

BDK4-07

Of Friends, Friars, and Foes

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Adventure

Version 1.0

by Theo Judd

Reviewed by Chris Tulach

A mysterious stranger wishes you to investigate the death of a local wizard in Stoink. But apparently, he is not the only one interested in the unfortunate occurrence. A Bandit Kingdoms regional scenario for APLs 4-12. The first part in the Fate of the Avenger series.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon*

Master's Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 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.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

Gresson Klavius was raised as a cleric of Pholtus in the tradition of the Ebongleam by the Grand Theocracy of Dimre. He therefore had no objection to walking hand-in-hand with the forces of darkness. To him it was only a natural part of understanding the power of the light. He served in this capacity as a treasury advisor for General Pernevi (the former ruler of Rookroost). After a coup d'etat in CY 586, Lord Morthoth saw fit to "purge" the administration of Rookroost, forcing Gresson to flee. He ran back to Dimre where he died mysteriously shortly after his arrival. Before his death, he left some special instructions regarding a family heirloom (the *Knight's Herald*, explained later). He had hidden the item back in Rookroost in a safe location and wished it to be safely recovered. Unknown to the priests of Dimre, the instructions were incomplete. Gresson had given the other part of the instructions to his cousin Dagrydd as a precaution, thinking the two would cooperate to recover the sword.

Dagrydd and Gresson were more than just family, they were adventuring companions. Shunning the family tradition of priesthood, Dagrydd had become a wizard. Although arcane arts are considered suspicious to many Pholtans, the unique doctrine of Dimre allowed for such practice, if done under steady vigilance of the church. About 15 years ago, the two ended their adventuring careers. Gresson took a job for Pernevi, Dagrydd retired to Stoinck (where the laws were rather permissive) to study the arcane arts and construct a private sanctum tower.

Before Gresson fled Rookroost, he penned a quick note concerning the *Knight's Herald* to Dagrydd and sent it by a magical courier. Dagrydd was unfortunately unable to comply with Gresson's instructions at the time because of the Old One's occupation. The followers of the Blinding Light in Dimre were likewise stymied despite their pact with Old Wicked.

However, from Dagrydd's perspective, recently things had been looking up for the enemies of Old Wicked. With many rebellions springing up with more frequency and organization than ever, Dagrydd thought the time ripe to undertake a mission to recover the *Knight's Herald*. He began assembling a new adventuring party, but unfortunately, his choice of companions was less than ideal. They murdered him, hoping to take the treasure he was after for themselves. But in a gross miscalculation of Dagrydd's defenses they were slain by the guardians in his tower before they made it out. Eventually the incident was discovered by Boss Renfus, the ruler of Stoinck, who sent a cadre of orcs into the tower to investigate. They never came out.

Scrying inside the tower doesn't appear to work (Dagrydd had placed a permanent *anti-magic field* around the exterior before his death). Seeing Boss Renfus had little interest in pursuing matters in the tower further, the Temple Grimacing in Stoinck has offered to investigate and give Boss Renfus a cut of the proceeds. Since their resources are currently stretched thin, they sent a note to Cranzer in Riftcrag requesting a troop of wizards to aid in the search of the tower. They have hired goblin guards to keep watch outside the tower in the meantime.

There are those who would rather get the information the tower holds before the Old One, however. Arryn Alcor is a paladin who has undertaken a personal mission to bring hope and good will to a part of Oerth that is suffering from grievous tyranny and strife. He also happens to be a descendant of the original crafter of the *Knight's Herald* which makes him a distant relative of the Klavius family. He wishes to find the sword as soon as possible because he believes it will aid him in his holy quest.

Recently, he received a vision that led him to believe it was hidden somewhere in the Bandit Kingdoms and he has been searching for months trying to discover its location. It has been slow going since he has to watch his every move carefully while under the nose of Iuz's minions. Through some clever negotiation, he managed to learn what the Dimrites know, but since he refused to work with them, they distrust him and have refused to yield any more help to him.

He does not want to risk investigating the tower of Dagrydd himself since he knows the forces of Iuz might already be looking for him. He has been waiting in Stoinck looking for just the right people to investigate it for him, hoping he will locate such people before the Boneheart send the wizards, at which point it will be too late. Unfortunately, the priests of Pholtus from Dimre have the same idea as Arryn and would rather find the missing piece to their puzzle themselves. They discovered long ago through divinations that their instructions were incomplete, and Dagrydd utterly refused to co-operate with them in his lifetime, insisting the sword was his right, not theirs.

The *Knight's Herald* is a magical sword crafted long ago by the descendants of Arryn Alcor. It came to the Klavius family so long ago, none in the family recall who crafted it or how, though many theories abound. The statistics of the sword are beyond the scope of this adventure. Suffice to say that the sword is of significant power and good-aligned, enough to raise the suspicion of Morthoth's cronies during Gresson's flight. It is for this reason he hid it in Rookroost before

he left. Keeping it in his possession would have attracted too much attention to himself.

Adventure Summary

Of Friends, Friars and Foes is the first installment of the “Fate of the Avenger” series of the Bandit Kingdoms regional series set in Living Greyhawk. A well-balanced party that includes at least one rogue is recommended for this adventure. Parties with high bonuses to Diplomacy may find they can talk their way out of several encounters or get information that makes the adventure much easier.

This adventure is time sensitive. Exactly three days after the PCs arrive in Stoink, a high-level wizard named Lowdrend arrives with a group of other wizards to investigate Dagrydd’s tower, making recovery of his notes practically impossible for the PCs. The day after the PCs arrive, the adventure begins (meaning the PCs effectively have two days to investigate). Assume this encounter takes place at 8:00 am in the morning.

You will need to keep track of how much time the PCs spend in town investigating and how much time they spend searching the tower. Lowdrend arrives at the tower at noon two days after this point. There are aids within each encounter to guide you as to how much time certain PC actions should take and how to adjudicate other uses of their time. For simplicity, it is recommended you track time in units of 30 minutes.

This adventure includes new rules items from the *Book of Exalted Deeds*, *Complete Divine*, *Complete Warrior*, *Miniatures Handbook*, and *Monster Manual II*. They have been explained when necessary in **Appendix VI**, and relevant information has been included in the stat block of the NPC that uses them to make your job easier. The following symbols are used to denote the source of new rules items: ^{BED} Book of Exalted Deeds, ^{CD} Complete Divine, ^{CW} Complete Warrior, ^{MH} *Miniatures Handbook*, and ^{MM2} *Monster Manual II*.

It is highly recommended that you look over a few specific rules before running this adventure. Looking up and reading the special abilities of the Monk class (*Player’s Handbook*, page 39) will aid you in playing Orngart (APL 6+), the cohort of Lyzanor. Reading up on uses of the Ride skill (*PH*, page 80) and using mounts in combat (*Player’s Handbook*, page 157) will aid you in running the encounters with the friars (APL 6+) and the Iuzians (APL 8+ if necessary, see **Encounter Eight**).

Tactics specific for each APL have been provided as an aid to you. It is recommended you look over these for the APL you are running before playing them out. You might also benefit from looking up the spells the

NPCs use ahead of time so that you will know how to implement them when you run the adventure.

Encounter One: Three Thugs Walk Into a Bar

While in a bar of Stoink, the PCs see a woman being accosted by some thugs. Chasing them off or otherwise incapacitating those thugs impresses Arryn Alcor. Killing the thugs will land the PCs at the local constabulary, where they are exonerated with a slap on the wrist since the thugs are wanted murderers. Arryn approaches the PCs.

Encounter Two: Of Friends...

Arryn explains part of his story to the PCs and asks them to investigate Dagrydd’s death. He leaves out the details about the *Knight’s Herald*, saying only that Dagrydd is a distant relative of his and that he suspects Dagrydd left an important clue about a family heirloom behind. The PCs can ask around or roll knowledge checks to learn more if they wish.

Encounter Three: Friars...

Before the PCs arrive at Dagrydd’s tower, they are approached by friars from Dimre. They tell the PCs to be wary of the mysterious man who hired them. They inform the PCs that Dagrydd’s cousin was a priest of Pholtus who has died. Thus they claim rights to whatever is within Dagrydd’s tower. This encounter may be skipped, depending on how thoroughly the PCs investigate and how much time you have. It doesn’t matter since the Dimrites will approach the PCs after they escape the tower anyway. If the PCs don’t skip the encounter but decline the offer, the priests leave them be and plan to attack them once they have recovered any information from the tower.

Encounter Four: ...and Foes.

After the PCs encounter the friars, they are approached by servants of the Temple Grimacing who interrogate them about their quest. If they rat out Arryn, the priests of Iuz investigate the tower for themselves once Lowdrend arrives, the PCs gain the favor of the church of Iuz, and the adventure is over. If the PCs are belligerent, a fight may break out. Fighting the priests of Iuz will raise the wanted score of the PCs.

Encounter Five: Outside the Tower

The PCs investigate Dagrydd’s tower which is guarded by goblins. The PCs should be able to bluff, bribe or fight their way past the guards. When the PCs are victorious, they must find a way to break or open

the padlock on the door, or find alternate entry into the tower.

Encounter Six: Inside the Tower

The PCs enter the tower and encounter the guardians. If they search hard enough, they will find a secret door that leads to a hidden attic where Dagrydd kept the letter sent by Gresson in CY 586. The letter is trapped, as well as the attic (APL 6+).

Encounter Seven: (a) The Friars Strike Back or (b) The Friars Cash in

Before they reach Arryn, the PCs are approached by the Dimrites, now buffered with diplomatic immunity that will protect them if they kill the PCs. The PCs have the option to share the information with them or fight them. The Dimrites turn over any survivors to the local constabulary where they are taken to the silver mines to work as slaves. If the PCs defeat the Dimrites, they can meet with Arryn.

Encounter Eight: Not so Fast!

This encounter only occurs if the PCs share their information with the friars or if they fail to find anything useful in the tower. Krastis accosts the PCs and either accuses them of obstruction of justice citing either cooperating with Dimre before informing the Church of Iuz or for burglary of what is now considered "state property."

Encounter Nine: Putting Friends First

The PCs meet with Arryn and give him the information they discovered at Dagrydd's tower. Arryn thanks them and then tells them he will try to help them out if he ever gets the opportunity.

Introduction

Before the adventure begins, take the time to look over the player's characters and note their Spot modifiers. Have each character make five d20 rolls and note the results as Spot checks that will be used in Encounter One (a) or Encounter Two, depending on how much interaction the PCs have with Arryn initially.

Ah, Stoink, an appropriate name for such a bizarre city. Largely untouched by the ravages of the Greyhawk Wars, Stoink has prospered relative to the rest of the Bandit Kingdoms. The city wisely rallied to the Old One's banner after having witnessed the miserable failure of the resistance in its neighbor, the Duchy of the Artonsomay.

It is in this city that you had hoped to seek a brief respite from the danger and adventure that so often accosts you here in the Bandit Kingdoms. It seems, however, that such a relaxing time as you had hoped is nary to be found. Since you entered the city, you could not help but notice that the same problems of thievery, banditry, burglary, and general vice plague the city of Stoink as much as the next.

On the other hand, it is not an unfamiliar way of life. It does not take long to figure out who are the right people to bribe, and who you should stay clear of. After a short tour around town and a couple of well-placed questions, you are given the name of an inn or two that could meet your needs. After checking these leads out for yourself, you decided to get yourself a room in a run-down tavern and inn known as the Double Dagger, a disappointingly appropriate name, as it seems every patron is a cut-throat.

Encounter One (a): Three Thugs Walk Into a Bar...

Despite the sleeping arrangements, last night was a restful one, broken only rarely by the hollering of ne'er-do-wells, the sounds of raucous partying downstairs, and even the quick gasp of a throat being slit in the alley nearby. As you come downstairs, your nose is assaulted by the smell of stale beer, cheap pipe-weed, and the delicate essence of old vomit. Undeterred, you grab a breakfast biscuit from the commons table (the best fare you could hope for in a place like this) and prepare to be on your way.

As the PC's are getting settled into the idea of being in Stoink, give them the opportunity to go around the table for character introductions and a bit of roleplay. After a suitable amount of time has passed, continue with the boxed text.

Just as you and your traveling companions are making your final preparations for departure, you spy a disturbance at one end of the tavern.

It seems that a group of rough-looking men, still a bit tipsy from their carousing the night previous, are assailing a woman in a brown dress who appears to be a serving girl. The cruel men are making foul jokes at her expense and not allowing her to leave their presence. She attempts to leave several times but they physically restrain her.

It is then that she decides to take matters into her own hands. The young wench suddenly pulls a dagger from her stocking and tells them to back off in a trembling voice. The thugs laugh menacingly at the relatively helpless girl. With a snarl, one of the men strikes the dagger from her hand, where it lands with an ineffectual thud. Then the varlot back-hands the young lass, knocking her to the floor. The other two assailants hoot with laughter at the sight.

It seems that nobody in the bar is particularly eager to render any aid to the the girl. But, after all, this sort of thing goes on all the time.

At this point, give the players a chance to react. Ideally, they should offer to help the woman as she is obviously the target of inappropriate abuse. If they look to the innkeeper to do something about it, he shrugs. He really doesn't value his employees that much because they are easy to replace. Thus, it will be up to the PCs.

Creatures: The girl's name is Caela. Vord, Ford, and Mord are a few local ruffians who lie, murder and steal as it suits them. They aren't that good at it to be honest. The Watch is hot on their trail and will catch them in the next few days (assuming the PCs don't interfere with their pathetic lives). If they players need any encouragement to interfere, role-play them as the rough, tough, cut-throats they are. They are beyond the need for mercy. The PCs have several options for getting rid of them:

- The thugs can be persuaded to back down with a Bluff check (opposed by their Sense Motive checks). Obviously the Bluff should sensibly lead to the thugs backing off. Something as simple as "Didn't you know it's bad luck to mistreat a bar wench before noon?" could work.
- The PCs might try Diplomacy. Consider the initial attitude of the thugs to be unfriendly towards the PCs. They back off if adjusted to friendly or better.
- The thugs can be threatened with an Intimidate check. Follow the rules in the Player's Handbook (pg. 76) for such a check. The thugs each have a +1 bonus to this check, and the PCs must succeed against at least two of them to succeed.
- The PCs can attack the thugs, knocking them out, killing them, or otherwise incapacitating them. Note that this action may arouse the town guard (see **Development** later).

Arryn is a paladin who is in the Bandit Kingdoms to look for a long-lost sword, the *Knight's Herald*, crafted by one of his ancestors. He does not know where it is, but visions sent to him by Barachiel (a paragon celestial

power, see Appendix VI: New Rules) indicate that the sword is somewhere in the Bandit Kingdoms and that he has been called to claim it.

Arryn knows what the priests of Pholtus in Dimre know. So far, he has had a difficult time finding allies in this land who can help him (which should be completely understandable). However, he realized such a task would be no walk in the park, and he is nothing, if not patient. He has been biding his time and waiting the agents of Good to send the right people to serve him on his mission. His faith in Barachiel is strong, but his situation is becoming quite urgent. It is his belief that one of the Old One's wizards might be sent to Dagrydd's tower any day now. He sees any good deed done by the PCs as a sign that they have been sent by the agents of Good. He takes this opportunity to approach them and see if they are truly appropriate for his mission.

Arryn is an aasimar, or planetouched (as the common folk say). His natural appearance is that of a man with golden hair, silver eyes and finely polished features. He isn't foolish and knows his mere presence in the Bandit Kingdoms would probably have Old Wicked out to get him in no time. He uses a *ring of mind shielding* to protect him from divinations and a *hat of disguise* to appear as a normal, Suloise man with a breastplate and a longsword. For the sake of simplicity, assume he takes 10 on his Disguise check, which gives him a total of 23 (includes a -2 penalty for changing race). If the PCs have time (at least a minute) to study Arryn in this encounter, use the Spot checks they rolled earlier to determine if they notice his heritage. PCs that make the Spot check may then make an Intelligence check or a Knowledge (the planes) check (DC 10 for both) to identify him as an aasimar.

All APLs (EL 1)

☞ **Caela:** Female Human Com1; hp 3; Profession (waitress) +7; non-combatant.

☞ **Vord, Ford, and Mord:** Male Human Com1; hp 4 each; see Appendix I.

☞ **Arryn Alcor:** Male Aasimar Pal15/Emi2^{BED}; hp 94; see Appendix II.

Tactics: If attacked, the thugs respond in kind. They use non-lethal damage as long as the PCs do. If any of them are killed or blood is drawn on either side, they all run (they are cowards).

Arryn does not get involved in a battle for any reason. He knows the thugs are evil so he sees little reason to stop the PCs from attacking them. In the unlikely event the PCs attack Arryn, he drinks his *potion of invisibility* and make a hasty getaway. He

does not wish to attract any public attention whatsoever. He does not use his Words of Creation under any circumstance. Therefore the complete rules for using this feat have not been elaborated in **Appendix VI**.

Development: If the PCs drive off the thugs or at least make an honest attempt to help the woman, Arryn is impressed. He hasn't seen such a charitable act in these parts yet. After the thugs are gone, Arryn asks the party to sit at his table. Go to **Encounter Two**.

If the PCs do nothing to help the woman, the thugs continue to harass the woman for a few more minutes before Arryn walks up and uses a Diplomacy check to persuade them to back down. His modifier is high enough you can assume his check passes with flying colors and the thugs decide to take their roughhousing elsewhere. Describe his eloquent use of language to the PCs and act it out if you wish to give them an idea of Arryn's skill with words. You can also make subtle hints to his high Charisma score. To prevent the adventure from ending here, this can give the PCs incentive to approach Arryn themselves, however Arryn's initial attitude towards them will be indifferent instead of friendly.

Should any of the thugs be killed, or if the PCs decide to turn them into the proper authorities, Arryn does not approach them yet and the Watch is summoned. The PCs are asked to come along as "important witnesses." Surround the PCs with guards and make them sweat a little bit. The guards take them to see Constable Naymori. Go to **Encounter One (b)**.

🗡️ **Stoink Guards (8):** Male and female human War1; hp 9 each; see Appendix II.

Time-Keeping: This encounter takes 30 minutes if the PCs fight the thugs or 1 hour if they attempt to negotiate or intimidate the thugs. Adjust accordingly if you feel the PCs take actions that might take longer.

Encounter One (b): We Were Just Trying to Help!

This encounter assumes that the PCs killed one or more of the thugs, or turned them in to the Watch after incapacitating or capturing them. Read the following to the PCs after the Watch arrives:

The town guard escorts you down several roads until you come to an imposing two-story, stone building with narrow windows. The windows to the second story are all barred. A rather large pair of

stone gargoyles leers at you from the roof as the guards motion for you to enter through the wide stone archway in front. Once inside, you find yourselves in a great hall towards the sides of which are several smaller hallways. Directing you down the second hallway on the right, the guards bring you to a great wooden, reinforced doorway.

The gargoyles are alive but in stone form. They only animate if the PCs do something unwise, like attacking the town guard in front of their own constabulary. If the PCs killed one or more of the thugs, read the following:

"So these are the bringers of vigilante justice who see fit to slay their villains in a local bar," you hear as the door opens and you are brought into what appears to be an office that probably doubles as a torture chamber, judging by the various pointy-looking objects on the wall. A brawny half-orc with dark skin, a wild tussle of black hair and a double-braided beard gets up from his desk, wearing a large frown on his face. "At ease troops, you are dismissed," he says to the guards, who subsequently exit the room, "Sit down," the half-breed beckons to some chairs in front of his desk.

If the PCs captured or merely incapacitated one or more of the thugs, read the following instead:

"So these are the bringers of vigilante justice who see fit to assail their villains in a local bar," you hear as the door opens and you are brought into what appears to be an office that probably doubles as a torture chamber, judging by the various pointy-looking objects on the wall. A brawny half-orc with dark skin, a wild tussle of black hair and a double-braided beard gets up from his desk, wearing a large smirk on his face. "At ease troops, you are dismissed," he says to the guards, who subsequently exit the room, "Sit down," the half-breed beckons to some chairs in front of his desk.

Once the PCs sit, Constable Naymori introduces himself. If the PCs did not kill any thugs and are clever enough to explain that they are here to collect a reward for turning in some ruffians, or that they are just doing their civic duty by responding to a call of distress, then the constable thanks them, tell them that the thugs are wanted murderers and dismiss the entire party quickly without fining them.

If the PCs killed any of the thugs, Naymori chastises them for taking the law into their own hands, claiming it is independent thinkers like them who

caused the explosion of '88 (he doesn't elaborate). He rambles on for a little while longer before finally revealing to them that the thug[s] they captured/killed were actually wanted murderers and that the PCs have saved him and his men some time. Nevertheless, each PC who took part in the attack is fined 20 gp for public assault and Naymori tells them to keep their noses clean in his district from now on. After that, go to **Encounter Two**.

All APLs

☞ **Stoink Guards (8):** Male and Female Human War1; hp 9 each; see Appendix II.

☞ **Constable Naymori:** Male Half-Orc War6; hp 30; see Appendix II.

☞ **Gargoyles, Advanced (2):** hp 37 each; see Appendix II.

Development: It is possible some PCs might want to bribe Constable Naymori to avoid paying a fine. Allow each such PC to make a Diplomacy check. Follow the chart on page 72 of the *Player's Handbook*. Assume Naymori's starting attitude is unfriendly towards each PC. Naymori refuses to accept a bribe unless his attitude is improved to friendly or better towards an individual PC. If a PC manages to improve his attitude to friendly, he will accept a bribe for half the amount of the fine. If a PC manages to improve his attitude to helpful, he lets the PC off scot-free.

Each PC who wishes to attempt a bribe must make this check. A single PC can not make a check for the benefit of the entire party, nor can any PCs aid another unless they wish to forfeit their chance to make their own Diplomacy check.

Grant PCs a bonus of up to +2 or a penalty of up to -2 on their check based on how well they role-play the encounter (i.e. how much respect/flattery they give to Naymori or lack thereof). Any half-orc PCs receive a +4 circumstance bonus on this check since Naymori is partial to his own kind. Do not give such a bonus to an orc PC (or a PC disguised as one). Naymori is only sympathetic to those with mixed blood like his.

If a PC rolls low enough to reduce Naymori's attitude to hostile, assume the PC has (intentionally or not) insulted the constable somehow. He imposes a double fine on that PC and threatens to send him/her to the silver mines if he/she still refuses to pay. Read **Conclusion C** for any PC sent to the silver mines.

PCs that fail a check with Naymori are not allowed to make another attempt (unless they have the Luck domain, a campaign card, or some other thing that lets them re-roll the initial roll). Naymori is a busy official. The only conditions under which a PC may roll for

another is using the aid another action or attempting to persuade Naymori to lower another PCs fine, but either results in that PC giving up his/her own chance to roll a check.

Time-Keeping: If the PCs killed any of the thugs, this encounter takes at least two hours for travel time, wait time to see the constable and negotiation. It could possibly take longer at your discretion. If the PCs did not kill any thugs and explain they are merely turning in some local criminals, this encounter only takes one hour.

Encounter Two: Of Friends...

This encounter most likely occurs in one of two ways. First, the PCs could be approached by Arryn after they drive off the thugs or persuade them to leave. Second, the PCs could be leaving the constabulary from a meeting with Constable Naymori.

If the PCs are approached by Arryn after driving off or incapacitating the thugs, or Arryn has led them to his room after approaching them outside the constabulary, read the following:

Once you are situated in the man's room, he closes the door after checking to make sure there is no one watching in the hallway. He then turns to you and smiles, "That was an impressive display this morning. Chivalry the likes of which I have yet to see in the Bandit Lands. Allow me to introduce myself. I am known as Arryn, and I have traveled a great distance to arrive where I am now."

I have been in this region for several months already traveling and learning what I can. The nature of my travels I would rather not say. However it will suffice for me to tell you that I have been led here with the intentions of righting a wrong."

A relative of mine, one Dagrydd Klavius, has recently turned up missing. About a week ago Stromkin, the Old One's magistrate here in Stoink, sent some guards into Dagrydd's tower home just outside town to investigate, but the guards never returned. Since then, Stromkin has ordered Dagrydd's home sealed off and placed under guard. I suspect he has requested for some expert assistance from one of the Lord of Eldritch Evil's wizards before he attempts another investigation."

I have reason to believe that Dagrydd had information on something of great importance to

my family. Since I am his last known surviving kin, I would rather recover that information before the agents of Old Wicked can. My request of you should therefore be obvious. I would like you to investigate the tower by what means you can and recover whatever notes, journal, or writings Dagrydd might have left behind.”

If you perform this task for me, I will be forever in your debt and would be happy to help you with a future favor. I would investigate it myself, but I am concerned that I have already tarried to long in this place. My presence has likely been discovered by the Old One’s agents so they might be on the look-out for me. What do you say?”

If the PCs begin this encounter after leaving the constabulary, read the following, then continue to the next boxed text:

After collecting your things from the Watch and paying necessary fines (if any), you are escorted outside where you begin to make your way back to the Double Dagger. After you have walked about a block, you notice there is a man following you. He has golden blonde, shoulder-length hair held by a brass circlet, a long yellow mustache, and piercing blue eyes, his Suloise features betraying him. Clearly a warrior, he is clad in shining breastplate and carries a bastard sword in an intricately carved scabbard at his side and a heavy steel shield at his back. Once he sees that your party has noticed him, he begins to approach in an unthreatening manner.

“Well met, friends. You must forgive me for following in your foot-steps, but I wish to speak with you. Of course, this is not the proper place for such a discussion, perhaps you would be willing to accompany me back to my room at the inn where we can talk in private.”

Arryn declines to discuss things any further than to say he was impressed with their performance earlier and has an urgent matter to discuss. He does not give them any more information until they agree to accompany him back to his room.

See the **Introduction** and **Encounter One (a)** for information on what Arryn knows. Bear in mind that Arryn’s mission is a clandestine one and he is reluctant to give up sensitive information. Role-play him as cautious and wise. He is disinclined to let the PCs know too much about him or his quest, especially if it is not vital to the mission he has for the PCs.

If the PCs want to know how Arryn knows Dagrydd has this information, he relays a few pieces of information similar to that in the Account of Gresson’s

Death (see **Player Handout I**). Do not simply read the handout to them though. Arryn has spoken with Lyzanor before, but Lyzanor left out many details. He knows that Gresson was the cousin of Dagrydd and a native of Dimre, but knows little else about him. He can give them directions to the tower.

Development: Arryn’s alignment cannot be magically divined because of his ring of mind shielding. If any attempts are made, the magic simply reports nothing. (For example, *detect good* does not show Arryn as good, even though his alignment is Lawful Good.) If pressed for information, Arryn attempts to assure the PCs that he has no love for Iuz (he prefers the archaic term “Lord of Eldritch Evil”) and thinks that the information Dagrydd was holding can be put to use to help the forces of good. He impresses upon them the need for haste as a wizard from the Old One could arrive at any time.

If the PCs refuse to perform the mission unless Arryn offers more information, allow them a Diplomacy check, assuming they mean him no harm and are not trying to blackmail or intimidate him (see below for his reaction to blackmail and intimidation). Assume his initial attitude towards the PCs is indifferent if they killed one of the thugs and friendly if they merely incapacitated them or persuaded them to leave.

If Arryn’s attitude is converted to helpful, he volunteers the following information with appropriate prompting from the PCs:

- He is pursuing a lost family relic and he believes Dagrydd might have known the secret of its location.
- He suspects Dagrydd was unable to find the relic himself, possibly because of the Greyhawk Wars.
- The relic is safely guarded from divinations so recovering Dagrydd’s notes is essential to learning its location.
- The last keeper of the relic used to live in Rookroost.
- The Theocracy of Dimre is after the relic as well because the last keeper was a native son.
- Note that the PCs may learn the last two pieces of information if they accept the mission anyway.

It is unlikely that Arryn mentions he got a great deal of his information from Dimre unless the PCs ask. He is not very fond of the apostate Pholtans after learning of their radical beliefs about walking hand-in-hand with darkness. He tells the PCs, however, that the Dimrites getting their hands on the relic could be just as bad as the forces of Iuz finding it. Given their heretical dogma and alliance with Iuz, he is concerned they might be

persuaded to trade it for some other diplomatic advantage.

Iuz and his minions would go into conniptions if they were to discover an aasimar in the Bandit Lands. Thus, Arryn goes to great lengths to keep his true race from being discovered at this point so role-play him accordingly if any PC mentions it. He quickly hushes them and makes them promise not to reveal it to anyone.

He does not stomach blackmail or intimidation. The insinuation of blackmail or an attempted Intimidate check automatically shifts his attitude to unfriendly, and he asks them to leave (possibly ending the adventure). If the PCs can shift his attitude back to indifferent or better with a Diplomacy check, he sits back down, but only if the party promises to keep his identity a secret. If the party refuses to do so, Arryn asks them to leave, saying “I guess you can’t be trusted as well as I thought you could,” and the adventure is over. If attacked, he uses tactics as described in **Encounter One (a)**.

Investigation

Chances are the PCs will want to investigate the clues that are given in the handout or learn about certain characters. Allow them to role-play this out (time-permitting) and make up generic NPCs as appropriate. PCs may attempt the following checks to learn information about the situation in general or the handout:

Gather Information

A PC may spend 1d4+1 hours to ask about Dagrydd. Award a +2 circumstance bonus for every 10 gp spent to a max of +10.

- DC 10: Dagrydd was a local eccentric who kept to himself.
- DC 15: As above plus Dagrydd was recently planning a trip of some sort.
- DC 20: As above plus Dagrydd was a wizard and his tower is likely protected by magical wards.
- DC 25: As above plus Dagrydd was planning to travel to Rookroost with a group of thieves from the local thieves guild.
- DC 30: As above plus the only visitors anyone ever sees to Dagrydd’s tower are men wearing the banner of the Grand Theocracy of Dimre. They started visiting him eight years ago and have stopped by frequently since then. It is said that they were discussing some matter of a lost relic.

A PC may spend 1d4+1 hours inquiring about Arryn. Award a +2 circumstance bonus for every 10 gp spent to a max of +10.

- DC 15: There is something strange about that traveler who arrived in Stoink last week. Very little is known about him.
- DC 20: As above plus a priest of Iuz was seen asking about the traveler several days ago. However he seems to be able to appear and disappear at will. (This is because of his *hat of disguise*, but the PCs don’t know this.)
- DC 25: As above plus the traveler supposedly arrived from the Theocracy of Dimre.
- DC 30: As above plus the traveler does not appear to be human.
- DC 35: As above plus the traveler was seen with an emblem around his neck that resembled a broad sword surging with electricity against a silver trumpet. A Knowledge (religion) check (DC 15) only tells the PC that this symbol is quite different from the symbol of Heironeous. A Knowledge (the planes) or Knowledge (religion) check (DC 25) discerns this to be the symbol of Barachiel (see Appendix VI).

Knowledge (Local–Iuz Border States)

A PC may attempt a single Knowledge (local) check to learn the following about the Klavius family:

- DC 10: The Klavius family has been known to have several adventurers in their bloodlines.
- DC 15: As above plus Gresson and Dagrydd both used to adventure together.
- DC 20: As above plus Gresson was known to possess a great family heirloom. Its current location is unknown.
- DC 25: As above plus the heirloom is a magical sword.
- DC 35: As above plus the heirloom is called the *Knight’s Herald* and is said to be a holy weapon.

Special: A Bardic Knowledge check may be substituted for this check, but add +5 to all listed DCs.

Knowledge (history) or Bardic

Knowledge

A PC may make a single Knowledge (history) or Bardic Knowledge check (or both) to learn the following about General Pernevi, Lord Mortoth, Rookroost, or Gresson:

- DC 10: In CY 586, Lord Mortoth overthrew General Pernevi as regent of Rookroost.
- DC 15: As above plus Lord Mortoth ordered the “cleansing” of the former administration shortly after taking power.

- DC 20: As above plus Mortoth sent a “special” assassin to capture Gresson.
- DC 25: As above plus since CY 586, no burials have been made in the Grey Cemetery.
- DC 30: As above plus the assassin was a daemon (yugoloth).

Time-Keeping: The encounter with Arryn takes 1 hour if the PCs go straight to his room after chasing off the thugs. If the PCs meet with Arryn after leaving the constabulary, then the encounter takes 2 hours. Gather Information checks take an additional 1d4+1 hours as noted, and Knowledge checks take no time at all.

If the PCs attempt to Gather Information, they likely attract the attention of the Pholtan priests of Dimre. Basically, if the PCs do anything in town that indicates they are working with Arryn or looking for information on a relic or Dagrydd’s tower, they are approached by the priests. Go to **Encounter Three: Friars...** If the PCs go straight to the tower, go to **Encounter Four: ...and Foes.**

Encounter Three: Friars...

Somehow, the PCs have aroused the suspicion of a traveling group of friars from the Theocracy of Dimre. They know of Dagrydd’s death and have been sent to recover his notes. Unfortunately for them, the tower is guarded and sealed. They are in the midst of negotiating for the rights to explore the tower, but right now they haven’t been able to bend Boss Renfus’ ear. Thus, they are not sure what to do for now.

This is an optional encounter and can be skipped if you are short on time. The PCs encounter the priests once they leave the tower anyway and you can just summarize the following boxed text then.

As the PCs are doing detective work in town, read the following:

While you are performing your investigation, you are approached by a pair of figures in brown cloaks that cover their entire bodies. Each cloak has a yellow tassel that dangles around the waist. The figure in front holds up his hands in greeting as he approaches and then lets down the hood of his cloak. You can see now that the figure is a human male with a patch of hair shaved from the top of his head. The rest of his hair is brown and he is clean-shaven. His face is weary and worn from travel.

To any players who make a Spot check (DC 20), read the following at this point:

Beneath the man’s cloak, you catch a glimpse of a golden symbol that depicts a sun half-eclipsed by the moon, Luna.

A Knowledge (religion) check (DC 15) reveals this to be the holy symbol of Pholtus (see *Living Greyhawk Gazetteer* page 179). Continue reading to all players:

“Well met,” he says, “It seems like you are looking for something. I believe I might be able to help you. From what I understand, we have a mutual interest in what you are looking for.”

Creatures: This is Lyzanor, the very priest who found Gresson those many years ago. He now serves as a church inquisitor for Dimre. He has been investigating the death of Gresson and the disappearance of his family heirloom ever since. The other friar with him is a warrior escort from Dimre who serves as his cohort at higher APLs.

Lyzanor is here to recover what he can from Dagrydd’s tower, but the guards and the fact that the tower has been locked up poses a problem to him. He isn’t worried too much about the Watch because he has diplomatic immunity due to the alliance between Dimre and Iuz. Nevertheless, he had to lie about his purpose in Stoink in order to gain such immunity and knows it won’t protect him if he and his compatriots are caught breaking into the tower.

The purpose of this encounter is to offer the PCs an opportunity to work for Lyzanor instead of Arryn. Lyzanor introduces himself as a humble friar of Dimre. He wants to know why they are interested in the tower. Even if the party is reluctant to reveal who they are working for, Lyzanor suggests that the good will of Dimre and the chance to follow the Ebongleam is better than anything else they could have possibly been offered.

Lyzanor’s mission for the PCs is basically the same as Arryn’s. He wants them to break into the tower before the wizard arrives and recover any of Dagrydd’s notes concerning a family heirloom he was searching for. If they agree, Lyzanor agrees to meet them just outside the gates of Stoink when they are done.

APL 4 (EL 6)

☞ **Lyzanor:** Male Human Clr5; hp 31; see Appendix IV.

☞ **Orngart:** Male Half-Orc Mnk3; hp 17; see Appendix IV.

APL 6 (EL 7)

☞ **Lyzanor:** Male Human Clr5/Inq2^{CD}; hp 42; see Appendix IV.

☞ **Orngart:** Male Half-Orc Mnk5; hp 26; see Appendix IV.

APL 8 (EL 9)

☞ **Lyzanor:** Male Human Clr5/Inq4^{CD}; hp 53; see Appendix IV.

☞ **Orngart:** Male Half-Orc Mnk7; hp 35; see Appendix IV.

APL 10 (EL 11)

☞ **Lyzanor:** Male Human Clr5/Inq6^{CD}; hp 64; see Appendix IV.

☞ **Orngart:** Male Half-Orc Mnk8; hp 47; see Appendix IV.

APL 12 (EL 13)

☞ **Lyzanor:** Male Human Clr5/Inq8^{CD}; hp 73; see Appendix IV.

☞ **Orngart:** Male Half-Orc Mnk10; hp 58; see Appendix IV.

Development: Lyzanor is not initially aware of the fact that the PCs are working with Arryn, but he has met Arryn before when he visited Dimre and has nothing kind to say about the paladin. He can tell the PCs the following about Arryn and makes it sound as disparaging as he can if they bring him up:

- ☞ Arryn visited Dimre several months ago.
- ☞ He worships a lesser power and has no concern for the wishes of gods. This is true, at least from Lyzanor's perspective. Arryn has little respect for Pholtus and that is all Lyzanor cares about.
- ☞ He is trying to steal an artifact that rightfully belongs to the Theocracy of Dimre. Although this is partially false (Arryn has a valid claim), Lyzanor believes it since his superiors have told him so. Thus, he isn't lying.
- ☞ Arryn resembles an extraplanar being. Lyzanor doesn't say this blatantly, but will try to suggest that Arryn might be a tiefling or demon in disguise. (Even though Lyzanor knows Arryn is an aasimar, he hopes a bit of carefully placed innuendo might bring the party to his side.)

Lyzanor uses a divination spell appropriate to the APL in order to determine the PC's motives. In the event Lyzanor and Orngart are attacked here, they call for the guards and flee. This can become a tricky

situation for you. The bottom line is that attacking the priests without provocation is foolish, and the PCs deserve to be punished for it.

Eight guards arrive to answer the call for help within 2d4 rounds. Every 2d4 rounds after that, eight more arrive if the PCs cause a commotion. The guards attempt to place the PCs under arrest, but if the PCs demonstrate remarkable power they refrain from using force and summon Constable Naymori and four elite guards. Naymori is in a very bad mood and is not afraid to use force. He orders his men to join him if necessary. If the PCs defeat Naymori, then Krastis, a priestess of Iuz, is summoned.

A number of different things could happen here, but here are the most likely outcomes. The PCs may decide to run and may do so at any point up until Krastis arrives. Naymori does not bother to pursue them for long. If Krastis is summoned however, then she arrives with the entourage detailed in **Encounter Eight** and you should play this encounter out. Krastis and her minions ruthlessly hunt down the PCs. If the PCs defeat them, they may continue with their mission, but they lose 2d6+1 hours trying to keep a low profile. Defeating Krastis increases the Wanted Score of all PCs present at the encounter (whether they participated or not).

It is possible that the PCs may somehow prevent Lyzanor and Orngart from fleeing and force them to fight. If the PCs do this, Lyzanor and Orngart fight to the death using the most effective tactics possible. If this happens, do not have Krastis summoned. The PCs are not meant to fight them both. If Krastis was not defeated and Lyzanor and Orngart survive, they plan to ambush the party as they leave the tower (see **Encounter Seven**).

Each PC arrested by the town guards is given the opportunity to roll a single Bluff or Diplomacy check (DC 18). Apply a -2 penalty to the check for each guard killed. Failure results in the end of the adventure for that PC and imprisonment. Each PC with a failed check should have **Conclusion C** read to them. Success allows that PC to pay 100 gp in bribes and fees plus 25 gp per guard killed instead of imprisonment. However, this still takes 2d12 hours from that PC's time to investigate (which might end the adventure for them anyway).

A *detect thoughts* spell reveals that Lyzanor is firmly committed to the Theocracy and believes Arryn to be a trouble-making outsider. It confirms that Arryn is an aasimar, making any suggestion he made earlier to another nature probably unimportant.

A successfully cast *augury* spell to determine if following Lyzanor is a good or a bad thing reveal

neither, since the impact of such a decision will not be felt until much later in the future.

A *divination* spell reveals the following:

***The sun bears loyalties dubious,
The son bears devotion chivalrous.***

The meaning is that the sign of the sun (Pholtus) may betray the secrets of Dargrydd to the Old One, while the son (Arryn, the descendent of the crafter) will not. This information is for your benefit only however, and not for the PCs. They must decipher the riddle themselves.

If placed under a *zone of truth*, Lyzanor basically says the same thing. He isn't lying about anything (that he is aware of). *Discern lies* works in a similar manner.

If the party declines Lyzanor's offer, then he gets a very disappointed look on his face. He tells them he can see the Light has dimmed in their hearts and he leaves them be. He keeps tabs on the party and plans to approach them after they leave the wizard's tower and give them one last chance to give him the notes.

If the party somehow kills Lyzanor and loots his body, they find his journal. Give the players **Player Handout I**. If the PCs force the friars to fight here, then they receive 60 xp less than the listed amount since Lyzanor does not have the aid of the devil he would have called later. However, this is the only way the PCs can gain access to his *scroll of planar ally*.

Time-Keeping: The encounter with Lyzanor takes up at least 30 minutes (use your discretion). If the PCs attack Lyzanor here and run from the guards, it takes them 3 hours to escape the Watch.

If the party still wishes to investigate after being confronted by Lyzanor, allow them to use the info from **Encounter Two**. If they decide from here to go to the wizard's tower, proceed to **Encounter Four**.

Encounter Four: ...and Foes.

Asking around town about wizards is always likely to reach the ears of the Old One. It is highly likely at this point that the PCs have done something to attract the attention of Iuz's clerics at the Temple Grimacing. If you are seriously pressed for time you can skip this encounter, but you are encouraged not to. The forces of Iuz are as much a part of the Bandit Kingdoms these days as bandits.

Alternately, the PCs might skip this encounter by teleporting directly to the tower or casting *overland flight* or *wind walk*. If they really want to use a scroll,

charge, or high-level spell slot, you might as well reward them. This is a role-playing encounter and the PCs will not be forced to fight the Iuzians unless siding with Dimre in **Encounter Eight**. In any event it speeds things up at high APLs where you are more likely to get bogged down in combat.

Read the following once the PCs travel to the tower:

As you turn to head down Safe Street, you have barely made it a dozen paces, when you notice an unfortunately familiar sight ahead of you, approaching fast. Apparently, someone bearing the banner of the dreaded Iuz is heading towards you.

Give the PCs a chance to react at this point. They only have a couple of rounds before Krastis arrives and you are free to inform them of this obvious point. The PCs basically have two options: 1) wait and see who it is, or 2) try to run back the other direction. If they flee, follow the directions in the development section for trying to evade the priests. Assuming the PCs wait, read the following:

Approaching you is a pair of priests. A woman with braided brown hair, clad in chain mail and bearing a silvered skull around her neck approaches you, escorted by another beautiful woman with long brown hair in a chain shirt and a sheathed longsword at her side. Once they see your party, the woman with the silvered skull tells the other to halt.

"You would do well to explain yourself. We already know that you have been seen associating with the meddlesome friars of Dimre. What other companions do you have and what is your purpose?" she asks, glaring at you with distrust and contempt.

Creatures: Krastis and her fellow priests are investigators sent from the Temple Grimacing. They wish to know why the PCs were seen with Dimrites. Although Dimre is allied with Iuz, there is still a lot of suspicion between the two. Krastis wants to know exactly what the PCs talked about and what their intentions are.

The purpose of this encounter is to light the burner under the PCs. It also provides you with some stats for a cleric of Iuz should one be needed. Krastis only states that she is a priest of the Temple Grimacing. She is not any more specific about her or his mission. This should be enough to give the PCs an idea of the gravity of the situation.

APL 4 (EL 5)

➤ **Krastis:** Female Human Clr3 of Iuz; hp 20; see Appendix V.

➤ **Grimacing Bard:** Female Human Brd3; hp 13; see Appendix V.

APL 6 (EL 7)

➤ **Krastis:** Female Human Clr5 of Iuz; hp 31; see Appendix V.

➤ **Grimacing Bard:** Female Human Brd5; hp 20; see Appendix V.

APL 8 (EL 9)

➤ **Krastis:** Female Human Clr7 of Iuz; hp 42; see Appendix V.

➤ **Grimacing Bard:** Female Human Brd7; hp 27; see Appendix V.

APL 10 (EL 12)

➤ **Krastis:** Female Human Clr9 of Iuz; hp 53; see Appendix V.

➤ **Grimacing Bard:** Female Human Brd9; hp 34; see Appendix V.

APL 12 (EL 14)

➤ **Krastis:** Female Human Clr11 of Iuz; hp 64; see Appendix V.

➤ **Grimacing Bard:** Female Human Brd11; hp 41; see Appendix V.

Tactics: For tactics on Krastis and the priests (if necessary), see **Encounter Eight**.

Development: Do your best to discourage open engagement with Krastis at this time. The party can get past her with a Bluff check opposed by her Sense Motive or by improving her attitude to friendly or better (assume her initial attitude is unfriendly). If the PCs make a successful Intimidate check she will back down, but a failed attempt reduces her attitude to hostile immediately (initiating combat). In addition, she attempts to take the party prisoner if they insult her, openly display any holy symbols other than Iuz's, or somehow reduce her attitude to hostile.

It is also possible that Krastis recognizes party members wanted by the Church of Iuz. Have her roll an Intelligence check DC 15 to recognize each such PC. Give her a bonus equal to the PC's wanted score. If PCs are disguised, she must beat their Disguise check with a Spot check before rolling the Intelligence check.

Parties without a character skilled in negotiation can get in a tight spot here quickly so there are a few things the party can do if they find themselves in trouble:

- Players can exchange two Influence Points (total, not each) with the Church of Iuz to persuade Krastis to leave them be.
- If offered a bribe of 50 gp X APL or more, she lets the party live and leaves them alone.
- The party might offer to spill their guts and tell Krastis about Arryn. This results in them being awarded the favor of the Church of Iuz and ends the adventure. The party is not allowed to examine the tower for themselves.
- The party can try to evade them. Since they are in the middle of an urban area, the horses are of little use to Krastis and her group so they move at speed 20. See the *Dungeon Master's Guide* on page 20 for rules on evasion and pursuit. PCs moving faster than 20 can get away. PCs moving slower get caught. PCs moving the same speed must make opposed Dexterity checks. PCs who flee this encounter suffer an additional +1 to their wanted score (see Adventure Record).

If the PCs defeat the priests in this encounter, then they receive 60 xp less than the listed amount since Krastis did not have the aid of the extraplanar creatures she would have called later. However, this is the only way the PCs can get access to the priest's scrolls of *planar ally*. In addition, if the PCs fight and defeat the priests here, Lyzanor does not approach the PCs after they exit the tower unless they have agreed to work for him.

After the PCs have dealt with Krastis, proceed to **Encounter Five**. If any PCs die or are captured, go to **Conclusion C** for any captured PCs. In the unlikely event the PCs rat out Arryn and spill their guts to the Krastis, go to **Conclusion D**.

Encounter Five: Outside the Tower

The PCs have finally arrived at the tower. They have to deal with the goblin guards, get past the tower guardian(s), and find the secret, trapped door that guards Dagrydd's journal. Read the following as the PCs approach the tower:

As you travel down the road, a tower comes clearly into view. Built of large granite stones and mortar, with long, narrow, open-air windows. The tower

appears to have three stories, and the third story bears an ornate stained glass window depicting a male lion on a hill. The double doors that serve the front entrance are made of iron. There is currently a heavy chain with a padlock spun around the doors.

The tower is surrounded by a high walls and a massive gate is the only easily accessible entrance to the great courtyard. Standing out in front of the tower are goblinoid guards. They stand half-way at attention, half-way asleep.

🔪 **Masonry Walls (Courtyard Walls):** 1 ft. thick; hardness 8; hp 90; AC 2; Break DC 35; Climb DC 15.

🔪 **Wooden Portcullis (Courtyard Gate):** 3 in. thick; hardness 5; hp 30; AC 3; Break DC 25¹; Disable Device DC 18 + APL².

¹DC to lift or break down, depending on what the PCs try.

²DC to find some way to open the portcullis without breaking or lifting it.

🔪 **Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 4; Break DC 28; Open Lock DC 18 + APL.

🔪 **Superior Masonry Walls (Tower Walls):** 1 ft. thick; hardness 8; hp 90; AC 2; Break DC 35; Climb DC 20.

🔪 **Windows:** 6 in. wide; 2 ft. tall; Escape Artist DC 30.
Note that only small size or smaller characters can fit through the windows. Even being small size, that character must succeed on the listed Escape Artist check.

🔪 **Stained Glass Window:** 2 in. thick; hardness 1; hp 2; AC 4; Break DC 15; Climb DC 25.

Note that at APLs 6 and 8, this window is actually a monster, the stained-glass golem.

Creatures: The guards have orders to watch the tower and make sure no one enters without proper authorization. They do not have a key to the padlock for the front door on them and tell anyone poking around of such a fact, not that they would give it to them anyway. The guards tell the PCs to leave and mind their own business in the rudest way possible. The PCs can negotiate with them for a few minutes if they wish, but if the PCs get extra pushy or happen to insult the goblins, they attack.

All APLs (EL 2)

👉 **Hobgoblins (4):** hp 6 each. See *Monster Manual* page 153. Each goblin has a *potion of cure light wounds* in addition to its normal equipment.

Note: The PCs do not gain experience for this encounter since an EL 2 shouldn't pose a difficulty or drain on resources for any APL.

Tactics: Should a fight break out the goblins capitulate. They are quick to surrender to obviously superior foes and do not wish to lose their lives over defending the tower (they aren't being paid *that* much).

Development: Although the goblins are a pushover, wise PCs may not wish to cause a disturbance. There are several ways to get past the guards without fighting them. Cunning PCs may devise some clever uses of skills and role-playing to get in. Use the following points to guide you should the PCs try to play it smooth:

- The guards know a wizard is supposed to accompany the official group, thus a party without a wizard (or at least a PC disguised as a wizard, remember to roll Spot checks) tips the guards off to the PC's bluff.
- PCs bluffing their way past the guards must convince them one way or another that they are indeed the right people. The PCs must convince at least three of the goblins to succeed.
- PCs who present official papers with the symbol of the Church of Iuz upon them are allowed to pass with no questions asked. This requires actually having the papers in question (har har) or forging them with the Forgery skill. Remember to roll this check in secret so that the PC does not know how good of a forgery it is. The goblins look over the papers and roll an opposed Forgery check. Should a PC possess some sort of certified writ of entry that is affiliated with the Church of Iuz, grant that PC a +2 bonus to this check. A PC may also use an influence point with the Church of Iuz to automatically succeed on this check.
- Feel free to grant a circumstance bonus or penalty between -2 and +2 on any checks as the situation permits for role-playing or unusual circumstances.
- Since it is unlikely the PCs have obtained the key from Constable Naymori, they probably have to pick or destroy the lock. Doing so arouses suspicion from the hobgoblins. Give them a +5 to their Sense Motive checks against the PCs if they do not have a key.

If a battle begins, there is a cumulative 5% chance per round that a contingent of the city watch is patrolling outside the courtyard. Give the city watch Listen checks (DC 10, because of distance and the intervening wall) to hear the battle, at which point they attempt to join on the side of the goblins, assuming the PCs didn't close the portcullis. Otherwise they alert Constable Naymori who arrives within 1d4+3 minutes with the key and four elite Stoink guards. The consequences for alerting the guard should be dealt with in the same manner as if the PCs had attacked Lyzanor and Orngart in **Encounter Three**.

When the PCs are inside the tower, proceed to **Encounter Six**. If the PCs are defeated by the guards, go to **Conclusion C**.

Encounter Six: Inside the Tower

No matter how the PCs get inside the tower, they likely have to face the guardians of the tower and find the secret attic that holds Dagrýdd's journal. When the PCs are inside the tower, find the room they are in and read the description. If at any time, all PCs are in the tower and unconscious or dead, go to **Conclusion C** for any PCs still alive.

Room 1: Foyer

Read the following as the players enter the room:

Two three-foot wide columns stand in the middle of this room. 20 feet wide and 50 feet long, there are two doors along the wall, one on either side. At the end of the foyer, two staircases spiral up the side of the tower in opposite directions. Tapestries depicting a lion, a sparrow, and a lone tower against a desert backdrop decorate this room.

This is where Dagrýdd usually welcomed his guests. There is little of interest in the room. The three tapestries each weigh about 40 lbs. and are worth 20 gp each if the party takes them.

Room 2: Dining Hall

Read the following as the players enter the room:

This chamber appears to be a dining hall. Eight oak chairs sit around a 15-foot table in the center. A simple crystal chandelier dangles above the table.

Dagrýdd entertained his guests in this room. There is nothing of value in it.

Room 3: Kitchen

Read the following as the players enter the room:

A great fireplace laden with ashes sits at the far wall of this room. It apparently served as a place to prepare food. A few tables, cutlery, and other cooking implements lie scattered about. A door lies to your right.

Dagrýdd often prepared his own meals with the help of his unseen servant. The kitchen is not lavish and the cooking tools include only the simplest kind.

Room 4: Pantry

Read the following as the players enter the room:

Two casks, one labeled "wine" the other labeled "beer" sit in the corner of this room. Sitting on shelves and in bags are grains and preserved foods. Apparently some sort of leak has caused a liquid to fill a corner of the room near the casks. The stench of mold fills the room.

The beer has gone stale but the wine is still fairly good. Unfortunately, because the room has fallen into disrepair a hole has appeared in the wine cask and it has leaked all over. Nothing of value can be found here.

Room 5: Balcony

Read the following as the players enter the room:

The staircase leads up to two opposing balconies that both look down into the foyer. There are two doors on the south balcony and one on the north.

There is nothing of interest here.

Room 6: Guest rooms

Read the following as the players enter the room:

A bed sits at the end of this room. Next to it is a nightstand. At the other end is an armoire.

These are guest rooms and are only full when guests use them. At present, there is nothing in the rooms but a mattress and linens (in the armoire).

Room 7: Dagrýdd's Bedroom

Read the following as the players enter the room:

The door to this room is barely cracked open. The first thing you notice upon entering this room is the horrid stench of death. Entering, you see a well-appointed master bedroom with a queen-sized bed, a massive armoire, and a finely carved Phostwood chest. Upon the bed is a horrific sight. A giant blood-stain lies soaked in the middle of the bed, and upon it lays a middle-aged man with a hollow look in his eyes. His neck has been pierced by some blade, and it festers with a yellow liquid.

The body is Dagrydd's. He was murdered in his sleep by the thieves who managed to sneak into his tower once they had visited it and learned about the nature of its defenses. The yellow liquid is poison they used to aid them in the killing. Dagrydd's body reeks, having been dead for about a week. Anyone approaching must succeed on a Fortitude save (DC 11) or be sickened for 1 minute.

Development: It is possible the PCs might want to cast *speak with dead* on Dagrydd's corpse. Dagrydd attempts to resist such a spell (Will save bonus +9) unless the caster is good-aligned and non-lawful. He never witnessed his own murder since he died in his sleep, but he answer truthfully about anything else. Here are some possible questions and answers:

Who are you?

I am Dagrydd the wizard.

Who killed you?

I have no recollection of my death, just a sudden sharp pain in my sleep.

Where is your journal (or other kinds of important documents)?

It is in a secret attic on the third floor.

Any traps we should worry about?

Yes, there is one in my laboratory this is quite deadly.

What were you doing before you died?

I was preparing to travel to Rookroost in search of a family heirloom.

What sort of defenses does your tower have?

My laboratory is defended by my construct(s). (Adjust according to APL.)

Who was Gresson Klavius?

He was my cousin.

How did Gresson die?

A priest from Dimre said he died of a fatal wound he received while fleeing Rookroost.

What relationship do you have with Dimre?

The curs! They think the Knight's Herald to be their right. Until my death, I was the proper owner.

What is the Knight's Herald?

It is a holy blade that was forged long ago by my ancestors.

Where is the Knight's Herald?

Somewhere in Rookroost, a cemetery I believe although I'm not certain.

Although many of these questions may help players in future scenarios, note that they are also completely insignificant for this scenario. Try to do your best to discourage the players from going on a wild goose chase for the *Knight's Herald* or anything equally divergent.

Room 8: Laboratory

Read the following as the players enter the room:

APL 4

Opening the door to this room, you can see there are a variety of lab benches with many diverse formulas of all colors in beakers and flasks. Another desk holds several books on various arcane and alchemical topics. A door on the west end leads to another room. On the floor, you see the bodies of two men lying in dried pools of blood, their heads smashed open. Their short swords lie on the ground near them. Standing at one end of the room are two large roughly human-shaped metal constructs. One of the arms of each creature ends in a massive pincer, the other in an even more massive hammer. They animate as you enter.

APLs 6-8

Opening the door to this room, you can see there are a variety of lab benches with many diverse formulas of all colors in beakers and flasks. Another desk holds several books on various arcane and alchemical topics. The south wall of this room holds a great stained-glass window showing the image of a lion on a hill. A door on the west end leads to another room. On the floor, you see the bodies of two men lying in dried pools of blood, their clothes shredded. Their short swords lie on the ground near them. Strangely enough, as you

enter the room, the lion animates and jumps out of the window into the room.

APL 10

Opening the door to this room, you can see there are a variety of lab benches with many diverse formulas of all colors in beakers and flasks. Another desk holds several books on various arcane and alchemical topics. The south wall of this room holds a great stained-glass window showing the image of a lion on a hill. A door on the west end leads to another room. At the north end of this room is a great brass statue of a minotaur with a gleaming great axe. On the floor, you see the bodies of two men lying in dried pools of blood, their clothes shredded. Their short swords lie on the ground near them. Strangely enough, as you enter the room, the lion animates and jumps out of the window.

APL 12

Opening the door to this room, you can see there are a variety of lab benches with many diverse formulas of all colors in beakers and flasks. Another desk holds several books on various arcane and alchemical topics. The south wall of this room holds a great stained-glass window showing the image of a lion on a hill. A door on the west end leads to another room. At the north end of this room are two great brass statues of minotaurs with gleaming great axes. On the floor, you see the bodies of two men lying in dried pools of blood, their clothes shredded. Their short swords lie on the ground near them. Strangely enough, as you enter the room, the lion animates and jumps out of the window into the room.

The bodies are those of Jillek and Yod, the two rogues Dagrydd attempted to hire to assist him in his adventure. After murdering Dagrydd, they went upstairs, searching for his notes on the location of the treasure they were after. However, they were surprised by the presence of the golems, who had never animated in Dagrydd's presence before (he had ordered them not to). The golems slaughtered the thieves, but since they aren't that great at house-keeping, they didn't clean up after themselves.

Creatures: This is Dagrydd's laboratory. The PCs either encounter automatons or Dagrydd's stained glass golem and possibly a brass golem. At all APLs, the creatures have orders to attack anyone who enters the room other than Dagrydd. If any of the PCs have

successfully disguised themselves as Dagrydd (with *disguise self* or similar magic) then they are not attacked by either the automatons or the golem. However this is unlikely since the PCs probably do not know what Dagrydd looks like.

The constructs attack any other PCs. Multiple PCs entering disguised as Dagrydd disorient the constructs for a moment. Roll randomly to determine which PC the constructs think is Dagrydd, and assume the disguise has no effect for the rest of the PCs.

APL 4 (EL 6)

➤ **Automaton, Hammerer**^{MM2} (2); hp 47; see Appendix III.

Tactics: The hammerers simply attack the nearest character until that character falls. Then they proceed to attack the next nearest character until all characters are down. They do not attack fallen characters that are obviously not conscious, nor do they coup de grace them. They do not "gang up" on the same character unless that character happens to be the nearest character to both hammerers. They do not pursue fleeing PCs out of the tower.

APL 6 (EL 8)

➤ **Stained-Glass Golem**^{MM2}, **Advanced:** hp 176; see Appendix III.

Tactics: Make a Hide check opposed by the PC's Spot checks. It is unlikely they can spot it with a Hide bonus of +50, but at least give them a shot. If the PCs fail, the golem takes a free standard action to attack or move up to the nearest PC. The golem relentlessly attacks the nearest PC still in the room just like the hammerers. It does not pursue fleeing PCs out of the tower.

APL 8 (EL 10)

➤ **Stained-Glass Golem**^{MM2}, **Advanced:** hp 212; see Appendix III.

Tactics: same as APL 6.

APL 10 (EL 12)

➤ **Stained-Glass Golem**^{MM2}, **Advanced:** hp 212; see Appendix III.

➤ **Brass Golem**^{MM2}: hp 118; see Appendix III.

Tactics: Stained-glass golem – same as APL 6. Brass golems – Target the nearest character that doesn't look (or smell) like Dagrydd with its *maze* ability during the

first round. Then proceed to attack the nearest PC in the same fashion as the stained-glass golem.

APL 12 (EL 14)

➤ **Stained-Glass Golem**^{MM2}, **Advanced**: hp 270; see Appendix III.

➤ **Brass Golem**^{MM2} (2): hp 118 each; see Appendix III.

Tactics: Same as APL 10.

Development: Waiting outside, Lyzanor is able to increase his knowledge of the party using *clairaudience/clairvoyance* during this battle. He casts the spell when he hears combat erupt on the top level of the tower (with the construct[s]). The DC of the Listen check is 4 (-10 for a battle, +10 for the intervening wall and +4 for distance) so it is safe to assume he automatically makes his Listen check or that his followers hear it and inform him. He observes the battle and takes note of any weaknesses or strengths in the party. Be sure to give PCs with a 12 Intelligence or greater a DC 20 Intelligence check to notice the presence of the sensor.

Room 9: Study

Read the following as the players enter the room:

This room appears to be a study. A desk at one end of the room holds several pieces of parchment upon it and a book. Against another wall rests a large Phostwood armoire.

The book on the desk appears to be Dagrydd's spellbook at first glance, but more thorough inspection proves this is not the case. It is actually the results of Dagrydd's attempts at creating his own original spells.

The secret door to the hidden attic is located in the ceiling right above the armoire. The Search DC to locate it is 23 + APL. Remember that a character only needs to be within 10 feet to locate the door with a Search check, so it won't be necessary for them to climb on top of the armoire to find the door. However, do not give the PCs any indication that there is anything else of interest in the tower. They must figure out there is a secret passage for themselves through communication with Dagrydd's corpse (see Room 7) or shrewd thinking. PCs who think of it may roll an Intelligence check (DC 15) to realize that the tower is indeed taller than would seem necessary.

Trap: Dagrydd's journal is trapped with a *sepia snake sigil* and anyone attempting to read it is subject to the effect. The study is also magically trapped at APL 6. The

trap type depends on the APL. PCs who succeed on the Search check to find the secret door do not necessarily locate the trap, and indeed at most APLs the trap goes off if anyone comes close enough to search for the trap door anyway. The PCs must indicate that they are searching for traps. If they have already established a standard procedure for this sort of thing, follow their procedure.

All APLs

➤ **Sepia Snake Sigil Trap**: CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28.

The trap goes off if anyone attempts to read Dagrydd's journal, as described in the spell description. This trap only affects the EL at APLs 4 and 6.

APL 4 (EL 5)

➤ **Burning Hands Trap**: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 3rd-level wizard, 3d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

The trap goes off if anyone steps within 10 feet of the secret door. It follows the path indicated on the map. The trap resets the next round.

APL 6 (EL 7)

➤ **Lightning Bolt Trap**: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

The trap goes off if anyone steps within 10 feet of the secret door. It follows the path indicated on the map. The trap resets the next round.

APL 8 (EL 9)

➤ **Lightning Bolt Trap**: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

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

The traps go off if anyone steps within 10 feet of the trap door. The lightning bolt follows the path

indicated on the map, while the prismatic spray starts from the corner and fills the room. The trap resets the next round.

APL 10 (EL 11)

↗ **Power Word Stun Trap:** CR 8; magic device; visual trigger (*true seeing*); no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32.

The trap goes off if anyone comes within 10 feet of the trap door and targets the first character to approach close enough.

↗ **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours); Search DC 34; Disable Device DC 34.

This trap goes off immediately after the *power word stun* trap and targets the same character. Unlike the *power word stun* trap, this trap resets the next round.

APL 12 (EL 13)

↗ **Energy Drain Trap (2):** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours); Search DC 34; Disable Device DC 34.

The traps go off if anyone steps within 10 feet of the trap door and target the first character to approach close enough. The traps reset the next round.

↗ **Forcecage and Summon Monster VII Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a bone devil); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, bone devil); Search DC 32; Disable Device DC 32.

The trap goes off if anyone steps within 10 feet of the trap door and targets the first character to approach close enough. The trap resets the next round.

Room 10: Hidden Attic

Read the following as the players enter the room:

This musty room is only about 10 feet wide and 5 feet high. There is a small chest in one corner. It does not have a lock.

Inside the chest the PCs find Dagrydd's spellbook(s) and his journal. Give them **Player Handout II**.

Encounter Seven (a): The Friars Strike Back

This encounter assumes that the PCs are working for Arryn and have denied Lyzanor's request to work for Dimre instead. Regardless of whether the PCs agreed, Lyzanor has followed them to the tower in order to confront them as they leave. If any goblins still remain, he tells them that he is here with the permission of Boss Renfus (true) and to persuade them that they should allow him to take care of the matter.

Read or paraphrase the following as the PCs exit the tower (be sure to modify the encounter appropriately if the PCs are encountering Lyzanor for the first time):

As you leave the tower, glad to have completed your mission before the forces of the Old One arrive, you see a group of brown-robed figures standing outside bearing quarterstaves, almost as if they have been waiting for you. They then step forth and it is apparent that they are friars. They bear the symbol of the eclipsed sun. Each has a dour look, and their weapons are readied as you approach.

"It is fortunate you have survived," he says, "It gives me the opportunity to offer you one last chance to serve the Ebongleam. Turn over the information to me and be favored by the Blinding Light. Refuse us, and you will know his wrath."

Creatures: Lyzanor has decided to call in back-up in case the PCs are not agreeable. He has used a scroll to summon a *planar ally* (varies upon APL) to aid him should negotiations break down. Note that cooperating with devils is perfectly within the doctrine of the Ebongleam. This devil is hidden as described in the individual APL's tactics section. In addition, Lyzanor has used his leadership feat (at higher APLs) to gather a handful of zealots to assist him. If the PCs reject his "generous" offer, the friars attack.

If the PCs attempt to turn over the journal (the actual one or a forged copy) Lyzanor uses any divination spells available to him to ensure that the information the party hands him is the genuine journal of Dagrydd. Nothing short of the true journal (to the best of his knowledge) will suffice. He does not allow the PCs time to make a copy. If at any point in the negotiation process, Lyzanor has good reason to believe there is deception involved (such as through *discern lies*), he orders his company to attack. Bear in mind that only a remarkably glib group of characters are

capable of deceiving a Church Inquisitor of the Ebongleam.

If battle breaks out the Dimrites fight to the death. They are wholly committed and dedicated to their cause. They are also ruthless in their execution of the Ebongleam's justice.

Important Note: At APL 6+, Orngart uses his *hat of disguise* in this encounter to appear as Lyzanor while Lyzanor stands back and remains hooded to conceal his identity. Orngart has been carefully instructed in what to say, but Lyzanor still casts any divinations necessary, stepping forward at the false Lyzanor's beckoning. This is explained by the false Lyzanor as consulting with his "expert diviner." Should the PCs spot the deception, Lyzanor apologizes and states that it is only a precaution he uses to maintain a low-profile.

APL 4 (EL 7)

☛ **Lyzanor:** Male Human Clr5; hp 31; see Appendix IV.

☛ **Orngart:** Male Half-Orc Mnk3; hp 17; see Appendix IV.

☛ **Bearded Devil:** hp 45; see *Monster Manual* page 52.

Tactics: Play Lyzanor as cautious, cold, and calculating. He has already cast *magic vestment* as a precaution. Chances are he has been able to already divine some information about the PCs in the first encounter (if they didn't attack him first). He uses whatever information he has to the best benefit.

Assuming his *clairaudience/clairvoyance* spell is still active (see **Encounter Six: Room 8**), he begins casting spells to aid his group as soon as he sees the party begin to leave the tower. Any PCs checking the windows on their way out get one chance to spot the friars with a Spot check (DC 20 because of the distance and tree cover) but only if a player specifically mentions he is going to a window to see if there is anyone outside. As soon as Lyzanor notices the party leaving, he tells the friars to take total cover underneath some trees in the courtyard until the PCs come out. Feel free to allow the PCs a Listen check (DC 20 at the top of the tower and -4 to the DC for each level down the PC is) to hear the spell-casting outside if they do not make a lot of noise coming down.

Assuming the players do not delay and there is at least one character moving at speed 15 in the party, Lyzanor has a maximum of six rounds to prepare spells. If the PCs all move at least speed 20 (or scouts with speed 20 go ahead), he has five rounds. If the PCs all move at least at speed 30 (or scouts go ahead), he has four rounds. If the PCs all move at speed 40 (or scouts

go ahead), he has only three rounds. Subtract one round from any of these times if the PCs indicate that they are hustling outside as quickly as possible. Lyzanor uses this time to cast defensive and enhancement spells on the group in the following order: *bless*, *bull's strength* on Orngart, *shield of faith* on Orngart, *shield of faith* on himself, *magic weapon* on his quarterstaff, plus any other spell you deem appropriate if time permits. Orngart drinks his *potion of owl's wisdom*.

When battle breaks out, Lyzanor attempts to target a *sound burst* on the first round so that it stuns arcane spell-casters and rogues. Then, he moves into melee or casts spells as appropriate. Note his ability to use *calm emotions* to stop barbarians from raging.

Orngart uses his Tumble skill to move in and stun arcane spell-casters (or lightly-armored characters). He takes the -10 penalty to move at full speed if necessary, relying on Dodge and Mobility to protect him from attacks of opportunity. He deals non-lethal damage when possible.

The bearded devil has been tasked with ensuring that Lyzanor recovers the journal using a *lesser planar ally* spell. He hides outside the walls communicating with Lyzanor via telepathy. During the first round he uses *greater teleport* to position himself inside the walls to join the battle. He immediately joins in melee and fights to the death. He does not attempt to summon more devils.

APL 6 (EL 9)

☛ **Lyzanor:** Male human Clr5/Inq2^{CD}; hp 42; see Appendix IV.

☛ **Orngart:** Male Half-Orc Mnk5; hp 26; see Appendix IV.

☛ **Hellcat:** hp 60; see *Monster Manual* page 54.

Tactics: As APL 4, except Lyzanor casts these spells: *bless*, *bull's strength* on Orngart, *resist energy* on himself (against an energy type favored by the party), *shield of faith* on Orngart, *shield of faith* on himself, plus any other spell you deem appropriate if time permits. Orngart drinks his *potion of owl's wisdom*.

When battle breaks out, Lyzanor begins the first round by casting *order's wrath* to target as many PCs as possible. The next round, he casts *divine power*. Then, he moves into melee or casts spells as appropriate. Note his ability to use *calm emotions* to stop barbarians from raging and his ability to cast *dispel magic* quite deftly on troublesome spells or powerfully buffed opponents.

Orngart uses his Tumble skill to move in and stun arcane spell-casters (or lightly-armored characters). He takes the -10 to move at full speed if necessary, relying

on Dodge and Mobility to protect him from attacks of opportunity. He deals non-lethal damage when possible.

The hellcat has been tasked with ensuring that Lyzanor recovers the journal using a *planar ally* scroll. He hides invisibly inside the walls communicating with Lyzanor via telepathy. While the negotiation goes on, he sneaks around to get in an advantageous position to pounce should a fight break out. He fights viciously to the death.

APL 8 (EL 11)

☛ **Lyzanor:** Male Human Clr5/Inq4^{CD}; hp 53; see Appendix IV.

☛ **Orngart:** Male Half-Orc Mnk7; hp 35; see Appendix IV.

☛ **Bone Devil:** hp 95; see *Monster Manual* page 52.

☛ **Dimrite Zealots (5):** Male and Female War1; hp 6 each; see Appendix IV.

Tactics: As APL 4, except Lyzanor casts these spells: *bull's strength* on Orngart, *resist energy* on himself (against an energy type favored by the party), *shield of faith* on Orngart, *shield of faith* on himself, plus any other spell you deem appropriate if time permits. Orngart drinks his *potion of owl's wisdom*.

When battle breaks out, Lyzanor begins the first round by casting *order's wrath* to target as many PCs as possible. The next round, he casts *righteous might*. Then, he moves into melee or casts spells as appropriate. Note his ability to use *calm emotions* to stop barbarians from raging and his ability to cast *dispel magic* quite deftly on troublesome spells or powerfully buffed opponents.

Orngart uses his Tumble skill to move in and stun arcane spell-casters (or lightly-armored characters). He takes the -10 to move at full speed if necessary, relying on Dodge and Mobility to protect him from attacks of opportunity. He deals non-lethal damage when possible.

The bone devil has been tasked with ensuring that Lyzanor recovers the journal using a *planar ally* scroll. He hides invisibly inside the walls communicating with Lyzanor via telepathy. While the negotiation goes on, he flies silently around to get in an advantageous position to use his fear aura. During battle, he uses *wall of ice* to divide the party and attempts to poison melee fighters. He fights viciously to the death. He does not attempt to summon more devils.

There is another added danger at this APL. The zealots may not seem like more than a speed-bump to most parties, but should any PC ever fall in combat, the zealots rush up to attack the fallen PC for non-lethal

damage to keep them knocked out. Remember that helpless opponents have an effective Dexterity of 0 (-5 modifier) and that prone, helpless defenders receive a -8 penalty to AC. The zealots do not attempt this unless they can do so without provoking an attack of opportunity. In such case, they continue attacking their current target.

APL 10 (EL 13)

☛ **Lyzanor:** Male Human Clr5/Inq6^{CD}; hp 64; see Appendix IV.

☛ **Orngart:** Male Half-Orc Mnk8; hp 47; see Appendix IV.

☛ **Barbed Devil:** hp 126; see *Monster Manual* page 51.

☛ **Dimrite Zealots (8):** Male and Female War1; hp 6 each; see Appendix IV.

Tactics: As APL 4, except Lyzanor casts these spells: *bull's strength* on Orngart, *freedom of movement* on himself, *resist energy* on himself (against an energy type favored by the party), *legion's shield of faith* (everyone), plus any other spell you deem appropriate if time permits. Orngart drinks his *potion of owl's wisdom*.

When battle breaks out, Lyzanor begins the first round by casting *blade barrier* to divide the party in half if possible. The next round, he casts *righteous might*. Then, he moves into melee or casts spells as appropriate. Note his ability to use *calm emotions* to stop barbarians from raging, his ability to cast *dispel magic* quite deftly on troublesome spells or powerfully buffed opponents, and his ability to *force shapechange* on wild-shaped druids or polymorphed characters. He saves his scroll of *dictum* for emergencies.

Orngart uses his Tumble skill to move in and stun arcane spell-casters (or lightly-armored characters). He takes the -10 to move at full speed if necessary, relying on Dodge and Mobility to protect him from attacks of opportunity. He deals non-lethal damage when possible.

The barbed devil has been tasked with ensuring that Lyzanor recovers the journal using a *planar ally* scroll. He hides inside the trees communicating with Lyzanor via telepathy. While the negotiation goes on, he sneaks around to get in an advantageous position should a fight break out. He fights viciously to the death. He does not attempt to summon more devils.

The zealots act as described in APL 8.

APL 12 (EL 15)

☛ **Lyzanor:** Male Human Clr5/Inq8^{CD}; hp 75; see Appendix IV.

➤ **Orngart:** Male Half-Orc Mnk10; hp 58; see Appendix IV.

➤ **Ice Devil:** hp 147; see *Monster Manual*/page 56.

➤ **Dimrite Zealots (8):** Male and Female War1; hp 6 each; see Appendix IV.

➤ **Dimrite Adept:** Male Adp2; hp 7; see Appendix IV.

Tactics: As APL 4, except Lyzanor casts these spells: *mass bull's strength* (himself, the devil, and Orngart, plus 10 zealots), *spell resistance* on himself, *legion's shield of faith* (everyone), *freedom of movement* on himself, plus any other spell you deem appropriate if time permits. Orngart drinks his *potion of owl's wisdom*, *potion of cat's grace*, and *potion of resist energy (fire)*.

When battle breaks out, Lyzanor begins the first round by casting *blade barrier* to surround the party if possible. The next round, he casts *greater command* with the command to "flee" forcing the PCs to run through the blade barrier. Then, he moves into melee or casts spells as appropriate. Note his ability to use calm emotions to stop barbarians from raging, his ability to cast *dispel magic* quite deftly on troublesome spells or powerfully buffed opponents, his ability to force shapechange on wild-shaped druids or polymorphed characters, and his ability to prevent even flying opponents from approaching him by casting *repulsion*. He saves his *scroll of dictum* for emergencies.

Orngart uses his Tumble skill to move in and stun arcane spell-casters (or lightly-armored characters). He takes the -10 to move at full speed if necessary, relying on Dodge and Mobility to protect him from attacks of opportunity. He deals non-lethal damage when possible.

The ice devil has been tasked with ensuring that Lyzanor recovers the journal using a *greater planar ally* scroll. He hides outside the walls communicating with Lyzanor via telepathy. During the first round he flies up above the walls (having pre-cast *fly*) so he can see the battle and blasts the PCs with an *ice storm* or attempts to divide them with *wall of ice*. The following round he moves in and uses *unholy aura* on himself, Lyzanor (and Orngart if possible). Thereafter he uses spell-like abilities or fights in melee as appropriate. He fights viciously to the death. He does not attempt to summon more devils.

The Dimrite Adept begins by casting *bleed* and heals on following rounds as appropriate. The zealots act as described in APL 8.

Development: If the party kills Lyzanor and loots his body, they find his journal. Give the players **Player Handout I**.

There is still the chance (cumulative 5% per round) that guards outside the courtyard notice the battle. However, this time, they do nothing but sit it out and watch until a victor has been declared. Once the battle is over, they feebly request the PCs to accompany them but don't press the issue.

If the PCs defeat the friars and want to return to Arryn, go to **Encounter Eight**. If the PCs are defeated or captured by the friars, go to **Conclusion C**. If the PCs decide for some odd reason to turn the journal in to the Church of Iuz, go to **Conclusion D**.

Encounter Seven (b): The Friars Cash In

This encounter assumes that the PCs are working for Lyzanor instead of Arryn. Regardless of whether the PCs agreed, Lyzanor has followed them to the tower in order to confront them as they leave. If any goblins still remain, he tells them that he is here with the permission of Boss Renfus (true) and to persuade them that they should allow him to take care of the matter.

Read the following as the PCs exit the tower:

As you leave the tower, glad to have completed your mission before the forces of the Old One arrive, you recognize the friars you spoke with before standing outside as if waiting for you. Lyzanor approaches you.

"It is fortunate you have survived," he says, "Praise the Blinding Light! Now, if you will please turn over the information to me you will be forever favored by those who adhere to the Ebongleam."

Creatures: Lyzanor has decided to call in back-up in case the PCs are not agreeable. He has used a scroll to summon a planar ally (varies upon APL) to aid him should negotiations break down. Note that cooperating with devils is perfectly within the doctrine of the Ebongleam. This devil is hidden as described in the individual APL's tactics section. In addition, Lyzanor has used his leadership feat (at higher APLs) to gather a handful of zealots to assist him. If the PCs reject his "generous" offer, the friars attack.

If the PCs attempt to turn over the journal (the actual one or a forged copy) Lyzanor uses any divination spells available to him to ensure that the information the party hands him is the genuine journal of Dagrydd. Nothing short of the true journal (to the best of his knowledge) will suffice. He does not allow the PCs time to make a copy. If at any point in the negotiation process, Lyzanor has good reason to believe there is deception involved (such as through *discern*

lies), he orders his company to attack. Bear in mind that only a remarkably glib group of characters are capable of deceiving a Church Inquisitor of the Ebongleam.

If battle breaks out the Dimrites fight to the death. They are wholly committed and dedicated to their cause. They are also ruthless in their execution of the Ebongleam's justice.

Orngart does not disguise himself as Lyzanor if the party has agreed to help Dimre.

APL 4 (EL 7)

➤ **Lyzanor:** Male Human Clr5; hp 31; see Appendix IV.

➤ **Orngart:** Male Half-Orc Mnk3; hp 17; see Appendix IV.

➤ **Bearded Devil:** hp 45; see *Monster Manual* page 52.

APL 6 (EL 9)

➤ **Lyzanor:** Male Human Clr5/Inq2^{CD}; hp 42; see Appendix IV.

➤ **Orngart:** Male Half-Orc Mnk5; hp 26; see Appendix IV.

➤ **Hellcat:** hp 60; see *Monster Manual* page 54.

APL 8 (EL 11)

➤ **Lyzanor:** Male human Clr5/Inq4^{CD}; hp 53; see Appendix IV.

➤ **Orngart:** Male Half-Orc Mnk7; hp 35; see Appendix IV.

➤ **Bone Devil:** hp 95; see *Monster Manual* page 52.

APL 10 (EL 13)

➤ **Lyzanor:** Male Human Clr5/Inq6^{CD}; hp 64; see Appendix IV.

➤ **Orngart:** Male Half-Orc Mnk8; hp 47; see Appendix IV.

➤ **Barbed Devil:** hp 126; See *Monster Manual* page 51.

APL 12 (EL 15)

➤ **Lyzanor:** Male Human Clr5/Inq8^{CD}; hp 75; see Appendix IV.

➤ **Orngart:** Male Half-Orc Mnk10; hp 58; see Appendix IV.

➤ **Ice Devil:** hp 147; see *Monster Manual* page 56.

Development: If the party kills Lyzanor and loots his body, they find his journal. Give the players **Player Handout I**.

There is still the chance (cumulative 5% per round) that guards outside the courtyard notice the battle. However, this time, they do nothing but sit it

out and watch until a victor has been declared. Once the battle is over, they feebly attempt to place the PCs under arrest but don't press the issue.

If the PCs defeat the friars and want to return to Arryn, go to **Encounter Eight**. If the PCs are defeated or captured by the friars, go to **Conclusion C**. If the PCs decide for some odd reason to turn the journal in to the Church of Iuz, go to **Conclusion D**.

Encounter Eight: Not So Fast!

Warning! Only run this encounter if the PCs did NOT fight the friars for their final encounter (as might happen if the PCs agree to turn over the information to them) and have already broken into Dagrydd's tower. Otherwise, skip to **Encounter Nine**. This encounter is included to allow PCs who did not fight the friars to reach the gold and xp cap. As the PCs attempt to leave town the following day, their work complete, read the following:

You awake the next morning your mind aflutter with thoughts of the previous day's excitement. After paying your tab with the innkeeper of the Double Dagger, you prepare to leave town, however as you approach the town gates, you see an unwelcome sight.

A pair of priests bearing the insignia of the Temple Grimacing stand near the gate, accompanied by horrid-looking monsters, almost as if anticipating your arrival. The more imposing priest, a woman with braided brown hair, clad in chain mail and bearing a silvered skull around her neck approaches you, the other priest following quickly behind.

"You meddlers!" she screams, pointing an accusing finger at your group before continuing, "You should have left the tower of Dagrydd to those whose business it was. We know of your little foray and the high priest at Grimacing is none too happy about it. I don't suppose it's worth our time to ask you to come quietly," she says, caressing her finely wrought silver skull and throwing a malign grin your way.

Creatures: Krastis and her guards are agents of the Temple Grimacing, and they have come to dole out Iuz's particular brand of "justice." They know the PCs broke into Dagrydd's tower and they are ready to punish the PCs for getting involved on their turf.

There are also a few members of the watch guarding the gate; however Boss Renfus has issued an

order to his men not to get involved in this squabble and to let the Iuzians take care of it. Thus, the watch does not aid either side. They sit out the battle and await the result. If the Iuzians win, they help collect the bodies of any living PCs. If the PCs win, they allow the PCs to exit the city without a hassle.

APL 4 (EL 5)

☛ **Krastis:** Female Human Clr3 of Iuz; hp 20; see Appendix V.

☛ **Grimacing Bard:** Female Human Brd3; hp 13; see Appendix V.

☛ **Abyssal Maw, Advanced (2):** hp 25 each. See Appendix V.

Tactics: As initiative begins, Krastis nods to the bard. A Sense Motive check (DC 20) indicates that she is giving the bard a pre-determined signal. In the first round, the Iuzians avoid all pretense of battle and delay until the bard's turn arrives at which point she begins singing to *fascinate* the party. Even if the PCs have already taken a hasty swing or two, the bard is still able to do this since none of the Iuzians are brandishing weapons or spells against the PCs yet. If the bard successfully *fascinates* the PCs, the Iuzians refocus their initiatives. The following round, the priests and their minions begin attacking in concert by focusing their attacks on one PC at a time.

Although the PCs have the advantage of having rested for the night, the Iuzians attack with ferocity and swing to kill. Krastis tries to target as many PCs as possible with a *sound burst* and casts *bull's strength* on the blackguard. The bard begins by singing to inspire courage and then acts as a secondary medic or looks for opportunities to get fighters with a *Tasha's hideous laughter*. The demons work with the priests for the first round or two, but they quickly decide to do things their own way, simply aiming to cause as much random carnage to the PCs as they can.

APL 6 (EL 7)

☛ **Krastis:** Female Human Clr5 of Iuz; hp 31; see Appendix V.

☛ **Grimacing Bard:** Female Human Brd5; hp 20; see Appendix V.

☛ **Abyssal Eviscerator, Advanced (2):** hp 38 each. See Appendix V.

Tactics: As initiative begins, Krastis nods to the bard. A Sense Motive check (DC 20) indicates that she is giving the bard a pre-determined signal. In the first round, the Iuzians avoid all pretense of battle and delay until the bard's turn arrives at which point she begins

singing to *fascinate* the party. Even if the PCs have already taken a hasty swing or two, the bard is still able to do this since none of the Iuzians are brandishing weapons or spells against the PCs yet. If the bard successfully *fascinates* the PCs, the Iuzians refocus their initiatives. The following round, the priests and their minions begin attacking in concert by focusing their attacks on one PC at a time.

Although the PCs have the advantage of having rested for the night, the Iuzians attack with ferocity and swing to kill. Krastis first tries to target as many PCs as possible with a *sound burst* and in following rounds casts *bull's strength* on an eviscerator or *magic circle against law*. The bard begins by singing to inspire courage and then acts as a secondary medic or looks for opportunities to get fighters with a *hold person* or *Tasha's hideous laughter*. The eviscerators simply attempt to grapple a PC and rake that PC to death before moving to the next nearest target.

APL 8 (EL 9)

☛ **Krastis:** Female Human Clr7 of Iuz; hp 42; see Appendix V.

☛ **Grimacing Bard:** Female Human Brd7; hp 27; see Appendix V.

☛ **Advanced Abyssal Eviscerator (2):** hp 92 each. See Appendix V.

Tactics: As initiative begins, Krastis nods to the bard. A Sense Motive check (DC 20) indicates that she is giving the bard a pre-determined signal. In the first round, the Iuzians avoid all pretense of battle and delay until the bard's turn arrives at which point she begins singing to *fascinate* the party. Even if the PCs have already taken a hasty swing or two, the bard is still able to do this since none of the Iuzians are brandishing weapons or spells against the PCs yet. If the bard successfully *fascinates* the PCs, the Iuzians refocus while she attempts to instill a *suggestion* to each PC that they surrender and allow themselves to be manacled. Any PCs who fail their save get manacled by Krastis and the priests and surrender, meaning they are not able to fight. Those who make the save are forced to fight the priests while their companions sit by, still under the *suggestion* to surrender. The bard keeps the *fascination* going until all Iuzians have refocused. The following round, the priests and their minions begin attacking any remaining PCs in concert by focusing their attacks on one PC at a time.

Although the PCs have the advantage of having rested for the night, the Iuzians attack with ferocity and swing to kill. Krastis first tries to target as many PCs as possible with a *chaos hammer* and in following

rounds casts *bull's strength* on an eviscerator or *magic circle against law*. The bard begins casting *charm monster* if only one PC did not succumb to the *suggestion*. Otherwise, she begins by casting *haste* and then sings to inspire courage the next round. After that she acts as a secondary medic or looks for opportunities to get fighters with a *hold person* or *Tasha's hideous laughter*. The eviscerators simply attempt to grapple a PC and rake that PC to death before moving to the next nearest target.

APL 10 (EL 12)

☛ **Krastis:** Female Human Clr9 of Iuz; hp 53; see Appendix V.

☛ **Grimacing Bard:** Female Human Brd9; hp 34; see Appendix V.

☛ **Advanced Abyssal Eviscerator (2):** hp 138 each. See Appendix V.

Tactics: As initiative begins, Krastis nods to the bard. A Sense Motive check (DC 20) indicates that she is giving the bard a pre-determined signal. In the first round, the Iuzians avoid all pretense of battle and delay until the bard's turn arrives at which point she begins singing to *fascinate* the party. Even if the PCs have already taken a hasty swing or two, the bard is still able to do this since none of the Iuzians are brandishing weapons or spells against the PCs yet. If the bard successfully *fascinates* the PCs, the Iuzians refocus while she attempts to instill a *suggestion* to each PC that they surrender and allow themselves to be manacled. Any PCs who fail their save get manacled by Krastis and the priests and surrender, meaning they are not able to fight. Those who make the save are forced to fight the priests while their companions sit by, still under the *suggestion* to surrender. The bard keeps the *fascination* going until all Iuzians have refocused. The following round, the priests and their minions begin attacking any remaining PCs in concert by focusing their attacks on one PC at a time.

Although the PCs have the advantage of having rested for the night, the Iuzians attack with ferocity and swing to kill. Krastis first tries to target as many PCs as possible with a *chaos hammer* and in following rounds casts *slay living* on the nearest PC. In following rounds she heals or casts spells as appropriate to situation. The bard begins casting *charm monster* if only one PC did not succumb to the *suggestion*. Otherwise, she begins by casting *haste* and then sings to inspire courage the next round. After that she acts as a secondary medic or looks for opportunities to get fighters with a *hold person* or *Tasha's hideous laughter*. The eviscerators simply attempt to grapple a PC and

rake that PC to death before moving to the next nearest target.

APL 12 (EL 14)

☛ **Krastis:** Female Human Clr11 of Iuz; hp 64; see Appendix V.

☛ **Grimacing Bard:** Female Human Brd11; hp 41; see Appendix V.

☛ **Hezrou (2):** See *Monster Manual* page 44.

Tactics: As Initiative begins, Krastis nods to the bard. A Sense Motive check (DC 20) indicates that she is giving the bard a pre-determined signal. In the first round, the Iuzians avoid all pretense of battle and delay until the bard's turn arrives at which point she begins singing to *fascinate* the party. Even if the PCs have already taken a hasty swing or two, the bard is still able to do this since none of the Iuzians are brandishing weapons or spells against the PCs yet. If the bard successfully *fascinates* the PCs, the Iuzians refocus while she attempts to instill a *suggestion* to each PC that they surrender and allow themselves to be manacled. Any PCs who fail their save get manacled by Krastis and the priests and surrender, meaning they are not able to fight. Those who make the save are forced to fight the priests while their companions sit by, still under the *suggestion* to surrender. The bard keeps the *fascination* going until all Iuzians have refocused. The following round, the priests and their minions begin attacking any remaining PCs in concert by focusing their attacks on one PC at a time.

Although the PCs have the advantage of having rested for the night, the Iuzians attack with ferocity and swing to kill. Krastis first tries to target as many PCs as possible with a *chaos hammer* and in following rounds casts *slay living* on the nearest PC or *harm* if she feels the PC is a serious threat. In following rounds she heals or casts spells as appropriate to situation. The bard begins casting *dominate person* on any remaining PCs with fighters being her main targets. Otherwise, she begins by casting *haste* and then sings to inspire courage the next round. After that she acts as a secondary medic or looks for opportunities to get fighters with a *dominate person*, *hold person* or *Tasha's hideous laughter*.

Development: The town guard has orders not to interfere with this matter so they let the PCs do pretty much whatever they want. They only step in if the PCs are causing lots of damage to public property and then only if they think they think the PCs are manageable. They are quite content to sit by and watch the battle though. They shout and holler throughout the fight.

If any of the PCs are captured go to **Conclusion C**.

Encounter Nine: Putting Friends First

Assuming the PCs decide to return the information back to Arryn, read the following:

Journeying back to town, you manage to locate Arryn by the end of the night. He approaches you furtively in the streets shortly after you return and asks you to accompany him back to his room so that you can tell him everything.

After an evening of tales and stories of your adventure, you give Arryn the journal of Dagrydd. His eyes are alight with gratitude as he accepts the journal and begins to thumb through its contents. He then ponders to himself a moment before turning back to you.

“Well friends, it appears the adventure has only begun. But for now, I am indebted to you. Please accept my humble gratitude. Know that if I ever have the opportunity, I will also try to return the favor.”

At this point, Arryn hands each PC a tiny brass symbol of Barachiel and the adventure is over. Go to **Conclusion A**.

Conclusion A: Success!

Read the following if the PCs turned the journal over to Arryn:

With the journal of the wizard Dagrydd safely in the hands of the mysterious traveler, you are comforted by the fact that you have kept sensitive information from the Old One and those meddling friars. Nevertheless, you can't help but wonder who this strange man is, and why he has appeared all of the sudden. In the meantime, you look forward to a bit of rest before seeking your next adventure in the exciting Bandit Kingdoms.

Players with this conclusion gain the *Gratitude of Arryn Alcor* and the *Enmity of the Theocracy of Dimre*. Additionally, any characters who were seen entering Dagrydd's estate are now *Wanted for Questioning* by the church of Iuz.

Conclusion B: Success?

Read the following if the PCs turned the journal over to the friars:

With the journal safely in the hands of the friars, you know you have kept the sensitive information out of the hands of the strange traveler and the forces of Iuz. You wonder about the motives of the traveler, and for that matter, the friars. But alas, this chapter in your life is over, and you look forward to a bit of rest before seeking your next adventure in the exciting Bandit Kingdoms.

Players with this conclusion gain *Influence with the Theocracy of Dimre* and the *Enmity of Arryn Alcor*. The friars also use their diplomatic abilities to persuade the Church of Iuz not to pursue the PCs for investigating the tower so they are NOT *Wanted for Questioning*.

Conclusion C: Failure!

Read the following if the PCs were captured:

After a grueling month of hard labor and countless cracks of the whip in the silver mines of the Riftcrag, you finally come across a chance to escape. One day, you notice the guard to be a bit hungover and you manage to steal a set of keys and unlock your shackles. As you made your getaway, you were quick to check the guard station and as luck would have it, you found most of your belongings there! It took you the better part of a week to find your way out of the Rift, but at least you managed to get out with your life. Others may not be so lucky.

Players with this conclusion gain *Whip Scars* and lose 50% of the gold they were carrying plus one randomly determined item (assign all items a number and then roll an appropriate die). They do not gain either the *Gratitude* or the *Enmity of Arryn Alcor*.

Conclusion D: Strange Bedfellows

Read the following if the PCs decide to work with the forces of Iuz:

Having betrayed the information on Dagrydd to Krastis, your contact with the Temple Grimacing, you are brought to Riftcrag for “questioning.” Their accommodations are less than acceptable, but there is little you can do. Eventually, you are released from their custody, but you have a strange feeling that they will be watching you from now on. As for the mysterious traveler, he had better have a ready horse to speed him away. Word is on the streets he is now being hunted with all expediency.

Players with this conclusion gain *Influence with the Church of Iuz*. They also gain the *Enmity of Arryn Alcor*.

Conclusion X: The PCs Screwed Everything Up!

Some PCs just have a knack for being in the wrong place at the wrong time with the wrong item in their hands. Should you find yourself in such a sensitive position and the PCs have acted completely outside the boundaries of what is covered in the adventure, feel free to adapt one of the other conclusions to fit their outcome. The listed conclusions are only the most likely outcomes based on how the adventure is written. For example, if your PCs want to deliver the journal to Lord Mortoth, let them (the fools). Just modify the outcome as you feel is appropriate to how they've done things.

The End

Experience Point Summary

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

Encounter One

Defeat the thugs.
All APLs: 30 xp.

Encounter Two

Improve Arryn's attitude to Helpful.
All APLs: 30 xp.
All APLs: 5 xp per piece of information learned with Gather Information (max 50 xp).

Encounter Four

Bypass or Escape the Grimacing Priests.
APL 4: 15 xp; APL 6: 40 xp; APL 8: 65 xp; APL 10: 90 xp;
APL 12: 115 xp.

Encounter Six

Defeat the constructs.
APL 4: 180 xp; APL 6: 240 xp; APL 8: 300 xp; APL 10: 360 xp; APL 12: 420 xp.
Disable the traps on the attic door and journal.
APL 4: 150 xp; APL 6: 210 xp; APL 8: 270 xp; APL 10: 330 xp; APL 12: 390 xp.

Encounter Seven

Defeat or deceive the friars.
APL 4: 210 xp; APL 6: 270 xp; APL 8: 330 xp; APL 10: 390 xp; APL 12: 450 xp.

Encounter Eight

Defeat the Iuzians.
APL 4: 210 xp; APL 6: 270 xp; APL 8: 330 xp; APL 10: 390 xp; APL 12: 450.

Note: PCs cannot receive experience for both **Encounter Seven** and **Encounter Eight**.

Story Award

Recover Dagrydd's journal intact.
APL 4: 10 xp; APL 6: 30 xp; APL 8: 50 xp; APL 10: 70 xp;
APL 12: 90 xp.

Total possible experience:

APL 4: 675 xp; APL 6: 900 xp; APL 8: 1125 xp; APL 10: 1350 xp; APL 12: 1575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Five: Outside the Tower

All APLs: L: 16 gp; C: 0 gp; M: *potion of cure light wounds* (4 @ 4 gp each).

Encounter Six: Inside the Tower

APL 4: L: 29 gp; C: 33 gp; M: Dagrydd's Lesser Spellbook (341 gp)

APL 6: L: 29 gp; C: 33 gp; M: Dagrydd's Lesser Spellbook (341 gp)

APL 8: L: 29 gp; C: 33 gp; M: Dagrydd's Lesser Spellbook (341 gp)

APL 10: L: 29 gp; C: 33 gp; M: Dagrydd's Lesser Spellbook (341 gp)

APL 12: L: 29 gp; C: 33 gp; M: Dagrydd's Lesser Spellbook (341 gp), Dagrydd's Greater Spellbook (325 gp)

Encounter Seven (a): The Friars Strike Back

APL 4: L: 114 gp; C: 70 gp; M: *+1 bracers of armor* (83 gp), *potion of cure moderate wounds* (4 @ 25 gp each), *potion of owl's wisdom* (25 gp), *scroll of lesser planar ally* (100 gp).

APL 6: L: 189 gp; C: 54 gp; M: *+1 bracers of armor* (83 gp), *hat of disguise* (150 gp), *potion of cure moderate wounds* (4 @ 25 gp each), *potion of owl's wisdom* (25 gp), *scroll of cure critical wounds* (58 gp), *scroll of planar ally* (200 gp).

APL 8: L: 220 gp; C: 37 gp; M: *+1 bracers of armor* (83 gp), *hat of disguise* (150 gp), *+2 periapt of wisdom* (333 gp), *potion of cure moderate wounds* (2 @ 25 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of owl's wisdom* (25 gp), *+1 ring of protection* (166 gp), *scroll of cure critical wounds* (2 @ 58 gp each), *scroll of planar ally* (200 gp).

APL 10: L: 239 gp; C: 158 gp; M: *+1 amulet of natural armor* (83 gp), *+1 bracers of armor* (83 gp), *+2 cloak of resistance* (333 gp), *hat of disguise* (150 gp), *+2 periapt of wisdom* (333 gp), *potion of cure moderate wounds* (2 @ 25 gp each), *potion of cure serious wounds* (2 @ 62 gp each), *potion of owl's wisdom* (25 gp), *+1 ring of protection* (2 @ 166 gp each), *scroll of cure critical wounds* (2 @ 58 gp each), *scroll of dictum* (189 gp), *scroll of planar ally* (200 gp).

APL 12: L: 284 gp; C: 137 gp; M: *+1 amulet of natural armor* (83 gp), *+1 cloak of resistance* (83 gp), *+3 cloak of resistance* (750 gp), *+2 gloves of dexterity* (333 gp), *hat of disguise* (150 gp), *+2 periapt of wisdom* (333 gp), *potion of cure serious wounds* (4 @ 58 gp each), *+1 ring of protection* (2 @ 166 gp each), *scroll of cure critical wounds* (2 @ 58 gp each), *scroll of dictum* (189 gp), *scroll of greater planar ally* (458 gp), *scroll of slay living* (93 gp).

Encounter Eight: Not So Fast!

APL 4: L: 85 gp; C: 70 gp; M: *potion of cure light wounds* (4 gp), *scroll of cure moderate wounds* (2 @ 12 gp each), *scroll of lesser planar ally* (2 @ 100 gp each).

APL 6: L: 114 gp; C: 111 gp; M: *+1 chain mail* (108 gp), *+1 chain shirt* (104 gp), *potion of cure moderate wounds* (25 gp), *scroll of cure moderate wounds* (2 @ 12 gp each), *scroll of lesser planar ally* (2 @ 100 gp each).

APL 8: L: 124 gp; C: 133 gp; M: *+1 chain mail* (108 gp), *+1 chain shirt* (104 gp), *+1 cloak of resistance* (83 gp), *potion of cure serious wounds* (62 gp), *scroll of cure critical wounds* (2 @ 58 gp each), *scroll of planar ally* (2 @ 200 gp each).

APL 10: L: 102 gp; C: 101 gp; M: *+2 chain mail* (358 gp), *+1 chain shirt* (104 gp), *+1 cloak of resistance* (83 gp), *+1 heavy steel shield* (97 gp), *+1 longsword* (192 gp), *potion of cure serious wounds* (62 gp), *potion of fly* (62 gp), *+1 ring of protection* (166 gp), *scroll of cure critical wounds* (2 @ 58 gp each), *scroll of planar ally* (2 @ 200 gp each).

APL 12: L: 140 gp; C: 181 gp; M: +1 *amulet of natural armor* (166 gp), +2 *chain mail* (358 gp), +1 *chain shirt* (104 gp), +2 *cloak of charisma* (333 gp), *gauntlets of ogre power* (333 gp), +1 *longsword*, (192 gp) *potion of cure serious wounds* (62 gp), *potion of fly* (62 gp), +1 *ring of protection* (166 gp), *scroll of cure critical wounds* (2 @ 58 gp each), *scroll of planar ally* (2 @ 200 gp each).

Total Possible Treasure

APL 4: 650 gp
APL 6: 900 gp
APL 8: 1300 gp
APL 10: 2300 gp
APL 12: 3300 gp

Items for the Adventure Record

Dagrydd's Lesser Spellbook: This spellbook contains the following spells: 1st—*alarm*, *animate rope*, *grease*, *hold portal*, *lesser acid orb**, *lesser electric orb**, *lesser fire orb**, *lesser sonic orb**, *mage armor*, *sleep*, *Tenser's floating disk*; 2nd—*arcane lock*, *Bigby's slapping hand**, *daze monster*, *greater slide**, *gust of wind*, *Leomund's trap*; 3rd—*fireball*, *illusory script*, *legion's snake's swiftness**, *lightning bolt*, *rage*, *tongues*. Fifty-nine pages remaining. Value: 2,050 gp.

Dagrydd's Greater Spellbook: 1st—*magic missile*, *Mordenkainen's buzzing bee**; 2nd—*blades of fire**, *undeniable gravity**; 3rd—*legion's curse of impending blades**; 4th—*blast of flame**, *lesser globe of invulnerability*, *stone shape*, *summon monster IV*, *wall of ice*; 5th—*arc of lightning**, *cone of cold*. Sixty-one pages remaining. Value: 1,950 gp.

*This spell can be found in the *Miniatures Handbook*.

Gratitude of Arryn Alcor

You have received the favor of the mysterious traveler Arryn Alcor. This favor may be spent to have Arryn improve the enhancement bonus of a magical weapon or armor, up to +3. This favor may alternately be spent to have Arryn enchant a magical weapon with the *holy* special ability. The PC must pay the difference between the original and upgraded items. []

Enmity of Arryn Alcor

You have violated Arryn Alcor's trust. Arryn Alcor and his close associates will refuse to recognize any influence or favor you have gained until you spend one influence with Arryn Alcor. Additionally, until this

enmity is removed, Arryn Alcor's initial attitude towards you is always unfriendly.

Influence with the Theocracy of Dimre []

Enmity of the Theocracy of Dimre

You are banned from entering the Theocracy of Dimre and may not use any influence or favor they have granted you until two influence points with them have been spent.

Influence with the Church of Iuz []

Whip Scars (+1 Wanted Score)

Wanted for Questioning (+1 Wanted Score)

Item Access

APL 4:

Dagrydd's Lesser Spellbook (Adventure, see above)
Scroll of Lesser Planar Ally (Adventure, CL 7th, DMG)

APL 6: (All of APLs 2-4 plus the following)
Hat of Disguise (Freq: Adventure, DMG)
Scroll of Cure Critical Wounds (Adventure, CL 7th, DMG)

APL 8: (All of APLs 2-6 plus the following)
Potion of Cure Serious Wounds (Adventure, CL 5th, DMG)
Scroll of Planar Ally (Adventure, CL 11th, DMG)

APL 10: (All of APLs 2-8 plus the following)
+2 *Chain Mail* (Adventure, DMG)
Cloak of Resistance +2 (Adventure, DMG)
Scroll of Dictum (Adventure, CL 11th, DMG)

APL 12: (All of APLs 2-10 plus the following)
Cloak of Resistance +3 (Adventure, DMG)
Dagrydd's Greater Spellbook (Adventure, see above)
Scroll of Slay Living (Adventure, CL 9th, DMG)

Appendix I: Encounter One NPCs

All APLs

Vord, Ford, and Mord, Male Human (Oeridian)

Com1: CR 1/2; Medium Humanoid (human); HD 1d4+1; hp 4 each; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BA/G +0/+1; Atk +2 melee (1d3+1 nonlethal, unarmed) or +1 melee (1d4+1 [19-20/x2], dagger); Full Atk +2 melee (1d3+1 nonlethal, unarmed) or +1 melee (1d4+1 [19-20/x2], dagger); AL NE; SV Fort +1, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8. 6'2" tall.

Skills and Feats: Bluff +1, Intimidate +3, Profession (sailor) +2, Speak Language (Common); Persuasive, Weapon Focus (unarmed).

Possessions: dagger.

Description: This hardened street tough is decked out in the simple garb of a common laborer. His skin is tanned from long hours working in the sun and he bears many scars, no doubt serving as reminders of accidents or brutal scuffs.

Appendix II: Encounter Two NPCs

All APLs

Arryn Alcor, Male Aasimar Pal15/Emissary of Barachiel^{BED}: CR 17; Medium Outsider (native); HD 15d10+2d6; hp 94; Init -1 (Dex); Spd 30 ft., fly 60 ft. (good); AC 22, touch 10, flat-footed 22 [-1 Dex, +7 armor, +1 deflection, +5 shield]; BA/G +16/+17; Atk +19 melee (1d10+3 [19-20/x2], +2 *bastard sword*); Full Atk +19/+14/+9 melee (1d10+3, +2 *bastard sword*); SA smite evil 4/day, turn undead; SQ aura of good, aura of courage, calling, darkvision 60 ft., *daylight*, *detect evil*, divine grace, divine health, heavy warhorse mount, lay on hands, empathic link with mount, *remove disease* 4/week, resistance to acid 5, cold 5, and electricity 5, share spells with mount; AL LG; SV Fort +14, Ref +9, Will +15; Str 13, Dex 8, Con 10, Int 15, Wis 14, Cha 21. 6'1" tall.

Skills and Feats: Diplomacy +31, Disguise +5 (+15 with *hat of disguise*), Gather Information +11, Knowledge (nobility and royalty) +10, Knowledge (the planes) +9, Knowledge (religion) +14, Listen +4, Ride +6, Sense Motive +22, Spot +4; Craft Magic Arms and Armor, Craft Wondrous Item, Exotic Weapon Proficiency (bastard sword), Negotiator, Servant of the Heavens^{BED}, Words of Creation^{BED}.

Languages: Common, Celestial, Draconic, Elven.

Daylight (Sp): Arryn can use *daylight* once per day as a 17th-level sorcerer.

Smite Evil (Su): Four times per day Arryn may attempt to smite evil with one normal melee attack. He adds +5 to his attack roll and deals 15 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Turn Undead (Su): As a 12th-level cleric.

Aura of Courage (Su): Arryn is immune to fear, magical or otherwise. Allies within 10 feet of him gain a +4 morale bonus on saving throws against fear effects.

Aura of Good (Ex): The power of Arryn's aura is overwhelming. (This cannot be detected because of Arryn's *ring of mind shielding*.)

Detect Evil (Sp): Arryn can *detect evil* at will as the spell.

Divine Grace (Su): Arryn applies his Charisma modifier on all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): Arryn is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empathic Link (Su): Arryn can communicate telepathically with his mount at a distance of up to 1

mile. The paladin has the same connection to an item or a place that the mount does.

Heavy Warhorse Mount: Whenever he desires, Arryn can call upon the services of a special heavy warhorse mount. The creature's abilities and characteristics are summarized below.

Heavy Warhorse: Large magical beast; HD 12d8+36; hp 90; Init +1; Spd 60 ft.; AC 24, touch 10, flat-footed 23 [+1 Dex, -1 size, +14 natural]; BA/G +9/+19; Atk +15 melee (1d8+6, hoof); Full Atk +15/+15 melee (1d8+6, 2 hooves) and +12 melee (1d4+3, bite); 10 ft./5 ft.; SQ *command*, improved evasion, low-light vision, scent, spell resistance 20; SV Fort +12, Ref +9, Will +9; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +8; Endurance, Improved Natural Attack (hoof), Multiattack, Run, Weapon Focus (hoof).

Command (Sp): Usable 7/day against other equines (Will DC 22 negates).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Lay on Hands (Su): Arryn can cure 75 hit points of wounds per day.

Remove Disease (Sp): Arryn can *remove disease*, as the spell, four times per week.

Calling (Su): An emissary of Barachiel's most fundamental ability is the power to issue a celestial call, stirring the conscience of those who hear it. An emissary can use this ability once per day per class level, spending a full-round action to issue the call. Humanoid creatures within 30 feet of the emissary are potentially affected. The emissary makes a Diplomacy check, and the result is the DC for affected creatures' Will saving throws. Creatures that fail their saves suffer effects that depend on their alignment, as follows:

Alignment	Effect
Lawful good	Inspired
Neutral good or chaotic good	Blessed
Lawful neutral	Enthralled
Neutral or chaotic neutral	Enthralled, disheartened

Any evil

Stunned,
demoralized

Inspired: Affected creatures receive a +2 morale bonus on attack rolls, saving throws, skill and ability checks, and weapon damage rolls for 10 minutes.

Blessed: Affected creatures receive a +1 morale bonus on attack rolls and on saving throws against fear effects for 10 minutes.

Enthralled: Affected creatures act as if subject to an *enthral* spell for as long as you continue to speak and for 1d3 rounds thereafter. For the duration of the effect and for 1 day afterward, affected creatures take a -1 penalty on Will saves related to redemption.

Disheartened: Affected creatures take a -1 penalty on attack rolls, saving throws, skill checks, and ability checks for 10 minutes.

Stunned: Affected creatures are stunned for 1 round.

Demoralized: Affected creatures take a -2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls for 10 minutes (including the 1 round during which they are stunned).

Using any manifestation of the calling class ability requires the use of the Words of Creation and deals 3d4 points of nonlethal damage to the emissary. Calling is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] effect.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

Paladin Spells Prepared (3/2/1/1; save DC 12 + spell level); 1st—*bless weapon, cure light wounds, lesser restoration*; 2nd—*bull's strength, undetectable alignment*; 3rd—*discern lies*; 4th—*holy sword*.

Emissary of Barachiel Spells Known (3; save DC 15 + spell level); 1st—*comprehend languages, protection from evil, sanctuary*.

Possessions: +2 mithral breastplate, +3 heavy steel shield, +2 bastard sword, ring of mind shielding, ring of protection +1, cloak of charisma +2, necklace of fireballs type V, pearl of power (1st), hat of disguise, winged boots.

Description: This man has eyes of the most brilliant blue and flowing blond hair at shoulder-length. His breastplate is made of the fine mithral and his ornamented broad sword lies sheathed at his side. Besides these features, he is but an ordinary Suliose man.

Stoink Guard, Male or Female Human War1: CR 1/2; Medium Humanoid (human); HD 1d8+4; hp 9

each; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16 [+6 armor]; BA +1/+2; Atk +3 melee (1d8+1 [19-20/x2], longsword); Full Atk +3 melee (1d8+1 [19-20/x2], longsword); AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Languages (Common), Listen +2.5, Spot +2.5; Toughness, Weapon Focus (spear).

Possessions: splint mail, spear.

Description: Clad in splint mail and bearing a spear, this guard is grim in countenance and appears more like a common thug than a keeper of the peace.

Stoink Guard, Elite, Male or Female Human War4:

CR 3; Medium Humanoid (human); HD 4d8+7; hp 25 each; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 [+7 armor, +2 shield]; BA/G +4/+6; Atk +7 melee (1d8+2 [19-20/x2], longsword); Full Atk +7 melee (1d8+2 [19-20/x2], longsword); AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Languages (Common), Listen +6, Spot +6; Alertness, Toughness, Weapon Focus (longsword).

Languages: Common.

Possessions: half-plate, longsword, heavy steel shield.

Description: Clad in half-plate and bearing a longsword and heavy steel shield, this guard looks seasoned and experienced, although he/she possesses a gruff and harsh demeanor.

Constable Naymori, Male Half-Orc War6: CR 5;

Medium humanoid (human, orc); HD 6d8+3; hp 30; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 [+7 armor, +2 shield]; BA/G +6/+9; Atk +11 melee (1d8+3 [x3], masterwork battleaxe); Full Atk +11/+6 melee (1d8+3 [x3], masterwork battleaxe); AL NE; SV Fort +5, Ref +2, Will +3; Str 16, Dex 11, Con 10, Int 10, Wis 9, Cha 6. 6'3" tall.

Skills and Feats: Speak Languages (Common, Orc), Listen +5.5, Spot +5.5; Iron Will, Toughness, Weapon Focus (battleaxe).

Possessions: half-plate, heavy steel shield, masterwork battleaxe, *potion of cure moderate wounds*.

Description: A half-orc clad in half-plate with a double-braided black beard and a wild tussel in his hair eyes you suspiciously.

Gargoyles, Advanced: CR 7; Large Monstrous Humanoid (earth); HD 10d8+19; hp 37; Init +2 (Dex); Spd 50 ft., fly 80 ft. (average); AC 16, touch 10, flat-footed 16 [+1 Dex, +6 natural, -1 size]; BA/G +10/+21; Atk +16 melee (1d6+7, claw); Full Atk +16/+16 melee

(1d6+7, 2 claws) and +14 melee (1d8+3, bite); and +14 melee (1d8+3, gore); 10 ft./10 ft.; SQ damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +9, Ref +8, Will +7; Str 24, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +8*, Listen +4, Spot +4; Flyby Attack, Multiattack, Toughness, Wingover.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Description: See Monster Manual, page 113.

Appendix III: Encounter Six Monsters

APL 4

Automaton, Hammerer^{MM2} (2): CR 4; Medium Construct; HD 3d10+20; hp 47; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21 [+11 natural]; BA/G +2/+9; Atk +9 melee (2d8+10, slam); Full Atk +9 melee (2d8+10, slam); SQ construct traits, darkvision 60 ft., unreliable; AL N; SV Fort +1, Ref +1, Will +0; Str 25, Dex 11, Con –, Int –, Wis 9, Cha 4.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll a 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Description: This roughly human-shaped, bipedal war machine bears a massive pincer-claw on one arm and an even more massive hammer on the other.

APL 6

Stained Glass Golem^{MM2}, Advanced: CR 8; Medium Construct; HD 24d10+44; hp 176; Init +0; Spd 30 ft. (can't run); AC 17, touch 10, flat-footed 17 [+7 natural]; BA/G +18/+21; Atk +22 melee (2d6+3 [19-20/x2], rake); Full Atk +22/+22 melee (2d6+3 [19-20/x2], rake); SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity; AL N; SV Fort +8, Ref +8, Will +9; Str 16, Dex 10, Con –, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +30*; Blind-Fight, Cleave, Improved Natural Armor [x2], Improved Natural Attack (rake), Improved Toughness*, Power Attack, Skill Focus (Hide), Weapon Focus (rake).

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: This beautiful sculpture of glass has apparently been built to harmonize with the tower's décor so its presence is not obvious to any except intruders. Shaped as a great lion, it leaps from the window raking with its great claws.

APL 8

Stained Glass Golem^{MM2}, Advanced: CR 10; Large construct; HD 28d10+58; hp 212; Init -1; Spd 40 ft. (can't run); AC 18, touch 8, flat-footed 18 [-1 Dex, +10 natural, -1 size]; BA/G +21/+32; Atk +28 melee (3d6+7 [19-20/x2], rake); Full Atk +28/+28 melee (3d6+7 [19-20/x2], rake); SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity; AL N; SV Fort +9, Ref +8, Will +10; Str 25, Dex 8, Con –, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +30*; Blind-Fight, Cleave, Improved Natural Armor [x3], Improved Natural Attack (rake), Improved Toughness*, Power Attack, Skill Focus (Hide), Weapon Focus (rake).

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: See APL 6.

APL 10

Stained Glass Golem^{MM2}, Advanced: see APL 8.

Brass Golem^{MM2}: CR 10; Large Construct; HD 16d10+30; hp 118; Init +0; Spd 30 ft. (can't run); AC 31, touch 9, flat-footed 31 [+22 natural, -1 size]; BA/G +12/+21; Atk +19 melee (3d6+10 [19-20/x3], +3 *Large wounding greataxe*); Full Atk +19/+14/+9 melee (3d6+10 [19-20/x2], +3 *Large wounding greataxe*) or +11 melee (1d8+7, butt); SA *maze*; SQ construct traits, DR 10/adamantine, magic immunity, scent; AL N; SV Fort +5, Ref +5, Will +7; Str 20, Dex 11, Con –, Int 3, Wis 14, Cha 7.

Skills and Feats: Survival +21*; Cleave, Great Cleave, Improved Critical (*greataxe*), Improved Sunder, Power Attack.

Magic Immunity (Ex): A brass golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. An electricity spell slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. (For example, a brass golem hit by a

fireball cast by a 5th—level wizard gains back 6 hit points if the damage total is 18.) The golem does not get a saving throw against fire effects.

Maze (Sp): Once per day, a brass golem can target a *maze* effect (caster level 16th) against a single creature. The golem is immune to the effects of its own *maze* ability and that of others of its kind, and it can freely enter its own *maze* to track a target.

Skills: *A brass golem is a relentless tracker. It gains a +20 competence bonus on Survival checks for the purpose of tracking a foe designated by its creator, or in connection with any other goal set by its creator. When tracking a foe through its own *maze*, the creature gains a +20 insight bonus on Survival checks.

Description: This brass statue has been forged to resemble a minotaur armed with a gleaming greataxe.

APL 12

Stained Glass Golem^{MM2}, **Advanced**: CR 12; Large Construct; HD 36d10+66; hp 270; Init -1; Spd 40 ft. (can't run); AC 21, touch 8, flat-footed 21 [-1 Dex, +13 natural, -1 size]; BA/G +27/+38; Atk +36 melee (3d6+7 [19-20/x2], rake); Full Atk +36/+36 melee (3d6+7 [19-20/x2], rake); SQ construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity; AL N; SV Fort +12, Ref +11, Will +13; Str 25, Dex 8, Con -, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +38*; Blind-Fight, Cleave, Improved Natural Armor [x6], Improved Natural Attack (rake), Improved Toughness*, Power Attack, Skill Focus (Hide), Weapon Focus (rake).

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description: See APL 6.

Brass Golem^{MM2} (2): See APL 10.

Appendix IV: Encounter Seven NPCs

APL 4

Lyzanor, Male Human Clr5 of Pholtus: CR 5; Medium Humanoid (human); HD 5d8+5; hp 31; Init -1; Spd 20 ft. (30 ft. unarmored); AC 16, touch 9, flat-footed 16 [-1 Dex, +7 armor]; BA/G +3/+3; Atk +4 melee (1d6, masterwork quarterstaff); Full Atk +4 melee (1d6, masterwork quarterstaff); SA turn undead 4/day; SQ spontaneous casting (*cure* spells); AL LN; SV Fort +5, Ref +0, Will +7; Str 10, Dex 8, Con 12, Int 14, Wis 16, Cha 13. 5'10" tall.

Skills and Feats: Concentration +9 (+13 when casting defensively), Gather Information +7, Knowledge (arcana) +6, Knowledge (religion) +6, Search +8, Spellcraft +10; Combat Casting, Investigator, Scribe Scroll.

Cleric Spells Prepared (5/5/4/3; save DC 13 + spell level); 0—*create water, guidance, inflict minor wounds, virtue* [x2]; 1st—*bless, protection from chaos^p, magic weapon, shield of faith* [x2]; 2nd—*bull's strength, calm emotions, detect thoughts^p, hold person*; 3rd—*clairaudience/clairvoyance^p, magic vestment, remove blindness/deafness*.

^pDomain Spell. *Domains:* Knowledge (all Knowledge skills are class skills; cast divinations at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: masterwork half plate, masterwork quarterstaff, ~~scroll of lesser planar ally~~, silver holy symbol of Pholtus, 425 gp in coin and gems (600 gp spent on *lesser planar ally*).

*See **Appendix VI** for a description of new rules items.

Description: This graying old man shows mixed Flan and Oeridian heritage. But his fierce brown eyes show him to be a keen and calculating individual.

Powered-up Suite: AC 19, touch 11, flat-footed 19; Atk +5 melee (1d6+1, masterwork quarterstaff with *bless* and *magic weapon*).

Orngart, Male Half-Orc Mnk3: CR -; Medium humanoid (human, orc); HD 3d8; hp 17; Init +2 (Dex); Spd 30 ft.; AC 15, touch 14, flat-footed 13 [+2 Dex, +2 Wis, +1 armor]; BA/G +2/+5; Atk +5 melee (1d6+3, unarmed); Full Atk +3/+3 melee (1d6+3, unarmed); SA flurry of blows; SQ evasion, still mind; AL LN; SV Fort +3, Ref +5, Will +5; Str 16, Dex 14, Con 11, Int 8, Wis 15, Cha 6. 6'3" tall.

Skills and Feats: Jump +11, Listen +5, Spot +5, Tumble +10; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist (DC 13).

Flurry of Blows (Ex): Orngart may use a full attack action to make one extra attack per round with an unarmed strike or special monk weapon at his highest base attack, but this attack and each other attack made that round take a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action.

Still Mind (Ex): Orngart gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Possessions: *bracers of armor +1, potion of cure moderate wounds* [x4], ~~*potion of owl's wisdom*~~.

Description: This half-orc moves with purpose and shows deference in his manners. His head is shaven except for a short pony-tail which is braided and falls to the top of his back

Powered-up Suite: AC 19, touch 18, flat-footed 17 [+2 Dex, +4 Wis, +1 armor, +2 deflection]; Atk +8 melee (1d6+5, unarmed with *bless*); Full Atk +6/+6 melee (1d6+5, with *bless*); Will +7; Str 20, Wis 19.

Skills and Feats: Listen +7, Spot +7; Stunning Fist (DC 15).

APL 6

Lyzanor, Male Human Clr5/Inq2^{cd} of Pholtus: CR 7; Medium Humanoid (human); HD 7d8+7; hp 42; Init -1; Spd 20 ft. (30 ft. unarmored); AC 17, touch 9, flat-footed 17 [-1 Dex, +8 armor]; BA/G +4/+4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA turn undead 4/day (as 5th-level cleric); SQ *detect evil*, immunity to charms, spontaneous casting (*cure* spells); AL LN; SV Fort +5, Ref +1, Will +10; Str 10, Dex 8, Con 12, Int 14, Wis 16, Cha 13. 5'10" tall.

Skills and Feats: Concentration +11 (+15 when casting defensively), Gather Information +10, Knowledge (arcana) +8, Knowledge (religion) +8, Search +11, Spellcraft +14; Combat Casting, Investigator, Leadership, Scribe Scroll.

Detect Evil (Sp): At will, Lyzanor can use *detect evil* as the spell.

Immune to Charms (Su): Lyzanor is immune to all enchantment (charm) spells and effects.

Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level); 0—*create water, guidance, inflict minor wounds, virtue* [x2]; 1st—*bless, protection from chaos^p, magic weapon, sanctuary, shield of faith* [x2]; 2nd—*bull's strength, calm emotions, detect thoughts^p, hold person, zone of truth*; 3rd—

clairaudience/clairvoyance^D, *dispel magic*, ~~*magic vestment*~~, *remove blindness/deafness*, 4th—*divine power*, *order's wrath*^D.

^DDomain Spell. *Domains*: Inquisition (+4 bonus to all dispel checks), Knowledge (all Knowledge skills are class skills; cast divinations at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: masterwork full plate, masterwork quarterstaff, *scroll of cure critical wounds* (7th), ~~*scroll of planar ally*~~, silver holy symbol of Pholtus, 325 gp in coin and gems, (800 gp spent on *planar ally*).

Description: See APL 4.

Powered-up Suite: AC 21, touch 12, flat-footed 21 [-1 Dex, +9 armor, +3 deflection]; Atk +6 melee (1d6, masterwork quarterstaff with *bleed*).

Orngart, Lyzanor's Cohort, Male Half-Orc Mnk5: CR —; Medium Humanoid (human); HD 5d8; hp 26; Init +2 (Dex); Spd 40 ft.; AC 17, touch 16, flat-footed 15 [+2 Dex, +3 Wis, +1 armor, +1 monk]; BA/G +3/+6; Atk +6 melee (1d8+3, unarmed); Full Atk +5/+5 melee (1d8+3, unarmed); SA flurry of blows, ki strike (magic); SQ evasion, purity of body, slow fall 20 ft., still mind; AL LN; SV Fort +4, Ref +6, Will +7; Str 16, Dex 14, Con 11, Int 8, Wis 16, Cha 6. 6'3" tall.

Skills and Feats: Disguise -1 (+9 with *hat of disguise*), Jump +17, Listen +7, Spot +7, Tumble +12; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist (DC 15).

Flurry of Blows (Ex): Orngart may use a full attack action to make one extra attack per round with an unarmed strike or special monk weapon at his highest base attack, but this attack and each other attack made that round take a -1 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action.

Purity of Body (Ex): Orngart has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): If within arm's reach of a wall, Orngart can use it to slow his descent while falling. This monk takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex): Orngart gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Possessions: *bracers of armor* +1, *hat of disguise*, *potion of cure moderate wounds* [x4], ~~*potion of owl's wisdom*~~.

Description: See APL 4.

Powered-up Suite: AC 22, touch 21, flat-footed 20 [+2 Dex, +5 Wis, +1 armor, +3 deflection, +1 monk]; Atk +9

melee (1d6+5, unarmed with *bleed*); Full Atk +7/+7 melee (1d6+5, unarmed); Will +9; Str 20, Wis 20.

Skills and Feats: Listen +9, Spot +9; Stunning Fist (DC 17).

APL 8

Lyzanor, Male Human Clr5/Inq4^{CD} of Pholtus: CR 9; Medium Humanoid (human); HD 9d8+9; hp 53; Init +0; Spd 20 ft. (30 ft. unarmored); AC 17, touch 9, flat-footed 17 [-1 Dex, +8 armor]; BA/G +6/+6; Atk +7 melee (1d6, masterwork quarterstaff); Full Atk +7/+2 melee (1d6, masterwork quarterstaff); SA turn undead 4/day (as 5th-level cleric); SQ *detect evil*, immunity to charms, pierce disguise, pierce illusion, spontaneous casting (*cure* spells); AL LN; SV Fort +6, Ref +1, Will +12; Str 10, Dex 8, Con 12, Int 14, Wis 19, Cha 13. 5'10" tall.

Skills and Feats: Concentration +13 (+17 when casting defensively), Gather Information +13, Knowledge (arcana) +10, Knowledge (religion) +10, Search +14, Spellcraft +16; Combat Casting, Investigator, Leadership, Scribe Scroll, Spell Focus (Enchantment).

Detect Evil (Sp): At will, Lyzanor can use *detect evil* as the spell.

Immune to Charms (Su): Lyzanor is immune to all enchantment (charm) spells and effects.

Pierce Disguise (Ex): Lyzanor has a +4 competence bonus on Spot checks against the Disguise skill.

Pierce Illusion (Su): Lyzanor can penetrate illusions and disguises at will. Whenever he sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. He need not interact with or touch the illusion; visual contact is enough.

Cleric Spells Prepared (6/7/6/5/4/2; save DC 14 + spell level); 0—*create water*, *guidance*, *inflict minor wounds*, *virtue* [x2]; 1st—*bleed*, *protection from chaos*^D, *magic weapon*, *remove fear*, *sanctuary*, *shield of faith* [x2]; 2nd—*bull's strength*, *calm emotions*†, *detect thoughts*^D, *hold person*†, *resist energy*, *zone of truth*†; 3rd—*clairaudience/clairvoyance*^D, *dispel magic*, ~~*magic vestment*~~, *remove blindness/deafness*, *searing light*; 4th—*divination*, *freedom of movement*, *legion's shield of faith**; *order's wrath*^D; 5th—*righteous might*, *true seeing*^D

†Enchantment spell; save DC 15 + spell level.

^DDomain Spell. *Domains*: Inquisition (+4 bonus to all dispel checks), Knowledge (all Knowledge skills are class skills; cast divinations at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: masterwork full plate, masterwork quarterstaff, *periapt of wisdom* +2, *scroll of cure critical*

wounds (7th) [x2], ~~scroll of planar ally~~, silver holy symbol of Pholtus, 225 gp in coin and gems (1000 gp spent on *planar ally*).

*See **Appendix VI** for a description of new rules items.

Description: See APL 4.

Powered-up Suite: AC 22, touch 12, flat-footed 22 [-1 Dex, +10 armor, +3 deflection].

Orngart, Lyzanor's Cohort, Male Half-Orc Mnk7: CR -; Medium Humanoid (human, orc); HD 7d8; hp 35; Init +2 (Dex); Spd 50 ft.; AC 18, touch 17, flat-footed 16 [+2 Dex, +3 Wis, +1 armor, +1 deflection, +1 monk]; BA/G +5/+8; Atk +8 melee (1d8+3, unarmed); Full Atk +7/+7 melee (1d8+3, unarmed); SA flurry of blows, ki strike (magic); SQ evasion, purity of body, slow fall 30 ft., still mind, wholeness of body; AL LN; SV Fort +5, Ref +7, Will +8; Str 16, Dex 14, Con 11, Int 8, Wis 16, Cha 6. 6'3" tall.

Skills and Feats: Disguise -1 (+9 with *hat of disguise*), Jump +23, Listen +8, Spot +8, Tumble +14; Defensive Throw*, Deflect Arrows, Dodge, Improved Trip, Mobility, Stunning Fist (DC 16).

Flurry of Blows (Ex): Orngart may use a full attack action to make one extra attack per round with an unarmed strike or special monk weapon at his highest base attack, but this attack and each other attack made that round take a -1 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action.

Purity of Body (Ex): Orngart has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): If within arm's reach of a wall, Orngart can use it to slow his descent while falling. This monk takes damage as if the fall were 30 feet shorter than it actually is.

Still Mind (Ex): Orngart gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Wholeness of Body (Su): Orngart can heal his own wounds. He can heal 14 hit points each day, and he can spread this healing out among several uses.

Possessions: *bracers of armor +1*, *hat of disguise*, *potion of cure moderate wounds* [x2], *potion of cure serious wounds* [x2], ~~*potion of owl's wisdom*~~, *ring of protection +1*.

*See **Appendix VI** for a description of new rules items.

Description: See APL 4.

Powered-up Suite: AC 22, touch 21, flat-footed 20 [+2 Dex, +5 Wis, +1 armor, +3 deflection, +1 monk]; Will

+10; Atk +10 melee (1d6+5, unarmed); Full Atk +9/+9 melee (1d6+5, unarmed); Str 20, Wis 20.

Skills and Feats: Listen +10, Spot +10; Stunning Fist (DC 18).

Dimrite Zealots, Lyzanor's Followers (5), Male and Female Human Warri: CR -; Medium Humanoid (human); HD 1d8+1; hp 6 each; Init +0; Spd 20 ft. (30 ft. unarmored); AC 16, touch 10, flat-footed 16 [+4 armor, +2 shield]; BA/G +1/+2; Atk +3 melee (1d6+1, light mace); Full Atk +3 melee (1d6+1, light mace); AL LN; SV Fort +3, Ref +0, Will +2; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; Iron Will, Weapon Focus (light mace).

Possessions: scale mail, heavy steel shield, light mace.

Description: These wild-eyed zealots, war-staves in hand, appear ready to sacrifice all for their cause.

APL 10

Lyzanor, Male Human Clr5/Inq6^{CD} of Pholtus: CR 11; Medium Humanoid (human); HD 11d8+11; hp 64; Init -1; Spd 20 ft. (30 ft. unarmored); AC 18, touch 10, flat-footed 18 [-1 Dex, +8 armor, +1 deflection]; BA +7/+7; Atk +8 melee (1d6, masterwork quarterstaff); Full Atk +8/+3 melee (1d6, masterwork quarterstaff); SA force shapechange, turn undead 4/day (as 5th-level cleric); SQ *detect evil*, immunity to charms and compulsions, pierce disguise, pierce illusion, spontaneous casting (*cure* spells); AL LN; SV Fort +9, Ref +4, Will +15; Str 10, Dex 8, Con 12, Int 14, Wis 19, Cha 13. 5'10" tall.

Skills and Feats: Concentration +15 (+19 when casting defensively), Gather Information +15, Knowledge (arcana) +13, Knowledge (religion) +13, Search +16, Spellcraft +18; Combat Casting, Investigator, Leadership, Scribe Scroll, Spell Focus (Enchantment).

Detect Evil (Sp): At will, Lyzanor can use *detect evil* as the spell.

Force Shapechange (Su): Lyzanor can force a creature into its natural form by making a successful melee touch attack against the creature. If the attack is successful, he must make a caster level as if casting *dispel magic* against the shapechanging effect. His +4 bonus on dispel checks (the Inquisition domain power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether extraordinary, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. This ability is usable at will.

Immune to Charms and Compulsions (Su): Lyzanor is immune to all enchantment (charm) spells and effects and all compulsion spells and effects.

Pierce Disguise (Ex): Lyzanor has a +4 competence bonus on Spot checks against the Disguise skill.

Pierce Illusion (Su): Lyzanor can penetrate illusions and disguises at will. Whenever he sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. He need not interact with or touch the illusion; visual contact is enough.

Cleric Spells Prepared (6/7/6/6/5/3/2; save DC 14 + spell level); 0—*create water, guidance, inflict minor wounds, virtue* [x2]; 1st—*bleed, protection from chaos^D, magic weapon, remove fear, sanctuary, shield of faith* [x2]; 2nd—*bull's strength, calm emotion[†], detect thoughts^D, hold person[†], resist energy, zone of truth[†]*; 3rd—*clairaudience/clairvoyance^D, dispel magic, ~~magic vestment~~, prayer, remove blindness/deafness, searing light*; 4th—*discern lies, freedom of movement, legion's shield of faith^{*}, order's wrath^D, restoration*; 5th—*flame strike, righteous might, true seeing^D*; 6th—*blade barrier, hold monster^{D†}*.

[†]Enchantment spell; save DC 15 + spell level.

^DDomain Spell. *Domains:* Inquisition (+4 bonus to all dispel checks), Knowledge (all Knowledge skills are class skills; cast divinations at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: masterwork full plate, masterwork quarterstaff, *cloak of resistance +2, periapt of wisdom +2, ring of protection +1, scroll of cure critical wounds* (7th) [x2], *scroll of dictum, ~~scroll of planar ally~~*, silver holy symbol of Pholtus, 750 gp in coin and gems (1200 gp spent on *planar ally*).

Description: See APL 4.

Powered-up Suite: AC 22, touch 12, flat-footed 22 [-1 Dex, +10 armor, +3 deflection].

Orngart, Lyzanor's Cohort, Male Half-Orc Mnk8: CR —; Medium humanoid (human, orc); HD 8d8+8; hp 47; Init +2 (Dex); Spd 50 ft.; AC 19, touch 17, flat-footed 17 [+2 Dex, +3 Wis, +1 armor, +1 deflection, +1 monk, +1 natural]; BA/G +6/+9; Atk +9 melee (1d10+3, unarmed); Full Atk +8/+8/+3 melee (1d10+3, unarmed); SA flurry of blows, ki strike (magic); SQ evasion, purity of body, slow fall 40 ft., still mind, wholeness of body; AL LN; SV Fort +7, Ref +8, Will +9; Str 16, Dex 14, Con 12, Int 8, Wis 16, Cha 6. 6'3" tall.

Skills and Feats: Disguise -1 (+9 with *hat of disguise*), Jump +24, Listen +9, Spot +8, Tumble +15; Defensive Throw*, Deflect Arrows, Dodge, Improved Trip, Mobility, Stunning Fist (DC 17).

Flurry of Blows (Ex): Orngart may use a full attack action to make one extra attack per round with an unarmed strike or special monk weapon at his highest base attack, but this attack and each other attack made that round take a -1 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before his next action.

Purity of Body (Ex): Orngart has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): If within arm's reach of a wall, Orngart can use it to slow his descent while falling. This monk takes damage as if the fall were 40 feet shorter than it actually is.

Still Mind (Ex): Orngart gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Wholeness of Body (Su): Orngart can heal his own wounds. He can heal 16 hit points each day, and he can spread this healing out among several uses.

Possessions: *amulet of natural armor +1, bracers of armor +1, hat of disguise, potion of cure moderate wounds* [x2], *potion of cure serious wounds* [x2], ~~*potion of owl's wisdom*~~, *ring of protection +1*, 200 gp in coin and gems.

*See **Appendix VI** for a description of new rules items.

Description: See APL 4.

Powered-up Suite: AC 23, touch 21, flat-footed 21 [+2 Dex, +5 Wis, +1 armor, +3 deflection, +1 monk, +1 natural]; Atk +11 melee (1d10+5, unarmed); Full Atk +10/+10/+5 melee (1d10+5, unarmed); Will +11; Str 20, Wis 20.

Skills and Feats: Listen +11, Spot +10; Stunning Fist (DC 19).

Dimrite Zealots, Lyzanor's Followers (8), Male and Female Human Warri: CR —; Medium Humanoid (human); HD 1d8+1; hp 6 each; Init +0; Spd 20 ft. (30 ft. unarmored); AC 16, touch 10, flat-footed 16 [+4 armor, +2 deflection]; BA/G +1/+2; Atk +3 melee (1d6+1, light mace); Full Atk +3 melee (1d6+1, light mace); AL LN; SV Fort +3, Ref +0, Will +2; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; Iron Will, Weapon Focus (light mace).

Possessions: scale mail, heavy steel shield, light mace.

Description: See APL 8.

APL 12

Lyzanor, Male Human Clr5/Inq8^{CD} of Pholtus: CR 13; Medium Humanoid (human); HD 13d8+13; hp 75; Init +0; Spd 20 ft. (30 ft. unarmored); AC 19, touch 11, flat-footed 18 [+8 armor, +1 deflection]; BA +9/+9; Atk +10 melee (1d6, masterwork quarterstaff); Full Atk +10/+5 melee (1d6, masterwork quarterstaff); SA force shapechange, turn undead 4/day (as 5th-level cleric); SQ *detect evil*, immunity to charms, compulsions and possession, pierce disguise, pierce illusion, spontaneous casting (*cure* spells); AL LN; SV Fort +10, Ref +6, Will +18; Str 10, Dex 8, Con 12, Int 14, Wis 20, Cha 13. 5'10" tall.

Skills and Feats: Concentration +17 (+21 when casting defensively), Gather Information +17, Knowledge (arcana) +16, Knowledge (religion) +16, Search +18, Spellcraft +20; Combat Casting, Greater Spell Focus (Enchantment), Investigator, Leadership, Scribe Scroll, Spell Focus (Enchantment).

Detect Evil (Sp): At will, Lyzanor can use *detect evil* as the spell.

Force Shapechange (Su): Lyzanor can force a creature into its natural form by making a successful melee touch attack against the creature. If the attack is successful, he must make a caster level as if casting *dispel magic* against the shapechanging effect. His +4 bonus on dispel checks (the Inquisition domain power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether extraordinary, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. This ability is usable at will.

Immune to Charms and Compulsions (Su): Lyzanor is immune to all enchantment (charm) spells and effects and all compulsion spells and effects.

Pierce Disguise (Ex): Lyzanor has a +4 competence bonus on Spot checks against the Disguise skill.

Pierce Illusion (Su): Lyzanor can penetrate illusions and disguises at will. Whenever he sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. He need not interact with or touch the illusion; visual contact is enough.

Cleric Spells Prepared (6/8/7/6/6/5/3/2; save DC 15 + spell level); o—*create water*, *guidance*, *inflict minor wounds*, *virtue* [x2]; 1st—*bless*, *protection from chaos*^D, *magic weapon*, *obscuring mist*, *remove fear*, *sanctuary*, *shield of faith* [x2]; 2nd—*bull's strength*, *calm emotions*†, *detect thoughts*^D, *hold person*†, *remove paralysis*, *resist energy*, *zone of truth*†; 3rd—*clairaudience/clairvoyance*^D, *dispel magic*, *magic vestment*, *prayer*, *remove blindness/deafness*, *searing*

light, 4th—*discern lies*, *freedom of movement*, *legion's shield of faith**, *greater magic weapon*, *order's wrath*^D, *restoration*; 5th—*break enchantment*, *flame strike*, *greater command*†, *righteous might*, *spell resistance*, *true seeing*^D; 6th—*blade barrier*, *hold monster*^D, *mass bull's strength*; 7th—*legend lore*^D, *repulsion*.

†Enchantment spell; save DC 17 + spell level.

^DDomain Spell. *Domains:* Inquisition (+4 bonus to all dispel checks), Knowledge (all Knowledge skills are class skills; cast divinations at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: masterwork full plate, masterwork quarterstaff, *cloak of resistance* +3, *gloves of dexterity* +2, *periapt of wisdom* +2, *ring of protection* +1, *scroll of cure critical wounds* (7th) [x2], *scroll of dictum*, ~~*scroll of greater planar ally*~~, *scroll of slay living*, silver holy symbol of Pholtus, 325 gp in coin and gems (1400 gp spent on *planar ally*).

*See **Appendix VI** for a description of new rules items.

Description: See APL 4.

Powered-up Suite: AC 25, touch 14, flat-footed 25 [+11 armor, +4 deflection]; Atk +15 melee (1d6+6, masterwork quarterstaff with *greater magic weapon*); Full Atk +15/+10 melee (1d6+6, masterwork quarterstaff with *greater magic weapon*); Str 14.

Orngart, Lyzanor's Cohort, Male Half-Orc Mnk10: CR —; Medium Humanoid (human, orc); HD 10d8+10; hp 58; Init +6 (Dex, Improved Initiative); Spd 60 ft.; AC 23, touch 18, flat-footed 21 [+2 Dex, +3 Wis, +4 armor, +1 deflection, +2 monk, +1 natural]; BA/G +7/+10; Atk +10 melee (1d10+3, unarmed); Full Atk +10/+10/+5 melee (1d10+3, unarmed); SA flurry of blows, ki strike (lawful, magic); SQ improved evasion, purity of body, slow fall 50 ft., still mind, wholeness of body; AL LN; SV Fort +9, Ref +10, Will +11; Str 16, Dex 14, Con 12, Int 8, Wis 16, Cha 6. 6'3" tall.

Skills and Feats: Disguise -1 (+9 with *hat of disguise*), Jump +30, Listen +10, Spot +9, Tumble +17; Defensive Throw*, Deflect Arrows, Dodge, Improved Trip, Improved Initiative, Mobility, Stunning Fist (DC 18).

Flurry of Blows (Ex): Orngart may use a full attack action to make one extra attack per round with an unarmed strike or special monk weapon at his highest base attack at no penalty.

Purity of Body (Ex): Orngart has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): If within arm's reach of a wall, Orngart can use it to slow his descent while falling.

This monk takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex): Orngart gains a +2 bonus on saving throws against spells and effects from the enchantment school.

Wholeness of Body (Su): Orngart can heal his own wounds. He can heal 20 hit points each day, and he can spread this healing out among several uses.

Possessions: *amulet of natural armor +1*, ~~*potion of mage armor*~~, *cloak of resistance +1*, *hat of disguise*, ~~*potion of cat's grace*~~, *potion of cure serious wounds* [x4], ~~*potion of owl's wisdom*~~, ~~*potion of resist energy (fire)*~~ (CL 11th), *ring of protection +1*, 500 gp in coin and gems.

*See **Appendix VI** for a description of new rules items.

Description: See APL 4.

Powered-up Suite: AC 28, touch 25, flat-footed 24 [+4 Dex, +5 Wis, +2 armor, +4 deflection, +2 monk, +1 natural]; Atk +12 melee (1d10+5, unarmed); Full Atk +12/+12/+7 melee (1d10+5, unarmed); Ref +12, Will +13; Str 20, Dex 18, Wis 20.

Skills and Feats: Jump +32, Listen +12, Spot +11, Tumble +19; Stunning Fist (DC 20).

Dimrite Adept, Lyzanor's Follower, Male Human

Adp2: CR —; Medium Humanoid (human); HD 2d6; hp 7; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [+2 armor]; BA/G +1/+0; Atk +0 melee (1d6-1, quarterstaff); Full Atk +0 melee (1d6-1, quarterstaff); AL LN; SV Fort +0, Ref +0, Will +4; Str 8, Dex 10, Con 11, Int 12, Wis 13, Cha 9.

Skills and Feats: Concentration +8, Heal +6, Knowledge (arcana) +6, Spellcraft +6; Combat Casting, Skill Focus (Concentration).

Adept Spells Prepared (3/2; save DC 11 + spell level); 0—*create water, cure minor wounds, virtue*; 1st—*bless, cure light wounds*.

Possessions: leather armor, quarterstaff.

Description: Same as Dimrite Zealots.

Dimrite Zealots, Lyzanor's Followers (15), Male and Female Human Warr:

CR —; Medium Humanoid (human); HD 1d8+1; hp 6 each; Init +0; Spd 20 ft. (30 ft. unarmored); AC 16, touch 10, flat-footed 16 [+4 armor, +2 shield]; BA/G +1/+2; Atk +3 melee (1d6+1, light mace); Full Atk +3 melee (1d6+1, light mace); AL LN; SV Fort +3, Ref +0, Will +2; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +2, Spot +2; Iron Will, Weapon Focus (light mace).

Possessions: scale mail, heavy steel shield, light mace.

Description: See APL 8.

Appendix V: Encounter Eight NPCs

APL 4

Krastis, Female Human (Oeridian) Clr₃ of Iuz: CR 3; Medium Humanoid (human); HD 3d8+3; hp 20; Init -1 (Dex); Spd 20 ft. (30 ft. unarmored); AC 16, touch 9, flat-footed 16 [-1 Dex, +5 armor, +2 shield]; BA/G +2/+4; Atk +5 melee (1d8+2, cold iron heavy mace); Full Atk +5 melee (1d8+2, cold iron heavy mace); SA rebuke undead 4/day; SQ spontaneous casting (*inflict* spells); AL CE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 8, Con 13, Int 12, Wis 15, Cha 10. 5'9" tall.

Skills and Feats: Concentration +10 (+14 when casting defensively), Diplomacy +1, Knowledge (arcana) +6, Knowledge (religion) +7, Spellcraft +9; Combat Casting, Skill Focus (Concentration), Weapon Focus (heavy mace).

Cleric Spells Prepared (4/4/3; save DC 12 + spell level); 0—*detect magic, guidance, cure minor wounds, read magic*; 1st—*cure light wounds, protection from good**, *command, obscuring mist*; 2nd—*bull's strength, shatter**, *sound burst*.

*Domain Spell. *Domains:* Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Possessions: chain mail, heavy steel shield, cold iron heavy mace, silver holy symbol of Iuz, *scroll of lesser planar ally*, *scroll of cure moderate wounds* [x2], six manacles with very simple locks, 171 gp in coin and gems (400 gp spent on *lesser planar ally*).

Description: This callous Oeridian woman burns with malice poorly concealed within her eyes. She glares at you with hatred and disdain while clutching her cold iron mace tightly in her gloved hands.

Grimacing Bard, Female Human Brd₃: CR 3; Medium Humanoid (human); HD 3d6; hp 13; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16, touch 12, flat-footed 14 [+2 Dex, +4 armor]; BA/G +2/+3; Atk +3 melee (1d8+1 [19-20/x2], longsword) or +5 ranged (1d6 [x3], masterwork shortbow); Full Atk +3 melee (1d8+1 [19-20/x2], longsword) or +5 ranged (1d6 [x3], masterwork shortbow); SA *fascinate*; SQ bardic music, bardic knowledge, countersong, inspire competence, inspire courage +1; AL CE; SV Fort +1, Ref +5, Will +2; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 15. 5'6" tall.

Skills and Feats: Appraise +7, Diplomacy +12, Gather Information +4, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (local: Iuz Border States) +7, Perform (sing) +8, Sense Motive +7, Spellcraft +9; Improved Initiative, Negotiator, Spell Focus (Enchantment).

Bard Spells Prepared (3/2; save DC 12 + spell level): 0—*dancing lights, daze, mage hand, message, prestidigitation, read magic*; 1st—*cure light wounds, remove fear, Tasha's hideous laughter†*.

†Enchantment spell. The save DC for this spell is 14 + spell level.

Possessions: longsword, masterwork shortbow, 20 arrows, masterwork chain shirt, *potion of cure light wounds*, *scroll of lesser planar ally*, spell component pouch, 249 gp in coin and gems (400 gp spent on *lesser planar ally*).

Description: This woman is clad in a chain shirt and holds martial weapons at her side, but her apparent confidence and force of personality draw you to peering into her deep blue eyes.

Abyssal Maw, Advanced^{MM2} (2): CR 3; Medium Outsider (Chaotic, Evil); HD 4d8+7; hp 25 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 [+5 natural]; BA/G +4/+8; Atk +9 melee (2d8+6, bite); SA darkvision 60 ft., rend fallen; AL CE; SV Fort +5, Ref +4, Will +3; Str 18, Dex 10, Con 13, Int 6, Wis 9, Cha 8.

Skills and Feats: Climb +11, Intimidate +6, Jump +11, Listen +6, Spot +6, Swim +11; Toughness, Weapon Focus (bite).

APL 6

Krastis, Female Human (Oeridian) Clr₅ of Iuz: CR 5; Medium Humanoid (human); HD 5d8+5; hp 31; Init -1 (Dex); Spd 20 ft. (30 ft. unarmored); AC 17, touch 9, flat-footed 17 [-1 Dex, +6 armor, +2 shield]; BA/G +3/+5; Atk +7 melee (1d8+2, masterwork cold iron heavy mace); Full Atk +7 melee (1d8+2, masterwork cold iron heavy mace); SA rebuke undead 4/day; SQ spontaneous casting (*inflict* spells); AL CE; SV Fort +5, Ref +0, Will +7; Str 14, Dex 8, Con 13, Int 12, Wis 16, Cha 10. 5'9" tall.

Skills and Feats: Concentration +12 (+16 when casting defensively), Diplomacy +4, Knowledge (arcana) +5, Knowledge (religion) +9, Spellcraft +9; Combat Casting, Skill Focus (Concentration), Weapon Focus (heavy mace).

Cleric Spells Prepared (5/5/4/3; save DC 13 + spell level); 0—*detect magic, guidance, cure minor wounds* [x2], *read magic*; 1st—*bless, protection from good**, *command, obscuring mist, remove fear*; 2nd—*bull's strength, resist energy, shatter**, *sound burst*; 3rd—*dispel magic, magic circle against law**, *prayer*.

*Domain Spell. *Domains*: Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Possessions: +1 chain mail, masterwork heavy steel shield, masterwork cold iron heavy mace, silver holy symbol of Iuz, *scroll of cure moderate wounds* [x2], ~~*scroll of lesser planar ally*~~, six manacles with very simple locks, 371 gp in coin and gems (600 gp spent on *lesser planar ally*).

Description: See APL 4.

Grimacing Bard, Female Human Brd5: CR 5; Medium Humanoid (human); HD 5d6; hp 20; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +5 armor]; BA/G +3/+4; Atk +5 melee (1d8+1 [19-20/x2], masterwork longsword) or +6 ranged (1d6 [x3], masterwork shortbow); Full Atk +5 melee (1d8+1 [19-20/x2], masterwork longsword) or +6 ranged (1d6 [x3], masterwork shortbow); SA *fascinate*, SQ bardic music, bardic knowledge, countersong, inspire competence, inspire courage +1; AL CE; SV Fort +1, Ref +6, Will +3; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 16. 5'6" tall.

Skills and Feats: Appraise +9, Diplomacy +15, Gather Information +5, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local: Iuz Border States) +9, Perform (sing) +11, Sense Motive +9, Spellcraft +11; Improved Initiative, Negotiator, Spell Focus (Enchantment).

Bard Spells Prepared (3/4/2; save DC 13 + spell level): 0—*dancing lights*, *daze*, *mage hand*, *message*, *prestidigitation*, *read magic*, 1st—*cure light wounds*, *lesser confusion*†, *remove fear*, *Tasha's hideous laughter*†; 2nd—*calm emotions*†, *hold person*†, *invisibility*.

†Enchantment spell. The save DC for this spell is 14 + spell level.

Possessions: masterwork longsword, masterwork shortbow, 20 arrows, +1 chain shirt, *potion of cure moderate wounds*, ~~*scroll of lesser planar ally*~~, spell component pouch, 299 gp in coin and gems (600 gp spent on *lesser planar ally*).

Description: See APL 4.

Abyssal Eviscerator, Advanced^{MB} (2): CR 5; Medium Outsider; HD 6d8+30; hp 57 each; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20 [+10 natural]; BA/G +6/+15; Atk +12 melee (1d6+5, claw); Full Atk +12/+12 melee (1d6+5, 2 claws); SA rake 1d6+5; SQ darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10 and fire 10, scent; AL CE; SV Fort +10, Ref +5, Will +6; Str 20, Dex 11, Con 20, Int 9, Wis 12, Cha 11.

Skills and Feats: Balance +9, Climb +14, Intimidate +9, Jump +14, Listen +10, Spot +10, Swim +14; Improved Grapple, Improved Unarmed Strike, Weapon Focus (claw).

Rake (Ex): Attack bonus +12 melee, damage 1d6+5.

Description: This creature is a seven-foot tall, purplish mass of limbs and armor-plated muscle. It stands on a pair of wiry legs, hunched from the sheer weight of a pair of massive arms and a gigantic head split by a huge, tooth-encrusted mouth. Sprouting from its belly is a second pair of taloned arms, which are as spindly as its main arms are muscular.

APL 8

Krastis, female human (Oeridian) Clr7 of Iuz: CR 7; Medium Humanoid (human); HD 7d8+7; hp 42; Init -1 (Dex); Spd 20 ft. (30 ft. unarmored); AC 17, touch 9, flat-footed 17 [-1 Dex, +6 armor, +2 shield]; BA/G +5/+7; Atk +8 melee (1d8+2, masterwork cold iron heavy mace); Full Atk +8 melee (1d8+2, masterwork cold iron heavy mace); SA rebuke undead 4/day; SQ spontaneous casting (*inflict* spells); AL CE; SV Fort +6, Ref +1, Will +8; Str 14, Dex 8, Con 13, Int 12, Wis 16, Cha 10. 5'9" tall.

Skills and Feats: Concentration +14 (+18 when casting defensively), Diplomacy +5, Knowledge (arcana) +6, Knowledge (religion) +14, Spellcraft +13; Combat Casting, Skill Focus (Concentration), Skill Focus (Knowledge: religion), Weapon Focus (heavy mace).

Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level); 0—*detect magic*, *guidance*, *cure minor wounds* [x3], *read magic*, 1st—*bless*, *protection from good**, *cause fear*, *command*, *obscuring mist*, *remove fear*, 2nd—*bull's strength*, *owl's wisdom*, *resist energy*, *shatter**, *sound burst*, 3rd—*dispel magic*, *blindness/deafness*, *magic circle against law**, *prayer*, 4th—*chaos hammer**, *greater magic weapon*.

*Domain Spell. *Domains*: Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Possessions: +1 chain mail, masterwork heavy steel shield, masterwork cold iron heavy mace, silver holy symbol of Iuz, *scroll of cure critical wounds* [x2], ~~*scroll of planar ally*~~, six manacles with average locks, 451 gp in coin and gems (800 gp spent on *planar ally*).

Description: See APL 4.

Powered-up Suite: Atk +9 melee (1d8+3, masterwork cold iron heavy mace with *greater magic weapon*).

Grimacing Bard, Female Human Brd7: CR 7; Medium Humanoid (human); HD 7d6; hp 27; Init +6

(Dex, Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +5 armor]; BA/G +5/+6; Atk +7 melee (1d8+1 [19-20/x2], masterwork longsword) or +8 ranged (1d6 [x3], masterwork shortbow); Full Atk +7 melee (1d8+1 [19-20/x2], longsword) or +8 ranged (1d6 [x3], masterwork shortbow); SA *fascinate*, *suggestion* (DC 16); SQ bardic music, bardic knowledge, countersong, inspire competence, inspire courage +1; AL CE; SV Fort +3, Ref +8, Will +5; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 16. 5'6" tall.

Skills and Feats: Appraise +11, Diplomacy +17, Gather Information +5, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (local: Iuz Border States) +11, Perform (sing) +13, Sense Motive +11, Spellcraft +13; Combat Expertise, Improved Initiative, Negotiator, Spell Focus (Enchantment).

Bard Spells Prepared (3/3/3/1; save DC 13 + spell level): 0—*dancing lights*, *daze*, *mage hand*, *message*, *prestidigitation*, *read magic*, 1st—*cure light wounds*, *lesser confusion*†, *remove fear*, *Tasha's hideous laughter*†; 2nd—*calm emotions*†, *eagle's splendor*, *hold person*†, *invisibility*; 3rd—*charm monster*†, *haste*.

†Enchantment spell. The save DC for this spell is 14 + spell level.

Possessions: masterwork longsword, masterwork shortbow, 20 arrows, +1 chain shirt, +1 cloak of resistance, *potion of cure serious wounds*, ~~scroll of planar ally~~, spell component pouch, 349 gp in coin and gems (800 gp spent on *lesser planar ally*).

Description: See APL 4.

Abyssal Eviscerator, Advanced^{MH} (2): CR 7; Large Outsider; HD 8d8+56; hp 92 each; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20 [-1 Dex, +12 natural, -1 size]; BA/G +8/+25; Atk +17 melee (1d8+9, claw); Full Atk +17/+17 melee (1d8+9, 2 claws); Space/Reach 10 ft./10 ft.; SA rake 1d8+9; SQ darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10 and fire 10, scent; AL CE; SV Fort +13, Ref +5, Will +7; Str 29, Dex 9, Con 24, Int 9, Wis 12, Cha 11.

Skills and Feats: Balance +10, Climb +20, Intimidate +15, Jump +20, Listen +12, Spot +12, Swim +20; Improved Grapple, Improved Unarmed Strike, Weapon Focus (claw).

Rake (Ex): Attack bonus +17 melee, damage 1d8+9.

Description: This creature is a twelve-foot tall, purplish mass of limbs and armor-plated muscle. It stands on a pair of wiry legs, hunched from the sheer weight of a pair of massive arms and a gigantic head split by a huge, tooth-encrusted mouth. Sprouting from its belly is a second pair of taloned arms, which are as spindly as its main arms are muscular.

APL 10

Krastis, Female Human (Oeridian) Clrg of Iuz: CR 9; Medium Humanoid (human); HD 9d8+9; hp 53; Init -1 (Dex); Spd 20 ft. (30 ft. unarmored); AC 19, touch 9, flat-footed 19 [-1 Dex, +7 armor, +3 shield]; BA/G +6/+8; Atk +9 melee (1d8+2, masterwork cold iron heavy mace); Full Atk +9/+4 melee (1d8+2, masterwork cold iron heavy 4); SA rebuke undead 4/day; SQ spontaneous casting (*inflict* spells); AL CE; SV Fort +7, Ref +2, Will +9; Str 14, Dex 8, Con 13, Int 12, Wis 17, Cha 10. 5'9" tall.

Skills and Feats: Concentration +16 (+20 when casting defensively), Diplomacy +6, Knowledge (arcana) +7, Knowledge (religion) +16, Spellcraft +15; Blind-Fight, Combat Casting, Skill Focus (Concentration), Skill Focus (Knowledge: religion), Weapon Focus (heavy mace).

Cleric Spells Prepared (6/6/6/5/3/2; save DC 13 + spell level); 0—*detect magic*, *guidance*, *cure minor wounds* [x3], *read magic*, 1st—*bless*, *protection from good**, *cause fear*, *command*, *obscuring mist*, *remove fear*, 2nd—*bull's strength*, *cure moderate wounds*, *resist energy*, *shatter**, *sound burst*, *zone of truth*; 3rd—*cure serious wounds*, *dispel magic*, *blindness/deafness*, *magic circle against law**, *prayer*; 4th—*chaos hammer**, ~~*greater magic weapon*~~, *spell immunity*; 5th—*dispel good**, *slay living*.

*Domain Spell. **Domains:** Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Possessions: +2 chain mail, +1 heavy steel shield, masterwork cold iron heavy mace, silver holy symbol of Iuz, *scroll of cure critical wounds* [x2], ~~scroll of planar ally~~, six manacles with good locks, 611 gp in gold and gems (1,200 gp spent on *planar ally*).

Description: See APL 4.

Powered-up Suite: Atk +11 melee (1d8+4, masterwork cold iron heavy mace with *greater magic weapon*); Full Atk +11/+6 melee (1d8+4, masterwork cold iron heavy with *greater magic weapon*).

Grimacing Bard, Female Human Brd9: CR 9; Medium Humanoid (human); HD 9d6; hp 34; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +5 armor]; BA/G +6/+7; Atk +8 melee (1d8+2 [19-20/x2], +1 longsword) or +9 ranged (1d6 [x3], masterwork shortbow); Full Atk +8/+3 melee (1d8+2 [19-20/x2], +1 longsword) or +9/+4 ranged (1d6 [x3], masterwork shortbow); SA *fascinate*, *suggestion* (DC 17); SQ bardic music, bardic knowledge, countersong, inspire competence, inspire courage +2,

inspire greatness; AL CE; SV Fort +4, Ref +9, Will +6; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 17. 5'6" tall.

Skills and Feats: Appraise +13, Diplomacy +19, Gather Information +5, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (local: Iuz Border States) +13, Perform (sing) +15, Sense Motive +13, Spellcraft +15; Combat Expertise, Improved Initiative, Improved Disarm, Negotiator, Spell Focus (Enchantment).

Bard Spells Prepared (3/4/4/3; save DC 13 + spell level): 0—*dancing lights, daze, mage hand, message, prestidigitation, read magic*; 1st—*cure light wounds, lesser confusion†, remove fear, Tasha's hideous laughter†*; 2nd—*calm emotions†, eagle's splendor, hold person†, invisibility*; 3rd—*charm monster†, deep slumber†, haste*.

†Enchantment spell. The save DC for this spell is 14 + spell level.

Possessions: +1 *longsword*, masterwork shortbow, 20 arrows, +1 *chain shirt*, +1 *cloak of resistance*, *potion of cure serious wounds*, *potion of fly*, +1 *ring of protection*, ~~*scroll of planar ally*~~, 4 gp in gold and gems (1,200 gp spent on *planar ally*).

Description: See APL 4.

Abysal Eviscerator, Advanced^{MH} (2): CR 9; Large Outsider; HD 12d8+84; hp 138 each; Init -1; Spd 30 ft.; AC 21, touch 8, flat-footed 21 [-1 Dex, +13 natural, -1 size]; BA/G +12/+30; Atk +21 melee (2d6+10, claw); Full Atk +21/+21 melee (2d6+10, 2 claws); SA rake 2d6+10; SQ darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10 and fire 10, scent; AL CE; SV Fort +15, Ref +7, Will +9; Str 30, Dex 9, Con 24, Int 9, Wis 12, Cha 11.

Skills and Feats: Balance +14, Climb +25, Intimidate +19, Jump +25, Listen +16, Spot +16, Swim +25; Improved Grapple, Improved Natural Armor, Improved Natural Attack (claw), Improved Unarmed Strike, Weapon Focus (claw).

Rake (Ex): Attack bonus +21 melee, damage 2d6+10.

Description: See APL 8.

APL 12

Krastis, Female Human (Oeridian) Clr11 of Iuz: CR 11; Medium Humanoid (human); HD 11d8+11; hp 64; Init -1 (Dex); Spd 20 ft. (30 ft. unarmored); AC 21, touch 9, flat-footed 21 [-1 Dex, +7 armor, +1 natural, +4 shield]; BA/G +8/+11; Atk +12 melee (1d8+3, masterwork cold iron heavy mace with *greater magic weapon*); Full Atk +12/+7 melee (1d8+3, masterwork cold iron heavy mace with *greater magic weapon*); SA rebuke undead 4/day; SQ spontaneous casting (*inflict*

spells); AL CE; SV Fort +8, Ref +2, Will +10; Str 16, Dex 8, Con 13, Int 12, Wis 17, Cha 10. 5'9" tall.

Skills and Feats: Concentration +18 (+22 when casting defensively), Diplomacy +7, Knowledge (arcana) +8, Knowledge (religion) +18, Spellcraft +17; Blind-Fight, Combat Casting, Skill Focus (Concentration), Skill Focus (Knowledge: religion), Weapon Focus (heavy mace).

Cleric Spells Prepared (6/7/6/6/4/3/2; save DC 13 + spell level); 0—*detect magic, guidance, cure minor wounds* [x3], *read magic*; 1st—*bless, protection from good*, cause fear, command, divine favor, obscuring mist, remove fear*; 2nd—*bull's strength, cure serious wounds, resist energy, shatter*, sound burst, zone of truth*; 3rd—*cure serious wounds, dispel magic, blindness/deafness, magic circle against law*, ~~magic vestment~~, remove blindness/deafness*; 4th—*chaos hammer*, divine power, ~~greater magic weapon~~, spell immunity*; 5th—*dispel good*, flame strike, slay living*; 6th—*create undead*, harm*.

*Domain Spell. *Domains:* Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level).

Possessions: +2 *chain mail*, heavy steel shield (+2 from *magic vestment*), masterwork cold iron heavy mace (+2 from *greater magic weapon*), silver holy symbol of Iuz, +1 *amulet of natural armor*, *gauntlets of ogre power*, *scroll of cure critical wounds* [x2], ~~*scroll of planar ally*~~, six manacles with amazing locks, 391 gp in gold and gems (1,000 gp spent on *planar ally*).

Description: See APL 4.

Powered-up Suite: Atk +14 melee (1d8+5, masterwork cold iron heavy mace with *greater magic weapon*); Full Atk +14/+9 melee (1d8+5, masterwork cold iron heavy mace with *greater magic weapon*).

Grimacing Bard, Female Human Brd11: CR 11; Medium Humanoid (human); HD 11d6; hp 41; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17, touch 12, flat-footed 15 [+2 Dex, +5 armor]; BA/G +8/+9; Atk +10 melee (1d8+2 [19-20/x2], +1 *longsword*) or +11 ranged (1d6 [x3], masterwork shortbow); Full Atk +10/+5 melee (1d8+2 [19-20/x2], +1 *longsword*) or +11/+6 ranged (1d6 [x3], masterwork shortbow); SA *fascinate, suggestion* (DC 19); SQ bardic music, bardic knowledge, countersong, inspire competence, inspire courage +2, inspire greatness; AL CE; SV Fort +3, Ref +9, Will +6; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 19. 5'6" tall.

Skills and Feats: Appraise +15, Diplomacy +22, Gather Information +9, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local: Iuz Border States) +15, Perform (sing) +18, Sense Motive +15,

Spellcraft +17; Combat Expertise, Improved Initiative, Improved Disarm, Negotiator, Spell Focus (Enchantment).

Bard Spells Prepared (3/4/4/4/2; save DC 14 + spell level): 0—*dancing lights*, *daze*, *mage hand*, *message*, *prestidigitation*, *read magic*, 1st—*cure light wounds*, *lesser confusion*†, *remove fear*, *Tasha's hideous laughter*†; 2nd—*calm emotions*†, *eagle's splendor*, *hold person*†, *invisibility*; 3rd—*charm monster*†, *deep slumber*†, *fear*, *haste*; 4th—*dominate person*†, *greater invisibility*, *legend lore*.

†Enchantment spell. The save DC for this spell is 15 + spell level.

Possessions: +1 *longsword*, masterwork shortbow, 20 arrows, +1 *chain shirt*, *cloak of charisma* +2, *potion of cure serious wounds*, *potion of fly*, *ring of protection* +1, ~~*scroll of planar ally*~~, 704 gp in gold and gems (1,000 gp spent on *planar ally*).

Description: See APL 4.

Appendix VI: New Rules

Barachiel^{BED}

Barachiel (bah-RAY-kee-ehl) rules Lunia, the bottom layer of the great heavenly mountain, also known as the Silver Heaven. He commands Celestia's defenses against incursion, though he rarely has much to do in that capacity. In addition, he is the herald and messenger of the archon paragons, even visitin the Material Plane on occasion to deliver messages of the utmost importance. He leads the trumpet archons and is a patron of mortal heralds as well.

The Citadel of Stars is Barachiel's home on the shore of the Silver Sea. A towering fortress with gleaming white marble walls, the Citadel entertains an almost constant stream of trumpet archons coming in and going out on their missions across the planes.

Defensive Throw^{CW}

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisites: Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike.

Benefit: If the opponent you have chosen to use you Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity in the round.

Shield of Faith, Legions^{MH}

Abjuration

Level: Clr4

Range: Medium (100 ft. + 10 ft./level)

Targets: Allied creatures in a 20-ft.-radius burst

This spell functions like *shield of faith* (see page 278 of the *Player's Handbook*), except that it affects multiple allies at a distance.

Servant of the Heavens^{BED}

You swear allegiance to one of the Tome Archons who rule the Seven Heavens, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your archon patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Knight of Stars feat or the Favored of the Companions feat. Your allegiance is only yours to give once.

Words of Creation^{BED}

You have learned a few of the words that were spoken to create the world.

Prerequisites: Int 15, Cha 15, base Will save bonus +5.

Benefit: You can use the Words of Creation to enhance bardic music, to help cast good spells and create good magic items, and to enhance the process of creation.

Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected as by a *feeblemind* spell, while an evil creature is struck dead. Fortunately, it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.

Words of Creation^{BED} (Excerpt)

The Words of Creation are fragments of a lost language thought to be the precursor of the Celestial tongue. Very few celestials remember some of these words, and een fewer mortals have access to one or two of them as well. So great is their power than no mortal mind can comprehend more than three or four words, and no evil tongue can speak them or bear their sound. A character must take the Words of Creation feat to be able to use these words in any way.

It is possible although difficult, to communicate entirely using the Words of Creation. It has no words for evil concepts such as misery, despair, hate, and betrayal, while the subtlety of its terminology for beauty, kindness, and mercy is astonishing. It has no written form, and if transliterated into writing it loses all power and meaning.

Besides communication, there are four essential ways to use the Words of Creation.

Exalted Power

The Words of Creation help energize good magic items and spells. If used in conjunction with a good spell that has a verbal component, the Words of Creation increase the spell's effective caster level by +1. The caster level increase is considered a sacred bonus.

Using the Words of Creation to enhance a good spell deals 1d4 points of nonlethal damage to the caster per 2 spell levels (none for a 0- or 1st- level spell, up to 4d4 for a 9th level spell).

Church Inquisitor^{CD} (Excerpt)

While many champions of good are dedicated to fighting forces of evil that are external to them and their church – as clerics and paladins of Heironeous are devoted to destroying followers of Hextor – the church inquisitor is at least as concerned about evil and corruption within. When greed eats away at a church hierarchy, when devils infiltrate a knightly order and seduce its leaders to evil, when high clerics succumb to evil enchantments and fall from the path of their deities, it is usually a church inquisitor who uncovers this kind of taint and cuts it away.

Church inquisitors specialize in divination (to seek out evil and corruption) and abjuration (to protect themselves and others from evil magic). They are most often drawn from the clerics and paladins of a lawful church or order. Members of other classes usually find it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order – perhaps even as subjects of the inquisitor's investigations. Church inquisitors are particularly likely to appear after incidents involving demons or devils, since they combat the widespread corruption these creatures tend to leave in their wake.

Hit Die: d8.

Requirements

To qualify to become a church inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Base Save Bonus: Will +3

Skills: Knowledge (arcane) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 4 ranks.

Spells: Able to cast *zone of truth* as a divine spell.

Special: Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

Class Skills

The church inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Church inquisitors gain no weapon or armor proficiencies.

Detect Evil (Sp): A church inquisitor can use detect evil at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain described below. The character gains the granted power associated with the domain (a +4 bonus on Dispel checks) and can choose the spells in that domain as his daily domain spells.

Spells per Day / Spells Known: A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition. Thus, when a new church inquisitor level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he had belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a church inquisitor, the player must decide which class to assign each level of church inquisitor for the purpose of determining divine spells per day and spells known.

Immune to Charms (Su): A church inquisitor of 2nd level is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion; visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Su): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor must make a caster level check as if casting *dispel magic* against the

shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether extraordinary, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

Immunity to Possession (Ex): A church inquisitor of 8th level or higher has immunity to *magic jar*, *soul bind*, *trap the soul*, a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection* if so desired.

Emissary of Barachiel^{BED} (Excerpt)

Ruler of the first heaven of Celestia, Barachiel is patron of lawful good heralds and messengers. He is charged with the defense of Celestia and the promulgation of law and goodness on the Material Plane, and his emissaries help him carry out this latter mission. The emissaries of Barachiel are peacemakers, diplomats, and evangelists, as well as staunch opponents of evil and corruption.

Emissaries of Barachiel are often clerics, paladins, or even rogues, but members of almost every other class sometimes take up Barachiel's mission as well.

Centers of population are the natural habitat of most emissaries of Barachiel, whose primary purpose involves encouraging people towards lawful good behavior. Some emissaries, however, gravitate toward real challenges: preaching Barachiel's cause among traditionally hostile or evil humanoids, from lizardfolk to orcs. The fact that some of these emissaries even survive is a testament to their power and conviction. While few emissaries have the fortitude to work for long among evil humanoids, many others make shorter forays into hostile territory.

Hit Die: d6.

Requirements

To qualify to become an emissary of Barachiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Diplomacy 8 ranks, Knowledge (the planes) 4 ranks.

Feats: Servant of the Heavens, Words of Creation.

Class Skills

The emissary of Barachiel's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken

individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the emissary of Barachiel prestige class.

Weapon and Armor Proficiency: Emissaries of Barachiel gain no proficiency with any weapon or armor.

Spells: An emissary of Barachiel has the ability to cast a small number of divine spells. To cast an emissary of Barachiel spell, the emissary must have a Charisma of 10 + the spell's level, so an emissary with a Charisma of 10 or lower cannot cast these spells. Emissary of Barachiel bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the emissary's Charisma modifier. When the emissary gets 0 spells of a given level (for instance, 1st-level spells for a 1st-level emissary of Barachiel), he gets only the bonus spells he would be entitled to

Calling (Su): An emissary of Barachiel's most fundamental ability is the power to issue a celestial call, stirring the conscience of those who hear it. An emissary can use this ability once per day per class level, spending a full-round action to issue the call. Humanoid creatures within 30 feet of the emissary are potentially affected. The emissary makes a Diplomacy check, and the result is the DC for affected creatures' Will saving throws. Creatures that fail their saves suffer effects that depend on their alignment, as follows:

Alignment	Effect
Lawful good	Inspired
Neutral good or chaotic good	Blessed
Lawful neutral	Enthralled
Neutral or chaotic neutral	Enthralled, disheartened
Any evil	Stunned, demoralized

Inspired: Affected creatures receive a +2 morale bonus on attack rolls, saving throws, skill and ability checks, and weapon damage rolls for 10 minutes.

Blessed: Affected creatures receive a +1 morale bonus on attack rolls and on saving throws against fear effects for 10 minutes.

Enthralled: Affected creatures act as if subject to an *enthral* spell for as long as you continue to speak and for 1d3 rounds thereafter. For the duration of

the effect and for 1 day afterward, affected creatures take a -1 penalty on Will saves related to redemption.

Disheartened: Affected creatures take a -1 penalty on attack rolls, saving throws, skill checks, and ability checks for 10 minutes.

Stunned: Affected creatures are stunned for 1 round.

Demoralized: Affected creatures take a -2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls for 10 minutes (including the 1 round during which they are stunned).

Using any manifestation of the calling class ability requires the use of the Words of Creation and deals 3d4 points of nonlethal damage to the emissary. Calling is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] effect.

Inquisition Domain^{CD}

Granted Power: Gain a +4 bonus on all dispel checks.

Inquisition Domain Spells

- 1 **Detect Chaos:** Reveals chaotic creatures, spells, or objects.
- 2 **Zone of Truth:** Subjects within range can't lie.
- 3 **Detect Thoughts:** Allows "listening" to surface thoughts.
- 4 **Discern Lies:** Reveals deliberate falsehoods.
- 5 **True Seeing:** See all things as they really are.
- 6 **Geas / Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Dictum:** Kills, paralyzes, weakens, or dazes nonlawful subjects.
- 8 **Shield of Law:** +4 AC, +4 resistance, and SR 25 against chaotic spells
- 9 **Imprisonment:** Entombs subject beneath the earth.

Abyssal Eviscerator

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 4d8+20 (38 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 20 (+10 natural), touch 10, flatfooted 20

Base Attack / Grapple: +4/+9

Attack: Claw +10 melee (1d6+5)

Full Attack: 2 Claws +10 melee (1d6+5)

Space / Reach: 5ft. / 5ft.

Special Attacks: Rake 1d6+5

Special Qualities: Darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, scent

Saves: Fort +9, Ref +4, Will +5

Abilities: Str 20, Dex 11, Con 20, Int 9, Wis 12, Cha 11

Skills: Balance +7, Climb +12, Intimidate +7, Jump +12, Listen +8, Spot +8, Swim +12

Feats: Blind-Fight, Weapon Focus (claw)

Environment: Infinite Layers of the Abyss

Organization: Solitary, Pack (2-9 plus 50% chance for 1 leader with 6 HD)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-6 HD (Medium); 7-12 HD (Large)

Level Adjustment: -

Adventurers often mistake the abyssal eviscerator for a mindless bloodthirsty brute bent on wanton destruction. Actually, it's a cunning, bloodthirsty brute bent on wanton destruction.

Though originally from the 423rd layer of the Abyss, the abyssal eviscerator has found a place in the warbands, armies, and guard contingents of creatures throughout the Abyss, as well as on the Material Plane. With its keen sense, the creature can hunt down enemies or detect intruders, making it valuable to those who employ it.

Abyssal eviscerators speak Abyssal, though they prefer to get their message across through bloodshed.

Combat

Eviscerators prefer to fight alone or with groups, against tough odds or against foes that are easy to overwhelm, by ambush or in fair contests. The fact is, eviscerators simply prefer to fight.

Eviscerators have a habit of playing with the creatures they catch rather than killing them outright. They enjoy pinning victims with their massive upper arms and tearing into them with the razor-sharp claws of their lower arms.

Rake (Ex): Attack bonus +10 melee, damage 1d6+5.

(Source: *Minatures Handbook* p. 45)

Abyssal Maw

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 15 (+5 natural), touch 10, flatfooted 15

Base Attack / Grapple: +2/+5

Attack: Bite +5 melee (2d8+4)

Full Attack: Bite +5 melee (2d8+4)

Space / Reach: 5ft. / 5ft.

Special Attacks: Rend fallen

Special Qualities: Darkvision 60 ft., outsider traits
Saves: Fort +4, Ref +3, Will +2
Abilities: Str 17, Dex 10, Con 13, Int 6, Wis 9, Cha 8
Skills: Climb +8, Intimidate +4, Jump +8, Listen +6, Spot +6, Swim +8
Feats: Alertness
Environment: Infinite Layers of the Abyss
Organization: Solitary, Pair, or Gang (3-5)
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment: +2

An abyssal maw is a disgusting creature consisting mainly of teeth. Its appetite is legendary; one maw has been known to consume the better part of a centaur in less than a minute.

An abyssal maw looks like a huge, toothy mouth perched on a few stubby appendages. Its hide is a dull brown shade. An abyssal maw speaks Abyssal and Common, though it speaks none too clearly thanks to its low Intelligence score and toothy maw.

Combat

Abyssal maws serve as shock troops in evil armies. Since they lack ranged attacks, they usually rush into melee combat as soon as possible, where their gnashing teeth do the rest.

Rend Fallen (Ex): An abyssal maw loves to tear into its downed foes. It automatically deals an additional 2d8+4 points of damage to any foe it drops with a melee attack.

(Source: *Monster Manual II* p. 56, revised with *D&D 3.5 Update*)

Brass Golem

Large Construct

Hit Dice: 16d10+30 (118 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 31 (-1 size, +22 natural), touch 9, flatfooted 31

Base Attack/Grapple: +12/+21

Attack: +3 *Large wounding greataxe* +19 melee (3d6+10/19-20/x3) or butt +16 melee (1d8+7)

Full Attack: +3 *Large wounding greataxe* +19/+14/+9 melee (3d6+10/19-20/x3) and butt +11 melee (1d8+7)

Space / Reach: 10ft. / 10ft.

Special Attacks: *Maze*

Special Qualities: Construct traits, damage reduction 10/adamantine, magic immunity, scent (Ex)

Saves: Fort +5, Ref +5, Will +7

Abilities: Str 20, Dex 11, Con --, Int 3, Wis 14, Cha 7

Skills: Survival +21*

Feats: Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Large); 33-48 HD (Huge)

A brass golem exists to fulfill one goal, set at the time of its creation. It waits with absolute patience until activated, then it becomes a terrible instrument of destruction. If its goal becomes unattainable—for example, if it was created to guard a temple that no longer exists—the brass golem loses its enchantment entirely and becomes nothing more than a statue.

A brass golem is most often forged to resemble a minotaur. Until activated, it appears as a large, brass statue armed with a gleaming greataxe.

Combat

A brass golem fights primarily with its greataxe.

Maze (Sp): Once per day, a brass golem can target a *maze* effect (caster level 16th) against a single quarry. The golem is immune to the effects of its own *maze* ability and that of others of its kind, and it can freely enter its own *maze* to track a target.

Magic Immunity (Ex): A brass golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. (For example, a brass golem hit by a fireball cast by a 5th-level wizard gains back 6 hit points if the damage total is 18.) The golem does not get a saving throw against fire effects.

Skills: *A brass golem is a relentless tracker. It gains a +20 competence bonus on Survival checks for the purpose of tracking a foe designated by its creator, or in connection with any other goal set by its creator. When tracking a foe through its own maze, the creature gains a +20 insight bonus on Survival checks. (Source: *Monster Manual II* p. 117, revised with *D&D 3.5 Update*)

Hammerer

Medium Construct

Hit Dice: 5d10+20 (47 hp)

Initiative: +0

Speed: 20 ft. (4 squares)
Armor Class: 21 (+11 natural), touch 10, flat-footed 21
Base Attack / Grapple: +3 / +10
Attack: Slam +10 melee (2d8+10)
Full Attack: Slam +10 melee (2d8+10)
Space / Reach: 5 ft. / 5 ft.
Special Attacks: -
Special Qualities: Construct traits, darkvision 60 ft., unreliable
Saves: Fort +1, Ref +1, Will +0
Abilities: Str 25, Dex 11, Con -, Int -, Wis 9, Cha 4
Environment: Any land and underground
 Organization: Solitary, pair, or team (3-5)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-8 HD (Medium); 9-15 HD (Large)
Level Adjustment: -

The hammerer is a roughly human-shaped, bipedal war machine adapted from another automaton that was designed for construction and heavy lifting. One of the creature's two arms ends in a massive claw or pincer, the other in an even more massive hammer.

Combat

Hammerers are not built for fancy tactical maneuvers, but they are still fearsome opponents. On the battlefield, commanders simply point teams of these constructs at the enemy and let them go.

The powerful hammer-arm that gives the hammerer its name is a nasty piece of business – heavy, solid, and deadly. The pincer arm is used mainly for lifting things. The construct can attack with only one arm at a time, and although it can slam with either arm, it favors the hammer-arm for all its attacks.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll a 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action. (Source: *Monster Manual II* p. 27, revised with *D&D 3.5 Update*)

Stained Glass Golem

Medium Construct

Hit Dice: 12d10+20 (86 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+5 natural), touch 10, flatfooted 15
Base Attack / Grapple: +9/+10

Attack: Rake +10 melee (1d8+1)
Full Attack: 2 rakes +10 melee (1d8+1)
Space / Reach: 5ft. / 5ft.
Special Attacks: -
Special Qualities: Construct traits, damage reduction 10/adamantine, fast healing 5, keen, magic immunity
Saves: Fort +4, Ref +4, Will +5
Abilities: Str 13, Dex 10, Con -, Int 4, Wis 13, Cha 7
Skills: Hide +18*
Feats: Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (hide)
Environment: Any land and underground
Organization: Solitary, Pair, or Crew (3-5)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Medium); 25-36 HD (Large)
Level Adjustment: -

Beautiful stained glass windows not only indicate the wealth of a temple or stronghold, they may also be the site's guardians. These beautiful constructs are built to harmonize with a structure's décor so that their presence is not obvious to any except intruders.

Stained glass golems are flat, two-dimensional replicas of living beings. When they move, they produce a tinkling sound like that made by delicate crystal wind chimes. When moving through a lighted area, they flash and flicker as the light striking them breaks down into its component hues. Stained glass golems never communicate in any way.

Combat

Stained glass golems attack by slashing with their "arms," which are as sharp as broken glass.

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to any spell or spell-like ability that allows spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

(Source: *Monster Manual II* p. 116, revised with *D&D 3.5 Update*)

Appendix VII: Suggested Miniatures

If you own any of the miniatures from the D&D Miniatures line or your event has a source to draw these miniatures from, the following miniatures make excellent representations of the NPCs and monsters depicted in this scenario. Of course, you may use other miniatures, but these provide ideal representations in most cases and are provided for your benefit.

Abyssal Eviscerator: Abyssal Eviscerator, *Archfiends*

Abyssal Maw, Advanced: Abyssal Maw, *Dragoneye*

Arryn Alcor: Stalwart Paladin, *Dragoneye*

Automaton, Hammerer: Medium Astral Construct, *Giants of Legend*

Bearded Devil: Bearded Devil, *Harbinger*

Bone Devil: Bone Devil, *Archfiends*

Constable Naymori: Half-Orc Fighter, *Harbinger*

Dimrite Adept: Cultist of the Dragon, *Archfiends*

Dimrite Zealot: Man-at-Arms, *Harbinger* or *Aberrations*

Ford, Mord, and Vord: Human Bandit, *Harbinger*

Gargoyle, Advanced: Gargoyle, *Dragoneye*

Golem, Brass: Minotaur, *Harbinger* or *Giants of Legend*

Golem, Stained-Glass, Advanced: Dire Lion, *Dragoneye*

Grimacing Bard: Standardbearer, *Giants of Legend*

Hellcat: Dire Lion, *Dragoneye*

Hezrou: Troll, *Harbinger*

Ice Devil: Umber Hulk, *Harbinger*

Krastis: Human Cleric of Bane, *Archfiends*

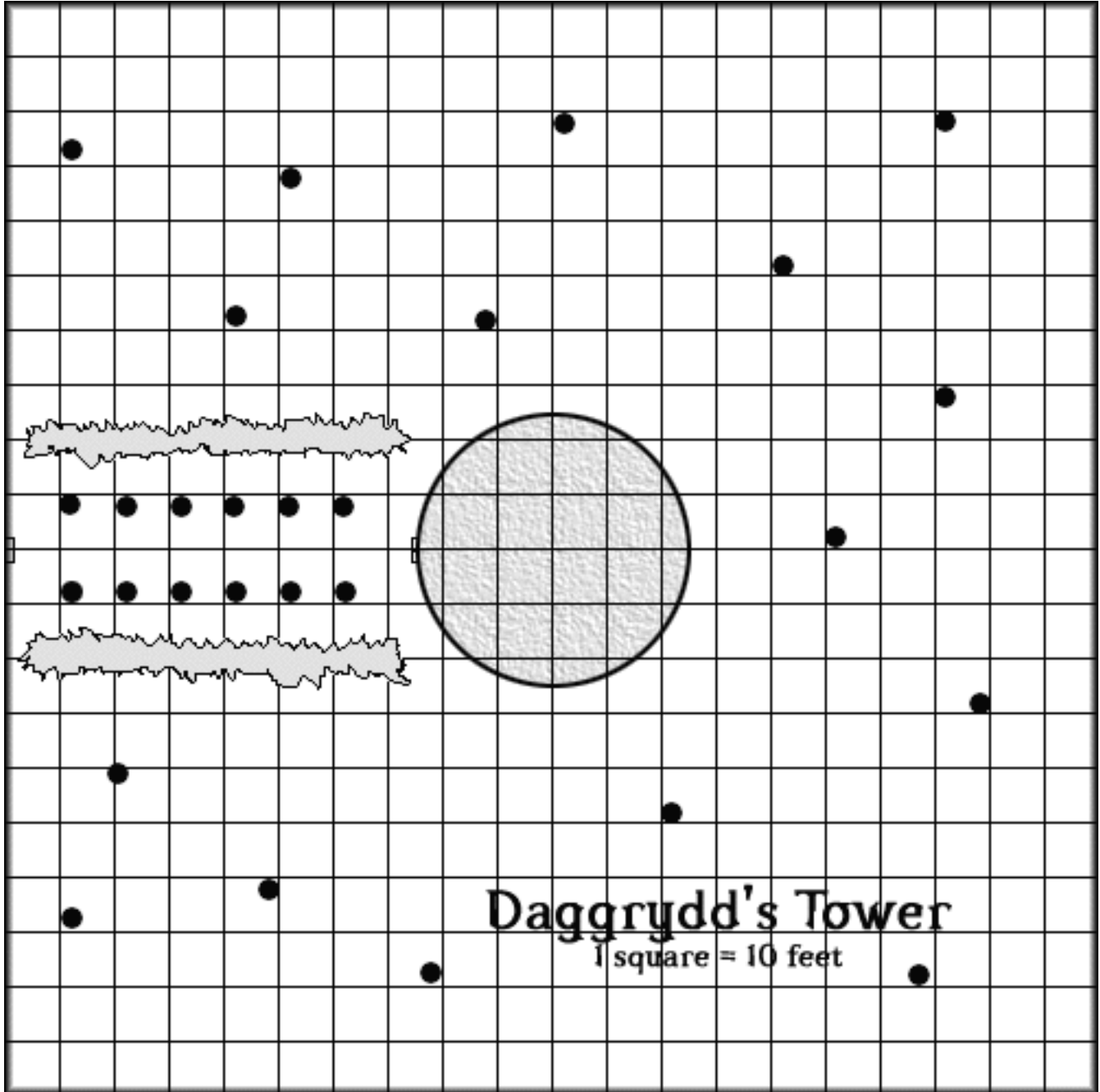
Lyzanor: Cleric of Order, *Harbinger*

Orngart: Half-Orc Monk, *Harbinger*

Stoink Guard: City Guard, *Giants of Legend*

Stoink Guard, Elite: Man-at-Arms, *Harbinger* or *Aberrations*

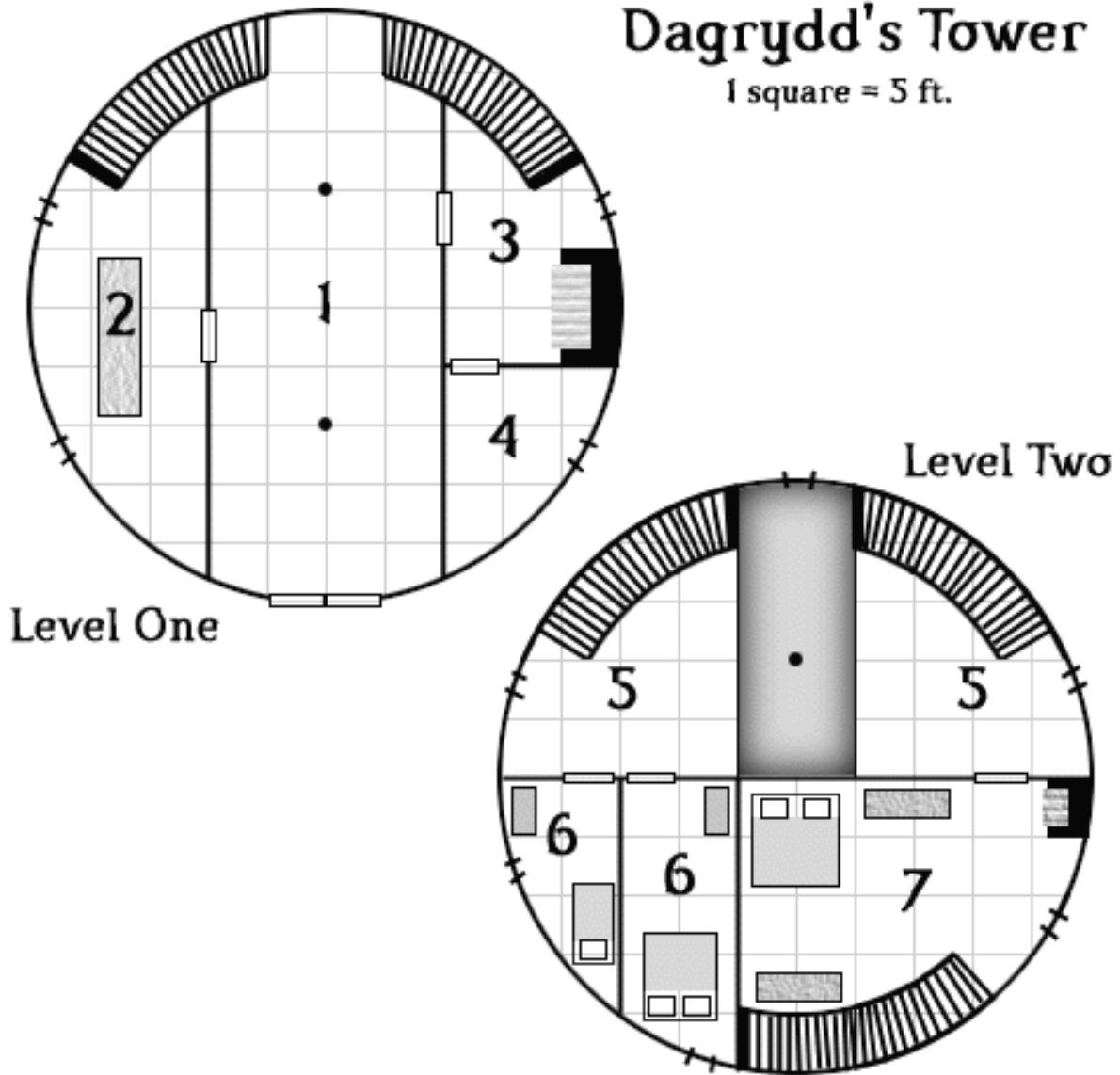
DM's Aid I: Daggrydd's Tower (External)



DM's Aid II: Dagrýdd's Tower

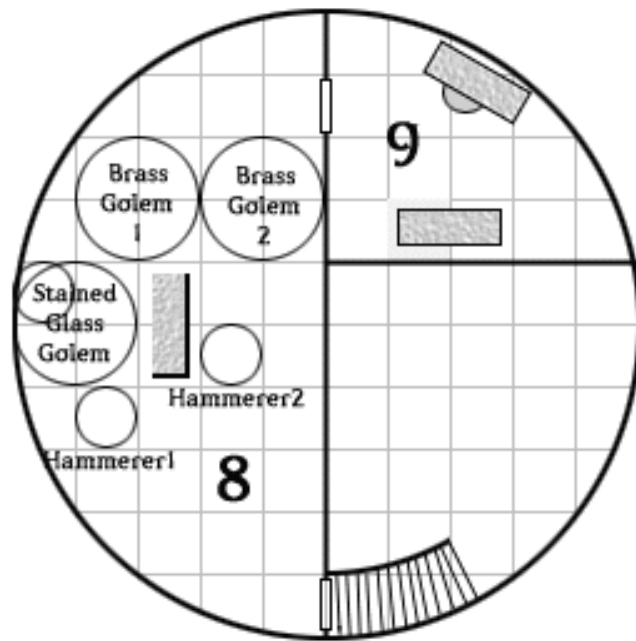
Dagrýdd's Tower

1 square = 5 ft.

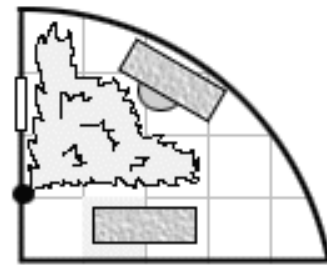


Dagridd's Tower

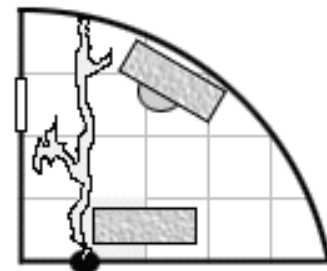
1 square = 5 feet



Level Three



APL4 Burning Hands Trap



APL6 & 8 Lightning Bolt Trap

Note: Locations of monsters for reference only. Refer to text for exact number and type of creatures.

Player Handout #1: Account of Gresson's Death

According to Lyzanor of the Third Order:

In late summer of CY 586, a man arrived on my doorstep after a journey from Rookroost. He was out of breath and bore a dark, festering wound that I was unable to heal, even with the aid of my divine magicks. The wound resembled a deep claw mark that must have been made by a fairly large creature. Unfortunately, he could tell me nothing of the creature, but merely spoke the words "Dac Berradin" over and over. I was unsure of what the words meant, but I wrote them down just in case.

I summoned Marivor of the Fifth Order, but his spells were ineffective at curing the wound as well. So it was that the man remained in my care for several days. I learned this much of him from his belongings. His name is Gresson and he comes from the city of Rookroost, here in the Combination of Free Lords. He is a priest of our order who was under the service of General Pernevi, but it appears he was forced to flee. His journal indicates that he hid something of great importance in the Grey Cemetary, although what it is, I cannot tell. He would never say anything besides "Dac Berradin."

His death came at the end of the fourth day. May the Blinding Light guide him in the afterlife. He was buried among the other cherished souls of the righteous on Bright Hill. According to his journal, his next of kin appeared to be his cousin, Dagrydd, in Stoink. I penned a letter to him informing him of the unfortunate incident.

Player Handout #2: Dagrydd's Journal

Reaping, 586

My cousin, Gresson in Rookroost, sent me a letter today by a magical courier. I suppose Pholtus still sees fit to grant him spells. I've tucked the letter inside my journal for safe keeping. If the Old One were not invading, I would see fit to recover the Knight's Herald for myself. I suppose for now I shall bide my time.

Harvester, 586

I received grievous news today from one, Lyzanor of Dimre. He says that Gresson arrived in Dimre, but that he died under strange circumstances. What they were he did not say. However Lyzanor wishes me to visit him in Dimre at my nearest convenience. Perhaps once the roads clear of those infernal armies of Old Wicked...

Goodmonth, 588

Even with the end of the Greyhawk Wars, it has been difficult here in Stoink. The city signed an agreement with Old Wicked, but I don't know how much good that will do. Luckily, the Theocracy of Dimre still stands and I have kept up correspondence with the priest known as Lyzanor. I've made arrangements to meet with him in Sunsebb, when the bandits tend to hibernate.

Sunsebb, 588

By the staff of Zagyg I have never seen such impropriety! To think that those blasted priests of the Ebongleam think that they own the right to the Knight's Herald. It is no matter. I am at least certain that they do not have all the information they need. Apparently Gresson never told them the location of the sword.

Readying, 594

With General Hok causing problems for the Old One and the recent invasion from that ogre up north, I think now might be a good time for me to make my claim on the Knight's Herald. If I don't move quickly, I fear the Theocracy of Dimre may reach it before I do. I'm certain their diviners have been working on discovering its location. I've made an agreement with some adventurers at the local thieves' guild. We leave within a week.

Gresson's Letter

Dear Cousin Dagrydd,

I have ill news. It appears that Lord Mortoth has won the power struggle for control of Rookroost in light of the late Gen. Pernevi's "removal" from office. I know Mortoth harbors a bitter resentment of my position as chief treasurer of the city and has surely targeted me as one of his next victims in his "cleansing" of the administration. Therefore I have resolved to flee the city. It is probably for the best. I have felt uneasy ever since the Old One's forces moved into the Bandit Kingdoms.

As much as I would like to take the Knight's Herald with me, I fear that its magical aura is far too strong and would be suspicious to any of Mortoth's or the Old One's agents subjecting me to a magic detection spell. In case something is to happen to me, I wish to inform you that I have hidden it safely. It is located inside a lead case within the tomb of our grandfather, in the Grey Stone Cemetary.

May the light of Pholtus guide your path.

-Gresson of Rookroost

