

# Under a Stern Gaze

## A One-Round Dungeons & Dragons<sup>®</sup> Living Greyhawk<sup>™</sup> Regional Adventure set in The Duchy of Urnst

Version 2.1

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The Church of Wee Jas is looking outside their own ranks for adventurers to perform some reconnaissance, but what could the Dark-eyed Goddess want done that couldn't be done by her own servants? A one-round Regional adventure set in the Duchy of Urnst for characters level 9-15 (APLs 10-16). Of particular interest to those with connections to House Urirel

Resources for this adventure include *Complete Adventurer* [Jesse Decker]; *Complete Arcane* [Richard Baker], *Monster Manual II* [Dale Donovan & Penny Williams], *Monster Manual III* [Gwendolyn FM Kestres & Kim Mohan], *Return to the Tomb of Czutzaz* [David Thompson, F. Martin Knoff], *Spell Compendium* [Matthew Sernett, Jeff Grubb & Mike McArtor]; *Tomb of Czutzaz* [David Thompson, F. Martin Knoff], *URD4-03 Irreconcilable Differences* [F. Martin Knoff].

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit

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## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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### Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

### Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

	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	

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Duchy of Urnst. Characters from the Duchy of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

A character that 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 DC 20 Survival check, 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

House Urlirel died out over three hundred years ago after lingering for many years after a terrible night shrouded in mystery when over half of the house died or disappeared in a rumored ritual of great power. Three years ago, the powerful lich, Czutaz Urlirel was freed from her tomb by a group of adventurers and set out to restore her house to power. After freeing other undead she made an aborted attempt at reclaiming house Urlirel's original third of the lands of Urnst. Juma Urlirel was returned to life and began to work on the public face of the house while also using her magic to restore others from the house who had slain themselves.

Eldoym Urlirel was a powerful mage who was very knowledgeable about the far realms, and used his power in the ritual. His apprentice, Saphine Urlirel, resisted his efforts to involve her in his alienist activities. Instead she followed the orders of her goddess and took her life before the ritual took place. This bought her many years of peaceful rest in the company of the Ruby Sorceress and spared her becoming an abomination in the eyes of her Goddess. Saphine was entombed with many of her worldly possessions including several gifts from her family, friends, and a book and jewelry box from her master Eldoym.

In CY 588 Torming Trapdodger, a rather adept tomb raider, discovered the cairn of Saphine, and began searching it for any valuable treasure. There was not much in the way of valuables, as much of what was in the tomb had rotted over the years, but Torming did discover a book of some kind written in Ancient Suloise, and a silver jewelry box containing several old and valuable trinkets. Torming left the cairn with these two items, and made his way to Nellix. He believed that the college would be a good place to find a buyer for such antiques, and he was correct. Only a couple days after making it known that he wanted to sell two Maure-era antiques, Preceptor Daclyn Aldracar approached the tomb raider and negotiated the sale of the artifacts.

Daclyn donated the book and jewelry box to the college library with the caveat that he would be assigned to their study. Daclyn assigned the study of the box and its contents to one of his students, a young mage named Mayshan Reydriche, and kept the book for his own study. Daclyn quickly realized the book was an instructional guide to the Far Realms/Alienist knowledge the old Maure houses had possessed. With

such studies being strictly forbidden at the college, the tome was locked away.

The jewelry box was still in the possession of Mayshan. Mayshan quickly realized that the carvings on the box were a diagram or spell blueprint that could be used to unlock some arcane power. Realizing that if he reported this to Daclyn the box would be locked away, he submitted false reports on the historical relevance of the carving. Over the course of several months Mayshan unlocked the power of the box and became an alienist. His arcane power grew quickly; so quickly in fact that it drew the attention of several college members. He was investigated and eventually expelled for his activities, but the box was never returned to the college after his departure.

Two years ago Saphine was revived by Juma Urlirel and subsequently discovered that her tomb had been robbed. Outraged, she began searching for those responsible. So far all she has divined is that two objects, given to her by her master, were taken by a halfling named Torming, and that he is in the village of Sarigast in Upper Eschen. She was encouraged to hire adventurers to seek out her items.

## ADVENTURE SUMMARY

### Preparation for Play:

Each PC receives a written summons to a meeting. Depending on their affiliations, the PC may receive one or more letters.

### Introduction:

The PCs meet up in a dingy Leukish bar. Once there they will be met by a shifty individual who will question the PCs before revealing he is a member of the Guardians of the Ruby Skull.

The mission is basically: go talk to Saphine Urlirel and accept her offer, do as she asks, complete her mission, and learn all you can about house Urlirel and their operations.

They offer the PCs some money, and a copy of a flier that Saphine put up. There should be no other interested adventurers, as they tried to get all the fliers.

### Encounter 1: Saphine Urlirel

Saphine is waiting for adventurers in an upscale café in the richer parts of Leukish. When the PCs arrive she chats with them before getting down to business. She goes out of her way to make sure the PCs realize that she is a real person. She does not hide her family name.

When they do begin talking about what was taken from her, she gets very agitated at recounting the fact she was robbed. She can tell the PCs the name and location of

the tomb raider that stole from her. She offers the PCs a monetary reward for the return of the book.

### Encounter 2: Torming “The Vulture”

Torming is staying in a small village southeast of Leukish. He has just returned from another profitable delve and is celebrating rather hard. The PCs will have to get his attention and convince him to tell them about the raid on Saphine’s tomb. Torming also has two fellow raiders with him in the bar.

Torming can tell the PCs that he did in fact take a book from the tomb; also there was a jewelry box. He took both of the items to the College of Sages & Sorcery and sold them to a professor named Daclyn. He got a tidy sum for the two items.

If the PCs tell Torming who he stole from, he gets quite nervous. If they further tell him she has now returned to life, he will grow quite pale and insist on leaving both the party and the village.

### Encounter 3: Daclyn Aldracar

When the PCs reach Nellix and the college, it does not take them long to find Daclyn. When they arrive he is lecturing on the migration of the Suel into the Duchy and the three original Maure houses. After the class is over Daclyn will speak with the PCs. He is a teacher of Suel history, and quite interested in the PCs purpose here. When the book and box are brought up he will tell them the situation with his former apprentice and the book being locked away as he escorts them to the library.

### Encounter 4: Shush!

The master curator, Bronys D’avros, will only allow the PCs to take the book if they recover the box taken by Mayshan, and she has reservations about letting it go even then. Mayshan’s last known residence was a shop in the city of Leukish, but that was 5 years ago.

The master curator can also give the PCs some information about the rules of the college, specifically about alienism.

### Encounter 5: Mayshan Reydriche

The PCs return to Leukish and find where Mayshan is living. It’s a curio shop called *Phinneas Phinster’s Oddities, Curios and Other Legitimately Wonderful Knickknacks*. If they enter normally, they will encounter Phinneas hawking his wares. The PCs may question him to learn Mayshan’s whereabouts or they can re-enter the shop after dark. Upon entering the basement of the shop they will find Mayshan with one of his “friends”. The party can obtain the box through either diplomacy or force. If they choose diplomacy, they bypass the traps on the box but must face an unusual ooze (in 5C).

### Encounter 6: The Librarian (Again)

The PCs, having recovered the box, exchange it or a medallion found within the box, for the book, then begin making their way back to Leukish.

### Encounter 7: Linathrae

While at the college the PCs attracted the attention of an elven student who does not wish the PCs to return the book on alienism to House Urlirel. She has contacted an associate, Linathrae, to recover the book. Linathrae, while evil and an assassin, prefers not to kill his targets, instead subduing them for interrogation and/or bounties. As such, this encounter is EL +4 since the PCs are in no real danger of dying.

### Encounter 8: Saphine Urlirel (Again)

While the PCs were gone Saphine was contacted by house Urlirel requesting an update on her progress. She informed them that several people had come out to help her, and she expects them back any time now. She was instructed that, upon the PCs return, they will all be teleported to meet with several member of the house, and receive the personal thanks for helping out a member of the house.

Also waiting for the PCs' return with Saphine is Lady Pyn, a powerful wizard and lich who will teleport them all to meet with Czutaz.

### Encounter 9: Czutaz Urlirel

This entire situation with the book, the box, and Saphine has all been a buildup to this point. House Urlirel wants the PCs to come visit them, so they can present themselves as a house just as normal as any other noble house in the duchy. This encounter is staged so that Czutaz and the rest of the house appears flawed, but not malicious, also they can fill the PCs in on some of what has happened in the past two and a half centuries.

### Conclusion

The PCs return to the church of Wee Jas and tell them what they have learned. If everything goes to plan the PCs earn the Favor of House Urlirel, Saphine Urlirel, The Church of Wee Jas, the Guardians of the Ruby Skull, and the College of Sages & Sorcery.

## PREPARATION FOR PLAY

Before beginning the introductions, each PC should receive an invitation/summons to Bardin's Bar.

**Player Handout 1** is the generic plea for aid given to PCs that do not receive Player Handout 2. PCs that meet

any of the following qualifications should receive **Player Handout 2** instead:

- Cleric with the Sun domain
- Cleric with the Disciple of the Sun feat
- Owner of an Bane (undead) weapon
- Members of the Church of Pelor or Church of Wee Jas Meta-Org.
- Member of any other organization that requires the destruction of undead.
- Has a prestige class involving the hunting and/or destruction of undead.

**Player Handout 3** is an additional handout for PCs that have openly supported House Urlirel in the past. If the PCs have any favors from the House give them this handout in addition to the other one they receive. The two handouts are delivered to the PC separately.

## INTRODUCTION

Give the players a chance to read their handouts (above) and then proceed:

*Bardin's Bar was nearly empty when you first arrived, and only your compatriots and a couple dockworkers have entered since. It's just before nine bells: too late for breakfast and too early for lunch.*

Do character introductions at this point.

*Only your conversation fills the air until interrupted by the creak of the door as another patron enters. This new fellow is tall, a few inches over six foot, and muscular; the sounds of chainmail accompany his approach to your table. His face remains hidden as he looms at the table eyeing each of you.*

*(Pause)*

*In one fluid motion he sits and pulls back his cowl. His face is that of a Suloise man in his mid thirties with close cut hair and a scar running above his left brow down to his cheekbone; another, fainter scar can be seen paralleling the first, but is mostly concealed by his hair.*

*"I am Elbaan" he says, "and thank you all for coming. I have some questions for you, and then would be glad to tell you what this is all about and answer any questions you may have."*

Elbaan Kustir: Male Human Pal6/Hunter of the Dead4  
Sense Motive +4

DMs should avoid asking PCs questions that might get them disqualified from this mission. I.e. asking supporters of House Urlirel if they are supporters of

House Urlirel. The PCs should not have to lie to get into this module, if they choose to, that's their problem.

The following questions can be asked in no particular order, and can be rephrased as appropriate. But before any questions are asked he will scan the entire party and the room with *detect evil* to see if anything is out of the ordinary. If he detects evil, he will ask pointed questions to figure out why.

#### Politics:

To any Suloise PCs:

- Are you a member of a house/ what house?

To all PCs:

- Do you support Lord Ellis as the ruler of the Duchy? [Elbaan does not care whom the PCs support.]
- Whom did you support in the feud between House Meissel and House Szabo? [Again he doesn't really care]

#### Experiences (to all PCs):

- Did you partake in the explorations of Czutaz Urlirel's tomb?
- What do you think was your most daring adventure?
- What was your most humbling experience?
- How frequently do you encounter undead in your travels?
- How do you handle hostile undead when you do encounter them?

#### Religion (to all PCs):

- Are any of you members of the skeptic movement? [He will scowl at those who are but not exclude them.]
- What was the last temple or religious organization you worked for?
- Have you ever worked for the church of the dark lady? [He already knows the answer to this, but there may be some events at remote locations that he may not be aware of.]

#### History (to all PCs):

- How much do you know about the founding of the Duchy?
- What about the History of Urnst before the first Duke?

**Results:** If any PCs are open about their support of House Urlirel, unable to explain why they detect as evil, or reveal themselves as necromancers, Elbaan will tell them they are not welcome on this mission. Give such PCs the option of swapping out their character or attempting to join back up with the group after they leave

the Wee Jas Mausoleum. Otherwise, Elbaan will be satisfied with the PC's answers.

After Elbaan concludes questioning the PCs he will take them to the Wee Jas Mausoleum for an explanation of the situation.

*Elbaan rises. "I am satisfied that you can be of assistance to us. Let's adjourn to somewhere a little more private and I will explain what is needed of you." With that he turns and heads for the door, replacing his hood as he does.*

*The path he takes leads away from the docks into the heart of the city. After several blocks he stops and glances back to make sure you have all arrived. He nods before approaching the massive stone mausoleum on your right. The symbol of a grinning skull has been worked into the stone on the front of this building, and there are perhaps two-dozen people, mostly Suel, waiting in line to reach the front doors. Traveling down the line is what appears to be a servant of the Dark Lady speaking with each citizen. Elbaan ignores the line and proceeds directly to the front door, where the doormen let him in without so much as a word.*

*Inside the mausoleum much business is taking place. You overhear people organizing funerals and seeking some sort of arbitration for a dispute. Perhaps another two dozen commoners are inside, speaking with many clergy members. The establishment is veritably humming with activity.*

*Elbaan leads past all the public areas of the temple and into a back meeting room. The meeting room is very simple; a large table and several chairs are the only furniture. At one end of the table is a small stack of papers, and Elbaan approaches the papers and speaks.*

*"Have a seat," he says as he removes his hooded cloak and unbuttons his vest, revealing a golden medallion in the shape of a shield hanging in the middle of his chest. A grinning skull with ruby eyes is emblazoned on the shield.*

*"Not all clergy of the Stern Lady are lawyers and undertakers, though those are the ones the populace sees, and so we have that reputation. The members of my order, the Guardians of the Ruby Skull, seek out and destroy those that would try and steal more time from our goddess. Put simply, we destroy undead abominations wherever we find them. That is why I have brought you all here."*

*As he concludes, he begins handing each of you a piece of paper from the top of the stack. The pages seem to be some kind of flier.*

Give the PCs Player Handout 4

*"We have no quarrel with this Saphine Urlirel, but some of her kin are abominations in the Stern Lady's eyes. The Guardians would like you to accept her mission, and gather whatever information you can about the activities of her house; particularly of interest to us are the actions of the undead members of House Urlirel. Members of a certain assembly in Leukish are upset by their recent activities and have given us tacit approval to pursue our goals.*

*We have done our best to see that all of the fliers were collected so no other adventurers will interfere. And now, as promised, I will answer any questions you may have for me."*

Questions for Elbaan:

Are you going to pay us?

*"I am authorized to compensate each of you 400gp for your services."*

Why do you hate undead so much?

*"We, as mortals, are gifted a period of time on Oerth, but when Death's Guardian takes you from this place it is Her will. The undead disrupt the natural balance by stealing more time than they are allowed. It is our duty by Her law to see them returned to Her care."*

What is Saphine Urlirel's mission?

*"I imagine that you will find that out from her."*  
[Elbaan has no idea.]

Where is this Riverside Café?

Elbaan provides the PCs will directions. It is about a quarter mile up the Nesser from the docks.

What do you know about this café?

*Several prominent Leukish socialites frequent the Riverside Café. It is a rather nice place to eat if you are up for the cost and the company.*

What type of company frequent this cafe?

*Many nobles and members of the Honorable Chamber; very upscale.*

How big are the Guardians of the Ruby Skull?

*We are perhaps a hundred members in groups of three or four throughout the Duchy.*

Is this mission a secret?

*While I am sure that the liches know of our contempt, you should conceal your contact with us; otherwise they might conceal some exploitable weakness.*

*As you rise to depart Elbaan speaks, "I must stress that you are not to engage any member of House Urlirel. If you were to get captured and divulge any information about the Guardians or our plan it could prove disastrous. We are not ready to move against these liches yet."*

**Development:** It is now a little after nine bells, so the PCs have just less than three hours to make the twenty-minute journey to the Riverside Café.

## ENCOUNTER 1: SAPHINE URLIREL

*The Riverside Café sits above the western bank of the river, but unlike a normal restaurant, this place has no walls or windows.*

*It is, in fact, a very large and long gazebo. There are several internal walls, but they do not provide any privacy as they only reach the height of a halfling.*

*Entering the café you see it is fairly empty, containing only a group of three people off to your right and a single lady sitting alone in the back left corner.*

*Just inside a servant girl meets you. "Welcome to the Riverside; table for [number of PCs that went in together]."*

The PCs need only to explain they are there to meet with Saphine and they will be taken to see her.

*The young woman sitting in the back is a textbook example of Suel features from the old empire. She is short, perhaps the height of a tall elf, slim, with long, thin facial features, and dark azure eyes. Her blonde hair is braided down to the small of her back, and woven into it are four ribbons, two black and two white.*

*She looks up as you approach the table, and closes the book she was reading. "Please sit, sit," she says. "Thank you for coming, I am Saphine Urlirel."*

Saphine will start of the conversation by introducing herself and greeting each PC. After the introductions have been made, refreshments are brought and she will simply chat with the PCs. Feel free to recycle the questions from the introduction.

Once the PCs mention what work she has for them read or paraphrase:

*“Of course, the work. As you may or may not know almost three hundred years ago House Urlirel ceased to be, and according to the law of The Stern Lady I, like many others, were entombed. And like many others our tombs were pillaged, often by adventurers like you. Now that I am alive I would like my belongings returned to me, which I’m sure you can understand.”*

A DC 15 Sense Motive reveals that Saphine is actually quite angry about what has happened to her.

*“I have had some divinations performed, and located the person responsible for robbing my tomb. The culprit is a halfling named Torming Trapdodger. He is currently in the village of Sarigast in the county of Upper Eschen. I have also discovered that he is no longer in possession of my belongings, but I am sure he knows where they are.”*

Questioning Saphine: \*

How much are you going to pay us?

*I have enough funds to pay you each 100gp.*

Did your divinations reveal how long ago you were robbed?

*It was in CY 588.*

Do you want us to hurt Torming?

*No, but feel free to intimidate him to get the location of the items.* (And she will smile at this idea)

What are the items?

*I do not know.*

Then how do you know you were robbed?

*When I awoke, my tomb had been thoroughly searched with dusky footprints everywhere. There were two obvious voids in the dust on one of the stone tables within the tomb. I later asked Juma if she could find out what was taken, but all the Stern Lady would tell her was that the items were gifts from my master after my death.*

Your master?

*At the time of my death I was apprenticed to a powerful wizard by the name of Eldoym.*

Can you tell us what happened to the Urlirels three hundred years ago?\*

*No, Czutaz has ordered that I not speak of it.*

How did you die?\*

*The dark-eyed goddess told me it was my time, and I took my own life.*

So you killed yourself?\*

*Yes.*

\*Saphine will not speak much about House Urlirel. Czutaz has instructed her not to. If the PCs keep asking about the house, its plans, location, members, etc., she will simply state that the PCs are working for her, not House Urlirel.

**Development:** The PCs now have enough information to reach Encounter Two. Their mode of travel is irrelevant as events in this adventure are not time dependent.

## ENCOUNTER TWO: TORMING “THE VULTURE”

After departing Leukish it should only take the party a couple days to arrive in Sarigast. If the party chooses to travel via magical means and arrive sooner there is no change to this encounter. Once the PCs arrive in Sarigast read the following:

*The hamlet of Sarigast sits nestled in the lowlands southeast of Leukish. If ever there were a town that exemplified the better qualities of country life in the Duchy, this is it. The town center is clean and well kept. A typical assortment of businesses lies within, the butcher, seamstress, cobbler, a small alchemy shop, and a lively inn named “The Naughty Norker”.*

A DC 15 Gather Information check upon reaching town will reveal that there is a rather “dashing” gentleman in town named Torming who’s been known to brag about his archeological exploits. The check will further reveal that he spins his yarns after a few good drinks. The most logical place to visit then is the inn. Should the PCs wish to visit the other establishments in town the various proprietors will have no reliable firsthand knowledge of Torming other than his genial nature and the fact that he’s a halfling. Once the PCs enter the Naughty Norker, read or paraphrase the following:

*The interior of the Naughty Norker is just as clean and well kept as the town proper. A tall, thin man of about forty odd years stands behind the bar chatting over a beer with what is most likely a farmer. In the back of the inn, seated at a private booth are a jauntily dressed halfling and two smiling Suel men engaged in some sort of drinking game. They glance briefly in your direction before returning to their conversation.*



*A small, unattractive young woman cleaning off a tabletop looks up at your group and asks in a reedy voice, "Please, have a seat. Can I fetch you a drink? Perhaps some stew?"*

Any of the patrons present will identify the halfling as Torming if asked. Torming will continue drinking and joking with the two young men at his table until the PCs approach and begin speaking. Torming's general behavior is as follows:

If greeted politely, Torming will introduce himself and his two companions, Aalistan and Byrum. No last names are given.

Unless Torming is directly confronted about the nature of the PCs' visit he will ask those who approach the table to participate in their drinking game.

Torming's official reason for the festivities is, "A bountiful harvest!" followed by a wink and a nudge to his companions.

Once the PCs mention the missing Urlirel items, Torming will still attempt a lighthearted demeanor. Allow the PCs a DC 26 Sense Motive to notice his discomfort. His companions will also attempt to shake off their drink as much as possible; they're not quite so good at hiding their unease (DC 15). He'll deny any involvement with the acquisition of said items.

A DC 20 Diplomacy check or Intimidate check will loosen Torming's lips immediately. Torming is also quite willing to be bribed. For 100 gp Torming will nonchalantly mention:

- That he "may" have seen a book and jewelry box with the markings of House Urlirel.
- The items they seek might be found at the College of Sages and Sorcery in the possession of man named Aldracar, but he doesn't know how they may have gotten there. Wink wink.

Should anyone mention whom he stole the items from Torming will pale visibly. Should he also learn that Saphine Urlirel has been raised from the dead, he will whimper slightly and give the above information concerning the stolen items. Then he will excuse himself from the table, return to his room, gather his things and slip off into the night.

Torming will not initiate combat; he will simply try to escape as soon as possible. His companions will do the same.

#### All APLs

**Torming "The Vulture":** Halfling Rog8; hp 42; Bluff +16

**Aalsitan and Byrum:** Suel Human Rog1 hp 7; Bluff +5

**Developments:** At this juncture the PCs should have the information needed to track the book and box back to Nellix. Should the PCs kill Torming before learning this information they can cast *speak with dead* to gather the information they need. Torming will attempt a save against the spell with a Will save modifier of +5. Should they fail in this regard the trail has now gone cold. The party must spend 1 TU beating the streets in Seltaren tracking down Torming's contacts if they wish to continue. Those who are members of the Rogues of Seltaren or who are willing to use a favor with the Rogues do not have to pay the TU cost.

At this point, the party may rest here for the night or continue straight on to Nellix.

## ENCOUNTER THREE: THE PROFESSOR

Should the PCs arrive in Nellix during the night, inform them that the College is closed. If the PCs arrive in the daytime, dropping Daclyn's name is enough to get them directions to the lecture hall he is currently teaching in. Upon entering, read or paraphrase the following:

*As the door to the lecture hall opens, a high-pitched squeal emanates from the hinges, causing a rapid "head turning" effect from the 11 seated students and a mildly-irritated look from the older gentlemen at the podium. The professor halts in mid sentence, peering over the top of his glasses at you, "My, what an eccentric mode of dress for class," he chuckles. He continues, quite unperturbed, "What, good people, leads you to disrupt the matriculation of my students?"*

Should the characters ask Daclyn about the book or the box, he will stare at them quizzically and direct them to wait in the back of class until he finishes lecturing.

The next three hours are devoted to the discussion of ancient Suel history, in particular the Great Migration. PCs with at least 4 ranks in Knowledge (History) will have a rudimentary understanding of the class, but still might be bored to tears. Anyone else is most likely totally lost or sleeping by the end of the lecture.

*After what feels like an eternity, the professor ends the lecture, dismissing his students. He closes a huge tome, picks up a large scroll case and proceeds in your direction. As he approaches your group, the last of the students departs. He begins, "I am Preceptor Daclyn Aldracar, what do you seek of me?"*

**Daclyn Aldracar:** Suel Human Wiz 9; hp 20.

Once the PCs ask him about the location of Saphine's items he relates the following:

- He did indeed purchase a book and jewelry box from Torming, although he did not know they were looted from a tomb.
- Daclyn studied the book and box with his apprentice, Mayshan Reydriche
- After a quick but exhaustive study, the book was found to contain information about the far realms, and filed away in the College library.
- Mayshann took an unusual interest in the box and was quite involved in studying runes and glyphs etched in it.
- Subsequently, Mayshan was dismissed from the College for studying Alienism, the "science" of interaction with the Far Realm. Alienism is strictly forbidden at the College.
- When Mayshan left, he snuck the box out with him. Daclyn wrinkles his nose in disgust at telling this story of Mayshann.

Upon learning that Saphine Urlirel lives and wants her property back, Daclyn will agree to speak with the Library on the PCs behalf. He will express great excitement at the thought of helping a Suel noble with such intimate knowledge of the Duchy's past.

Daclyn will ask the PCs to follow him to the Library so they can speak with the Librarian. Proceed to encounter four.

## ENCOUNTER FOUR: SHUSH!

After a brief trip across campus the PCs are introduced to the Master Curator of the College, Bronys D'avros. The PCs are asked to wait quietly in the library while Daclyn tells the master curator what is going on. After several minutes, Daclyn will return and gesture the PCs into an archival room where the master curator awaits.

*As you enter the archivist's study room you see a slight, almost elfin Suel woman in flowing robes standing at the head of a long table. Her blonde hair is lightly streaked with gray and tied back so as not to hinder her while she reads. Her age would appear to be in the early to mid forties, though time has done nothing to diminish her beauty. She begins,*

*"Lydia's blessings upon you all today, I am Bronys D'avros, Master Curator of the College. Please, may I have the courtesy of your names?"*

<give the PCs a moment to respond>.

*"Preceptor Daclyn has informed me of the nature of your visit to the College. These are indeed unusual circumstances and a most unusual request. I can and will return this treatise to its rightful owner; it is only right. However, there is a situation I ask you to remedy. Daclyn's former sophist, Mayshan Reydriche, departed the College in disgrace for studies unbecoming a proper Suel wizard. When he left he took an article that belonged to the College. Find Mayshan and return the item and I shall give you the book."*

**Bronys D'avros:** Suel Human Wiz 7/Lor 6.

Bronys will briefly entertain questions before directing the PCs to speak with Daclyn again. Her time is quite valuable.

What exactly are we looking for?

*"What you seek is a jewelry box. It is unique and dangerous in its design. Etched on the box and the inside lid are a series of runes and glyphs. Mayshan submitted several papers on the carvings indicating that they were of little arcane significance, but in hindsight I find that highly suspect."*

Where can we find Mayshan?

*"I am unsure; I believe Daclyn can be of limited help in that area."*

We were asked to return both items, if we give this box to you, we're not fulfilling our obligation.

*"You are indeed in a difficult situation. Unfortunately, you can either give your employer back the book or perhaps nothing. I am sorry; I cannot permit that box to remain outside of protective care. I'm sure if you explained the nature of its use, they would understand. If not, you should probably not be dealing with them in the first place."*

If the PCs contact Saphine via *sending* or some other method, she will let them know that the book is more important to her than the box. There is no hard and fast time limit, so they can teleport there and back taking a day or so if need be.

Bronys insists in seeing the box returned so it can be locked away. If the PCs agree to the College's terms, Daclyn will relay to the party that he last remembers hearing about Mayshan working out of a curio shop located in the merchant's quarter of Leukish. He remembers the shop having a very long name. Armed with this information, the PCs can set out for Leukish.

**Development:** Once the PCs agree to return the box, and get information about the curio shop in Leukish they can proceed to Encounter Five A.

## ENCOUNTER FIVE A: CURIOS AND ODDITIES

The journey from Nellix back to Leukish can be as long or as short as the players wish. Upon their arrival in Leukish, the curio shop is easily located (assuming the PCs have the information given by Daclyn). Once the PCs find the shop, read the following:

*After making your way down a rather lengthy side street, a sign hangs before you, proudly proclaiming in tightly-packed script, "Phinneas Phinnster's Curios, Oddities, and Other Legitimately Wonderful Knickknacks". The badly cleaned windows display shelves crammed with all manner of unusual items—clockwork devices with no easily discernable purpose, small animal fetishes from some lost corner of Oerth, and a badly stuffed Cooshee.*

If the PCs choose to enter the store during the day, Phinneas is standing behind a counter towards the back of the store looking over a ledger. The tinkle of a small bell tied to the front door alerts him to the PCs' presence. Unless a PC addresses him first as they enter, he will state the following:

*"Greetings friends! I am Phinneas Phinnster, welcome to my store. Please, browse to your heart's content and let me know if you should require my assistance."*

**Phinneas Phinnster:** Suel/Oeridian male Exp 12; Bluff +20, Sense Motive +18. Spot +12

Phinneas is a slightly paunchy man of mixed Suel and Oeridian descent. He sports light brown hair combed back with a light coating of rendered animal fat, a friendly round face with a light mustache and a generally pleasant demeanor. He wears a light, comfortable robe trimmed in purple and gold. Phinneas is well spoken and helpful towards his customers.

Once the subject of Mayshan or the jewelry box comes up, Phinneas will feign ignorance on the subject and attempt to steer the conversation towards his current stock of items. A DC 30 Diplomacy or Intimidate check is required to get Phinneas to "open up" on the subject of Mayshan. Should the PCs try to smooth negotiations with a little gold (by either an outright bribe or buying a

bunch of his things) they will receive a +2 bonus on Diplomacy checks per 100 gp offered/spent. This is a guideline; if the PCs are polite and treat Phinneas with respect he will be willing to help them (especially if they buy stuff).

Alternatively, if the PCs are rude, demanding, pushy or obnoxious Phinneas will warn Mayshan as soon as the PCs are out of earshot. Phinneas is genuinely afraid of angering Mayshan and giving him up to some strangers who might wish to harm him does not fill Phinneas with happy thoughts—especially if they fail and Mayshan should survive and learn of Phinneas' loose lips. Phinneas is also a pragmatic man, should things go south with Mayshan, he'll gather his accumulated wealth and head for the hills, so to speak.

If the PCs succeed with Diplomacy or Intimidate they will learn the following information from Phinneas about Mayshan:

Where is Mayshan?

*"Mayshan keeps a private study in the sewers under the shop. He's not a very...social person, you understand. He comes and goes through a door in my cellar, usually to eat or find supplies for his studies."*

What is your connection to him?

*"Mayshan came to me several years ago from Nellix with some items for me to sell on his behalf. Not an uncommon request, I'm good at finding buyers for the unusual. At any rate, he provided me with some profitable baubles so I was more than happy to do business with him. He asked to rent a room upstairs and I was more than happy to do it. He was a little eccentric, but I got a bit extra each month in rent so it seemed like a good deal. After a year or so, he said his "research" demanded different quarters. He explored the surrounding sewers around my shop and made his current accommodations. He still provides me with items to sell, so I leave him alone. It works out for both of us. You're not going to hurt him are you?"*

What can you tell us about him?

*"He's a wizard of some sort. He spoke often of other realms of existence, of great minds that could... what'd he say... "cleave the bounds of reality". Yes, I believe that was the expression. I don't wish to speak ill of the man, but he's a bit addled if you ask me. No sane man wants the bounds of reality cleaved."*

Does he have any guards or traps?

*"I've no idea. By Pelor, the last thing I'd considered is going to his abode and poking about. I've never been*

*to his quarters. I've got no need. If you've a shred of common sense you'll leave him alone".*

Have you ever seen a jewelry box that belongs to him?

*"No. Forgive me, but I've neglected to rummage through the man's boudoir and look for heirlooms or some such".*

If the PCs used intimidation or force to obtain the information, Phinneas will wait until the PCs depart his shop for Mayshan's study, pick up a small brooch with a *sending* spell stored in it, and send a message to Mayshan that thugs are en route to rob him. This will result in Mayshan and his "pets" being fully prepped for combat and shift their attitude from indifferent to hostile.

**Returning Later:** Should the PCs choose not to negotiate with Phinneas and return later:

During the day Phinneas is in the Curio Shop. In the evening he is in his study and at night he goes to bed. If a party is moving through the house give him listen checks. If he hears intruders, he will sneak out his bedroom window and find the city watch (see below).

Above the shop is a hall with a study and a modest bedroom. The study has some mundane books and a reading chair. A DC 20 Search check will locate a ledger in his desk. The ledger (among other things) mentions items given and sold by "MR" as well as "MR's" rent of the study up to several months ago. No other valuables will be found (since Phinneas keeps his valuable jewelry and his savings in the Leukish Bank).

If summoned, the city watch will enter and attempt to arrest the PCs for breaking and entering. Should the party choose to fight the watch they should have little trouble succeeding.

Should the PCs resist the watch or otherwise attack Phinneas those who are identified in the act will gain wanted status within the Duchy. Check the appropriate enmity on their AR.

**Development:** When the PCs make it into the basement of the curio shop, proceed to Encounter Five B.

## ENCOUNTER FIVE B: A DARK AND SMELLY PLACE

Once the PCs descend into the basement they will find an unlocked door that leads to the Leukish sewer:

Eighty feet down the sewer is a similar doorway across the sewage channel with a wooden plank in front of it that allows for a clean crossing. This door is locked (see below). Opening the door without speaking the proper command word will activate a silent *alarm* spell.

This will result in Mayshan beginning to prepare for intruders (keep track of the time taken from this point until they open the next door), but will not change his attitude from Indifferent.

The PCs will see an unlit hallway descending down at a gentle gradient for another seventy-five feet. At the end of the hallway is another locked door that leads into Mayshan's sanctuary.

Both doors have the following statistics:

**Locked Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18. Open Locks DC 30.

Upon entering Mayshan's sanctuary, read the following text:

*A large square room, forty feet to a side sits before you. Ill kept wall hangings line the periphery of the room. They depict scenes of twisted landscapes inhabited by creatures that defy rational explanation. A series of arcane glyphs are etched into the center of the room, but do not glow with any magical energies. Farthest from you is a bed, next to which is a series of tables with various jars and beakers arraigned haphazardly upon them. A low, sickly light emanates from a series of lanterns hanging from the ceiling. The smell of this space is decidedly rank, a mix of sweat, old food and something unplaceable.*

Should the PCs manage to bypass Mayshan's *alarm* spell they find him reading at his desk, his "companion" lounging nearby. The PCs will get a surprise round before he can act.

Should Mayshan be alerted either by Phinneas or his *alarm* spell he will not be surprised and will be at the back of the room with his minion(s) in front of him. He will have pre-cast spells on himself and his companion as detailed in the tactics section.

**Appearance:** Mayshan is clearly of Suel descent. He has shoulder length reddish-blond hair tied back in a messy ponytail, fair skin covered in freckles, and a decidedly unhealthy pallor from spending so much time underground. He wears a robe of sickly green trimmed in shade of yellow akin to burnt mustard. His lammia companion(s) have the rough physical shape of their species (a female torso on a lion's body) but the similarities end there. Their bodies are covered in oozing sores and cilia-like tendrils.

Have the PCs roll initiative when they enter. If Mayshan has not been attacked when he gets a chance to act, he will state the following:

***“What compels you to intrude upon my home? State your business quickly before I become a poor host.”***

At this point, if the PCs have not initiated combat, they can attempt Diplomacy to change Mayshan's attitude to friendly. Mayshan starts out as indifferent unless he received a warning from an intimidated Phinneas (in which case he is hostile). The party must make a DC 30 (DC 40 if he is hostile) Diplomacy or Intimidate check to change Mayshan's attitude to Friendly. This is NOT a rushed check (unless a PC initiates combat). If the PCs mention that the rightful owner of the box is now alive, and would like her possessions returned to her, they receive a +5 bonus to diplomacy attempts. Feel free to give PCs that do a good job of role-playing their efforts to convince Mayshan to give up the box a bonus on their check.

Failing an Intimidate check will result in Mayshan taking hostile action to remove the PCs for offending him in his private chambers. Failing a diplomacy check will result in his firm insistence that the PCs depart.

If Mayshan is made friendly the PCs can begin bartering for the box. Offering magical items (especially items that augment summoning spells) would also be helpful in convincing him to give up the jewelry box. Feel free to have fun with this part of the encounter. If you were a powerful, slightly kooky wizard, what would you want for a prize possession? What logic could persuade you to give up said item? He has an interest in any animal companions as well. Imagine what he could do with them! PCs may also offer Mayshan their item access in lieu of actual goods. Mayshan would want items useful to a wizard. Any items the PCs agree to give Mayshan should be removed from the appropriate characters MIL at this time. Item Access should be crossed off, also, if used. Should the party succeed in parley and the ensuing barter session, skip over the combat and the traps and proceed to the description of the box (below).

Should the party's efforts at negotiation fail, Mayshan will have no compunctions about removing these offensive individuals by force.

**APL 10 (EL 13)**

**Mayshan Reydriche:** Human Wiz7/Ali6; hp 66; see Appendix One.

**Advanced Pseudonatural Lamia:** hp 98; see Appendix One.

**APL 12 (EL 15)**

**Mayshan Reydriche:** Human Wiz7/ Ali 7; hp 71; see Appendix One.

**Advanced Pseudonatural Lamia (2):** hp 98; see Appendix One.

**APL 14 (EL 17)**

**Mayshan Reydriche:** Human Wiz 7/ Ali 10; hp 89; see Appendix One.

**Advanced Pseudonatural Lamia Rog 2 (2):** hp 119; see Appendix One.

**APL 16 (EL 19)**

**Mayshan Reydriche:** Human Wiz8/ Ali10; hp 94; see Appendix One.

**Advanced Pseudonatural Lamia Rog 4 (2):** hp 126; see Appendix One

**Tactics:** If Mayshan has prep time from the PCs triggering the *alarm*, he and the lamias will have the power-up suites detailed in Appendix 1.

At APLs 10-12, if Mayshan is caught unawares he will cast *Evard's black tentacles* in the first round. On the second round Mayshan will drop area of effect spells on the party if they are all grappled by the *Evard's*; otherwise he will target any free PCs with *disintegrate* first.

At APLs 14-16 Mayshan will start by casting *timestop* to maximize casting time for his power-up suite. Mayshan will also have an additional pseudonatural creature summoned as detailed in the power-up suites if he has advanced warning. Also, at these APLs, Mayshan has a *ring of freedom of movement* on underneath his *ring of counterspells*. He will remove the *ring of counterspells* should it become necessary.

The lamia(s) will open with their *spell storing* daggers. Don't forget that pseudonatural creatures have *true strike* once per day and it can be used quite nicely with the first dagger attack. At all APLs the daggers contain *touch of idiocy*. The lamias will target obvious spellcasters with the first dagger attack if possible. The lamias will follow up with Wisdom drain and use their *suggestion* ability on whomever they've drained.

Remember that Mayshan will be looking to even up the odds in the event he must fight. Try to incapacitate obvious physical threats first so the Lamias can focus on casters. Failing that, area of effect spells are a good fall back as the lamias have SR and good reflex saves if the situation is dire.

**Information on Evard's Black Tentacles from the DnD FAQ (an official source):**

Exactly how do the tentacles from an Evard's black tentacles spell attack creatures? For example, does a tentacle have a miss chance when attacking an invisible opponent? Also, how do you figure out where the individual tentacles

appear? Can more than one tentacle appear in the same 5-foot square?

Continued next page...

The *Evard's black tentacles* spell creates a field of numerous tentacles in a 20-foot radius spread. Tentacles sprout from all the surfaces within the spread. The spell actually works something like an *entangle* spell that's capable of dealing bludgeoning damage. The spell uses an opposed grapple check instead of a saving throw to determine if creatures within its spread are affected. Any creature inside the spread might become grappled, as noted in the spell description. The spell does not make an initial touch attack as with normal grappling attempts, so it cannot miss, even if a creature is invisible or otherwise concealed. The spell cannot grapple incorporeal creatures, and a creature using a *blink* spell has a 50% chance to avoid being grappled. As noted earlier, the spell creates a field of numerous tentacles. These tentacles fill up the spread, and it's not necessary to determine where any particular tentacle is.

**Is a character who remains within the area of effect of an *Evard's black tentacles* spell subject to being grappled again after avoiding the tentacles initially, or only upon entering the area?**

It appears that *Evard's black tentacles* attack anyone: a) in the spell's area when the spell is cast, or b) anyone entering the area, but not c) anyone within the area of the spell on later rounds but free of the tentacles. Thus, if you avoid the initial attack or free yourself from the grapple, the tentacles won't attack you again.

#### Traps:

If the PCs negotiated with Mashan for the jewelry box he will deactivate the traps that protect it. If the PCs defeated Mayshan in combat they will have to deal with the traps.

The traps are rigged to the lid of the chest that contains the jewelry box unless otherwise specified. The traps occur in the order listed. The *prismatic spray* will cover the entire room plus the first two squares in the hallway.

#### APL 10 (EL 9)

**Bestow Curse Trap (2):** CR 4; magic device; touch trigger (*alarm*); automatic reset; spell effect; (*bestow curse*, 5<sup>th</sup>-level Cleric, DC 14 Will save negates, -4 to all saves.); Search DC 28; Disable Device DC 28.

**Prismatic Spray Trap:** CR 8; magic device; proximity trigger; automatic reset; spell effect (*prismatic spray*, 13<sup>th</sup>-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

#### APL 12 (EL 10)

**Finger of Death Trap:** CR 8; magic device; proximity trigger; no reset; spell effect (*finger of death*, 13<sup>th</sup>-level wizard, DC 20 Fort save partial), Search DC 31; Disable Device DC 31

**Prismatic Spray Trap:** CR 8; magic device; proximity trigger; automatic reset; spell effect (*prismatic spray*, 13<sup>th</sup>-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32

#### APL 14 (EL 13)

**Poisoned needle trap:** CR 13; mechanical; touch trigger; repair reset; Atk +24 touch (1 plus poison, needle); poison (dragon bile, DC 26 Fortitude save resists (poison only), 3d6 Str, 0); Search DC 34; Disable Device DC 34.

#### APL 16 (EL 15)

**Poisoned needle trap (2 – one on the outer chest and one on the jewelry box):** CR 13; mechanical; touch trigger; repair reset; Atk +24 touch (1 plus poison, needle); poison (dragon bile, DC 26 Fortitude save resists (poison only), 3d6 Str, 0); Search DC 38; Disable Device DC 38.

**The Box:** Saphine's jewelry box is made out of wood with small silver hinges and fittings; it measures almost a foot across the front, eight inches to a side, and nine inches tall with five of that being the box and four being the lid. All of the external surfaces along with the inside of the lid are covered with extremely detailed and complex carvings. The carving depicts humanoid stick figures in various poses, arcane symbols, words and phrases in ancient Suloise, and all other free spaces are covered with wave patterns that almost appear as though they are meant to be a background.

Inside the box are some of Mayshan's notes and a golden medallion. There is no chain, but you can find two holes where one could be threaded. The medallion is in the shape of a griffon in profile with its wings and head affixed to a stylized "S". The beast's eye appears to be a small diamond.

This medallion is Saphine's, though she doesn't know it. It was inside the box when Mayshan got it, and Daclynn has simply forgotten it was ever in there. When he first began studying the box Mayshan completely ignored the medallion never mentioning it in any of his reports, and it just slipped through the cracks until now.

**Developments:** Determine what, if anything, the PCs are doing with the medallion.

If the PCs negotiated with Mayshan, proceed to Encounter 5C for the fight with the "unpleasant mass." If Mayshan was defeated in combat, the party can proceed directly to Encounter 6.

## ENCOUNTER 5C: AN UNPLEASANT MASS

As the PCs finish their negotiations with Mayshan he will ask that they return to Phinneas's store and inform him that all is well. This encounter is ONLY run if the PCs successfully negotiated with Mayshan and did not fight him. Once the PCs depart and everyone enters the main sewer read the following:

*As you re-enter the Leukish sewers en route to Phinneas's curiously wonderful store, something curious, but not especially wonderful occurs up ahead. The filth-covered masonry of a section of the sewer wall up ahead on your left erupts in a spray of foul liquid and dissolving stone.*

(At APLs 10 and 12 read the following)

*A fluid mass of green protoplasm pulsing with veins of eldritch energy vomits forth from the new opening in the sewer wall.*

(at APLs 14 and 16 read the following instead)

*A shapeless horror the size of a cottage, its body consisting primarily of thick, translucent, iridescent slime coating coils of opaque tissue that shift as though constantly in a state of flux vomits forth from the new opening in the sewer wall. Beneath its slimy hide, bursts of energy occasionally flash, lighting portions of its form momentarily. Sections of the ooze periodically emit beams of light or crackling energy, while other sections fade into smoke or vanish altogether.*

Draw a room that will fit the ooze in the section of the map where the legend currently is using the 'Ooze Entry' point as the crumbling wall.

### APL 10 (EL 12)

**Advanced Arcane Ooze:** hp 364; see Appendix One.

### APL 12 (EL 14)

**Advanced Arcane Ooze:** hp 405; see Appendix One.

### APL 14 (EL 16)

**Teratomorph:** hp 294; see Appendix One.

### APL 16 (EL 18)

**Advanced Teratomorph:** hp 378; see Appendix One.

At APLs 10 and 12 the PCs are stumbling upon an arcane ooze intent on consuming Mayshan. It's attracted by the large amounts of arcane energy he generates through his

research and planar dealings. At APLs 14 and 16 a teratomorph has been attracted by Mayshan's dealings with the chaotic forces of the far realm.

**Tactics:** The combat begins with the PCs all outside the hallway leading to Mayshan's study. The creature is 40 feet ahead, halfway between the doorway to Phinneas' shop and where they stand now. The hallway is 20 feet wide, consisting of a 5-foot wide walkway on either side of a 10-foot wide river of sewage that is 10-feet deep. The ooze begins combat half in and half out of the opening in the wall. Its tactics are simple; destroy everything in its path. Be sure to read Appendix 1 carefully for the abilities of the creature.

The creature has enough gold to bring the party to full treasure cap, but there will be no overcap gold in this case.

**Developments:** Once the PCs defeat the creature they can continue on to encounter 6. If questioned, neither Phinneas nor Mayshan knows anything about the ooze (but Mayshan can speculate as described above).

## ENCOUNTER 6: THE EXCHANGE

If the PCs teleport back to Nellix adjust the text to reflect that the PCs arrive in the middle of a powerful thunderstorm.

*Your return to Nellix is marred by horrible rain that makes your journey slow and the relief of a roadside inn all the more rejuvenating. It has been two full days since you saw the sun when the lights of Nellix come into view, and within an hour you are trudging up the hillside to the College of Sages and Sorcery. With no one outside, your arrival goes unnoticed until you rap on the door to the archives. After knocking, you are greeted by a young elven woman who quickly ushers you to a warm dry study, before going to fetch Director D'avros.*

*After a few minutes the Director arrives with a large tome under her arm. "How did you fare? Did you find Mayshan?"*

She is very interested in anything Mayshan said, and how they dealt with him. Also she has no problem handing over the book if they offer her the box.

If the PCs bring up the medallion she will say that it is a very interesting piece. Its style reflects that of the Maure-era Suloise jewelry, and she would very much like to have it for the archives.

*By the next morning the storm has broken and the sun returned. You begin making your way back to Leukish with the sun on your faces and the book in tow.*

**Development:** Proceed to Encounter 7.

## ENCOUNTER 7: LINATHRAE

During their time running around retrieving the box to exchange it for the book, the PCs attracted the attention of an elven student within the college. She has contacted some bounty hunters to retrieve the book from the PCs so the Urlirels do not get their hands on it.

**Teleporters:** If the PCs *teleport* or otherwise head to Leukish immediately in a way that does not provide a night on the road, the assassins attack them while they are awaiting contact, ideally in an out of the way location around town, but in an inn or other public place if necessary. Adjust the combat as needed.

Otherwise, this encounter happens as the PCs are traveling to Leukish with the book in their possession:

*Just as Pelor touches the horizon you find a well-suited spot to make camp. This small, flat clearing bears the stone circle and flattened grass that marks this as a well used campsite.*

Allow the PCs to set up their campsite in a lightly wooded area. Have the PCs make spot and listen checks to see if they detect the archers. If they do they may act on the surprise round. If undetected, the assassins will study their opponents for three rounds so as to be able to start with paralyzing attacks during their surprise round.

*With dinner in your belly, and the last of the day's light fading, the shadows of the trees and shrubs grow long. The crackle of the fire and your various conversations are all that breaks the silence until the sudden whistle of an arrow and an explosion of arcane energy strikes* (insert PC shot).

Linathrae is the leader of the assassins but she has the same stat block as the other assassin(s) with her. Because of their shadowdancer levels, each assassin (including Linathrae) has a shadow companion.

### APL 10 (EL 14)

**Linathrae & Assassins (2):** hp 72, 72; see Appendix 1.

**Shadow Companions (2):** hp 19, 19; MM 221\*

### APL 12 (EL 16)

**Linathrae & Assassins (4):** hp 72, 72, 72, 72; see Appendix 1.

**Shadow Companions (4):** hp 19, 19; MM221\*

### APL 14 (EL 18)

**Linathrae & Assassins (2):** hp 92, 92; see Appendix 1.

**Shadow Companions (2):** hp 19, 19; MM221\*

### APL 16 (EL 20)

**Linathrae & Assassins (4):** hp 92, 92, 92, 92; see Appendix 1.

**Shadow Companions (4):** hp 19, 19; MM221\*

\* As per the Shadowdancer prestige class (DMG), these Shadow Companions use all the same statistics as Shadows from the Monster Manual with the following exceptions: They lose the ability to create spawn, and they cannot be turned, rebuked, commanded, or destroyed.

**Background and Setup:** Linathrae's band is strictly non-lethal. Though they have assassin levels, they are bounty hunter and item retrieval experts not murderers. All of their attacks will be for subdual.

This attack occurs at dusk to maximize shadowy illumination. If they PCs have a campfire, this will also increase the amount of shadows the assassins can hide in. Basically, the assassins should be able to use their *hide in plain sight* ability to hide wherever they please. [Note that the *daylight* spell does not specifically eliminate shadows.]

**Tactics:** Linathrae and her companions will try to remain hidden as much as possible. At APL 14-16 the assassins start with *improved invisibility* and will use it to full attack as long as they are not overly worried about being targeted with area affect spells. Otherwise they will use their shadowdancer abilities to shoot on the run (see below).

**Shooting on the Run:** The assassins have to move to use skirmish dice but they have the ability to hide in plain sight and the shot on the run feat. Their standard tactic is to move 10-15 ft, toward a PC so that they are at a distance of thirty feet, and take a single shot. This shot would get the benefits of both skirmish from moving first, and sneak attack if they weren't spotted. Immediately after taking a shot they move the remainder of their movement (up to a total of 35 feet) while hiding again. It is important to use all of their movement to evade any area effect spells that would be targeted where the shooter appeared.



Note that this is not “sniping” as listed in the PHB. It is instead a strategy addressed in the DnD FAQ. It is resolved in three parts:

1. Roll a hide check\* as the assassin first moves. If this hide beats their target’s spot (and they are within 30 feet), they get to use their sneak attack dice.
2. Roll a hide check (with a -20) as the assassin attacks. If not spotted any PCs who readied will be forced to attack the square instead of the assassin (50% miss chance).
3. If threatened have the Assassin tumble out of the square as she moves away.
4. Roll a hide check\* as the assassin moves away. If not spotted the PCs won’t know where the assassin ends up.

\* If the assassin’s total movement for the round is 20 feet or less they take no penalty on their hide check while moving. If they move 25-35 feet they have a -5 while moving. If they move 40 feet they have a -20.

**Shadow Companions:** Each assassin can communicate with his, or her, shadow companion. The shadows will die quickly against magical weapons, so the assassins have them start out attacking opponents blindly from under the ground (they know if they are adjacent to an opponent but have a 50% miss chance). Alternatively, if there are animal companions or other opponents that are not in close proximity to someone with a magic weapon, they might order a more direct attack. If clearly losing, the assassins will order their companions to emerge and attack (especially if doing so might turn the tide by providing them a flank or buying them another round).

**Death Attack:** The assassins will not use their death attacks; instead they will use the paralysis option to remove PCs from the fight.

**Spells:** At APLs 10 & 12, the assassins don’t have that much in the way of spells. They do have a single *invisibility* that might be useful. Also they do have *shadow conjuration* that could be used to create a distraction, perhaps in conjunction with *ghost sound*.

At APLs 14 & 16, however, the assassins have many more spells at their disposal. Most of these spells are defensive of “buff” type spells that are factored into their “power-up suites”, but take note that they begin the fight with *greater invisibility* up for seven rounds. During these rounds they will position themselves within 30 feet of their target and make a full attack.

**Development:** If the PCs are defeated by Linathrae and her companion(s), they will be left at their campsite and only the box will be taken – Linathrae is disciplined and was sent on a mission; she will not operate outside of it. The PCs are tended to by travelers that come by afterwards and wake as per normal D&D rules.

When the PCs arrive in Leukish, proceed to Encounter Eight (even if the book was successfully stolen).

## ENCOUNTER 8

This encounter begins when the PCs return to Leukish, after attempting to retrieve the book from the college.

While the PCs were gone, Saphine was contacted by House Urlirel about her progress. She informed them that the PCs, whom she described, are seeking out Torming and the book for her, and they have yet to return. Since the Urlirels want to influence the PCs, they use their contacts to watch for the PCs’ return, and will be notified within a few hours of them doing so.

If the PCs return during the night or in the evening, this encounter begins the next evening, however if they arrive in the morning, it begins that evening.

*Just as you are sitting down to dinner a courier arrives with a message addressed to your group.*

*“Friends,*

*I am so very relieved that you have returned. I do hope that you were successful in your errand. Arrangements have been made to give you proper thanks this evening. At midnight please meet me outside the café where we first met.*

*- Saphine Urlirel!”*

The messenger is a mixed human named Ernoh. He did not see the face of the person who gave him the message as she was wearing a hood, but she had a very sweet voice.

If the PCs follow the letter’s directions, and arrive at the Riverside Café around midnight, read the following.

*It is very dark tonight and, leaving the lights of the city behind, you find yourselves in almost complete darkness. Ahead a small lantern can be seen, and, when you get closer, it appears to be hanging off the side of an open-top carriage near the front. There are two figures sitting in the carriage facing each other. Saphine sits with her back to the front, her face illuminated by the lantern. The other figure is sitting in Saphine’s shadow and can only be seen as a black silhouette.*

*Saphine turns toward your groups as you approach. “Oh hello, thank you for coming. Please tell me what has happened. Were you successful?”*

PCs with darkvision see a small lean figure dressed completely in black with a hood over her head. The other woman in the carriage is Lady Pyn Urlirel (Lich Wiz 18 – 110 hp, standard wizard defensive spells cast –

including but not limited to *greater mage armor, mind blank, spell turning, spell immunity*) who is there to teleport the PCs to meet with Czutaz once their meeting with Saphine is concluded. If the PCs attempt to attack Lady Pyn, she will take Saphine, and either *dimension door* or *teleport* away. Then they will investigate the PCs and contact them individually if they find that any of them would be sympathetic to House Urlirel or willing to speak with them without violence. Those that attacked Lady Pyn receive 'Wanted by the Duchy' AR entry and lose all favors with House Urlirel.

### Speaking with Saphine

Saphine is not exactly comfortable sitting next to this abomination (DC15 Sense Motive check to determine that she is uncomfortable). So the conversation will be as brief as she can make it. First off she wants to know all about the PC's adventure; she will ask them questions that make them elaborate so she gets the entire story.

Whether they have the book or not doesn't really matter; if they do she will be very happy, but if they don't she will ask them to explain, and, for the most part, will be satisfied with their answer (assuming they are telling the truth)

Once the conversation is at an end, Lady Pyn will stand and exit the carriage. When you feel the PCs are ready, read the following.

*The black clad figure moves to exit the carriage, and makes her way to the ground.*

*"There are some people who would like to thank you personally," she says, her voice sweet and calming.*

*"I've been sent to convey you to them, as the journey would be rather perilous, and we would rather their location remained a secret for the time being. If you'd please join hands and form a circle around me we will be on our way," she says taking a couple steps toward your group.*

The PCs may refuse her request. There are no repercussions if they do so, although you might remind neutral PCs that they were tasked by the Guardians of the Ruby Skull to find out all they could about House Urlirel before returning to them with information. If the PCs agree to go with her and form the circle continue.

*Perhaps it is the proximity to this creature, or the night, but you suddenly get a chill running through your body as she begins the incantation. With the uttering of the final words her sleeves are blown back and she places a gaunt skeletal hand on [pick two PCs standing on opposite sides of the circle] chests and there*

*is a gust of wind and a crack of thunder, and you are gone.*

If the PCs wish to resist the teleportation spell they are free to do so. Proceed to encounter 9 with all willing players.

## ENCOUNTER 9: MEETING THE FAMILY

*A blur of light and ringing ears accompany your nauseating journey, but that all quickly passes as you soon feel solid stone beneath your feet again. You find yourselves standing on a carving of a griffon, one talon raised; above you a dome of lights that almost resembles the night sky. Around you stand a large number of structures ranging from smaller homes to larger storehouses. All of these are eclipsed in grandeur by a single great cathedral. This structure looks as though it could have been transported directly from the old Suel Imperium. It is a single-storey structure, but its height would easily accommodate a two-, or even three-, story home from other cultures. A single set of double doors stretches the height of the structure and stands open before you. Two massive stained-glass windows flank the doors, depicting golden griffons in flight.*

Lady Pyn will attempt to move through the PCs and make her way into the cathedral. If they hesitate she will motion them to follow.

As you begin reading the following text, consider drawing the room and placing miniatures on the table for the PCs to reference.

*The interior of the great cathedral is as grand as the exterior. Though the lighting is dim, a row of pews can be made out lining the main walkway leading up to the raised platform in the back of the church. Sitting atop this platform are three tables forming a "U" with the open side facing the pews.*

*There are three chairs behind each table. Sitting in the middle seat of the table to your left is a Suloise woman wearing a silver holy symbol of a grinning skull (Lady Savani). To her left sits a six and a half foot tall humanoid with hairy skin, feral eyes, and a flat nose and chin (A DC 11 Knowledge: Local check identifies this figure as a hobgoblin). The third and closest chair is empty, but Saphine quickly moves and fills that seat.*

*Sitting at the right table in the chair closest to your group is a wiry man with feral features (Zakcaras). Next to him, a chair that at first appeared*

to be empty is now occupied by a transparent figure, features obscured by a ghostly hood. The wizard that transported your group here quickly fills the remaining chair next to this dark pair. As she does so she removes her hood revealing the visage of an animated corpse, her flesh decayed and her eyes long gone, replaced by pinpoints of necromantic light. A smile, at least you think it is a smile plays across her "lips" as her gaze moves from you to the woman standing behind the center table.

Like the other two, the center table has three chairs, the one on your left sits empty, on the right another gaunt corpse in black and gold robes eyes your group (Lord Ceres). In the center stands a woman, her skin is stretched tight across her face, her piercing blue eyes remain, but they sit deep within decaying sockets. She speaks, and her voice is deep and raspy, but her words, tone, and mannerisms convey a sense of joy and enthusiasm. "Greetings, I am Lady Czutaz Urlirel, might I have your names?"

After the PCs introduce themselves she continues.

"We are very thankful for what you have done for Saphine. Many have tried to locate belongings lost to thieves or the passage of time, but few have met with any success, and so you have our thanks, but on to the matter at hand. I asked Lady Pyn to fetch you so that we could conclude one bit of business and I could propose another.

You have something we want, the ability to tell the populace about us. In exchange I am offering the knowledge that many in the Duchy so desperately want to know. Our goals, our members, and our history, what little there is of it, is yours, and what we want in return is for you to tell the public what you learn. We want the outside world to know we are not all the monsters we have been made out to be. We strike terror in the denizens of this land, and so we hide here. But not all that bear our family name are as I am, many are like Saphine and should be able to take their rightful place as the nobles they are!"

PCs with spot checks over +15 will notice figures hiding in the shadows around the edges of the room. These figures are Hobgoblins.

#### Questions for Czutaz:

What the hell are you?

"Cursed into undeath, but scholars and the clergy would call me, and many of my kin, liches".

How did you become a lich?

"As you know the history of our House is incomplete. In 5110 SD a ritual was performed; something went terribly wrong and all the participants were killed. I and many others next awoke in these accursed forms. Bound into undeath, and we to this day have not discovered why.

Later we discovered that this curse extended beyond those involved in the ceremony to all the living members of the house."

(A DC 20 Sense Motive will determine that she is hiding something.)

Then where did all these living Urlirels come from?

"Some of the more devout members of the house, like Saphine, received a vision from the Stern Lady instructing them to take their own lives and be spared this curse. We have since sought them out and brought them back to replenish the House."

(A DC 20 Sense Motive will determine that she is telling the truth.)

So why didn't the Stern Lady save everyone?

"She will not tell us, so we have to guess. Perhaps we angered her; perhaps she wanted to make an example of us. Whatever the case, she has turned us into the thing she despises the most."

(A DC 20 Sense Motive will determine that she is not sure, but perhaps hiding something.)

Where are we?

"Far below the surface, near the Cairn Hills; we have constructed a small but quaint country estate of sorts here."

(A DC 20 Sense Motive will determine that she is telling the truth.)

Can I see if you are Evil?

"Of course, though I will save you the trouble, and tell you that only my cousin Zakcaras here [gesturing at the man with the feral features to her left] contains a malign spirit. There are a few of our kin that harbor a similar taint, though you will find the vast majority follow the Stern Lady's teaching of balance [neutrality]."

Lady Czutaz, Pyn and Ceres are in fact evil also, but they are concealing their alignment (and all divinations directed at them) with a mind blank spell. (A DC 30 Sense Motive will determine that she is hiding something.)

Why would you allow Evil people to reside here?

"This estate is home to all Urlirels. All who are of the House are welcome here. It's not like we are the only nobles with unclean souls or skeletons in the closet."

(A DC 25 Sense Motive will determine that she is hiding something.)

So what happened after the ritual?

*“There are no historical records of what went on after the ritual, but we have pieced together a little bit of information. Most of us that were cursed awoke entombed, but a select few made their way back out into the world.*

*We, or more precisely, the church of Wee Jas recovered the journal of one of the cursed. It states that he had made contact with several other members of the house that were also transformed, and their concerns about reentering society. It goes on about he could not make contact with many of the other members of the house, and that as time went on he began losing contact with some of the cursed members. Then, through some taxing spell casting he discovered that the remnants of the church of Wee Jas were hunting down these transformed members as if they were common undead abominations.”*

(A DC 30 Sense Motive will determine that she is hiding something.)

So what was this ritual all about?

*We were attempting to protect our House and the Duchy from the inimical invasions of the Baklunish that had so recently devastated the homeland that we had emigrated from. Our House spent the long time of the migration protecting our fellow travelers from the harsh conditions and the predators as well as ministering to the needy.*

(A DC 35 Sense Motive will determine that she is hiding something.)

What groups/ who would like to see you gone?

*“Well the Duke didn’t like the idea that we might legally own one third of the Duchy, yet we remain loyal to him as the lawful ruler of the proper Urnst state that remains. Many of the other nobles that strive for power are threatened by the return of our bloodline. Also the current church of Wee Jas sees many of us as abominations in the eyes of the dark-eyed goddess, and would like nothing more than to return us to the grave.”*

(A DC 15 Sense Motive will determine that she is angry. A DC 25 Sense Motive will reveal that this is partially true.)

But you don’t really have a bloodline do you?

*“We are the first generation of the second coming of House Urlirel, and as we speak there are a few infants about and several of the other women are with child.*

*It is just a matter of time before we are a strong enough to seek marriages with other noble houses.”*

How did Juma come back?

*“We do not know; Juma contacted us when the House began to re-emerge”.*

(A DC 30 Sense Motive will determine that she is hiding something.)

So the church of Wee Jas wiped you out once already?

*“Yes after the ritual any of the transformed members caught by their followers were executed for being abominations.*

*And now rumors stir that they are going to try again, but this time we are ready. Round two will go to us.”*

(A DC 30 Sense Motive will determine that she is hiding something and that this is not entirely the truth.)

What makes you so confident?

*“The church may have regained much of the patronage and business they had before the temple coalition revolt, but they are still physically weak. The Guardians, as skilled as they may be, are too few to take us on by themselves.”*

The Guardians?

*“The Guardians of the Ruby Skull; they are the church’s undead slayers. They are the ones that hunted and killed our members a thousand years ago after the ritual.”*

(A DC 20 Sense Motive will determine that she is telling the truth.)

When the conversations reaches its end Czutz motions the PCs forward and asks that each one stand in front of her to be saluted, then move to Saphine and receive a token of thanks.

During this exchange Lady Savani, who has been sitting next to Saphine, will plant a letter in one of the PC’s pockets. If all of the PCs received the Favor of House Urlirel introduction, then no one will receive the letter.

After everyone has been saluted, Lady Pyn will teleport the party back to the carriage by the café.

**Troubleshooting:** If the PCs try to attack the liches, make it clear to them that there are a lot of powerful creatures in this room. They are in the heart of the Urlirel fortress with no idea where they are and surrounded by potential enemies.

Assume that the cathedral is warded by powerful spells that any high level caster could and would cast. Assume that all of the creatures in the room are similarly protected with spells such as *contingency*, *spell turning*,

*mind blank*, *non-detection*, and wearing appropriate magical items like a *ring of counterspells* for dimensional magic, *disintegrate*, *feeblemind* and the like.

Needless to say if the PCs decide to fight, they will likely take out one or two of the low level minions of the Urlirels, but the high level Urlirels will escape. The PCs will be stabilized or subdued and returned to Leukish, where they will be tended by the Guardians of the Ruby Skull.

However, the Urlirels will use their resources to fabricate a believable story about the PCs that results in the PCs that participated in the fight (other than purely curative actions while attempting to reason with other PCs – use your judgment) receiving the ‘Wanted by the Duchy’ AR entry and losing all favors with House Urlirel.

**Development:** The only thing left is to report back to the Guardians of the Ruby Skull. Let the PCs decide how and when they want to go there. If they decide to go in the morning, give the player that received the letter Player Handout 5, otherwise they will find it some time after they give their report. They may return to the Church of Wee Jas after they find the letter should they wish to speak to the Guardians of the Ruby Skull about the letter.

## CONCLUSION

Reporting their findings doesn't have to be a big production, and can really take place off camera. If the PCs wish to be secretive and send messages to Elbaan and have a secret meeting improvise an encounter; if they simply go to the temple of Wee Jas and ask for Elbaan that works too.

The only potential problem is having supporters of the Urlirels gaining access to the note from Lady Savani. It may be necessary to take that PC aside and ask them how they handle the note, and who they tell about it. If they tell any of the Urlirels about it (other than Saphine), they will receive the appropriate AR entry.

**The End**

## EXPERIENCE POINT SUMMARY

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

### Encounter 5 (B&C)

Option A: Combat and Traps

Defeating Mayshan & Pets:

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Surviving or Disarming the trapped crate and box:

APL 10	270 XP
APL 12	330 XP
APL 14	390 XP
APL 16	450 XP

Option B: Negotiation and Combat

Successfully negotiating with Mayshan for the Jewelry box:

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Defeating the Ooze after negotiating with Mayshan:

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### Encounter 7

Kept the book:

APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

Lost the book (3/4 reward):

APL 10	315 XP
APL 12	360 XP
APL 14	405 XP
APL 16	455 XP

### Discretionary roleplaying award

APL 10	375 XP
APL 12	435 XP
APL 14	495 XP
APL 16	550 XP

Total possible experience:

APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP
APL 16	2025 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.

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

### Introduction

**All APLs:** Coin: 400 gp

### Encounter 1:

**All APLs:** Coin: 100 gp

### Encounter 5B:

**APL 10:** Loot: 1.25 gp; Coin 0 gp; Magic: 3800gp – *potion of cure moderate wounds* (25 gp ea), *spell storing dagger +1* (692 gp ea), *headband of intellect +4* (1333 gp), *vest of resistance +3* (750 gp ea), *ring of protection +2* (666 gp ea), *ring of counterspells* (333 gp ea)

**APL 12:** Loot: 1.25 gp; Coin 0 gp; Magic: 4517 gp – 2 *potions of cure moderate wounds* (25 gp ea), 2 *spell storing dagger +1* (692 gp ea), *headband of intellect +4* (1333 gp), *vest of resistance +3* (750 gp ea), *ring of protection +2* (333 gp ea), *ring of counterspells* (333 gp ea)

**APL 14:** Loot: 1.25 gp; Coin 0 gp; Magic: 4517 gp – 2 *potions of cure moderate wounds* (25 gp ea), 2 *spell storing dagger +1* (692 gp ea), *headband of intellect +4* (1333 gp), *vest of resistance +3* (750 gp ea), *ring of protection +3* (750 gp ea), *ring of counterspells* (333 gp ea), *ring of freedom of movement* (3333 gp)

**APL 16:** Loot: 1.25 gp; Coin 0 gp; Magic: 7850 gp – 2 *potions of cure moderate wounds* (25 gp ea), 2 *spell storing dagger +1* (692 gp ea), *headband of intellect +4* (1333 gp), *vest of resistance +3* (750 gp ea), *ring of protection +3* (750 gp ea), *ring of counterspells* (333 gp ea), *ring of freedom of movement* (3333 gp)

### Encounter 7:

**APL 10:** Loot: 30 gp; Coin: 0 gp; Magic: 2533 – 2 *merciful composite longbow (16 str) +1* (725gp ea.), 2 *gloves of dexterity +2* (333gp ea.), 2 *cloak of elvenkind* (208 gp ea.);

**APL 12:** Loot: 60 gp; Coin: 0 gp; Magic: 5066.7 gp – 4 *merciful composite longbow (16 str) +1* (725gp ea.), 4 *gloves of dexterity +2* (333gp ea.), 4 *cloak of elvenkind* (208 gp ea.)

**APL 14:** Loot: 30 gp; Coin: 0 gp; Magic: 4200 gp – 2 *merciful composite longbow (16 str) +2* (1558 gp ea.), 2 *headband of intellect +4* (1333gp ea.), 2 *cloak of elvenkind* (208 gp ea.)

**APL 16:** Loot: 60 gp; Coin: 0 gp; Magic: 8460 gp – 4 *merciful composite longbow (16 str) +2* (1558gp ea.), 4 *headband of intellect +4* (1333 gp ea.), 4 *cloak of elvenkind* (208 gp ea.)

### Total Possible Treasure

**APL 10:** Loot: 31.25 gp; Coin: 500 gp; Magic: 6333.5 gp; Total: 6864.75 (cap 2300, overcap 4564.75) gp

**APL 12:** Loot: 61.25 gp; Coin: 500 gp; Magic: 9583.7 gp; Total: 10144.9 (cap 3300, overcap 6844.9) gp

**APL 14:** Loot: 31.2 gp; Coin: 500 gp; Magic: 14050.3 gp; Total: 14851.5 (cap 6600, overcap 7981.5) gp

**APL 16:** Loot: 61.25 gp; Coin: 500 gp; Magic: 20250 gp; Total: 20811.5 (cap 9900, overcap 10911.5) gp

## Special

The Favors/ Influence rewards from this module are in a slightly different format. The PCs will be awarded multiple favors depending on the objectives completed during their travels. Award favors separately for each PC in the case that some accepted the invitation to participate in Encounter 9 and others did not. Add up the total number that they receive and note it on their AR:

Favors with the Guardians of the Ruby Skull:

- Keeping secret the PCs connection to the Guardians. (one favor)
- Accurately reporting all interactions with Saphine Urlirel (one favor).
- Accurately reporting the meeting with Czutaz. (one favor)
- Delivering Lady Savani's letter. (one favor)

Favors with House Urlirel:

- Retrieving the book for Saphine. (one favor)
- Returning either the box or the medallion to Saphine. (one favor)
- Presenting Czutaz to the Guardians in a favorable light. (one favor)
- Committing to spread the good name of House Urlirel. (one favor)

Favors with the College of Sages and Sorcery:

- Donating Saphine's medallion to the College of Sages and Sorcery (one favor).
- Giving the jewelry box over to the College of Sages and Sorcery (one favor).
- Killing Mayshan (one favor).
- Returning Mayshan's Spellbook and any other college property found with him. (one favor)

Here is what will appear on the AR, the number in parentheses shows the point cost for that item:

Any of the following favors may be spent to receive the regional access listed beneath them. The favor cost is listed in parentheses after each item.

### — favor(s) with the Guardians of the Ruby Skull.

Spend for regional access to: Bane (undead) weapon enhancement (1); Scroll of *Restoration* (1); Scroll of *Disrupting Weapon* (1); Phylactery of Undead Turning (1); Casting of *Resurrection* for the cost of the material component (can only be redeemed in an URD regional adventure or if one additional TU is spent) (3).

— favor(s) with House Urlirel. Spend for regional access to: Wee Jas's Book of Law (1); Figurine of

Wondrous Power: Bronze Griffon (1); Staff of Fire (2); Staff of Frost (4). As long as at least three favors are retained, the PC is considered a "Friend of House Urlirel" (see the Houses of the Duchy meta-org).

### — favor(s) with the College of Sages and Sorcery.

Spend for regional access to: Any two spells from the PHB scribed into the PC's spellbook for free (1); Any core spell scribed into the PC's spellbook at normal cost (1); Rod of Extend (2); Lesser Rod of Quicken (2); Ring of Wizardry (level 1) (2).

**Wee Jas' Book of Law:** This item functions exactly like a Boccob's Blessed Book except for the large skull on the cover.

**Enmity of the Faithful Urlirel:** Because of your actions Czutaz is aware of Lady Savani's betrayal. You have exposed the faithful Urlirel's existence, and there will be repercussions.

**Voice for the Dead:** This PC has agreed to spread the good name of House Urlirel.

**Wanted by the Duchy:** If this character passes undisguised through Leukish, Nellix, Upper Seltaren, or Splendorril, there is a 50% chance that someone reports them as wanted. They are then captured by a crack team of Shadow Bears (after the adventure) and sentenced, losing 6 TU and 1,000 gp. Disguised characters must make a Disguise check (DC 10 + character level) or are treated as if undisguised (above). Sentence served on AR #: —

Please note that the PCs may not get access to the items contained below unless they fight Mayshan – see the treasure summary for Encounter 5B.

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

APL 10:

- *+1 Merciful Composite Longbow [16 Str]* (Adventure; DMG; 8,700 gp)
- *+1 Spell Storing Dagger* (Adventure, DMG, 4,302 gp)
- *Headband of Intellect +4* (Adventure; DMG; 16,000 gp)
- *Vest of Resistance +3* (Adventure; CV; 9,000 gp)
- *Ring of Counterspells* (Adventure; DMG; 4,000 gp)
- *Bracers of Armor +3* (Adventure; DMG; 9,000 gp)

- *Ring of Protection +2* (Adventure; DMG; 4,000)
- *Metamagic Rod of Lesser Extend* (Adventure; DMG; 3,000 gp)

APL 12 (all of APL 10 plus the following):

- *Cape of the Mountebank* (Adventure; DMG; 10,080 gp)
- *Figurine of Wondrous Power, Onyx Dog* (Adventure; DMG; 15,500 gp)

APL 14 (all of APLs 10-12 plus the following):

- *+2 Merciful Composite Longbow [16 Str]* (Adventure; DMG; 18,700 gp)
- *Bracers of Armor +4* (Adventure; DMG; 16,000 gp)
- *Ring of Protection +3* (Adventure; DMG; 9,000 gp)

APL 16 (all of APLs 10-14 plus the following):

- *Staff of Frost* (Adventure; DMG; 56,250 gp)
- *Ring of Freedom of Movement* (Adventure; DMG; 40,000 gp)



## APPENDIX 1: NPCS

### APL 10

#### ENCOUNTER 5B: A DARK AND SMELLY PLACE

**Mayshan Reydrich:** Male Suel Wiz 7/Ali 6; CR 13; Medium Humanoid (Human, Suel); HD13d4+29; hp 76 (61 plus 15 temporary); Init +5; Spd 30 ft.; AC 17 (touch 14, flat-footed 16); Base Atk +6/+1; Grp +5;

Atk +5 melee (touch spells) or +7 ranged (ranged touch spells);

Full Atk; Atk +5/+0 melee (touch spells) or +7/+2 ranged (ranged touch spells);

SQ Alien blessing, summon alien, Mad Certainty, Pseudonatural Familiar, Extra Summoning;

AL CN; SV Fort +10, Ref +9, Will +15; Str 8, Dex 12, Con 14, Int 21, Wis 12, Cha 11.

*Skills and Feats:* Concentration +18 (16 ranks, 2 con), Knowledge (arcana) +21 (16 ranks, 5 int), Knowledge (dungeoneering) +9 (4 ranks, 5 int), Knowledge (geography) +9 (4 ranks, 5 int), Knowledge (history) +9 (4 ranks, 5 int), Knowledge (nobility) +10 (5 ranks, 5 int), Knowledge (religion) +9 (4 ranks, 5 int), Knowledge (the planes) +21 (16 ranks, 5 int), Knowledge (local – core) +10 (5 ranks 5 int), Knowledge (local – MR IV) +11 (6 ranks, 5 int), Spellcraft +23 (16 ranks, 5 int, 2 syn); Augment Summoning (3), Combat Casting (1), Greater Spell Penetration (9), Improved Initiative (12), Scribe Scroll, Silent Spell (wis5), Spell Focus (Conjuration) (1), Spell Penetration (6), Sudden Maximize (ali3). Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

*Spells Prepared* (4/6/5/5/5/4/2/2 base DC = 15 + spell level, Conjuration = 16 + spell level): 0—[*detect magic, detect poison, open/close, prestidigitation*]; 1st—[*lesser orb of acid, ~~mage armor~~(2), magic missile, protection from evil, ray of enfeeblement*]; 2nd—[*false life, glitterdust, resist energy, scorching ray, see invisibility*]; 3rd—[*dispel magic (2), displacement, fireball, protection from energy*]; 4th—[*invisibility (greater), silent dispel magic (2), 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, summon monster VII*].

*Possessions:* headband of intellect +4, vest of resistance +3, ring of protection +2, ring of counterspells (*dispel magic, greater*), spell component pouch (2), scholar's outfit.

*Spellbook:* 1st—*charm person, color spray, comprehend languages, endure elements, enlarge person, hypnotism, lesser orb of acid, lesser orb of sound, mage armor, magic missile, protection from evil, ray of enfeeblement, reduce person, shield, summon monster I, true strike*; 2nd—*alter self, blindness/deafness, blur, darkvision, 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—*daylight, deep slumber, dispel magic, displacement, fireball, fly, haste, 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, globe 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*.

**Precast:** *false life, mage armor*

**Power-up Suite:** (**Prepared** - *resist energy* (fire), *protection from energy* (electricity), *stone skin, see invisibility, summon monster VII*); SQ: DR/10 adamantine, resist fire 30, protection from electricity (120), see invisibility

#### Summon Monster VII:

**Pseudonatural Girallon:** CR 7; Large Outsider; HD 7d10+34; hp 78; Init +3; Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [-1 size, +3 Dex, +4 Natural]; Base Atk +7; Grp +19;

Atk +14 melee (1d4+8 claw);

Full Atk 4 claws +14 melee (1d4+8) and bite +9 melee (1d8+4);

Space/Reach 10ft/10ft; SA true strike, Rend 2d4+16; SQ Darkvision 60ft, low-light vision, scent, DR

5/magic, resist 5 acid, electricity, SR 17, Alternate Form;

AL CE; SV Fort +9, Ref +8, Will +5; Str 26, Dex 17, Con 18, Int 2, Wis 12, Cha 7.

*Skills and Feats:* Climb +16, Move Silently +8, Spot +6; Iron Will, Toughness (2).

**Rend(Ex):** A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+16 points of damage.

**Skills:** A girallon has a +8 racial bonus on Climb checks and can always take a 10 on climb checks even if rushed or threatened.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Pseudonatural Lamia, advanced:** CR 9; Large Outsider; HD 13d10+26; hp 117; Init +3; Spd 60 ft; AC 19 (touch 13, flat-footed 16) [[+3 Dex, -1 size, +7 natural]]; Base Atk +13; Grp +21;

Atk +17 melee touch (1d4 Wisdom drain) or +18 melee (1d4+4/19-20 +1 *spell storing dagger*) or +17 claw (1d4+4);

Full Atk; +17 melee touch (1d4 Wisdom drain) or +18/+13 melee (1d4+4/19-20 +1 *spell storing dagger*) and 2 claws +17 (1d4+4);

Space/Reach 10ft/5ft; SA true strike, Wisdom drain, Spell-like abilities, *Spell storing dagger (touch of idiocy DC 17)*; SQ DR 10/magic, resist 15 acid/electricity, SR 23, darkvision 60ft, low-light vision, Alternate form;

AL CE; SV Fort +9, Ref +11, Will +8; Str 18, Dex 16, Con 12, Int 13, Wis 15, Cha 12.

*Skills and Feats:* Bluff +17, Concentration +13, Diplomacy +3, Disguise +1, Hide +14, Intimidate +3, Spot +14; Dodge, Iron Will, Mobility, Spring Attack, Improved Toughness

**Wisdom Drain (Su):** A lamia drains 1d4 points of Wisdom each time it hits with a melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain). Lamias try to use this power early in

an encounter to make foes more susceptible to *charm monster* and *suggestion*.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Spell-like Abilities:** At will—*disguise self*, *ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 13<sup>th</sup>. The save DCs are Charisma based

*Possessions:* *potion of cure moderate wounds*, +1 *spell storing dagger*

**Power up Suite:** (From *Mayshan-mage armor*), AC 23, touch 13, flat-footed 20.

## ENCOUNTER 5C: AN UNPLEASANT MASS

**Arcane Ooze, advanced:** CR 12; Huge ooze; HD 27d10+216; hp 364; Init -5; Spd 20 ft, Climb 20ft; AC 3 (touch 3, flat-footed 3); Base Atk +20; Grp +35;

Atk +25 slam (2d6+10+2d6 acid);

Space/Reach 15ft/15ft SA Acid, Constrict 2d6+10+2d6 acid, improved grab, spell siphon DC 25 Fort; SQ Blindsight 60ft, immunity to magic, ooze traits;

AL N; SV Fort +17, Ref +4, Will +4; Str 25, Dex 1, Con 26, Int -, Wis 1, Cha 1.

*Skills and Feat:* Climb +15

**Acid (Ex):** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee or a constrict attack by the creature deals and additional 2d6 points of acid damage.

**Constrict (Ex):** An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an arcane ooze must hit with its slam 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 establishes a hold and can constrict.

**Spell Siphon (Su):** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60ft of an

arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost in this manner, the arcane ooze gains temporary hit points equal to 5 x the level of the spell lost. These temporary hit points are lost after 1 hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is constitution based.

**Immunity to Magic (Ex):** An arcane ooze is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below:

A magical attack that deals electricity damage increases the arcane ooze's speed as if it had been affected by a *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would have normally caused.

**Skills:** An arcane ooze has a +8 racial bonus on climb checks and can always take choose to take 10 on a climb check, even if rushed or threatened.

*Possessions:* None.

## ENCOUNTER 7: LINTHRAE

**Assassins:** Male/Female Wood Elf Scout 5/ Assassin 3/ Shadowdancer 4; CR 12; Medium Humanoid (Elf); HD 5d8+3d6+4d8+12;hp 72; Init +6; Spd 40 ft; AC 18, touch 15, flat-footed 18 (+3 Armor, +5 Dex, +1 when skirmishing); Base Atk +8; Grp +11;

Atk +11 melee (1d4+3 dagger) or +14 ranged (1d8+1d6+4 merciful comp. longbow);

Full Atk +14/+9 ranged (1d8+1d6+4 *merciful comp. longbow*);

SA: death attack (DC 15), hide in plain sight, poison use, shadow illusion, shadow jump, skirmish +2d6, sneak attack +2d6, summon shadow; SQ battle fortitude, darkvision, evasion, fast movement, poison resistance +1, trackless step, trapfinding, uncanny dodge, improved uncanny dodge;

AL NE; SV Fort +5, Ref +16, Will +4; Str 16, Dex 21, Con 12, Int 14, Wis 12, Cha 8.

*Skills and Feats:* Disguise +9, Hide +25, Jump +17, Move Silently +20, Perform (Dance) +8, Search +16, Sense Motive +9, Spot +10, Survival +9, Tumble +22; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Shot on the Run, Track

*Languages:* Common, Elven, Sylvan

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing

medium or heavy armor or when carrying a medium or heavy load.

**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

**Evasion (Ex):** Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Shadow Illusion (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Spells Known (3/1; base DC = 12 + spell level): 1st—[*disguise self*, *ghost sound*, *true strike*]; 2nd—[*cat's grace*, *invisibility*].

*Possessions:* masterwork studded leather armor, dagger, +1 *merciful composite longbow* (Str 16), 60 arrows; *gloves of dexterity* +2, *cloak of elvenkind*

## ENCOUNTER 5B: A DARK AND SMELLY PLACE

**Mayshan Reydrich:** Male Suel Wiz 7/Ali 7; CR 14; medium humanoid (Human, Suel); HD 14d4+28; hp 78 (63 plus 15 temporary); Init +5; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) +2 Deflection, +4 Armor, +1 Dex; Base Atk +6/+1; Grp +5;

Atk +5 melee (touch spells) or +7 ranged (Ranged touch spells);

Full Atk; Atk +5/+0 melee (touch spells) or +7/+2 ranged (ranged touch spells);

SQ alien blessing, summon alien, mad certainty, pseudonatural familiar, extra summoning;

AL CN; SV Fort +10, Ref +9, Will +15; Str 8, Dex 12, Con 14, Int 21, Wis 12, Cha 11.

**Skills and Feats:** Concentration +19, Knowledge (arcana) +22, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +9, Knowledge (nobility) +10, Knowledge (religion) +9, Knowledge (the planes) +22, Knowledge (local – core) +10, Knowledge (local – MR IV) +11, Spellcraft +24; Augment Summoning, Combat Casting, Greater Spell Penetration, Improved Initiative, Scribe Spell, Still Spell, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Maximize. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

**Spells Prepared** (4/6/5/5/5/4/3/3 base DC = 15 + spell level, Conjuration = 16 + spell level): 0—*detect magic, detect poison, open/close, prestidigitation*; 1st—*lesser acid orb, ~~mage armor~~(3), magic missile, ray of enfeeblement*, 2nd—*false life, glitterdust, resist energy, scorching ray, see invisibility*, 3rd—*dispel magic (2), displacement, fireball, protection from energy*, 4th—*invisibility (greater), silent dispel magic(2), stone skin, wall of fire*, 5th—*cone of cold, dominate person, silent evard's black tentacles, wall of force, cloudkill*, 6th—*bigby's forceful hand, disintegrate, greater dispel magic*, 7th—*finger of death, prismatic spray, summon monster VII*

**Possessions:** *headband of intellect +4, vest of resistance +3, ring of protection +2, ring of counterspells (dispel magic, greater), spell component pouch (2), scholar's outfit.*

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

*darkvision, 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—*daylight, deep slumber, dispel magic, displacement, fireball, fly, haste, 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, globe 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, greater dispel magic, repulsion, shadow walk, summon monster VI, wall of iron*; 7th—*finger of death, power word blind, reverse gravity, waves of exhaustion, vision, prismatic spray.*

**Precast:** *false life, mage armor*

**Power-up Suite:** (**Prepared-** *false life, resist energy (fire), protection from energy (electricity), stone skin, see invisibility summon monster VII*); SQ: DR/10 Adamantine, resist fire 30, protection from electricity (120), see invisibility

### Summon Monster VII:

**Pseudonatural Girallon:** CR 7; Large Outsider; HD 7d10+34; hp 72; Init +3; Spd 40 ft' AC 16 (touch 12, flat-footed 16); Base Atk +7; Grp +19;

Atk +14 melee (1d4+8 claw);

Full Atk 4 claws +14 melee (1d4+8) and bite +9 melee (1d8+4);

Space/Reach 10ft/10ft SA true strike, Rend 2d4+16; SQ Darkvision 60ft, low-light vision, scent, DR 5/magic, resist 5 acid, electricity, SR 17, Alternate Form;

AL CE; SV Fort +9, Ref +8, Will +5; Str 26, Dex 17, Con 18, Int 2, Wis 12, Cha 7.

**Skills and Feats:** Climb +16, Move Silently +8, Spot +6; Iron Will, Toughness(2)

**Rend(Ex):** A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+16 points of damage.

**Skills:** A girallon has a +8 racial bonus on Climb checks and can always take a 10 on climb checks even if rushed or threatened.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Pseudonatural Lamia, advanced:** CR 9; Large Outsider; HD 13d10+26; hp 117; Init +3; Spd 60 ft; AC 19 (touch 13, flat-footed 16) [[+3 Dex, -1 size, +7 natural]]; Base Atk +13; Grp +21;

Atk +17 melee touch (1d4 Wisdom drain) or +18 melee (1d4+4/19-20 +1 *Spell storing dagger*) or +17 claw (1d4+4);

Full Atk; +17 melee touch (1d4 Wisdom drain) or +18/+13 melee (1d4+4/19-20 +1 *Spell storing dagger*) and 2 claws +17 (1d4+4); Space/Reach 10ft/5ft

SA true strike, Wisdom drain, Spell-like abilities, *Spell storing dagger (touch of idiocy DC 17)*; SQ Damage reduction 10/magic, Resist 15 Acid/Electricity, SR 23, Darkvision 60ft, low-light vision, Alternate form;

AL CE; SV Fort +9, Ref +11, Will +8; Str 18, Dex 16, Con 12, Int 13, Wis 15, Cha 12.

**Skills and Feats:** Bluff +17, Concentration +13, Diplomacy +3, Disguise +1, Hide +14, Intimidate +3, Spot +14; Dodge, Iron Will, Mobility, Spring Attack, Improved Toughness

**Wisdom Drain (Su):** A lamia drains 1d4 points of Wisdom each time it hits with a melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain). Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the

alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Spell-like Abilities:** At will—*disguise self*, *ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 13<sup>th</sup>. The save DCs are Charisma based

**Possessions:** *potion of cure*, *moderate wounds*, +1 *spell storing dagger*

**Power up Suite:** (From *Mayshan-mage armor*), AC 23, touch 13, flat-footed 20.

## ENCOUNTER 5C: AN UNPLEASANT MASS

**Arcane Ooze, advanced:** CR 14; Huge ooze; HD 30d10+240; hp 405; Init -5; Spd 20 ft, Climb 20ft; AC 3 (touch 3, flat-footed 3); Base Atk +21; Grp +36;

Atk +26 slam (2d6+10+2d6 acid); Space/Reach 15ft/15ft

SA Acid, Constrict 2d6+10+2d6 acid, improved grab, spell siphon DC 25 Fort; SQ Blindsight 60ft, immunity to magic, ooze traits;

AL N; SV Fort +18, Ref +5, Will +5; Str 25, Dex 1, Con 26, Int -, Wis 1, Cha 1.

**Skills and Feats:** Climb +15

**Acid (Ex):** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee or a constrict attack by the creature deals and additional 2d6 points of acid damage.

**Constrict (Ex):** An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an arcane ooze must hit with its slam 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 establishes a hold and can constrict.

**Spell Siphon (Su):** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60ft of an arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost in this manner, the arcane ooze gains temporary hit points equal to 5 x the level of the spell lost. These temporary hit points are lost after 1 hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is constitution based.

**Immunity to Magic (Ex):** An arcane ooze is immune to any spell or spell like ability that allows

spell resistance. In addition, certain spells and effects function differently against the creature, as noted below:

A magical attack that deals electricity damage increases the arcane ooze's speed as if it had been affected by a *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would have normally caused.

**Skills:** An arcane ooze has a +8 racial bonus on climb checks and can always take choose to take 10 on a climb check, even if rushed or threatened.

## ENCOUNTER 7: LINTHRAE

**Assassins:** Male/Female Wood Elf Scout 5/ Assassin 3/ Shadowdancer 4; CR 12; Medium Humanoid (Elf); HD 5d8+5 plus 3d6+3 plus 4d8+4; hp 77; Init +6; Spd 40 ft; AC 18, touch 15, flat-footed 18 (+3 Armor, +5 Dex, +1 when skirmishing); Base Atk +8; Grp +11;

Atk +11 melee (1d4+3 dagger) or +14 ranged (1d8+1d6+4 *merciful comp. longbow*);

Full Atk +14/+9 ranged (1d8+1d6+4 *merciful comp. longbow*);

SA: death attack (DC 15), hide in plain sight, poison use, shadow illusion, shadow jump, skirmish +2d6, sneak attack +2d6, summon shadow; SQ battle fortitude, darkvision, evasion, fast movement, poison resistance +1, trackless step, trapfinding, uncanny dodge, improved uncanny dodge;

AL NE; SV Fort +5, Ref +16, Will +4; Str 16, Dex 21, Con 12, Int 14, Wis 12, Cha 8.

**Skills and Feats:** Disguise +9, Hide +25, Jump +17, Move Silently +20, Perform (Dance) +8, Search +16, Sense Motive +9, Spot +10, Survival +9, Tumble +22; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Shot on the Run, Track

**Languages:** Common, Elven, Sylvan

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook. A scout loses this benefit when

wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

**Evasion (Ex):** Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Shadow Illusion (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

**Spells Known** (3/1; base DC = 12 + spell level): 1st—[*disguise self*, *ghost sound*, *true strike*]; 2nd—[*cat's grace*, *invisibility*].

**Possessions:** masterwork studded leather armor, dagger, +1 *merciful composite longbow* (Str 16), 60 arrows, *gloves of dexterity* +2, *cloak of elvenkind*.

## ENCOUNTER 5B: A DARK AND SMELLY PLACE

**Mayshan Reydrich:** Male Suel Wiz 7/Ali 10; CR 17; medium humanoid (human, Suel); HD 17d4+37; hp 94 (79 plus 15 temporary); Init +5; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +8/+3; Grp +8;

Atk +7 melee (touch spells) or +9 ranged (ranged touch spells);

Full Atk; Atk +7/+2 melee (touch spells) or +9/+4 ranged (ranged touch spells);

SQ alien blessing, summon alien, mad certainty, pseudonatural familiar, extra summoning, insane certainty, timeless body, alien transcendence;

AL CN; SV Fort +11, Ref +10, Will +17; Str 8, Dex 12, Con 14, Int 22, Wis 12, Cha 11.

**Skills and Feats:** Concentration +22, Knowledge (arcana) +2, Knowledge (dungeoneering) +1, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nobility) +11, Knowledge (religion) +10, Knowledge (the planes) +25, Knowledge (local – core) +11, Knowledge (local – MR IV) +12, Spellcraft +27; Augment Summoning, Combat Casting, Greater Spell Penetration, Improved Familiar, Improved Initiative, Quicken spell, Still Spell, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Maximize. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

**Spells Prepared** (4/6/6/5/5/5/4/3/2/1) base DC = 16 + spell level, Conjuration = 17 + spell level): 0—*detect magic*, *detect poison*, *open/close*, *prestidigitation*; 1st—*lesser acid orb*, ~~*mage armor*~~(3), *magic missile*, *ray of enfeeblement*, 2nd—~~*false life*~~, *glitterdust*, *resist energy*, *scorching ray*, *see invisibility*, *protection from arrows*; 3rd—*dispel magic* (2), *displacement*, *fireball*, *protection from energy*, *haste*; 4th—*invisibility (greater)*, *silent dispel magic*(2), *stone skin*, *wall of fire*, *silent lightning bolt*; 5th—*quicken true strike*, *dominate person*, *silent evard's black tentacles*, *wall of force*, *cloudkill*; 6th—~~*contingency*~~, *disintegrate*, *greater dispel magic*, ~~*anticipate teleportation*~~, ~~*greater*~~; 7th—*finger of death*, *prismatic spray*, *forcecage*. 8th—*maze*, *power word stun*. 9th—*timestop*, *summon monster IX*.

**Possessions:** *headband of intellect* +4, *vest of resistance* +3, *ring of protection* +3, *ring of counterspells (dispel magic, greater)*, *ring of freedom of movement*, spell component pouch(2), scholar's outfit.

**Spellbook:** 1st—*charm person*, *color spray*, *comprehend languages*, *endure elements*, *enlarge*

*person*, *hypnotism*, *lesser acid orb*, *lesser sonic orb*, *mage armor*, *magic missile*, *protection from evil*, *ray of enfeeblement*, *reduce person*, *shield*, *summon monster I*, *true strike*, 2nd—*alter self*, *blindness/deafness*, *blur*, *darkvision*, *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—*daylight*, *deep slumber*, *dispel magic*, *displacement*, *fireball*, *fly*, *haste*, *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*, *globe of lesser invulnerability*, *ice storm*, *invisibility (greater)*, *locate creature*, *phantasmal killer*, *polymorph*, *Rary's mnemonic enhancer*, *reduce person (mass)*, *screaming*, *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*, *anticipate teleportation*, *greater*, *Bigby's forceful hand*, *circle of death*, *contingency*, *disintegrate*, *greater dispel magic*, *repulsion*, *shadow walk*, *summon monster VI*, *wall of iron*; 7th—*finger of death*, *power word blind*, *reverse gravity*, *waves of exhaustion*, *vision*, *prismatic spray*, *forcecage*. 8th—*maze*, *power word stun*, 9th—*timestop*, *power word kill*.

**Precast:** *anticipate teleportation*, *greater*, *false life*, *contingency* (*displacement* if directly targeted by melee or ranged attacks), *mage armor*

**Power-up Suite:** (**Prepared-** *resist energy* (fire), *protection from energy* (electricity), *summon monster IX*, *stone skin*, *see invisibility*, *timestop*);

SQ: DR/10 Adamantine, resist fire 30, protection from electricity (120), see invisibility.

### Summon Monster IX (1d3):

**Pseudonatural Dire Tiger:** CR 10; Large Outsider; HD 16d8+80; hp 156; Init +2; Spd 40 ft AC 17 (touch 12, flat-footed 16); Base Atk +12; Grp +26;

Atk +22 melee (2d4+10 claw);

Full Atk 2 claws +22 melee (2d4+10) and bite +16 melee (2d4+5);

Space/Reach 10ft/5ft SA true strike, Rake 2d4+4; Improved Grab, Pounce SQ, low-light vision, scent, DR

10/magic, resist 15 acid, electricity, SR 25, Alternate Form;

AL CN; SV Fort +15, Ref +12, Will +11; Str 31, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +7, Jump +14, Listen +6, Move Silently +11, Spot +67, Swim +10; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

**Improved Grab (Ex):** To use this ability, a dire tiger must hit with its bite attack. It can then initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a dire tiger charges, it can make a full attack, including two rake attacks

**Rake (Ex):** Attack Bonus +18 melee, damage 2d4+5.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Pseudonatural Lamia, advanced Rog 2:** CR 11; large outsider; HD 13d10+26 plus 2d6+4; hp 129; Init +3; Spd 60 ft; AC 19 (touch 13, flat-footed 16); Base Atk +14; Grp +22;

Atk +18 melee touch (1d4 Wisdom drain) or +19 melee (1d4+4/19-20 +1 *spell storing dagger*) or +18 claw (1d4+4);

Full Atk; +18 melee touch (1d4 Wisdom drain) or +19/+14 melee (1d4+4/19-20 +1 *spell storing dagger*) and 2 claws +18 (1d4+4);

SA true strike, Wisdom drain, spell-like abilities, *spell storing dagger* (touch of idiocy DC 17), SQ Damage reduction 10/magic, Resist 15 Acid/Electricity, SR 25, Darkvision 60ft, low-light vision, Alternate form;

AL CE; SV Fort +9, Ref +14, Will +8; Str 18, Dex 16, Con 12, Int 13, Wis 15, Cha 12.

*Skills and Feats:* Bluff +19, Concentration +15, Diplomacy +3, Disguise +1, Hide +16, Intimidate +4, Spot +16; Dodge, Iron Will, Mobility, Spring Attack, Improved Toughness, Elusive Target.

**Wisdom Drain (Su):** A lamia drains 1d4 points of Wisdom each time it hits with a melee touch attack.

(Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain). Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Spell-like Abilities:** At will—*disguise self*, *ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 13<sup>th</sup>. The save DCs are Charisma based

*Possessions:* *potion of cure moderate wounds*, +1 *spell storing dagger*

**Power up Suite:** (From *Mayshan-mage armor*), AC 23, touch 13, flat-footed 20.

## ENCOUNTER 5C: AN UNPLEASANT MASS

**Teratomorph:** CR 16; Gargantuan ooze; HD 28d10+140 (294hp); Init -3; Spd 30ft, fly 50ft (poor), Swim 90ft; AC 3 (touch 3, flat-footed 3); Base Atk +21; Grp +44; Space/Reach 20ft/20ft

Atk Slam +28 (4d6+16 plus entropic touch; Space/Reach 15ft/15ft

SA Entropic touch, portalwake, warp reality; SQ Blindsight 240ft. detect law, dimensional instability, immunities, ooze traits, SR 32;

AL N; SV Fort +14, Ref +6, Will +4; Str 32, Dex 5, Con 20, Int -, Wis 1, Cha 1.

*Skills and Feats:* None

**Entropic Touch (Su):** The entropic energy that surges through a teratomorph's shapeless body causes horrible transformations in living creatures that come into contact with it. If a creature struck by a teratomorph's slam attack fails a Fortitude saving throw (DC 29) its body transforms in some way causing one of the following effects:

1d20	Result
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1 - 7	Physical mutation. The touch of a teratomorph transforms the opponent's anatomy, resulting in 1d6 point or Strength drain or Dexterity drain (50% chance for each)
8 - 13	Tissue Annihilation. The touch of the ooze causes tiny portions of the opponent's anatomy to vanish, resulting in 2d4 points of Constitution drain.
14 - 18	Transformation. The opponent goes through a transformation as though affected by a <i>polymorph any object</i> spell (caster level 20 <sup>th</sup> ). This painful process deals 5d20 points of non-lethal damage. The DM can randomly determine the subject's new form or choose a particular form.
19	Bonding. The ooze sticks to the target and automatically succeeds at a grapple check. Each round thereafter, the teratomorph can attempt a new grapple check to do 4d6+16 points of bludgeoning damage. The opponent must succeed at a new Fortitude saving throw (DC 29) each round that the teratomorph deals damage to avoid the further effects of the entropic touch. (If this result comes up more than once, roll again.)
20	Absorption. The opponent is entirely absorbed by the ooze. An absorbed creature dies instantly and leaves behind no trace of a body, so only a <i>miracle</i> , <i>true resurrection</i> , or <i>wish</i> spell can restore them to life. Absorbing a creature grants the ooze a new permanent Hit Dice.

**Portalwake (Su):** The presence of a teratomorph places tremendous strain on the borders between the planes, causing tears and rips to appear nearby. Each round, one creature within a 120-foot radius of the teratomorph, chosen at random, must make a Reflex saving throw (DC 19) or be moved to a random plane as through by a *plane shift* spell.

**Warp Reality (Su):** The potent chaotic energy that surges through and out of a teratomorph's body can have amazing effects on the surrounding terrain. When the monster is at rest, the energy is calm, but when the monster moves or attacks, the energy lashes out in a 120-foot emanation. These ripples of chaos cause the surrounding terrain to warp and writhe, imposing a -4 circumstance penalty on attack rolls and

Dexterity checks for all creatures in the area except the teratomorph.

Every round that this reality warp persists, there is a 10% chance that the chaotic energy manifests in a more dramatic manner. Such chaos manifestations duplicate spell effects Roll 1d20 and refer to the appropriate line on the following table to determine the spells effects produced. All these effects function as the spells of the same names (caster level 20<sup>th</sup>; save DC 10+spell level), except that they affect all the appropriate targets (except the teratomorph) within the warp reality area and last for one round.

1d20	Result
1-4	<i>Entangle</i> and <i>obscuring mist</i>
5-8	<i>Color spray</i> and <i>glitterdust</i>
9-12	<i>Stinking cloud</i> and <i>spike growth</i>
13-14	<i>Spike stones</i> and <i>cloudkill</i>
15-16	<i>Insect plague</i> and <i>mindfog</i>
17-18	<i>Acid fog</i> and <i>transmute rock to mud</i>
19	<i>Fire storm</i> and <i>reverse gravity</i>
20	<i>Earthquake</i> and <i>prismatic spray</i> (roll once for all affected characters)

**Blindsight (Ex):** A teratomorph is blind, but its entire body is a primitive sensory organ that can ascertain prey by scent or vibration. This ability enables it to discern objects and creatures within 240 feet. A teratomorph usually does not need to make Spot or Listen check to notice creatures within range of its blindsight.

**Detect Law (Su):** A teratomorph has a continual detect law ability (as the spell) with a range of 20 feet.

**Dimensional Instability (Su):** Each time an opponent strikes a teratomorph with a weapon, there is a chance that the portions of the creature's body struck simply doesn't exist at that instant. Any melee or ranged attack directed at the teratomorph has a 20% miss chance that cannot be avoided with spells such as *true seeing* or *true strike*. *Dimensional anchor* negates this ability, reducing the miss chance to 0% for the duration of the effect.

**Immunities (Ex):** A teratomorph is immune to mind-affecting effects, lightning, acid, and all spells with the chaotic descriptor.

## ENCOUNTER 7: LINTHRAE

**Assassins:** Male/Female Wood Elf Scout 5/ Assassin 7/ Shadowdancer 4; CR 16; Medium Humanoid (Elf); HD 5d8+7d6+4d8+16;hp 92; Init +6; Spd 40 ft; AC 18, touch 15, flat-footed 18 (+3 Armor, +5 Dex, +1 when skirmishing); Base Atk +11; Grp +14;

Atk +14 melee (1d4+3 dagger) or +18 ranged (1d8+1d6+5 merciful comp. longbow);

Full Atk +18/+13/+8 ranged (1d8+1d6+5 merciful comp. longbow) or +16/+16/+11/+6 ranged (1d8+1d6+5 merciful comp. longbow);

SA Death Attack (DC 21), Hide in Plain Sight, Poison Use, Shadow Illusion, Shadow Jump, Skirmish +2d6, Sneak Attack +4d6, Summon Shadow; SQ Battle Fortitude, Darkvision, Evasion, Fast Movement, Poison Resistance +3, Trackless Step, Trapfinding, Uncanny Dodge, Improved Uncanny Dodge;

AL NE; SV Fort +5, Ref +16, Will +4; Str 16, Dex 21, Con 12, Int 18, Wis 12, Cha 8.

**Skills and Feats:** Disguise +9, Hide +29, Jump +21, Move Silently +24, Perform (Dance) +8, Search +22, Sense Motive +9, Spot +14, Survival +9 (+2 when following tracks), Tumble +26; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track

**Languages:** Common, Elven, Sylvan

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

**Evasion (Ex):** Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Shadow Illusion (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical

to that of the arcane spell *silent image* and may be employed once per day.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

**Spells Known** (4/4/3/1; base DC = 14 + spell level): 1st—[*disguise self*, *feather fall*, *ghost sound*, *true strike*]; 2nd—[*alter self*, *cat's grace*, *Fox's Cunning*, *invisibility*]; 3<sup>rd</sup>—[*deep slumber*, *false life*, *magic circle against good*]; 4<sup>th</sup>—[*dimension door*, *greater invisibility*].

**Power-Up Suite: (Status – *cat's grace*, *false life*, *greater invisibility*, *Magic Circle vs Good*);** hp 92+13 temp, AC 20+2 vs Good PCs, Ranged Attack +20, Ranged Full attack w/ Rapid Shot +18/+18/+13/+8 (modified by Point Blank Shot and invisibility), Saves: Reflex +2, all +2 vs Good PCs, Hide +31, Move Silently+26, Tumble +28,

Spells remaining: 4/3/1 greater invisibility has 5 rounds remaining.

**Possessions:** masterwork studded leather armor, dagger, +2 *merciful composite longbow* (Str 16), 60 arrows; *headband of intellect* +4, *cloak of elvenkind*

## ENCOUNTER 5B: A DARK AND SMELLY PLACE

**Mayshan Reydrich:** male Suel Wiz8/Al10; CR 18; medium humanoid (human, Suel); HD18d4+42 (36 con, 6 alienist); hp 101 (86 plus 15 temporary); Init +5; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +9/+4; Grp +8;

Atk +8 melee (touch spells) or +9 ranged (ranged touch spells);

Full Atk +8/+3 melee (touch spells) or +10/+5 ranged (ranged touch spells);

SQ alien blessing, summon alien, mad certainty, pseudonatural familiar, extra summoning insane certainty, timeless body, alien transcendence;

AL CN; SV Fort +11, Ref +10, Will +18; Str 8, Dex 12, Con 14, Int 22, Wis 12, Cha 11.

**Skills and Feats:** Concentration +23, Knowledge (arcana) +26, Knowledge (dungeoneering) +12, Knowledge (geography) +10, Knowledge (history) +11, Knowledge (nobility) +11, Knowledge (religion) +10, Knowledge (the planes) +26, Knowledge (local – core) +11, Knowledge (local – MR IV) +12, Spellcraft +28; Combat Casting, Augment Summoning, Greater Spell Penetration, Improved Familiar, Improved Initiative, Quicken Spell, Still Spell, Silent Spell, Spell Focus (Conjuration), Spell Penetration, Sudden Maximize, Sudden Still. Languages: Common, Draconic, Dwarven, Elven, Ignan, Infernal, Ancient Suloise.

**Spells Prepared** (4/6/6/5/5/5/5/3/3/3) base DC = 16 + spell level, Conjuration = 17 + spell level): 0—*detect magic*, *detect poison*, *open/close*, *prestidigitation*; 1st—*lesser acid orb*, ~~*mage armor* (3)~~, *magic missile*, *ray of enfeeblement*; 2nd—~~*false life*~~, *glitterdust*, *resist energy*, *scorching ray*, *see invisibility*, *protection from arrows*; 3rd—*dispel magic* (2), *displacement*, *fireball*, *protection from energy haste*; 4th—*invisibility (greater)*, *silent dispel magic* (2), *stone skin*, *wall of fire*, *silent lightning bolt*; 5th—*quicken true strike*, *dominate person*, *silent evard's black tentacles*, *wall of force*, *cloudkill*; 6th—~~*contingency*~~, *disintegrate*, *greater dispel magic*, ~~*anticipate teleportation*~~, ~~*greater*~~; 7th—*finger of death*, *prismatic spray*, *forcecage*; 8th—*maze*, *power word stun*, *quicken evard's black tentacles*; 9th—*timestop*, *hold monster*, *mass*, *summon monster IX*.

**Possessions:** *headband of intellect* +4, *vest of resistance* +3, *ring of protection* +3, *ring of counterspells (dispel magic, greater)*, *ring of freedom of movement*, spell component pouch (2), scholar's outfit.

**Spellbook:** 1st—*charm person*, *color spray*, *comprehend languages*, *endure elements*, *enlarge person*, *hypnotism*, *lesser orb of acid*, *lesser orb of sound*, *mage armor*, *magic missile*, *protection from evil*, *ray of enfeeblement*, *reduce person*, *shield*, *summon monster I*, *true strike*; 2nd—*alter self*, *blindness/deafness*, *blur*, *darkvision*, *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—*daylight*, *deep slumber*, *dispel magic*, *displacement*, *fireball*, *fly*, *haste*, *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*, *globe of lesser invulnerability*, *ice storm*, *invisibility (greater)*, *locate creature*, *phantasmal killer*, *polymorph*, *Rary's mnemonic enhancer*, *reduce person (mass)*, *screaming*, *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*, *anticipate teleportation*, *greater*, *bigby's forceful hand*, *circle of death*, *contingency*, *disintegrate*, *greater dispel magic*, *repulsion*, *shadow walk*, *summon monster VI*, *wall of iron*; 7th—*finger of death*, *power word blind*, *reverse gravity*, *waves of exhaustion*, *vision*, *prismatic spray*, *forcecage*; 8th—*maze*, *power word stun*; 9th—*timestop*, *power word kill*, *energy drain*, *hold monster*, *mass*.

**Precast:** *anticipate teleportation greater*, *false life*, *mage armor*, *contingency (displacement if directly targeted by melee or ranged attacks)*

**Power-up Suite:** (**Prepared-** *resist energy* (fire), *protection from energy* (electricity), *stone skin*, *see invisibility*);

SQ: DR/10 Adamantine, resist fire 30, protection from electricity (120), see invisibility.

**Summon Monster IX** (1d3):

**Pseudonatural Dire Tiger:** CR 10; large outsider; HD 16d8+84; hp 156; Init +2; Spd 40 ft AC 17 (touch 12, flat-footed 16) [-1 size, +2 Dex, +6 Natural]; Base Atk +12; Grp +26;

Atk +22 melee (2d4+10 claw); Full Atk 2 claws +22 melee (2d4+10) and bite +16 melee (2d4+5);

Space/Reach 10ft/5ft; SA true strike, Rake 2d4+4; Improved Grab, Pounce SQ, low-light vision, scent, DR 10/magic, resist 15 acid, electricity, SR 25, Alternate Form;

AL CN; SV Fort +15, Ref +12, Will +11; Str 31, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +7, Jump +14, Listen +6, Move Silently +11, Spot +67, Swim +10; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

**Improved Grab (Ex):** To use this ability, a dire tiger must hit with its bite attack. It can then initiate a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a dire tiger charges, it can make a full attack, including two rake attacks

**Rake(Ex):** Attack Bonus +18 melee, damage 2d4+5.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Pseudonatural Lamia, advanced Rog 4;** CR 13; large outsider; HD 13d10+30 +4d6; hp 126; Init +3; Spd 60 ft; AC 19 (touch 13, flat-footed 16) [[+3 Dex, -1 size, +7 natural]]; Base Atk +16; Grp +24;

Atk +20 melee touch (1d4 Wisdom drain) or +21 melee (1d4+4/19-20 +1 *spell storing dagger*) or +20 claw (1d4+4);

Full Atk; +20 melee touch (1d4 Wisdom drain) or +21/+16 melee (1d4+4/19-20 +1 *spell storing dagger*) and 2 claws +20 (1d4+4);

SA true strike, Wisdom drain, spell-like abilities, *spell storing dagger (touch of idiocy DC 17)*, SQ damage reduction 10/magic, resist 15 acid/electricity, SR 27, darkvision 60ft, low-light vision, alternate form;

AL CE; SV Fort +9, Ref +14, Will +8; Str 18, Dex 16, Con 12, Int 13, Wis 15, Cha 12.

*Skills and Feats:* Bluff +20, Concentration +16, Diplomacy +5, Disguise +3, Hide +17, Intimidate +5, Spot +17; Dodge, Iron Will, Mobility, Spring Attack, Improved Toughness, Elusive Target

**Wisdom Drain (Su):** A lamia drains 1d4 points of Wisdom each time it hits with a melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain). Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

**True Strike (Su):** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

**Spell-like Abilities:** At will—*disguise self*, *ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 13<sup>th</sup>. The save DCs are Charisma based

*Possessions:* *potion of cure moderate wounds*, +1 *spell storing dagger*

**Power up Suite:** (From *Mayshan-mage armor*), AC 23, touch 13, flat-footed 20.

## ENCOUNTER 5C: AN UNPLEASANT MASS

**Teratomorph:** CR 18; Gargantuan ooze; HD 36d10+180 (378hp); Init -3; Spd 30ft, fly 50ft (poor), Swim 90ft; AC 3 (touch 3, flat-footed 3); Base Atk +27; Grp +51;

Atk Slam +35 (4d6+18 plus entropic touch); Space/Reach 20ft/20ft

SA Entropic touch, portalwake, warp reality; SQ Blindsight 240ft. detect law, dimensional instability, immunities, ooze traits, SR 32;

AL N; SV Fort +17, Ref +9, Will +7; Str 34, Dex 5, Con 20, Int -, Wis 1, Cha 1.

*Skills and Feats:* None

**Entropic Touch (Su):** The entropic energy that surges through a teratomorph's shapeless body causes horrible transformations in living creatures that come into contact with it. If a creature struck by a teratomorph's slam attack fails Fortitude saving throw (DC 29) its body transforms in some way causing one of the following effects:

1d20	Result
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1 - 7	Physical mutation. The touch of a teratomorph transforms the opponent's anatomy, resulting in 1d6 point or Strength drain or Dexterity drain (50% chance for each)
8 - 13	Tissue Annihilation. The touch of the ooze causes tiny portions of the opponent's anatomy to vanish, resulting in 2d4 points of Constitution drain.
14 - 18	Transformation. The opponent goes through a transformation as though affected by a <i>polymorph any object</i> spell (caster level 20 <sup>th</sup> ). This painful process deals 5d20 points of non-lethal damage. The DM can randomly determine the subject's new form or choose a particular form.
19	Bonding. The ooze sticks to the target and automatically succeeds at a grapple check. Each round thereafter, the teratomorph can attempt a new grapple check to do 4d6+16 points of bludgeoning damage. The opponent must succeed at a new Fortitude saving throw (DC 29) each round that the teratomorph deals damage to avoid the further effects of the entropic touch. (If this result comes up more than once, roll again.)
20	Absorption. The opponent is entirely absorbed by the ooze. An absorbed creature dies instantly and leaves behind no trace of a body, so only a <i>miracle</i> , <i>true resurrection</i> , or <i>wish</i> spell can restore them to life. Absorbing a creature grants the ooze a new permanent Hit Dice.

**Portalwake (Su):** The presence of a teratomorph places tremendous strain on the borders between the planes, causing tears and rips to appear nearby. Each round, one creature within a 120-foot radius of the teratomorph, chosen at random, must make a Reflex saving throw (DC 19) or be moved to a random plane as through by a *plane shift* spell.

**Warp Reality (Su):** The potent chaotic energy that surges through and out of a teratomorph's body can have amazing effects on the surrounding terrain. When the monster is at rest, the energy is calm, but when the monster moves or attacks, the energy lashes out in a 120-foot emanation. These ripples of chaos cause the surrounding terrain to warp and writhe, imposing a -4 circumstance penalty on attack rolls and

Dexterity checks for all creatures in the area except the teratomorph.

Every round that this reality warp persists; there is a 10% chance that the chaotic energy manifests in a more dramatic manner. Such chaos manifestations duplicate spell effects Roll 1d20 and refer to the appropriate line on the following table to determine the spells effects produced. All these effects function as the spells of the same names (caster level 20<sup>th</sup>; save DC 10+spell level), except that they affect all the appropriate targets (except the teratomorph) within the warp reality area and last for one round.

1d20	Result
1-4	<i>Entangle</i> and <i>obscuring mist</i>
5-8	<i>Color spray</i> and <i>glitterdust</i>
9-12	<i>Stinking cloud</i> and <i>spike growth</i>
13-14	<i>Spike stones</i> and <i>cloudkill</i>
15-16	<i>Insect plague</i> and <i>mindfog</i>
17-18	<i>Acid fog</i> and <i>transmute rock to mud</i>
19	<i>Fire storm</i> and <i>reverse gravity</i>
20	<i>Earthquake</i> and <i>prismatic spray</i> (roll once for all affected characters)

**Blindsight (Ex):** A teratomorph is blind, but its entire body is a primitive sensory organ that can ascertain prey by scent or vibration. This ability enables it to discern objects and creatures within 240 feet. A teratomorph usually does not need to make Spot or Listen check to notice creatures within range of its blindsight.

**Detect Law (Su):** A teratomorph has a continual detect law ability (as the spell) with a range of 20 feet.

**Dimensional Instability (Su):** Each time an opponent strikes a teratomorph with a weapon, there is a chance that the portions of the creature's body struck simply doesn't exist at that instant. Any melee or ranged attack directed at the teratomorph has a 20% miss chance that cannot be avoided with spells such as *true seeing* or *true strike*. *Dimensional anchor* negates this ability, reducing the miss chance to 0% for the duration of the effect.

**Immunities (Ex):** A teratomorph is immune to mind-affecting effects, lightning, acid, and all spells with the chaotic descriptor.

## ENCOUNTER 7: LINTHRAE

**Assassins:** Male/Female Wood Elf Scout 5/ Assassin 7/ Shadowdancer 4; CR 16; Medium Humanoid (Elf); HD 5d8+7d6+4d8+16;hp 92; Init +6; Spd 40 ft; AC 18, touch 15, flat-footed 18; Base Atk +11; Grp +14;

Atk +14 melee (1d4+3 dagger) or +18 ranged (1d8+1d6+5 merciful comp. longbow);

Full Atk +18/+13/+8 ranged (1d8+1d6+5 merciful comp. longbow) or +16/+16/+11/+6 ranged (1d8+1d6+5 merciful comp. longbow);

SA Death Attack (DC 21), Hide in Plain Sight, Poison Use, Shadow Illusion, Shadow Jump, Skirmish +2d6, Sneak Attack +4d6, Summon Shadow; SQ Battle Fortitude, Darkvision, Evasion, Fast Movement, Poison Resistance +3, Trackless Step, Trapfinding, Uncanny Dodge, Improved Uncanny Dodge;

AL NE; SV Fort +5, Ref +16, Will +4; Str 16, Dex 21, Con 12, Int 18, Wis 12, Cha 8.

**Skills and Feats:** Disguise +9, Hide +29, Jump +21, Move Silently +24, Perform (Dance) +8, Search +22, Sense Motive +9, Spot +14, Survival +9 (+2 when following tracks), Tumble +26; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track

**Languages:** Common, Elven, Sylvan

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. See the monk class feature, page 41 of the Player's Handbook. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

**Evasion (Ex):** Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Shadow Illusion (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

**Spells Known** (4/4/3/1; base DC = 14 + spell level): 1st—[*disguise self, feather fall, ghost sound, true strike*]; 2nd—[*alter self, cat's grace, Fox's Cunning, invisibility*]; 3<sup>rd</sup>—[*deep slumber, false life, magic circle against good*]; 4<sup>th</sup>—[*dimension door, greater invisibility*].

**Power-Up Suite: (Status – cat's grace, false life, greater invisibility, Magic Circle vs Good);** hp 92+13 temp, AC 20+2 vs Good PCs, Ranged Attack +20, Ranged Full attack w/ Rapid Shot +18/+18/+13/+8 (modified by Point Blank Shot and invisibility), Saves: Reflex +2, all +2 vs Good PCs, Hide +31, Move Silently+26, Tumble +28, Spells remaining: 4/3/1, greater invisibility has 5 rounds remaining.

**Possessions:** masterwork studded leather armor, dagger, +2 merciful composite longbow (Str 16), 60 arrows, headband of intellect +4, cloak of elvenkind.

## APPENDIX 2: NEW RULES

### NEW 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.

**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

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

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.

## Scout (CAAdv p10-13)

**Abilities:** Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

**Alignment:** Any. Scouts in military service are usually lawful.

**Hit Die:** d8.

**Starting Gold:** 5d4 × 10 gp.

### Class Skills

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at 1st Level:** (8 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage



Table 1-2: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2nd	+1	+0	+3	+0	Battle fortitude +1, uncanny dodge
3rd	+2	+1	+3	+1	Fast movement +10 ft., skirmish (+1d6, +1 AC), trackless step
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride
7th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10th	+7/+2	+3	+7	+3	Blindsight 30 ft.
11th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12th	+9/+4	+4	+8	+4	Bonus feat
13th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14th	+10/+5	+4	+9	+4	Hide in plain sight
15th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16th	+12/+7/+1	+5	+10	+5	Bonus feat
17th	+12/+7/+1	+5	+10	+5	Skirmish (+5d6, +4 AC)
18th	+13/+8/+3	+6	+11	+6	Free movement
19th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20th	+15/+10/+5	+6	+12	+6	Battle fortitude +3, blindsight 30 ft., bonus feat

applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the Player's Handbook.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

**Bonus Feats:** At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout

gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation†, Combat Expertise, Danger Sense†, Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen†, Improved Initiative, Improved Swimming†, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter†, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

† New feat described in Chapter 3 of Complete Adventurer.

**Evasion (Ex):** Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

**Flawless Stride (Ex):** Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Camouflage (Ex):** Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the Player's Handbook. She loses this benefit when wearing medium or heavy armor hen carrying a medium or heavy load.

**Blindsense (Ex):** At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the Monster Manual.

**Hide in Plain Sight (Ex):** Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the Player's Handbook. A scout loses this benefit when wearing medium or heavy armor or when

Hit Dice	Electricity, Resistance	Acid	Damage Reduction
1-3	5		-
4-7	5		5/magic
8-11	10		5/magic
12+	15		10/magic

carrying a medium or heavy load.

**Free Movement (Ex):** At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates

the effect of a freedom of movement spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Blindsight (Ex):** A 20th-level scout gains the blind-sight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

## NEW TEMPLATES

### Pseudonatural Creature

Past the timeless eons that lie between the stars, pseudonatural creatures dwell beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take on the form and abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they might appear in a manner more consistent with their origins, manifesting as masses of writhing tentacles or other even more terrible forms.

#### Creating a Pseudonatural Creature

"Pseudonatural" is an acquired template that can be added to any corporeal creature (referred to hereafter as the base creature). A pseudonatural creature uses all the base creature's statistics and abilities except as noted here. Even though the creature's type changes, do not recalculate Hit Dice, base attack bonus, or skill points.

**Size and Type:** The creature's type changes to outsider. Size is unchanged.

**Special Attacks:** A pseudonatural creature retains all the special attacks of the base creature and also gains the following attack.

**true strike (Su):** Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

**Special Qualities:** A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

**Resistance (Ex):** A pseudonatural creature has resistance to acid and electricity based on the base creature's Hit Dice (see the table below).

**Damage Reduction (Ex):** A pseudonatural creature gains damage reduction based on the base creature's Hit Dice (see the table below).

**Spell Resistance (Ex):** A pseudonatural creature gains spell resistance equal to 10 + the base creature's HD (maximum 25).

**Alternate Form (Su):** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a  $-1$  morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

**Abilities:** Same as the base creature, but Intelligence is at least 3.

**Environment:** Any land and underground.

**Challenge Rating:** Up to 3 HD, as base creature; 4 HD to 11 HD, as base creature +1; 12+ HD, as base creature +2.

## NEW CREATURES

### Arcane Ooze

Huge Ooze

**Hit Dice:** 15d10+120 (202 hp)

**Initiative:**  $-5$

**Speed:** 20 ft. (4 squares), climb 20 ft.

**Armor Class:** 3 ( $-2$  size,  $-5$  Dex), touch 3, flat-footed 3

**Base Attack/Grapple:** +11/+24

**Attack:** Slam +14 melee (2d6+7 plus 2d6 acid)

**Full Attack:** Slam +14 melee (2d6+7 plus 2d6 acid)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon

**Special Qualities:** Blindsight 60 ft., immunity to magic, ooze traits

**Saves:** Fort +13, Ref +0, Will +0

**Abilities:** Str 22, Dex 1, Con 26, Int —, Wis 1, Cha 1

**Skills:** Climb +13

**Feats:** —

**Environment:** Underground

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 16–30 HD (Huge); 31–45 HD (Gargantuan)

**Level Adjustment:** —

The creature resembles a fluid mass of green protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light. Created in ancient times, arcane oozes have long since outlived their original purpose and their long-forgotten creators. The bizarre creatures have a strange affinity for arcane magic. Immune to most arcane magic, arcane oozes drain arcane energy from nearby spellcasters. Some speculate that these oozes were created to combat a rival group of arcane spellcasters, but scant evidence backs any such conclusion. Others suggest arcane

oozes arose as a natural response to some cataclysmic event caused by arcane magic. Adherents of these later theories claim that one day arcane oozes will drown out all arcane magic in the world.

An arcane ooze measures 15 feet across and 3 feet thick. It weighs as much as 20,000 pounds.

### COMBAT

An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively toward the nearest creature capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet. If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats.

An arcane ooze can travel easily on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

**Acid (Ex):** An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

**Constrict (Ex):** An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an arcane ooze must hit with its slam 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 establishes a hold and can constrict.

**Spell Siphon (Su):** An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to  $5 \times$  the level of the lost spell. These temporary hit points are lost after 1 hour. Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

**Immunity to Magic (Ex):** An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the haste spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused. Skills: An arcane ooze has a +8 racial bonus on

Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## Teratomorph

(As presented in MM2, and \*modified according to the 3.5 conversion document)

### Gargantuan Ooze

**Hit Dice:** 28d10+140 (294hp)\*

**Init:** -3

**Speed:** 30ft, fly 50ft (poor), Swim 90ft

**AC:** 3 (-4 size, -3 Dex) touch 3, flat-footed 3

**Base Attack/ Grapple:** +21/ +44

**Attack:** Slam +28 (4d6+16 plus entropic touch)

**Space/Reach:** 20ft / 15ft\*

**SA:** Entropic touch, portalwake, warp reality

**SQ:** Blindsight 240ft. detect law, dimensional instability, immunities, ooze traits, SR 32

**Saves:** Fort +14, Ref +6, Will +4

**Abilities:** Str 32, Dex 5, Con 20, Int -, Wis 1, Cha 1

**Environment:** Any aquatic and underground

**Organization:** Solitary

**CR:** 16

**Alignment:** Always neutral

Teratomorphs lurk in the watery depths of the sea and in underground caverns. Normally, they spend most of their time floating in underwater currents, but sometimes these currents wash them ashore. Occasionally they come ashore of their own volition to search for food.

A teratomorph is a shapeless horror the size of a cottage. Its body consists primarily of thick, translucent, iridescent slime coating coils of opaque tissue that shift and most, as though constantly in a state of flux. Beneath its slimy hide, bursts of energy occasionally flash, lighting portions of its form momentarily. Sections of the ooze periodically emit beams of light or crackling energy, while other sections fade into smoke or vanish altogether.

A teratomorph gains nutrients by infesting creatures with the force of chaos. The very act of transforming another creature with its entropic touch sustains and nurtures the ooze's growth. But a creature does not have to come in contact with a teratomorph to experience its entropic effects. In fact, the monster's very presence can unravel reality and tear holes in the fabric between planes. Unlucky creatures that pass too close to a teratomorph sometimes find themselves transported to other planes with not means of returning.

Powerful spellcasters have long sought ways to harness the powers of the teratomorph. Unfortunately, portions of the ooze that are separated from the main body do not last long, dissolving into nothingness after

only a few hours. The otherworldly matter that makes up the body of a teratomorph remains unstable until enough of it is concentrated in one place that its mass defeats the internal forces working to tear it apart. This effect probably explains why teratomorphs smaller than Gargantuan are never encountered. When such a creature reaches 84 Hit Dice, it immediately splits into two smaller oozes, each with 28 Hit Dice.

### Combat

The teratomorph is a mindless creature. When it isn't eating it is on the move looking for something to eat. It surges forth to attack any Small or larger creature that passes within range of its blindsight, but it ignores creatures smaller than this.

A teratomorph attacks by extruding a massive wave of chaotic protoplasm to smash its prey. Not only does this attack deal extensive bludgeoning damage, it also infuses the creature touched with raw chaos.

**Entropic Touch (Su):** The entropic energy that surges through a teratomorph's shapeless body causes horrible transformations in living creatures that come into contact with it. If a creature struck by a teratomorph's slam attack fails a Fortitude saving throw (DC 29) its body transforms in some way causing one of the following effects:

1d20	Result
1 - 7	Physical mutation. The touch of a teratomorph transforms the opponent's anatomy, resulting in 1d6 point or Strength drain or Dexterity drain (50% chance for each)
8 - 13	Tissue Annihilation. The touch of the ooze causes tiny portions of the opponent's anatomy to vanish, resulting in 2d4 points of Constitution drain.
14 - 18	Transformation. The opponent goes through a transformation as though affected by a <i>polymorph any object</i> spell (caster level 20 <sup>th</sup> ). This painful process deals 5d20 points of non-lethal damage. The DM can randomly determine the subject's new form or choose a particular form.
19	Bonding. The ooze sticks to the target and automatically succeeds at a grapple check. Each round thereafter, the teratomorph can attempt a new grapple check to do 4d6+16 points of bludgeoning damage. The opponent must succeed at a new Fortitude saving throw (DC 29) each round that the teratomorph deals damage to avoid the

	further effects of the entropic touch. (If this result comes up more than once, roll again.)
20	Absorption. The opponent is entirely absorbed by the ooze. An absorbed creature dies instantly and leaves behind no trace of a body, so only a <i>miracle</i> , <i>true resurrection</i> , or <i>wish</i> spell can restore them to life. Absorbing a creature grants the ooze a new permanent Hit Dice.

**Portalwake (Su):** The presence of a teratomorph places tremendous strain on the borders between the planes, causing tears and rips to appear nearby. Each round, one creature within a 120-foot radius of the teratomorph, chosen at random, must make a Reflex saving throw (DC 19) or be moved to a random plane as through by a *plane shift* spell.

**Warp Reality (Su):** The potent chaotic energy that surges through and out of a teratomorph's body can have amazing effects on the surrounding terrain. When the monster is at rest, the energy is calm, but when the monster moves or attacks, the energy lashes out in a 120-foot emanation. These ripples of chaos cause the surrounding terrain to warp and writhe, imposing a -4 circumstance penalty on attack rolls and Dexterity checks for all creatures in the area except the teratomorph.

Every round that this reality warp persists, there is a 10% chance that the chaotic energy manifests in a more dramatic manner. Such chaos manifestations duplicate spell effects Roll 1d20 and refer to the appropriate line on the following table to determine the spells effects produced. All these effects function as the spells of the same names (caster level 20<sup>th</sup>; save DC 10+spell level), except that they affect all the appropriate targets (except the teratomorph) within the warp reality area and last for one round.

**Blindsight (Ex):** A teratomorph is blind, but its entire body is a primitive sensory organ that can ascertain prey by scent or vibration. This ability enables it to discern objects and creatures within 240 feet. A teratomorph usually does not need to make Spot or Listen check to notice creatures within range of its blindsight.

**Detect Law (Su):** A teratomorph has a continual detect law ability (as the spell) with a range of 20 feet.

**Dimensional Instability (Su):** Each time an opponent strikes a teratomorph with a weapon, there is a chance that the portions of the creature's body struck simply doesn't exist at that instant. Any melee or ranged attack directed at the teratomorph has a 20%

miss chance that cannot be avoided with spells such as *true seeing* or *true strike*. *Dimensional anchor* negates this ability, reducing the miss chance to 0% for the duration of the effect.

**Immunities (Ex):** A teratomorph is immune to mind-affecting effects, lightning, acid, and all spells with the chaotic descriptor.

1d20	Result
1-4	<i>Entangle</i> and <i>obscuring mist</i>
5-8	<i>Color spray</i> and <i>glitterdust</i>
9-12	<i>Stinking cloud</i> and <i>spike growth</i>
13-14	<i>Spike stones</i> and <i>cloudkill</i>
15-16	<i>Insect plague</i> and <i>mindfog</i>
17-18	<i>Acid fog</i> and <i>transmute rock to mud</i>
19	<i>Fire storm</i> and <i>reverse gravity</i>
20	<i>Earthquake</i> and <i>prismatic spray</i> (roll once for all affected characters)

## NEW SPELLS

### Anticipate Teleportation

*Reference: Spell Compendium, page 13.*

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft./level radius emanation from touched creature

**Duration:** 24 hours

**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, although if their destination is within the area, the spell will affect their reentry as normal.

*Focus:* A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

### **Anticipate Teleportation, greater**

*Reference:* *Spell Compendium*, page 13.

Abjuration

**Level:** Sorcerer/wizard 6

This spell functions like 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 at least 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

### **Orb of Acid, Lesser**

*Reference:* *Spell Compendium*, page 151.

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.

### **Orb of Sound, Lesser**

*Reference:* *Spell Compendium*, page 151.

Conjuration (Creation) [Sonic]

**Level:** Sorcerer/wizard 1

**Effect:** One orb of sonic energy

This spell functions like lesser orb of acid, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

## **NEW FEATS**

### **Sudden Maximize [Metamagic]**

*Reference:* *Complete Arcane*, page 83.

You can cast a spell to maximum effect without special preparation.

**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.

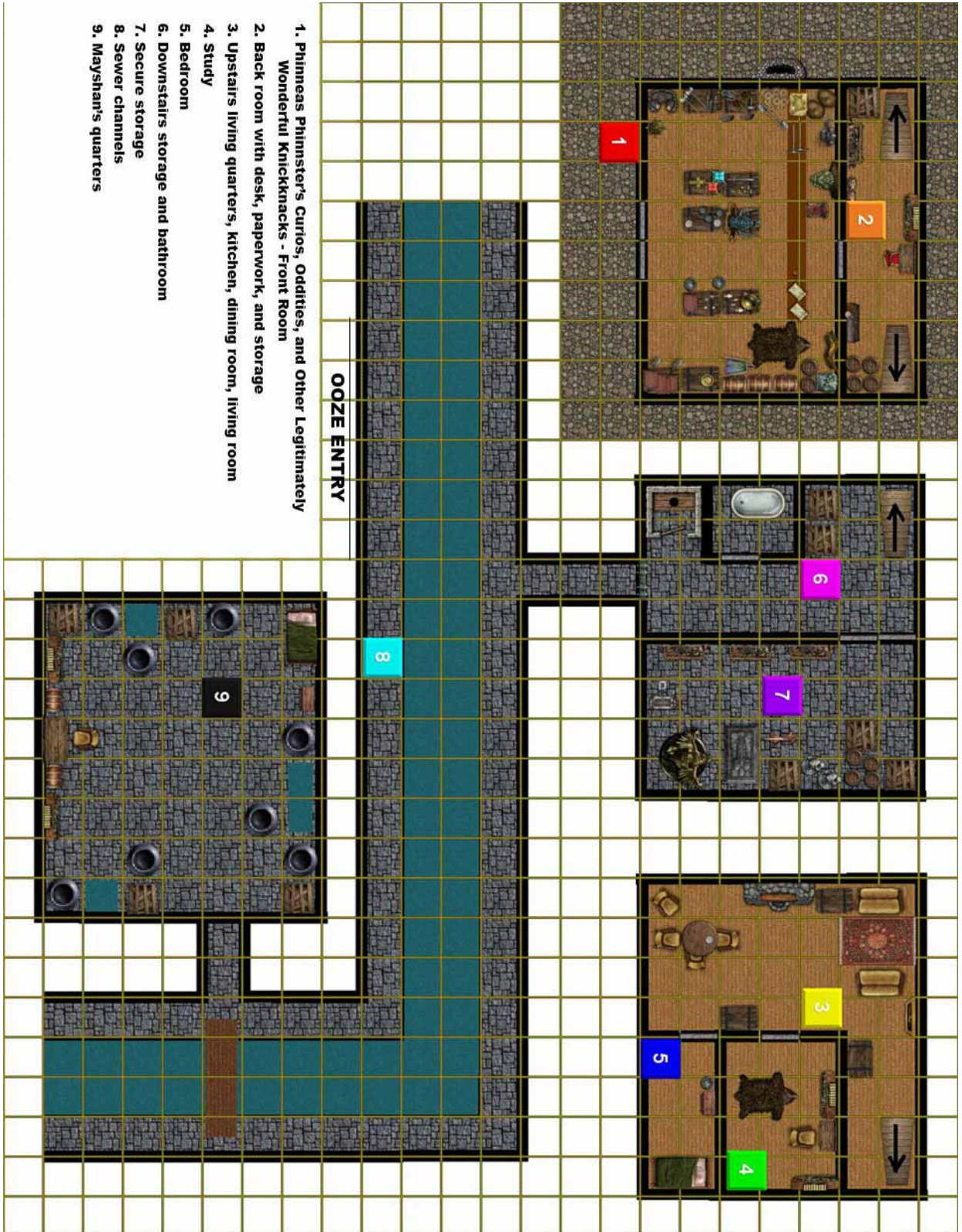
### **Sudden Still [Metamagic]**

*Reference:* *Complete Arcane*, page 83.

You can cast a spell without gestures or special preparation.

**Benefit:** Once per day, you can apply the effect of the Still 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 Still Spell normally if you have it.

# DM AIDE 1 – MAP OF PHINNEAS' SHOP



1. Phinneas Phinnster's Curios, Oddities, and Other Legitimately Wonderful Knickknacks - Front Room
2. Back room with desk, paperwork, and storage
3. Upstairs living quarters, kitchen, dining room, living room
4. Study
5. Bedroom
6. Downstairs storage and bathroom
7. Secure storage
8. Sewer channels
9. Mayshtar's quarters

## PLAYER HANDOUT 1

Dear Adventurer,

It has come to my attention that you are a known and capable adventurer. I am in need of accomplished adventurers to put their skills to use in taking the first steps toward purging the land of a great evil. If you are interested please meet me tomorrow morning nine bells at Bardin's Bar near the docks in Leukish. You may want to dress nice.

A prospective employer



## PLAYER HANDOUT 2

Holy Warrior,

The Guardians of the Ruby Skull, an order of templars within the church of the Stern Lady, seek your assistance with eliminating a mutual threat. An undead scourge has risen to a level that we can no longer abide. We would like to speak with you tomorrow at nine bells in Bardin's Bar near the docks. There will be other adventurers there that do not know all the facts, and we would appreciate it if you did not let on who our target is.

Elbaan Kus'tir

Guardians of the Ruby Skull

## PLAYER HANDOUT 3

Greetings from the Lady Urlirel,

We have recently discovered a plot within the church of the stern lady that threatens our very existence. A faction within the church, the guardians of the ruby skull, is currently gathering adventurers to infiltrate our house and spy on us. We have arranged to have your name placed on that list. It is our hope that you can infiltrate and spy on them while complying with whatever mission they wish to send you on. I assure you that complying with their wishes will not harm or endanger the house, but whatever intelligence you can gather about the church could prove to be very advantageous. Go, and let nothing be known about your mission for us.

Lady Czutaz Urlirel, Leader and Shepard of House Urlirel.

## PLAYER HANDOUT 4

### Adventurers Wanted

My name is Saphine Urlirel, and I have been robbed. I am looking for some capable people willing to track down the thief and retrieve what is rightfully mine. I will entertain any applicants this Moonday in the Riverside Café from nine bells to twelve bells. Compensation will be given; Applicants should be prepared to move quickly.

- Saphine Urlirel



To the Church of the Stern Lady,

Several of us here still serve the lady of book and bone, and do not wish to follow this abomination anymore. Lady Czutaz - her goals may be pure, but her spirit is not. Her form most assuredly bears an intolerable taint, and we faithful Urlirels do not feel she should be the one that leads this house into the next chapter of our history.

In one week hence I shall journey to your temple in Leukish to seek a meeting. I will wear a white scarf and use the phrase - My cousin was killed.

Lady Savani Urlirel