

COR7-19



Wrath of the Slavelord

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

by Tim Sech

Thanks to the quick thinking of many adventurers, Greyhawk was warned of the impending doom of Safeton months ago. The Greyhawk Militia sent some 200 men to the walled city in hopes to stop this supposed new slavelord and it looks like it may have. Nothing unusual has happened since the troops arrived. Could it be the slavelord decided it best not to contend with the might of Greyhawk or was he simply biding his time? A one-round Core adventure set in Safeton for characters level 2-14 (APL 4 to 12). This is the third and final adventure in the "Slaver" series. It is recommended that you have played COR5-12 *Calm Before the Storm* and COR7-05 *City of Malice* before playing this adventure.

Resources for this adventure [and the authors of those works] include COR5-12 *Calm Before the Storm* [Tim Sech], COR7-05 *City of Malice* [Tim Sech], *Living Greyhawk Journal* [Denis Tetreault and Erik Mona], *Magic Item Compendium* [Andy Collins, Mike Mearls, and Stephen Schubert], *Greyhawk Ruins Campaign Guide* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chirs Thomasson, James Wyatt], *Monster Manual IV* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Linquette, Chris Sims, Owen K. C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

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

GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Greyhawk City. All characters pay 1 Time Units if their home region is Greyhawk all other characters must pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

Opi'Kel the new slavelord has been trying to skillfully reduce Safeton to a lawless area for over a year now. She has influenced many of the prominent citizens and had some of her creatures (the shadows) preying on innocent victims. Recently due to unforeseen circumstances she has had to wait on her plans of domination.

Adventurers a few months ago warned Greyhawk City of an impending invasion by the slavelord. They found this out by thwarting Opi'Kel's slave trade in Highport in COR7-05 *City of Malice*. Greyhawk City sent 200 troops to Safeton to ensure its protection.

Opi'Kel has now had many months to sit and wait, while disposing of a few citizens here and there not to create suspicion. She studied many of the citizens and knew their habits and tendencies. Her patience is finally rewarded when Greyhawk City decides to recall the troops since they believe nothing is going to happen. Her time to strike is now as the troops leave the city.

ADVENTURE SUMMARY

Introduction: The PCs are already in Safeton, either having been there for some time or just getting there. Nothing unusual has happened since Greyhawk City sent a contingent of 200 troops.

Encounter 1: The PCs can gather information about what has been happening in the city and find out that some of the troops have been ordered to Narwell to help with the rebuilding effort and some back to Greyhawk City.

Encounter 2: The PCs either have a chance to save Ayissa or find her and a few of her friends beaten to a pulp and strung up against a few houses in an alleyway.

Encounter 3: The contingent of troops leaves and that is when the terror begins. Captain Bowgard seems nonchalant about the whole thing.

Encounter 4: The PCs find a warehouse full of slain guards that have been slaughtered by strange creatures.

Encounter 5: The PCs find Lucian, Almarayne's trustworthy friend dead in Lasho's old store.

Encounter 6: Almarayne urges the PCs to find out what is going on.

Encounter 7: The final battle against Opi'Kel.

Conclusion: The PCs either are rewarded for defeating Opi'Kel or are run out of town.

BEFORE PLAYING

This is a nonlinear adventure in which the PCs may go to various places (and some places not mentioned in the adventure) at any time. Each encounter is a stand alone encounter in which the PCs can either interrupt something or they come upon the scene at a later date missing their chance. Please read over the adventure carefully before playing.

Make note of any PC that has played the previous two adventures in the series, COR5-12 *Calm Before the Storm* and COR7-05 *City of Malice*, as there are various favors that will come into play at the end of this adventure, namely the **Help!** AR reward from COR7-05 *City of Malice*. Also PCs that played COR5-12 *Calm Before the Storm* will be recognized by NPCs in Safeton from their time there earlier last year.

MYSTERIOUS PLACES

Check out the official LIVING GREYHAWK website for a mysterious places article providing more detail on Safeton.

INTRODUCTION

There are a few different ways that the PCs can begin the adventure. If PCs know each other and fall into different categories that is fine just read each of the boxed text and adjust as needed. In any event, the PCs have been in the town for just over a day and nothing has happened of any interest.

Use the following introduction modifying it as necessary to account for the PCs' recent play history and whether they know one another. The PCs have tried to talk to various people to gather information and all of them were either rebuked or referred to The Last Defense Inn to get the latest gossip.

The walled city has, for the most part, been silent since the ominous warnings of adventurers months ago. Ships have come and gone and trade has continued. Narwell is being rebuilt since the orc attacks a few years ago. There are, of course, rumors of these incessant shadows that supposedly claimed numerous lives but Captain Bowgard and the Mayor have assured every citizen they have nothing to fear.

It appears that the warning by the adventurers has repelled any invasion plans by the slavelord. The 200 troops that Greyhawk City sent seems to have settled acting as an effective deterrent.

The Last Defense seems like as good a place as any to spend the night.

Hectra the Halfling (Cha 8) is the owner of the bar and welcomes the PCs before asking what they'll have. Proceed to encounter 1 once the PCs settle into a seat.

If any PC has the **Help!** AR award from COR7-05 *City of Malice* read:

The walled city has, for the most part, been silent since your warning months ago of its planned demise. Ships have come and gone and trade continues as normal. Narwell is being rebuilt since the orc attacks a few years ago. Captain Bowgard has welcomed the 200 troops that Greyhawk City sent because of you. It appears that the warning has repelled any invasion plans by the slavelord.

The Last Defense is a home away from home for all types of rugged adventurers. A few gruff looking types saunter into the place as Hectra asks you what you want for dinner tonight.

Hectra the Halfling (Cha 8) is the owner of the bar and welcomes them in and asks what they'll have. Proceed to encounter 1 once the PCs settle.

1: GETTING INFORMATION

This encounter handled the PCs gathering information on anything that's happening within Safeton or the area. They should find out about various citizens acting strangely and other information that may seem mundane but that turns out to be important. The most important rumor that they hear is that Greyhawk City has ordered 100 troops back to the city and 100 troops to Narwell to help defend the building works. Sometime during the information gathering interject the NPC Ayisa Scorfu, a snooty noble from COR6-12 *Calm Before the Storm*, making a scene at the bar who leaves in a huff.

If PCs played COR6-12 *Calm Before the Storm* they recognize among the crowd at The Last Defense, a few of the NPCs from that adventure. They can go up and talk to these NPCs and the NPC will be willing to tell them everything they know. Some NPCs may wish a little something in return, however.

If no PC has played any of the previous adventures, they can get the information with some sly talking and, of course, bribery.

If any of the PCs give the NPCs drinks, food, or just money add a +5 circumstance bonus to the result of their Gather Information check.

General Rumors (Gather Information check also reveals all information gained by a lesser result):

- **DC 5:** "I hear that the sailors are getting crabby about the pay again. Always wanting more they are, though, I don't blame them since that big cargo drop off just the other day."
- **DC 8:** "Weird things going on lately. Sailors actually acting like normal people and not some crazed half-orcs! HAH! They still do their bit of drinking, some seem to have disappeared, probably did a misstep in the town and ended up on a slaver ship."
- **DC 10:** That Captain Bowgard doesn't know his way around a cow field. He keeps telling his men to guard the docks but they never do – the gangs keep them away and I rarely see them even at Baygate. Anyway, like a force is going to come from the water!"
- **DC 12:** "Mayor Lillian is often seen in here. In fact she's right over there. I think she's going a bit off the wagon with all this talk of invasion. Not sure why she's worried though as nothings happened in months."
- **DC 13:** "That bell merchant, Swago, has been even nuttier these last few months. Keeps saying that his bells scare away the shadows, pfff!"
- **DC 15:** "Ne'er you mind who I heard this from but I hear Greyhawk City has decided that they scared away this slavelord and that they are calling back their troops tomorrow morn."
- **DC 15:** "The Cap'n has declared that no one should be out after 11 bells or they risk being thrown into the stocks."
- **DC 18:** "That fair lady, Almarayne and her side kick, Lucias or Lucian I think? Ya well they have been holed up in the center of town for a while now. I think there just trying to live off of us good people with how little action has happened here lately."
- **DC 20:** "This whole peace dung that Turrosh Mak is wanting is hogwash in my opinion. It's just to lure us good folk into a lull so that he can finally squash us."
- **DC 25:** "Ahh, I met this handsome man named Lasho who owned a shop a few months ago. He said I was the love of his life and when he returned from a trip that he would marry me. He hasn't come back and his shop is in disrepair, maybe he thought I was ugly. (She begins to cry)"
- **DC 30:** "Dockmaster Sian has been secretly storing away cargo from various ships over the last month. No idea what's in the boxes but it's bound to be worth something if he's risking his life like that."

Hectra the Halfling Bar Owner (Cha 8): A stout female halfling that has more bark than bite. Often she is mistaken as a male - something she is not fond of at all. She is more than willing to give out any information if a PC comments on how beautiful she is and so forth.

- **DC 5:** "The only real regular I got here at this bar is Brunk, and Brunk never has any money."
- **DC 10:** "The Captain is an idiot. He wouldn't know his way around this town if it was drawn on his backside."

He sends his boys on ridiculous errands to pick up cargo and guard mundane shops.”

- **DC 15:** “Late at night sometimes I see dark shapes in the corner of my bar. I think they’re bats but when I go over there nothing there. Must be my pretty eyes playing tricks on me.”
- **DC 20:** “Last week while I was sleeping I overheard an off-duty guard tossing and turning violently in his sleep. He kept saying weird things I couldn’t understand and grabbed his sword. He made motion like he was going to thrust it through him but I slapped him silly and woke him up.”
- **DC 25:** “I felt a bit weird like I was filled with nausea a few months ago. I told my friend Captain Toct how I felt and he said that he felt something similar happen to him. He was told that it was someone trying to cast a spell on us. Not sure what kind though, maybe it was a love spell?”

Brunk (half-orc Cha 5): Many in Safeton will not even go near Brunk as you can smell him a block away. A powerfully built half-orc wearing rags for clothing he is otherwise unassuming. If any PC buys Brunk a drink he gladly spills all he knows (this obviates the need for a Gathering Informatio check).

- **DC 5:** “Me like to drink. Some peeps think that Brunk not smert. Me smert like Capt’n.”
- **DC 10:** “Capt’n always around docks talking with dock guy. I get caught ‘stink’n up da place’ and takin to jail all da time when I’s there.”
- **DC 15:** “Me luv Hectra. She not mean to Brunk like weird goblin guy wuz. He try to trick Brunk into comin wit him and joinin him. Me wuz scared of him.”
- **DC 20:** “I seen that elfy that hangs around that pretty lady at Lasho’s old shop many times. Not sure why he there but he looked like he was making it his home.”

Mayor Lillian Fowler: A rotund woman in her forties. A bit on the edgy side and real uptight. If the PCs buy her a drink to try and calm her down she is grateful and a little more willing to divulge information. She leaves the inn with other people to make sure that she isn’t alone. She gives the PCs the authority to investigate any strange occurrences in the town if they ask.

- **DC 5:** “Always good to see adventurers in the town. Yes, yes always good. You folk, while occasionally burning down a warehouse or two, seem to root out evil in cities such as this.”
- **DC 10:** “The Captain and I have not seen eye to eye. He keeps trying to have guards around my place and various other homes of important citizens to protect us. Ya right, more like house arrest.”
- **DC 15:** “There have been no murders in months or disappearances as far as I know. If people have gone missing it was not brought to my attention or they were probably just sailor folk, migrants.”
- **DC 20:** “That fair lady, Almarayne, has seen better times I presume. She has not come out of the town hall

in months. Lucian does her bidding and I see her when I have business inside. The hall does not get used much at all anyways so it’s not a problem that she’s in there.”

- **DC 25:** “You ever get that prickling feeling on the back of your neck like you are being watched or someone is in the room with you? I get that feeling all the time when I’m at home. That’s why I’m here for most of the nights drinking away so I can sleep soundly.”

Lofu: An old codger that begs in just about every place so he hears more than most. He walks with a limp and sometimes just falls to the ground wheezing like he may pass out at any moment. There is a twinkle in his eye that suggests that there is more to him than appears. Any amount of coin gets Lofu to speak his mind.

- **DC 5:** “I...I...can’t breath that well...in...here...need...food...”
- **DC 10:** “Cargo down by the dock? Oh ya seen a few crates here and there go into a small warehouse. A few guards are at the place but its nuthin special.”
- **DC 15:** “I’m still lookin for my grandchildren. That Swago still seems to think those damn shadows took them. I didn’t believe him but now after a few other sailors have gone missing I’m finding myself a believer.”
- **DC 20:** “Captain visits Dockmaster Sian an awfully lot the last few months. Not sure why as Sian always waves me off whenever I come around looking for scraps.”
- **DC 25:** “Never believe what I found the other day. Some sort of grinded up dirt and white stuff. Was in an alley near a few shops that are towards the center of town. No idea what the heck it was but it didn’t smell pretty.” (If the PCs make this check, Lofu is willing for an extra 10 gp to show the PCs where he found the stuff. He does this in the morning as he can’t quite remember now he’s had too much to drink.)

Sometime while the PCs are gathering information have them make a DC 5 Spot check to see Ayissa making a scene in a small private room to the side.

“Why I never!” a beautiful blonde haired woman exclaims from the bar. “To think that Keira liked this place, come girls let us be off.”

“I wouldn’t want ya back you snooty old broad!” Hectra yells back at the woman as the whole bar erupts in laughter.

They may wish to go up and talk to her but she rudely tells that she does not consort with ‘their kind’. If the PCs wish to accompany her back to her house she tells them that they can if they want but they must stay 20 feet behind her because she does not want to be associated with riff-raff.

If the PCs follow Ayissa, proceed to encounter 2. If they choose to try and find Ayissa after gathering more information, also continue to encounter 2. If they decide to stay the night at the inn, continue to encounter 3.

Development: The PCs may wish to sneak out after 11 bells but Hectra discourages them as there are guards on every street corner and in the alleyways. In fact there are 2 guards (Spot +8) outside the front and back doors of her establishment. Not to mention everything is closed for the night and people have gone to sleep.

INTERLUDE

During the first night of sleep the PCs hear in their heads someone laughing maniacally. This is Opi'Kel using his telepathy on the PCs.

The PCs are woken up in the morning by the thunderous march of the troops leaving Safeton. Describe the sound as loud with yelling and men shouting orders outside. Once the PCs get on the streets of Safeton they see the lines of troops leaving the city. Read:

Scores of armored troops, some on horseback, begin marching their way through the streets of Safeton and out of Northgate. A few of the guards that are left behind salute and watch their compatriots march on by. Captain Bowgard stands at the gates, stiff as a board with no expression on his face.

The PCs can now choose to do multiple things.

After one of these encounters interject the remnants of encounter 2, if the PCs did not follow Ayissa out the previous night.

If they go to see the captain to accuse him of anything go to encounter 3.

If they go to the warehouse to check out the cargo that many have already learned about proceed to encounter 4.

If the PCs wish to go to Lasho's old shop, proceed to encounter 5.

If they seek out Almarayne, go to encounter 6.

2: THE SHADOWS STRIKE

The 'shadow' creatures originally were mentioned in COR5-12 *Calm Before the Storm* where Swago the bell merchant talked of seeing shadows and bells scared them away. A few of the other NPCs also spoke of seeing shadows as well but the town militia could never find evidence of anything. Of the people that went missing most were sailors. This hasn't caused any alarm because sailors are notoriously difficult to find – perhaps they signed up for a different ship or were killed in some pointless tavern brawl.

If the PCs decide to follow Ayissa out into the night (it is just after 10 bells so the curfew is not in effect) run this encounter as is. If they do not follow her but instead stumble upon this scene in the morning proceed to Finding Ayissa The Next Morning.

Ayissa and her two friends left in a hurry from the bar to get back to their homes. On the way home they are attacked by 'shadows' in an alleyway that they were using as a shortcut. No matter what, the PCs are at least one round behind the ladies as they are moving quickly. The PCs can find out from the guards at the doors which way the ladies went. Read:

A blood curdling scream echoes through the back alleyways.

Have the PCs make a DC 10 Listen check to determine exactly which alleyway the scream came from. Adjust the boxed text in accordance of what creatures they are facing by the APL. The alleyway is 20 ft. wide by 40 ft. long.

At APL 4 or 6, read:

An absolutely horrific sight assaults your eyes. One of Ayissa's friends is pinned 15 feet high up on the wall of the alley shriveled up and nothing more than a husk. A pile of bone and flesh is splattered along the bottom of the alley floor as Ayissa clings to life to the side of some skeletal creature whose spiky ribs are sure to be the cause of her torn flesh.

At APL 8 - 12, read:

*Rounding the corner you see Ayissa's two friends shriveled up on the ground devoid of life. Ayissa lies on the ground barely clinging to life, her eyes lolling into the back of her head as a dark shape hovers above her. (If more than two shadows continue) **More shadows peel themselves from the wall and head towards you!***

APL 4 (EL 4)

➤ **Serpentir:** hp 52; see Appendix 1.

APL 6 (EL 6)

➤ **Serpentir (2):** hp 52 each; Appendix 1.

APL 8 (EL 8)

➤ **Greater Shadow:** hp 58; MM221.

APL 10 (EL 10)

➤ **Greater Shadow (2):** hp 58 each; MM 221.

APL 12 (EL 12)

➤ **Greater Shadow (4):** hp 58 each; MM 221.

Tactics: The serpentirs attack whoever is in their way first. They fight to the death as it has become accustomed to easy prey in Safeton. The shadows try to use hit and run tactics attempting to attack casters first before fleeing.

Development: Ayissa is at -5 hp and is bleeding out in APL 4 and 6 and she is at 1 Strength and at -7 hp at APL 8+ (she hit her head against the wall gashing it open). If the PCs can save her she is very grateful but really has nothing to tell the PCs as these creatures just descended from the tops of the buildings at them.

If any PC has one or more bells bought by Swago the bell merchant (either in this adventure or in COR5-12 *Calm Before the Storm*), they may ring the bell during the battle. If they do so, the creatures shudder and are shaken (-2 on attack rolls, saving throws, skill checks and ability checks)

for one round. A PC shaking a bell in subsequent rounds keeps the creature shaken.

The PCs can go get the guards as some of them heard the screams but really didn't care. The guards take Ayissa and what's left of her friends to the Sun Father's Hall (the temple of Pelor) for treatment. If the PCs mention they should tell the captain, the guards say they will do it as it's late at night and the curfew is soon to go into effect. A DC 20 Sense Motive shows that the guards seem to not really care about the whole thing but will eventually tell the captain.

It is almost 11 bells so it is assumed the PCs go back to The Last Defense to go sleep.

FINDING AYISSA THE NEXT DAY

If the PCs did not follow Ayissa during encounter one choose an appropriate time at which one of the PCs spots something strange in the alleyway. Also if the PCs do not hear anything of the 'shadow's in encounter one, Swago the bell merchant goes out hawking his wares and find some fresh bloodstains at the entrance to a dark alley. He doesn't investigate but returns to warn the PCs.

A greasy-haired man stands amid a multitude of bells. The bells swing back and forth in the hard wind, creating a cacophony of noise. "Over here fair adventurers! Bells for sale if you want them! Keep those nasty shadows off your tail!"

Swago sells the PCs any bell ranging from 1 gp to 7 gp depending on how much the PC wishes to spend on quality. When asked about the shadows, Swago relays that he has seen strange snake-like marks in the alleys all around town. They are very hard to see and he has seen it only twice in a year but he vehemently believes these are the 'shadows'. Swago is a bit 'off' when he talks so the PCs may think he is crazy.

If the PCs wish to try and track Ayissa they must have the Track feat and succeed on a DC 22 Survival check.

A constant dripping sound alerts you to a pool of crimson liquid as you walk into the alley. A mix of blood and dirt covers the entire alley as streaks of blood run up the walls, where strung up high are what look like two women. Further in the alley there are several piles of ground up bones and clothes.

A DC 15 Heal check reveals that the bones on the ground could be the remains of another person. It is too hard to tell what did this to them. A DC 10 Heal check of the two women strung up shows they were clawed to death and their feet churned as if in a grinder. The PCs get a chance to fight these creatures later in the adventure if they have not. It is up to the DM if they wish for multiple combat encounters in the same day but it is recommended that they are spaced out. They can retrieve the guards who come and clean up the remains and go off to tell their respective families. They seem unconcerned, however. If the PCs go to tell the captain, proceed to encounter 4.

3: THE CAPTAIN'S HAND

The PCs meet Captain Bowgard. His demeanor towards the PCs depends on what they have discovered and how they approach him. He spends most of his time in the guard house on the far edge of town. See DM Map 1.

If the PCs break curfew and confront Bowgard he has his guards escort them back to the Last Defense Inn where they are to remain for the night. He is adamant about keeping curfew. Regardless if the PCs have gone out on their own before the night (and not in the morning) he sends them back to the inn under 'house arrest'. This only remains for that night.

The captain has long been coerced by Opi'Kel, who has been constantly using his *suggestion* ability to do his bidding. Although he is not currently under a *suggestion* he has been beaten down by Opi'Kel for over a year and has succumbed willingly to the half-illithid. That is why he has shown little interest in the town's well being. He is not do this for personal gain. It is just him being strict about the curfew and trying to keep citizens from wandering into dangerous places.

He has placed Almarayne on house arrest inside the town hall so that she can't meddle with Opi'Kel's plans.

If the PCs decide to confront him near the city gates when the troops are marching by he ignores them. He ignores them no matter what they say or do (unless they magically coerce him). Read:

Finally after what seems like ages despite any attempt to talk with Captain Bowgard, he turns to regard you all.

"So it appears you have something to say to me? Well if you do I'd like to have some ale and food at my guard house before all of you start rambling."

After grabbing ale and some loaves of bread Bowgard sits down at his desk. Read:

"Well what is it?"

If the PCs go to Bowgard right at the beginning of the adventure with no evidence he answers them with platitudes and non-specific responses.

Depending on the PCs predisposition towards Bowgard they may act hostile towards him right away or they may come to him after finding evidence, such as the cargo crates of monsters or Lucian's body. Bowgard does not care at any point unless the PCs pile on the evidence against him by what they have found in the adventure. This may tip off PCs that played COR6-12 *Calm Before the Storm* as Bowgard was paranoid and opinionated which is not the case now.

Bowgard gives the PCs authority to investigate the town for all these wrongdoings that he has supposedly committed. He hands over the documents to verify they are investigating on his behalf. This is to show how innocent he is.

Q: *Why have you done nothing about the shadows? Because it's all make believe? I mean c'mon son do you*

honestly believe that shadows are seeping out of the walls and killing people? I've been trying to get that bell merchant off the street for preying on people's fears. He claims his bells can scare them away.

Q: *Why have you put Almarayne on house arrest?* She was being a nuisance pure and simple. She was trying to usurp my command, when as you can tell everything is fine here. We haven't had an attack in these parts for months. It doesn't hurt either that I got an official letter from Greyhawk City to detain her. She was exiled so we don't have to worry about any political backlash either. Don't get any funny ideas about breaking her out either or my superiors will hold you personally responsible.

Q: *What is with the cargo in the warehouse?* Just foodstuffs as far as I know. I was told by my commander in Greyhawk City to unload the cargo and store it in the warehouse. I keep guards there just as a precaution. (Truth – he has been told this by Opi'Kel so he believes it to be true).

Q: *Do you know who Opi'Kel is or the slavelord?* A dark look seeps into Bowgard's eyes. His eyes begin to water and just as it seems he is going to lose it he shakes his head. "Ya I seen this slavelord, Opi'Kel. Fought it off me before it could suck my brains out but I have no idea where it is now."

Q: *So why don't you put every guard in town looking for him?* Why would I? I figure he's long gone anyways since we had all these men here. It's why they were shipped out this morning – he is gone I tell you.

Once the PCs are done questioning him he raises his hands in the air and tells them to please leave and get some evidence of all this wrongdoing before accusing him or anyone else.

Development: If they have gathered all/most of the evidence and go back to Bowgard he has a devious plan waiting for the PCs. Opi'Kel has been watching the PCs and is starting to worry they may actually thwart him. He brings the mayor to the guard house for Bowgard to kill. This only happens when the PCs have gone to at least the warehouse, Lasho's house and fought the shadows. When the PCs go back to the guardhouse, read:

A light rain falls on the rooftops as a soft light shines through the windows of the guard house. The door is slightly ajar.

If a PC wishes to sneak into the guard house allow them to do so rolling Bowgard's Spot and Listen check against the PC. Bowgard is watching the door awaiting the return of the PCs thus he gets a +5 circumstance bonus to his Spot check to notice the door open to allow someone to enter. When the PCs enter the guard house continue with the following:

"Ah fair adventurers you have come back at last. I figured you weren't done with me, nor should you be. I would do the same if I were in your position. To slaughter, berate, or capture me is just the thing I would have done." Bowgard stands rocking softly back and forth holding a longsword in his hand.

To the right of him is the mayor of Safeton, Lillian Fowler. She has seen better days as she has a nasty cut

above her swollen eye and both her knees are slashed and bloody. Bowgard steps towards her with his sword still at his hip.

"He wants me to kill her you know? I cannot let him down for he is my master, has been for months, years, I don't even know anymore, don't even care. He has his own agenda. Even now he kills the one who has spurned him for so long."

All APLs

☞ **Captain Bowgard:** male human fighter 6: hp 52; Appendix 1.

Any conversation is considered to be an attempt at Diplomacy. See below for that such action. At any point during the conversation the PCs can attempt to stop Bowgard either by using Diplomacy or force. If any PC begins to cast a spell, acts threatening, or attempts to stop him, roll initiative as Bowgard's first action is to plunge the sword into the mayor's chest killing her instantly as she is at -3 hit points but stabilized. If a PC calls out they are attacking or if a PC sneaks up or successfully casts a spell without him knowing, resolve the effect, and if Bowgard is still up roll initiative as normal. On his turn Bowgard still kills the mayor if he can, if he cannot he takes his own life.

Using Diplomacy: It is very hard for PCs to attempt to use Diplomacy to sway Bowgard not to kill her as he has been brainwashed and has lost his mind. A DC 35 Diplomacy check is needed to get him to back down and relinquish the sword. There are a few points that can be made to him to get a bonus on the Diplomacy check. Only one PC can roll the check with no assistance from any of the others due to Bowgard not really listening to anyone but the main talker.

- The PC mention honor, duty, or righteousness add +4 for each one said to the check.
- The PC mentions that the town will fall into chaos and suffer without him add +5.
- The PC empathizes with him and tells him it's not his fault that he has done all these terrible things. Add +5.

The PCs get one Diplomacy check, if it fails Bowgard attacks. Regardless of how the PCs wish to act in this encounter they will get a chance to notice him edging closer for the kill. If a PC succeeds on a DC 20 Sense Motive check he notices his sword hand twitch numerous times during the conversation. Read the following, when he attacks:

Bowgard's fingers tighten around the sword hilt as he deftly twirls the sword in an upright position and thrusts it down deep into the mayor's chest. Only the sound of metal scraping against bone echoes through the room for a second then she slumps to the floor sliding off the longsword. The sword clangs against the stone floor as Bowgard turns to regard you all. "It is done; do what you wish to me for I am the devil's tool."

It is up to the PCs what they wish to do with him. Any action is acceptable. If asked he tells them that Opi'Kel is probably right now dining on Almarayne's brain.

4: WAREHOUSE OF INSANITY

This encounter happens when the PCs investigate the warehouse where the captain has been hoarding cargo from various ships. The cargo is actually Opi'Kels, the slavelord. He has been shipping in various supplies as well as creatures he will use to attack the city. The creatures were drugged to keep them asleep until the time was right to set them loose. Unbeknownst to Opi'Kel some of the creatures broke out and killed all the guards. They have also killed most of the other creatures within the warehouse.

Dockmaster Sian went into the warehouse hours before the PCs arrive on the scene. He went in to check on all the commotion to make sure that Opi'Kel's creatures were okay.

There are two guards posted nearby the warehouse to 'spy' on it to make sure no unauthorized people enter. They were ordered not to go in under any circumstances but if something unusual happened they were to see Captain Bowgard. A PC can make a DC 20 Spot check to notice two guards milling about the area with their eyes intent on the warehouse. It is a DC 20 Sense Motive check to determine that they are very nervous about something.

See DM Map 2 for the inside of the warehouse. There are no windows around the building and only one double door entrance.

The door creaks open as the light of torches flickers off the walls. The entire warehouse is in ruin with many bodies lying strewn about the floor. Blood covers the smashed crates while some bodies are indistinguishable as to what they really are. The room is eerily quiet.

A DC 10 Spot check allows the PCs to see part of a leg and foot around the edge of a cargo crate.

Carefully looking around the crate there is leg but nothing is attached to the leg.

APL 4 (EL 4)

➔ **Displacer Beast:** hp 51; MM 66.

APL 6 (EL 6)

➔ **Girallon:** hp 58; MM 126.

APL 8 (EL 8)

➔ **Gray Render:** hp 125; MM 138.

APL 10 (EL 10)

➔ **Balhannoth:** hp 147; Appendix 1.

APL 12 (EL 12)

➔ **Balhannoths (2):** hp 147 each; Appendix 1.

Tactics: The tactics of all the creatures is simple: they are to kill and eat. They have finally broken out of their cage and have killed the other captive creatures and the guards. They haven't left the warehouse because there are so many things to eat and prey on. The balhannoth are on the ceiling hiding but strike once they sense the magic items on the PCs (if any).

An appropriate Knowledge check reveals other monsters like intellect devourers and gibbering mouthers amongst the dead creatures in the other smashed cargo crates. A DC 8 Search check reveals the name Opi and Kel burned into some of the crates. A DC 10 Search check leads the PCs to an overcoat often worn by the dockmaster. His body is nowhere to be found. It has been eaten by the creature.

5: LASHO'S SHOP

If the PCs decide to go to Lasho's shop they find Lucian dead, killed by Opi'Kel himself. Lucian was checking out the shop curious as to why Lasho had not come back in so long. Opi'Kel killed Lasho and has been using this place as a meeting area for his charmed minions within the town for the last few months.

A worn down house stands amid the row of shops in the little market area of Safeton. A few boards cover up where the windows once were. Dust scatters in the air as the door is pushed open.

Inside the place is relatively intact. It is dusty and dirty but nothing is rotting or the like. A DC 15 Search check reveals a few drops of blood behind the counter and onto a chair. A DC 10 Survival or Search check tracks the droplets up the steps.

The top step is a simple trap purposely left there by a hired rogue that Opi'Kel dominated then ate later on. It was to scare anyone who entered away from the house. It is Lucian's body that swings down from the ceiling to hit the PC who triggered it.

ALL APLs

➔ **Body Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (1d2, subdual); Reflex DC 15; Search 20; Disable Device 20.

If a PC fails the Reflex save they are knocked back down the steps for 1d6 points of subdual damage unless they make a DC 15 Reflex save in which case do not fall.

Once the trap is triggered read the following (adjusted if the PCs found the trap):

All of a sudden the board underneath your foot cracks and a whoosh whips over your head as a body covered in blood slams into you!

Looking more closely at the body, you realize that it was once a male elf but that the top of his head has

been removed and his brain gone. His eyes still stare out towards the light of the room.

A DC 20 Knowledge (dungeoneering) check reveals this to be the work of an illithid. If PCs have played any of the previous adventures in the series they recognize him as Lucian, Almarayne's right hand man. Regardless he has a note from Almarayne inside his pocket that is a love letter between them. This is Player's Handout 1.

PCs who make a DC 10 Search check on Lucian's body find a few notes about Opi'Kel and how he seems to be controlling various people within Safeton. It lists the primary people as Bowgard and the dockmaster. He fears for the safety of Almarayne as other prominent people are dying each day.

A DC 20 Search check of the room uncovers a few items that Lasho had stored away plus the body of the discarded unlucky human rogue that built the trap. Of course, his brains are eaten as well.

Treasure: Refer to the Treasure Summary for details of what the PCs find here.

Development: After finding the body, all of the PCs hear a deep guttural laughter in their heads. This is Opi'Kel taunting the PCs as he is close by in another house using his telepathy.

6: THE FAIR LADY

The PCs can go inside the town hall to see Almarayne if they wish. At no point is Lucian near her as he is out conducting investigations about the happenings of the town. The PCs may try to free her themselves but she hears nothing of it and if they force her to do it she turns herself back in as soon as possible. She believes in the law and wants to set an example no matter how unjust it may seem.

Nothing happens to Almarayne until the PCs finally confront Bowgard in encounter 3 and that's when Opi'Kel makes his move to finally kill her.

The town hall is filled with the faint smell of lilacs with a touch of sunlight filtering in from one of the ceiling windows. Entering the largest of the three rooms, a gorgeous elf stands idly humming to herself, folding towels. She is startled as she turns around to see all of you.

"Well show some courtesy please for I know not who you are, but yet I get the feeling you know who I am..."

Allow the PCs to introduce themselves, adjust the boxed text above for PCs that have played the previous adventures because Almarayne remembers them.

"Tis good to see fine folk as yourself in the town, how can I be of service to you?"

The PCs can ask her questions which she answers to the best of her knowledge. She also tells the PCs of various

happenings within the town to give them clues as to what is going on.

Q: *Why don't you just leave? How come Bowgard has you locked up? I fear that Bowgard is not acting of his own volition. There is something more going on that I can't put my finger on but my faithful sergeant is out gathering clues. As to why I do not leave? That is because I still honor the law of the land even if it is from someone who is corrupted. If I were to defy the law I would be no worse than that of Bowgard.*

Q: *Where is Lucian? Lucian is out gathering information that is needed to implicate Bowgard along with other folk of working with the slavelord. However, I have not seen Lucian for quite some time. (She appears a bit worried about this.)*

Q: *What is going on here? Last year it was presumed a slavelord had come back and started to kidnap various villages nearby. Some adventurers saved the people and then went into Highport to find further information. These same adventurers alerted Greyhawk City to an attack planned against Safeton. However, no such attack occurred and thus Greyhawk has called back its troops.*

Q: *Has anyone tried to hurt you? No, why would they?*

Q: *Has Lucian found any information? He said he found out that this slavelord had a weapon that controlled some incredible monster. How he knew this I do not know though.*

The PCs may go back to Almarayne after they find the remains of Lucian, if they do then read the following:

The fair ladies eyes swell up and tears flow freely down onto her satin dress. "He was a good friend, nay more than a friend. What savage monster would do this to him? Please, I need some time alone. I will take care of his body and see to it he has a proper burial." She begins to weep even more as she falls into the padded chair behind her.

Once the PCs go back to her and deliver the news of Lucian's death they can no longer go back to Almarayne until the final encounter as she wants no more visitors.

7: THE FINAL BATTLE

The PCs finally do battle with Opi'Kel and his minions. Opi'Kel is inside the town hall ready to feast on Almarayne's brain. To him, Almarayne is the last bastion of hope for the city of Safeton as he believes Bowgard, the mayor, Lucian, and the dockmaster all dead.

The PCs have to infiltrate the town hall to get at Opi'Kel. Opi'Kel has his creatures attack the PCs to delay them from rescuing Almarayne.

A blast of lightning bursts over the sky as rain pours onto Safeton. Puddles quickly form in the streets as people duck for cover. The town hall looks dark and barren. A flash of lightning lights up the town hall and for the briefest of moments you notice the door lying in pieces at the ground.

The illithadae are hiding in wait for the PCs in the room shown on DM Map 3. When the kigrid attacks, read:

A strange, almost cat-like creature, jumps at you from the shadows. It has large dull red eyes and its snout and jaws are long and full of small sharp teeth.

When the embrac attacks, read:

A creature that resembles a big sack, with slimy skin blotched with black, gray, white, and a dull red lumbers towards you. Eight tentacles spray out from its body trying to latch onto anything. Each tentacle is as big as a man's thigh.

APL 4 (EL 5)

☛ Kigrid: hp 61; Appendix 1.

APL 6 (EL 7)

☛ Kigrids (2): hp 61 each; Appendix 1.

APL 8 (EL 8)

☛ Embrac: hp 71; Appendix 1.

☛ Kigrid: hp 61; Appendix 1.

APL 10 (EL 9)

☛ Embracs (2): hp 71 each; Appendix 1.

APL 12 (EL 10)

☛ Embracs (2): hp 71 each; Appendix 1.

☛ Kigrids (2): hp 61 each; Appendix 1.

Tactics: The kigrid use their *detect thoughts* ability to try and pinpoint what the PCs are thinking and doing if the PCs do not immediately go into the room. If that is not an option the creatures attack the same PC as much as possible taking them down one at a time.

During the battle describe screaming coming from the next room. Opi'Kel has charmed Almarayne and is telling her to scream and act like she is in trouble.

Once the PCs defeat the illithadae they can rescue Almarayne. The door to her room is not locked. See DM Map 4.

Crashes of lightning outside do not overshadow the horror in this room. Blood cakes the walls as various figures lay on the ground motionless, some with just a torso, others without the top of their head.

A figure moves towards the door, it's Almarayne, her dress smeared with blood. She smiles widely at the sight of you all and stops.

"It's alright, fair heroes. Come help me outside."

Opi'Kel has charmed her (using a scroll he had) to lure the PCs into the center of the room where she can use her mind blast to the best effect

PCs succeeding on a DC 25 Sense Motive check realise that something is very wrong. Alternatively if a PC has *detect*

magic running, a DC 21 Spellcraft reveals that Almarayne radiates faint enchantment magic and that the square in which Opi-Kel stands radiates faint illusion magic (DC 22 Spellcraft check) at APLs 4-6 or moderate illusion magic (DC 24 Spellcraft check) at APLs 8-12.

The PCs can also make an opposed Spot check against Opi'Kel's Hide to see her. At all APLs, Opi'Kel is invisible and motionless: PCs must make a DC 40 Spot check to locate her (DMG 295 for more information). Once the PCs move towards Almarayne, Opi'Kel uses her mind blast.

Almarayne's eyes go into the back of her head as a blast of psionic energy pours over the room!

Once the PCs see Opi'Kel, read:

A grotesque goblinoid with tentacles emerging from where the mouth should be stands before you. The thing's arms are spread wide as it looks intently at all of you, blood smeared across the robes and face.

All APLs

☛ Almarayne: female elf aristocrat 5; hp currently 16; Appendix 1.

APL 4 (EL 6)

☛ Opi'Kel: half-illithid hobgoblin wizard 3; hp 24; Appendix 1.

APL 6 (EL 8)

☛ Opi'Kel: half-illithid hobgoblin wizard 5; hp 38; Appendix 1.

APL 8 (EL 10)

☛ Opi'Kel: half-illithid hobgoblin wizard 7; hp 64; Appendix 1.

APL 10 (EL 12)

☛ Opi'Kel: half-illithid hobgoblin wizard 9; hp 80; Appendix 1.

APL 12 (EL 14)

☛ Opi'Kel: half-illithid hobgoblin wizard 11; hp 95; Appendix 1.

Tactics: Opi'Kel has cast the following spells prior to entering the town hall (only applicable if spells are available at the appropriate APL): *resist energy (fire)*, *greater invisibility*, *mage armor*, *shield*, *false life*, *magic circle against good*, *see invisibility*, *fire shield*, Opi'Kel drank a *potion of invisibility* at APL 4 and 6.

At APL 12 Opi'Kel tries to cast *ray deflection* if she has time.

At APL 10-12 she has the Favored Magic Foe feat that all humans take a -1 penalty on their saving throws.

Opi'Kel first uses her mind blast to disable the PCs. She then use as many damage dealing spells as possible but if she is hurt or losing she turns to more defensive spells like *mirror image* and *displacement*. As the DM run Opi'Kel as

cunning as possible. If Almarayne is caught in any of the spells Opi'Kel does not care. She fights to the death. If the PCs are defeated by Opi'Kel, she feasts on their brains.

Development: If the PCs manage to save Almarayne she is sincerely grateful and rewards the PCs by giving each of them a pendant. See the Conclusion and the Treasure Summary for more details.

Treasure: Refer to the Treasure Summary for details of what the PCs find here.

CONCLUSION

Use text from the relevant section to conclude the adventure.

OPI'KEL DEFEATED, ALMARAYNE SAVED

Read:

Read the following if the PCs defeated Opi'Kel and saved Almarayne, adjusting as needed if the PCs did not kill Bowgard or the Mayor did not die.

The storm subsides a few hours after the guards arrived at the town hall to clean up the terrible scene. Most of them are horrified by the strange creatures, blasted into pieces in the battle.

Almarayne sits shaken, off to the side in a dilapidated chair. "I do not know what to say good men. I owe my life, as do many, to you all."

She walks over to a box where she pulls out a few pendants with a bright green tree emblazoned on them. Her shoulders go slack for a moment and a few seconds later, she turns and forces a smile.

"I would very much like you all to take these. Since I was a diplomat before I was exiled I had these pendants made in my country to show friend from foe. These pendants are from all the lost friends I have seen this last year. These pendants show you to be a friend of Celene. I need a bit of fresh air."

An awkward silence falls over the room as Almarayne walks out of the town hall.

"It appears this town needs a new Mayor, captain, and dockmaster. While you may have killed the slave lord it appears he did succeed in creating chaos. I believe this town needs me and I it."

A guard runs through the wet streets holding up his hands. "Good sirs! I have been told by my commanding officer you are to come with me to The Last Defense as soon as possible."

It is assumed the PCs go to The Last Defense. Read:

The Last Defense erupts into applause as news has quickly spread of the destruction of the slavelord and Almarayne's rescue. Many people clamor to pat you on the back and give hearty congratulations as you make your way to the private room area. A few guards are

posted outside the room and tap the door. From within, a man replies in a cold, hard voice:

"Come in."

Inside the room is a tall, hard-looking man with an olive complexion and red-brown hair clad in mud- and blood-splattered clothes and chainmail. His cold, grey eyes regard you without mercy or pity. He speaks – his voice like a cracking whip.

"My name is Turin Deathstalker. I have just returned from the hunt and have been told of your part in defeating the slavelord that sought to control my city. You have my thanks."

DC 15 Knowledge (local: core) check reveals that Turin is an extremely skilled assassin famed for his occasional solitary attacks on tribes of orcs and goblins in the Pomarj. He is reputed with the single-handed destruction of several entire tribes.

"You have done the Domain a great service and you have my thanks. This city must not and will not fall. The orcs and their allies will come no further north. I will see that they are crushed; there will be no peace with such foul creatures."

OPI'KEL DEFEATED, ALMARAYNE DEAD

Read:

The storm subsides a few hours after the guards arrived at the town hall to clean up the terrible scene. Most of them are horrified by the strange creatures, blasted into pieces in the battle.

Almarayne is no more and the whole town seems to weep as the rain continues to fall. A guard runs through the wet streets holding up his hands. "Good sirs! I have been told by my commanding officer you are to come with me to The Last Defense as soon as possible."

It is assumed the PCs go to The Last Defense. Read:

A subdued amount of applause greets you as you enter The Last Defense as news has quickly spread of the destruction of the slave lord. Many people give hearty congratulations making your way to the private room area. There are a few solemn folk around the room as no doubt they are thinking of the loss of life this very day, especially the revered Almarayne. A few guards are posted outside the room and tap the door. From within, a man replies in a cold, hard voice:

"Come in."

Inside the room is a tall, hard-looking man with an olive complexion and red-brown hair clad in mud- and blood-splattered clothes and chainmail. His cold, grey eyes regard you without mercy or pity. He speaks – his voice like a cracking whip.

"My name is Turin Deathstalker. I have just returned from the hunt and have been told of your

part in defeating the slavelord that sought to control my city. You have my thanks.

DC 15 Knowledge (local: core) check reveals that Turin is an extremely skilled assassin famed for his occasional solitary attacks on tribes of orcs and goblins in the Pomarj. He is reputed with the single-handed destruction of several entire tribes.

“You have done the Domain a great service and you have my thanks. This city must not and will not fall. The orcs and their allies will come no further north. I will see that they are crushed; there will be no peace with such foul creatures.

OPI’KEL VICTORIOUS

Read:

By the time Greyhawk’s army can return to Safeton it may be too late. All anyone can hope for is that the remaining citizens of Safeton can get out before they are either put into slave camps or killed by the new slavelord. Perhaps Safeton’s last, best hope is its governer, Turin Deathstalker. Where is he, however, no one knows.

DC 15 Knowledge (local: core) check reveals that Turin is an extremely skilled assassin famed for his occasional solitary attacks on tribes of orcs and goblins in the Pomarj. He is reputed with the single-handed destruction of several entire tribes.

The PCs receive none of the AR awards, if they fail.

The End

CAMPAIGN CONSEQUENCES

Thank you for playing. Please email the author at timsech@hotmail.com with these results.

- Did the PCs rescue Ayissa?
- Did the PCs defeat the creatures in the warehouse?
- Did the PCs find Lucian?
- Did the PCs kill Captain Bowgard?
- Was the Mayor saved?
- Did Almarayne die?
- Did the PCs kill Opi’Kel?

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.

2: The Shadows Strike

Defeat the shadows/serpentir

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

4: The Warehouse of Insanity

Defeat Opi'Kel's creatures

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

7: The Final Battle

Defeat the minions

APL 4	150 XP
APL 6	210 XP
APL 8	240 XP
APL 10	270 XP
APL 12	300 XP

7: The Final Battle

Defeat Opi'Kel

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Award

Saving Ayissa

APL 4	45 XP
APL 6	60 XP
APL 8	70 XP
APL 10	90 XP
APL 12	105 XP

Story Award

Saving the mayor

APL 4	45 XP
APL 6	60 XP
APL 8	70 XP
APL 10	90 XP
APL 12	105 XP

Story Award

Saving Almarayne and stopping Opi'kel

APL 4	45 XP
APL 6	60 XP
APL 8	70 XP
APL 10	90 XP
APL 12	105 XP

Total Maximum Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

5: Lasho's Shop

All APLs: Coin 50 gp; Magic *hat of disguise* (150 gp); bag of holding type II (416 gp); Total 566 gp.

7: The Final Battle

APL 4: Loot 0 gp: Magic hand of the mage (75 gp); brooch of shielding (125 gp), scroll of magic missile (2 gp), scroll of scorching ray (13 gp); Total 215 gp.

APL 6: Loot 0 gp: Magic scroll of glitterdust (31 gp), scroll of fireball (31 gp), vest of resistance +1 (83 gp), anklet of translocation (117 gp), hand of the mage (75 gp); brooch of shielding (125 gp), arcanist's gloves (42 gp), Total 504 gp.

APL 8: Loot 0 gp: Magic scroll of fireball (31 gp), scroll of enervation (58 gp), anklet of translocation (117 gp), hand of the mage (75 gp); brooch of shielding (125 gp), arcanist's gloves (42 gp), vest of resistance +2 (333 gp), headband of intellect +2 (333 gp), gauntlets of ogre power (333 gp); Total 1,447 gp.

APL 10: Loot 0 gp: Magic scroll of cone of cold (94 gp); scroll of feeblemind (94 gp) boots of levitation (625 gp), brooch of shielding (125 gp), arcanist's gloves (42 gp), vest of resistance +2 (333 gp), headband of intellect +4 (1,333 gp), ring of protection +2 (667 gp) gauntlets of ogre power (333 gp), cloak of thorns (2167 gp); Total 5,813 gp.

APL 12: Loot 0 gp: Magic iridescent ioun stone (1,500 gp), scroll of acid fog (138 gp), scroll of chain lightning (138 gp), boots of levitation (625 gp), brooch of shielding (125 gp), arcanist's gloves (42 gp), vest of resistance +3 (750 gp), headband of intellect +4 (1,333 gp), ring of protection +3 (1,500 gp) circlet of mages (417 gp), gauntlets of ogre power (333 gp), cloak of thorns (2167 gp); Total 7,118 gp.

Total Possible Treasure

APL 4: Coin 50 gp; Magic 781gp; Total: 831 gp.

APL 6: Coin 50 gp; Magic 1,070 gp; Total: 1,120 gp.

APL 8: Coin 50 gp; Magic 1,503 gp; Total: 1,553 gp.

APL 10: Coin 50 gp; Magic 6,379 gp; Total: 6,429 gp.

APL 12: Coin 50 gp; Magic 7,684 gp; Total: 7,734 gp.

Treasure Cap

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

ITEM ACCESS

APL 4

Hand of the mage (Adventure; DMG)

Brooch of shielding (Adventure; DMG)

Bag of holding type III (Adventure; DMG)

Hat of disguise (Adventure; DMG)

APL 6 (all of APL 4 plus the following)

Anklet of translocation (Adventure; Magic Item Compendium)

Arcanist's gloves (Adventure; Magic Item Compendium)

APL 10 (all of APLs 4-8 plus the following)

Cloak of thorns (Adventure; Magic Item Compendium)

Boots of levitation (Adventure; DMG)

Scroll of cone of cold (Adventure; DMG)

Scroll of feeblemind (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

Circlet of mages (Adventure; Magic Item Compendium)

Iridescent ioun stone (Adventure; DMG)

Scroll of acid fog (Adventure; DMG)

Scroll of chain lightning (Adventure; DMG)

ADVENTURE RECORD ITEMS

☛ **Pendant of Celene:** This pendant is resplendent in its quality. A bright green tree with a large brown trunk seems to jump off it. When the pendant is worn openly any elf from Celene is initially considered friendly toward the wearer. The pendant also allows safe passage near the borders of Celene at any time.

☛ **Heroes of Safeton:** Greyhawk City is proud to award this title to you to give all its citizens hope that there are still good folk in the world. While in Greyhawk City any lifestyle cost the PC has is picked up by the city. This means the PC can choose any lifestyle while in Greyhawk City and it will be free. This favor lasts for one year from the date on the AR. If during this time the PC is convicted of any crime in the Domain, they lose this favor. This favor does not pay any fines incurred by the PC.

☛ **Greyhawk Informant:** Staying true to one's word is having confidence about your beliefs. Greyhawk officials award you for first having warned them about the vile plans of Opi'Kel and now defeating this foul slavelord. In thanks, they offer to lend you – four times only – a non-consumable magic item if your adventure is set in the Domain of Greyhawk. The item must be picked from the DMG. If you ever lose or break an item you borrowed, this favor immediately ends.

Items Borrowed:

Additionally, if you are investigating a crime in Greyhawk City the city provides you with a free (nontransferable) weapon permit allowing you to carry and use normally illegal weapons within the city walls. This final part of the favor has no expiration date.

If you are convicted of a serious crime, however, such as murder, you lose all benefits of this favor.

☛ **Thanks of the Deathstalker:** You saved Safeton from the malign plots of the slavelord Opi'Kel and Turin Deathstalker, governor of Safeton is thankful. While he gives you no gifts now, he might be predisposed to help you in the future. If you are a half-orc or kobold you cannot gain this favor – Turin hates all such creatures.

APPENDIX 1: ALL APLS

CAPTAIN BOWGARD

CR 6

Male human fighter 6

LE Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1

Languages Common

AC 16, touch 11, flat-footed 15; Dodge
(+1 Dex, +5 armor)

hp 52 (6 HD)

Fort +7, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)

Melee +1 *longsword* +11/+6 (1d8+6)

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

Atk Options Blind-Fight, Combat Reflexes

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +1, Diplomacy +1, Handle Animal +0, Intimidate +8, Ride +10

Possessions +1 *longsword*, +1 *chain shirt*, dagger

ALMARAYNE

CR 4

Female elf aristocrat 5

CG Medium humanoid (elf)

Init +1; **Senses** Listen +6, Spot +6

Languages Common, Elf, Halfling, Gnome

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 28 (5 HD)

Fort +1, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee none

Base Atk +3; **Grp** +2

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16

Feats Negotiator, Skill Focus (Diplomacy)

Skills Bluff +1, Diplomacy +13, Forgery +1, Gather Information +4, Knowledge (local: core) +4, Knowledge (history) +5, Knowledge (geography) +1, Knowledge (nobility and royalty) +4, Listen +6, Sense Motive +10, Spot +6

Possessions burlap sack filled with a few coins.

2: THE SHADOWS STRIKE

SERPENTIR*

CR 4

**Monster Manual V* 158

CE Large undead

Init +9; **Senses** all-around vision, darkvision 60 ft., sense emotions 60 ft., Listen +10, Spot +10

Languages understands creator's orders

AC 15, touch 14, flat-footed 10; Dodge, Mobility (-1 size, +5 Dex, +1 natural)

hp 52 (8 HD); DR 5/bludgeoning

Immune cold, flanking, mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Resist stability

Fort +2, **Ref** +7, **Will** +9

Speed 50 ft. (10 squares), climb 20 ft.

Melee 4 claws +5 each (1d6+2)

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

Base Atk +4; **Grp** +10

Atk Options improved grab, churning ribs

Abilities Str 14, Dex 20, Con -, Int 4, Wis 16, Cha 11.

SA dual actions

SQ undead traits

Feats Dodge, Improved Initiative, Mobility

Skills Climb +10, Hide +12, Jump +10, Listen +10, Move Silently +15, Search +1, Spot +10

All-Around Vision (Ex) A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.

Sense Emotions (Su) This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.

Stability (Ex) A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).

Dual Actions (Ex) A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.

Improved Grab (Ex) To use this ability, a serpentir must hit an opponent of up to Medium size with two or more claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be grappling and can act and move normally, dragging the creature with it as it goes.

Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within

the churning ribs takes 2d6 points of piercing damage at the beginning of each of the serpentir's turns.

Skills Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

7: THE FINAL BATTLE

KIGRID*

CR 5

**Lords of Madness* 155

NE Medium Aberration

Init +1; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8

Languages Undercommon

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 61 (9 HD)

Fort +5, **Ref** +4, **Will** +7

Speed 40 ft. (8 squares); Run

Melee bite +10 (1d6+4) or

Melee bite +10 (1d6+4) and 2 claws each +8 (1d6+2)

Base Atk +6; **Grp** +10

Atk Options improved grab, poison, rake 1d6+2

Psonics (CL 5th)

3/day—*blink*, *daze monster* (DC 12), *detect thoughts* (DC 12)

Abilities Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha 11

Feats Multiattack, Run, Toughness, Track

Skills Climb +7, Hide +8, Jump +12, Listen +8, Move Silently +5, Spot +8, Survival +9

Improved Grab (Ex) To use this ability, a kigrig must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and makes two rake attacks against its foe.

Poison (Ex) Injury, Fortitude DC 16 initial and secondary damage 1d4 Dex. A kigrig delivers its poison only with its rake special attack (it has poison spurs near its rear claws). The save DC is Constitution based.

Rake (Ex) Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrig makes two rake attacks when it attacks a grappled opponent.

Skills Kigrigs have a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +8 racial bonus on Jump and Survival checks.

OPI'KEL

CR 6

Female half-illithid*/hobgoblin wizard 3

**Fiend Folio* 90

CE Medium humanoid (half-illithid)

Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Draconic, Elven, Goblin, Orc, Undercommon, telepathy 100 ft.

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 24 (3 HD)

SR 13

Fort +5, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)

Melee 4 tentacles +3 (1d4+1)

Ranged touch spell +3

Base Atk +1; **Grp** +2

Atk Options improved grab, extract

Special Actions *mind blast*, psionics

Combat Gear *brooch of shielding*, *scroll of magic missile*,
scroll of scorching ray

Wizard Spells Prepared (CL 3rd):

2nd—*mirror image*, *glitterdust* (DC 15)

1st—*color spray* (DC 15), *magic missile*, *mage armor*[†]

0—*acid splash* (2) (DC 14), *detect magic*, *mending*

[†] Already cast

Psionics (CL 8th)

3/day—*detect thoughts* (DC 16), *suggestion* (DC 17)

Abilities Str 12, Dex 15, Con 14, Int 19, Wis 14, Cha 12

Feats Great Fortitude, Scribe Scroll, Weapon Focus (tentacle)

Skills Concentration +8, Knowledge (arcana) +6, Knowledge (dungeoneering) +8, Knowledge (local: core) +6, Knowledge (religion) +6, Knowledge (the planes) +6, Intimidate +4, Spellcraft +10

SQ summon familiar

Possessions combat gear plus dagger, *hand of the mage*

Telepathy (Su) Opi-Kel can communicate with any creature within 100 feet that has a language.

Improved Grab (Ex) If Opi-Kel hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, Opi-Kel can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but Opi-Kel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If Opi-Kel successfully maintains his hold with all four tentacles for 1 full round he automatically extracts the opponent's brain at the beginning of his next turn, instantly killing that creature.

Mind Blast (Sp) Opi-Kel can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 15) or be stunned for 1d4 rounds.

2: THE SHADOWS STRIKE

SERPENTIR*

CR 4

**Monster Manual V 158*

CE Large undead

Init +9; **Senses** all-around vision, darkvision 60 ft., sense emotions 60 ft., Listen +10, Spot +10**Languages** understands creator's orders**AC** 15, touch 14, flat-footed 10; Dodge, Mobility (-1 size, +5 Dex, +1 natural)**hp** 52 (8 HD); DR 5/bludgeoning**Immune** cold, flanking, mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** stability**Fort** +2, **Ref** +7, **Will** +9**Speed** 50 ft. (10 squares), climb 20 ft.**Melee** 4 claws +5 each (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +10**Atk Options** improved grab, churning ribs**Abilities** Str 14, Dex 20, Con -, Int 4, Wis 16, Cha 11.**SA** dual actions**SQ** undead traits**Feats** Dodge, Improved Initiative, Mobility**Skills** Climb +10, Hide +12, Jump +10, Listen +10, Move Silently +15, Search +1, Spot +10**All-Around Vision (Ex)** A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.**Sense Emotions (Su)** This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.**Stability (Ex)** A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).**Dual Actions (Ex)** A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.**Improved Grab (Ex)** To use this ability, a serpentir must hit an opponent of up to Medium size with two or more claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be grappling and can act and move normally, dragging the creature with it as it goes.

Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within

the churning ribs takes 2d6 points of piercing damage at the beginning of each of the serpentir's turns.

Skills Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

7: THE FINAL BATTLE

KIGRID*

CR 5

**Lords of Madness 155*

NE Medium Aberration

Init +1; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8**Languages** Undercommon**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)**hp** 61 (9 HD)**Fort** +5, **Ref** +4, **Will** +7**Speed** 40 ft. (8 squares); Run**Melee** bite +10 (1d6+4) or**Melee** bite +10 (1d6+4) and 2 claws each +8 (1d6+2)**Base Atk** +6; **Grp** +10**Atk Options** improved grab, poison, rake 1d6+2**Psionics** (CL 5th)3/day—*blink*, *daze monster* (DC 12), *detect thoughts* (DC 12)**Abilities** Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha 11**Feats** Multiattack, Run, Toughness, Track**Skills** Climb +7, Hide +8, Jump +12, Listen +8, Move Silently +5, Spot +8, Survival +9**Improved Grab (Ex)** To use this ability, a kigrigrid must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and makes two rake attacks against its foe.**Poison (Ex)** Injury, Fortitude DC 16 initial and secondary damage 1d4 Dex. A kigrigrid delivers its poison only with its rake special attack (it has poison spurs near its rear claws). The save DC is Constitution based.**Rake (Ex)** Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrigrid makes two rake attacks when it attacks a grappled opponent.**Skills** Kigrigrids have a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +8 racial bonus on Jump and Survival checks.

OPI'KEL

CR 8

Female half-illithid*/hobgoblin wizard 5

**Fiend Folio 90*

CE Medium humanoid (half-illithid)

Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +2**Languages** Common, Draconic, Elven, Goblin, Orc, Undercommon, telepathy 100 ft.**AC** 20, touch 12, flat-footed 18 (+2 Dex, +4 armor, +4 shield)**hp** 38 (5 HD)**SR** 15**Fort** +6, **Ref** +4, **Will** +7**Speed** 30 ft. (6 squares)

Melee 4 tentacles +4 (1d4+1)

Ranged touch spell +4

Base Atk +2; **Grp** +3

Atk Options extract, improved grab

Special Actions Sudden Still, *mind blast*

Combat Gear *anklet of translocation, arcanist's gloves, brooch of shielding, scroll of glitterdust, scroll of fireball*

Wizard Spells Prepared (CL 5th):

3rd—*displacement, magic circle against good*[†]

2nd—*glitterdust* (DC 17), *mirror image, Tasha's hideous laughter* (DC 17)

1st—*burning hands* (DC 16), *color spray* (DC 16), *magic missile, mage armor*[†], *shield*[†]

0—*acid splash* (2) (DC 15), *detect magic, mending*

† Already cast

Psionics (CL 8th)

3/day—*detect thoughts* (DC 17), *levitate suggestion* (DC 18)

Abilities Str 12, Dex 15, Con 14, Int 20, Wis 14, Cha 12

Feats Great Fortitude Scribe Scroll, Sudden Still, Weapon Focus (tentacle)

Skills Concentration +10, Knowledge (arcana) +9, Knowledge (dungeoneering) +10, Knowledge (local: core) +9, Knowledge (nature) +6, Knowledge (religion) +9, Knowledge (the planes) +9, Intimidate +4, Spellcraft +13

SQ summon familiar

Possessions combat gear plus *vest of resistance* +1, *hand of the mage*

Telepathy (Su) Opi-Kel can communicate with any creature within 100 feet that has a language.

Improved Grab (Ex) If Opi-Kel hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, Opi-Kel can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but Opi-Kel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If Opi-Kel successfully maintains his hold with all four tentacles for 1 full round he automatically extracts the opponent's brain at the beginning of his next turn, instantly killing that creature.

Mind Blast (Sp) Opi-Kel can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 15) or be stunned for 1d4 rounds.

7: THE FINAL BATTLE

KIGRID***CR 5****Lords of Madness 155*

NE Medium Aberration

Init +1; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8**Languages** Undercommon**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 61 (9 HD)**Fort** +5, **Ref** +4, **Will** +7**Speed** 40 ft. (8 squares); Run**Melee** bite +10 (1d6+4) or**Melee** bite +10 (1d6+4) and
2 claws each +8 (1d6+2)**Base Atk** +6; **Grp** +10**Atk Options** improved grab, poison, rake 1d6+2**Psionics** (CL 5th)3/day—*blink*, *daze monster* (DC 12), *detect thoughts*
(DC 12)**Abilities** Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha 11**Feats** Multiattack, Run, Toughness, Track**Skills** Climb +7, Hide +8, Jump +12, Listen +8, Move
Silently +5, Spot +8, Survival +9**Improved Grab (Ex)** To use this ability, a kigrid must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and makes two rake attacks against its foe.**Poison (Ex)** Injury, Fortitude DC 16 initial and secondary damage 1d4 Dex. A kigrid delivers its poison only with its rake special attack (it has poison spurs near its rear claws). The save DC is Constitution based.**Rake (Ex)** Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrid makes two rake attacks when it attacks a grappled opponent.**Skills** Kigrids have a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +8 racial bonus on Jump and Survival checks.**EMBRAC*****CR 7****Lords of Madness 155*

NE Large Aberration

Init -1; **Senses** darkvision 60 ft., Spot +8**AC** 15, touch 8, flat-footed 15

(-1 size, -1 Dex, +7 natural)

hp 71 (11 HD)**Fort** +7, **Ref** +2, **Will** +10**Speed** 20 ft. (4 squares)**Melee** tentacle +11 (2d4+4 plus poison) or**Melee** 4 tentacles each +11 (2d4+4 plus poison) and bite
+9 (2d6+2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +16**Atk Options** Power Attack, constrict, improved grab,
poison, rake**Psionics** (CL 7th)3/day—*crushing despair* (DC 13), *deep slumber* (DC
12), *sound burst* (DC 11)1/day—*displacement***Abilities** Str 18, Dex 8, Con 15, Int 4, Wis 13, Cha 9**Feats** Great Fortitude, Iron Will, Multiattack, Power Attack**Skills** Hide +2 (+6 underground), Spot +8**Constrict (Ex)** An embrac deals 2d4+6 points of damage with a successful grapple check.**Improved Grab (Ex)** To use this ability, an embrac must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can deal constrict damage.**Poison (Ex)** Injury, Fortitude DC 17 initial and secondary damage 1d4 Str. The save DC is Constitution based.**Rake (Ex)** Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrid makes two rake attacks when it attacks a grappled opponent.**Skills** An embrac has a +4 racial bonus on Hide checks in underground or rocky areas, due to its coloration.**OPI'KEL****CR 10**

Female half-illithid*/hobgoblin wizard 7

**Fiend Folio 90*

CE Medium humanoid (half-illithid)

Init +2; **Senses** Darkvision 60 ft.; Listen +2, Spot +2**Languages** Common, Draconic, Elven, Goblin, Orc,
Undercommon, telepathy 100 ft.**AC** 20, touch 12, flat-footed 18

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

hp 64 (76 with *false life*) (7 HD)**Resist** 20 fire; **SR** 17**Fort** +8, **Ref** +6, **Will** +9**Speed** 30 ft. (6 squares)**Melee** 4 tentacles +6 (1d4+2)**Ranged** touch spell +5**Base Atk** +3; **Grp** +5**Atk Options** extract, improved grab**Special Actions** Sudden Still, *mind blast*,**Combat Gear** *anklet of translocation*, *brooch of shielding*,
scroll of fireball, *scroll of enervation***Wizard Spells Prepared** (CL 7th):4th—*fire shield*¹, *greater invisibility*¹3rd—*displacement*, *lightning bolt* (DC 19), *magic
circle against good*¹2nd—*false life*¹, *glitterdust* (DC 18), *mirror image*,
*resist energy*¹, *Tasha's hideous laughter* (DC 18)1st—*burning hands* (DC 17), *color spray* (DC 17),
magic missile, *mage armor*¹, *ray of enfeeblement*,
*shield*¹0—*acid splash* (2) (DC 16), *detect magic*, *mending*

‡ Already cast

Psionics (CL 8th)3/day—*detect thoughts* (DC 18), *levitate suggestion*
(DC 19)1/day—*charm monster* (DC 20)**Abilities** Str 14, Dex 15, Con 14, Int 22, Wis 14, Cha 12.**Feats** Combat Casting, Great Fortitude, Scribe Scroll,
Sudden Still*, Weapon Focus (tentacle)**Skills** Concentration +12, Knowledge (arcana) +10,
Knowledge (dungeoneering) +16, Knowledge (local:
core) +10, Knowledge (nature) +7, Knowledge (religion)
+10, Knowledge (the planes) +11, Intimidate +6,
Spellcraft +16**SQ** summon familiar

Possessions combat gear plus *headband of intellect +2*, *gauntlets of ogre power*, *vest of resistance +2*, *hand of the mage*

Telepathy (Su) Opi-Kel can communicate with any creature within 100 feet that has a language.

Improved Grab (Ex) If Opi-Kel hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, Opi-Kel can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but Opi-Kel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If Opi-Kel successfully maintains his hold with all four tentacles for 1 full round he automatically extracts the opponent's brain at the beginning of his next turn, instantly killing that creature.

Mind Blast (Sp) Opi-Kel can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 15) or be stunned for 1d4 rounds.

4: THE WAREHOUSE OF INSANITY

BALHANNOTH CR 10

Monster Manual IV 16

CN Large aberration

Init +7; **Senses** blind, dweomersight 120 ft. Listen +6

Languages –

Aura dimensional lock

AC 21, touch 12, flat-footed 18

(-1 size, +3 Dex, +9 natural)

hp 147 (14 HD); DR 15/magic

Immune gaze attacks, illusions, visual effects

SR 18

Fort +10, **Ref** +9, **Will** +12

Speed 50 ft. (10 squares), climb 50 ft.

Melee 2 slams +18 each (2d6+9/19-20) and bite +13 (1d8+4)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +10; **Grp** +23

Atk Options Power Attack, antimagic grapple, constrict, improved grab, magic strike

Abilities Str 28, Dex 17, Con 23, Int 3, Wis 12, Cha 8.

SQ camouflage

Feats Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Climb +17, Hide +16, Jump +17, Listen +6, Move Silently +13

Dweomersight (Su) A balhannoth can sense the presence and position of magic auras within 120 feet of itself, and knows the strength and school of each one. It can pinpoint the location of any creature with ongoing spells cast on it, carrying magic items, or otherwise using magic, and it can notice anything within the area of a magic effect (including its own dimensional lock aura). This otherwise functions like blindsense.

Dimensional Lock (Su) As the dimensional lock spell, 20-foot radius centered on the balhannoth, CL 10th. This effect moves with the creature.

Antimagic Grapple (Su): When a balhannoth grapples an opponent, all the magical properties of that opponent's magic items are suppressed. In addition, a creature grappled by a balhannoth cannot cast spells or use spell-like abilities. A balhannoth automatically suppresses magic items by holding or wearing them.

Constrict (Ex) A balhannoth deals 1d8 points of damage with a successful grapple check, in addition to damage from its slam attack.

Improved Grab (Ex) To use this ability, a balhannoth must hit an opponent of up to Large size with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex) A balhannoth's skin changes color to match its surroundings. As a result, a balhannoth can use the Hide skill in any sort of natural terrain.

Skills A balhannoth has a +15 racial bonus on Hide checks due to its camouflage ability. It has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

7: THE FINAL BATTLE

EMBRAC* CR 7

**Lords of Madness* 155

NE Large Aberration

Init -1; **Senses** darkvision 60 ft., Spot +8

AC 15, touch 8, flat-footed 15

(-1 size, -1 Dex, +7 natural)

hp 71 (11 HD)

Fort +7, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee tentacle +11 (2d4+4 plus poison) or

Melee 4 tentacles each +11 (2d4+4 plus poison) and bite +9 (2d6+2)

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

Base Atk +8; **Grp** +16

Atk Options Power Attack, constrict, improved grab, poison, rake

Psionics (CL 7th)

3/day—*crushing despair* (DC 13), *deep slumber* (DC 12), *sound burst* (DC 11)

1/day—*displacement*

Abilities Str 18, Dex 8, Con 15, Int 4, Wis 13, Cha 9

Feats Great Fortitude, Iron Will, Multiattack, Power Attack

Skills Hide +2 (+6 underground), Spot +8

Constrict (Ex) An embrac deals 2d4+6 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an embrac must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can deal constrict damage.

Poison (Ex) Injury, Fortitude DC 17 initial and secondary damage 1d4 Str. The save DC is Constitution based.

Rake (Ex) Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrid makes two rake attacks when it attacks a grappled opponent.

Skills An embrac has a +4 racial bonus on Hide checks in underground or rocky areas, due to its coloration.

OPI'KEL CR 12

Female half-illithid*/hobgoblin wizard 9

**Fiend Folio* 90

CE Medium humanoid (half-illithid)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Draconic, Elven, Goblin, Orc, Undercommon, telepathy 100 ft.

AC 25, touch 15, flat-footed 22

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

hp 80 (94 with *false life*) (9 HD)

Resist 20 fire; **SR** 19

Fort +9, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares)

Melee 4 tentacles +7 (1d4+2)

Ranged touch spell +7

Base Atk +4; **Grp** +6

Atk Options extract, improved grab

Special Actions Favored Magic Foe, Sudden Still, *mind blast*

Combat Gear *boots of levitation, cloak of thorns, brooch of shielding, scroll of feeblemind, scroll of cone of cold*

Wizard Spells Prepared (CL 9th):

5th—*passwall, wall of force*

4th—*dimension door fire shield[†], greater invisibility[†]*

3rd—*dispel magic, displacement, lightning bolt* (DC 20), *magic circle against good[†], slow* (DC 20)

2nd—*false life[†], glitterdust* (DC 19), *mirror image, resist energy[†], see invisibility[†], Tasha's hideous laughter* (DC 19)

1st—*burning hands* (DC 18), *color spray* (DC 18), *mage armor[†], magic missile, ray of enfeeblement, shield[†]*

0—*acid splash* (2) (DC 17), *detect magic, mending*

† Already cast

Psionics (CL 8th)

3/day—*detect thoughts* (DC 19), *levitate suggestion* (DC 20)

1/day—*charm monster* (DC 21)

Abilities Str 14, Dex 16, Con 14, Int 24, Wis 14, Cha 12.

Feats Combat Casting, Great Fortitude, Scribe Scroll, Weapon Focus (tentacle), Sudden Still, Favored Magic Foe (human)

Skills Concentration +14, Knowledge (arcana) +12, Knowledge (dungeoneering) +19, Knowledge (local: core) +13, Knowledge (nature) +10, Knowledge (religion) +10, Knowledge (the planes) +14, Intimidate +7, Spellcraft +19

SQ summon familiar

Possessions combat gear plus *headband of intellect* +4, *gauntlets of ogre power, vest of resistance* +2, *ring of protection* +2

Telepathy (Su) Opi-Kel can communicate with any creature within 100 feet that has a language.

Improved Grab (Ex) If Opi-Kel hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, Opi-Kel can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but Opi-Kel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If Opi-Kel successfully maintains his hold with all four tentacles for 1 full round he automatically extracts the opponent's brain at the beginning of his next turn, instantly killing that creature.

Mind Blast (Sp) Opi-Kel can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 15) or be stunned for 1d4 rounds.

4: THE WAREHOUSE OF INSANITY

BALHANNOTH CR 10*Monster Manual IV* 16

CN Large aberration

Init +7; **Senses** blind, dweomersight 120 ft. Listen +6**Languages** –**Aura** dimensional lock**AC** 21, touch 12, flat-footed 18

(-1 size, +3 Dex, +9 natural)

hp 147 (14 HD); DR 15/magic**Immune** gaze attacks, illusions, visual effects**SR** 18**Fort** +10, **Ref** +9, **Will** +12**Speed** 50 ft. (10 squares), climb 50 ft.**Melee** 2 slams +18 each (2d6+9/19-20) and bite +13 (1d8+4)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)**Base Atk** +10; **Grp** +23**Atk Options** Power Attack, antimagic grapple, constrict, improved grab, magic strike**Abilities** Str 28, Dex 17, Con 23, Int 3, Wis 12, Cha 8.**SQ** camouflage**Feats** Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack**Skills** Climb +17, Hide +16, Jump +17, Listen +6, Move Silently +13

Dweomersight (Su) A balhannoth can sense the presence and position of magic auras within 120 feet of itself, and knows the strength and school of each one. It can pinpoint the location of any creature with ongoing spells cast on it, carrying magic items, or otherwise using magic, and it can notice anything within the area of a magic effect (including its own dimensional lock aura). This otherwise functions like blindsense.

Dimensional Lock (Su) As the dimensional lock spell, 20-foot radius centered on the balhannoth, CL 10th. This effect moves with the creature.

Antimagic Grapple (Su): When a balhannoth grapples an opponent, all the magical properties of that opponent's magic items are suppressed. In addition, a creature grappled by a balhannoth cannot cast spells or use spell-like abilities. A balhannoth automatically suppresses magic items by holding or wearing them.

Constrict (Ex) A balhannoth deals 1d8 points of damage with a successful grapple check, in addition to damage from its slam attack.

Improved Grab (Ex) To use this ability, a balhannoth must hit an opponent of up to Large size with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex) A balhannoth's skin changes color to match its surroundings. As a result, a balhannoth can use the Hide skill in any sort of natural terrain.

Skills A balhannoth has a +15 racial bonus on Hide checks due to its camouflage ability. It has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

7: THE FINAL BATTLE

KIGRID* CR 5**Lords of Madness* 155

NE Medium Aberration

Init +1; **Senses** darkvision 60 ft., scent; Listen +8, Spot +8**Languages** Undercommon**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 61 (9 HD)**Fort** +5, **Ref** +4, **Will** +7**Speed** 40 ft. (8 squares); Run**Melee** bite +10 (1d6+4) or**Melee** bite +10 (1d6+4) and 2 claws each +8 (1d6+2)**Base Atk** +6; **Grp** +10**Atk Options** improved grab, poison, rake 1d6+2**Psionics** (CL 5th)3/day—*blink*, *daze monster* (DC 12), *detect thoughts* (DC 12)**Abilities** Str 18, Dex 13, Con 14, Int 7, Wis 12, Cha 11**Feats** Multiattack, Run, Toughness, Track**Skills** Climb +7, Hide +8, Jump +12, Listen +8, Move Silently +5, Spot +8, Survival +9

Improved Grab (Ex) To use this ability, a kigrigrid must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and makes two rake attacks against its foe.

Poison (Ex) Injury, Fortitude DC 16 initial and secondary damage 1d4 Dex. A kigrigrid delivers its poison only with its rake special attack (it has poison spurs near its rear claws). The save DC is Constitution based.

Rake (Ex) Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrigrid makes two rake attacks when it attacks a grappled opponent.

Skills Kigrigrids have a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +8 racial bonus on Jump and Survival checks.

Skills Kigrigrids have a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +8 racial bonus on Jump and Survival checks.

EMBRAC* CR 7**Lords of Madness* 155

NE Large Aberration

Init -1; **Senses** darkvision 60 ft., Spot +8**AC** 15, touch 8, flat-footed 15

(-1 size, -1 Dex, +7 natural)

hp 71 (11 HD)**Fort** +7, **Ref** +2, **Will** +10**Speed** 20 ft. (4 squares)**Melee** tentacle +11 (2d4+4 plus poison) or**Melee** 4 tentacles each +11 (2d4+4 plus poison) and bite +9 (2d6+2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +16**Atk Options** Power Attack, constrict, improved grab, poison, rake**Psionics** (CL 7th)

3/day—*crushing despair* (DC 13), *deep slumber* (DC 12), *sound burst* (DC 11)

1/day—*displacement*

Abilities Str 18, Dex 8, Con 15, Int 4, Wis 13, Cha 9

Feats Great Fortitude, Iron Will, Multiattack, Power Attack

Skills Hide +2 (+6 underground), Spot +8

Constrict (Ex) An embrace deals 2d4+6 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an embrace must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can deal constrict damage.

Poison (Ex) Injury, Fortitude DC 17 initial and secondary damage 1d4 Str. The save DC is Constitution based.

Rake (Ex) Attack bonus +10, damage 1d6+2 plus poison (see above). A kigrig makes two rake attacks when it attacks a grappled opponent.

Skills An embrace has a +4 racial bonus on Hide checks in underground or rocky areas, due to its coloration.

OPI'KEL

CR 14

Female half-illithid*/hobgoblin wizard 11

**Fiend Folio* 90

CE Medium humanoid (half-illithid)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Draconic, Elven, Goblin, Orc, Undercommon

AC 26, touch 16, flat-footed 23

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

hp 95 (110 with *false life*) (11 HD)

Resist 30 fire; **SR** 21

Fort +10, **Ref** +9, **Will** +12

Speed 30 ft. (6 squares)

Melee 4 tentacles +8 (1d4+2)

Ranged touch spell +8

Base Atk +5; **Grp** +7

Atk Options extract, improved grab

Special Actions Sudden Still, *mind blast*,

Combat Gear *scroll of chain lightning*, *scroll of acid fog*

Wizard Spells Prepared (CL 11th):

6th—*disintegrate* (DC 23), *mass suggestion* (DC 23)

5th—Still *dimension door*, *dominate person* (DC 22), *wall of force*

4th—*fire shield*[†], *greater invisibility*[†], *orb of acid* (DC 22), *Otiluke's resilient sphere* (DC 21) *ray deflection*

3rd—*displacement*, *dispel magic*, *lightning bolt* (DC 20), *magic circle against good*[†], *rage* (DC 20), *slow* (DC 20)

2nd—*false life*[†], *glitterdust* (DC 19), *mirror image*, *resist energy*[†], *see invisibility*[†], *Tasha's hideous laughter* (DC 19)

1st—*burning hands* (DC 18), *color spray* (DC 18), *mage armor*[†], *magic missile*, *ray of enfeeblement shield*[†]

0—*acid splash* (2) (DC 17), *detect magic*, *mending*

† Already cast

Psionics (CL 8th)

3/day—*detect thoughts* (DC 18), *levitate suggestion* (DC 19)

1/day—*charm monster* (DC 20)

Abilities Str 14, Dex 16, Con 14, Int 24, Wis 14, Cha 12.

Feats Scribe Scroll, Weapon Focus (tentacle), Sudden Still*, Great Fortitude, Combat Casting, Favored Magic Foe* (human), Silent Spell

Skills Concentration +18, Knowledge (arcana) +14, Knowledge (dungeoneering) +21, Knowledge (local) +15, Knowledge (nature) +10, Knowledge (religion) +10, Knowledge (planes) +16, Intimidate +8, Spellcraft +21

SA summon familiar

Possessions combat gear plus *headband of intellect* +4, *gauntlets of ogre power*, *vest of resistance* +3, *circlet of mages**, *cloak of thorns**, *boots of levitation*, *ring of protection* +3, *brooch of shielding*, *iridescent ioun stone*. Encumbrance – Light.

Telepathy (Su) Opi-Kel can communicate with any creature within 100 feet that has a language.

Improved Grab (Ex) If Opi-Kel hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, Opi-Kel can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but Opi-Kel gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If Opi-Kel successfully maintains his hold with all four tentacles for 1 full round he automatically extracts the opponent's brain at the beginning of his next turn, instantly killing that creature.

Mind Blast (Sp) Opi-Kel can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 15) or be stunned for 1d4 rounds.

APPENDIX 2: NEW RULES ITEMS

FEATS

Sudden Still

Complete Arcane 83

You can cast a spell without gestures or special preparation.

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

Favored Magic Foe

Complete Mage 42

Through study, you have learned how best to defend yourself against your favored enemies' spells and how to best affect them with your own.

Prerequisite: Knowledge 6 ranks (in appropriate skill; see below) or favored enemy class feature.

Benefit: Choose a creature type for which you have the favored enemy class feature, or one associated with a Knowledge skill in which you have at least 6 ranks (see below). If you choose humanoid or outsider, you must also choose a subtype from table 3-14: Ranger Favored Enemies (PH 47).

You gain a +1 bonus on caster level checks to overcome the spell resistance of the chosen creature type, and such creatures take a +1 penalty on saves against your spells and spell-like abilities.

Humanoid - Knowledge (local)

Special: You can take this feat multiple times. Each time you take this feat, you choose a new creature type (or subtype in the case of humanoids or outsiders)

MAGIC ITEMS

Anklet of Translocation

Magic Item Compendium 71

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: -

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 xp, 2 days.

Arcanist's Gloves

Magic Item Compendium 72

Price (Item Level): 500 gp (3rd)

Body Slot: Hand

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: -

When you activate *arcanist's gloves*, you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

Cost to Create: 250 gp, 20 xp, 1 day.

Circlet of Mages

Magic Item Compendium 86

Price (Item Level): 5,000 gp (9th)

Body Slot: Head

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: - and free (command)

Weight: -

A *circlet of mages* grants you a +2 competence bonus on Concentration checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges which are renewed each day at dawn. Spending 1 or more charges when you cast a spell allows you to avoid losing that prepared spell or spell slot (as if you hadn't cast it).

1 charge: Retain a spell of up to 1st level

2 charges: Retain a spell of up to 2nd level.

3 charges: Retain a spell of up to 3rd level.

Prerequisites: Craft Wondrous Item, *Rary's mnemonic enhancer*.

Cost to Create: 2,500 gp, 200 xp, 5 days.

Cloak of Thorns

Magic Item Compendium 88

Price (Item Level): 26,000 gp (16th)

Body Slot: Shoulders

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: -

Weight: 1 lb.

A *cloak of thorns* grants you a +2 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0).

In addition, any creature striking you in melee with a natural weapon or nonreach manufactured weapon takes 1d4+3 of piercing damage.

Prerequisites: Craft Wondrous Item, *barkskin*, *command plants*.

Cost to Create: 13,000 gp, 1,040 xp, 26 days.

SPELLS

Orb of Acid

Spell Compendium page 150

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid.

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Ray Deflection

Spell Compendium page 166

Abjuration

Level: Bard 4, sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Effect: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

For the duration of the spell, you are protected against ranged touch attacks, including ray spells and ray attacks made by creatures. Any ray attack directed at you is automatically reflected harmlessly away.

Focus: A glass prism.

PLAYER HANDOUT 1

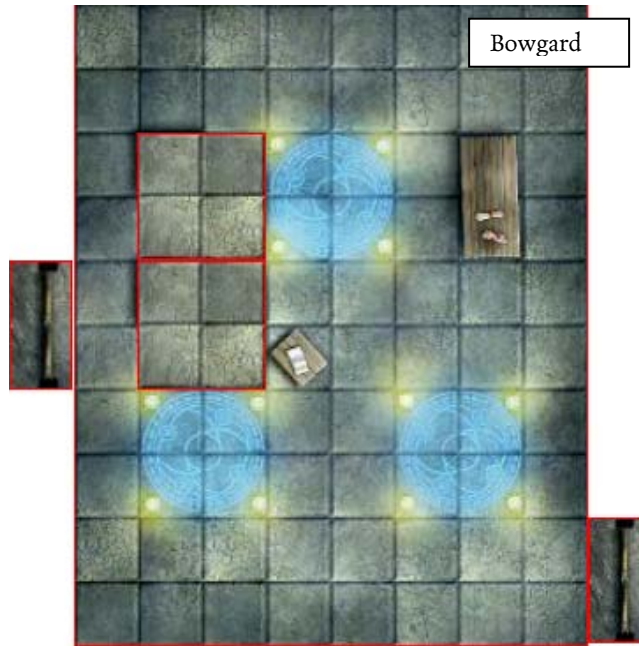
This is the half-written letter by Lucian that he was going to give to Almarayne when the slavelord was defeated. It professes his love for her.

My Dearest Almarayne,

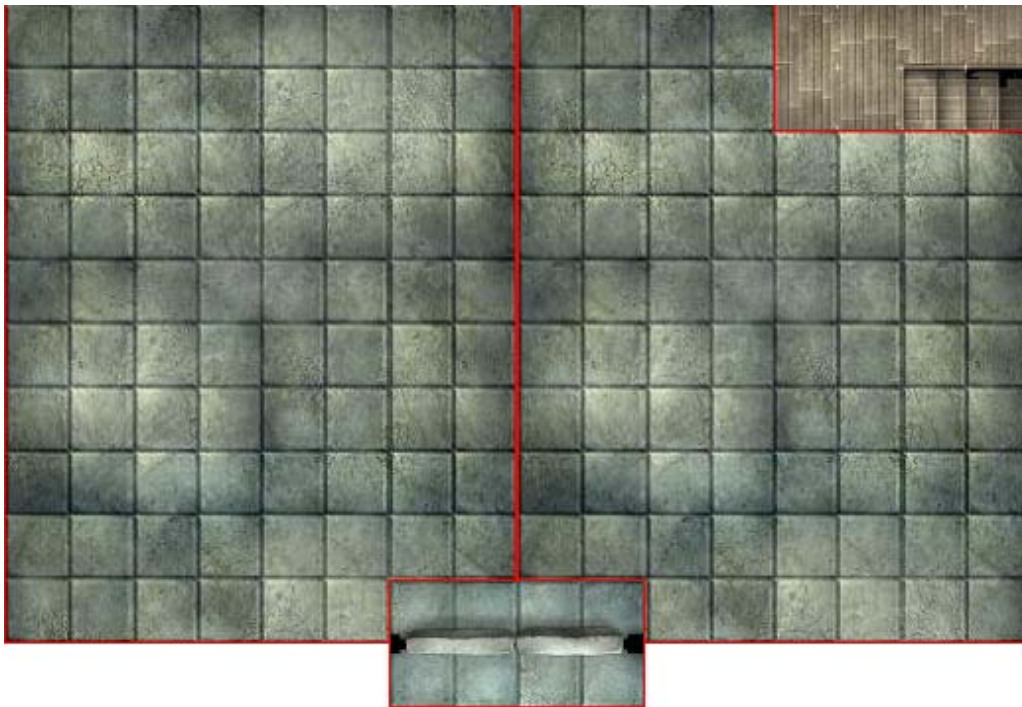
These last few months we have been together has shown how truly beautiful you are. Your steadfast determination in the face of adversity has shattered my biased image of you. Each day that passes by, I find myself longing for your touch and I just know you feel the same. I am just sorry that it took me this long to figure it out for now I want to spend the rest of my life with you. I know you sent me on this mission to find the elusive slave lord because you trust me but I could tell the look of fear in your eyes right before I left. Fear not my fair lady for I will return to your open arms.

The rest of the letter is torn in half.

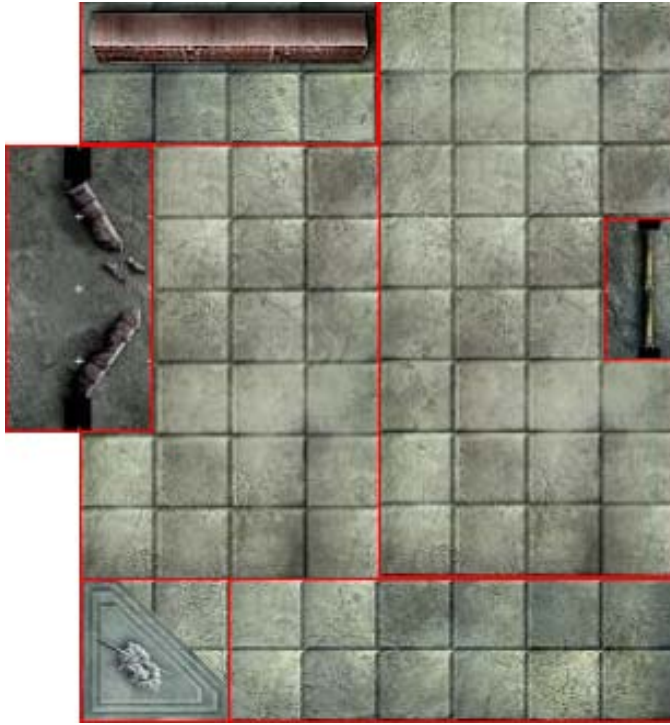
DM MAP 1 (ENCOUNTER 3): THE CAPTAINS HAND



DM MAP 2 (ENCOUNTER 4): THE WAREHOUSE OF INSANITY



DM MAP 3 (ENCOUNTER 7): OPI'KEL'S MINIONS



DM MAP 4 (ENCOUNTER 7): BATTLE WITH OPI'KEL

