

ZEF7-06

Deliverance

A One -Round Dungeons & Dragons® Living Greyhawk™ Sultanate of Zeif Regional Adventure

Version 1.0

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Once again you are summoned to Dhabyia. Once again you find yourself called to this city of sins. But this time, you come with a purpose, dragging a few of your fellow adventurers with you. This time you come for deliverance. A one-round Regional adventure set in the Sultanate of Zeif for characters level 4-12 (APLs 6-12). This is part three of the Slave Pits of Dhabyia. The other parts are "That Look" and "Inner Turmoil". Parties need to include someone with "junior" for continuity. This is an "elite arc" adventure. PCs should bring their "A" game and prepare for tough encounters. All item purchases must be done before the introduction and noted on their Adventure Record. *This adventure offers an optional encounter for those with our friend "Junior".*

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Rich Baker], *Player's Handbook II* [David Noonan], and *Master Item Compendium* [Andy Collins].

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

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior game master. 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™ game master. The person who sanctions the event is called the senior game master, 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 game master 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, players 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, 2008.

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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. Information on non-player characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 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). You need one copy of this for each participating player.

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
		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 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 Sultanate of Zeif.

As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is Zeif, or 24 gp for out-of-region characters. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.

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 blunt 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 *Living Greyhawk Campaign Standards 7.1*

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

This is the 3rd part in the Slave Pits of Dhabiya series. It is important to note which characters have the "Can you feel it squirm?" AR designation from ZEF6-08 *That Look*. By this point, many characters with "junior" may be into serious stages of the Maternal instincts that come with the parasite. Remember to note this when combat starts. As well, note if any characters have "the Key" from ZEF7-04 *Inner Turmoil*. They will need it in this adventure at a pivotal point. If they do not have the key, Shyanne will have it for them.

Shyanne summons those with "Junior" to Dhabiya with a promise that she has found a cure for them. But what she did not tell them is that they will need to infiltrate the slaver's chambers to rescue the doctor involved in the reversal of the process. She wants these overlords out of her city so that she may resume her trading of slaves without fear of reprisal. The PCs can "kill 2 djinn with one slash"

ADVENTURE SUMMARY

Below is a brief outline of what the PCs will face.

Introduction – The PCs are summoned to Dhabiya by Shyanne, Queen of the slavers. Here she will explain that the prisoner manifest that was delivered to her recently (possibly by these PCs) had a name on it that sparked her curiosity. This gentleman happens to be a sage of some renown in the area of planar beings and medicine. She

was able to track down more information and determined that he may be the one man that can reverse these infections from the PCs.

Encounter 1- Shell Game. PCs are transported to the entrance of the Slave Pits on the outskirts of Dhabiya. Here they must fight a few guards to gain access to a portal that will lead them into the slave pens.

Encounter 2- Bounce! PCs step through the doorway and are whisked away to an unknown location and a very complicated Mirror Maze. Inside they find a couple more sentries with a unique way of deterring others from entering.

Encounter 3- Out of the Maze, into the Dungeon. The PCs find themselves in the slave pits finally. Now they need to make their way to the doctor. Finding him leads to a gruesome scene.

Encounter 4- Hard Choices. Once they find the doctor he will explain that he indeed knows of a cure the PCs, but in order to do so they must take him and the other infected slaves to the transport ship and help them escape. They really won't have a choice in this.

Encounter 5- And we're outta here! PCs fight a running battle to the slaver's ship. Things are complicated in this battle as both the PCs and NPCs are targets for the slavers.

Conclusion part 1- PCs brings the doctor and those infected back to Shyanne. She then explains that those that are infected must go with the doctor for treatment. Those that are not infected are asked to leave. The adventure is done for them.

Optional Encounter – PCs that go with the doctor are prepared in a ceremony to remove junior. They will make a decision as to the fate of the creature. This is not as easy as it sounds!

Conclusion part 2- For those in the optional encounter their lives will never be the same!

PREPARATION FOR PLAY

This adventure uses rules for Bull Rush, Improved Disarm, Awesome Blow and more. Please ensure you quickly re-read over these sections of the *Player's Handbook* and *Monster Manual*.

If players have the Key from ZEF7-04 *Inner Turmoil* that will be used here as well. Players with "junior" from ZEF6-08 *That Look* may be onto their 12th month if not

more. Please note that as this adventure is late in premiering, players did receive a 2 month reprieve from effects.

INTRODUCTION

The following text was written with the thought that one of the players will have "Junior". If no one at the table has this affliction the DM will have to improvise. Read of paraphrase the following:

It was a pretty simple summons. Shyanne, Queen of the slavers in Dhabiya wrote to you and stated that she had found out some interesting facts on a mutual "pest problem" that you have. It seems that there is an "exterminator" being held by "acquaintances" of yours that you need to seek out. She also told you to bring friends. At least three to five others would do. Any less would spell doom and any more would make the journey too difficult as some discreetness is required. So you found yourselves a few comrades and made your way back to Dhabiya. Dressing in local attire as not to draw too much attention to yourselves (you know this would be a bad thing!) you make your way to the villa that you have met her at before.

Shyanne takes little time to make her appearance and beckons you inside. Although she appears to be alone, through your previous dealings you know this to be untrue.

"Thank you for coming as quickly as you did. I hope you came prepared for a delve into the heart of the slave pits." Turning to <PC with Junior> she continues "I was given a prisoner manifest a few weeks back, perhaps it was even you who gave it to me, time does seem to blur events, but I made a discovery that will interest you. It seems that a sage of some renown in Dhaybia has made this list. His name is Aldiar bin Casmal of the Black Coast. He is said to have more knowledge of the outer planes than that of the Circle of Eight! I know that the affliction that plagues you is of the outer realms and he may be the one to help. Unfortunately this manifest is weeks old which mean that he is no longer in the slavers local pens. He has been moved out to the pens in the Vaar, somewhere near the lost city. I know of the entrance, but not the inner layout. Rumors said it has a formidable defense though. Are you willing to risk it all to be rid of your affliction?"

If the PCs say "No" the adventure is over. If they say yes she can add the following information if asked:

Where is the entrance? Just outside the path to the lost city. It seems there is enough cover to run these slaves right under the Sultan's gaze. It shows their arrogance and their aptitude.

Do you know what/who may be guarding the entrance? We have rumors ranging from elementals to genies to outer planar beings. None have been confirmed.

What should we take with us? Whatever you can afford to lose.

When we find the Sage, then what? I won't be with you and I cannot see the future. That will be up to you.

What's in it for us? The end to your affliction. Maybe the end of these slavers

Why are you helping us? Or **what's in it for you?** These slavers are hampering my legitimate business practices. Once they are gone, I can continue with my routine without any repercussions from these Overlords

Who are they? I do not know. But I do know the Githyanki are just servants to them.

How much time do we have? If the manifest is already as old as it appears, not much time. The slave pens in the Vaar are the last stop before being taken to a place I know not of.

How are we getting there? I have had a teleportation circle prepared to take you to the entrance as soon as you are prepared. If asked she will say the expense is worth the gains if the PCs rid the city of the Overlords.

Development: PCs are given the location of the entrance. As well, Shyanne gives them a Key (from ZEF7-04) if they do not have it. They will need this to free the sage. Shyanne also gives a description of Aldair to the PCs.

1: SHELL GAME

Read or paraphrase the following:

The Vaar. The sun has dipped below the peaks of the hills casting long shadows around the path you appear on. A quick survey reveals a well worn path that has been cleared of debris and rubble since the quake that shook this area over a year ago revealing the road to the lost city. There is enough room for three carts to fit side by side with ease. The Sultan has

definitely taken his obsession with the lost city to extremes. As you look around you do see a trail leading off to the east. It seems to run directly into the hillside though. It could possibly just be a trail that was used to deposit the rubble of the quake, but it may be what you are looking for. After all, has Shyanne ever led you astray before?"

The slavers have used some illusion magic to conceal the entrance from casual scrutiny. The path is barely wide enough for a cart, but it could fit one up there. Of course, they have sentries waiting. An earth elemental, Grinder. This brute was transported from the outer planes and thus cannot be dismissed or dispelled.

Once the PCs are near the entrance read or paraphrase the following:

A massive form rises from the ground. It is an Elemental of Earth. Its massive form of rock towers above even the tallest of you. It creates the sound like grinding rocks, or a landslide gaining momentum.

For anyone that speaks Terran: "Speak the password".

Obviously the PCs will not have it, even if they do know Terran. The Elementals wait for the first PC to speak. Once they say something continue with:

It glides under ground. The silence of the hills surrounds you, briefly.

It (they) attacks. Roll initiative. The elemental uses Bull Rush on its initiative.

APL 6 (EL 6)

Grinder: Earth Elemental Large (advanced); hp 127; Appendix 1. Bull Rush: +15

APL 8 (EL 8)

Grinder: Earth Elemental Huge (advanced); hp 190; Appendix 1. Bull Rush +29

APL 10 (EL 10)

Grinder: Earth Elemental Huge (advanced); hp 218; Appendix 1. Bull Rush +30

Smasher: Earth Elemental Huge (advanced); hp 180; Appendix 1 Bull Rush +29

APL 12 (EL 12)

Grinder: Elder Earth Elemental Huge (advanced); hp 256; Appendix 1. Bull Rush +31

Smasher: Earth Elemental Huge (advanced); hp 218; Appendix 1. Bull Rush +30

Tactics: Grinder will pop up under (yes under) the “squishiest” looking PC and attempt a Bull Rush on that person (or persons depending on the size of the elementals) straight into the air. Smasher (if he is present) appears opposite Grinder to create a flank using the same Bull Rush tactic. This should then have the effect of launching the PC 10-20’ in the air, landing hard and prone in front of the Elemental. As well, this falling movement is through threatened squares. Therefore the elemental will gain an attack of opportunity on the PC. You may then squish, rinse, and repeat!

Development: Once the PCs are able to defeat the elementals then they can do a thorough search of the area. A *detect magic* reveals a Moderate Illusion in the hillside. A DC 18 Will save reveals the doorway. Once a PC beats the DC the others gain a +4 bonus to the save. PCs can rest if the fight with the elemental did not go well.

If the PCs manage to Charm or Command the elemental, it does not enter the compound, preferring to stay on guard outside for the PCs.

2: BOUNCE

Read or paraphrase the following:

Looking ahead through a stone archway, you see your own face peering back at you from a thousand angles. The section of corridor ahead is lined with reflective surfaces which display a gemlike labyrinth of myriad facets. In one of them, you see the flash of something moving.

The mirror labyrinth that is the setting for this encounter requires some special consideration in order to demonstrate its uniqueness.

First of all, PCs and NPCs alike can take advantage of the fact that line of sight is not necessarily blocked by the walls; any where in the labyrinth is visible (more or less) from any other point within. To actually pinpoint a target that is not within direct line of sight, one must make a Knowledge (architecture & engineering) or Spot check of DC equal to 5 times the number of “reflections” needed to draw a line to the target; i.e. a target around a single corner can be pinpointed with a DC 5 check, while a target around two corners would require a DC 10 check. This check can be made as a free action by each character on its own turn, and a second check can be made as a standard action. When running the encounter, do not place the Maze Stalkers on the battle mat unless the PC have direct line of sight to them or have pinpointed them. Remove them from the map every time they move

out of direct line of sight from all PCs. Likewise, remember that the Maze Stalkers must make the same check to pinpoint a PC. Unless the PCs approach the mirror maze invisibly, they will be seen (but not pinpointed) by the inhabitants as soon as they come within line of sight of any mirror surface. Scent and Listen work as normal and can also be used to find opponents in the maze.

Secondly, the maze is protected by a permanent *antimagic field*. Because of this, the Maze Stalkers can not use any of their spells or spell-like abilities while they remain within the maze. All magical and supernatural effects on PCs will likewise be suppressed for the duration of their visit, so you should give the players a little time after they step into the labyrinth to “de-buff” their PCs. Very important to note is whether any PCs lose resistance to acid or poison.

Permanent *antimagic field*: The entire maze, including the walls encasing it, is affected by an antimagic field, which works as per the spell except for the area of affect and duration.

Acid-Infused Stone Walls (per 5’x5’ section): 3 feet. thick; hardness 8; hp 540; AC 5; Break DC 50. The hewn stone walls are infused with millions of tiny nodules of acid, such that any attack that damages a section suffers an amount of acid damage equal to half the amount inflicted (after hardness is taken into account). Creatures causing damage with natural attacks are subject to the same result to their own bodies, while creatures meeting the break DC take 54 points of acid damage.

Glass Mirror Walls (per 5’x5’ section): 1 in. thick; hardness 1; hp 1; AC 5; Break DC 11.

Trap:

Poison Gas Trap: CR 4; mechanical; special trigger (break glass); no reset; bypass (don’t break glass); gas cloud fills all squares adjacent to broken section (dissipates after 1 round); poison (Burnt othur fumes, DC 18 Fortitude save resists, 1 Con*/3d6 Con); Search DC 15; Disable Device DC 15.

*Permanent drain, not temporary damage.

Creatures:

APL 6 (EL 8)

Kezhgorad and Mahaboeth, The Maze Stalkers: male githyanki rogue 3 / duskblade 1; hp 28; Appendix 1.

APL 8 (EL 10)

Kezhgorad and Mahaboeth, The Maze Stalkers: male githyanki rogue 5 / duskblade 1; hp 40; Appendix 1.

APL 10 (EL 12)

Kezhgorad, Mahaboeth, and Kelzidiveh, The Maze Stalkers: male githyanki rogue 5 / duskblade 1 / assassin 1; hp 47; Appendix 1.

APL 12 (EL 14)

Kezhgorad, Mahaboeth, and Kelzidiveh, The Maze Stalkers: male githyanki rogue 5 / duskblade 1 / assassin 3; hp 58; Appendix 1.

Tactics: As soon as the Maze Stalkers are alerted to the PCs' presence, they each drink a vial of antitoxin. They will then approach and throw their acid bullets so as to bounce them off walls and catch the PCs flat-footed. (See Appendix 2: New Rules Items.) They always approach to within at least thirty feet of their targets, so as to get the benefit of both their sneak attack ability and their Point Blank Shot feat, tumbling away from anyone who closes to melee range. At the lower APLs, they may have to approach even closer to have a decent chance at making the Knowledge (architecture & engineering) checks required to catch their foes flat-footed, not to mention pinpointed. At the higher APLs, they use the Shot on the Run feat to keep their distance while still attacking from close range.

If the PCs decide to destroy the mirror room at range by smashing the mirrors, the two githyanki retreats to the slave dock. The githyanki in the dock are then fully buffed before combat begins.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 75 gp; Total 75 gp.

APL 6: Loot 150 gp; Total 150 gp.

APL 8: Loot 150 gp; Total 150 gp.

APL 10: Loot 225 gp; Total 225 gp.

APL 12: Loot 225 gp; Total 225 gp.

Development: If the Maze Stalkers are somehow taken out of the anti-magic field, they will use their considerable abilities to get back into it and set up their attack for the next group that comes through, which might even be the PCs. Depending on APL, their options could include the use of Escape Artist, using the Bluff skill to create a diversion to Hide, or using various spells and spell-like abilities to escape. Since they aren't much good at fighting without their acid bullets, they likely try to get them back before fleeing, if it seems possible to do so. They are sneaky and patient, and may forego a quick escape for a better opportunity later (such as during a later encounter).

3: OUT OF THE MAZE, INTO THE DUNGEON

The Githyanki believe that their guards out side of the Mirror Maze will keep out unwanted visitors. Therefore this offloading area is not guarded. Read or paraphrase the following:

After finally getting out of the maze you are confronted by a series of levers on each side of the corridor which is 15 feet wide and at least that high. The corridor continues into the hill.

The levers are used to open a passage in the Mirror Maze to allow carts to pass through. If a PC wishes to start pulling them, have them make Listen checks and describe the sound of glass scraping rock on the other side of the door they just came from. A DC 27 Disable Device or Knowledge (architecture & engineering) check reveals what these levers do. Continue with the box text below.

The corridor leads to a large stable of sorts. There are wagons lined in stalls, but no horses to draw them. To your immediate right is a heavy oak door. On your left is a set of double doors. Both sets of doors look to be well maintained.

Searching the room really does nothing but waste time. There is nothing they need. The door on the right leads to the prisoner cells. The double doors lead to the final boarding area of the slaves.

When they approach the single door read or paraphrase the following.

As you approach you can hear the wails and sobs of people behind the door. They sound a bit muffled as if they are far away, but you can hear them none the less. This door has a massive padlock on it.

When they approach the double doors read or paraphrase the following.

The doors are made of solid oak and seem to have new hinges on them. This doorway was recently installed. Unlike the other door across from it, there is no lock on this set of doors.

Strong Wooden Doors: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23. **Lock:** Amazing DC 40 (they should have the key)

Development: At this point the PCs need to decide which way to go. The correct choice is to go through the locked single door where they hear the crying coming from. If they decide to go that way continue with Encounter 4.

If they decide to go down the double doors proceed to Encounter 5.

4: HARD CHOICES

When the PCs decide to go through the door read or paraphrase the following.

What you see before you is a macabre scene from a nightmare! People lay on the floor, bloated and deformed. It reminds you of the elven woman you watched explode in the villa in Dhabyia. One prisoner, a woman, or so you assume it used to be one, whose fate has already transpired lies motionless on the floor, her belly open, ribs protruding and gore covering the floor and nearby wall.

Most of the prisoners in here do not even look up at you, their eyes glazed over. They seem to be reflecting inward, perhaps they are preparing for the same fate. There are no guards in here you note, but there is a man making his rounds through these damned souls. He wears a long white surcoat. It is covered in blood, grime filth and other things that you cannot decide upon. He moves to another woman and listens to her belly. He pulls a parchment from a pocket and writes something on it. He then moves to the next infected prisoner and does the same thing.

After a minute passes, he turns to face you. You recognize Aldair bin Casmal from the description that Shyanne gave you, but he seems older, more tired. His eyes are sunken, his skin tight to his face and forearms. It must have been days since he had a meal.

He looks at you. At first he seems to be looking through you, as though you are not really there. Then he shakes his head and dons his spectacles. "By the lady of Fates, you are really here, aren't you? Well, you don't look like slavers." He looks over to <insert infected PCs names here> and continues "but you look like you are in the same situation as these folks. Can you help me get these people out of here? I'm afraid some won't make it, but we need to try."

At this point the PCs may have some things to ask:

Are you Aldair bin Casmal? Yes, I am he.

Do you know what is going on? Yes, but there is no time to explain. The githyanki are preparing to take these people away. We must get them out of here.

Do you know a way out? or We will take them out the Mirror Maze! We cannot go back through the Mirror room. I overheard the githyanki speaking to each other and saying once the door is reset to the room, then the only way people leave is by taking a ship. They do not realize I speak their tongue.

What kind of ship? I don't know.

How long do we have? I'm not sure, but I think these people are being taken today assuming the githyanki want them before they burst.

How are we to take all of them? I'm just a sage of the planes, you're the heroes.

How many slavers are there? I have seen as few as two and as many as four. Their leader appears to be one with arcane talents.

What were you writing down? I was writing down my observations on the gestation periods. Some of these people have been infected for nearly a year, some much shorter and some longer. There seems to be some force that is making their gestation work in unison as those who were infected recently have had massive increases in weight and pain over the past few days. It may be a hive structure and once they were all together everything sped up. If you are infected, you are in grave danger here. We must hurry!

Development: The PCs need to figure out a way to transport the 15 prisoners to the ship. They can use the wagons in the stable. There is a dimensional lock in place in the prisoner cell that prevents teleportation. Once they have figured out a way to get the prisoners moving its time to head to the "dock"

5: AND WE'RE OUTTA HERE!

If the PCs were not able to defeat the two githyanki in the Mirror Maze, the githyanki in here will have had ample time to buff fully. The DM should alter the stat blocks accordingly.

The PCs can get here one of 2 ways, with or without the prisoners. If they have come here with the prisoners they cannot sneak in here as the wails of them are too loud to sneak around with. If they come here without the

prisoners (or send someone to scout ahead) read the text below.

You enter an enormous cavern. You see ships, but they are made of iron. There is no water here to sail them though. Humanoids, gaunt and skeletal looking move about loading crates and cages containing animals of Zeif.

If they have played the Special Mission for ZEF6-o8 *That Look* (Sorry to Barge in or The Escape) continue with the following:

You recognize the people as the Githyanki, a warrior race of the Astral Plane. You have run into them before and you barely escaped with your lives. You also recognize that the ships you see are the ones they use to travel the Astral Plane. The githyanki see you, and you can see the recognition in their eyes as well!

At this point ask the PCs what they want to do. If they attack, follow the tactics below, but there are no prisoners to worry about. The bad part about this plan is that once they start a fight there is no going back for the sage and the prisoners. You may want to remind them of the fact they see no prisoners in any of the cages in the area.

If they have arrived with the prisoners read the following:

You enter an enormous cavern. You see ships, but they are made of iron. There is no water here to sail them though. Humanoids, gaunt and skeletal looking move about loading crates and cages containing animals of Zeif. Many of them turn towards you, obviously hearing your approach. Although they briefly look surprised and confused, that soon changes. One of them shouts towards your group, alerting the others in the area that have until now not noticed you. There is 100' between you and the ship. It's gong to be a long run with all of these people in tow!

Continue with the following:

Behind them on a gangplank to another slave ship stands a creature that looks like a wolf spider with a long flexible neck that extends upwards and backwards, then towards the front in a large S-Curve. Atop that sleek neck sits a small, narrow head, like that of an eel. Its small black eyes that sit far forward on its head glares in your direction. It speaks a phrase and points in your direction. With those words the githyanki turn to you and prepare to attack! (The

creature speaks in Undercommon and has told the githyanki to try to spare those with the cargo, but the intruders can be killed) *With the githyanki preparing to attack, the gangplank of the other vessel closes and the ship lifts off, heading for large opening in the cavern's roof.*

If the PCs wish to teleport to the ship they face the APL 12 githyanki twice over as this ship is heavily guarded to protect the slaver (no matter the APL the players are facing). As well, Aldair will try to quickly implore the PCs that they must protect the innocent slaves and dashing off would not serve that purpose. Basically, the head slaver must escape for a return in the conclusion of the story arc.

A DC 20 Knowledge (dungeoneering) tells the PC that the creature is a Neogi, Slavers of the Underdark and the Astral Plane.

Please note: This area is also under a *dimensional lock* making teleportation, dimension door and summoning impossible. The slavers are not stupid and have taken precautions for unwanted visitors.

APL 6 (EL 10)

Shock Trooper: male githyanki fighter 4; hp 40; Appendix 1.

Megaraptor: advanced raptor; hp 98; Appendix 1.

Slave controller: male githyanki wizard 4; hp 34; Appendix 1.

Advanced Umber Hulk: aberration; hp 96; Appendix 1.

Slave Driver: male githyanki rogue 3/ duskblade 1; hp 28; Appendix 1.

APL 8 (EL 12)

Shock Trooper: male githyanki fighter 6; hp 58; Appendix 1.

Megaraptor: advanced half-dragon raptor; hp 118; Appendix 1.

Slave controller: male githyanki wizard 6; hp 48; Appendix 1.

Advanced Umber Hulk: aberration; hp 240; Appendix 1.

Slave Driver: male githyanki rogue 5/ duskblade 1; hp 40; Appendix 1.

APL 10 (EL 14)

Shock Trooper: male githyanki fighter 7 / blackguard 2; hp 85; Appendix 1.

Megaraptor: advanced half-dragon raptor; hp 219; Appendix 1.

Slave controller: male githyanki wizard 6; hp 62; Appendix 1.

Advanced Umber Hulk: aberration; hp 290; Appendix 1.

Slave Driver: male githyanki rogue 5/ duskblade 1 assassin 3; hp 58; Appendix 1.

APL 12 (EL 16)

Shock Trooper: male githyanki fighter 7 / blackguard 3; hp 100; Appendix 1.

Megaraptor: advanced half-dragon raptor; hp 344; Appendix 1.

Slave controller: male githyanki wizard 10; hp 76; Appendix 1.

Advanced Umber Hulk: fiendish aberration; hp 290; Appendix 1.

Slave Driver: male githyanki rogue 5/ duskblade 1 assassin 5; hp 70; Appendix 1.

Tactics: If any PC has the “Notice of the Githyanki” AR designation from ZEFSM6-01 Sorry to Barge in, they are targeted first. Githyanki are smart and do not take AoOs just to reach that PC, but if they have a choice in targets, they are the one!

The Umber Hulk breaks through the wall marked on the map on its initiative and attempts to “confuse” as many as possible with his gaze.

The mounted fighter will charge and use the Megaraptor’s pounce ability along with his Spirited Charge and Ride by Attack (at higher levels the raptor can fly).

The wizard opens up with a non-lethal spell, or *glitterdust* in an attempt to blind or knock out as many people as possible.

The rogue begins disarming as soon as he can. If he can get into a flank all the better.

Treasure: See treasure appendix.

Development: Conclusion

CONCLUSION PART 1

The race to the astral skiff is harrowing. Once inside Aldair takes to the controls, lifting the skiff into the air. The force holds you in your seat, or plants you on your posterior. Once out of that hell hole the sage puts the vehicle into motion with a lurch forward. Obviously he understands how to fly this ship, but not the subtle nuances to make it a smooth ride.

When you are several miles away from the horrors of the slave chamber Aldair puts the craft back down. Although a rough landing, no one is worse the wear.

He moves to the rear compartment to look over the freed slaves. He turns to your group. “I cannot thank you enough. Here is where we must part company. I will be taking these people to a laboratory to separate these beings. You see, they have been given a creature. But this creature has been distorted and corrupted with their evil rituals and alchemical treatments. Thus, the body treats it as an infection and corrupts the being even more. I have the tools and assistants waiting to help these people, but this journey cannot be taken by those without this affliction. So I will drop those of you who cannot take this journey in Dhaybia. I am sorry, but time is of the essence and I cannot go gallivanting around Zeif.”

The flight back to Dhaybia is swift taking mere minutes to accomplish, a trip that by foot would have taken you nearly three days.

During this flight the PCs may ask a few questions but Aldair does ask that he concentrate on operating the vessel as it takes much effort. (Each time they ask him a question have the ship lurch in a random direction and explain that Aldair’s momentary distraction seems to have cause it)

What he will tell the PCs:

- The ritual will either remove or blend the symbiote and the slave.
- It requires a lot of rituals preformed by clerics of Istus
- It can kill the person

As you land in Dhaybia it is soon to be night. Many of you will recall how dangerous the streets can be at night. You do know that there are many ships that leave before sundown to avoid spending another evening in the city. It’s best that you find yourself on one leaving for any direction other than here.

At this point you may hand out AR 1 to all players. Those not continuing on should be asked to leave the table. If the players that remain wish to explain what happened to them that is for them to decide.

OPTIONAL ENCOUNTER

In this optional encounter, the PCs with the affliction known warmly as “junior” get a chance to remove it, or actually blend with it. Once the other players have left the table, continue with the below box text:

Once you wave goodbye to your companions, Aldair wastes no time in lifting the craft from Oerth and

heading into the sky. "Sit down or hold on" comes a shout from Aldair. The ship lurches violently side to side and up and down. Those of you who were not seated before find yourself in a sitting position with a soar tailbone!

"We have entered the Astral Plane. The next stop is the lab. It will only take a minute or two" Aldair shouts from the front of the ship. True to his word, the ship slows down. Out of the windows you see nothing but a simmering gray glow, as if the entire plane was covered in fog. To the port side you see a small island, or what passes for an island on this plane. There is a structure on it. A tower constructed of granite. Blue arcs of electricity crackle into the fog from its rooftop lighting the area around it with blue-white flashes.

"We must hurry. The events in the Sultanate have accelerated your condition. You do not have much time." As Aldair opens the door and extends the gangplank to the solid rock surface, many other Baklunish people are there to greet him. There are many carts waiting to transport those that cannot move on their own accord. "Do not be afraid, people. These are acolytes of Istus and they will help you to the tower. Please move as quickly as possible. This ship will draw unwanted attention, so best not to toddle.

As the acolytes help those that cannot move themselves, Aldair ushers you into the tower. The tower's interior is spartan to say the least. Only benches and straw mats litter the area creating a triage centre or sorts. There are no items of extravagance. Only a few ever-burning torches provide light in this area. "The upper floors are where we perform the ceremony to end the affliction. Down here is where the former slaves will be tended too before they can be prepared. This will be a long night, then again, time moves differently here in the Astral realm, Please, follow me and I will explain in detail what is going on."

Aldair leads you to the second level. Here the bedding is a bit softer, but you do notice that the beds also have restraints for the head, wrists and feet. Aldair notices where your eyes are looking and begins to explain "the ritual is volatile and subjects need to be restrained, for their safety and the safety of the clerics." He leads you to a room to the north of the tower. This room looks like a library has exploded! Papers lie everywhere in massive piles. Tomes line the shelves that stretch to the ceiling, some 15 feet above your heads. "Please find a place to sit, he says absently, and you are not sure if he even realizes that

any furniture in this room is buried under scrolls and parchments. Something in the corner stirs and a cat, silver in color stretches lazily from under a heap of papers.

Aldair takes his seat in the only chair to be vacant of papers and looks to you. "Many years ago we noticed that many people were being taken by slavers in Dhaybia. While a slave trade is normal in the city, the fact that these slaves were never seen again was not. Most slaves end up working for the old families you see. Some sent north to the isles and some even ferried off to the far corners of Oerth, but that is rare. When Shyanne began to delve into the mystery she was horrified to learn that the slaves were being sold to the githyanki. And then we found out that the githyanki are again just another step. The Neogi, foul creatures of the Underdark and Astral plane, are the true overlords. They have been experimenting on these slaves. Twisting them and trying to interbreed them with all manner of foul creatures from the outer planes to the bowels of Oerth. To what end we still do not know. What we do know is that they are now using something that we never expected. Celestials.

Yes, the creatures growing in you are creatures of the higher planes. Their essences captured by foul rituals and then transplanted within you. Alchemical cocktails and more dark sorcery twisted the once goodly creature into the ones you may have faced before. They erupt from their hosts in a frenzy. Their minds dark and twisted by insanity. But there is hope. If we can transform the creature back to its original essence, there is a chance that it can be removed from you, killing it or blended with you completely saving it as well as yourself. Be warned. Both processes have consequences, not the least being death to you and it. The process is very volatile as I stated before. Many have not survived. But some have."

As Aldair states this you see a golden glint in his eye that you did not notice before.

At this point the PC(s) will have several questions:

What kind of celestial?— The essences were drawn from all manner of celestial. You may have the soul of a Solar in your body for all we can tell. But alas, we cannot determine exactly which essence you have.

What is involved in removing it? - We will attempt to connect with the living essence and twist it back to its good nature. If this is successful, the entity will sacrifice itself to save you. But this may have lasting effects to you that we cannot determine. Some have found themselves

to have less physical strength after, or even lose part of their intellect.

What happens if I let it “blend” with me? – The entity and yourself will merge, becoming one. At first it will be a weaker part to your psyche, but in time you will take on more of its celestial traits. This is of course if your body can withstand the sudden shock of two minds co-habiting.

What would you suggest? – Well, I have always been one for taking chances, but no matter what you decide, it can mean death for you. The question you need to ask yourself is do you want to rid yourself of an entity, thus destroying a good creature, or let it merge with you and become a force of good in these trying times (yes, Aldair is biased and will work the guilt trip if he can. But under no circumstance will he sway the PCs choice one way or another. The player must make the choice on its own. Under no circumstances are you, the DM, to persuade the player either. You cannot give out any of the AR information to them. This has to be a role-playing choice, not a power gaming choice.)

After the PC has asked any questions they may have that you want to or can answer they need to make their decision. All players must make their decisions before going onto the rituals. Once they make their minds they cannot change them. Only hand out ARs once all the rituals are complete.

THE RITUALS: REMOVAL

Aldair sighs heavily and shakes his head slowly. He looks at you disappointedly, but shrugs his shoulders. So be it. I will not persuade you to take up the mantle of good. Heroes come in all sorts. I hope your path leads you towards the righteous. He rings a small bell that is on his desk. A moment later the door to this library opens and an acolyte enters. “Please take <PC names here> to the removal chamber and prepare <him, her, them>.” The acolyte bows slightly and motions you to follow him.

The acolyte takes you to a dimly lit room. The smell of old blood and other bodily fluids assails you as you enter. The light in this room is produced only by a single ever burning torch, bathing the room in shadows. A cold stone slab sits in the centre of the room. It is stained with blood and the trails lead off the side and into a drain below. Thick leather straps are positioned to restrain the head, wrists and ankles of the person on the slab. The acolyte motions you to remove all of your clothing, gear and any magical

items. “it is necessary and the items will be safe, of that I promise you.”

The stone is ice cold on your flesh. The acolyte drapes a cloth over you. The wool itches and scratches your skin. The acolyte begins to restrain you. First your ankles are immobilized, pressing your calves to the cold stone causing them to cramp. He then moves to your wrists and tightens the restraints, causing the blood to stop flowing to your hands giving you the sensation of a thousand pins and needles attacking your fingers and palms. Lastly he moves you your head and straps the leather to your forehead. You try to shut your eyes, but the force of the straps pulls your skin so tightly that you cannot close them. Your senses begin to pick up the sounds of the wails below you, the smell of burning incense and the taste of garlic fills your mouth.

You begin to hear chanting. Softly at first, but it grows in your ears as if all the voices in Zeif were chanting in your ears. You feel the sensation of your blood slowly dripping from your ears. Then you feel the hot sensation of a knife to your belly. It cuts and slices for what seems to be an eternity. The chanting picks up in pace and rhythm, the pounding in your chest makes your heart skip several beats. You hear the screams and wails from those below, but you realize that it's not coming from below, but from you! And then it is over. The chanting fades from your ears and the light in the room grows dim. The world around you stops. As does your heartbeat.....

Continue with the Blending Ritual if any have chosen that option. Yes, leave the player hanging at this point. Once all PCs have made their choice you may then move to the ending.

THE RITUALS: BLENDING

Aldair turns to you, obviously pleased with your decision to accept the celestial into your being. “Fabulous!” he beams. “I assure you, should you survive, you will be pleased with the blending. Please follow me.” With that he stands and ushers you into another room. This room is brightly lit with golden candles. The walls are made of the purest granite, even more luxurious than the palace of the Sultan! The bed you will rest upon is also lavish stuffed with soft down and draped in silk. The restraints that you seen on the beds outside are replaced with silk ropes and padded with cloth. The room is warm and humid and you begin to sweat immediately. “You will need to remove all clothing, gear and magic items as they can interfere with the process. Please be assured that they will be taken care of and nothing will go

missing". Doing as your told you lie on the bed and are covered by a satin sheet of the purest white.

The acolytes begin to chant a rhythmic melody. They sound as though the gates of the heavens opened up and you can hear all of the celestials sing! The song calms you. You begin to fall asleep. As you drift into slumber you can hear a voice. It's not coming from anyone you know. You realize it's the voice of the celestial. At first it seems angry, enraged and hurt. It tells you of your impending death and that you should just give up and die. Then the words become softer, gentler. You can feel the emotions of the entity within you, merging with you. You begin to convulse. "Your body was not ready" the entity screams! "You have doomed us both!" Then you hear nothing.....

CONCLUSION 2: THE AFTERMATH

Once all PCs have undergone the ritual the aftermath happens. All PCs should be left wondering if they are dead or alive.

At this juncture you need to roll d% for each PC. On a roll of 01 the PC did die. The entity is dead as well if this happens. A normal *raise dead* is available free of charge if this happens.

Ritual: Removal – If the PC chose this option and does not die, they are still in a state of shock. Their Strength and Wisdom is reduced by 6. For each adventure played they gain 1 point back. There is no way other than a *wish* or *miracle* to remove this affliction. As well, their alignment shifts to Neutral (CN, N or LN) for their selfishness at allowing a good creature to sacrifice itself for them. This can be atoned as per the spell.

Ritual: Blending – If the PC chose this option and survived they are now a half-celestial – sort of. Over the final year of the campaign they will evolve into the half-celestial template as outlined on the AR. There is a burden to this as well. At 2, 4 and 6 months after the PC must be given a level adjustment when determining APL at a table. So a 6th level character in 6 months will be considered a 10th level character for APL, but will only receive GP and XP for the level they actually are (which may put them at a penalty for playing out of tier)

PCs will then find themselves transported back to Zeif. They will be set down near Zeir-i-Zeif and the adventure is over.

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.

1: Shell Game

Get past the elementals

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

2: Bounce

Defeat the maze stalkers

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: And We're Outta Here!

Defeat the slavers

APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Story Award

Objective(s) met:

APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

Discretionary role-playing award

APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	157 XP

Total Possible Experience

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

Optional Encounter

APL 6	450 XP
APL 8	563 XP
APL 10	675 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.

2: Bounce

APL 4: Loot 75 gp; Total 75 gp.

APL 6: Loot 150 gp; Total 150 gp.

APL 8: Loot 150 gp; Total 150 gp.

APL 10: Loot 225 gp; Total 225 gp.

APL 12: Loot 225 gp; Total 225 gp.

5: and we're outta here!

APL 6: Loot 125 gp; Magic 2395 gp; *+1 silver greatsword* (195 gp), *+1 lance* (190 gp), *+1 merciful whip* (692 gp), *armband of elusive action* (67 gp), *+1 ring of protection* (166 gp), *wand of magic missile* (3rd level caster 22 charges) (75 gp), *bracers of arcane freedom* (191 gp), *belt of one mighty blow* (125 gp), *+1 merciful spiked chain* (694 gp); Total 2520 gp.

APL 8: Loot 125 gp; Magic 2712 gp; *+1 full plate* (208 gp), *+1 silver greatsword* (195 gp), *+1 lance* (190 gp), *+1 merciful whip* (692 gp), *armband of elusive action* (67 gp), *wand of magic missile* (5th level caster 22 charges) (125 gp), *meta-magic rod of substitution* (lesser) (225 gp), *bracers of arcane freedom* (191 gp), *belt of one mighty blow* (125 gp), *+1 merciful spiked chain* (694 gp); Total 2837 gp.

APL 10: Loot 125 gp; Magic 3769 gp; *+1 full plate* (208 gp), *+2 silver greatsword* (695 gp), *+1 lance* (190 gp), *ring of protection +2* (333 gp), *amulet of natural armor +1* (166 gp), *armband of elusive action* (67 gp), *Meta-magic rod of substitution* (875 gp), *wand of magic missile* (7th level caster 22 charges) (225 gp), *bracers of arcane freedom* (191 gp), *belt of one mighty blow* (125 gp), *+1 merciful spiked chain* (694 gp); Total 3894 gp.

APL 12: Loot 125 gp; Magic 6629 gp; *+1 full plate* (208 gp), *+2 silver greatsword* (695 gp), *+1 unholy lance* (1525 gp), *+1 merciful whip* (692 gp), *ring of protection +2* (333 gp), *amulet of natural armor +1* (166 gp), *armband of elusive action* (67 gp), *wand of magic missile* (9th level caster 22 charges) (225 gp), *meta-magic rod of substitution* (875 gp), *bracers of arcane freedom* (191 gp), *belt of one mighty blow* (125 gp), *+2 merciful spiked chain* (1527 gp); Total 6754 gp.

Treasure Cap

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Optional Encounter Cap

APL 6: 450 gp

APL 8: 650 gp

APL 10: 1150 gp

APL 12: 1650 gp

Total Possible Treasure

APL 6: 2595 gp

APL 8: 2987 gp

APL 10: 4119 gp

APL 12: 6979 gp

ADVENTURE RECORD ITEMS

Favor of Shyanne: The service you have performed will cripple the slavers. Shyanne is extremely pleased and offers to get you one of the following items at 25% off: *earthplate armor* (MIC), *tigerskin armor* (MIC), *blazing skylance* (MIC), *crystal echoblade* (MIC), *the fist* (MIC), *swordbow* (MIC),

Major Enmity with the Slavers: You have proven to be a major threat to the slavers. Therefore in any further encounter with them, they no longer deal non-lethal damage to you or any of your companions. Furthermore, their hate for you confers to them a +2 attack and damage bonus versus you (not your companions). They attempt to kill you first targeting all spells and attacks that they can at you.

Favor of Aldair: In helping to free the slaves and taking them to safety. Aldair is extremely pleased and offers you access to one of the following items (You must pay the cost): *amulet of emergency healing* (MIC), *angelhelm* (MIC), *ring of arcane supremacy* (CM), *rod of arcane precision* (CM)

The Lady of Fate is pleased: By rescuing the slaves from a fate worse than death the Lady of Fate (Istus) will repay you in kind. Once in your life if you are dealt enough damage to kill you (-10 hp) the lady will use her power to keep you at -9 and stable. If the effect is from a spell where you must save or die (example, *finger of death*) you instead are brought to -9 and stable. If the cause of death is a poison or disease your ability score (Con and/or CHA) will be kept at 1 and the poison or disease will be removed. The lady is fickle though and you may need to repay her in some other way later.

ITEM ACCESS

APL 6:

Armband of elusive action (Adventure, MIC)

+1 *Merciful whip* (Adventure, 8301gp)

Wand magic missiles (3rd) -20 charges (Adventure, 900gp)

Meta-magic rod non-lethal substitution, lesser (Adventure, 2700gp)

+1 *Merciful spiked chain* (Adventure, 8325gp)

Acid Bullet (Adventure, *Arms and Equipment Guide*)

APL 8 (all of APL 6 plus the following):

Bracers of arcane freedom (Adventure, MIC)

Belt of one mighty blow (Adventure, MIC)

Wand magic missiles (5th) -20 charges (Adventure, 1500gp)

APL 10 (all of APLs 6-8 plus the following):

Wand magic missiles (7th) -20 charges (Adventure, 2700gp)

+2 *Silvered greatsword* (Adventure 8430gp)

Meta-magic rod non-lethal substitution (Adventure, 10,500gp)

APL 12 (all of APLs 6-10 plus the following):

Wand of magic missiles (9th) -20 charges (Adventure, 2,700gp)

+2 *Unholy lance* (Adventure 18310gp)

ADVENTURE RECORD ITEMS: OPTIONAL ENCOUNTER

Ritual of Blending: You have decided to blend with the creature in your belly and survived. For that you gain the following:

Immediately:

- Ability to use Daylight 1/day
- Natural Armor bonus +1
- Smite Evil 1/day
- Spell Like abilities Up to 4HD (refer to chart in MM page 145)
- Darkvision 60'
- Int increase +2

2 months from date of AR:

- Spell Like abilities Up to 6HD (refer to chart in MM page 145)
- Immunity to disease
- Wis +4
- Considered Level +1 for APL determination. Still receives XP & GP for actual character level

3 months from date of AR:

- Spell Like abilities Up to 8HD (refer to chart in MM page 145)
- Damage reduction 5/magic (under 11HD) or 10/magic (12HD and over)
- +4 racial bonus to saves vs. poison
- Cha +4
- Considered Level +2 for APL determination. Still receives XP & GP for actual character level

4 months from date of AR:

- Spell Like abilities Up to 10HD (refer to chart in MM page 145)
- Smite Evil 2/day
- Resistance to acid 10
- Dex +2

- Considered Level +3 for APL determination.
Still receives XP & GP for actual character level

5 months from date of AR:

- Spell Like abilities Up to 14HD (refer to chart in MM page 145)
- Resistance to cold 10
- Con +4
- Considered Level +4 for APL determination.
Still receives XP & GP for actual character level

6 months from date of AR:

- Spell Like abilities Up to 16HD (refer to chart in MM page 145)
- Resistance to electricity 10
- Spell Resistance HD+10
- Str increase +4

Ritual: Removal – You chose this option and you did not die, but you are still in a state of shock. Your Strength and Wisdom is reduced by 6. For each adventure played you gain 1 point back. There is no way other than a *wish* or *miracle* to remove this affliction. As well, your alignment shifts to Neutral (CN, N or LN) for their selfishness at allowing a good creature to sacrifice itself for you. This can be atoned as per the spell.

APPENDIX 1: APL 6

1: SHELL GAME

Grinder LARGE EARTH ELEMENTAL CR 6

N Large elemental (earth, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Listen +6, Spot +12

Languages terran

AC 18, touch 8, flat-footed 18
(-1 size, -1 Dex, +10 natural)

hp 127 (15 HD); **DR** 5/-

Fort +13, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares)

Melee 2 slams +18 (2d8+8)

Space 10 ft; **Reach** 10 ft.

Base Atk +11; **Grp** +23

Atk Options Cleave, Great Cleave, Power Attack

Special Actions Earth mastery, push

Abilities Str 26, Dex 8, Con 19, Int 6, Wis 11, Cha 11

SQ earth glide, elemental traits

Feats Cleave, Great Cleave, Power Attack

Skills Listen +6, Spot +12

Advancement 9-15 HD (Large)

2: BOUNCE

KEZHGORAD, THE MAZE STALKER CR 5

Male githyanki rogue 3 / duskblade 1

LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +2; Darkvision 60 feet

Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 14

(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs. Dodge opponent

hp 28 (4 HD)

Resist evasion; **SR** 9

Fort +5, **Ref** +7 (+8 vs. traps), **Will** +1;

Speed 30 ft. in masterwork studded leather (6 squares);

Ranged Touch acid bullet +7 (1 acid) or

Melee masterwork dagger +5 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, sneak attack +2d6

Special Actions psionics

Combat Gear antitoxin (3 vials)

Duskblade Spells Known (CL 1st):

1st (3/day)—*ray of enfeeblement*, *true strike*

0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 4th):

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):

0—*dancing lights*, *detect magic*, *flare* (DC 10),
ghost sound (DC 10), *read magic*; (combined
total 5/day)

Abilities Str 13, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light)

Feats Dodge, Point Blank Shot

Skills Balance +12, Bluff +6, Disguise +4, Escape Artist +10, Hide +11, Jump +9, Knowledge (architecture & engineering) +9, Move Silently +11, Spot +2, Tumble +13

Possessions combat gear plus 20 corrosive acid bullets*, masterwork dagger, masterwork studded leather, masterwork buckler

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields.

* see Appendix 2: New Rules Items

5: AND WE'RE OUTTA HERE!

SHOCK TROOPER

CR 5

Male Githyanki Ftr4

CE Medium Humanoid (Extraplanar)

Init +0; **Senses** Darkvision 60ft, Listen -1, Spot -1

Aura Faint Evil

Languages Common, Githyanki, Undercommon

AC 15 (+5 armor), touch 10, flat-footed 15;

hp 40 (4 HD);

Resist; **SR** 9

Fort +7 **Ref** +1, **Will** +0 **Speed** 20 ft. in Chainmail (4 squares), base movement 30 ft.;

Melee +1 *Silver Greatsword* +8 (2d6+4; 19-20/x2), or +8 lance (1d8+3 x3) or +1 *Merciful Whip* +8 (1d3+1d6+1; 20/x2; non-lethal) or +7 spiked gauntlets (1d6+3 20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +7

Atk Options Power Attack, Cleave, Improved Sunder

Special Actions Ride-by attack

Spell-Like Abilities (CL 4th DC=12 + Spell Level):

2nd—*blur* 3/day

1st—*daze* 3/day, *mage hand* 3/day

† Already cast

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 9, Cha 14;

SQ Darkvision, Psionics,

Feats Mounted Combat, Ride-by attack, Power Attack, Cleave, Improved Sunder.

Skills Hide -1, Knowledge (religion) +1, Ride +4.

Possessions Masterwork Chainmail, +1 *silver greatsword*, +1 *lance*, +1 *merciful whip*, *armband of elusive action**

* See Appendix 2: New Rules Items

MEGARAPTOR CR 6

Always N Large animal

Init +2; **Senses** low-light vision, scent; Listen +12, Spot +12**Languages** see text**AC** 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

hp 98 (10 HD)**Fort** +12, **Ref** +9, **Will** +5**Speed** 60 ft. (12 squares); Run**Melee** talons +12 (2d6+5) and
2 foreclaws +6 (1d4+2) and
bite +6 (1d8+2)**Space** 10 ft; **Reach** 5 ft.**Base Atk** +7; **Grp** +16**Special Actions** Pounce**Abilities** Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10**Feats** Improved Natural Attack (talons), Run, Toughness, Track**Skills** Hide +9, Jump +29, Listen +12, Spot +12, Survival +12**SLAVE CONTROLLER****CR 5****GITHYANKI WIZARD**

Male Githyanki Wizard 4

NE Medium Humanoid (Extraplanar)

Init +2; **Senses** Listen +2, Spot +2, Darkvision 60'**Aura** Faint Evil**Languages** Common, Githyanki, Undercommon**AC** 21, touch 13, flat-footed 19

(+2 Dex, +4 armor, +4 shield, +1 deflection)

Miss Chance 20% (If Blur is active)**hp** 34 (4 HD); *False life* (9 temp already included)**SR** 9**Fort** +4, **Ref** +5, **Will** +4**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d4/19-20) or +2 touch spell (per spell)**Ranged** ray attack +4 (per spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Special Actions** Psionics**Combat Gear** *wand of magic missile* (3rd level caster 22 charges)**Wizard Spells Prepared** (CL 4th):2nd—~~false life~~, see *invisibility*, *web* (DC16)1st—*chill touch*, ~~mage armor~~, *ray of enfeeblement*, *shield*0—*detect magic*, *disrupt undead*, *flare*, *touch of fatigue* (2)**Spell-Like Abilities** (CL 4th DC=12 + Spell Level):2nd—*blur* 3/day1st—*daze* 3/day, *mage hand* 3/day

† Already cast

Abilities Str 10, Dex 15, Con 16, Int 16, Wis 10, Cha 8**Feats** Combat Casting, Extended Spell, Scribe Scroll**Skills** Concentration +10 (+14), Knowledge (arcana) +8, Knowledge (the planes) +7, Spellcraft +12, Spot +3**Possessions** combat gear, weasel familiar, +1 *ring of protection*, *masterwork dagger*, *bracers of arcane freedom****Spellbook** spells prepared plus 0—*acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1—*magic missile*, *obscuring mist*, *shocking grasp*; 2—*gust of wind*, *Melf's acid arrow*, *protection from arrows*, *resist energy*;

* See Appendix 2: New Rules Items

Advanced UMBER HULK CR 7

Usually CE Large aberration

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +11, Spot +0**Languages** Undercommon**AC** 19, touch 10, flat-footed 18

(-1 size, +1 Dex, +9 natural)

hp 96 (11 HD)**Fort** +9, **Ref** +4, **Will** +7**Speed** 20 ft. (4 squares), burrow 20 ft.**Melee** 2 claws +13 (2d4+6) and
bite +11 (2d8+3)**Space** 10 ft; **Reach** 10 ft.**Base Atk** +8; **Grp** +18**Special Actions** Confusing gaze**Abilities** Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13**Feats** Great Fortitude, Improved Natural Armor, Multiattack, Toughness**Skills** Climb +15, Jump +8, Listen +11**SLAVE DRIVER****CR 5**

Male githyanki rogue 3 / duskblade 1

LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +2; Darkvision 60 feet**Languages** Common, Githyanki, Undercommon**AC** 16, touch 14, flat-footed 14

(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs. Dodge opponent

hp 28 (4 HD)**SR** 9**Fort** +5, **Ref** +7 (+8 vs. traps), **Will** +1;**Speed** 30 ft. in masterwork studded leather (6 squares);**Melee** +1 *merciful spiked chain* +5 (2d4+2 + 1d6 non-lethal)**Space** 5 ft.; **Reach** 10 ft.**Base Atk** +3; **Grp** +4**Atk Options** sneak attack +2d6**Special Actions** psionics**Duskblade Spells Known** (CL 1st):1st (3/day)—*ray of enfeeblement*, *true strike*

0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 4th):

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):

0—*dancing lights*, *detect magic*, *flare* (DC 10),
ghost sound (DC 10), *read magic*; (combined
total 5/day)

Abilities Str 13, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light), evasion

Feats Combat Expertise, Exotic Weapon Proficiency (Spiked Chain)

Skills Balance +12, Climb +7, Concentration +6, Disguise +6, Escape Artist¹ +10, Hide¹ +10, Intimidate¹ +6, Listen¹ +4, Move Silently¹ +10, Spot¹ +4, Tumble +10.

Possessions combat gear, masterwork dagger, masterwork studded leather, masterwork buckler, *belt of one mighty blow**, *+1 merciful spiked chain*

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields

* See Appendix 2: New Rules Items

1: SHELL GAME

Grinder HUGE EARTH ELEMENTAL CR 8

Usually N Huge elemental (earth, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Listen +10, Spot +9

Languages terran

AC 18, touch 7, flat-footed 18

(-2 size, -1 Dex, +11 natural)

hp 190 (20 HD); **DR** 5/-

Fort +17, **Ref** +5, **Will** +8

Speed 30 ft. (6 squares)

Melee 2 slams +23 (2d10+10)

Space 15 ft; **Reach** 15 ft.

Base Atk +15; **Grp** +33

Atk Options Cleave, Great Cleave, Improved Bull

Rush, Power Attack

Special Actions Earth mastery, push

Abilities Str 30, Dex 8, Con 21, Int 6, Wis 11, Cha 11

SQ earth glide, elemental traits

Feats Awesome Blow, Cleave, Great Cleave, Improved

Bull Rush, Iron Will, Power Attack

Skills Listen +10, Spot +9

2: BOUNCE

KEZHGORAD AND MAHABOETH, THE MAZE STALKERS CR 7

Male githyanki rogue 5 / duskblade 1

LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +3; Darkvision 60 feet

Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 18

(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs.

Dodge opponent; +4 Mobility

hp 40 (6 HD)

Resist evasion; **SR** 11

Fort +5, **Ref** +8 (+9 vs. traps), **Will** +1;

Speed 30 ft. in masterwork studded leather (6 squares;

Ranged Touch acid bullet +8 (1 acid) or

Melee masterwork dagger +6 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot, sneak attack +3d6

Special Actions psionics

Combat Gear antitoxin (3 vials)

Duskblade Spells Known (CL 1st):

1st (3/day)—*ray of enfeeblement*, *true strike*

0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 6th):

4th—*dimension door* (3/day)

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):

0—*dancing lights*, *detect magic*, *flare* (DC 10), *ghost sound* (DC 10), *read magic*; (combined total 5/day)

Abilities Str 13, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light), uncanny dodge

Feats Dodge, Mobility, Point Blank Shot

Skills Balance +15, Bluff +9, Disguise +4, Escape Artist +13, Hide +13, Jump +9, Knowledge (architecture & engineering) +11, Move Silently +13, Spot +3, Tumble +15

Possessions combat gear plus 20 acid bullets* (in stone holster), masterwork dagger, masterwork studded leather, masterwork buckler,

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields.

* see Appendix 2: New Rules Items

5: AND WE'RE OUTTA HERE!

SLAVE SHIP GUARDS CR 7

Male Githyanki Ftr6

CE Medium Humanoid (Extraplanar)

Init +0; **Senses** Darkvision 60ft, Listen -1, Spot -1

Aura Faint Evil

Languages Common, Githyanki, Undercommon

AC 20 (+9 armor, +1 Deflection), touch 11, flat-footed 20;

hp 58 (6 HD);

SR 11

Fort +8 **Ref** +2, **Will** +1 **Speed** 20 ft. in Full Plate (4 squares), base movement 30 ft.;

Melee +1 *silver greatsword* +11/+6 (2d6+6; 19-20/x2) or +1 lance +9 (1d8+3 x3) +1 *merciful whip* +9/+4 (1d3+1d6+1; 20/x2; subdual) or +9 Spiked Gauntlets (1d6+3 20/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Power Attack, Cleave, Improved Sunder

Special Actions Ride by Attack

Spell-Like Abilities (CL 6th DC=12 + Spell Level):

3rd— *Dimension Door* 3/day

2nd— *Blur* 3/day

1st— *Daze* 3/day, *Mage Hand* 3/day

‡ Already cast

Abilities Str 16(+3), Dex 10(+0), Con 16(+3), Int 10(+0), Wis 9(-1), Cha 14(+2);

SQ Darkvision, Psionics,

Feats Mounted Combat, Ride-by Attack, Power Attack, Cleave, Improved Sunder, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Skills Hide -1, Knowledge (religion) +6, Ride +6.

Possessions +1 full plate, +1 silver greatsword, +1 merciful whip, +1 lance, armband of elusive action*

* See Appendix 2: New Rules Items

HALF-DRAGON MEGARAPTOR CR 8

Red Large dragon (augmented animal)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +18, Spot +18

Languages see text

AC 21, touch 11, flat-footed 19
(-1 size, +2 Dex, +10 natural)

hp 118 (10 HD)

Immune paralysis, sleep; fire

Fort +13, **Ref** +9, **Will** +5

Speed 60 ft. (12 squares), fly 120 ft. (average); Run

Melee talons +15 (2d6+9) and
2 foreclaws +10 (1d4+4) and
bite +10 (1d8+4)

Melee 2 claws +15 (1d6+9) and
bite +10 (1d8+4)

Space 10 ft; **Reach** 5 ft.

Base Atk +7; **Grp** +20

Special Actions Pounce, breath weapon (6d8 cone
3'-long REF 21) 1/day

Abilities Str 29, Dex 15, Con 23, Int 4, Wis 15, Cha 12

Feats Improved Natural Attack (talons), Run,
Toughness, Track

Skills Balance +6, Hide +9, Jump +57, Listen +18,
Spot +18, Survival +14

SLAVE CONTROLLER CR 7

GITHYANKI WIZARD

Male Githyanki Wizard 6

NE Medium Humanoid (Extraplanar)

Init +2; **Senses** Listen +2, Spot +3, Darkvision 60'

Aura Faint Evil

Languages Common, Githyanki, Undercommon

AC 21, touch 13, flat-footed 19

(+2 Dex, +4 armor, +4 shield, +1 deflection)

Miss Chance 20% (If *blur* is active)

hp 48 (6 HD); *false life* (11 temp already included)

SR 11

Fort +5, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4/19-20) or +3 touch spell

Ranged ray attack +5 (per spell)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options None

Special Actions Psionics

Combat Gear wand of magic missile (5th level caster
22 charges),

Wizard Spells Prepared (CL 6th):

3rd — *fireball* (DC17), *fly*, *haste*

2nd — ~~*false life*~~, *scorching ray* (DC 15), *see invisibility*, ~~*extended shield*~~

1st — *chill touch*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*,

0 — *detect magic*, *disrupt undead*, *flare*, *touch of fatigue* (2)

Spell-Like Abilities (CL 6th DC=9 + Spell Level):

3rd — *dimension door* 3/day

2nd — *blur* 3/day

1st — *daze* 3/day, *mage hand* 3/day

† Already cast

Abilities Str 10, Dex 15, Con 16, Int 16, Wis 10, Cha 8

Feats Combat Casting, Extend Spell, Scribe Scroll

Skills Concentration +10 (+14), Knowledge (arcana) +8, Knowledge (the planes) +7, Spellcraft +12, Spot +3

Possessions combat gear, +1 ring of protection, masterwork dagger, meta-magic rod of substitution (lesser), bracers of arcane freedom*

Spellbook spells prepared plus 0 — *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1 — *magic missile*, *obscuring mist*, *shocking grasp*; 2 — *gust of wind*, *Melf's acid arrow*, *protection from arrows*, *resist energy*; 3 — *displacement*,

* See Appendix 2: New Rules Items

Advanced UMBER HULK CR 9

Usually CE Huge aberration

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Listen +22, Spot +0

Languages Undercommon

AC 20, touch 8, flat-footed 20

(-2 size, +12 natural)

hp 240 (19 HD)

Fort +15, **Ref** +8, **Will** +11

Speed 20 ft. (4 squares), burrow 20 ft.

Melee 2 claws +23 (2d6+11) and
bite +21 (3d8+5)

Space 15 ft; **Reach** 15 ft.

Base Atk +14; **Grp** +33

Atk Options Power Attack

Special Actions Confusing gaze

Abilities Str 32, Dex 11, Con 24, Int 11, Wis 11, Cha 13

Feats Great Fortitude, Improved Natural Armor,
Improved Toughness, Lightning Reflexes,
Multiattack, Power Attack, Toughness

Skills Climb +18, Jump +10, Listen +22

SLAVE DRIVER CR 7

Male githyanki rogue 5 / duskblade 1

LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +3; Darkvision 60 feet

Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 18

(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs.
Dodge opponent; +4 Mobility

hp 40 (6 HD)
Resist evasion; **SR** 11
Fort +5, **Ref** +8 (+9 vs. traps), **Will** +1;

Speed 30 ft. in masterwork studded leather (6 squares;
Melee +1 *merciful spiked chain* +6 (2d4+2 +1d6 non-lethal)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5
Atk Options sneak attack +3d6, Improved Disarm (+16)
Special Actions psionics
Duskblade Spells Known (CL 1st):
 1st (3/day)—*ray of enfeeblement*, *true strike*
 0 (3/day)—*acid splash*, *ray of frost*
Spell-Like Abilities (psionics) (CL 6th):
 4th—*dimension door* (3/day)
 2nd—*blur* (3/day)
 0—*daze* (3/day; DC 10), *mage hand* (3/day)
Spell-Like Abilities (CL 1st):
 0—*dancing lights*, *detect magic*, *flare* (DC 10),
 ghost sound (DC 10), *read magic*; (combined total 5/day)

Abilities Str 13, Dex 18, Con 14, Int 14, Wis 6, Cha 10
SQ trapfinding, armored mage (light), uncanny dodge
Feats Combat Expertise, Exotic Weapon Proficiency (Spiked Chain), Improved Disarm
Skills Balance +12, Climb +7, Concentration +6, Disguise +6, Escape Artist +12, Hide¹ +12, Intimidate¹ +8, Listen¹ +6, Move Silently¹ +12, Spot¹ +6, Tumble +12, Use Magic Device +6
Possessions combat gear. masterwork dagger, masterwork studded leather, masterwork buckler, *belt of one mighty blow**, +1 *merciful spiked chain*

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields.
 * See Appendix 2: New Rules Items

1: SHELL GAME

Grinder GREATER EARTH ELEMENTAL CR 9

Usually N Huge elemental (earth, extraplanar)
Init -1; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Languages terran

AC 20, touch 7, flat-footed 20
 (-2 size, -1 Dex, +13 natural)
hp 218 (23 HD); **DR** 10/-
Fort +18, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)
Melee 2 slams +25 (2d10+10)
Space 15 ft; **Reach** 15 ft.
Base Atk +17; **Grp** +35
Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack
Special Actions Earth mastery, push

Abilities Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11
SQ earth glide, elemental traits
Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Skills Listen +14, Spot +14

Smasher HUGE EARTH ELEMENTAL CR 7

Usually N Huge elemental (earth, extraplanar)
Init -1; **Senses** darkvision 60 ft.; Listen +10, Spot +9
Languages terran

AC 18, touch 7, flat-footed 18
 (-2 size, -1 Dex, +11 natural)
hp 180 (19 HD); **DR** 5/-
Fort +16, **Ref** +5, **Will** +8

Speed 30 ft. (6 squares)
Melee 2 slams +21 (2d10+9)
Space 15 ft; **Reach** 15 ft.
Base Atk +14; **Grp** +31
Atk Options Cleave, Great Cleave, Improved Bull Rush, Power Attack
Special Actions Earth mastery, push

Abilities Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11
SQ earth glide, elemental traits
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
Skills Listen +10, Spot +9

2: BOUNCE

KEZHGORAD, MAHABOETH, AND KELZIDIVEH THE MAZE STALKERS CR 8

Male githyanki rogue 5 / duskblade 1 / assassin 1
 LE Medium humanoid (extraplanar, psionic)
Init +4; **Senses** Listen -2, Spot +3; Darkvision 60 feet
Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 18
 (+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs. Dodge opponent; +4 Mobility

hp 47 (7 HD)
Resist evasion; **SR** 12
Fort +5, **Ref** +10 (+11 vs. traps), **Will** +1;

Speed 30 ft. in masterwork studded leather (6 squares);

Ranged Touch acid bullet +8 (1 acid) or
Melee masterwork dagger +6 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot, sneak attack +4d6, death attack

Special Actions psionics

Combat Gear antitoxin (3 vials)

Assassin Spells Known (CL 1st; spell failure 5%):
 1st (1/day)—*jump*, *obscuring mist*

Duskblade Spells Known (CL 1st):
 1st (3/day)—*ray of enfeeblement*, *true strike*
 0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 7th):
 4th—*dimension door* (3/day)
 2nd—*blur* (3/day)
 0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):
 0—*dancing lights*, *detect magic*, *flare* (DC 10),
ghost sound (DC 10), *read magic*; (combined total 5/day)

Abilities Str 13, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light), uncanny dodge, poison use

Feats Dodge, Mobility, Point Blank Shot

Skills Balance +15, Bluff +10, Disguise +4, Escape Artist +14, Hide +14, Jump +9, Knowledge (architecture & engineering) +12, Move Silently +13, Spot +3, Tumble +16

Possessions combat gear plus 20 acid bullets* (in stone holster), masterwork dagger, masterwork studded leather, masterwork buckler

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields. This ability does not apply to spells gained from levels of classes other than duskblade.

* see Appendix 2: New Rules Items

5: AND WE'RE OUTTA HERE!

SLAVE SHIP GUARDS CR 10

Male Githyanki Ftr7/Blackguard 2
 CE Medium Humanoid (Extraplanar)
Init +0; **Senses** Darkvision 60ft, Listen -1, Spot -1

Aura Strong Evil

Languages Common, Githyanki, Undercommon

AC 22 (+9 armor, +1 natural, +2 deflection), touch 12, flat-footed 22;

hp 85 (9 HD);

Resist; **SR** 16

Fort +13, **Ref** +5, **Will** +4

Speed 20 ft. in Full Plate (4 squares), base movement 30 ft.;

Melee +2 *silver greatsword* +15/+10 (2d6+7; 19-20/x2) or +1 *lance* +13/+8 (1d8+4 x3) or Spiked Gauntlet +13/+8 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Atk Options Power Attack, Cleave, Improved Sunder

Special Actions Ride-by Attack, Smite Good

Spell-Like Abilities (CL 10th DC=12 + Spell Level):

3rd— *dimension door* 3/day

2nd— *blur* 3/day

1st— *daze* 3/day, *mage hand* 3/day

† Already cast

Abilities Str 17, Dex 10, Con 16, Int 10, Wis 9, Cha 14;

SQ Darkvision, Psionics, Rebuke Undead (Su), Poison Use, Aura of Evil (Ex), Detect Good (Sp), Dark Blessing (Su), Smite Good (Su), Aura of Despair (Su);

Feats Power Attack, Cleave, Improved Sunder, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Ride-By Attack, Mounted Combat, Spirited Charge

Skills Hide +0, Knowledge (religion) +2, Ride +12

Possessions spiked gauntlet, +1 *full plate*, +2 *silver greatsword*, +1 *lance*, *ring of protection* +2, *amulet of natural armor* +1, *armband of elusive action**

Rebuke Undead (Su): Can rebuke undead 5 times per day. A rebuking check is made on 1d20+2; rebuking damage is equal to 2d6+3 on a successful check

Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.

Aura of Evil (Ex): You have a moderate aura of Evil.

Detect Good (Sp): At will, as the spell

Dark Blessing (Su): Add +2 to all saves.

Smite Good(Su): 1 time(s) per day, you can add +2 to your attack roll; if the creature you strike is good, you inflict an extra 3 points of damage

Aura of Despair (Su): All enemies within 10 feet of you suffer a –2 morale penalty on all saving throws

* See Appendix 2: New Rules Items

HALF-DRAGON MEGARAPTOR CR 10

Red Large dragon (augmented animal)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +18, Spot +22

AC 21, touch 11, flat-footed 19

(–1 size, +2 Dex, +10 natural)

hp 219 (16 HD)

Immune paralysis, sleep; fire

Fort +17, **Ref** +12, **Will** +7

Speed 60 ft. (12 squares), fly 120 ft. (average); Run

Melee talons +21 (2d6+10) and 2 foreclaws +16 (1d4+5) and bite +16 (1d8+5)

Melee 2 claws +21 (1d6+10) and bite +16 (1d8+5)

Space 10 ft; **Reach** 5 ft.

Base Atk +12; **Grp** +30

Special Actions Pounce, breath weapon (6d8 cone 30' REF 25) 1/day

Abilities Str 30, Dex 15, Con 24, Int 4, Wis 15, Cha 12

Feats Improved Grapple, Improved Natural Attack (talons), Improved Toughness, Run, Toughness, Track

Skills Balance +7, Hide +9, Jump +61, Listen +18, Spot +22, Survival +22

SLAVE CONTROLLER

CR 9

GITHYANKI WIZARD

Male Githyanki Wizard 8

NE Medium Humanoid (Extraplanar)

Init +3; **Senses** Listen +2, Spot +5, Darkvision 60'

Aura Faint Evil

Languages Common, Githyanki, Undercommon

AC 25, touch 15, flat-footed 22

(+3 Dex, +4 armor, +4 shield, +2 deflection, +2 Natural)

Miss Chance 20% (If *blur* is active)

hp 62 (8 HD); *false life* (13 temp already included)

SR 13

Fort +5, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4/19-20)

Ranged ray attack +7 (per spell)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Special Actions Psionics

Combat Gear *wand of magic missile* (7th level caster 22 charges)

Wizard Spells Prepared (CL 8th DC=14+ Spell Level):

4th— *confusion* (DC 18), *enlarge person* (mass), *Evard's black tentacles*,

3rd— *displacement*, *fireball* (DC 17), *fly*, *haste*

2nd— ~~*false life*~~, *scorching ray* (DC 15), *see invisibility*, ~~*Extended shield*~~

1st— *burning hands* (DC 14), *chill touch*, ~~*mage armor*~~, *ray of enfeeblement*, *magic missile*

0— *detect magic*, *disrupt undead*, *flare*, *touch of fatigue* (2)

Spell-Like Abilities (CL 9th DC=9 + Spell Level):

5th— *telekinesis* (3/day;)

4th— *dimension door* (3/day)

2nd— *blur* (3/day)

0— *daze*, *mage hand* (3/day)

‡ Already cast

Abilities Str 10, Dex 16, Con 16, Int 18, Wis 10, Cha 8

Feats Combat Casting, Extend Spell, Scribe Scroll

Skills Concentration +14 (+18), Decipher Script +9, Knowledge (arcana) +15, Knowledge (the planes) +15, Spellcraft +17, Spot +3

Possessions combat gear, +2 *ring of protection*, +2 *amulet of natural armor*, *headband of intellect* +2, *meta-magic rod of substitution*, masterwork dagger, *bracers of arcane freedom**

Spellbook spells prepared plus 0—*acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1—*magic missile*, *obscuring mist*, *shocking grasp*; 2—*gust of wind*, *Melf's acid arrow*, *protection from arrows*, *resist energy*; 3—*displacement*,

* See Appendix 2: New Rules Items

Advanced UMBER HULK CR 10

Usually CE Huge aberration

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +26, Spot +0

Languages Undercommon

AC 21, touch 9, flat-footed 20
(-2 size, +1 Dex, +12 natural)

hp 290 (23 HD)

Fort +16, **Ref** +10, **Will** +13

Speed 20 ft. (4 squares), burrow 20 ft.

Melee 2 claws +26 (2d6+11) and bite +24 (3d8+5)

Space 15 ft; **Reach** 15 ft.

Base Atk +17; **Grp** +36

Atk Options Cleave, Power Attack

Special Actions Confusing gaze

Abilities Str 32, Dex 12, Con 24, Int 11, Wis 11, Cha 13

Feats Cleave, Great Fortitude, Improved Natural Armor, Improved Toughness, Lightning Reflexes, Multiattack, Power Attack, Toughness

Skills Climb +20, Jump +12, Listen +26

SLAVE DRIVER CR 10

Male githyanki rogue 5 / duskblade 1 / assassin 3
LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +3; Darkvision 60 feet

Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 18
(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs. Dodge opponent; +4 Mobility

hp 58 (9 HD)

Resist evasion; **SR** 14

Fort +6 (+7 vs. poison), **Ref** +11 (+12 vs. traps), **Will** +2;

Speed 30 ft. in masterwork studded leather (6 squares;

Melee +1 *merciful spiked chain* +9/+4 (2d4+3 +1d6 non-lethal)

Space 5 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +8

Atk Options sneak attack +5d6, death attack, Improved Disarm (+19), Improved Feint

Special Actions psionics

Assassin Spells Known (CL 3rd; spell failure 5%):

2nd (1/day) — *invisibility*, *spider climb*

1st (3/day)—*feather fall*, *jump*, *obscuring mist*

Duskblade Spells Known (CL 1st):

1st (3/day)—*ray of enfeeblement*, *true strike*

0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 9th DC=12 + Spell Level)

7th—*plane shift* (1/day; DC 17)

5th—*telekinesis* (3/day; DC 15)

4th—*dimension door* (3/day)

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):

0—*dancing lights*, *detect magic*, *flare* (DC 10), *ghost sound* (DC 10), *read magic*; (combined total 5/day)

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light), uncanny dodge, poison use, improved uncanny dodge

Feats Combat Expertise, Improved Disarm, Improved Feint, Exotic Weapon Proficiency (Chain, Spiked).

Skills Balance +12, Climb +8, Concentration +6, Disguise +6, Escape Artist +15, Hide +15, Intimidate +11, Listen +6, Move Silently +15, Spot +9, Tumble +15, Use Magic Device +6.

Possessions combat gear masterwork dagger, masterwork studded leather, masterwork buckler, *belt of one mighty blow**, +1 *merciful spiked chain*

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields. This ability does not apply to spells gained from levels of classes other than duskblade.

Death Attack (EX): If you study your victim for 3 rounds, attack that target within another 3 rounds, and then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 15)

* See Appendix 2: New Rules Items

1: SHELL GAME

Grinder ELDER EARTH ELEMENTAL CR 11

Usually N Huge elemental (earth, extraplanar)
Init -1; **Senses** darkvision 60 ft.; Listen +29, Spot +29

Languages Undercommon

AC 22, touch 7, flat-footed 22
 (-2 size, -1 Dex, +15 natural)

hp 256 (27 HD); **DR** 10/-

Fort +20, **Ref** +8, **Will** +11

Speed 30 ft. (6 squares)

Melee 2 slams +30 (2d10+12)

Space 15 ft; **Reach** 15 ft.

Base Atk +20; **Grp** +40

Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions Earth mastery, push

Abilities Str 34, Dex 8, Con 21, Int 10, Wis 11, Cha 11

SQ earth glide, elemental traits

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam),

Improved Sunder, Iron Will, Power Attack

Skills Listen +29, Spot +29

Smasher GREATER EARTH ELEMENTAL CR 9

Usually N Huge elemental (earth, extraplanar)
Init -1; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Undercommon

AC 20, touch 7, flat-footed 20
 (-2 size, -1 Dex, +13 natural)

hp 218 (23 HD); **DR** 10/-

Fort +18, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)

Melee 2 slams +25 (2d10+10)

Space 15 ft; **Reach** 15 ft.

Base Atk +17; **Grp** +35

Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions Earth mastery, push

Abilities Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11

SQ earth glide, elemental traits

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

Skills Listen +14, Spot +14

2: BOUNCE

KEZHGORAD, MAHABOETH, AND KELZIDIVEH
 THE MAZE STALKERS CR 10

Male githyanki rogue 5 / duskblade 1 / assassin 3
 LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +3; Darkvision 60 feet

Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 18

(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs. Dodge opponent; +4 Mobility

hp 58 (9 HD)

Resist evasion; **SR** 14

Fort +6 (+7 vs. poison), **Ref** +11 (+12 vs. traps), **Will** +2;

Speed 30 ft. in masterwork studded leather (6 squares;

Ranged Touch acid bullet +10 (1 acid) or

Melee masterwork dagger +9/+4 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options Point Blank Shot, sneak attack +5d6, death attack

Special Actions psionics, Shot on the Run

Combat Gear antitoxin (3 vials)

Assassin Spells Known (CL 3rd; spell failure 5%):

2nd (1/day)—*invisibility*, *spider climb*

1st (3/day)—*feather fall*, *jump*, *obscuring mist*

Duskblade Spells Known (CL 1st):

1st (3/day)—*ray of enfeeblement*, *true strike*

0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 9th):

7th—*plane shift* (1/day; DC 17)

5th—*telekinesis* (3/day; DC 15)

4th—*dimension door* (3/day)

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):

0—*dancing lights*, *detect magic*, *flare* (DC 10), *ghost sound* (DC 10), *read magic*; (combined total 5/day)

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light), uncanny dodge, poison use, improved uncanny dodge

Feats Dodge, Mobility, Point Blank Shot, Shot on the Run

Skills Balance +15, Bluff +12, Disguise +4, Escape Artist +16, Hide +16, Jump +10, Knowledge (architecture & engineering) +14, Move Silently +13, Spot +3, Tumble +18

Possessions combat gear plus 20 acid bullets* (in stone holster), masterwork dagger, masterwork studded leather, masterwork buckler

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields. This ability does not

apply to spells gained from levels of classes other than duskblade.

* see Appendix 2: New Rules Items

5: AND WE'RE OUTTA HERE!

SLAVE SHIP GUARDS

CR 12

Male Githyanki Ftr7/Blackguard 3

CE Medium Humanoid (Extraplanar)

Init +4; **Senses** Darkvision 60ft, Listen -1, Spot -1

Aura Strong Evil

Languages Common, Githyanki, Undercommon

AC 22 (+9 armor, +1 natural, +2 deflection), touch 12, flat-footed 22;

hp 100 (11 HD);

SR 16

Fort +13, **Ref** +5, **Will** +4 **Speed** 20 ft. in Full Plate (4 squares), base movement 30 ft.;

Melee +2 *silver greatsword* +16/+11 (2d6+7; 19-20/x2), or +1 *unholy lance* +14/+9 (1d8+ 4 x3 +2d6 vs. good) or +1 *merciful whip* +14/+9 (1d3+1d6+1; 20/x2; non-lethal) or +13/+8 Spiked gauntlets (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +13

Atk Options Power Attack, Cleave, Improved Sunder

Special Actions Ride- By Attack, Spirited Charge, Smite Good

Spell-Like Abilities (CL 10th DC=12 + Spell Level):

7th—*plane shift* (1/day; DC 17)

5th—*telekinesis* (3/day; DC 15)

4th—*dimension door* (3/day)

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

† Already cast

Abilities Str 17, Dex 10, Con 16, Int 10, Wis 9, Cha 14;

SQ Darkvision, Psionics, Rebuke Undead (Su), Poison Use, Aura of Evil (Ex), Detect Good (Sp), Dark Blessing (Su), Smite Good (Su), Aura of Despair(Su);

Feats Improved Initiative, Power Attack, Cleave, Improved Sunder, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Ride-By Attack, Spirited Charge

Skills Hide +0, Knowledge (religion) +2, Ride +12

Possessions +1 *full plate*, +2 *silver greatsword*, +1 *lance*, +1 *merciful whip*, *ring of protection* +2, *amulet of natural armor* +1, *armband of elusive action**

Rebuke Undead (Su): Can rebuke undead 5 times per day. A rebuking check is made on 1d20+2; rebuking damage is equal to 2d6+3 on a successful check

Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.

Aura of Evil (Ex): You have a moderate aura of Evil.

Detect Good (Sp): At will, as the spell

Dark Blessing (Su): Add +2 to all saves.

Smite Good(Su): 1 time(s) per day, you can add +2 to your attack roll; if the creature you strike is good, you inflict an extra 3 points of damage

Aura of Despair (Su): All enemies within 10 feet of you suffer a -2 morale penalty on all saving throws

* See Appendix 2: New Rules Items

HALF-DRAGON MEGARAPTOR CR 12

Same as dragon variety Huge dragon (augmented animal)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +18, Spot +26

Languages see text

AC 23, touch 10, flat-footed 21

(-2 size, +2 Dex, +13 natural)

hp 344 (22 HD)

Immune paralysis, sleep; additional immunities

Fort +22, **Ref** +15, **Will** +11

Speed 60 ft. (12 squares), fly 120 ft. (average); Run

Melee talons +28 (3d6+14) and

2 foreclaws +26 (1d6+7) and

bite +26 (2d6+7)

Melee 2 claws +28 (2d6+14) and

bite +26 (3d6+7)

Space 15 ft; **Reach** 10 ft.

Base Atk +16; **Grp** +42

Special Actions Pounce, breath weapon

Abilities Str 38, Dex 14, Con 28, Int 4, Wis 15, Cha 12

Feats Improved Grapple, Improved Natural Attack (talons), Improved Toughness, Iron Will, Multiattack, Run, Toughness, Track

Skills Balance +11, Hide +5, Jump +67, Listen +18, Spot +26, Survival +22

SLAVE CONTROLLER

CR 11

GITHYANKI WIZARD

Male Githyanki Wizard 10

NE Medium Humanoid (Extraplanar)

Init +3; **Senses** Listen +2, Spot +5, Darkvision 60'

Aura Faint Evil

Languages Common, Githyanki, Undercommon

AC 25 touch 15, flat-footed 22;(+4 armor, +4 shield, +3 dex, +2 natural, +2 deflection)

Miss Chance20% (If *blur* is active)

hp 76 (10 HD); *false life* (15 temp already included)

SR 15

Fort +9, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares)

Melee dagger +6 (1d4/19-20)

Ranged ray attack +8 (per spell)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Special Actions Psionics

Combat Gear *wand of magic missile* (9th level caster 22 charges)

Wizard Spells Prepared (CL 10th DC=15 +Spell Level):

5th— *cone of cold* (DC 20), *dominate person* (DC 20), *Explosive fireball* (DC 18)

4th— *confusion* (DC 19), *enlarge person (mass)*, *Evard's black tentacles*, *Split Ray scorching ray*

3rd — *fireball* (DC 18), *fly*, *haste*, *SPLIT RAY ray of enfeeblement*

2nd— *bear's endurance* ~~false life~~, *scorching ray*, *see invisibility*, ~~Extended shield~~

1st— *burning hands* (DC 15), *chill touch*, ~~mage armor~~, *ray of enfeeblement*, *magic missile* x2

0— *detect magic*, *disrupt undead*, *flare*, *touch of fatigue* (2)

Spell-Like Abilities (CL 9th DC=12 + Spell Level):

7th—*plane shift* (1/day; DC 17)

5th—*telekinesis* (3/day; DC 15)

4th—*dimension door* (3/day)

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

† Already cast

Abilities Str 10, Dex 16, Con 16, Int 20, Wis 10, Cha 8

Feats Combat Casting, Scribe Scroll, Extend Spell, Explosive Spell*, Split Ray*, Sudden Empower*, Sudden Maximize*.

Skills Concentration +16(+20), Decipher Script +12, Knowledge (arcana) +18, Knowledge (the planes) +18, Spellcraft +20

Possessions combat gear +2 *amulet of natural armor*, +4 *headband of intellect*, +2 *ring of protection*, masterwork dagger. *meta-magic rod of substitution*, *bracers of arcane freedom**

Spellbook spells prepared plus 0— *acid splash*, *arcane mark*, *dancing lights*, *detect poison*, *light*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1—*magic missile*, *obscuring mist*, *shocking grasp*; 2 – *gust of wind*, *Melf's acid arrow*, *protection from arrows*, *resist energy*;

* See Appendix 2: New Rules Items

FIENDISH UMBER HULK CR 12

Always E (any) Huge aberration

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +26, Spot +0

Languages Undercommon

AC 21, touch 9, flat-footed 20
(-2 size, +1 Dex, +12 natural)

hp 290 (23 HD); **DR** 10/magic

Resist cold 10, fire 10; **SR** 25

Fort +16, **Ref** +10, **Will** +13

Speed 20 ft. (4 squares), burrow 20 ft.

Melee 2 claws +26 (2d6+11) and
bite +24 (3d8+5)

Space 15 ft; **Reach** 15 ft.

Base Atk +17; **Grp** +36

Atk Options Cleave, Power Attack

Special Actions Confusing gaze, smite good

Abilities Str 32, Dex 12, Con 24, Int 11, Wis 11, Cha 13

Feats Cleave, Great Fortitude, Improved Natural Armor, Improved Toughness, Lightning Reflexes, Multiattack, Power Attack, Toughness

Skills Climb +20, Jump +12, Listen +2

SLAVE DRIVER

CR 12

Male githyanki rogue 5 / duskblade 1 / assassin 5

LE Medium humanoid (extraplanar, psionic)

Init +4; **Senses** Listen -2, Spot +3; Darkvision 60 feet

Languages Common, Githyanki, Undercommon

AC 18, touch 14, flat-footed 18

(+4 Dex, +3 armor, +1 shield); +1 vs. traps; +1 vs. Dodge opponent; +4 Mobility

hp 70 (11 HD)

Resist evasion; **SR** 16

Fort +6 (+8 vs. poison), **Ref** +12 (+13 vs. traps), **Will** +2;

Speed 30 ft. in masterwork studded leather (6 squares;

Melee +2 Merciful Spiked Chain +10/+5 (2d4+4 + 1d6 non-lethal)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options sneak attack +5d6, death attack, Improved Disarm (+20), Improved Feint

Special Actions psionics

Assassin Spells Known (CL 5th; spell failure 5%):

2nd (3/day) — *invisibility*, *pass without trace*, *spider climb*

1st (4/day)—*disguise self*, *feather fall*, *jump*, *obscuring mist*

Duskblade Spells Known (CL 1st):

1st (3/day)—*ray of enfeeblement*, *true strike*

0 (3/day)—*acid splash*, *ray of frost*

Spell-Like Abilities (psionics) (CL 11th):

7th—*plane shift* (1/day; DC 17)

5th—*telekinesis* (3/day; DC 15)

4th—*dimension door* (3/day)

2nd—*blur* (3/day)

0—*daze* (3/day; DC 10), *mage hand* (3/day)

Spell-Like Abilities (CL 1st):

0—*dancing lights*, *detect magic*, *flare* (DC 10), *ghost sound* (DC 10), *read magic*; (combined total 5/day)

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 10

SQ trapfinding, armored mage (light), uncanny dodge, poison use, improved uncanny dodge

Feats Combat Expertise, Improved Disarm, Improved Feint, Exotic Weapon Proficiency (Chain, Spiked).

Skills Balance +12, Climb +8, Concentration +6, Disguise +6, Escape Artist +17, Hide +17, Intimidate +13, Listen +6, Move Silently +17, Spot +11, Tumble +17, Use Magic Device +6.

Possessions masterwork dagger, masterwork studded leather, masterwork buckler, *belt of one mighty blow**, +2 *merciful spiked chain*

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. The maze stalker's limited focus and specialized training, however, allow him to avoid arcane spell failure so long as he sticks to light armor and light shields. This ability does not apply to spells gained from levels of classes other than duskblade.

Death Attack (EX): If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 17)

* See Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

Explosive Spell

You can cast spells that blast creatures off their feet

Benefit: On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone.

For example, all creatures in the area of an explosive fireball that fail their saving throws not only take full damage but are pushed to the closest square outside the perimeter of the spell's 20-foot-radius spread. Likewise, an explosive lightning bolt moves targets that fail their saves to outside the area defined by the squares the bolt's line passes through. Any creature moved in this manner also takes an additional 1d6 points of damage per 10 feet moved (no additional damage if moved less than 10 feet by the effect) and is knocked prone. If some obstacle prevents a blasted creature from being moved to the edge of the effect, the creature is stopped and takes 1d6 points of damage from striking the barrier (in addition to any damage taken from the distance moved before then). In any event, this movement does not provoke attacks of opportunity.

Explosive Spell can be applied to spells that allow Reflex saves and affects an area (a cone, cylinder, line or burst). An explosive spell uses up a spell slot two levels higher than the spell's actual level.

Source: *Complete Arcane* 79

Split Ray

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray of a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

Source: *Complete Arcane* 83

Sudden Empower

You can cast one spell per day to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Empower Spell feat normally, if you have it.

Source: *Complete Arcane* 83

Sudden Maximize

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

Prerequisites: 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.

Source: *Complete Arcane* 83

MAGIC ITEMS

Armband of Elusive Action

This solid gold band is polished to a bright shine

Price (Item Level): 800gp (3rd)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC16) transmutation

Activation: Immediate (mental)

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your action would otherwise incur.

An *armband of elusive action* functions once per day.

Source: *Magic Item Compendium* pg.72

Belt of One Mighty Blow

The buckle of this wide leather belt is set with a single blood-red carbuncle

Price (Item Level): 1500gp (5th)

Body Slot: Waist

Caster Level: 5th

Aura: Faint; (DC17) transmutation

Activation: Swift (command)

Activating a *belt of one mighty blow* grants extra damage on your next melee attack made before the end of your turn. A light weapon deals 1d8 extra points of damage, a one-handed weapon deals 2d6 extra points of damage, and a two-handed weapon deals an extra 3d6 points of damage.

A *belt of one mighty blow* functions once per day.

Source: *Magic Item Compendium pg.74*

Bracers of Arcane Freedom

These ornate blue leather armbands are stitched with depiction of golden eagles in flight

Price (Item Level): 2300gp (6th)

Body Slot: Arms

Caster Level: 6th

Aura: Moderate; (DC18) abjuration

Activation: Swift (command)

Bracers of arcane freedom allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's effective level or casting time).

This effect functions two times per day.

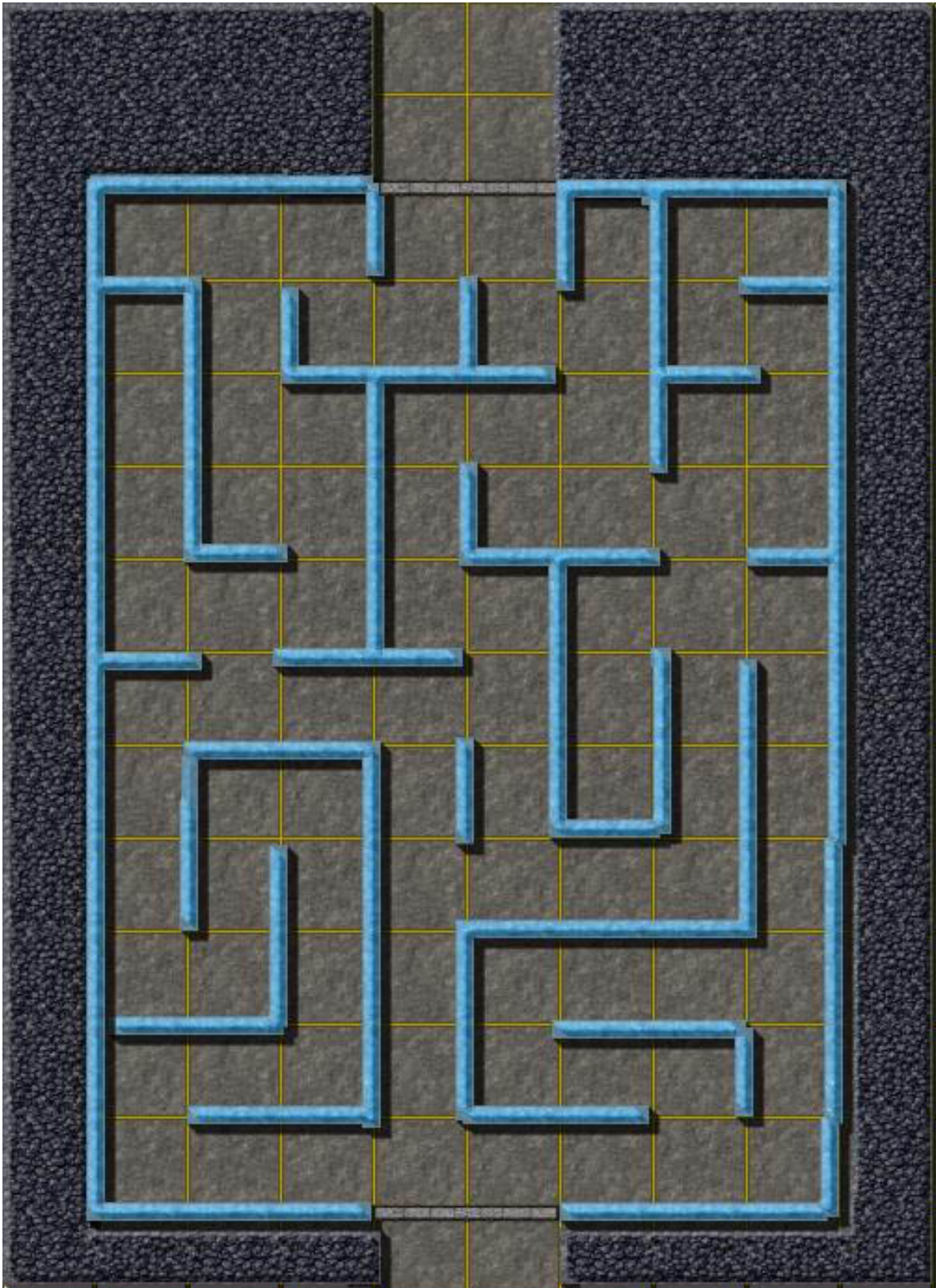
Source: *Magic Item Compendium pg.80*

MUNDANE EQUIPMENT

Bullet, Acid: These hollow glass sling bullets are filled with acid. When they strike a target they shatter, dealing 1d4 points of acid damage in addition to the normal damage of a sling bullet. To hold sufficient acid, these bullets must be larger than normal. The increased size makes the bullets awkward to launch, imposing a -2 penalty on the attack roll (when used in a sling). As these bullets are incased in a rubber ball, the ball must bounce at least 3 times. On the 4th bounce, the acid shatters and eats the rubber ball causing splash damage instead of direct damage. This causes 1 point of splash damage to its intended target. Cost 10gp.

Source: *Arms and Equipment Guide*

DM MAPS: MIRROR MAZE



DM MAP 2: THE SLAVER AREA

