if they are friendly to him, but his resources are limited and he can only do this for Ducal Guard members.
- His soldiers have always been animated (they were not cheap either), but lately seem to be much more lively and responsive to his commands.

If the players integrate information from Area M into their reason for Allion to leave, no Diplomacy check is required. Otherwise consider him Neutral to the party. Any reasonable excuse will get him out of the house, but first he must get dressed and put his soldiers away neatly and in their place.

All APLs 10-13 (EL 13)

👉 **Animated Toy Soldiers (16):** hp 2; see Appendix 1.

Tactics: The toy soldiers will only attack the PCs if they attack Allion or one of the soldiers.

Area X: Hall

This area is unremarkable, but a DC 20 Listen check will hear an occasional scratching sound from Area Y. The sounds will end when anyone enters the area in front of the door.

Area Y: Cat Lady Room

This room is dark when you first open the door, but is quickly illuminated by red light which emanates from fifteen sets of eyes which open immediately when you enter the room.

The room itself is nice enough, with two very comfortable looking chairs in the back corners, and two wardrobes tastefully carved out of red pine.

The center of the room is dominated by a very large overstuffed bed with five down comforters on it. Sitting up in it, head rising with the light, is the plump upper torso of a frail older woman, thin neck supporting what seems to be an oversized head. Her hair is silver and in a tight bun. She seems to have nodded off in bed, as a book lies open in her lap.

The cat's tails twitch nervously as they see you and a low growling meow comes from several sources throughout the room. Apparently you are not welcome. The elderly lady blinks her eyes and raises her head.

"Oh hush you," she says as she waves her hand through the air.

"And who are you fine folks come to visit me? I haven't had any visitors in a while. Just me and the cats you see, but we get by just fine. I've got my romance novels to keep my mind active and the kitties to keep my feet warm. Yes, it's all right here, but the food isn't as good as it used to be, nor as often. I know it's nice of them to let us use their shiny rings so it's not an issue, but I do miss the cakes."

For a moment, she gazes at the ceiling, lost in memory of cakes and cookies and sweets, but only for a moment as she returns to our world and peers across the room at you.

"Do I know you? Not that it matters, any guest is welcome to chat, but I don't think I know you do I?"

This is Lana Uthal. She will gladly chat with the PCs. She knows the following information:

- She is quite fond of Morella and thinks she is a charming young lady. She does not know she is THE Morella Teranor and will be shocked to find that out.
- She loves her cats. They keep her company between visitors.

- She will ask for recent gossip and be very pleased if given some, whether it is true or not.
- She plays cards with Abigaine once a week, though she often forgets which day it is. Abigaine fetches her. She usually loses, but sometimes gets lucky. They always play in Abigaine's room, because Abigaine doesn't like the cats.
- She has noticed the cats have been more difficult and anger easily over the last day.
- She is quite fond of the Priestess, Amire D'orisar and always looks forward to her daily look-ins, especially as she often brings her sweets or cookies which she is fond of. The ring may make it so she doesn't have to eat, but sometimes she still feels hungry even though she knows she shouldn't.
- She has not met Cronar (or anyone from the College of Sages and Sorcery) and knows nothing about him.
- She is tolerant of non-Suel and friendly to anyone that is friendly to her.
- She will simply ignore anything anyone rude says. Any questions directed at her from a rude person will have to be passed on by someone else, because she will not acknowledge the question from the individual who was rude.

If the PCs come up with a reasonable reason to leave, she will agree. No Diplomacy check is required if PCs integrate information from Area E into their reason, otherwise she is considered Neutral and a Diplomacy check is required. The cats will not be so friendly, hissing at the PCs and clawing them (not as an attack, but it is painful), rubbing around her legs and trying to slow down her progress. If any PC attacks or does any damage to any of the cats for any reason, she will refuse to leave willingly. They will have to forcibly take her (not a difficult proposition), but she will be horribly cross with them and refuse to cooperate in any way. She has a *Ring of Sustenance* which has been supplied by the church of Lydia and occasionally the Priestess is quite busy and doesn't bring fresh food for a day or so, so she is not concerned about not receiving meals or seeing the Priestess.

All APLs 10-13 (EL 13)

🐾 **Fiendish Housecats (15):** hp 2; see Appendix 1.

Area Z: Sewing Lady Room

This room is cluttered and is obviously the home of a seamstress. The area is packed with cloth, patterns, thread, needles, scissors, and various other accoutrements associated with the adjustment and making of clothes. There are a number of tables and dress forms as well. The dress forms have a variety of clothing for various occasions and in many stages of

completion. There is a bed and wardrobe in the back corner which seems almost an afterthought.

Sitting at a table on the left is a skinny old Suel lady. She is at least seventy years old from her outward appearance and couldn't weigh more than ninety pounds. Her hair is silver with a blue tint, matching her eyes. Her dress is plain and simple, mostly utilitarian, contrasting with many of the projects surrounding her which are, for the most part at least, courtier's outfits, if not outright ball gowns in some cases. Some of them might even be based on fashions that weren't around thirty or forty years ago. She turns to look at you and a brightness still resides in her eyes that is unmistakable.

"Hmm.... I'm busy but I suppose I could rearrange my schedule around you. I hope you're not here to waste my time."

She squints at you and tries to look stern, though it's obvious that it is meant to be a good-natured threat.

"I hate having my time wasted."

This is Abigaine Daman. As soon as the PCs begin to talk or do anything, the dress forms move and congregate around her defensively. She will quickly admonish them for being silly and foolish. She knows the following information:

- She has no patience for children, and Morella was no exception. She avoided her like the plague. If mentioned that Morella is in fact Morella Teranor, she will comment that all children are demons of some sort or another.
- She usually plays cards once a week with Lana, but hates all of her cats. Her loathing is not hidden. Lana she likes a lot more, though she's scatter-brained.
- She appreciates Amire D'orisar's good taste in clothing, and the fact that she has referred a few clients to her.
- She will not comment on her feelings for Allion Geir, but neither will she put up with anyone saying anything bad about the man.
- If any characters are wearing courtier's outfits or living Rich lifestyle, she will comment on how they might need a new outfit and make suggestions that might be useful in said new outfit.
- She is not interested in petty details or gossip.
- She is not interested in political matters or world events.
- She would gladly return to full-time work, if the salary was at least 500 gp a year, and if offered a position as a character's personal tailor for that rate, would agree. This would result in a ½ gp per TU reduction to Rich lifestyle cost.

- The dress forms animated slowly over time, starting about two months ago. They never moved when anyone else entered, so she hasn't mentioned it to anyone in anything but the most peripheral sense. If it got out that she's going senile, she'd never get any work.

If the PCs come up with a reasonable premise for her to leave, then she will agree, but will take forever, remembering things that need to be done and whatnot. No Diplomacy check is required if PCs integrate information from Area E into their reason, otherwise she is considered Neutral and a Diplomacy check is required. The dress forms will try to follow her out of the room and if she appears to be dressing to leave, will blockade the door and try to stop her from leaving. She will glare at them and remind them that she is much too busy to deal with their foolish, petty longings. The temple of Lydia has provided her with a *Ring of Sustenance* and occasionally the Priestess is quite busy and doesn't bring fresh food for a day or so, so she is not concerned about not receiving meals or seeing the Priestess.

All APLs 10-13 (EL 13)

🔪 **Animated Dress Forms (10):** hp 15; see Appendix 1.

Tactics: The dress forms will only attack if attacked first, instead merely trying to stop their beloved seamstress from leaving.

Area AA: Closet

This closet is empty, though it has a number of hangers in it.

Area BB: Bath

This area served as the community bath for all of the permanent residents on the upper floor. Otherwise, it is largely identical to Area H on the main floor except for its dimensions.

Area CC: Little Girl's Room

This room is neatly organized, with two screens depicting pleasant woodland scenes flanking a child-sized bed that is neatly made. There is a wardrobe in one corner of the room as well.

There is nothing of interest in the bed or behind the screens, but if the wardrobe is searched two items of interest can be found in addition to the typical little girls clothing.

First, there is the head of the Lydian priestess. It has been bled clean and its eyes and tongue have been removed. The neck is severed and trimmed meticulously so that it stands up. A string has been attached to its chin so that its mouth can be moved like a puppet.

Second, there is what appears to be a folded up set of clothing, but its feel is that of skin. That's because it is skin. It is the folded up exterior of Morella Teranor. Those who interacted with her in Last Dance at Heron House will easily recognize her features. It is cool to the touch and perfectly preserved, almost alive in its texture and feel. A small sized character could put it on and would look almost exactly like Morella. If they do so, the skin fuses with them and cannot be removed. They retain their racial traits and abilities, but will forever more look like a young Suel girl.

There is nothing else of interest here.

Area DD: Stairs Down

These stairs lead down to Area T on the main floor. If the characters did not come here from that Area, the door at the bottom will be locked (DC 25 Open Locks).

Area EE: Furnace Room

This large room is even hotter and more humid than the rest of the house. The source of the discomfort is quickly visible.

In the center of the room is a large twenty foot square structure, with pipes coming and going through the top of it. Wisps of steam emanate from the lattice of pipes, most of which go up into the monastery overhead, but some of which come from pumps in the floor that appear to be wells off to your right. Behind them are a number of barrels and casks. To your left are a number of chests both large and small.

The most striking feature though lies off to your left. In the floor of the basement is a large black obsidian orb. Crawling out of it, covered in a thick sheen of black slime, is a Suel gentleman dressed in what seems to have been a courtier's outfit. He wears the membership pin of the College of Sages and Sorcery. Black tendrils are where his eyes once were and he wears a pin of a heron on a green background on his shirt. He only gets halfway out of the orb, legs and hips presumably still within its confines, squeezed to impossible proportions inside the inky blackness of its foreign depths. The tentacle eyes wiggle in your general direction and he speaks in a hollow, monotone voice:

"Ah, I was warned of your coming. Know that you cannot stop what has been done. The Mistress Morella has tasked me with a great service, and I shall perform it, for the rewards are great and her countenance demands I succeed. Maybe though, you are not so stupid as most. Maybe though, you wish to peer into the darkness and become one with its infinite depths, much as I have. There are such sights to see if you only look. Those fools at the College do not know what they are missing. The Outer Realms are just the beginning. Soon though, they shall be

visible by all, for when I have fully absorbed the orb and plumbed its depths, I shall take it to her where she waits and together, we shall bring the Duchy back to its rightful place as tyrant and ruler of this world, not meek merchants and placated dolts."

He pauses for a moment, tentacles wriggling at you playfully.

"I see by your faces that it is not for you. Maybe when you are dead I will show you more. Prepare for your fate meddlers and know that I am the future of all mankind. The outer realms are now and they are here, and I shall be the one to bring them to the Lady Morella, and she shall take me as her consort and together we shall rule all."

His voice trails off and his upper body sways to and fro rhythmically, upper torso dancing as clumps of coagulated goo flop off of him onto the floor, jiggling slightly before coming to rest.

Initiative should start now. Cronar is deluded and unwilling to discuss any matters. He has been told to guard the orb until he fully integrates with it and then return to the Perine Estates with it.

There are some special rules for Cronar. First, he cannot use normal movement in his current state, nor can he *teleport* or *dimension door*. If he should go unconscious, he will be instantly absorbed by the orb (along with his gear) and cease to exist, fusing with oblivion. The orb itself is immune to any attacks of less than epic level.

When this happens, an odd thing occurs. Because Cronar's intervention with the orb (which animated the house, dress forms, toy soldiers, and made the cats fiendish) was suppressing the House's intelligence, now that he has been absorbed, the house will regain its intellect and now can communicate with the party. The following occurs:

For a split second, the gentleman twitches spastically, first left, then right. The tentacles in his eyes elongate and reach around his face pulling bits and pieces of flesh off and letting them fall. They drift into the obsidian orb and are absorbed by it making a dull slurping sound in the process. The process accelerates and bigger and bigger pieces of flesh are torn off and fly in a frenzied fountain of rended chunks. Soon, only a skeletal frame remains, cracked and blackened, but in a flash of darkness it folds into itself, cracking and compressing before disappearing into the obsidian globe, leaving only slight shavings of his body as paltry souvenirs.

The orb shudders slightly, and the shudder seems to spread to the whole house. Waves appear in the walls and floors, congregating around the orb on the ground. Quickly they surround and engulf the orb, which travels under the stone structure in the center of this room and disappears.

A voice speaks from somewhere in the room. It is slow and deliberate, low of tone. It is hard to pinpoint

the source, as it seems to come from the vibration of the very walls around you.

"I am Rerk. I am in your debt. You have helped Rerk and I am grateful. What can I do for you?"

Rerk is the house. He is indeed grateful, for they have stopped Cronar from fully integrating with the orb and therefore allowing it to keep the orb for itself as a life essence. He is happy to discuss the matter with the party and knows the following:

- He was not alive, but now is alive, and the orb is what brought him to life.
- He needs the orb to stay alive, but has hidden it well and will consume it over time.
- He wants to stay alive.
- He will not let anyone take the orb nor will he allow it to influence anything outside of him. To lose it would be to die. He only wants to stay alive.
- The party is welcome to take the people out of the house. The objects though, will only have life within his walls. The toy soldier, dress forms, and cats will stay in their current condition if removed. They have been permanently changed, though Rerk will not know this.
- He had no part in any of the murders that took place, nor does he know where the bodies are. He perceived that the servants left and that the head lady was killed by the little girl was using the orb. He also perceived that the little girl told the man to take the orb. Many complicated words were said that he didn't understand, but he knew the orb had given him life and to let it go would mean his death.
- When the little girl left, she looked different and said she was going home.
- Rerk will allow people to stay in him, but he will not hand over the orb.
- No diplomacy check will convince Rerk that he can live without the orb, nor will it make him give up his life.
- If the party tries to take the Orb forcefully or refuses to let him keep it, Rerk will fully absorb it, destroying his own life essence in the process, effectively killing himself and destroying the Orb in the process. This is a quiet process and will be preceded by a solemn statement such as "It is probably as well. Who wants to live in a world inhabited by such tiny, stupid creatures..." or a similar statement of resigned sadness.

The party will have to decide what to do about this situation. There is another church of Lydia in Seltaren and they can discuss it with the priestess there if they wish. Any reasonable solution proposed by the party should work. If they ask the other Lydian priestess what to do, she

will suggest leaving things as they are (if the residents have been rescued) and they will figure something out after consulting with those more informed than they. Though she is shocked by the death of the attending priestess, she will be reasonable and astounded by this recent turn of events. She is very thankful to the party. Whether the party goes to the priestess or not, if they rescue the three residents from upstairs they will receive the favor of the Church of Lydia.

Behind the barrels in the back can be found the bodies of Amire D'orisar and Adrir Edlar. They have been dead about a day and their bodies have been stripped.

APL 10 (EL 13)

➤ **Cronar:** hp 60; see Appendix 2.

APL 12 (EL 13)

➤ **Cronar:** hp 72; see Appendix 3.

APL 14 (EL 13)

➤ **Cronar:** hp 77; see Appendix 4.

APL 16 (EL 13)

➤ **Cronar:** hp 89; see Appendix 5.

Tactics: Cronar, though mostly insane and wracked with pain due to his current state, is still tactically smart. He will attempt to slow down the party with spells which either debuff them, slow them down, or summon creatures to keep them busy while he buffs himself or uses attack spells. His contingency is to cast *Displacement* if he is directly attacked by a melee, ranged or spell attack that targets him.

Development: Presumably, the party has enough information to lead them to the barren, burnt-out wreckage that was the Perine Estates looking for Morella Teranor. They may return to their contact from the College of Sages and Sorcery or wish to gather information. This is handled in Encounter Two. If they choose to go directly to the Perine Estate, go to Encounter Three.

Encounter 2: Intermission

If they return to Orias Isgrad, he will be concerned about their report. He will pass on all of the information to his superiors, gladly deal with the tenants if brought to him, and suggest that the party return to the Perine Estates to hunt for the missing Teranor girl. His hands are still tied as far as getting help for the party. He sees no reason they cannot go to Perine Estate in the morning if they wish to rest first.

He will also inform them that in other circumstances, the Teranors had access to powerful permanent magics that would stop all spells of the divination school and also all summoning (though not all spells of the conjuration school, just summoning) from functioning in the area.

Spellcasters may wish to rest for the night and change their prepared spells. This should have little or no impact on the situation in Orias' opinion.

If they wish to gather information, they can get the following information on House Teranor:

On House Teranor:

- DC 5: The main bloodline of House Teranor was stripped of its nobility over two years ago for fraternizing with demons and treason against the Duchy of Urnst. The demons and all female members carrying the demonic taint were destroyed and some of the House lands were given to a cadet branch.
- DC 10: Adventurers played a key role in bringing down House Teranor.
- DC 20: Kalaric Teranor, former exchequer of the Duchy of Urnst, has been rumored to be spotted periodically over the last year, though no solid confirmed sightings have been reported.
- DC 25: The three young ladies that were killed were all members of House Teranor and slaughtered by the Church of WeeJas for being demon tainted.
- DC 30: The Greenbar Teranors have no tainted Teranor women as members of their house. This cadet line split from the Teranor house before the taint was introduced.
- DC 35: Morella Teranor was rescued from House Teranor and placed in the care of the Church of Lydia (if PCs played Last Dance at Heron House and killed Morella, then add on that she was raised/resurrected first by an unknown benefactor rumored to be other adventurers).
- DC 40: House Urlirel, once thought to be allied with House Teranor, has severed all ties with them after discovering that the rumors of the demonic taint were true.

If the PCs do not return to visit Orias and have not for some reason figured out that Morella has returned to the Perine estates, then have Orias send for them and suggest it.

If they don't want to continue on, by all means sign their ARs with GP and XP earned and send them home.

Encounter 3: Descent into the Home of the Three Sisters

Your journey through Seltaren is uneventful, as is your meandering through the burnt out shell of the Perine Estates looking for signs of where Morella may have gone. The once proud estate feels like a ghostly

shell of its former grandeur. Some of the gardens remain and a few of the statues are intact, but the entire estate has the feel of a place that once lived but is now cold and dead.

Eventually, your wandering through the estates make it obvious where you are to go. The grotto. It is not the easiest climb down, but neither is it the hardest.

Two sets of relatively fresh ashen and dirty footprints make your path obvious. One is barefoot and child sized and ends abruptly in the underground cavern of the grotto. The other is booted and normal sized. It leads up to where the other trail ends and then back.

Sitting about five feet from where the small barefoot tracks end is a small, gorgeously gift-wrapped box with a small note attached to it. It is an understatement to say that it is out of place among this desolation and ruin, but strangely it is still there despite its lack of context or sense.

The note on the box says simply *“Please do not open and deliver to Syrula Teranor at your discretion. It will also serve to get you where you need to go. All you need to do is finish following the tracks and carry the box with you. Good luck and good hunting. – J”*

The box is rather heavy and approximately one foot square. It is lined with lead to stop any divinations from passing through it. If opened, there is a small silken sash tightly wrapped around a rather large object. If the sash is opened, inside is a head wrapped in salt. Anyone who has met Kalaric Teranor (in either Last Dance at Heron House or Irreconcilable Differences or anywhere else) will instantly recognize his head.

A DC 20 Knowledge (Nobility) check will inform the players that Syrula Teranor is the wife of the noted sadist and notoriously cruel Kalaric Teranor.

A DC 30 Knowledge (Nobility) check will determine that all three of the original Teranors captured/killed in Last Dance at Heron House were married to non-Pureblooded Teranor women and that none of them have been heard from in over two years.

Syrula Teranor was a conniving liar of the worst sort: a talented one. Though never proven, it is suspected that she was a worshipper of Syrul.

Girnaca Teranor was the wife of Merran Teranor, the feared necromancer. Not much is known about her as she avoided public scrutiny. Any worshipper of Bralm will know that she was a devout worshipper of the insect goddess, but largely rejected by the temples of Bralm in the Duchy due to her evil inclinations.

Iika Teranor was the wife of Tordan Teranor. Where his excesses leaned towards gluttony, hers were towards bestiality and bloodshed. She was rumored to be a cleric of Llerg, and unfortunate party-goers that were on the

working end of the attentions of Tordan and Iika crashing a party could attest to the pair's capacity for gluttony of every sort and overall depravity.

When the party moves to the end of the track with the gift box (opened or un-opened), a swirling blue gate will appear, and the party may step through. It lasts for one round and will not re-activate for an hour after it goes away – all characters may go through in this time if they're prepared.

To continue in this adventure requires that some way to read and speak Ancient Suloise be acquired. This will require that a character either speak the language, have sufficient ranks in Decipher Script (it is a DC 20 check to figure out what the etchings around the portals say), or have magic, such as the *tongues* spell available. Remind the party that a scroll of the *tongues* spell is core access and may be purchased in Seltaren. As a last resort, if the party is unable to do any of these, then you must improvise a bit, and have each of the three sisters come out of their area and interact/attack the party in turn so that they can escape. Syrula will not bring the Slaad with her under any circumstances.

The entire area has a number of magical wards in it.

First, the entire area is under the influence of an *Anticipate Teleport, Greater* spell, so any teleporting that occurs within any of the areas in Encounter three will be delayed from appearing by three rounds. See the new rules appendix for the full description of *Anticipate Teleport*. Note that this effect only works to delay the teleport. It does not inform anyone of the actual teleport. Note also that unlike the spell, teleporters and gaters are aware of their surroundings during the delay.

Second, teleport spells will only work if their destination is within one section of the pocket dimension they are currently in. These sections are the main floor, the temple of Syrul, the temple of Bralm, and the temple of Llerg. You cannot teleport from one section to another, or from any of these sections back to the Prime Material Plane, but you can teleport within each section freely, albeit with the restriction of the *Anticipate Teleport, Greater* spell that is in effect.

Third, no spell from the Divination school functions in this Encounter at all, but this restriction only applies to casting of spells or magic items that cast a spell. Items with Divination spell pre-requisites that mimic the function of spells but do not actually cast the spell are also affected (such as a *Gem of True Seeing*). Spells that were pre-cast before entering the area are suppressed while in this area.

Fourth, no creature summoning (including *Summon Monster* and *Summon Nature's Ally* spells) spells work here either.

Extra-dimensional spaces seem to function normally here as long as they do not exit this area (with a spell such as *Passwall*). *Portable Holes*, *Bags of Holding*, and other similar devices function fine. There are no negative effects for

having those inside of another extra-dimensional space in this instance.

A *Gate, Plane Shift*, or similar spell will allow the PCs to leave this extra-dimensional space.

The players should have been warned of most of these during the intermission, but if they did not personally return the patients from the temple of Lydia, they may not know it.

For the main floor (Areas A-P), the players may spend up to 24 hours resting, even between combats with the three sisters, without any adverse effects. After that, use your best judgment on how they will encounter the Three Witches from the temples.

Area A: Entrance Hall

Briefly, you start to materialize in a reasonably sized white marble room. It takes approximately eighteen seconds for you to fully come back to the real world, as you feel a force restricting the gating magics that brought you here. There are two columns in front of you, carved from the finest of white marble. To the right there is a doorway into a hall, and behind the columns are two doorways into the main area. To the left there are two discolored areas on the marble floor. As you look behind you, you notice that the area where the gate was is now simply an area of discolored marble. Above it is an indentation of a young Suel girl's face.

The discolored areas to the left are magical, and if the name of a Teranor (alive or dead) is said, a vision of them will appear here.

The indentation activates the gate, and can be done with either the face of any pure-blooded member of House Teranor (including the skin found in Encounter One Area CC or with the face of Morella Teranor after she is summoned in Encounter M of this level or the severed head of Kalaric from the package, even the corpses in the various coffins on this level will work). There is no other way to activate the gate. It returns the PCs to the grotto where they came here from.

Area B: Cloak Room

This is a simple cloak room, with two wardrobes of ebony for storing visitor's cloaks, jackets and boots. The wardrobes are simply but masterfully carved and are obviously expensive and of the highest quality.

Area C: Supply and storage room

This storage room has a variety of goods, ranging from dried foodstuffs to water, linens, soap, salt, various dried

herbs, healers kit supplies, and various other miscellaneous items.

Area D: Shrine

The gleaming white marble continues here, but the hall has become expansive, now containing six intricately carved columns and a huge black marble dais with a simple block of red marble on top. In the distance, a huge red velvet throne can be seen surrounded by a number of flaming urns, which cast the entire area in a flickering, orange glow. The black marble of the dais doesn't flicker though, instead absorbing the light into it, feeding on it.

The dais and block are a simple altar for blood sacrifice to any Suel god. Careful examination will show that it was once white marble, but has been stained with the blood of what must have been thousands of victims. Some of the blood is fairly recent, no more than forty-eight hours old.

There is nothing else of interest if the area, dais, or block are searched.

Area E: Necropolis - Lesser

This area holds a number of simple but masterfully carved coffins. Each bears the name of a member of House Teranor.

Most of these coffins are recent and of particularly powerful or successful Teranors. If a person touches one of the nameplates, a picture of the person appears in one of the window marked areas on the map. There can be up to four such images at a time. The likenesses are actual pictures, and show what the person looked like in their prime. There are name plates read as follows:

- Dame Lady Adeva Teranor
- Dame Lady Clarinda Teranor
- Dame Lady Daslari Teranor
- Dame Lady Jorna Teranor
- Dame Lady Lydia Teranor
- Dame Lady Maila Teranor
- Dame Lady Saija Teranor
- Dame Lady Vilja Teranor
- Lord Aidan Teranor
- Lord Ervin Teranor
- Lord Malphas Teranor
- Lord Stelad Teranor

The bodies inside the coffins are in simple death gowns and nothing more. The coffins all seem to have

been made at the same time. A DC 30 Knowledge (Nobility) and a DC 30 Knowledge (History) check will determine that these nobles range from approximately 500 years ago to as recent as 50 years ago. They were all notable Teranors who accomplished much for their house both financially and politically.

There is nothing else of interest here.

Area F: Safe Room

This small room is simple and has nothing in it. There are four cold iron bolts that can be thrown on the door from the inside only. If searched, the outside of the door can be shown to have claw marks on it which have been carefully buffed out (DC 30 search check).

Area G: Necropolis - Greater

A single sarcophagus dominates this small area. It is carved out of the finest gray marble and inlaid with silver and sapphires of excellent quality. Carved into the lid is the likeness of a beautiful Suel woman, her eyes closed and apparently peaceful and at rest. Carved under it is the name "Lady Mornaella Teranor".

This coffin holds the body of Morella Teranor's mother, who was killed by Sir Edran and the rest of his party while going to kill Dame Lady Morlyn. Her body resides within, shrouded in a burial gown, and long rotted to skeletal remains only.

Area H: Privy and Bathing Room

These function as guest toiletry facilities. There is nothing of interest here save for the fresh water and beautiful marble carving.

Area I: Guest Quarters

Both of these rooms are the same, each with one head in one of the beds.

This room is simply furnished with two beds, two chests, a bookcase and a chair. On one of the beds can be clearly seen the severed head of a young lady, slowly writhing and teeth snapping in your general direction. Her eyes listless and dead, are no longer the pretty blue pools that used to break the hearts of young Suel nobles.

The chests are empty, and the bookcases contain a few relatively recent novels, as well as candles, a lamp, oil and various other basic supplies.

The heads are those of two of the three Teranor girls rumored to be murdered in the introduction (the third is with Iika Teranor in Area LL). They were killed by Morella Teranor as they were the last three pure-blooded Teranor

females, hidden away in the country. They were viewed as rivals by her and slaughtered mercilessly. Their descriptions match the descriptions of the girls rumored to have been murdered in the introduction.

They have been animated by an *Animate Dead* spell and an extended *Unliving Weapon* spell has been cast on them as well (see New Rules Items), so if they take one point of damage, then they explode for variable damage as follows:

- APL 10: 6d6
- APL 12: 7d6
- APL 14: 8d6
- APL 16: 9d6

There is nothing else of interest in the room.

Area J: Necropolis - Greater

A single sarcophagus dominates this small area. It is carved out of the finest black marble and inlaid with silver and diamonds of excellent quality. Carved into the lid is the likeness of an older, stern and forceful Suel woman. Her eyes are open and glare with focused rage. Even as a carving it is mildly unsettling, almost alive with fury. Carved under it is the name "Dame Lady Morlyn Teranor".

This coffin holds the body of Morella Teranor's grandmother and matriarch of House Teranor who fostered and brought to fruition the controlled demon taint that possessed them. She was killed by Sir Edran and the rest of his party in Last Dance at Heron House. What few remains of her body were available reside within, rotted to a few delicate scraps in a neatly organized pile.

Area K: Necropolis - Ancient

This area has two coffins which stand out, as they are neither new nor are they of marble. They appear to be quite ancient, but sturdy and well maintained. Areas that may be weak have been patched and held together with copper bands and sheets, painted to match the ancient wood. Inlaid at the foot of each coffin are nameplates of gold, but it is tarnished and worn and will require close examination to read.

The name plates read as follows:

- Dame Lady Gisnana Teranor
- Lord Stavys Teranor

These coffins are very old and seem to be of indeterminate age, though they are obviously older than any of the other coffins here.

Area L: Necropolis - Ancient

This area has two coffins which stand out, as they are neither new nor are they of marble. They appear to be

quite ancient, but sturdy and well maintained. Areas that may be weak have been patched and held together with copper bands and sheets, painted to match the ancient wood. Inlaid at the foot of each coffin are nameplates of gold, but it is tarnished and worn and will require close examination to read.

The name plates read as follows:

- Dame Lady D'orni Teranor
- Lord Olox Teranor

These coffins are very old and seem to be of indeterminate age, though they are obviously older than any of the other coffins here.

Area M: Gate to Hell

Ten flaming urns lead up to the throne here, bathing the entire area in a soft orange glow. It is upholstered in red velvet and sits atop a crimson red dais, about two feet off of the ground. Gold embroidery adorns it and it is obviously apparent that no expense has been spared on its construction. It appears to be fairly new as well and is in perfect condition.

The area in front of the throne has a large circle of discolored marble on the ground, with three symbols etched in the ground equidistantly around it.

The urns are continual flame urns and therefore give off no heat. The throne is largely unremarkable (save for its high quality) if searched. It is very comfortable if sat in.

The three indentations around the discolored area are of a clawed hand, a forked tongue, and a bear paw. If the proper symbols are placed in the indentations (presumably the hand of the priest of Bralm from Area X, the holy symbol of Syrul from Area Z, and the bear paw from Area LL), the gate to summon Morella is opened above the dais (Area D) and she and her consorts appear after two minutes.

The discolored area of floor swirls and pulses, slowly building in power, until after two minutes arcs of blackness emit from the three points you activated and shoot to a point directly over the dais you passed on your way in, opening a gateway of utter blackness. Far off in the distance through it you can vaguely make out hordes of assembling demons of all sorts, carrying the banner of a black heron over a purple field.

Only a few creatures materialize over the dais, seeming to center around one dominant figure. The first thing that grabs your attention about her is the brilliant pools of blue that sit within the center of a ten year old Suel girl's face, slightly hidden behind the most golden of blonde hair. It is still childlike and innocent, but the pointed teeth poking out of the tiny mouth with the rosy lips is the first giveaway that something is amiss.

The illusion is quickly shattered as you view the rest of the body. Six arms come from her sides where only two should be and all end in scimitars of gold. The torso melds into a long, writhing metallic green serpent body below her, fully ten feet long.

The glint of pleasure in her eyes is not one of joy at seeing you, but rather a hungry delight that you have brought her here.

"There is no need to explain your intrusion. I expected that someone might arrive to correct previous oversights, and it seems that you are the best that could be mustered. It is a pleasant surprise. It means that my job in the future will be that much easier. I shall enjoy this minor test. Don't worry, you won't have long to worry about surviving."

If any of the PCs rescued Morella from Heron House, she will add the following, addressing them directly:

"To you, I owe nothing. Your foolish optimism is its own punishment. Your gutless stupidity has served you as it should. I will slaughter you quickly and offer no mercy, to show you that I learned the lesson you taught me."

At the other end of the hall other demonic figure(s) have materialized as well, and they move to engage you.

If the party insists that they want to parlay, she will insist that the party surrender their items (especially holy symbols) and take their armor off. If they are friends, then of course they won't feel threatened and will make themselves at home.

She does not trust any of the three witches and their reassurances mean nothing to her. She understands that she is alone as the sole matriarch of a doomed House and has every intention of retaking the Duchy with an army of demons she is assembling. She will state this up-front and gauge the party members' reactions.

If they hand over their items, holy symbols, armor and weapons, she will immediately attack, but will not continue on downed opponents, instead taking their bodies back to the Abyss with her to have them transformed into demons.

Morella is a native of the Prime Material Plane, and is therefore immune to the effects of *Banishment* or *Dismissal* or similar magics that affect extra-planar creatures, though her consorts have no such immunity.

The urns do not constitute any kind of serious obstacle and do not inhibit the movement of any creatures.

APL 10 (EL 13)

☛ Morella Teranor, partially transformed into Marilith: hp 108; see Appendix 2

☛ Vrock: hp 115; see Appendix 2

APL 12 (EL 15)

➤ **Morella Teranor, partially transformed into Marilith:** hp 162; see Appendix 3

➤ **Hezrou:** hp 138; see Appendix 3

APL 14 (EL 17)

➤ **Morella Teranor, fully transformed into Marilith:** hp 216; see Appendix 4

➤ **Hezrou (2):** hp 138; see Appendix 4

APL 16 (EL 19)

➤ **Morella Teranor, fully transformed into Marilith:** hp 216; see Appendix 5

➤ **Marileth:** hp 216; see Appendix 5

➤ **Hezrou (2):** hp 138; see Appendix 5

Tactics: At low APLs, both Morella and her consorts will try and hit hard and fast, taking out as many opponents as possible to even the odds. At high APLs, she will immediately start with Blade Barriers while at APL 16, her consort will use Unholy Aura. All of the consorts are loyal and will do as directed.

Area N: Gate to Bralm

The wall here has a slightly discolored, arch shaped area. Over it are words intricately carved in ancient Suloise. This alcove is otherwise unremarkable.

The writing over the archway reads as follows:

“Through industry we shall consume the world.”

A DC 20 Knowledge (Religion) check combined with a DC 20 Intelligence check (these need not be from the same character) will determine that this saying would be very in character for an entrance to a temple of Bralm, albeit one with an evil bent. Of course, characters may make their own deductions without the intervention of a die roll.

This gate opens to area Q when the words above the archway are spoken in ancient Suloise. If necessary, remind the characters that a scroll of *tongues* is Core access.

Area O: Gate to Syrul

The wall here has a slightly discolored, arch shaped area. Over it are words intricately carved in ancient Suloise. This alcove is otherwise unremarkable.

The writing over the archway reads as follows:

“Look not to the world for truth, for it is all within one’s will to find.”

A DC 20 Knowledge (Religion) check combined with a DC 20 Intelligence check (these need not be from the same character) will determine that this saying would be very in character for an entrance to a temple of Syrul. Of course,

characters may make their own deductions without the intervention of a die roll.

This gate opens to area Y when the words above the archway are spoken in ancient Suloise. If necessary, remind the characters that a scroll of *tongues* is Core access.

Area P: Gate to Llerg

The wall here has a slightly discolored, arch shaped area. Over it are words intricately carved in ancient Suloise. This alcove is otherwise unremarkable.

The writing over the archway reads as follows:

“The beast resides within us all.”

A DC 20 Knowledge (Religion) check combined with a DC 20 Intelligence check (these need not be from the same character) will determine that this saying would be very in character for an entrance to a temple of Llerg. Of course, characters may make their own deductions without the intervention of a die roll.

This gate opens to area HH when the words above the archway are spoken in ancient Suloise. If necessary, remind the characters that a scroll of *tongues* is Core access.

Temple of Bralm

There are no doors in the temple, instead, there is one (or two for the main temple entrance) scorpions that function as doors. They will attack anyone approaching within ten feet that does not show a holy symbol of Bralm, or is not within twenty feet of someone visible to the scorpion that is bearing a holy symbol of Bralm (a giant wasp in front of an insect swarm). All worshippers of Bralm will know this automatically. It is a DC 20 Knowledge (Religion) check for worshippers of Suel deities to know and a DC 30 Knowledge (Religion) check or DC 35 Bardic Knowledge check to know this otherwise. The scorpions will stay in their doorways until attacked or approached without a holy symbol. Spellcasting, teleporting, or any other activity will not sway them from their guard duty.

If characters do not make the checks or figure out it is a temple of Bralm, they will have to deal with all of the scorpion figures. Note that any crudely crafted or even drawn symbol will do in order to gain passage. It is a DC 10 Knowledge Religion for Duchy of Urnst characters to know what the holy symbol of Bralm is. Any characters who have played Firemane or Irreconcilable Differences will have seen one on the orcs from Annik.

If players attack or destroy any of the insects in the temple, the insects will flee (except as noted above for the doorway guardians). This will immediately alert Girnaca Teranor in the Main Temple (Area X) to the party’s presence and malevolent intent. There will be no banter if her temple has been attacked and desecrated. She will immediately start casting any long term buff spells she may

have and if the party does not arrive within 10 minutes, she will come looking for them.

Statistics for the door guardians can be found in Appendix 1.

Area Q: Insect Landing

It takes about 18 seconds where you are stuck in the same limbo that you arrived in when you came through the main entrance, but eventually you settle into this new place. The gate behind you closes, leaving only discolored rock.

As you materialize, you are immediately swarmed by thousands of tiny, crawling insects. They do not bite nor sting nor scratch you, but instead seem to embrace you, lovingly covering you with their industrious activity and welcoming you to their home.

It is not just you covered by the insects though, as every wall, floor and bit of air is at least nominally covered with avid insect activity, scurrying about in a myriad assortment of spiders, centipedes, bees, wasps, mosquitos, scorpions, ants, and every variety of insect you could imagine.

Across from you, there is an open doorway in which sits a large scorpion, completely still, its dark, soulless eyes peering in your direction, but seemingly ambivalent to your presence. For now.

The characters will soon find that the insects surrounding them are harmless and do not even inhibit visibility or movement. They will not enter eyes, mouth or any other orifices nor will they go near anywhere the character is doing anything, but rather will skitter out of the way. If treated affectionately or fed, the insects will respond in kind, appreciating the generosity (though in some ways, here it is expected). *Repel Vermin* spells or similar magics will function here, but the insects will redouble any attempts to garner affection from the PC if the spell fails or ends, working doubly hard to gain its endearment. The insects part from the footsteps of walking creatures.

A DC 20 Spot check will spy a hand-sized indentation in the wall directly above the discolored archway. The hand is vaguely clawish yet strangely feminine.

There is nothing else of interest in this room.

Area R: Breeding Room

This area is obviously a nesting room, as there are a wide variety of insect nests, leaf litter, and hives of various sorts throughout it.

The insects here are largely friendly, and will not attack the party. There is nothing else of interest here.

Area S: Lesser Shrine to Bralm

Inlaid in the center of this room is a huge rendition of a circular swarm of insects upon which sits a mithral statue of a huge wasp. The insects here seem more active and gleefully buzz and crawl over it.

If players did not know what a holy symbol of Bralm looks like, they have a perfect example to emulate here.

Proper tribute to place at the altar would be foodstuffs, or articles that have lots of meticulous work on them or were made via any hard work (DC 20 Knowledge (Religion)). Any character who pays such a tribute will gain a +1 circumstance bonus to any saves made against insect poison for the duration of the adventure.

People who worship Bralm as their primary deity who pray here for one minute will gain Fast Healing 1 for the next twenty minutes and be purified of any negative conditions she currently has, including negative levels. This will not reverse prior negative levels that resulted in level loss, but will restore any ability damage or drain that became permanent. This effect applies only to clerics of Bralm.

Destroying or defaming the lesser shrine results in the character immediately suffering four negative levels, no saving throw, spell resistance does not apply. All characters participating in the desecration take the negative levels. A DC 25 fortitude save can be made after twenty-four hours to not lose these levels permanently. A save must be made for each of the levels lost, so four DC 25 Fortitude saves must be made. These negative levels can be restored with standard magic (such as *Restoration*) before the twenty-four hours pass. For SR checks, consider it a targeted effect from a 20th level caster. In addition, it will result in Girnaca Teranor leaving the main temple (Area X) and moving to attack the PCs after casting preparatory spells.

Area T: Breeding Room

This area is obviously a nesting room, as there are a wide variety of ant and termite hills, and small shrubs with pods and cocoons and eggs sacs of a number of different kinds.

The insects here are largely friendly, and will not attack the party. There is nothing else of interest here.

Area U: Food Room

This room is dominated by a large mound in the middle of the room. There are a variety of substances seeping from it, including rotting leaf litter, sap, nectar, a variety of grey insects of various types and various other foodstuffs. The local residents are gorging themselves happily, and seem happy and content.

The smell of this room is decidedly unpleasant, getting worse and worse the closer one gets. Inspection of the mounds reveals that they end at the floor. The source of the various foodstuffs is unknown and cannot be determined. Again, the insects here are friendly and will get out of the PCs way. There are exits to the East and South, both of which have large scorpion guardians.

Area V: The Last Resting Place of Merran Teranor

There are two primary things to notice in this room.

First, the swarms of insects that dominate the rest of the temple are not here. Insects do not enter with you.

Second, there is a large pile of what might have once been man. Now though, it appears to be a propped up column of maggots and slime. The skeleton is still there, as are the withered, slime coated robes, but all else has been consumed by worm and beetle, though only the worms seem to remain. What was once a man is probably six foot tall, though all of his other features have been consumed. A silver and onyx holy symbol can be briefly glimpsed where his heart once was, though it is impossible to remove without reaching into the morass of squirming maggots.

The holy symbol does weigh less than 5 pounds, so a simple Mage Hand spell will remove it, though don't suggest it if they don't think it up. The maggots will bite and nip at any hands that enter their mass, but it does no real damage. The holy symbol is one of Nerull, and anyone who fought Marran Teranor in *Last Dance at Heron House* will recognize it as being exactly like the one he had with him.

If attacked or harmed, the maggots will squirm away into the other rooms, leaving the barren skeleton behind.

Area W: Food Room

This room is dominated by a large mound in the middle of the room. There are a variety of substances seeping from it, including rotting leaf litter, sap, nectar, a variety of grey insects of various types and various other foodstuffs. The local residents are gorging themselves happily, and seem happy and content.

The smell of this room is decidedly unpleasant, getting worse and worse the closer one gets. Inspection of the mounds reveals that they end at the floor. The source of the various foodstuffs is unknown and cannot be determined. Again, the insects here are friendly and will get out of the PCs way. There are exits to the East and South, both of which have large scorpion guardians.

Area X: Main Temple to Bralm

If the PCs have attacked insects or desecrated the shrine and already fought Girnaca Teranor, use the following box text:

This large room is thoroughly saturated with more insects of every variety. It is obvious that this is the quarters of someone, probably the person who attacked you, but nothing here seems to function in any way a human would consider. Consequently, there is nothing of obvious interest here.

Box text varies based on APL played at:

APL 10-12:

This large room is thoroughly saturated with more insects of every variety, though they are not the dominant focus of the room.

Standing in the middle of the room, flanked by four large scorpions, a medium scorpion, and a small scorpion, is a creature that was once obviously human. Her left hand is now clawed and spiderlike, and her pock-marked face seems to have been stung thousands of times. Black, soulless eyes peer out from the tiny sockets in her swollen face. Whisps of blonde hair straggle from the scarred, nearly bald head. Insects surround her and crawl over her skin. It almost appears that they are grooming her, removing small chunks of dead skin and lovingly bathing her in various acids and digestive fluids. She barely moves when she speaks:

"You are not known, nor invited. Explain yourself at once intruders or become food for those who work to earn it."

APL 14:

This large room is thoroughly saturated with more insects of every variety, though they are not the dominant focus of the room.

Standing in the middle of the room, flanked by two gargantuan scorpions, a medium scorpion, and a small scorpion, is a creature that stands a full twelve feet tall on locust legs. Two of her four arms grip scimitars, while the other two end in scorpion claws that click and chitter constantly. Beneath her armor lies skin of green and black chitin, while feeble whisps of whitish blonde hair peek out from under her helm. Pinchers project from her mouth, also chittering actively, while a scorpion tail quivers underneath the beetle-like carapace that covers great wasp wings which flicker and twitch under the great shell. Insect surround her, and it almost appears that they are grooming her, removing small chunks of dead skin and lovingly bathing her in various acids and digestive fluids. She barely moves when she speaks:

“You are not known, nor invited. Explain yourself at once intruders or become food for those who work to earn it.”

APL 16:

This large room is thoroughly saturated with more insects of every variety, though they are not the dominant focus of the room.

Standing in the middle of the room, flanked by two gargantuan scorpions whose eyes glow red instead of the infinitely deep black they usually are, a medium scorpion, and a small scorpion, is a creature that stands a full twelve feet tall on locust legs. Two of her four arms grip scimitars, while the other two end in scorpion claws that click and chitter constantly. Beneath her armor lies skin of green and black chitin, while feeble wisps of whitish blonde hair peek out from under her helm. Pinchers project from her mouth, also chittering actively, while a scorpion tail quivers underneath the beetle-like carapace that covers great wasp wings which flicker and twitch under the great shell. Insect surround her, and it almost appears that they are grooming her, removing small chunks of dead skin and lovingly bathing her in various acids and digestive fluids. Directly behind her, at a discreet distance, is what you imagine must be a male counterpart, though the insects around him are not nearly as dense or active in their affection. She barely moves when she speaks:

“You are not known, nor invited. Explain yourself at once intruders or become food for those who work to earn it.”

If the players tell why they are here, she will immediately attack, as will her vermin. The only reasonable excuse that she will accept is that the party is here to pay their respects to the temple. She will demand that non-humans and non-Suel leave the temple immediately, though they may stand outside the door and view the proceedings or communicate with her. Half-orcs will be given exception to this rule, but only if they stay quiet.

She has the following information to share:

- Under no circumstances will she abandon her temple, nor will she allow it to be destroyed.
- Her general attitude is one of simple bleakness, where one works hard and consistently, and by doing that will be fruitful and the world will be made available to the faithful for consumption or in turn they will be consumed, either of which is acceptable and in its own way, glorious. All in life is to work and consume. This place is special, and a reward for those insects who are particularly industrious. It is their reward for doing what they should.
- The PCs are but tools of work, consumers of food, or food to be consumed. The trial of strength of body,

spirit, and will determines what one is to be, but more often than not, it is all three.

- She does not venture forth into the world of the Duchy. She finds them lazy, weak and repugnant.
- Now that her husband is dead, she is content to stay here with her friends.
- She will not help the party do anything but leave the temple.
- If the party says they are going to kill Morella (Ella, the little girl brought out of Last Dance at Heron House, and fully vested demon queen of House Teranor), she will take a moment to contemplate, but ultimately will have to side with her family and attack the party. This will take at most 6 seconds.
- She is aware that Morella has matured into her true form and assumed leadership of the house, what there is left of it. She is indifferent to this state of affairs, but loyal to what remains of her house if pressed.
- She does not care about the other two women, nor did she participate in the murder of the last Teranor women. That was purely the work of Morella, though none of the three objected to it.
- The main gate to summon Morella (Area M on the main floor) requires that all three sisters, or at least their emblems, must be present to open it. Her hand IS detachable, but she will not willingly give it unless the party convinces her that they are dutiful to Bralm, industrious, lawful and intend Morella no harm. If this is a lie, use Bluff vs. Sense Motive to resolve believability (a failed check means she knows they are lying and will attack immediately). If Diplomacy is used, consider her hostile and add a +20 to the DC to account for her rigid and alien thought patterns. If the PCs make guarantees as stated above, then she will help them, but they must be unsolicited and stated by the PCs, with successful bluff checks as applicable.

APL 10 (EL 13)

☛ **Girnaca Teranor, druid worshipper of Bralm:** hp 92; see Appendix 2.

☛ **Kark, monstrous scorpion animal companion:** hp 61; see Appendix 2

☛ **Ink, monstrous scorpion vermin servant:** hp 46; see Appendix 2

☛ **Monstrous scorpion, Large (2):** hp 32; see Appendix 2

APL 12 (EL 13)

☛ **Girnaca Teranor, druid worshipper of Bralm:** hp 92; see Appendix 2.

➤ **Kark, monstrous scorpion animal companion:** hp 61; see Appendix 2

➤ **Ink, monstrous scorpion vermin servant:** hp 46; see Appendix 2

➤ **Monstrous scorpion, Huge (2):** hp 75; see Appendix 2

APL 14 (EL 13)

➤ **Girnaca Teranor, druid worshipper of Bralm:** hp 92; see Appendix 2.

➤ **Monstrous scorpion, Gargantuan (2):** hp 150; see Appendix 2

APL 16 (EL 13)

➤ **Girnaca Teranor, druid worshipper of Bralm:** hp 92; see Appendix 2.

➤ **Fiendish monstrous scorpion, Gargantuan (2):** hp 150; see Appendix 2

Tactics: If angered by damage to her temple, Girnaca will immediately engage the party after casting *Giant Vermin* on the largest insects at her disposal. She then will order her insect guardians to attack. If they have not desecrated the temple, she will stay back and send her Monstrous Scorpions in, supporting them with spell-like abilities until her direct intervention is required. Her vermin servant and animal companion will stay close to her and will attack as directed by her.

At all APLs, Girnaca will cast *Giant Vermin* first. At APL 14+, the scorpions will grapple one opponent and always take the -20 to their grapple check to not be considered grappled. At APLs 10 and 12, they will do the same with small opponents, but not medium.

Development: If the PCs are defeated, she will show no mercy except to those who had shown proper respect and were obvious worshippers of Bralm, who she will leave naked and unconscious outside of the gate which got them here in the first place. Industriousness and hard work will rebuild the loss after all.

Temple of Syrul

Area Y: Entrance Landing

This large octagonal room has five tiers, similar to five large stairs that go up. The floors and walls are all of crimson marble and appear to be carved from a gigantic single block, or magically made this way.

On two sides of the room, there are short walls at the edge of each tier. Each of the eight walls has a door. On the floor at your feet is a circle of discolored stone which covers the first two tiers and at one end of it is an indentation of a small forked tongue. The room is quiet and clean.

The silver tongue depression will activate the gate for one round if any holy symbol of Syrul is put in it. It takes an hour for it to re-set and be able to be used again after it is activated.

Area Z: Shrine to Syrul

This simple room is dominated by a central feature: a large golden dais upon which sits a throne facing the opposite wall. It is made of white gold and inlaid with platinum and mithral, intricately carved in a dizzying pattern of swirls and scrollwork which seem to shift slightly when viewed from different angles, masterfully executed, if not confusing in its design.

In the far corners of the room sit two mirrors, also with gold frames inlaid with mithral and platinum. In the near corners are two chests, carved from ebony and simple in comparison to the mirrors and throne. Between the mirror and chests along each wall are two statues.

To the left is a statue of a large man, though who it might be is hard to make out as the statue is carved from gnarled, knotted wood and the figure is distorted and abstract. If looked at closely, occasional Suel features can be recognized, but the more you look at it, the more it seems to change. Details examined at first disappear on second glance and details that would seem to be obvious were not seen just a moment ago.

To the right is a statue of a large horse carved from obsidian. It too is abstract and difficult to pick up details from. The head, for instance, seems to change position, but just as you are sure that it changed, it is back to what it was at first again. Small wisps of smoke emanate from its hooves and mouth on occasion, though they dissipate as quickly as they appeared, if they were ever even there.

The throne is simply that, a place to sit and consult with Syrul, staring into the blackness of the wall. The mirrors are merely for the sake of vanity, and to practice facial expressions for lying.

The statues are of Lendor, the father of Syrul, and the infamous nightmare mount of Syrul, Flamedevil, though no nameplates will list them as such. A DC 25 Knowledge Religion check will determine that Syrul has such a mount.

The chests each contain one object. The left chest contains a robe sewn from actual golden thread and embroidered with a silver forked tongue on it. The right chest contains a staff that can be broken down into three sections, including one which conceals a dagger within it. It is of ebony and intricately carved in complex abstract patterns that seem to shift constantly and move, much like the patterns on the throne.

Any character that sits on the throne and prays to Syrul for at least a minute will gain a +4 divine bonus to

Bluff, Diplomacy, Intimidate, and Sense Motive checks for the next 24 hours.

Any lawful character touching the nightmare statue will take one point of fire damage.

All items in this room have been enchanted by a form of Dimensional Anchor which prevents them from being gated or teleported in any way, so there is no way to remove them from this area.

Area AA: Empty Seat

A large white marble sarcophagus dominates the center of this room. Carved into the foot of it is the name "Kalaric Teranor". The room is otherwise empty.

The tomb is not sealed and is empty.

Area BB: Cage and Stocks

The center of this room has a large cage which dominates the center of the room and two sets of stocks on either side of it. Both appear to be bolted to the floor through some elaborate mechanism.

Both the stocks and the cage are elaborate mechanical devices.

The stocks, when closed and there is someone in it, begin their slow process of torture. A small tube is inserted into the airway and major arteries above and below the neck before the tiny heated razors begin their work. The tubes allow air into the lungs and blood to continue circulating while the ring of animated razors begin slowly removing all of the flesh down to the spine for approximately a four inch section of the neck. When this process is done (after about a week) the razors retract, but the blood and airflow are maintained. The stocks require a DC 40 Escape Artist roll to escape from them or a DC 35 Disable Device roll to stop them. Failure on the Disable Device check by five or more indicates the subject is instantly beheaded and killed (where applicable). The device is protected by a form of Dimensional Anchor which prevents it from being gated or teleported in any way, so there is no way to remove it from this area.

The cage has a similar mechanism. When the gate is closed, the cage begins to slowly shrink at a rate of $\frac{1}{4}$ " per hour, eventually crushing anything inside of it. This is a larger version of the trap that players may have encountered in Last Dance at Heron House. Like that trap, there is no Disable Device roll allowed, nor can the door be unlocked until the cycle of the device has completed (when it reached a space 1' x 1'). The cage is protected by a form of Dimensional Anchor which prevents it from being gated or teleported in any way, so there is no way to remove it from this area.

Neither device has been used for some time yet they are both immaculately cleaned and oiled.

Area CC: Iron Maidens

There are three iron maidens, all made from adamantine, against the far wall. They appear to be of the highest quality manufacture and have a large lever on each side of them.

These three iron maidens are relatively simple in construction, with a simple gearing system to close them. The lever is used to adjust the rate of closure, from incredibly slow to lightning fast. They are bolted to the floor, but this can easily be undone. Each of them weighs 1,000 pounds, and measure five feet wide, three feet deep, and seven feet tall. If left open, the spikes in the doors are likely to snag on a bag of holding or portable hole and tear a hole in them. Their value is huge, and if even one is saved will garner the PCs the adamantine item access on the AR at the end of the adventure. If the PCs do not save these, cross the access off of the AR.

Area DD: Racks

This room is empty save for two racks which sit in the middle of the room. At first glance they seem ordinary enough examples of the device, constructed of steel and wood with no obvious fineries or complications.

These are in fact rather mundane examples of the device, but they were Kalaric Teranor's first attempts at crafting devices of torture, and so are kept for sentimental reasons. Despite the fact that they were made early in their career, they are still of masterwork quality, and this can be determined by either a DC 20 Craft (torture device) check or a DC 30 Appraise check.

Area EE: Wall Manacles

There are five sets of cold iron manacles with gold inlay bolted to the opposite wall of this room. There is nothing else of interest here.

These manacles function as Dimensional Shackles (DMG page 255). If removed from the walls and reconnected (by bolting the face plates together that connect them to the wall), they can be used immediately.

Treasure:

All APLs: Magic: *Dimensional Shackles* (x5) - (value 28,000 gp).

Area FF: Slaad Guest Quarters

Though there are two small cots in this room, they seem hardly relevant considering the inhabitants before you.

I have not included box text for the creatures in this room, as the number varies a great deal. As the Blue Slaad are large, they will likely be against the back wall in the middle,

standing over the beds (not considered squeezed). The Death Slaad will be anywhere that the Blue Slaad leave for them.

Here is the description of the Blue Slaad:

A brutish blue skinned toad-like creature stands hunched over, eyeing you hungrily. A pool of slime is at its feet, apparently drool if its dripping maw is any indication. The long jagged claws on the back of its hands clink against the floor as it nervously stares at you, ready to pounce.

Here is the description for the Death Slaad (currently in human form):

In stark contrast to the blue hulk also in the room is a smartly dressed human. His breeding is obviously mixed, though he confidently stands, weaponless and smug. He almost appears shocked to see you for a split second, quickly changing to pleasant surprise as if he was expecting someone else.

The Death Slaad are willing to discuss things, as they are bound here against their will by Syrula. They were brought here as prospective allies, but after learning that they would be working with demons, have not been particularly enthusiastic about forming an alliance with her. They have been here for three days now and are becoming impatient with Syrula's insistence that they listen to her husband, who can be quite persuasive according to Syrula. Having seen his torture tools, they are intrigued by what he may be like, but their patience is beginning to wear thin. They know that Syrula has become worried as her husband was expected home yesterday and has not been seen.

Paladins, preachy clerics, or any other general nuisances will warrant an open attack from them unless they hold their tongue (and holy symbols). They hope either to please their captors or to find something which may help them get out of here. They are familiar with their captor and the general layout of the room. They assume you need Syrula's holy symbol to activate the gate, and she isn't really offering to give it up. If the party is open to negotiating, they will reluctantly offer to help with Syrula in exchange for their freedom, or simply offer to leave the party alone in exchange for letting them leave with them. Either solution is acceptable. They will promise to return to Limbo when leaving the compound.

Unfortunately, they don't particularly believe the PCs will help though (or will turn on them and attack). If they accompany the party to see Syrula and the party is seriously wounded, they will take advantage of the situation and demand the PCs take them out immediately. They are naturally evil, so they are not likely to be swayed by diplomacy unless they believe it would not be in their best interests to attack the party (i.e. they think the party is strong enough to kill them or the party successfully intimidates or bluffs them). Strong displays or a swift victory over Syrula would constitute this. If the party insists that they wait here for them until after they deal with Syrula (or investigate the rest of the level or

whatever), they will gladly accommodate them, but will leave the door open and be listening for signs of treachery.

If the party agrees to escort them back to the Prime Material Plane and appears to be relatively unharmed and still capable of fighting, they will go with them to the main level and not attack. If the party seems weak, displays the gate key after defeating Morella, or refuses to assist them in escaping this complex, it is quite possible that they will attack the party. At the very least, they will use this superior position to make sure they get out. They are deathly afraid of Morella and will run from her if they see her. They will offer no excuses for their behavior after the fact, but will point out that they did not agree to attack a Marilith of any sort.

The Death Slaad will probably not change back to his native form unless he absolutely needs to use his claws to attack or possibly as a shock tactic if the PCs haven't figured out that's what he is, but it takes a standard action which would be much better served using something else. APL 10 may be the exception to this, as this can be a very tough encounter. If you want to, feel free to have the Death Slaad transform on round 1 to give the party a slight edge.

APL 10 (EL 13)

☛ **Death Slaad:** hp 142; Appendix 2.

☛ **Blue Slaad:** hp 68; see Appendix 2

APL 12 (EL 15)

☛ **Death Slaad (2):** hp 142; Appendix 2.

☛ **Blue Slaad Bar 2:** hp 97; see Appendix 2

APL 14 (EL 17)

☛ **Death Slaad (3):** hp 142; Appendix 2.

☛ **Blue Slaad Bar 4 (2):** hp 132; see Appendix 2

APL 16 (EL 19)

☛ **Death Slaad (5):** hp 142; see Appendix 5.

☛ **Blue Slaad Barbarian (2):** hp 165; see Appendix 5

Tactics: If combat happens, the Blue Slaad will move to immediately engage the most obvious fighter, hoping to take him down quickly. Their primary focus will be on soaking attacks and dishing out damage on obvious heavy hitters (fighters, barbarians, clerics). It is unlikely they will use any of their spell-like abilities, though some situations may warrant it.

They will go for fast kills in combat, using *Implosion* or *Power Word Blind* (on arcane casters and rogues mainly, but spreading them out to weaken numerous opponents), followed quickly by *Finger of Death*. If the Blue Slaad falls quickly, they will attempt one of their many mass effect spells (like *Chaos Word* or *Chaos Hammer*). As a last ditch effort, it/they will cast *fly* and then *invisibility* to try and escape, possibly sneaking out with the party or Syrula if they activate the gate. If trapped, they will beg for their

lives, even submitting to being taken to the authorities, hoping to get an opportunity to escape later. They will not go to Syrula for help under any circumstances.

Area GG: Main Living Quarters

This room is neat and orderly. Directly flanking the doors are two bookcases, each filled with a number of books that appear to be of a variety of shapes, sizes, subjects and age. To the right is a water basin and behind it, a large firepit which is currently lit. To the left is a long wooden bench which is padded and could probably pass as a crude, albeit uncomfortable, bed. The back wall is lined with four large wardrobes and three small casks. The center of the room is dominated by a large marble desk which sits very low to the ground. The middle of the desk has a piece of red velvet on it, and presented on it in an orderly fashion are a number of sheets of parchment, an ink well, a pen, and two books.

Sitting at the desk is an older Suel lady. Her hair is pulled back tightly, pulling her flesh taught and making her features more severe. Her eyes look up at you as she stands, bright, inquisitive, possibly even pretty, but still steady and unflinching. Her dress is well made and expensive, consisting of rich navy blue silk velvet embroidered around the edge with platinum and silver. Her boots are at least knee-high and of a leather you don't recognize, though you can tell they are black and iridescent, shimmering in the dull light of the room. She smiles at you, gesturing with her left hand.

"You seem to have me at a disadvantage. I am sure you know who I am, but I have no idea who you are. Perhaps alleviating that situation would be a good start to this conversation. I would offer you refreshments, but I'm afraid I have none, and if I did, I'm not in the habit of proffering drinks and cookies to uninvited intruders, no matter how well equipped or pleasant they may be."

This is Syrula Teranor. She will happily parlay with the party, though she is confident she can destroy them if necessary. Most of these statements have an element of both truth and falsehood. She is so practiced in the art of lying, that using Sense Motive is not effective, always giving the result that it is part truth, part lie. She knows the following:

- If asked about Morella, she will say that she is the Dame Lady of the house, and even though she is not a pure-blooded Teranor, she is still the wife of one and obligated to follow her orders.
- If she is told that Morella is now a demon, she will seem fascinated and nod affirmatively, neither positive nor negative, merely acknowledging that it is interesting the party believes so. She will not verify or

deny it, insisting that Morella would be the one to discuss such matters of a highly personal nature.

- If her husband were to die, she would technically no longer be a Teranor, and her future would be in question.
- If given the package, she will say that she will open it later. If the PCs insist she open it now, she will insist that it wait until later, but she will read the note. This has no impact on her facial expressions nor does she show any sign of emotion, despite the fact that she knows at that point what is really in the box.
- If the party tells her what is in the package, she will merely look away momentarily, then comment that she was amazed it took this long. After all, he had it coming. Sad really that talents such as his could not be more widely appreciated or legal. Truly a shame. Deep down, you know, he was a kind, generous man who was loyal to his family and terribly fun at parties.
- If the party attacks immediately or eventually, she will attempt to talk her way out of it, even though she is confident in her ability to deal with these invaders. She will constantly be chiding the party, making threatening insinuations (such as hinting that she could use blasphemy to easily incapacitate them, or that if they attack she will destroy her holy symbol and leave the party trapped here with no means of escape, or that she knows of the untold riches of House Teranor that have been secured elsewhere and will never tell where they are if they continue to attack). And always looking for a way out of the combat. This is more as an exercise in lying than a feeling of weakness, and her lack of fear is obvious.
- If asked about the Slaad, she will merely say that they are her guests and that she is responsible for them. If the party informs her that they have killed them, she will dismiss it casually as fewer mouths to feed.
- If asked about either of the other two witches here, she will admit that they are not close and that their only bond is that they are all members of the family and loyal as long as a matriarch lives.
- She will not acknowledge that she was the physician who visited Morella and brought her the obsidian stone from the monastery at Mystic Bay. She will feign ignorance to any of the events that occurred at the temple of Lydia, and if asked what she thinks of Lydia, will merely voice her opinion that she is a quaint country goddess who seems to have good intentions.
- She will obviously give preference to Suel nobles, but will not alienate any non-Suel, especially if they seem particularly gullible or easily manipulated.
- She will dance around the subject of Morella, giving vague answers and insisting that she can do nothing to

directly betray her. She will hint that if that is the party's intent, she probably would not do anything to stop them, but that it would be necessary to remove the other two witches (she will only refer to Iika and Girnaca as witches, explaining that it was a phrase they adopted to scare the children of the other Teranor nobles).

- As far as she knows, Morella has killed the last three women of Teranor blood. Once Morella is dead, there will be no more. Until she has children that is. Given the activities in the Abyss (where she currently is), it's hard to say how long that will take. Does anyone know the gestation period of powerful demons? It can't be long.
- If the party has members who have died and the party asks for help, she will nod seriously and say that it is indeed a sad thing. If they are Suel, she will ask where the family plot is. If they are half-orcs, she will ask if they will be returned to their uglier half to be eaten, or buried in the back yard. If they are any other humanoid, she will say nothing, not wasting her breath. If they are Baklunish or Flan, she will offer to personally transport them to their homeland for proper burial, as befits their race. Of course, she will do no such thing, but rather find the nearest pig farm to be consumed by the swine, which, in her mind, is in fact the proper burial.

Try not to let this encounter last too long, but also don't rush the party if they seem to be coming to an agreement. A long role-playing session followed by the combat can eat up a lot of your time. If Syrula does not think that the party will let her go, or if the party seems particularly weakened, or if she just doesn't like them as they are not witty enough to even try to keep up with her, she will immediately attack, preferably after giving in to all the party's demands and as they are leaving.

APL 10 (EL 13)

➤ **Syrula Teranor:** hp 105; see Appendix 2.

APL 12 (EL 13)

➤ **Syrula Teranor:** hp 121; see Appendix 3.

APL 14 (EL 13)

➤ **Syrula Teranor:** hp 137; see Appendix 4.

APL 16 (EL 13)

➤ **Syrula Teranor:** hp 153; see Appendix 5.

Tactics: Syrula will try at all costs to avoid combat. She will continue to talk to the party, lying and negotiating throughout the combat, whether she is winning or not. The most successful way to win a fight is to not have it, and she will constantly be trying to get the party to surrender or, if she is losing, abandon the fight. She will not surrender though unless seriously fearing for her life, instead getting the party to quit fighting, then resuming at

her whim, especially if she is getting the better of the party or needs to move to a better position.

The bookshelves have a wide variety of books on history, manners, courtier's manuals, and other reference books that would be of interest. Good information is the key to good lying after all.

The wardrobes contain mostly clothing, which have a combined value of approximately 10,000 gp, but would be hard to ship without a portable hole or other similar device.

If searched thoroughly, in addition to the other goods can be found a jewelry box, which has a wide variety of jewelry with a value of 25,000 gp.

Development: This encounter can turn out a number of ways, and interacts strongly with what occurs in area FF. The repercussions can vary a great deal, so be sure to take a moment to think about the impact of actions from this encounter.

Treasure:

All APLs: Coin: Clothing and Jewelry - (value 5,833 gp).

The Arena

Throughout the arena can be found traces of a fine crystalline powder from Iika Teranor's Dendritic armor.

Area HH: Main Arena

For the next 18 seconds that you are suspended waiting to materialize, you get a good view of the huge room that surrounds you.

It is obviously an arena, with two viewing tiers above the main floor that you inhabit. The arena area itself has an earthen floor, mostly clay and packed solid. The walls of the main floor are adorned with huge gashes, slashes, and claw marks, but seem to still be solid.

Two sets of stairs lead up to the second tier, also with a packed clay floor and crowded with a variety of fine chairs.

Two more sets of stairs lead up to the second tier, which appears to have much fewer chairs, but has one additional feature of interest. There is a large table near the single exit in the western walls which appears to have been converted into a huge chair, comfortable for someone who might weigh eight-hundred pounds or so. It seems to have been a long time since this arena or any of the chairs have seen any serious use however, and the blood stains soaked into the clay are long dried.

If searched, the table/chair has not been sat in for at least two years, and the bits of food and stains are all quite old.

Area II: Trophy Room

The doors leading out of the arena are large and heavy, built from only the strongest oak.

After someone opens the door:

This hallway is paved with rough stone. About halfway down, there is a door on both the left and the right side. Along the walls on the two ten foot sections directly in front of you are four mounted heads: one of a tiger, one of a bear, one of a lion, and one of snake. All are larger than any typical specimen and have been masterfully preserved.

At the end of the hall is a large iron cage. Though the door is shut, the latch is currently open. Quietly rising from a nap, there is a large bear, who seems unhappy to see you there.

Go into initiative immediately. If a player wins initiative, they can close the latch and the bear will not be able to get out. The bear will immediately try to move out of the cage as soon as it can unless the latch is done. It will also make a great deal of noise if it leaves the cage, but only if it leaves the cage. The lessons about being quiet while put away have been well learned via the whip and brand. A DC 25 spot check will show some rather vicious whip and weapon scars all over its body. There is nothing else of interest.

The noise the bear makes will not be noticeable by Girnaca in Area LL due to distance modifiers and the three intervening doors. It will be heard by the bears in Area KK, but they will only be paying attention in their cages.

This bear has been trained not to use its improved grab ability unless it is fighting against a single opponent.

All APLs (EL 7)

➤ Dire Bear: hp 105; see Appendix 1.

Area JJ: Tordan's Quarters

This room reeks of must and decay, though it is obvious that time has saved you the brunt of the impact as it has been years since anyone has stayed here. Dried husks of long desiccated food are strewn throughout and any insects that fed on the decay have long since died. On the left of the main room is a water basin and a sturdy table that has been converted to a bed. On the right side of the room are three large chests, two barrels, and a small urn giving off a dull orange light.

The back room is the remnants of what once must have been a grand kitchen, with four ovens, a fireplace, fire pit, and multiple chests and shelves fully stocked as a larder. It appears that most of the foodstuffs stored here have long ago spoiled though, and all that remains is the dull decay of rot.

The centerpiece of the room is a head mounted on an ebony plaque. The head is grotesquely distorted, with folds of skin masking any features. Surely it was not meant to look this way. It must have been found days too late to preserve properly and it had bloated and distorted out of any normal form into a caricature of what a human head should be. Still, the beady, pig eyes from beneath the drooping, fat engorged eyelids sparkle and gleam, peering across the room at the fresh meal that has wandered in.

The head is that of Tordan Teranor, which anyone who played Last Dance at Heron House will recognize. Word of Tordan's excesses were well known, and a DC 20 Knowledge (nobility) or DC 25 Knowledge (Local MR IV) will determine that this is indeed his head. It has been expertly preserved and will gaze longingly at any morsels for eternity, despite death.

If searched, the room has nothing of value in it.

Area KK: Main Beast Room

There are two more large cages in this room, as well a number of potted bushes, a pile of hay scattered on the floor, and a bowl of water. The bears seem most interested in you however.

The bear in the nearest cage to the door from area II will move to block the PCs, while the other bear will initially move to attack the door to the hall which leads to area LL, alerting Iika of the intruders. After that, it will move to attack the PCs.

There is nothing else of interest in this room.

All APLs (EL 9)

➤ Dire Bear (2): hp 105; see Appendix 1.

Area LL: Priestesses Quarters

This room appears to be more a re-creation of the outdoors than a civilized room. Dirt is thrown throughout the room and a number of shrubs seem to be planted and growing in the very room itself. To the left is a bed and small shelves, while a burlap covered straw filled couch is in the back left corner. A huge bearskin rug dominates the center of the floor and a privy is built into the back wall. To the right in the back of the room is a small table, a set of shelves, and a huge transplanted rock that appears to have been cut at the top and serves as a table. Bits of food and drink in crude stone cups are strewn haphazardly across it. In the front of the room to the right is another large iron cage containing yet another bear.

Directly behind the bear rug stands a tall, brutish woman. Approximately six foot two inches tall, she wears a dirty suit of crystalline full plate and wields an adamantine battle-axe in her right hand. Around her neck is a necklace with a small bear on it crudely

carved from wood and loosely tied around her waste is a small sack.

“Do you wish to be killed here or do you have the common courtesy to do it in the arena? I expect no honor from invaders and thieves, but possibly you might surprise me.”

Her voice matches the messy exterior of her appearance, low and almost croaking. Fire gleams in her eye and seems to welcome the coming battle with you.

This is Iika Teranor. She is quite willing to settle the encounter in her room or at the arena (Area HH). She will insist that her bear is part of her team, and if any of the other bears are still alive she will insist that they be allowed to fight with her as well. There are at least four of them after all and fair is fair. It will not take a Sense Motive check to know that she is in fact mocking the concept when she speaks.

She is not interested in helping the party unless they defeat her in combat. She freely informs the party that if she beats them, she will eat them, much like she did her late husband, who took four days to fully consume but was worth every bite of it.

Part of this is a ruse, as she will refuse to help the party in any way if captured, but instead will fight to the death, continually trying to escape and continue the battle. Any victories by the party will only be seen as a larger challenge to overcome.

If she does defeat the party, she will indeed eat them, feeding scraps to any of her bears if they remain.

APL 10 (EL 12)

➤ **Iika Teranor:** hp 97; see Appendix 2.

➤ **Dire Bear:** hp 105; see Appendix 1

APL 12 (EL 14)

➤ **Iika Teranor:** hp 111; see Appendix 3.

➤ **Dire Bear:** hp 105; see Appendix 1

APL 14 (EL 16)

➤ **Iika Teranor:** hp 125; see Appendix 4.

➤ **Dire Bear:** hp 105; see Appendix 1

APL 16 (EL 18)

➤ **Iika Teranor:** hp 140; see Appendix 5.

➤ **Dire Bear:** hp 105; see Appendix 1

Tactics: Iika will do whatever it takes to win, including ambushing the party on the way to the arena, using her animals as tools rather than companions, lying, or whatever is necessary. On the first round, she will take out the last of the severed heads of the pure-blooded Teranor girls and throw it at the feet of whoever is closest (though not closer

than ten feet) or grouped together, which will take one point of damage and explode per the spell *Unliving Weapon* in the New Rules Items appendix. The to hit roll for this is AC 5 (the floor is AC 10 -5 for Dex of 0) with a ten foot range increment.

Her bears are trained to trip medium creatures that charge either them or Iika, and will do so rather than attack. They will only grapple single opponents, so unless the party takes a severe beating and is reduced to one person, will continue to melee normally.

Development: If the party is defeated, they will be consumed happily in a display of gluttony not seen since Tordan was alive. If they defeat Iika they may use either her holy symbol or the paw of any of the bears to activate the gate back and summon Morella in Area M on the main floor.

Conclusion

If the players are successful in destroying Morella Teranor, they will receive the Favor of the College of Sages & Sorcery and the Favor of the Nobles of the Duchy of Urnst. If they rescued the tenants from the temple of Lydia and killed Cronar, they receive the Favor of the Church of Lydia, regardless of the disposition of the house.

If the players helped the Slaad to escape Syrula imprisonment somehow, they receive the gratitude of the Slaad.

If the party successfully negotiated with Syrula and arranged a way for her to escape without giving her a chance to backstab them, they will receive the Favor of Syrula Teranor.

Failure will result in some other party coming in to finish the job the players botched. This means that any party that is a TPK has the chance of being raised should they wish. They must pay the cost of a *Speak with Dead* spell and then a *Raise Dead or Resurrection* spell if they wish to be raised. The caster level required for the *Raise Dead* spell is based on the APL – 10th level caster at APL 10 and so on. *Resurrection* will be cast by a 13th level caster no matter what APL is played. Characters that were eaten by Iika Teranor and her bears must be resurrected.

If characters died but the party was successful, Orias Isgrad will make arrangements to at least have the spellcasting fee waived to bring back dead companions, but that is all the help he can offer easily. If the remaining PCs agree to spend 2 TUs each, then arrangements can be made to get a *True Resurrection* cast at the end of this module only, but again the material component must be paid for.

Campaign Consequences

If the party is successful, the Teranor line is completely and utterly destroyed, barring a *True Resurrection* or similar

magic. The Obsidian Orb is probably either destroyed when Kerk dies or safely imbedded within his body.

The End

Experience Point Summary

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

Encounter 1: Area EE

Defeat Cronar

APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 3: Area M

Destroy Morella Teranor

APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 3: Area X

Defeat or successfully negotiate to get the hand of Girnaca Teranor

APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 3: Area FF

Defeat or make arrangements with the Slaad

APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 3: Area GG

Defeat or out-negotiate Syrula Teranor

APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 3: Area LL

Defeat Iika Teranor

APL10	360 XP
APL12	420 XP
APL14	480 XP
APL16	540 XP

Discretionary Role-playing Award

APL10	540 XP
APL12	630 XP
APL14	720 XP
APL16	810 XP

Total Possible Experience:

APL10	2,700 XP
APL12	3,150 XP
APL14	3,600 XP
APL16	4,050 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.

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

Encounter 1: Area K

All APLs: Loot: 0 gp; Coin: Jewelry 83 gp; Magic: 0 gp

Encounter 1: Area EE

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: Hat of Disguise 150 gp, Headband of Intellect +4 1,333 gp, Vest of Resistance +3 750 gp, Ring of Protection +2 667 gp, Ring of Counterspells 333 gp, Bracers of Armor +3 750 gp, Boccob's Blessed Book 1,042 gp, Meta-Magic Rod of Lesser Extend Spell 250 gp

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: Hat of Disguise 150 gp, Headband of Intellect +4 1,333 gp, Vest of Resistance +3 750 gp, Ring of Protection +2 667 gp, Ring of Counterspells 333 gp, Bracers of Armor +3 750 gp, Boccob's Blessed Book 1,042 gp, Meta-Magic Rod of Lesser Extend Spell 250 gp

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: Hat of Disguise 150 gp, Headband of Intellect +6 3,000 gp, Vest of Resistance +3 750 gp, Ring of Protection +3 1,500 gp, Ring of Counterspells 333 gp, Bracers of Armor +3 750 gp, Boccob's Blessed Book 1,042 gp, Meta-Magic Rod of Lesser Extend Spell 250 gp

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: Hat of Disguise 150 gp, Headband of Intellect +6 3,000 gp, Vest of Resistance +3 750 gp, Ring of Protection +4 2,667 gp, Ring of Counterspells 333 gp, Bracers of Armor +3 750 gp, Boccob's Blessed Book 1,042 gp, Meta-Magic Rod of Lesser Extend Spell 250 gp

Encounter 3: Area X

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: Vest of Resistance +3 750 gp, Masterwork Chitin Full Plate 958, Masterwork Chitin Longsword 26 gp

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: Vest of Resistance +3 750 gp, Masterwork Chitin Full Plate 958 gp, Masterwork Chitin Longsword 26 gp

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: Vest of Resistance +3 750 gp, +1 Chitin Half-Plate 967 gp, +2 Cold Iron Scimitar 861 gp

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: Vest of Resistance +3 750 gp, +1 Chitin Half-Plate 967 gp (x2), +2 Cold Iron Scimitar 861 gp (x2)

Encounter 3: Area EE

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: Dimensional Shackles 2,333 gp (x5)

Encounter 3: Area GG

APL 10: Loot: 0 gp; Coin: Clothing & Jewelry 5,833 gp; Magic: Gloves of Dexterity +4 1,333 gp, Amulet of Health +4 1,333 gp, Vest of Resistance +3 750 gp, Cloak of Charisma +6 3,000 gp, Medallion of Thoughts 1,000 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Meta-magic Rod of Lesser Maximize Spell 1,167 gp, Ring of Freedom of Movement 3,333 gp.

APL 12: Loot: Clothing & Jewelry 5,833 gp; Coin: 0 gp; Magic: Gloves of Dexterity +4 1,333 gp, Amulet of Health +4 1,333 gp, Vest of Resistance +3 750 gp, Cloak of Charisma +6 3,000 gp, Medallion of Thoughts 1,000 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Meta-magic Rod of Maximize Spell 4,500 gp, Ring of Freedom of Movement 3,333 gp.

APL 14: Loot: 0 gp; Coin: Clothing & Jewelry 5,833 gp; Magic: Gloves of Dexterity +4 1,333 gp, Amulet of Health +4 1,333 gp, Vest of Resistance +3 750 gp, Cloak of Charisma +6 3,000 gp, Medallion of Thoughts 1,000 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Meta-magic Rod of Maximize Spell 4,500 gp, Ring of Freedom of Movement 3,333 gp.

APL 16: Loot: 0 gp; Coin: Clothing & Jewelry 5,833 gp; Magic: Gloves of Dexterity +4 1,333 gp, Amulet of Health +4 1,333 gp, Vest of Resistance +3 750 gp, Cloak of Charisma +6 3,000 gp, Medallion of Thoughts 1,000 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Meta-magic Rod of Maximize Spell 4,500 gp, Ring of Freedom of Movement 3,333 gp.

Encounter 3: Area LL

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: Belt of Giant Strength +4 1,333 gp, Periapt of Wisdom +4 1,333 gp, Cloak of Charisma +4 1,333 gp, Vest of Resistance +3 750 gp, Dendritic Armor +1 250 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Boots of Speed 1,000 gp, +1 Adamantine Battle Axe 334 gp.

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: Belt of Giant Strength +4 1,333 gp, Periapt of Wisdom +4 1,333 gp, Cloak of Charisma +4 1,333 gp, Vest of Resistance +3 750 gp, Dendritic Armor +1 with Light Fortification 500 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Boots of Speed 1,000 gp, +1 Adamantine Battle Axe 334 gp.

APL 14: Loot: 0 gp; Coin: 0 gp; Magic: Belt of Giant Strength +4 1,333 gp, Periapt of Wisdom +4 1,333 gp, Cloak of Charisma +4 1,333 gp, Vest of Resistance +3 750 gp, Dendritic Armor +1 with Moderate Fortification 1,500 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Boots of Speed 1,000 gp, +1 Adamantine Battle Axe 334 gp.

APL 16: Loot: 0 gp; Coin: 0 gp; Magic: Belt of Giant Strength +4 1,333 gp, Periapt of Wisdom +4 1,333 gp, Cloak of Charisma +4 1,333 gp, Vest of Resistance +3 750 gp, Dendritic Armor +1 with Heavy Fortification 3,167 gp, Meta-magic Rod of Lesser Extend Spell 250 gp, Boots of Speed 1,000 gp, +1 Adamantine Battle Axe 334 gp.

Items for the Adventure Record

Favor of the Church of Lydia: For rescuing their charges, the Church of Lydia is grateful. This results in one of two things. First, the favor can be used to have an epic poem written about the hero and stored in the great hall of poems. It will become public domain and be sung throughout the Duchy. Second, it can be used to acquire any one magical musical instrument from the DMG or any Complete book with a value up to 20,000 gp. Only one form of the favor can be gotten, and it may only be used once.

Favor of the College of Sages and Sorcery: This favor may be redeemed for one time purchase only access of any single wondrous item, wand, potion or scroll from the DMG of up to 15,000 gp.

Favor of Syrula Teranor: You have negotiated faithfully with Syrula and her life has been spared. She is grateful and will help you. She will help you in removing any curse or cursed item that you may have, free of charge, but only if it can be removed as stated in the curse.

Favor of the Slaad: For helping them escape, a few Slaad are grateful and they spread the word that you are friends of the Slaad race. Any future Charisma based skill checks made with Death Slaad or Blue Slaad are made with a +4 circumstance modifier.

Favor of the Nobles of the Duchy of Urnst: For ridding the Duchy of the Teranor menace once and for all, the Noble houses are willing to forego their usual profit margin and buy one item from you (up to 50,000 gp) for full price (or whatever you paid for it, whichever is lower).

Favor of Abigaine Daman: You have hired Abigaine as your personal tailor, reducing the cost of Rich or Luxury lifestyle by ½ for the next year.

Curse of the Skin: For putting on the discarded skin of Morella Teranor, you will forever look like a young Suel girl.

* **Special Ducal Guard access from Allion Geir.**

Item Access

APL 10

- ❖ *Dimensional Shackles* (Adventure, DMG)
- ❖ *Access to purchase up to fifty pounds of adamantine equipment at 150% of normal cost* (Regional, DMG)
- ❖ **Access to purchase (one) Sacred Scabbard* (Regional, CW)
- ❖ **Access to purchase a Spool of Endless Rope* (Regional, CV)
- ❖ *Adamantine Battle Axe +1* (Adventure, DMG)
- ❖ *Amulet of Health +4* (Adventure, DMG)
- ❖ *Belt of Giant Strength +4* (Adventure, DMG)
- ❖ *Boccob's Blessed Book* (Adventure, DMG)
- ❖ *Cloak of Charisma +6* (Adventure, DMG)

- ❖ *Gloves of Dexterity +4* (Adventure, DMG)
 - ❖ *Headband of Intellect +4* (Adventure, DMG)
 - ❖ *Masterwork Chitin Full Plate* (Adventure, A&EG)
 - ❖ *Medallion of Thoughts* (Adventure, DMG)
 - ❖ *Periapt of Wisdom +4* (Adventure, DMG)
- APL 12 (All of APL 10 plus the following)
- ❖ *Metamagic Rod of Maximize Spell* (Adventure, DMG)
 - ❖ *Ring of Freedom of Movement* (Adventure, DMG)
 - ❖ *Ring of Counterspells* (Adventure, DMG)
- APL 14 (All of APLs 10-12 plus the following)
- ❖ *+1 Chitin Half Plate* (Adventure, A&EG)
 - ❖ *+2 Cold Iron Scimitar* (Adventure, DMG)
 - ❖ *Headband of Intellect +6* (Adventure, DMG)
 - ❖ *Ring of Protection +3* (Adventure, DMG)
- APL 16 (All of APLs 10-16 plus the following)
- ❖ *Ring of Protection +4* (Adventure, DMG)

Appendix One – Untiered Encounters

Animated Toy Soldiers: CR ½; Tiny Construct; HD ½ 1d10; hp 2; Init +2; Spd 50 ft.; AC 14 (touch 14, flat-footed 12) +2 Size, +2 Dex; Base Atk +0; Grp -9; Atk +1 melee (1d3-1, Slam) or +4 ranged (1, micro-crossbow); Full Atk +1 melee (1d3-1, Slam) or +4 ranged (1, micro-crossbow); Space/Reach 2-1/2 ft./0 ft.; SQ Darkvision 60 ft., low-light vision, construct traits, hardness 10; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: None.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Animated Dress Forms: CR 1; Small Construct; HD 1d10+10; hp 15; Init +1; Spd 70 ft.; AC 14 (touch 14, flat-footed 12) +1 Size, +1 Dex +2 Natural; Base Atk +0; Grp -4; Atk +1 melee (1d4, Slam); Full Atk +1 melee (1d4, Slam); SQ Darkvision 60 ft., low-light vision, construct traits, hardness 5; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: None.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Fiendish Housecats: CR ¼; Tiny Magical Beast; HD ½ 1d8; hp 2; Init +2; Spd 30 ft.; AC 14 (touch 14, flat-footed 12) +2 Size, +2 Dex; Base Atk +0; Grp -12; Atk +4 melee (1d2-4, Claw); Full Atk +4/+4 melee (1d2-4, Claw) and -1 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Smite Good 1/day; SQ Darkvision 60 ft., Low-light vision, scent, Resistance Cold 5, Resistance Fire 5, SR 5; AL NE; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 3, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Kerk, Animated House: CR 12 Colossal Construct; HD 48d10+80; hp 296; Init -3; Spd 0 ft.; AC 15 (touch -1 flat-footed 15) -8 Size, -3 Dex +16 Natural; Base Atk +36; Grp +61; Atk +37 melee (4d8+13, Slam); Full Atk +37 melee (4d8+13, Slam); Space/Reach 100 ft./20 ft.; SA Constrict, steam blast; SQ Darkvision 60 ft., low-light vision, construct traits, hardness 5; AL N; SV Fort +16,

Ref +13, Will +13; Str 28, Dex 4, Con -, Int 4, Wis 5, Cha 5.

Skills and Feats: None.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constrict attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

In this instance, in rooms with shades, blankets, or similar items, the house may make a constrict attack. In barren rooms (such as the furnace room), it cannot make constrict attacks.

Steam Blast (Ex): In rooms where there is steam available, the house may burst a pipe, blasting a character in a square with superheated steam. This is a standard action and does 4d8 fire damage. The square remains filled with steam until the house pulls the burst pipe back in.

Monstrous scorpion, Large: CR 3; Large Vermin; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (touch 9, flat-footed 16) -1 Size, +7 natural; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, claw); Full Atk +6 melee (1d6+4, 2 claws) and +1 melee (1d6+2+poison, sting); Space/Reach 10 ft./5 ft.; SA Constrict 1d6+4, Improved grab, Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 14 (1d4 Con/1d4 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Dire Bear: CR 7; Large Animal; HD 12d8+51; hp 105; Init +1; Spd 40 ft.; AC 17 (touch 10, flat-footed 16) -1 Size, +1 Dex, +7 natural; Base Atk +9; Grp +23; Atk +19

melee (2d6+10, claw); Full Atk +19/+19 melee (2d6+10, 2 claws) and +13 melee (3d8+3, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Low-Light vision, scent; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Improved Natural Attack (Claw), Improved Natural Attack (Bite), Toughness, Weapon Focus (Claw).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Appendix Two – APL 10

Encounter 1

Area EE

Cronar of the Crimson Robes: Male Suel Wiz 10 Ali 3; CR 13; Medium Humanoid (Human, Suel); HD 13d4+26; hp 60; Init +5; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) +2 Deflection, +4 Armor, +1 Dex; Base Atk +6/+1; Grp +6; Atk +6 melee (Touch Spells, Various) or +7 ranged (Ranged Touch Spells, Various); Full Atk Atk +6 melee (Touch Spells, Various) or +7 ranged (Ranged Touch Spells, Various); Space/Reach 5 ft./5 ft.; SQ Alien blessing, summon alien; AL CE; SV Fort +10, Ref +9, Will +14; Str 10, Dex 12, Con 14, Int 21, Wis 12, Cha 10.

Skills and Feats: Concentration +17, Knowledge (arcane) +20, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility) +10, Knowledge (religion) +9, Knowledge (the planes) +20, Knowledge (local – core) +10, Knowledge (local – MR IV) +11, Spellcraft +20; Alertness, Augment Summoning, Greater Spell Penetration, Improved Familiar, Improved Initiative, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Maximize. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

Possessions: Hat of Disguise, Headband of Intellect +4, Vest of Resistance +3, Ring of Protection +2, Ring of Counterspells (Dispel Magic, Greater), Bracers of Armor +3, Boccob's Blessed Book, Metamagic rod of Lesser Extension.

Spells Prepared (4/6/5/5/5/4/2/1 base DC = 15 + spell level, Conjuration = 16 + spell level): 0—Detect Magic, Detect Poison, Open/Close, Prestidigitation; 1st— lesser acid orb (x2), ~~mage armor~~, magic missile, protection from evil, ray of enfeeblement; 2nd—~~false life~~, glitterdust, resist energy, scorching ray, see invisibility; 3rd— dispel magic (x2), displacement, fireball, protection from energy; 4th—invisibility (greater), silent dispel magic(x2), stone skin, wall of fire; 5th—cone of cold, dominate person, silent evard's black tentacles, wall of force; 6th—bigby's forceful hand, disintegrate; 7th—finger of death.

Spellbook: 1st — charm person, color spray, comprehend languages, endure elements, enlarge person, hypnotism, lesser acid orb, lesser sonic orb, mage armor, magic missile, negative energy ray, protection from evil, ray of enfeeblement, reduce person, shield, summon monster I, true strike; 2nd — alter self, blindness/deafness, blur, darkvision, daylight, detect thoughts, false life, flaming sphere, fox's cunning, glitterdust, invisibility, knock, locate object, melf's acid arrow, mirror image, obscure object, protection from arrows, resist energy,

scare, scorching ray, see invisibility, spectral hand, summon monster II, summon swarm, touch of idiocy, web; 3rd — deep slumber, dispel magic, displacement, fireball, fly, haste, ice burst, lightning bolt, magic circle against evil, phantom steed, protection from energy, secret page, slow, summon monster III, tongues, vampiric touch; 4th — arcane eye, crushing despair, dimension door, enervation, evard's black tentacles, fireshield, glove of lesser invulnerability, ice storm, invisibility (greater), locate creature, phantasmal killer, polymorph, Rary's mnemonic enhancer, reduce person (mass), scrying, shout, stone skin, wall of fire, wall of ice; 5th — baleful polymorph, break enchantment, cloudkill, cone of cold, contact other plane, dominate person, feeblemind, hold monster, mind fog, overland flight, passwall, prying eyes, summon monster V, telekinesis, teleport, wall of force, wall of stone, waves of fatigue; 6th — acid fog, bigby's forceful hand, circle of death, contingency, disintegrate, repulsion, shadow walk, summon monster VI, wall of iron; 7th — finger of death, power word blind, reverse gravity, waves of exhaustion, vision.

Encounter 3

Note: All restrictions for this area apply equally to the monsters as they do to the PCs. Divination spells are marked in bold and cannot be cast while in the area. None of the summoning abilities or spells function here either.

Area M

Morella Teranor (partially transformed into a Marilith): CR 13; Medium Outsider (Chaotic, Extraplanar, Evil, Tanr'ri); HD 8d8+72; hp 108; Init +4; Spd 40 ft.; AC 24 (touch 14, flat-footed 20) +4 Dex, +10 natural; Base Atk +8; Grp +17; Atk +18 melee (1d8+9/19-20, longsword) or +17 melee (3d6+9, tail slap); Full Atk +18/+13 melee (1d8+9/19-20, primary longsword) and +18/+18/+18/+18/+18 melee (1d8+4/19-20, longswords) and +15 melee (3d6+4, tail slap) or +17/+17/+17/+17/+17/+17 melee (1d6+9, slam) and +15 melee (3d6+4, tail slap); SA spell-like abilities; SQ Damage Reduction 10/good, Darkvision 60 ft., immunity to electricity, resistance to acid 5, cold 5, electricity 10, and fire 5, SR 17, telepathy 100 ft.; AL CE; SV Fort +15, Ref +10, Will +10; Str 28, Dex 18, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +18, concentration +19, diplomacy +20, disguise +18 (+20 acting), hide +13, intimidate +20, listen +23, move silently +14, search +8, sense motive +15, spellcraft +15 (+17 scrolls), spot +23, use magic device +18 (+20 scrolls); multiattack, multi-weapon fighting, weapon focus (longsword)..

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: 1/day—*align weapon, magic weapon, project image* (DC 23), *polymorph*, *see invisibility*. Caster level 8th. The save DCs are Charisma-based.

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Vrock bodyguard: CR 9; Large Outsider (Chaotic, Extraplanar, Evil); HD 10d8+70; hp 115; Init +2; Spd 30 ft.; AC 22 (touch 11, flat-footed 20) -1 Size, +2 Dex, +11 natural; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk +15/+15 melee (2d6+6, 2 claws) and +13 melee (1d8+3, bite) and +13/+13 melee (1d6+3, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech, *summon tanar'ri*; SQ Damage Reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 17, telepathy 100 ft.; AL CE; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, diplomacy +5, hide +11, intimidate +16, knowledge (local MR IV) +15, listen +24, move silently +15, search +15, sense motive +16, spellcraft +15, spot +24, survival +3 (+5 following tracks); Cleave, combat reflexes, multiattack, power attack.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*mirror image, telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless, neutralize poison, or remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

Area X

Girnaca Teranor: Female Suel Drd 7 NWr 2 VmL 4; CR 13; Medium Humanoid (Human, Suel); HD 7d8+2d10+4d6+26; hp 92; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20) +2 Natural Armor, +8 Armor; Base Atk +9/+4; Grp +11; Atk +12 melee (1d8+2, Masterwork Chitin Longsword); Full Atk +12/+7 melee (1d8+2, Masterwork Chitin Longsword); SA Blood drain; SQ Nature Sense, Wild Empathy (1d20+11, takes one minute and must be within 30'), Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day (Small, Medium, Large), Earths Resilience (DR 3/-), Chitin (+2 Natural Armor), Vermin Servant, Blood Drain, Spider Hand, Swarm Armor; AL NE; SV Fort +14, Ref +6, Will +15; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 15.

Skills and Feats: Concentration +16, Handle Animal +12, Hide +3, Knowledge Nature +12, Knowledge (The Planes) +2, Listen +12, Move Silently +3, Sense Motive +4, Spot +12, Survival +13; Armor Proficiency – Heavy, Natural Spell, Track, Extend Spell, Martial Weapon Proficiency (Long Sword), Verminfriend. Languages: Common, Druidic.

Possessions: Vest of Resistance +3, masterwork chitin full plate, masterwork chitin longsword.

Spells Prepared (6/5/5/4/3/2; base DC = 13 + spell level): 0—*Cure Minor Wounds, Detect Magic, Detect Poison (x2), Purify Food and Drink, Read Magic*; 1st—*Cure Light Wounds (x3), Faerie Fire, Produce Flame*; 2nd—*Barkskin (x2), Delay Poison, Hold Animal, Warp wood*; 3rd—*Cure Moderate Wounds, Dominate Animal, Magic Fang – Greater (x2)*; 4th—*Freedom of Movement, Rusting Grasp, Spike Stones*; 5th—*Extended Giant Vermin, Death Ward*.

Kark, Monstrous scorpion animal companion: CR 1; Medium Vermin; HD 6d8+12; hp 39; Init +0; Spd 40 ft.; AC 19 (touch 11, flat-footed 18) +1 Dex, +8 natural; Base Atk +4; Grp +7; Atk +7 melee (1d4+3, claw); Full Atk +7 melee (1d4+3, 2 claws) and +2 melee (1d4+1 plus poison, sting); SQ Constrict 1d4+3, darkvision 60 ft., Devotion (+4 saves vs Enchantment), evasion, improved grab, link, poison, shared spells, tremorsense

60 ft., vermin traits; AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +7, Hide +5, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 15 (1d3 Con/1d3 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Ink, Monstrous scorpion Vermin servant: CR 1/2; Small Magical Beast; HD 13d8; hp 46; Init +0; Spd 40 ft.; AC 14 (touch 11, flat-footed 13) +1 Size, +3 natural; Base Atk +0; Grp -4; Atk +1 melee (1d3-1, claw); Full Atk +1 melee (1d3-1, 2 claws) and +4 melee (1d3-1+poison, sting); SQ Constrict 1d3-1, darkvision 60 ft., Improved Evasion, Improved grab, Poison, Shared spells, SR 18, tremorsense 60'; AL N; SV Fort +11, Ref +3, Will +9; Str 9, Dex 10, Con 14, Int 12, Wis 10, Cha 2.

Skills and Feats: Climb +7, Hide +6, Spot +6; Weapon Finesse.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 12 (1d2 Con/1d2 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Monstrous scorpion, Large: CR 3; Large Vermin; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (touch 9, flat-footed 16) -1 Size, +7 natural; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, claw); Full Atk +6 melee (1d6+4, 2 claws) and +1 melee (1d6+2+poison, sting); SA Constrict 1d6+4, Improved grab, Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 14 (1d4 Con/1d4 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Area FF

Blue Slaad: CR 8; Large Outsider (Chaotic, Extraplanar); HD 8d8+32; hp 68; Init +2; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) -1 Size, +2 Dex, +9 natural; Base Atk +8; Grp +18; Atk +13 melee (2d6+6, claw); Full Atk +13/+13/+13/+13 melee (2d6+6, 4 claws) and +11 melee (2d8+3 plus disease, bite); SA Spell-like abilities, slaad fever, **summon slaad**; SQ Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +10, Ref +8, Will +4; Str 23, Dex 15, Con 19, Int 6, Wis 6, Cha 10.

Skills and Feats: Climb +17, hide +9, jump +17, listen +9, move silently +13, spot +9; Dodge, mobility, multiattack..

Spell-like Abilities: At will – hold person (DC 13), *passwall*, telekinesis (DC 15), 1/day - chaos hammer (DC 14). Caster level 8th. The save DCs are Charisma based.

Slaad Fever (Su): Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based.

An afflicted humanoid reduced to Charisma 0 by salad fever immediately transforms into a red salad. It retains none of the features, traits, memories, or abilities of its former self, and is a normal red salad in all respects. If the infected being is an arcane spellcaster, the disease instead produces a green salad.

Summon Slaad (Sp): Once per day, a blue salad can attempt to summon another blue salad with a 40% chance of success. This ability is the equivalent of a 4th level spell.

Death Slaad: CR 13; Medium Outsider (Chaotic, Extraplanar); HD 15d8+75; hp 142; Init +10; Spd 30 ft.; AC 28 (touch 16, flat-footed 22) +6 Dex, +12 natural; Base Atk +15; Grp +20; Atk +20 melee (3d6+5 plus stun, claw); Full Atk +20/+20 melee (3d6+5 plus stun, 2 claws) and +18 melee (2d10+2, bite); SA Stun, Spell-like abilities, **summon slaad**; SQ Change shape, Damage reduction 10/lawful, Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.; AL CN; SV Fort +14, Ref +15, Will +13; Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +23, concentration +15, escape artist +24, hide +24, intimidate +22, jump +23, knowledge (local MR IV) +22, knowledge (arcane) +22, listen +22, move silently +24, search +22, spot +22, survival +12 (+14 when tracking), use rope +6 (+8 with bindings); Cleave, great cleave, improved initiative, improved sunder, multiattack, power attack.

Stun (Ex): Three times per day, a death salad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will – *animate objects, chaos hammer* (DC 18), *deeper darkness, detect magic, dispel law* (DC 19), *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly, identify, invisibility, magic circle against law, see invisibility, shatter* (DC 16); 3/day – *circle of death* (DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21). 1/day – *implosion* (DC 23), *power word blind*. Caster level 15th. The save DCs are Charisma based.

Change Shape (Su): A death salad can assume any humanoid form as a standard action. In humanoid form, a death salad cannot use its natural weapons (although a salad can quip itself with weapons and armor appropriate to its appearance). A death salad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the salad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death salad can attempt to summon 1-2 red or blue slaadi with a 60% chance of success, or 1-2 green slaadi with a 40% chance of success. This ability is the equivalent of a 6th level spell.

Area GG

Syrula Teranor: Female Suel Sor 13; CR 13; Medium Humanoid (Human, Suel); HD 13d4+65; hp 105; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) +2 Dex +4 Armor; Base Atk +6/+1; Grp +5; Atk +5 melee (Touch Spells, Various) or +8 ranged (Ranged Touch Spells, Various); Full Atk +5/+0 melee (Touch Spells, Various) or +8/+3 ranged (Ranged Touch Spells, Various); Space/Reach 5 ft./5 ft.; SA None; SQ None; AL CE; SV Fort +12, Ref +9, Will +11; Str 8, Dex 14, Con 20, Int 14, Wis 10, Cha 27.

Skills and Feats: Bluff +24, Concentration +21, Intimidate +18, Knowledge (Arcana) +18, Spellcraft +23; Improved Initiative, Skill Focus (Spellcraft), Spell Focus (Enchantment, Necromancy), Greater Spell Focus (Enchantment), Extra Slot (Sorcerer, 5th). Languages: Common, Draconic, Ancient Suloise.

Possessions: Gloves of Dexterity +4, Amulet of Health +4, Vest of Resistance +3, Cloak of Charisma +6,

Medallion of Thoughts, Metamagic Rod of Lesser Extend Spell, Metamagic Rod of Lesser Maximize Spell, Ring of Freedom of Movement

Spells Known (6/7/7/7/8/9/4; base DC = 18 + spell level, necromancy 19 + spell level, enchantment 20 + spell level): 0— *detect magic, detect poison, ghost sound, light, mage hand, mending, prestidigitation, ray of frost, read magic*; 1st— *comprehend languages, disguise self, feather fall, ~~mage armor~~, magic missile*; 2nd— *detect thoughts, ~~false life~~, glitterdust, scorching ray, see invisibility*; 3rd— *~~displacement~~, fly, nondetection, suggestion***; 4th— *confusion****, *enervation**, *Otiluke's resilient sphere, wall of fire*; 5th— *cone of cold, feeblemind****, *mind fog****; 6th— *contingency, suggestion - mass***.* Necromancy spell. ** Enchantment spell

Precast spells: *Extended mage armor, contingency* (cast displacement when attacked physically or magically), *extended false life*.

Area LL

Iika Teranor, Cleric of Llerg: Female Suel Cle 10; Con 2; CR 12; Medium Humanoid (Human, Suel); HD 10d8+2d6+36; hp 97; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) +1 Dex +12 Armor; Base Atk +8/+3; Grp +10; Atk +11 melee (1d8+3/x3, Battle Axe); Full Atk +11/+6 melee (1d8+3/x3, Battle Axe); Space/Reach 5 ft./5 ft.; SQ Rebuke Undead (12/day, d20+7, 2d6+15 HD), Divine Health, Slippery Mind, Bonus Domain; AL CE; SV Fort +12, Ref +7, Will +18; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 20.

Skills and Feats: Concentration +17, Intimidate +13, Knowledge (Religion) +15; Extra Turning, Improved Initiative, Quicken Spell, Improved Toughness, Divine Metamagic (Quicken Spell), Divine Spell Power. Languages: Common.

Possessions: Belt of Giant Strength +4, Periapt of Wisdom +4, Cloak of Charisma +4, Vest of Resistance +3, Dendritic Armor +1, Metamagic Rod of Lesser Extend, Boots of Speed, Adamantine +1 Battle Axe.

Spells Prepared (6/8/6/6/5/5/3; base DC = 15 + spell level): 0— *Cure Minor Wounds, Detect Magic, Detect Poison, Light, Purify Food and Drink, Read Magic*; 1st— *Cure Light Wounds* (x3), *Detect Good, Divine Favor, Endure Elements, Enlarge Person**, *Shield of Faith*; 2nd— *Align Weapon, Cure Moderate Wounds, Death Knell, Resist Energy, Spiritual Weapon, Zeal**; 3rd— *~~Unliving Weapon~~ (x3), ~~Magic Vestment~~, Protection from Energy* (x2); 4th— *Cure Critical Wounds* (x2), *Dimensional Anchor, Freedom of Movement, Spell Immunity**; 5th— *Dispel Law, Flame Strike* (x3), *Righteous Might**; 6th— *Harm* (x2), *Stoneskin**.

*Domain spell. *Domains:* Strength (Feat of Strength 1/day +10 Strength for 1 round); Courage (Aura of Courage, constant, all allies within 10' gain +4 on saves vs. fear), Competition (Ex: You gain a +1 bonus on all opposed checks).

Appendix Three – APL 12

Encounter 1

Area EE

Cronar of the Crimson Robes: Male Suel Wiz 10 Ali 5; CR 15; Medium Humanoid (Human, Suel); HD 15d4+29; hp 72; Init +5; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) +1 Dex, +2 Deflection, +4 Armor; Base Atk +7/+2; Grp +7; Atk +7 melee (Touch Spells, Various) or +8 ranged (Ranged Touch Spells, Various); Full Atk Atk +7 melee (Touch Spells, Various) or +8 ranged (Ranged Touch Spells, Various); SQ Alien blessing, mad certainty, summon alien; AL CE; SV Fort +10, Ref +9, Will +16; Str 10, Dex 12, Con 14, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +19, Knowledge (arcane) +22, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Knowledge (the planes) +22, Knowledge (local – core) +10, Knowledge (local – MR IV) +11, Spellcraft +22; Alertness, Augment Summoning, Extend Spell, Greater Spell Penetration, Improved Familiar, Improved Initiative, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Empower, Sudden Maximize. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

Possessions: Hat of Disguise, Headband of Intellect +4, Vest of Resistance +3, Ring of Protection +2, Ring of Counterspells (Dispel Magic, Greater), Bracers of Armor +3, Boccob's Blessed Book, Metamagic rod of Lesser Extension.

Spells Prepared (4/6/5/5/5/5/3/2/1 base DC = 15 + spell level, Conjuration = 16 + spell level): 0—Detect Magic, Detect Poison, Open/Close, Prestidigitation; 1st— ~~lesser acid orb(x2), mage armor, magic missile, protection from evil, ray of enfeeblement;~~ 2nd— ~~false life, glitterdust, resist energy, scorching ray, see invisibility;~~ 3rd— dispel magic (x2), displacement, fireball, protection from energy; 4th—invisibility (greater), reduce person (mass), silent dispel magic (x2), stone skin, wall of fire; 5th—cone of cold, feeblemind, wall of force, silent evard's black tentacles, waves of fatigue; 6th—bigby's forceful hand, circle of death, contingency; 7th—finger of death, reverse gravity; 8th— ~~mind blank.~~

Spellbook: 1st — charm person, color spray, comprehend languages, endure elements, enlarge person, hypnotism, lesser acid orb, lesser sonic orb, mage armor, magic missile, negative energy ray, protection from evil, ray of enfeeblement, reduce person, shield, summon monster I, true strike; 2nd — alter self, blindness/deafness, blur, darkvision, daylight, detect

thoughts, false life, flaming sphere, fox's cunning, glitterdust, invisibility, knock, locate object, melf's acid arrow, mirror image, obscure object, protection from arrows, resist energy, scare, scorching ray, see invisibility, spectral hand, summon monster II, summon swarm, touch of idiocy, web; 3rd — deep slumber, dispel magic, displacement, fireball, fly, haste, ice burst, lightning bolt, magic circle against evil, phantom steed, protection from energy, secret page, slow, summon monster III, tongues, vampiric touch; 4th — arcane eye, crushing despair, dimension door, enervation, evard's black tentacles, fireshield, glove of lesser invulnerability, ice storm, invisibility (greater), locate creature, phantasmal killer, polymorph, Rary's mnemonic enhancer, reduce person (mass), scrying, shout, stone skin, wall of fire, wall of ice; 5th — baleful polymorph, break enchantment, cloudkill, cone of cold, contact other plane, dominate person, feeblemind, hold monster, mind fog, overland flight, passwall, prying eyes, summon monster V, telekinesis, teleport, wall of force, wall of stone, waves of fatigue; 6th — acid fog, bigby's forceful hand, circle of death, contingency, disintegrate, repulsion, shadow walk, summon monster VI, wall of iron; 7th — finger of death, limited wish, power word blind, reverse gravity, spell turning, waves of exhaustion, vision; 8th — horrid wilting, mind blank.

Encounter 3

Note: All restrictions for this area apply equally to the monsters as they do to the PCs. Divination spells are marked in bold and cannot be cast while in the area. None of the summoning abilities of the Slaad or Mariliths, or any summoning abilities or spells, function here either. All other restrictions will apply as well.

Area M

Morella Teranor (partially transformed into a Marilith): CR 15; Medium Outsider (Chaotic, Extraplanar, Evil, Tanr'ri); HD 12d8+108; hp 162; Init +4; Spd 40 ft.; AC 24 (touch 14, flat-footed 20) +4 Dex, +10 natural; Base Atk +12; Grp +21; Atk +22 melee (1d8+9/19-20, longsword) or +21 melee (3d6+9, tail slap); Full Atk +22/+17/+12 melee (1d8+9/19-20, primary longsword) and +22/+22/+22/+22/+22 melee (1d8+4/19-20, longsword) and +19 melee (3d6+4, tail slap) or +19/+19/+19/+19/+19 (1d6+9, slam) and +19 melee (3d6+4, tail slap); SA spell-like abilities; SQ Damage Reduction 10/good, Darkvision 60 ft., immunity to electricity and poison, resistance to acid 5, cold 5, and fire 5, SR 21, telepathy 100 ft.; AL CE; SV Fort +17, Ref +12, Will +12; Str 29, Dex 18, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +22, concentration +23, diplomacy +24, disguise +22 (+24 acting), hide +15, intimidate +24, listen +27, move silently +16, search

+12, sense motive +19, spellcraft +19 (+21 scrolls), spot +27, use magic device +22 (+24 scrolls); combat expertise, combat reflexes, multiattack, multi-weapon fighting, weapon focus (longsword)..

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: 3/day—align weapon, magic weapon, project image (DC 23), polymorph, *see invisibility*, 1/day—blade barrier (DC 23). Caster level 12th. The save DCs are Charisma-based.

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Hezrou: CR 11; Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 10d8+93; hp 138; Init +0; Spd 30 ft.; AC 23 (touch 9, flat-footed 23) -1 Size, +14 natural; Base Atk +10; Grp +19; Atk +14 melee (4d4+5, bite); Full Atk +14 melee (4d4+5, bite) and ++9/+9 melee (1d8+2, claws); SA Spell-like abilities, stench, improved grab, *summon tanar'ri*, SQ Damage reduction 10/good, Darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, concentration +22, hide +13, escape artist +13, intimidate +17, listen +23, move silently +13, search +15, spellcraft +15, spot +23, survival +2 (+4 following tracks), use rope +0 (+2 with bindings); Blind-fight, cleave, power attack, toughness..

A hezrou's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—chaos hammer (DC 18), greater teleport (self plus 50 pounds of objects only), unholy blight (DC 18); 3/day—blasphemy (DC 21), gaseous form. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one

creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Area X

Girnaca Teranor: Female Suel Drd 7 NWr 2 VmL 6; CR 15; Medium Humanoid (Human, Suel); HD 7d8+2d10+6d6+45; hp 119; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20) Natural Armor +2, Armor +8; Base Atk +10/+5; Grp +12; Atk +13 melee (1d8+2/19-20, Masterwork Chitin Longsword); Full Atk +13/+8 melee (1d8+2/19-20, Masterwork Chitin Longsword); SA Blood drain; SQ Nature Sense, Wild Empathy (1d20+11, takes one minute and must be within 30'), Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day (Small, Medium, Large), Earths Resilience (DR 3/-), Chitin (+2 Natural Armor), Vermin Servant, Blood Drain, Spider Hand, Swarm Armor, Wings of the Vermin, Spider Legs; AL NE; SV Fort +15, Ref +7 Will +16 Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 15.

Skills and Feats: Concentration +19, Handle Animal +12, Hide +3, Knowledge Nature +15, Knowledge (The Planes) +2, Listen +14, Move Silently +3, Sense Motive +4, Spot +14, Survival +13; Armor Proficiency - Heavy, Natural Spell, Track, Extend Spell, Martial Weapon Proficiency (Long Sword), Improved Toughness, Verminfriend. Languages: Common, Druidic.

Possessions: Vest of Resistance +3, masterwork chitin full plate, masterwork chitin longsword.

Spells Prepared (6/6/5/5/3/2/1; base DC = 13 + spell level): 0—Cure Minor Wounds, *Detect Magic*, *Detect Poison* (x2), Purify Food and Drink, Read Magic; 1st—Cure Light Wounds (x3), Faerie Fire, Longstrider, Produce Flame; 2nd—Barkskin (x2), Delay Poison, Hold Animal, Warp wood; 3rd—Cure Moderate Wounds, Dominate Animal, Magic Fang - Greater (x2), Spike Growth; 4th—Freedom of Movement, Rusting Grasp, Spike Stones; 5th—Extended Giant Vermin, Death Ward; 6th—Bears Endurance, Mass.

Kark, Monstrous scorpion animal companion: CR 1; Medium Vermin; HD 6d8+12; hp 39; Init +0; Spd 40 ft.; AC 19 (touch 11, flat-footed 18) +1 Dex, +8 natural; Base Atk +4; Grp +7; Atk +7 melee (1d4+3, claw); Full Atk +7 melee (1d4+3, 2 claws) and +2 melee (1d4+1

plus poison, sting); SQ Constrict 1d4+3, darkvision 60 ft., Devotion (+4 saves vs Enchantment), evasion, improved grab, link, poison, shared spells, tremorsense 60 ft., vermin traits; AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +7, Hide +5, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 15 (1d3 Con/1d3 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Ink, Monstrous scorpion Vermin servant: CR 1/2; Small Magical Beast; HD 15d8; hp 59; Init +0; Spd 40 ft.; AC 17 (touch 11, flat-footed 16) +1 Size, +6 natural; Base Atk +10; Grp +5; Atk +10 melee (1d3-1, claw); Full Atk +10 melee (1d3-1, 2 claws) and +5 melee (1d3-1+poison, sting); SQ Constrict 1d3-1, deliver touch spells, speak with master, darkvision 60 ft., Improved Evasion, Improved grab, Poison, Shared spells, SR 18, tremorsense 60'; AL N; SV Fort +12, Ref +4, Will +10; Str 9, Dex 10, Con 14, Int 12, Wis 10, Cha 2.

Skills and Feats: Climb +3, Hide +8, Spot +15; Weapon Finesse.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 12 (1d2 Con/1d2 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Monstrous scorpion, Huge: CR 7; Huge Vermin; HD 10d8+30; hp 75; Init +0; Spd 50 ft.; AC 20 (touch 8, flat-footed 20) -2 Size, +12 natural; Base Atk +7; Grp +21; Atk +11 melee (1d8+6, claw); Full Atk +11 melee (1d8+6, 2 claws) and +6 melee (2d4+3+poison, sting); SA Constrict 1d8+6, Improved grab, Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +10, Ref +3, Will +3; Str 23, Dex 10, Con 16, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide -4, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 18 (1d6 Con/1d6 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Area FF

Blue Slaad Bar 2: CR 10; Large Outsider (Chaotic, Extraplanar); HD 8d8+2d12+48; hp 89; Init +2; Spd 40 ft.; AC 20 (touch 11, flat-footed 18) -1 Size, +2 Dex, +9 natural; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk +15/+15/+15/+15 melee (2d6+6, 4 claws) and +13 melee (2d8+3 plus disease, bite); SA Spell-like abilities, slaad fever, **summon slaad**; SQ Darkvision 60 ft., fast healing 5, fast movement, immunity to sonic, rage (1/day, lasts 9 rounds), resistance to acid 5, cold 5, electricity 5, and fire 5, uncanny dodge; AL CN; SV Fort +13, Ref +8, Will +4; Str 23, Dex 15, Con 19, Int 6, Wis 6, Cha 10.

Skills and Feats: Climb +17, hide +9, jump +17, listen +11, move silently +13, spot +11; Dodge, mobility, elusive target, multiattack.

Spell-like Abilities: At will – hold person (DC 13), *passwall*, telekinesis (DC 15), 1/day - chaos hammer (DC 14). Caster level 8th. The save DCs are Charisma based.

Slaad Fever (Su): Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based.

An afflicted humanoid reduced to Charisma 0 by salad fever immediately transforms into a red salad. It retains none of the features, traits, memories, or abilities of its former self, and is a normal red salad in all respects.

If the infected being is an arcane spellcaster, the disease instead produces a green salad.

Summon Slaad (Sp): Once per day, a blue salad can attempt to summon another blue salad with a 40% chance of success. This ability is the equivalent of a 4th level spell.

Rage Statistics: Str 27 Con 23 +20 hp (109 total), AC 18 (touch 9, flat footed 16), Will save +6, Attack +17 melee (2d6+8, claw), +15 melee (2d8+5 plus disease, bite)..

Death Slaad: CR 13; Medium Outsider (Chaotic, Extraplanar); HD 15d8+75; hp 142; Init +10; Spd 30 ft.;

AC 28 (touch 16, flat-footed 22) +6 Dex, +12 natural; Base Atk +15; Grp +20; Atk +20 melee (3d6+5 plus stun, claw); Full Atk +20/+20 melee (3d6+5 plus stun, 2 claws) and +18 melee (2d10+2, bite); SA Stun, Spell-like abilities, **summon slaad**; SQ Change shape, Damage reduction 10/lawful, Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.; AL CN; SV Fort +14, Ref +15, Will +13; Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +23, concentration +15, escape artist +24, hide +24, intimidate +22, jump +23, knowledge (local MR IV) +22, knowledge (arcane) +22, listen +22, move silently +24, search +22, spot +22, survival +12 (+14 when tracking), use rope +6 (+8 with bindings); Cleave, great cleave, improved initiative, improved sunder, multiattack, power attack.

Stun (Ex): Three times per day, a death salad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will – *animate objects, chaos hammer* (DC 18), *deeper darkness, detect magic, dispel law* (DC 19), *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly, identify, invisibility, magic circle against law, see invisibility, shatter* (DC 16); 3/day – *circle of death* (DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21). 1/day – *implosion* (DC 23), *power word blind*. Caster level 15th. The save DCs are Charisma based.

Change Shape (Su): A death salad can assume any humanoid form as a standard action. In humanoid form, a death salad cannot use its natural weapons (although a salad can quip itself with weapons and armor appropriate to its appearance). A death salad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the salad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death salad can attempt to summon 1-2 red or blue slaadi with a 60% chance of success, or 1-2 green slaadi with a 40% chance of success. This ability is the equivalent of a 6th level spell.

Area GG

Syrula Teranor: Female Suel Sor 14 ArM 1; CR 15; Medium Humanoid (Human, Suel); HD 15d4+75; hp 114; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) +2 Dex +4 Armor; Base Atk +7/+2; Grp +6; Atk +6 melee (Touch Spells, Various) or +9 ranged (Ranged Touch Spells, Various); Full Atk +6 melee (Touch Spells, Various) or +9 ranged (Ranged Touch Spells, Various); AL CE; SV Fort +12, Ref +9, Will +14; Str 8, Dex 14, Con 20, Int 14, Wis 10, Cha 27.

Skills and Feats: Bluff +25, Concentration +23, Intimidate +20, Knowledge (Arcana) +20, Spellcraft +25; Improved Initiative, Skill Focus (Spellcraft), Spell Focus (Enchantment, Necromancy), Greater Spell Focus (Enchantment) Extra Slot (Sorcerer 5th, Sorcerer 5th). Languages: Common, Draconic, Ancient Suloise.

Possessions: Gloves of Dexterity +4, Amulet of Health +4, Vest of Resistance +3, Cloak of Charisma +6, Medallion of Thoughts, Metamagic Rod of Lesser Extend Spell, Metamagic Rod of Maximize Spell, Ring of Freedom of Movement.

Spells Known (6/7/7/7/8/8/6/5; base DC = 18 + spell level, Necromancy = 19 + spell level, Enchantment = 20 + spell level, caster level 16): 0— *detect magic, detect poison, ghost sound, light, mage hand, mending, prestidigitation, ray of frost, read magic*; 1st — *comprehend languages, disguise self, feather fall, mage armor, magic missile*; 2nd — *detect thoughts, false life, glitterdust, scorching ray, see invisibility*; 3rd — *displacement, fly, nondetection, suggestion***; 4th — *confusion***^{*}, *enervation**, *Otiluke's resilient sphere, wall of fire*; 5th — *cone of cold, feeblemind***^{*}, *mind fog***^{*}, *wall of stone*; 6th — *contingency, eyebite**^{*}, *suggestion – mass***^{*}; 7th — *insanity***^{*}, *spell turning*.

* Necromancy spell. ** Enchantment spell.

Precast spells: *Extended mage armor, contingency* (cast displacement when attacked physically or magically), *extended false life*.

Area LL

Iika Teranor, Cleric of Llerg: Female Suel Cle 10 Con 4; CR 14; Medium Humanoid (Human, Suel); HD 10d8+4d6+41; hp 104; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 21) +1 Dex +12 Armor; Base Atk +9/+4; Grp +11; Atk +12 melee (1d8+3/x3, Battle Axe); Full Atk +12/+7 melee (1d8+3/x3, Battle Axe); Space/Reach 5 ft./5 ft.; SA None; SQ Rebuke Undead (12/day, d20+7, 2d6+15 HD), Divine Health, Divine Wholeness (Heal up to 16 hp per day), Slippery Mind, Bonus Domain; AL CE; SV Fort +13, Ref +8, Will +19; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 20.

Skills and Feats: Concentration +19, Intimidate +15, Knowledge (Religion) +17; Extra Turning, Improved Initiative, Quicken Spell, Improved Toughness, Divine Metamagic (Quicken Spell), Divine Spell Power. Languages: Common.

Possessions: Belt of Giant Strength +4, Periapt of Wisdom +4, Cloak of Charisma +4, Vest of Resistance +3, Dendritic Armor of Light Fortification +1, Metamagic Rod of Lesser Extend, Boots of Speed, Adamantine Battle Axe +1.

Spells Prepared (6/8/7/6/6/5/4/3; base DC = 15 + spell level): 0—*Cure Minor Wounds, Detect Magic, Detect Poison, Light, Purify Food and Drink, Read Magic*;

1st—Cure Light Wounds (x3), Detect Good, Divine Favor, Endure Elements, Enlarge Person*, Shield of Faith; 2nd—Align Weapon, Cure Moderate Wounds, Death Knell (x2), Resist Energy, Spiritual Weapon, Zeal*; 3rd—~~Unliving Weapon (x3)~~, Dispel Magic (x2), ~~Magic Vestment*~~; 4th—Cure Critical Wounds (x2), Death Ward, Dimensional Anchor, Freedom of Movement, Spell Immunity*; 5th—Dispel Law, Flame Strike (x3), Righteous Might*; 6th—Harm, Heal (x2), Stoneskin*; 7th— Heroism Greater*, Restoration Greater (x2).

*Domain spell. Domains: Strength (Feat of Strength 1/day +10 Strength for 1 round); Courage (Aura of Courage, constant, all allies within 10' gain +4 on saves vs. fear), Competition (As an extraordinary ability you gain a +1 bonus on all opposed checks you make).

Appendix Four – APL 14

Encounter 1

Area EE

Cronar of the Crimson Robes: Male Suel Wiz 10 Ali 7; CR 17; Medium Humanoid (Human, Suel); HD 17d4+33; hp 81; Init +5; Spd 30 ft.; AC 18 (touch 14, flat-footed 17) +1 Dex, +3 Deflection, +4 Armor; Base Atk +8/+3; Grp +8; Atk +8 melee (Touch Spells, Various) or +9 ranged (Ranged Touch Spells, Various); Full Atk Atk +8 melee (Touch Spells, Various) or +9 ranged (Ranged Touch Spells, Various); SQ Alien blessing, extra summoning, mad certainty, summon alien; AL CE; SV Fort +11, Ref +10, Will +17; Str 10, Dex 12, Con 14, Int 23, Wis 13, Cha 10.

Skills and Feats: Concentration +21, Knowledge (arcane) +25, Knowledge (dungeoneering) +11, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (nobility) +11, Knowledge (religion) +11, Knowledge (the planes) +25, Knowledge (local – core) +12, Knowledge (local – MR IV) +13, Spellcraft +25; Alertness, Augment Summoning, Extend Spell, Greater Spell Penetration, Improved Familiar, Improved Initiative, Quicken Spell, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Empower, Sudden Maximize. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

Possessions: Hat of Disguise, Headband of Intellect +6, Vest of Resistance +3, Ring of Protection +3, Ring of Counterspells (Dispel Magic, Greater), Bracers of Armor +3, Boccob's Blessed Book, Metamagic rod of Lesser Extension.

Spells Prepared (4/6/6/5/5/5/5/3/2/2 base DC = 16 + spell level, Conjuration = 17 + spell level): 0—Detect Magic, Detect Poison, Open/Close, Prestidigitation; 1st—lesser acid orb (x2), ~~mage armor~~, magic missile, protection from evil, ray of enfeeblement; 2nd—~~false life~~, glitterdust, resist energy, scorching ray, see invisibility, touch of idiocy; 3rd—dispel magic (x2), displacement, fireball, protection from energy; 4th—invisibility (greater), silent dispel magic (x2), stone skin, wall of fire; 5th—cone of cold, feeblemind, silent evard's black tentacles, wall of force, waves of fatigue; 6th—bigby's forceful hand, ~~contingency~~, disintegrate, repulsion, quickened scorching ray; 7th—finger of death, reverse gravity, waves of exhaustion; 8th—quickened invisibility (greater), ~~mind blank~~; 9th—summon monster IX, time stop.

Spellbook: 1st — charm person, color spray, comprehend languages, endure elements, enlarge person, hypnotism, lesser acid orb, lesser sonic orb, mage armor, magic missile, negative energy ray, protection from evil, ray of enfeeblement, reduce person, shield, summon monster I, true strike; 2nd — alter self, blindness/deafness, blur, darkvision, daylight, detect

thoughts, false life, flaming sphere, fox's cunning, glitterdust, invisibility, knock, locate object, melf's acid arrow, mirror image, obscure object, protection from arrows, resist energy, scare, scorching ray, see invisibility, spectral hand, summon monster II, summon swarm, touch of idiocy, web; 3rd — deep slumber, dispel magic, displacement, fireball, fly, haste, ice burst, lightning bolt, magic circle against evil, phantom steed, protection from energy, secret page, slow, summon monster III, tongues, vampiric touch; 4th — arcane eye, crushing despair, dimension door, enervation, evard's black tentacles, fireshield, glove of lesser invulnerability, ice storm, invisibility (greater), locate creature, phantasmal killer, polymorph, Rary's mnemonic enhancer, reduce person (mass), scrying, shout, stone skin, wall of fire, wall of ice; 5th — baleful polymorph, break enchantment, cloudkill, cone of cold, contact other plane, dominate person, feeblemind, hold monster, mind fog, overland flight, passwall, prying eyes, summon monster V, telekinesis, teleport, wall of force, wall of stone, waves of fatigue; 6th — acid fog, bigby's forceful hand, circle of death, contingency, disintegrate, repulsion, shadow walk, summon monster VI, wall of iron; 7th — delayed blast fireball, finger of death, limited wish, power word blind, reverse gravity, spell turning, waves of exhaustion, vision; 8th — horrid wilting, mind blank, moment of prescience, polymorph any object, summon monster VIII; 9th — summon monster IX, time stop.

Encounter 3

Note: All restrictions for this area apply equally to the monsters as they do to the PCs. Divination spells are marked in bold and cannot be cast while in the area. None of the summoning abilities of the Slaad or Mariliths, or any summoning abilities or spells, function here either. All other restrictions will apply as well.

Area M

Morella Teranor (fully transformed into a Marilith): CR 17; Large Outsider (Chaotic, Extraplanar, Evil, Tan'r'i); HD 16d8+144; hp 216; Init +4; Spd 40 ft.; AC 29 (touch 13, flat-footed 25) -1 Size, +4 Dex, +16 natural; Base Atk +16; Grp +29; Atk +25 melee (2d6+9/19-20, longsword) or +24 melee (4d6+9, tail slap); Full Atk +25/+20/+15/+10 melee (2d6+9/19-20, primary longsword) and +25/+25/+25/+25/+25 melee (2d6+4/19-20, longswords) and +22 melee (4d6+4, tail slap) or +24/+24/+24/+24/+24/(1d8+9, slam) and +22 melee (4d6+4, tail slap); SA Constrict 4d6+13, Improved grab, spell-like abilities, **summon tanar'ri**, SQ Damage Reduction 10/good and cold iron, Darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +26, concentration +28, diplomacy +30, disguise +7 (+9 acting), hide +19, intimidate +28, listen +31, move silently +23, search +23, sense motive +23, spellcraft +23 (+25 scrolls), spot +31, survival +4 (+6 following tracks), use magic device +26 (+28 scrolls); combat expertise, combat reflexes, multiattack, multi-weapon fighting, power attack, weapon focus (longsword)..

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—align weapon, blade barrier (DC 23), magic weapon, project image (DC 23), polymorph, *see invisibility*, telekinesis (DC 22), greater teleport (self plus 50 pounds of objects only), unholy aura (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th). This ability does not work here.

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Hezrou (2): CR 11; Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 10d8+93; hp 138; Init +0; Spd 30 ft.; AC 23 (touch 9, flat-footed 23) -1 Size, +14 natural; Base Atk +10; Grp +19; Atk +14 melee (4d4+5, bite); Full Atk +14 melee (4d4+5, bite) and +9/+9 melee (1d8+2, claws); SA Spell-like abilities, stench, improved grab, *summon tanar'ri*, SQ Damage reduction 10/good, Darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, concentration +22, hide +13, escape artist +13, intimidate +17, listen +23, move silently +13, search +15, spellcraft +15, spot +23, survival +2 (+4 following tracks), use rope +0 (+2 with bindings); Blind-fight, cleave, power attack, toughness..

A hezrou's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—chaos hammer (DC 18), greater teleport (self plus 50 pounds of objects only), unholy blight (DC 18); 3/day—blasphemy (DC 21), gaseous form. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Area X

Girnaca Teranor, Vermin Lord: CR 17; Large Monstrous Humanoid; HD 25d8+150; hp 262; Init +5; Spd 60 ft., burrow 30 ft., fly 30 ft. (average); AC 32 (touch 14, flat-footed 28) [-1 Size, +4 dex, +11 natural, +8 +1 chitin half-plate]; Base Atk +25; Grp +33; Atk +30 melee (1d8+6/15-20, +2 Cold Iron scimitar) or +28 melee (1d8+4 plus poison, bite) or +28 melee (1d6+4, claw); Full Atk +30/+25/+20/+15 melee (1d8+6/15-20, +2 Cold Iron scimitar) and +26 melee (1d8+4 plus poison, bite) and +28/+28 melee (1d6+4, 2 claws) and +26 melee (1d6+2 plus poison, sting); SA Command vermin, constrict 1d6+4, improved grab, poison, spell-like abilities, vermin cloud SQ Darkvision 60 ft., evasion, immunity to mind-affecting spells and abilities, regeneration 5, spell resistance 25, uncanny dodge; AL

NE; SV Fort +17, Ref +22, Will +18; Str 19, Dex 21, Con 22, Int 18, Wis 13, Cha 17.

Skills and Feats: Balance +20, Climb +20, Concentration +20, Diplomacy +5, Hide +20, Jump +40, Knowledge (Arcana) +9, Knowledge (nature) +15, Listen +8, Move Silently +10, Search +14, Sense Motive +10, Spellcraft +11 (+13 to decipher scrolls), Tumble +27, Use Magic Device +26 (+28 involving scrolls); Combat Casting, Dodge, Improved Critical (scimitar), Mobility, Multiattack, Point Blank Shot, Power Attack, Precise Shot, Spring Attack.

Possessions: +1 Chitin Half Plate, +2 Cold Iron Scimitar, +3 Vest of Resistance

Command Vermin (Su): A vermin lord can compel vermin to do its bidding. As a standard action, a vermin lord can target a vermin within 100 feet. The vermin must succeed on a DC 25 Will save or be controlled. The controlling effect functions as a dominate monster spell from a 20th level caster. A vermin lord can command up to ten vermin at one time.

Improved Grab (Ex): To use this ability, a vermin lord must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can constrict. A vermin lord can use either its Strength modifier or its Dexterity modifier for grapple checks.

Constrict (Ex): A vermin lord deals automatic claw damage on a successful grapple check.

Poison (Ex): Injury, Fortitude DC 28, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spell-Like Abilities: At will—repel vermin (DC 17); 5/day—**summon swarm (spiders only)**; 3/day—Giant vermin, Insect plague, Creeping doom. Caster level 20th.

Vermin Cloud (Su): A vermin lord is constantly surrounded by a 5-foot-radius cloud of flying and crawling insects of all kinds. The cloud grants the vermin lord concealment from any creature outside the cloud.

In addition, when a vermin lord ends its move within 5 feet of a creature or with a creature in its space, the creature takes 2d6 points of damage and must succeed on a DC 28 Fortitude save or be nauseated for 1 round. The Save DC is Constitution-based. The damage of the vermin cloud can be reduced by damage reduction normally, but even creatures that take no damage can become nauseated. Vermin and other vermin lords are immune to the vermin cloud's effect.

The vermin that make up the cloud are unaffected by the repel vermin spell and similar effects. Effects

that would damage the vermin of the cloud have no effect, because more vermin instantly appear to replenish the cloud.

A vermin lord can suppress its vermin cloud or renew its use as a free action. If it does not suppress the cloud, it takes a -10 penalty on Move Silently and Hide checks.

Regeneration (Ex): Cold deals normal damage to a vermin lord. If a vermin lord loses a body part, the lost limb re-grows in 3d6 minutes. It can reattach the severed member instantly by holding it to the stump.

Skills: A vermin lord has a +5 racial bonus on Hide, Jump, Search, Spot, and Tumble checks. A vermin lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Monstrous scorpion, Gargantuan: CR 10; Gargantuan Vermin; HD 20d8+60; hp 150; Init +0; Spd 50 ft.; AC 24 (touch 6, flat-footed 24) -4 Size, +18 natural; Base Atk +15; Grp +37; Atk +21 melee (2d6+10, claw); Full Atk +21 melee (2d6+10, 2 claws) and +16 melee (2d6+5+poison, sting); SA Constrict 2d6+10, Improved grab, Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +15, Ref +6, Will +6; Str 31, Dex 10, Con 16, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide -8, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 23 (1d8 Con/1d8 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Area FF

Blue Slaad Bar 4: CR 12; Large Outsider (Chaotic, Extraplanar); HD 8d8+4d12+60; hp 132; Init +2; Spd 40 ft.; AC 20 (touch 11, flat-footed 18) -1 Size, +2 Dex, +9 natural; Base Atk +12; Grp +22; Atk +17 melee (2d6+6, claw); Full Atk +17/+17/+17/+17 melee (2d6+6, 4 claws) and +15 melee (2d8+3 plus disease, bite); SA Spell-like abilities, slaad fever, **summon slaad**; SQ Darkvision 60 ft., fast healing 5, fast movement, immunity to sonic, rage (2/day, lasts 10 rounds), resistance to acid 5, cold 5, electricity 5, and fire 5, trap sense +1, uncanny dodge; AL CN; SV Fort +15, Ref +9, Will +5; Str 23, Dex 15, Con 20, Int 6, Wis 6, Cha 10.

Skills and Feats: Climb +17, hide +9, jump +17, listen +13, move silently +13, spot +11; Dodge, mobility, elusive target, multiattack, power attack.

Spell-like Abilities: At will – *hold person* (DC 13), *passwall*, *telekinesis* (DC 15), 1/day - *chaos hammer* (DC 14). Caster level 8th. The save DCs are Charisma based.

Slaad Fever (Su): Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based.

An afflicted humanoid reduced to Charisma 0 by salad fever immediately transforms into a red salad. It retains none of the features, traits, memories, or abilities of its former self, and is a normal red salad in all respects.

If the infected being is an arcane spellcaster, the disease instead produces a green salad.

Summon Slaad (Sp): Once per day, a blue salad can attempt to summon another blue salad with a 40% chance of success. This ability is the equivalent of a 4th level spell.

Rage Statistics: Str 27 Con 24 +24 hp (156 total), AC 18 (touch 9, flat footed 16), Fort Save +17, Will save +7, Attack +19 melee (2d6+8, claw), +17 melee (2d8+5 plus disease, bite).

Death Slaad: CR 13; Medium Outsider (Chaotic, Extraplanar); HD 15d8+75; hp 142; Init +10; Spd 30 ft.; AC 28 (touch 16, flat-footed 22) +6 Dex, +12 natural; Base Atk +15; Grp +20; Atk +20 melee (3d6+5 plus stun, claw); Full Atk +20/+20 melee (3d6+5 plus stun, 2 claws) and +18 melee (2d10+2, bite); SA Stun, Spell-like abilities, **summon slaad**; SQ Change shape, Damage reduction 10/lawful, Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.; AL CN; SV Fort +14, Ref +15, Will +13; Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +23, concentration +15, escape artist +24, hide +24, intimidate +22, jump +23, knowledge (local MR IV) +22, knowledge (arcane) +22, listen +22, move silently +24, search +22, spot +22, survival +12 (+14 when tracking), use rope +6 (+8 with bindings); Cleave, great cleave, improved initiative, improved sunder, multiattack, power attack.

Stun (Ex): Three times per day, a death salad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will – *animate objects*, *chaos hammer* (DC 18), *deeper darkness*, *detect magic*, *dispel law* (DC 19), *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly*, *identify*, *invisibility*, *magic circle against law*, ***see invisibility***, *shatter* (DC 16); 3/day - *circle of death*

(DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21). 1/day - *implosion* (DC 23), *power word blind*. Caster level 15th. The save DCs are Charisma based.

Change Shape (Su): A death salad can assume any humanoid form as a standard action. In humanoid form, a death salad cannot use its natural weapons (although a salad can quip itself with weapons and armor appropriate to its appearance). A death salad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the salad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death salad can attempt to summon 1-2 red or blue slaadi with a 60% chance of success, or 1-2 green slaadi with a 40% chance of success. This ability is the equivalent of a 6th level spell.

Area GG

Syrula Teranor: Female Suel Sor 14 ArM 3; CR 17; Medium Humanoid (Human, Suel); HD 17d4+85; hp 129; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) +2 Dex +4 Armor; Base Atk +8/+3; Grp +7; Atk +7 melee (Touch Spells, Various) or +10 ranged (Ranged Touch Spells, Various); Full Atk +7 melee (Touch Spells, Various) or +10 ranged (Ranged Touch Spells, Various); AL CE; SV Fort +13, Ref +10, Will +15; Str 8, Dex 14, Con 20, Int 14, Wis 10, Cha 28.

Skills and Feats: Bluff +27, Concentration +25, Intimidate +21, Knowledge (Arcana) +22, Spellcraft +27; Improved Initiative, Skill Focus (Spellcraft), Spell Focus (Enchantment, Necromancy), Greater Spell Focus (Enchantment) Extra Slot (Sorcerer 5th, Sorcerer 5th). Languages: Common, Draconic, Ancient Suloise.

Possessions: Gloves of Dexterity +4, Amulet of Health +4, Vest of Resistance +3, Cloak of Charisma +6, Medallion of Thoughts, Metamagic Rod of Lesser Extend Spell, Metamagic Rod of Maximize Spell, Ring of Freedom of Movement.

Spells Known (6/8/7/7/8/7/6/7/4; base DC = 19 + spell level, Necromancy = 20 + spell level, Enchantment = 21 + spell level, caster level 20): 0 — ***detect magic***, ***detect poison***, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *read magic*; 1st — ***comprehend languages***, *disguise self*, *feather fall*, ~~*mage armor*~~, *magic missile*; 2nd — ***detect thoughts***, ~~*false life*~~, *glitterdust*, *scorching ray*, ***see invisibility***; 3rd — *displacement*, *fly*, *nondetection*, *suggestion***; 4th — *confusion****, *enervation**, *Otiluke's resilient sphere*, *wall of fire*; 5th — ~~*blink greater*~~, *feblemind***, *mind fog****, *wall of stone*; 6th — ~~*contingency*~~, *eyebite**, *suggestion – mass****, 7th — *finger of death**, *insanity****, *spell turning*; 8th — *horrid wilting**, ~~*mind blank*~~.

* Necromancy spell. ** Enchantment spell.

Precast spells: *Extended mage armor*, *contingency* (cast blink-greater when attacked physically or magically or targeted with a spell), *extended false life*, *mind blank*.

Area LL

Iika Teranor, Cleric of Llerg: Female Suel Cle 10
Con 6; CR 16; Medium Humanoid (Human, Suel); HD
10d8+6d6+46; hp 117; Init +5; Spd 20 ft.; AC 24 (touch
11, flat-footed 22) +1 Dex +13 Armor; Base Atk +10/+5;
Grp +12; Atk +13 melee (1d8+3/x3, Battle Axe); Full
Atk +13/+8 melee (1d8+3/x3, Battle Axe); SQ Rebuke
Undead (12/day, d20+7, 2d6+15 HD), Divine Body,
Divine Health, Divine Wholeness (Heal up to 24 hp
per day), Slippery Mind, Bonus Domain; AL CE; SV
Fort +14, Ref +9, Will +20; Str 14, Dex 12, Con 14, Int
10, Wis 21, Cha 20.

Skills and Feats: Concentration +21, Intimidate
+18, Knowledge (Religion) +19; Extra Turning,
Heighten Spell, Improved Initiative, Quicken Spell,
Improved Toughness, Divine Metamagic (Quicken
Spell), Divine Spell Power. Languages: Common.

Possessions: Belt of Giant Strength +4, Periapt of
Wisdom +4, Cloak of Charisma +4, Vest of Resistance
+3, Dendritic Armor of Moderate Fortification +1,
Metamagic Rod of Lesser Extend, Boots of Speed,
Adamantine Battle Axe +1.

Spells Prepared (6/8/7/7/6/6/4/4/3; base DC =
15 + spell level): 0—*Cure Minor Wounds*, ***Detect Magic***,
Detect Poison, *Light*, *Purify Food and Drink*, *Read Magic*;
1st—*Cure Light Wounds* (x3), *Detect Good*, *Divine Favor*,
Endure Elements, *Enlarge Person**, *Shield of Faith*; 2nd—
Align Weapon, *Cure Moderate Wounds*, *Death Knell* (x2),
Resist Energy, *Spiritual Weapon*, *Zeal**; 3rd— ~~*Unliving*~~
~~*Weapon* (x3)~~, *Daylight*, *Dispel Magic* (x2), ~~*Magic Vestment*~~*;
4th— *Cure Critical Wounds* (x2), *Death Ward*,
Dimensional Anchor, *Freedom of Movement*, *Spell*
*Immunity**; 5th— *Dispel Law*, *Flame Strike* (x2), *Righteous*
*Might**, *Slay Living* (x2); 6th— *Harm*, *Heal* (x2),
*Stoneskin**; 7th— *Heroism Greater**, *Repulsion*, *Restoration*
Greater (x2); 8th— *Antimagic Field*, *Fire storm*, ~~*Moment of*~~
~~*Prescience*~~*.

*Domain spell. *Domains:* Strength (Feat of
Strength 1/day +10 Strength for 1 round); Courage
(Aura of Courage, constant, all allies within 10' gain +4
on saves vs. fear), Competition (As an extraordinary
ability you gain a +1 bonus on all opposed checks you
make).

Appendix Five – APL 16

Encounter 1

Area EE

Cronar of the Crimson Robes: Male Suel Wiz 10 Ali 9; CR 19; Medium Humanoid (Human, Suel); HD 19d4+40; hp 90; Init +5; Spd 30 ft.; AC 19 (touch 15, flat-footed 18) +1 Dex, +4 Deflection, +4 Armor; Base Atk +9/+4; Grp +9; Atk +9 melee (Touch Spells, Various) or +10 ranged (Ranged Touch Spells, Various); Full Atk Atk +9 melee (Touch Spells, Various) or +10 ranged (Ranged Touch Spells, Various); SQ Alien blessing, insane certainty, mad certainty, extra summoning, summon alien, timeless body; AL CE; SV Fort +12, Ref +11, Will +18; Str 10, Dex 12, Con 14, Int 23, Wis 13, Cha 10.

Skills and Feats: Concentration +23, Knowledge (arcane) +26, Knowledge (dungeoneering) +11, Knowledge (geography) +13, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (religion) +11, Knowledge (the planes) +27, Knowledge (local – core) +14, Knowledge (local – MR IV) +14, Spellcraft +27; Alertness, Augment Summoning, Extend Spell, Greater Spell Penetration, Improved Familiar, Improved Initiative, Quicken Spell, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Empower, Sudden Maximize. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

Possessions: Hat of Disguise, Headband of Intellect +6, Vest of Resistance +3, Ring of Protection +4, Ring of Counterspells (Dispel Magic, Greater), Bracers of Armor +3, Boccob's Blessed Book, Metamagic rod of Lesser Extension.

Spells Prepared (4/6/6/5/5/5/5/4/3/4 base DC = 16 + spell level, Conjuration = 17 + spell level): 0—Detect Magic, Detect Poison, Open/Close, Prestidigitation; 1st—lesser acid orb (x2), ~~mage armor~~, magic missile, protection from evil, ray of enfeeblement; 2nd—~~false life~~, glitterdust, resist energy, scorching ray, see invisibility, touch of idiocy; 3rd—dispel magic (x2), displacement, fireball, protection from energy; 4th—invisibility (greater), reduce person (mass), silent dispel magic (x2), stone skin, wall of fire; 5th—cone of cold, feeblemind, silent evard's black tentacles, wall of force, waves of fatigue; 6th—bigby's forceful hand, ~~contingency~~, disintegrate, repulsion, quickened scorching ray; 7th—finger of death, reverse gravity, spell turning, waves of exhaustion; 8th—~~moment of prescience~~, quickened invisibility (greater), ~~mind blank~~; 9th—prismatic sphere, summon monster IX (x2), time stop.

Spellbook: 1st — charm person, color spray, comprehend languages, endure elements, enlarge person, hypnotism, lesser acid orb, lesser sonic orb, mage armor, magic missile, negative energy ray, protection from evil, ray of enfeeblement, reduce

person, shield, summon monster I, true strike; 2nd — alter self, blindness/deafness, blur, darkvision, daylight, detect thoughts, false life, flaming sphere, fox's cunning, glitterdust, invisibility, knock, locate object, melf's acid arrow, mirror image, obscure object, protection from arrows, resist energy, scare, scorching ray, see invisibility, spectral hand, summon monster II, summon swarm, touch of idiocy, web; 3rd — deep slumber, dispel magic, displacement, fireball, fly, haste, ice burst, lightning bolt, magic circle against evil, phantom steed, protection from energy, secret page, slow, summon monster III, tongues, vampiric touch; 4th — arcane eye, crushing despair, dimension door, enervation, evard's black tentacles, fireshield, glove of lesser invulnerability, ice storm, invisibility (greater), locate creature, phantasmal killer, polymorph, Rary's mnemonic enhancer, reduce person (mass), scrying, shout, stone skin, wall of fire, wall of ice; 5th — baleful polymorph, break enchantment, cloudkill, cone of cold, contact other plane, dominate person, feeblemind, hold monster, mind fog, overland flight, passwall, prying eyes, summon monster V, telekinesis, teleport, wall of force, wall of stone, waves of fatigue; 6th — acid fog, bigby's forceful hand, circle of death, contingency, disintegrate, repulsion, shadow walk, summon monster VI, wall of iron; 7th — delayed blast fireball, finger of death, limited wish, power word blind, reverse gravity, spell turning, waves of exhaustion, vision; 8th — horrid wilting, mind blank, moment of prescience, polar ray, polymorph any object, summon monster VIII; 9th —prismatic sphere, summon monster IX, time stop.

Encounter 3

Note: All restrictions for this area apply equally to the monsters as they do to the PCs. Divination spells are marked in bold and cannot be cast while in the area. None of the summoning abilities of the Slaad or Mariliths, or any summoning abilities or spells, function here either. All other restrictions will apply as well.

Area M

Morella Teranor (fully transformed into a Marilith): CR 17; Large Outsider (Chaotic, Extraplanar, Evil, Tanr'ri); HD 16d8+144; hp 216; Init +4; Spd 40 ft.; AC 29 (touch 13, flat-footed 25) -1 Size, +4 Dex, +16 natural; Base Atk +16; Grp +29; Atk +25 melee (2d6+9/19-20, longsword) or +24 melee (4d6+9, tail slap); Full Atk +25/+20/+15/+10 melee (2d6+9/19-20, primary longsword) and +25/+25/+25/+25/+25 melee (2d6+4/19-20, longswords) and +22 melee (4d6+4, tail slap) or +24/+24/+24/+24/+24/(1d8+9, slam) and +22 melee (4d6+4, tail slap); SA Constrict 4d6+13, Improved grab, spell-like abilities, **summon tanar'ri**; SQ Damage Reduction 10/good and cold iron, Darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +26, concentration +28, diplomacy +30, disguise +7 (+9 acting), hide +19, intimidate +28, listen +31, move silently +23, search +23, sense motive +23, spellcraft +23 (+25 scrolls), spot +31, survival +4 (+6 following tracks), use magic device +26 (+28 scrolls); combat expertise, combat reflexes, multiattack, multi-weapon fighting, power attack, weapon focus (longsword)..

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—align weapon, blade barrier (DC 23), magic weapon, project image (DC 23), polymorph, *see invisibility*, telekinesis (DC 22), greater teleport (self plus 50 pounds of objects only), unholy aura (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th). This ability does not work here.

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Marilith Bodyguard: CR 17; Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 16d8+144; hp 216; Init +4; Spd 40 ft.; AC 29 (touch 13, flat-footed 25) -1 Size, +4 Dex, +16 natural; Base Atk +16; Grp +29; Atk +25 melee (2d6+9/19-20, longsword) or +24 melee (4d6+9, tail slap); Full Atk +25/+20/+15/+10 melee (2d6+9/19-20, primary longsword) and +25/+25/+25/+25/+25 melee (2d6+4/19-20, longswords) and +22 melee (4d6+4, tail slap) or +24/+24/+24/+24/+24/+24/ (1d8+9, slam) and +22 melee (4d6+4, tail slap); SA Constrict 4d6+13, Improved grab, spell-like abilities, **summon tanar'ri**, SQ Damage Reduction 10/good and cold iron,

Darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +26, concentration +28, diplomacy +30, disguise +7 (+9 acting), hide +19, intimidate +28, listen +31, move silently +23, search +23, sense motive +23, spellcraft +23 (+25 scrolls), spot +31, survival +4 (+6 following tracks), use magic device +26 (+28 scrolls); combat expertise, combat reflexes, multiattack, multi-weapon fighting, power attack, weapon focus (longsword)..

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—align weapon, blade barrier (DC 23), magic weapon, project image (DC 23), polymorph, *see invisibility*, telekinesis (DC 22), greater teleport (self plus 50 pounds of objects only), unholy aura (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th). This ability does not work here.

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Hezrou (2): CR 11; Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 10d8+93; hp 138; Init +0; Spd 30 ft.; AC 23 (touch 9, flat-footed 23) -1 Size, +14 natural; Base Atk +10; Grp +19; Atk +14 melee (4d4+5, bite); Full Atk +14 melee (4d4+5, bite) and +9/+9 melee (1d8+2, claws); SA Spell-like abilities, stench, improved grab, **summon tanar'ri**, SQ Damage reduction 10/good, Darkvision 60 ft., immunity to

electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, concentration +22, hide +13, escape artist +13, intimidate +17, listen +23, move silently +13, search +15, spellcraft +15, spot +23, survival +2 (+4 following tracks), use rope +0 (+2 with bindings); Blind-fight, cleave, power attack, toughness..

A hezrou's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Area X

Girnaca Teranor, Vermin Lord: CR 17; Large Monstrous Humanoid; HD 25d8+150; hp 262; Init +5; Spd 60 ft., burrow 30 ft., fly 30 ft. (average); AC 32 (touch 14, flat-footed 28) [-1 Size, +4 dex, +11 natural, +6 +1 *chitin half-plate*]; Base Atk +25; Grp +33; Atk +30 melee (1d8+6/15-20, +2 *Cold Iron scimitar*) or +28 melee (1d8+4 plus poison, bite) or +28 melee (1d6+4, claw); Full Atk +30/+25/+20/+15 melee (1d8+6/15-20, +2 *Cold Iron scimitar*) and +26 melee (1d8+4 plus poison, bite) and +28/+28 melee (1d6+4, 2 claws) and +26 melee (1d6+2 plus poison, sting); SA Command vermin, constrict 1d6+4, improved grab, poison, spell-like

abilities, vermin cloud SQ Darkvision 60 ft., evasion, immunity to mind-affecting spells and abilities, regeneration 5, spell resistance 25, uncanny dodge; AL NE; SV Fort +17, Ref +22, Will +18; Str 19, Dex 21, Con 22, Int 18, Wis 13, Cha 17.

Skills and Feats: Balance +20, Climb +20, Concentration +20, Diplomacy +5, Hide +20, Jump +40, Knowledge (Arcana) +9, Knowledge (nature) +15, Listen +8, Move Silently +10, Search +14, Sense Motive +10, Spellcraft +11 (+13 to decipher scrolls), Tumble +27, Use Magic Device +26 (+28 involving scrolls); Combat Casting, Dodge, Improved Critical (scimitar), Mobility, Multiattack, Point Blank Shot, Power Attack, Precise Shot, Spring Attack.

Possessions: +1 *Chitin Half Plate*, +2 *Cold Iron Scimitar*, +3 *Vest of Resistance*

Command Vermin (Su): A vermin lord can compel vermin to do its bidding. As a standard action, a vermin lord can target a vermin within 100 feet. The vermin must succeed on a DC 25 Will save or be controlled. The controlling effect functions as a dominate monster spell from a 20th level caster. A vermin lord can command up to ten vermin at one time.

Improved Grab (Ex): To use this ability, a vermin lord must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can constrict. A vermin lord can use either its Strength modifier or its Dexterity modifier for grapple checks.

Constrict (Ex): A vermin lord deals automatic claw damage on a successful grapple check.

Poison (Ex): Injury, Fortitude DC 28, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spell-Like Abilities: At will—repel vermin (DC 17); 5/day—**summon swarm (spiders only)**; 3/day—**Giant vermin**, **Insect plague**, **Creeping doom**. Caster level 20th.

Vermin Cloud (Su): A vermin lord is constantly surrounded by a 5-foot-radius cloud of flying and crawling insects of all kinds. The cloud grants the vermin lord concealment from any creature outside the cloud.

In addition, when a vermin lord ends its move within 5 feet of a creature or with a creature in its space, the creature takes 2d6 points of damage and must succeed on a DC 28 Fortitude save or be nauseated for 1 round. The Save DC is Constitution-based. The damage of the vermin cloud can be reduced by damage reduction normally, but even creatures that take no damage can become nauseated. Vermin and

other vermin lords are immune to the vermin cloud's effect.

The vermin that make up the cloud are unaffected by the repel vermin spell and similar effects. Effects that would damage the vermin of the cloud have no effect, because more vermin instantly appear to replenish the cloud.

A vermin lord can suppress its vermin cloud or renew its use as a free action. If it does not suppress the cloud, it takes a -10 penalty on Move Silently and Hide checks.

Regeneration (Ex): Cold deals normal damage to a vermin lord. If a vermin lord loses a body part, the lost limb re-grows in 3d6 minutes. It can reattach the severed member instantly by holding it to the stump.

Skills: A vermin lord has a +5 racial bonus on Hide, Jump, Search, Spot, and Tumble checks. A vermin lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Gornare Warnasel, Vermin Lord: CR 17; Large Monstrous Humanoid; HD 25d8+150; hp 262; Init +5; Spd 60 ft., burrow 30 ft., fly 30 ft. (average); AC 32 (touch 14, flat-footed 28) [-1 Size, +4 dex, +11 natural, +8 +1 chitin half-plate]; Base Atk +25; Grp +33; Atk +30 melee (1d8+6/15-20, +2 Cold Iron scimitar) or +28 melee (1d8+4 plus poison, bite) or +28 melee (1d6+4, claw); Full Atk +30/+25/+20/+15 melee (1d8+6/15-20, +2 Cold Iron scimitar) and +26 melee (1d8+4 plus poison, bite) and +28/+28 melee (1d6+4, 2 claws) and +26 melee (1d6+2 plus poison, sting); SA Command vermin, constrict 1d6+4, improved grab, poison, spell-like abilities, vermin cloud SQ Darkvision 60 ft., evasion, immunity to mind-affecting spells and abilities, regeneration 5, spell resistance 25, uncanny dodge; AL NE; SV Fort +17, Ref +22, Will +18; Str 19, Dex 21, Con 22, Int 18, Wis 13, Cha 17.

Skills and Feats: Balance +20, Climb +20, Concentration +20, Diplomacy +5, Hide +20, Jump +40, Knowledge (Arcana) +9, Knowledge (nature) +15, Listen +8, Move Silently +10, Search +14, Sense Motive +10, Spellcraft +11 (+13 to decipher scrolls), Tumble +27, Use Magic Device +26 (+28 involving scrolls); Combat Casting, Dodge, Improved Critical (scimitar), Mobility, Multiattack, Point Blank Shot, Power Attack, Precise Shot, Spring Attack.

Possessions: +1 Chitin Half Plate, +2 Cold Iron Scimitar, +3 Vest of Resistance

Command Vermin (Su): A vermin lord can compel vermin to do its bidding. As a standard action, a vermin lord can target a vermin within 100 feet. The vermin must succeed on a DC 25 Will save or be controlled. The controlling effect functions as a dominate monster spell from a 20th level caster. A

vermin lord can command up to ten vermin at one time.

Improved Grab (Ex): To use this ability, a vermin lord must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can constrict. A vermin lord can use either its Strength modifier or its Dexterity modifier for grapple checks.

Constrict (Ex): A vermin lord deals automatic claw damage on a successful grapple check.

Poison (Ex): Injury, Fortitude DC 28, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spell-Like Abilities: At will-repel vermin (DC 17); 5/day-summon swarm (spiders only); 3/day-Giant vermin, Insect plague, Creeping doom. Caster level 20th.

Vermin Cloud (Su): A vermin lord is constantly surrounded by a 5-foot-radius cloud of flying and crawling insects of all kinds. The cloud grants the vermin lord concealment from any creature outside the cloud.

In addition, when a vermin lord ends its move within 5 feet of a creature or with a creature in its space, the creature takes 2d6 points of damage and must succeed on a DC 28 Fortitude save or be nauseated for 1 round. The Save DC is Constitution-based. The damage of the vermin cloud can be reduced by damage reduction normally, but even creatures that take no damage can become nauseated. Vermin and other vermin lords are immune to the vermin cloud's effect.

The vermin that make up the cloud are unaffected by the repel vermin spell and similar effects. Effects that would damage the vermin of the cloud have no effect, because more vermin instantly appear to replenish the cloud.

A vermin lord can suppress its vermin cloud or renew its use as a free action. If it does not suppress the cloud, it takes a -10 penalty on Move Silently and Hide checks.

Regeneration (Ex): Cold deals normal damage to a vermin lord. If a vermin lord loses a body part, the lost limb re-grows in 3d6 minutes. It can reattach the severed member instantly by holding it to the stump.

Skills: A vermin lord has a +5 racial bonus on Hide, Jump, Search, Spot, and Tumble checks. A vermin lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Fiendish Monstrous scorpion, Gargantuan: CR 12; Gargantuan Monstrous Beast (Extraplanar); HD

20d8+60; hp 150; Init +0; Spd 50 ft.; AC 24 (touch 6, flat-footed 24) -4 Size, +18 natural; Base Atk +15; Grp +37; Atk +21 melee (2d6+10, claw); Full Atk +21 melee (2d6+10, 2 claws) and +16 melee (2d6+5+poison, sting); SA Constrict 2d6+10, Improved grab, Poison, Smite Good; SQ Cold Resistance 10, Darkvision 60 ft., damage resistance 10/magic, fire resistance 10, Spell resistance 25, tremorsense 60 ft., vermin traits; AL N; SV Fort +15, Ref +6, Will +6; Str 31, Dex 10, Con 16, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide -8, Spot +4.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poison sting DC 23 (1d8 Con/1d8 Con). The save DCs are Constitution based.

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Area FF

Blue Slaad Bar 6: CR 14; Large Outsider (Chaotic, Extraplanar); HD 8d8+6d12+70; hp 145; Init +2; Spd 40 ft.; AC 20 (touch 11, flat-footed 18) -1 Size, +2 Dex, +9 natural; Base Atk +14; Grp +24; Atk +19 melee (2d6+6, claw); Full Atk +19/+19/+19/+19 melee (2d6+6, 4 claws) and +17 melee (2d8+3 plus disease, bite); SA Spell-like abilities, slaad fever, **summon slaad**; SQ Darkvision 60 ft., fast healing 5, fast movement, immunity to sonic, improved uncanny dodge, rage (2/day, lasts 10 rounds), resistance to acid 5, cold 5, electricity 5, and fire 5, trap sense +2, uncanny dodge; AL CN; SV Fort +16, Ref +10, Will +6; Str 23, Dex 15, Con 20, Int 6, Wis 6, Cha 10.

Skills and Feats: Climb +17, hide +9, jump +17, listen +13, move silently +13, spot +11, survival +2; Dodge, mobility, elusive target, multiattack, power attack.

Spell-like Abilities: At will – *hold person* (DC 13), *passwall*, *telekinesis* (DC 15), 1/day - *chaos hammer* (DC 14). Caster level 8th. The save DCs are Charisma based.

Slaad Fever (Su): Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based.

An afflicted humanoid reduced to Charisma 0 by salad fever immediately transforms into a red salad. It

retains none of the features, traits, memories, or abilities of its former self, and is a normal red salad in all respects.

If the infected being is an arcane spellcaster, the disease instead produces a green salad.

Summon Slaad (Sp): Once per day, a blue salad can attempt to summon another blue salad with a 40% chance of success. This ability is the equivalent of a 4th level spell.

Age Statistics: Str 27 Con 24 +28 hp (173 total), AC 18 (touch 9, flat footed 16), Fort save +18, Will save +8, Attack +21 melee (2d6+8, claw), +19 melee (2d8+5 plus disease, bite).

Death Slaad: CR 13; Medium Outsider (Chaotic, Extraplanar); HD 15d8+75; hp 142; Init +10; Spd 30 ft.; AC 28 (touch 16, flat-footed 22) +6 Dex, +12 natural; Base Atk +15; Grp +20; Atk +20 melee (3d6+5 plus stun, claw); Full Atk +20/+20 melee (3d6+5 plus stun, 2 claws) and +18 melee (2d10+2, bite); SA Stun, Spell-like abilities, **summon slaad**; SQ Change shape, Damage reduction 10/lawful, Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.; AL CN; SV Fort +14, Ref +15, Will +13; Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +23, concentration +15, escape artist +24, hide +24, intimidate +22, jump +23, knowledge (local MR IV) +22, knowledge (arcane) +22, listen +22, move silently +24, search +22, spot +22, survival +12 (+14 when tracking), use rope +6 (+8 with bindings); Cleave, great cleave, improved initiative, improved sunder, multiattack, power attack.

Stun (Ex): Three times per day, a death salad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

Spell-like Abilities: At will – *animate objects*, *chaos hammer* (DC 18), *deeper darkness*, *detect magic*, *dispel law* (DC 19), *fear* (DC 18), *finger of death* (DC 21), *fireball* (DC 17), *fly*, *identify*, *invisibility*, *magic circle against law*, ***see invisibility***, *shatter* (DC 16); 3/day - *circle of death* (DC 20), *cloak of chaos* (DC 22), *word of chaos* (DC 21). 1/day - *implosion* (DC 23), *power word blind*. Caster level 15th. The save DCs are Charisma based.

Change Shape (Su): A death salad can assume any humanoid form as a standard action. In humanoid form, a death salad cannot use its natural weapons (although a salad can quip itself with weapons and armor appropriate to its appearance). A death salad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the salad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): Twice per day a death salad can attempt to summon 1-2 red or blue slaadi with a 60% chance of success, or 1-2 green slaadi with a 40% chance of success. This ability is the equivalent of a 6th level spell.

Area GG

Syrula Teranor: Female Suel Sor 14 ArM 5; CR 19; Medium Humanoid (Human, Suel); HD 19d4+95; hp 144; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) +2 Dex +4 Armor; Base Atk +9/+4; Grp +8; Atk +8 melee (Touch Spells, Various) or +11 ranged (Ranged Touch Spells, Various); Full Atk +8 melee (Touch Spells, Various) or +11 ranged (Ranged Touch Spells, Various); AL CE; SV Fort +13, Ref +10, Will +16; Str 8, Dex 14, Con 20, Int 14, Wis 10, Cha 28.

Skills and Feats: Bluff +28, Concentration +27, Intimidate +22, Knowledge (Arcana) +24, Spellcraft +29; Improved Initiative, Skill Focus (Spellcraft), Spell Focus (Enchantment, Necromancy), Greater Spell Focus (Enchantment, Necromancy) Extra Slot (Sorcerer 5th, Sorcerer 5th). Languages: Common, Draconic, Ancient Suloise.

Possessions: Gloves of Dexterity +4, Amulet of Health +4, Vest of Resistance +3, Cloak of Charisma +6, Medallion of Thoughts, Metamagic Rod of Lesser Extend Spell, Metamagic Rod of Maximize Spell, Ring of Freedom of Movement.

Spells Known (6/8/7/7/8/5/6/7/6/5; base DC = 19 + spell level, Necromancy/Enchantment = 21 + spell level, caster level 24): 0— *detect magic*, *detect poison*, ghost sound, light, mage hand, mending, prestidigitation, ray of frost, read magic; 1st — *comprehend languages*, disguise self, feather fall, mage armor, magic missile; 2nd — detect thoughts, false life*, glitterdust, scorching ray, *see invisibility*; 3rd — displacement, fly, nondetection, suggestion*; 4th — confusion*, enervation*, Otiluke's resilient sphere, wall of fire; 5th — blink-greater, feeblemind*, mind fog*, wall of force; 6th — contingency, eyebite*, suggestion – mass*; 7th — finger of death*, insanity*, spell turning; 8th — horrid wilting*, mind blank, prismatic wall; 9th — time stop, wail of the banshee*.

* Necromancy/Enchantment spell.

Precast spells: *Extended mage armor*, *contingency* (cast blink-greater when attacked physically or magically or targeted with a spell), *extended false life*, *mind blank*.

Area LL

Iika Teranor, Cleric of Llerg: Female Suel Cle 10 Con 7 Hei 1; CR 17; Medium Humanoid (Human, Suel); HD 11d8+7d6+52; hp 132; Init +5; Spd 20 ft.; AC 25 (touch 11, flat-footed 24) +1 Dex +14 Armor; Base Atk +10/+5; Grp +12; Atk +13 melee (1d8+3/x3, Battle

Axe); Full Atk +13/+8 melee (1d8+3/x3, Battle Axe); SQ Rebuke Undead (16/day, d20+7, 2d6+15 HD), Divine Body, Divine Health, Divine Reach (Use any touch spell at range of up to 30 ft.), Divine Wholeness (Heal up to 28 hp per day), Slippery Mind, Bonus Domain; SR 22; AL CE; SV Fort +16, Ref +9, Will +22; Str 14, Dex 12, Con 14, Int 10, Wis 21, Cha 20.

Skills and Feats: Concentration +23, Intimidate +20, Knowledge (Religion) +21; Extra Turning (x2), Heighten Spell, Improved Initiative, Quicken Spell, Improved Toughness, Divine Metamagic (Quicken Spell), Divine Spell Power. Languages: Common.

Possessions: Belt of Giant Strength +4, Periapt of Wisdom +4, Cloak of Charisma +4, Vest of Resistance +3, Dendritic Armor of Heavy Fortification +1, Metamagic Rod of Lesser Extend, Boots of Speed, Adamantine Battle Axe +1.

Spells Prepared (6/8/7/7/6/5/4/3/2; base DC = 15 + spell level): 0—Cure Minor Wounds, *Detect Magic*, *Detect Poison*, Light, Purify Food and Drink, Read Magic; 1st—Cure Light Wounds (x3), *Detect Good*, Divine Favor, Endure Elements, Enlarge Person*, Shield of Faith; 2nd—Align Weapon, Cure Moderate Wounds, Death Knell (x2), Resist Energy, Spiritual Weapon, Zeal*; 3rd—~~Unliving Weapon (x3)~~, Daylight, Dispel Magic (x2), ~~Magic Vestment*~~; 4th—Cure Critical Wounds (x2), Death Ward, Dimensional Anchor, Divine Power, Freedom of Movement, Spell Immunity*; 5th—Flame Strike (x2), Righteous Might*, Quicken Shield of Faith, Slay Living (x2); 6th—Harm (x2), Heal (x2), Stoneskin*; 7th—Heroism Greater*, Repulsion, Restoration Greater (x2); 8th—Antimagic Field, Dispel Magic Greater, *Moment of Prescience**; 9th—Bigby's Crushing Hand*, Miracle.

*Domain spell. Domains: Strength (Feat of Strength 1/day +10 Strength for 1 round); Courage (Aura of Courage, constant, all allies within 10' gain +4 on saves vs. fear), Competition (As an extraordinary ability you gain a +1 bonus on all opposed checks you make).

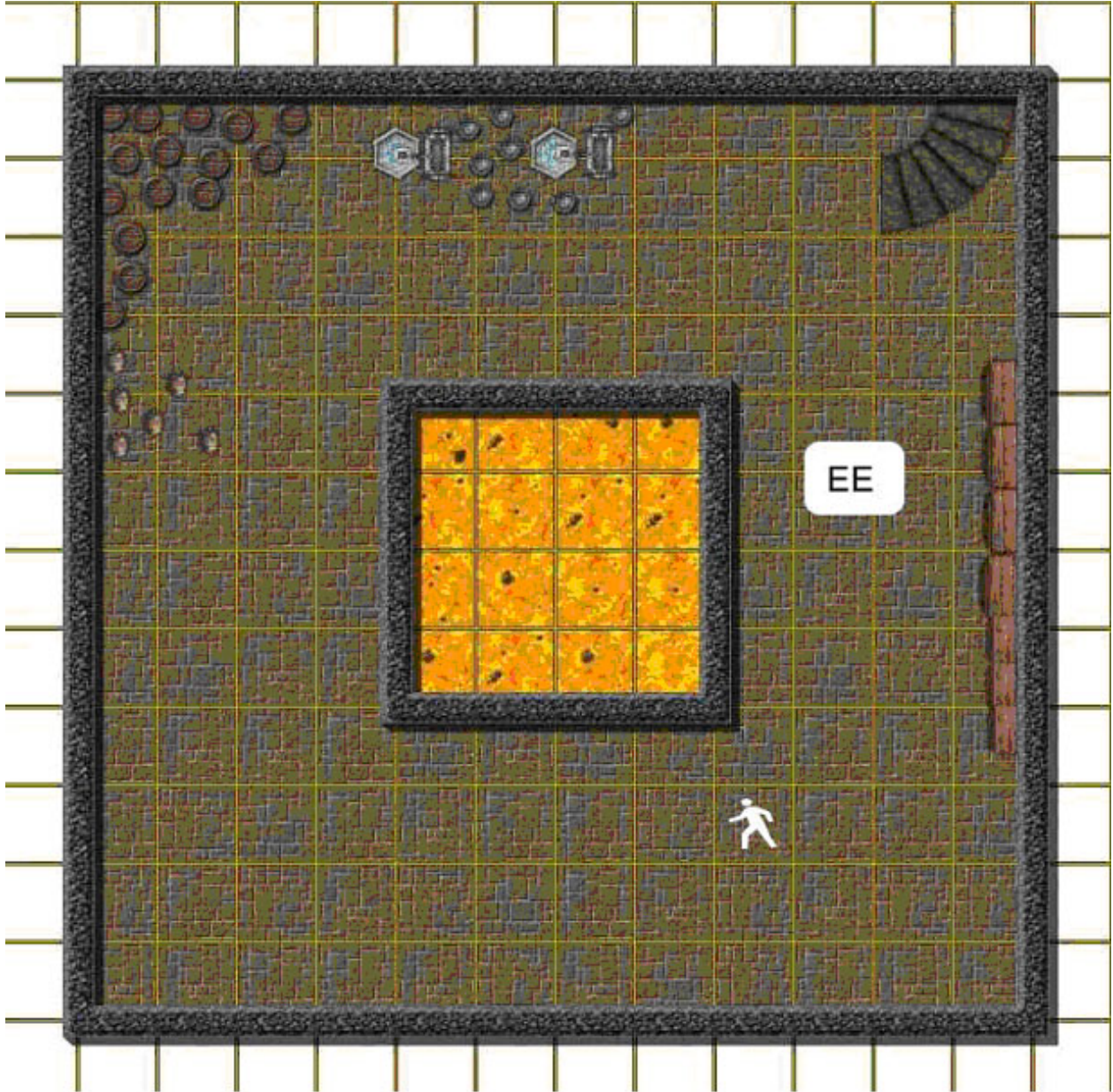
Appendix Six – Map of Lydian Monastery Ground Floor



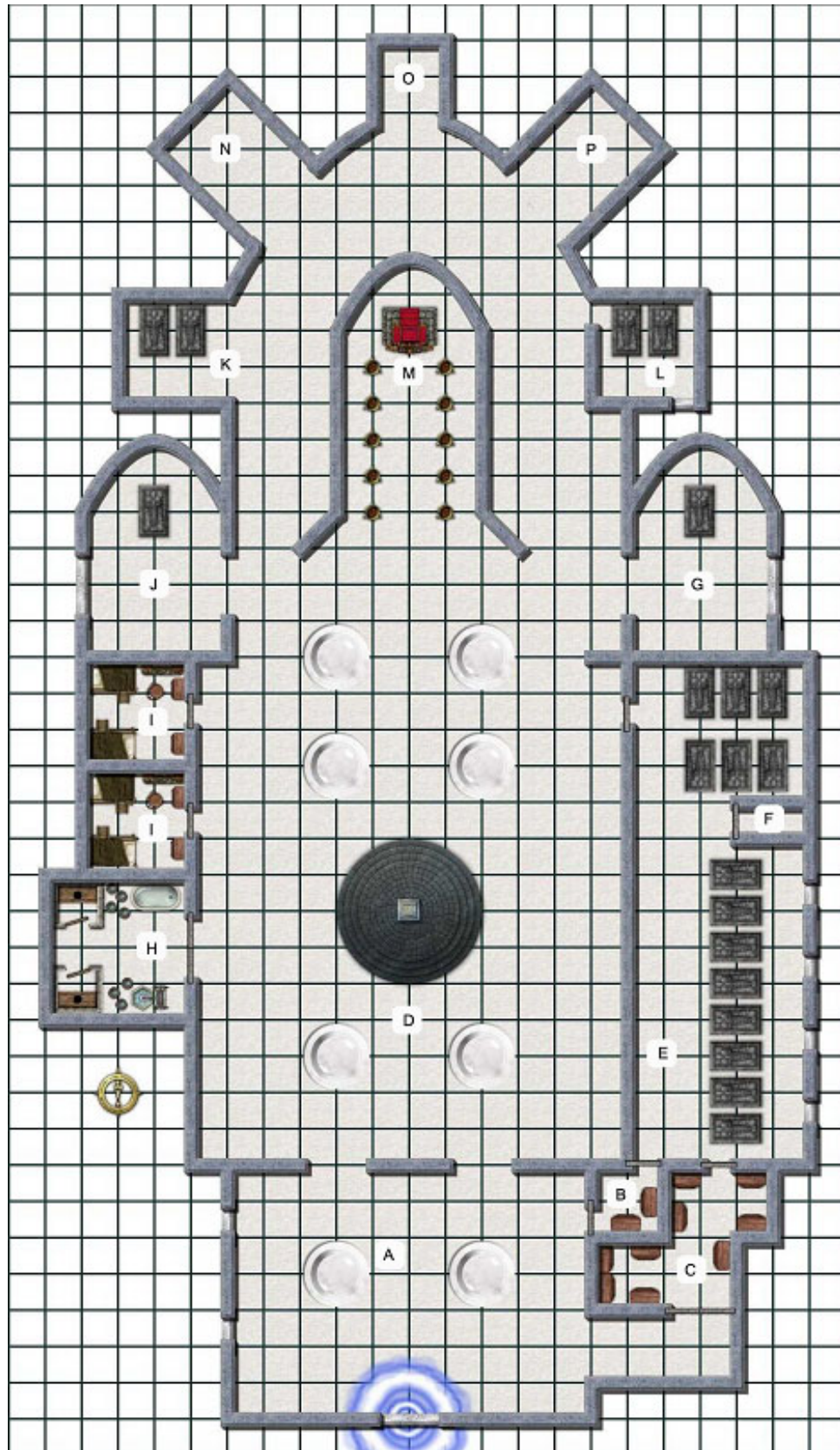
Appendix Seven – Map of Lydian Monastery Upper Floor



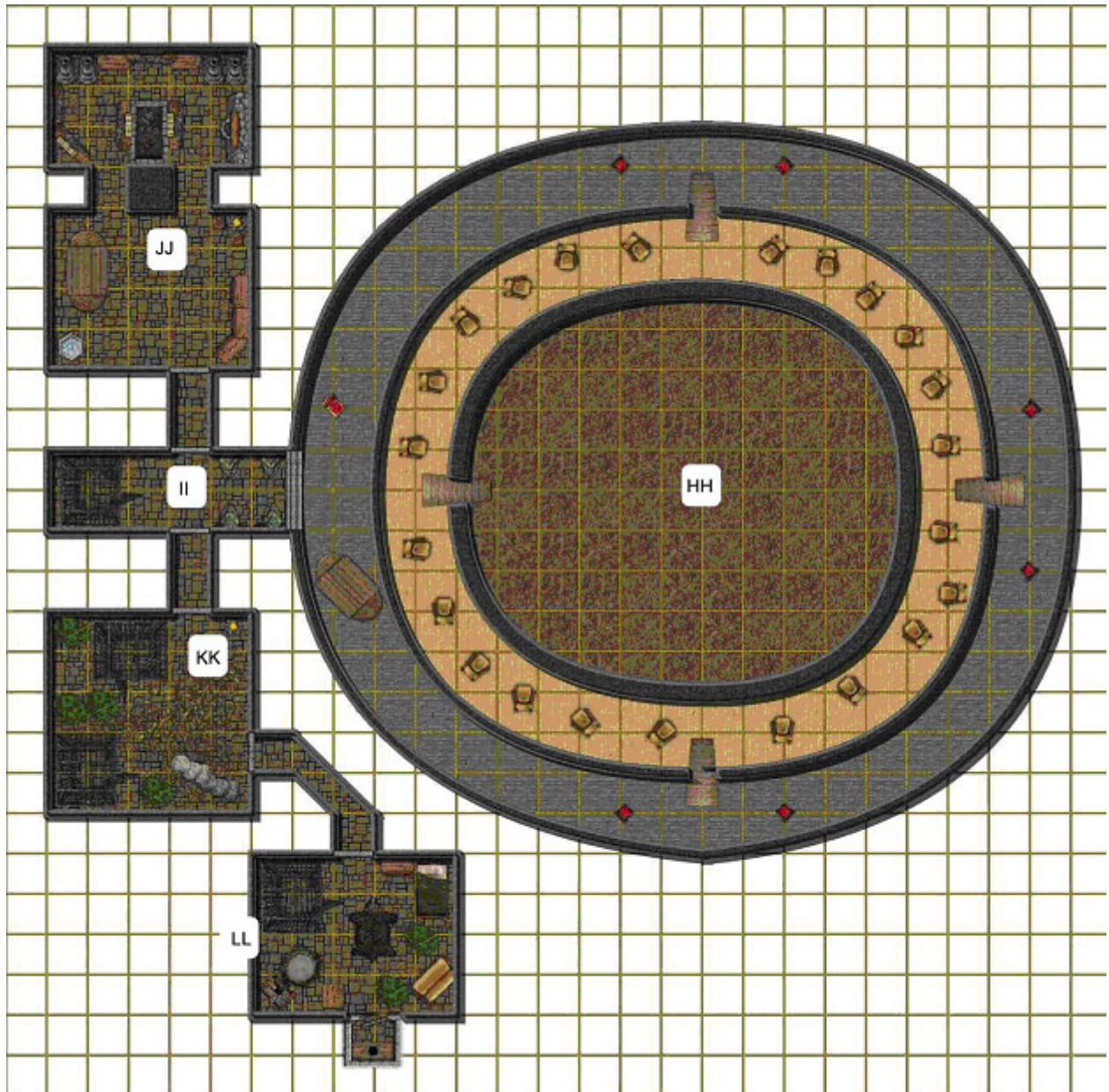
Appendix Eight – Map of Lydian Monastery Furnace Room



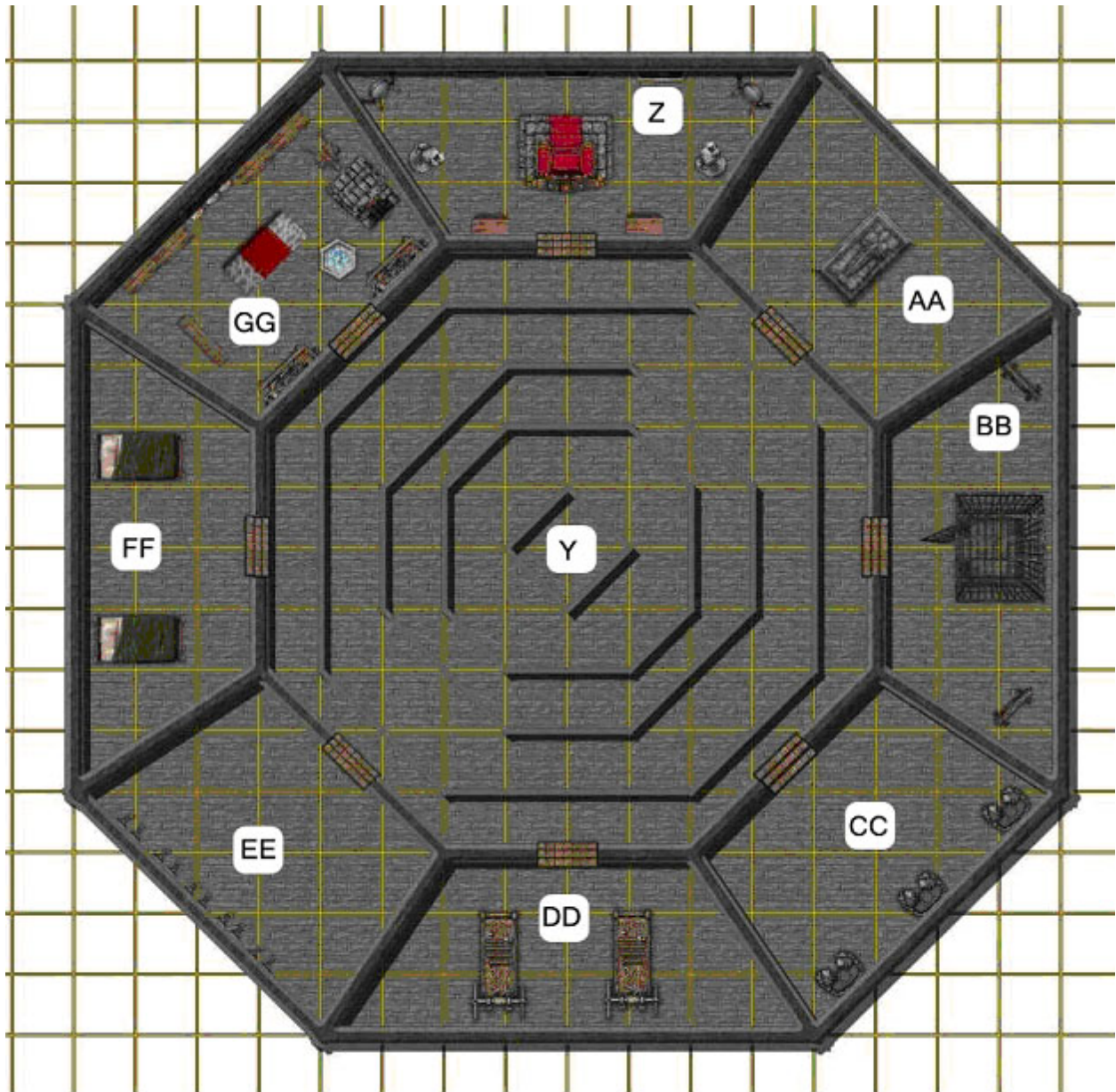
Appendix Nine – Map of Teranor Complex Main Floor



Appendix Eleven – Map of the Temple of Llerg



Appendix Twelve – Map of the Temple of Syrul



Appendix Thirteen – New Rules Items

Prestige Classes

Alienist (Complete Arcane)

Hit Die: d4.

Requirements

To qualify to become an alienist, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Knowledge (the planes) 8 ranks.

Feat: Augment Summoning.

Spells: Able to cast at least one summoning spell of 3rd level or higher.

Special: Must have made peaceful contact with an alienist or a pseudonatural creature.

Class Skills

The alienist's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the alienist prestige class.

Weapon and Armor Proficiency: Alienists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, the alienist gains new spells per day (and spells known, if

applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If she had more than one spellcasting class before becoming an alienist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Familiar Abilities: Levels of alienist stack with levels of any class that provide access to a familiar. Add levels from this class and the class that granted access to the familiar together and refer to the table on page 53 of the Player's Handbook to determine the familiar's natural armor, Intelligence, and special abilities. If a character had levels in multiple classes that grant access to a familiar before becoming an alienist, she must decide to which class to add each level for the purpose of determining the abilities of her familiar. This ability does not grant an alienist a familiar if she does not already have one.

Summon Alien: Whenever an alienist would use any summon monster spell to summon a celestial or fiendish creature, she instead summons a "pseudonatural" version of that creature. For example, by casting summon monster IV, she could summon a pseudonatural dire wolf. This adds the pseudonatural template to the summoned creature. An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell. For instance, the alienist described above couldn't summon a mephit or howler with *summon monster IV*.

Alien Blessing (Ex): An alienist of 2nd level and higher gains a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

Lvl	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Familiar abilities, summon alien	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Timeless body	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Alien transcendence	+1 level of existing spellcasting class

Metamagic Secret: An alienist listens to the secret voices whispering from beyond time's end, and profits thereby. At 3rd and 7th level, she can choose any metamagic feat as a bonus feat.

Mad Certainty (Ex): At 4th level and above, an alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude, granting her an additional 3 hit points. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She takes a -4 penalty on all Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures.

Pseudonatural Familiar: Beginning at 5th level, an alienist's familiar, if any, gains the pseudonatural template in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar-the original slowly takes on pseudonatural aspects, which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template. If an alienist has no familiar, this ability has no effect.

Extra Summoning: From 6th level on, an alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As an alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty (Ex): Beginning at 8th level, an alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points, but her mental faculties continue to fracture. Her penalty on Bluff, Diplomacy, and Handle Animal checks made to influence nonpseudonatural creatures increases to -10.

Timeless Body (Ex): At 9th level and higher, an alienist learns the secret of perpetual youth. She no longer takes ability penalties for aging and cannot be magically aged (see Table 6-5: Aging Effects on page 109 of the Player's Handbook). Any penalties she might have already taken, however, remain in place. Bonuses still accrue, but an alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Alien Transcendence (Su): Beginning at 10th level, an alienist, through long association with alien entities and intense study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to "outsider." Additionally, an alienist gains damage reduction 10/magic and resistance to electricity 10.

Upon achieving transcendence, an alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange growth, such as an extra appendage, organ, eye, or enigmatic lump. An alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise

animates of its own accord. This applies a -4 penalty on Disguise checks made to conceal an alienist's nature.

Anyone who shares an alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on Intimidate checks against all other creatures to whom she reveals her abnormal nature.

Contemplative (*Complete Divine*)

Hit Die: d6.

Requirements

To qualify to become a contemplative, a character must fulfill all the following criteria.

Skill: Knowledge (religion) 13 ranks.

Spells: Able to cast 1st-level divine spells.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a Solar, for example).

Class Skills

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives gain no weapon or armor proficiencies.

Spells per Day/ Spell Known: A contemplative who was previously a spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gain new spell per day (and spells known, if applicable) as if she had also gained a level in the spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained and so on). This essentially means that she

adds the level of contemplative to the level of whatever other spellcasting class the character has, and then determines spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen

TABLE 2-6: THE CONTEMPLATIVE						
Class Level	Base Attack Bonus	For Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus domain Divine health	+ 1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Slippery mind	+ 1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Divine wholeness	+ 1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	-	+ 1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Divine body	+ 1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Bonus domain	+ 1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Divine soul	+ 1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	-	+ 1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Eternal body	+ 1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Mystic union	+ 1 level of existing divine spellcasting class

to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purposes of determining divine spells per day and spells known.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spell exactly as a cleric of her patron deity. Her spell progression is the same as that of a cleric.

Bonus Domain: Upon adopting the contemplative class, and again at 6th level, a character gains access to a bonus domain of her choice. The character can choose any domain made available by her deity or alignment. The character gains the granted power associated with the domain she chooses, and can select the spell in that domain as her daily domain spells.

Divine Health (Ex): A contemplative has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effect that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed on her saving throw.

Divine Wholeness (Su): At 3rd level and higher, a contemplative can heal her own wounds, in addition to any other healing ability she may have. She can heal up to four

time her contemplative level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equal her class level + 15. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties she has already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Nature's Warrior (Complete Warrior)

Hit Die: 1d10

Requirements

To qualify to become a nature's warrior, a character must fulfill all the following criteria.

Alignment: Any neutral

Base Attack Bonus: +4.

Skills: Knowledge (nature) 8 ranks, Knowledge (the planes) 2 ranks, Survival 8 ranks.

Feats: Track

Special: Wild shape ability.

Class Skills

The nature's warrior class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Survival (Wis), and Swim (Str),

Skill Points at each Level: 2. + Int modifier

Class features

All of the following are class features of the nature's warrior prestige class.

Weapon and Armor Proficiency: Nature's warriors gain J10 proficiency with any weapon or armor.

Spells per Day: At every even-numbered level gained in the nature's warrior class, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. If the character did not belong to a divine spellcasting class before attaining 2nd level in the prestige class, she gains a druid spellcasting level. In no case, however, does she gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a nature's warrior, she must decide which class she adds the new level for purposes of determining spells per day.

Nature's Armament (Su): Upon attaining an odd-numbered level in this prestige class, a nature's warrior may choose one of the following abilities. These abilities, unless otherwise noted, are only applicable while the nature's warrior is in wild shape form.

Armor of the Crocodile: The nature's warrior's natural armor bonus is improved by +1 per class level. This is an actual improvement, not an enhancement bonus.

Blaze of Power: While in fire elemental form, the nature's warrior is covered in a blaze of power, which functions as a warm fire shield at a caster level equal to her druid level (if any) plus her nature's warrior level.

Claws of the Grizzly: The nature's warrior gains a +3 bonus on damage when using her natural Weapons.

Earth's Resilience: The nature's warrior gains damage reduction 3/-.

Nature's Weapon: The nature's warrior gains a +1 enhancement bonus on all attack rolls when using

her natural weapons, and her attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Robe of Clouds: While in air elemental form, the nature's warrior may as a free action wreath her body in mist and clouds for 1 minute per class level (or until she dismisses the meet). This gives her concealment, though it does not affect her ability to see or act at all.

Serpent's Coils: When in the form of a creature that normally has the improved grab ability, the nature's warrior gains a +4 bonus on all grapple checks and does damage equal to 1d8 + her Strength bonus after winning an opposed grapple check.

Water's Flow: To use this ability, the nature's warrior must be able to use wild shape to take the form of an elemental. Three times per day as part of a move action, the character may transform her body into a flowing rush of water. She may move at her base land speed while in this form but does not provoke attacks of opportunity while doing so. She may do nothing but move while in this form. At the end of her move, she immediately changes back into whatever form she was in prior to activating this ability. She may use this ability while not in wild shape form.

Wild Growth: The nature's warrior gains fast healing 1.

Wings of the Hurricane: If the nature's warrior is in an avian form or air elemental form, she increases her base fly speed by 30 feet and improves her maneuverability by one category (thus good maneuverability becomes perfect).

Wilding (Su): Nature's warrior class levels stack with druid levels (as well as levels in other prestige classes that allow these abilities to stack) to determine wild shape abilities and for wild empathy checks. For example a druid 8/nature's warrior 3 would be considered an 11th level druid for purposes of wild shape size, type, and frequency (she could assume wild shape form 4/day and could become a Tiny creature). She would add +11 for her class levels (instead of +8) to her wild empathy checks against animals and certain magical beasts.

THE NATURE'S WARRIOR					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Nature's armament, wilding
2 nd	+2	+3	+0	+0	+1 level of existing spellcasting class
3 rd	+3	+3	+1	+1	Nature's armament
4 th	+4	+4	+1	+1	+1 level of existing spellcasting class
5 th	+5	+4	+1	+1	Nature's armament

Vermin Lord (Book of Vile Darkness)

Hit Die: d6.

REQUIREMENTS

To qualify to become a vermin lord, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Hide 3 ranks, Knowledge (nature) 2 ranks, Move Silently 3 ranks.

Feats: Verminfriend.

Special: Must be able to cast the giant vermin spell.

Special: The vermin lord must be ordained by an intelligent evil creature with a physical resemblance to vermin (a drider, chasme, gelugon, aranea, bebilith, phase spider, evil formian, or similar creature). The ordaining creature must be intelligent enough to communicate with the vermin lord to-be. Of course, such a creature will demand service or payment in return.

CLASS SKILLS

The vermin lord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Knowledge (nature) (Int), listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Search (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

All the following are class features of the vermin lord prestige class.

Weapon and Armor Proficiency: A vermin lord is proficient with no weapons, armor, or shields.

Spells: When a vermin lord attains 1st level and every two levels after that (plus 10th level), the character gains new spells per day as if she had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefits a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the new level of vermin lord to the level of whatever other spellcasting class the character has, then determines number of spells per day, spells known, and caster level accordingly. For example, if Silican, an 8th-level wizard, gains a level in vermin lord, he gains new spells as if he had risen to 9th level in wizard, but uses the other vermin lord aspects of level progression such as attack bonus and save bonus. If he next gains a level of wizard, making him a 9th-level wizard/1st-level vermin lord, he gains spells as if he had risen to 10th-level wizard.

If a character had more than one spellcasting class before he became a vermin lord, he must decide to which class he adds the level of vermin lord.

Chitin (Ex): A vermin lord gains a +1 natural armor bonus to Armor Class from the chitinous plates that begin to grow on his flesh. Every three levels beyond 1st, this bonus increases by +1.

Vermin Servant: A vermin lord gains a servant in the form of a vermin of up to 1 HD. This servant is treated as a familiar; its intelligence increases, and it is considered a magical beast (see the Familiars section in Chapter 3 of the Player's Handbook). The vermin servant is in addition to any familiar the character may already have.

A vermin lord gains additional vermin servants at

THE VERMIN LORD						
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Chitin +1, vermin servant 1 HD	+1 level of existing class
2nd	+1	+0	+0	+3	Blood drain	-
3rd	+1	+1	+1	+3	Spiderbond	+1 level of existing class
4th	+2	+1	+1	+4	Chitin +2, swarm armor	-
5th	+2	+1	+1	+4	Wings of the vermin, vermin servant 4 HD	+1 level of existing class
6th	+3	+2	+2	+5	Spider leg	-
7th	+3	+2	+2	+5	Chitin +3, Spew vermin	+1 level of existing class
8th	+4	+2	+2	+6	Poison, pincer claws	-
9th	+4	+3	+3	+6	Vermin servant 16 HD	+1 level of existing class
10th	+5	+3	+3	+7	Chitin +4, hivemind	+1 level of existing class

higher levels. At 5th level, the vermin servant gained

can be of up to 4 HD. At 9th level, the vermin servant may be of up to 16 HD.

Blood Drain (Su): A 2nd level vermin lord can grow insectoid mandibles at will. He can use these mandibles to make a bite attack that deals 1 point of damage.

Furthermore, the vermin lord can attempt to start a grapple, provoking no attack of opportunity. If successful, the mandibles automatically deal 2d6 points of damage each round as they suck blood from the victim. The blood drain ability only works on living creatures.

Spider Hand (Sp): Once per day, a 3rd-level vermin lord can produce an effect identical to that of a spider hand spell cast at his effective caster level.

Swarm Armor (Su): Each day, a 4th-level vermin lord automatically summons a swarm of insects, spiders, or scorpions that covers his flesh when he regains his spells. These insects

absorb up to 10 points of damage from any damaging attack (weapons or spells). The insects die off when they absorb such attacks, and a total of up to 5 points per vermin lord level can be absorbed per day. Thus, a 7th-level vermin lord's swarm armor can absorb up to 35 points of damage, although no more than 10 points from any on attack.

If a vermin lord is already wearing armor, the swarm armor has no effect.

Wings of the Vermin (Su): A vermin lord of 5th level or higher can sprout massive, buzzing insectoid wings from his back once per day. With these wings he can fly at his normal land speed with average maneuverability for 1 hour. The vermin lord can carry his normal carrying capacity, and greater burdens affect his speed as they would affect his land speed. It is impossible to move silently with these wings.

Spider Legs (Sp): Once per day, a 6th-level vermin lord can produce an effect identical to that of a *spider legs* spell cast at his effective caster level.

Spew Vermin (Sp): Once per day, a 7th-level vermin lord is able to spray out a swarm of vermin from his mouth, as a breath weapon in a 3D-foot cone. Anyone in this area takes 1d6 points of damage per vermin lord level, with a successful Reflex save reducing the damage by half (DC 10 + vermin lord's class level + vermin lord's Con bonus). The vermin then remain as if a Summon Swarm spell had been cast at the vermin lord's class level. The vermin are under the command of the vermin lord.

Poison (Ex): In a vermin lord of 8th level or higher, the mandibles gained from the blood drain ability now carry a natural venom that deals 1 point of Strength damage with each successful bite attack and 1 point of Strength damage 1 minute later. The Fortitude save DC

to resist the poison is 10 + vermin lord's class level + vermin lord's Con modifier.

Hivemind (Su): A 10th-level vermin lord can form the impetus to create a hivemind (see Hivemind in Chapter 2). The hivemind must include the vermin lord, although he counts as only a single individual and his Intelligence and Charisma scores are unaffected. However, he controls the hivemind, gains the insight bonuses, and can take advantage of the spellcasting abilities of the hivemind if enough individuals are present. The vermin lord's vermin servant can also join the hivemind if the vermin lord wishes.

Creatures

Vermin Lord (Monster Manual 3)

Large Monstrous Humanoid

Hit Dice: 25d8+150 (262 hp)

Initiative: +5

Speed: 60 ft. (12 squares), burrow 30 L, climb 30 ft., fly 30 ft. (average)

Armor Class: 30 (-1 size, +5 Dex, +11 natural, +4 +1 studded leather, +1 masterwork buckler), touch 14, flat-footed 25

Base Attack/Grapple: +25/+33

Attack: +2 cold Iron Scimitar +30 melee (1d8+6/15-20) or bite +2 melee (1d6+4 plus poison) or claw +2 melee (1d6+4) or +1 composite longbow (+4 Str bonus) +30 ranged (2d6+5/x3)

Full attack: +2 cold iron scimitar +30/+25/+20/+15 melee (1d8+6/15-20) and 2 claw +26 melee (1d6+2) and bite +26 melee (1d8+2 plus poison) and sting +26 melee (1d6+2 plus poison); or +1 composite longbow (+4 Str bonus) +30/+25/+20/+15 ranged (2d6+5/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Command vermin, constrict 1d6+4, improved grab, poison, spell-like abilities vermin cloud.

Special Qualities: Darkvision 60 ft., evasion, immunity to mind-affecting spells and abilities, regeneration 5, spell resistance 25, uncanny dodge.

Saves: For +17, Ref +22, Will +18

Abilities: Str 19, Dex 21, Con 22, Int 1, Wis 13, Cha 17

Skills: Balance +20, Climb +20, Concentration +20, Diplomacy +5, Hide +20, Jump +40, Knowledge (arcana) +9, Knowledge (nature) +15, Listen +8, Move Silently +10, Search +14, Sense Motive +10, Spellcraft +11 (+13 to decipher scroll), Spot +19, Survival +1 (+3 aboveground or following tracks), Tumble +27, Use Magic Device +26 (+28 involving scrolls)

Feats: Combat Casting, Dodge, Improved Critical (scimitar), Mobility, Multi-attack, Point Blank shot, Power Attack, Precise Shot, Spring Attack

Environment: Underground

Organization: Solitary, pair, or gang (3-6)

Challenge Rating: 17

Treasure: Standard including possessions (see text)

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: -

COMBAT

Vermin lords are strong melee combatants, but they prefer to allow vermin minions to do their fighting. Vermin lords make judicious use of their magic items and those plucked from fallen foes.

Command Vermin (Su): A vermin lord can compel vermin to do its bidding. As a standard action, a vermin lord can target a vermin within 100 feet. The vermin must succeed on a DC 25 Will save or be controlled. The controlling effect functions as a dominate monster spell from a 20th level caster. A vermin lord can command up to ten vermin at one time.

Improved Grab (Ex): To use this ability, a vermin lord must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it gets a hold and can constrict. A vermin lord can use either its Strength modifier or its Dexterity modifier for grapple checks.

Constrict (Ex): A vermin lord deals automatic claw damage on a successful grapple check.

Poison (Ex): Injury, Fortitude DC 28, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spell-Like Abilities: At will-repel vermin (DC 17); 5/day-summon swarm (spiders only); 3/day-Giant vermin, Insect plague, Creeping doom. Caster level 20th.

Vermin Cloud (Su): A vermin lord is constantly surrounded by a 5-foot-radius cloud of flying and crawling insects of all kinds. The cloud grants the vermin lord concealment from any creature outside the cloud.

In addition, when a vermin lord ends its move within 5 feet of a creature or with a creature in its space, the creature takes 2d6 points of damage and must succeed on a DC 28 Fortitude save or be nauseated for 1 round. The Save DC is Constitution-based. The damage of the vermin cloud can be reduced

by damage reduction normally, but even creatures that take no damage can become nauseated. Vermin and other vermin lords are immune to the vermin cloud's effect.

The vermin that make up the cloud are unaffected by the repel vermin spell and similar effects. Effects that would damage the vermin of the cloud have no effect, because more vermin instantly appear to replenish the cloud.

A vermin lord can suppress its vermin cloud or renew its use as a free action. If it does not suppress the cloud, it takes a -10 penalty on Move Silently and Hide checks.

Evasion (Ex): If a vermin lord succeeds on a Reflex save against an effect that causes half damage with a successful save, the vermin lord takes no damage from the effect.

Regeneration (Ex): Cold deals normal damage to a vermin lord. If a vermin lord loses a body part, the lost limb re-grows in 3d6 minutes. It can reattach the severed member instantly by holding it to the stump.

Uncanny Dodge (Ex): A vermin lord reacts to danger before its senses would normally allow. It retains its Dexterity bonus to Armor Class even if it is caught flat-footed or truck by an invisible attacker. A vermin lord still loses its Dexterity bonus to AC when immobilized.

Skills: A vermin lord has a +5 racial bonus on Hide, Jump, Search, Spot, and Tumble checks. A vermin lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: +1 studded leather armor, +2 cold Iron scimitar, +1 composite longbow (+4 Str bonus), cloak of resistance +3, wand of fireballs. (Different vermin lords may have different possessions.)

Spells

Anticipate Teleport (Complete Arcane)

Abjuration

Level: Sorcerer/wizard 4

Components: V,S,F

Casting Time: 1 round

Range: Touch

Area: 5-ft/level radius emanation from touched creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect their re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Anticipate Teleport, Greater (Complete Arcane)

Abjuration

Level: Sorcerer/wizard 8

Components: V,S,F

Casting Time: 10 minutes

Range: Touch

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

As anticipate teleportation, except that greater anticipate teleportation identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

Blink, Greater (Complete Arcane)

Transmutation

Level: Bard 5, Sorcerer/wizard 5

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level (D)

This spell functions like *blink*, except you have control over the timing of your "blinking" back and forth between the ethereal plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also effects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Orb of Acid, Lesser (Complete Arcane)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Spider Hand (Book of Vile Darkness)

Transmutation

Level: Clr 1, Drd 1

Components: V,S

Casting Time: 1 action

Range: Personal

Targets: Casters Hand

Duration: Concentration (up to 1 minute/level)

The caster detaches his hand, which transforms into a small monstrous spider (see the *Monster Manual*) that he controls. The caster can see through its eyes, and it can travel up to 20 feet per level away from him. If the spider is killed or prevented from returning to the caster, his hand is restored when the spell ends, but he takes 1d6 points of damage. If the caster directs the spider to return to his arm (a move-equivalent action), then lets the spell end, he takes no damage.

Spider Legs (Book of Vile Darkness)

Transmutation

Level: Clr 2

Components: V,S,F

Casting Time: 1 action

Range: Personal

Targets: Caster

Duration: 1 minute/level

The caster grows four long spider legs from the sides of her torso. She can use these legs to move at a speed of 30 feet, no matter what the caster's normal speed is, as long as she carries less than her maximum load. The caster can also use the extra legs to climb on vertical surfaces or even traverse ceilings as well as a spider does, with her hands completely free. The caster has a climb speed of 15 feet.

A creature with a Strength score of at least 20+1 per caster level can pull the caster off a wall or ceiling.

Unliving Weapon (Book of Vile Darkness)

Necromancy [Evil]

Level: Clr 3

Components: V,S,M

Casting Time: 1 full round

Range: Touch

Targets: One Undead Creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes an undead creature to explode in a burst of powerful energy when struck for at least 1 point of damage, or at a set time no longer than the duration of the spell, whichever comes first. The explosion is a 10-foot-radius burst that deals 1d6 points of damage for every two caster levels (maximum 10d6).

While this spell can be an effective form of attack against an undead creature, necromancers often use *unloving weapon* to create undead capable of suicide attacks (if such a term can be applied to something that is already dead). Skeletons or zombies with this spell cast upon them can be very dangerous to foes that would normally disregard them.

Material Component: A drop of bile and a bit of sulfur.

Zeal (Complete Divine)

Abjuration

Level: blackguard 2, paladin 2

Components: V,S

Casting Time: 1 standard action

Range: Personal

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent. Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of the spell, as long as you finish your movement closer to your chosen foe than when you began it.

Feats

Divine Metamagic (Complete Divine)

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a meta-magic feat. This feat applies only to that meta-magic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a meta-magic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the meta-magic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat, choose a different metamagic feat to which to apply it.

Divine Spell Power (Complete Divine)

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spell-casting ability.

Extra Slot (Complete Arcane)

Prerequisite: Caster level 4th.

Benefit: You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never changes level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast.

Improved Toughness (Complete Warrior)

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Sudden Empower (Complete Arcane)

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it

ahead of time. You can still use Empower spell normally if you have it.

Sudden Maximize (Complete Arcane)

Prerequisite: Any metamagic feat.

Benefit: Once per day, You can apply the effect of the Maximize spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Items

Chitin Armor (Arms and Equipment Guide)

Difficult to work and dangerous to obtain, the exoskeletons of massive insects are still used to construct weapons and armor, especially in areas where metal is scarce. Weapons and armor made from chitin weigh half as much as similar metal items. Although chitin can replace metal in most items, chain weapons such as the spiked chain cannot be made from chitin, nor can chainmail armor or chain shirts.

Giant insects and similar creatures are the only sources of chitin plates big enough for crafting armor. To provide workable chitin, the creature must have a +5 natural armor bonus or better. Much as they can work choice bits of dragonhide into armor, armorsmiths can make one suit of banded mail for a creature up to two sizes smaller than the source creature, one suit of half-plate for a creature three sizes smaller, or one breastplate or suit of full plate for a creature four sizes smaller. In each case, there is enough material left over to create a large or small shield, one large or medium-size weapon, two small weapons, or 50 arrow or bolt heads, provided that the source creature is large or bigger.

Chitin has a hardness of 5 and 10 hit points per inch of thickness.

Heavy armor +10,000 gp

Shield +2,000 gp

Chitin armor has the same properties as normal armor of its type, but weighs ½ as much.

Dendritic Armor (Arms and Equipment Guide)

Dwarf armorsmiths grow dendritic armor from seed crystals deep underground; dendritic armor never reaches the smith's fire. Each suit of dendritic armor is tailored for a specific wearer. This superb armor is socketed rather than riveted together, leaving almost no gaps or chinks. It protects better than full plate armor, but is also heavier and more cumbersome.

Dendritic armor constantly grinds crystal flecks off, and re-grows itself to its original shape. Anyone tracking a person wearing dendritic armor gains a +2 circumstance bonus on skill checks from the fine trail of crystals left behind. To remove dendritic armor, you must break your way out by succeeding at a Strength check (DC 25). As long as you leave at least 5 pounds of dendritic armor somewhere on your body, the armor grows back in 8 hours.

Cost: 2,000 gp

Armor Bonus: +9

Max Dex Bonus: +0

Armor Check Penalty: -8

Arcane Spell Failure: 40%

Speed: 20 ft./15 ft.

Weight: 60 lbs.

Player's Handout 1:

Information from the desk of Amire D'orisar

Notes on Morella Teranor:

- Morella Teranor has been a guest here for almost two years. She is indeed a female Teranor, but has showed no signs in that entire time of demonic possession or traits.
- Morella has been slightly withdrawn for the last two months, which was explained by her physician as being due to the early onset of adolescence.
- Morella's physician is an older Suel lady, highly recommended and very clinical and business like. She visits once a month to check on Morella and to run tests to make sure her demonic heritage has not manifested. She is polite, well dressed, and is married to someone named Cal, who seems to be out of the country on business quite a lot.
- Morella was found asleep in the basement furnace room a week ago. When asked about it, she said she liked the humidity and that it made the headache she had go away. Since then, she spends a great deal of time down there.

Notes on Lana Uthal:

- Has been a tenant at the temple for almost ten years. Spent a fortune on a magical litterbox for her many cats and a fancy gnomish food dispenser as well.
- She loves her cats very much and often gives the impression that she would rather some of her relatives die than any of them.
- She has had a few visitors over the last year, including a niece who is getting married soon and a son who manages a number of farms outside of Silver Falls.
- Loves a pretty song.

Notes on Abigaine Daman:

- Has been a tenant at the temple for about two years. Works constantly, though most of what she makes is not sold. It is all of high quality and probably could be sold if she wasn't so intolerant of what she sees as people pre-occupied with stupidity.
- Will talk about fashion and the craft of tailoring to anyone who knows what they're talking about or has good taste.
- Has had no relatives visit (assume that there are none as she has never married nor had children), but has had a few clients visit for fittings and to order clothing. Some of these were nobles of note, including Lord Ellis once, who Abigaine seems quite fond of and did not charge for her services.

Notes on Alleon Geir:

- Has been a tenant for about five years. Has a Ducal Guard pension which he gives half of to the temple. The rest seems to be spent on military history texts and military manuals.
- A friendly sort, but not very big on frivolous conversation, though he makes an effort for me. Occasionally will join the choir and sings along. Does not have a good singing voice, but is enthusiastic and robust when singing regional country songs.
- Has had a few visitors, mostly fellow soldiers that he served with. Occasionally will lunch with friends, and occasionally has lunch with the Goldplains March Warden, Lord Commander Agina Svelore, who now commands over the march that he served in for the bulk of his career. He seems to find her quite charming, though has disclosed that he worries about some of the chances she takes. He is glad that they are in the political arena though, and not the combat arena.
- Goes to a yearly banquet of retired Ducal Guard soldiers. The next one is in a week.

Notes on Cronar of the Crimson Robes:

- Two days ago was visited by Cronar of the Crimson Robes, a retired adventurer who is a member of the college of Sages and Sorcery. He is quite fascinated by our furnace system in the basement and I have allowed him to examine it thoroughly.
- He talked briefly with Alleon, who claims it was about nothing in particular.
- Has spent almost the last two days in the basement.
- Yesterday he asked me to send the staff away as there might be a problem with the furnace. As it will not extend to the second floor, there should be no need to disrupt the permanent residents.

Notes on Adrir Edlar:

- Yesterday was visited by Adrir Edlar, also of the College of Sages and Sorcery. Apparently he is investigating Cronar as some sort of suspected criminal, but assures me that it is probably nothing. We are going to the basement to see exactly what Cronar is doing down there. Adrir seems serious, but insists that we have nothing serious to worry about.