

NYR8-M01

The Last Traitor

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Mini-Mission set in the Kingdom of Nyronnd

Version 1.0

by Don Kenneth Brown

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Desperate commoners reveal that something wicked still lingers inside of Castle von Flessern. Whatever it is, and nobody in the vicinity seems to know, it has remained hidden for nearly three years. Now is the time for brave souls to at long last reclaim a vital keep on the Kingdom's eastern border. A one-round Regional Mini-Mission set in the Kingdom of Nyronnd for characters level 1-14 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Almor* [Brandon Gillespie], *Complete Champion* [Ed Stark, Chriss Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Fiendish Codex II* [Robin D. Laws and Robert J. Schwalb], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams and Steve Winter], *NYR5-106 Escape from Castle von Flessern* [Tom Kee], *NYR7-105 Secrets Beneath Castle von Flessern* [Alan Scott], *Player Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb and Mike McArtor].

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

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

This adventure retires from RPGA-sanctioned play on December 31, 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 rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix is split by APL.

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

Living Greyhawk LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

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

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

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

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

ADVENTURE BACKGROUND

In the interactive *NYR5-106 Escape From Castle von Flessern*, characters rescued Baron von Flessern from a Sewardnt ally named Queld, who had taken the castle. Early in 595 CY, in an effort to secure land for himself and curry the favor of the Black Prince, Queld used private money to raise a force of mercenaries. His mercenaries together with Sewardnt's Imperium forces, which included priests of Hextor and a large contingent of devils, took Castle von Flessern after a brief siege. The former Baron, recognized by King Lynwerd and his supporters as the local administrator, was barely rescued from the castle during its fall by a group of adventurers. The Baron joined Field Marshall Guillaume's loyalist army and moved to Justcrown to participate in the battle for Rel Mord.

With Sewardnt dead, Rel Mord retaken, and King Lynwerd restored to the throne, Nyronnd continues the process of recovering from the civil disorder, ruin, and confusion brought on by Sewardnt's disruption. Baron von Flessern has agreed to stay in Rel Mord to assist with military and economic issues that require his attention there, and to enjoy a semi-retirement. He has not had time to return to Castle von Flessern to deal with Queld or any other issues in the Kingdom's most eastern reaches.

However, that the Usurper had sent so many forces against a site with so little value suggested that there was something unusual about the castle. And that Devils continued to occupy it two years after the war was over only confirmed it.

In fact, Sewardnt, an accomplished wizard, had deduced that the castle sat near a nexus of planar energies. But once they took the castle, neither the devils nor the Imperium forces could find the exact location. The majority of the troops, and those devils with the power to teleport, were all called away to defend the Usurper during his

final hours, leaving only a much smaller number of men and devils to hold the castle and search for the nexus.

And eventually they found it. A nest of burrowing ankhegs had long lived beneath the castle. And when the devils discovered ankhegs that had been infused with elemental energy, they followed the ankheg tunnels to find the planar nexus—in the form of a conduit to the elemental plane of fire.

Through that conduit, they met an efreeti named Hassan al-Haqara. Hassan was a charismatic leader and was knowledgeable in planar phenomena. He quickly took charge of the hellish forces, and began to puzzle out the secrets of the planar nexus. With the proper rituals, Hassan believed that the conduit could be attuned to any plane, and could be used to create true planar gates or imbue creatures with massive amounts of planar energy.

But Hassan's studies did not go unnoticed. His meddling with magical forces alerted the Gray Seer, the realm's most renowned wizard and trusted confidante of the King. Recognizing that the disturbances he sensed came from Castle Von Flessern, he called upon the PCs, through one of his operatives, Sparrow, to infiltrate the castle and determine the nature of the magical experiments taking place within.

In the interactive *NYR7-105 Secrets Beneath Castle von Flessern*, Sparrow gathered the strike force and gave them their marching orders—invade the outhouse! While a small force of royal troops out of Narsel Mendred and some of the higher level adventurers led a frontal assault against the devils and soldiers defending the castle, Sparrow sent the rest of the adventurers down under the outhouse where it was believed a secret entrance to the tunnels under the castle existed. The entrance was found, but it too was guarded, albeit by some minor devils. Once the path had been cleared, the adventurers all joined up under the castle while the soldiers held the castle's attention above.

After fighting their way through hellhounds and traps, the adventurers finally found the planar nexus and the device, the "Planar Orrey," that had been constructed to control the nexus. Experimenting with the device, as adventurers are want to do, they managed to open a doorway onto the elemental plane of fire, where they fought some fire element ankhegs and Hassan himself.

After Hassan's defeat, his notes and papers on the nexus were found. They learned that Hassan was studying something called an elemental nexus—a kind of link to planar energies

that caused the fire element ankhegs. The elemental nexus was indeed the reason that Sewardt had ordered the castle invaded.

Hassan believed that the nexus wasn't just linked to the plane of fire. He believed, correctly, that with the right rituals, someone could "change the channel," so to speak, and align the nexus with a different plane—any plane. Most of his notes and journals were very technical and described his attempts to make such a change. While he had yet to succeed, it appeared that he was getting close. The adventurers decided it was best to destroy the device, close the portal (as best they could), and turn the notes over to the Gray Seer through Sparrow.

The adventurers also discovered, to their relief, that one of the ankhegs' lairs contained a tunnel leading to the surface. They exited through the tunnel, avoiding the devils guarding the other exits, and reunited with Captain Ostario, the commander of the legion forces. They all managed a strategic retreat.

After the fact, with the planar nexus "closed," Hassan's notes taken, and the Planar Orrey destroyed, the devils decided they were no longer needed here and slowly left over the next few months. With the devils gone, most of the remaining Imperium forces also deserted, rightly guessing that the lack of communication meant that Sewardt had lost.

Meanwhile, Queld has holed up in the small keep, sending out an occasional group of ruffians to steal what they need to survive. Something more sinister than food-stealing bandits creeps out of Castle von Flessern once in a while, too. At least one devilish monster still abides therein. Queld was promised the castle and lands of von Flessern as compensation for his support of Emperor Sewardt. To secure Queld's loyalty, the Black Prince stationed a particularly vile devil at Queld's side. This creature was to report to its masters in Rel Mord and other places—those other places best left unmentioned. When the forces of weal prevailed in Nyron, Queld and his otherworldly companion escaped destruction. They benefited from Flessern's distance from Rel Mord. And, in the course of the clean up, and with the planar nexus now "dealt with," many have simply forgotten about Castle von Flessern. Still, many believe, including the rightful Baron von Flessern, that the castle can be easily recovered and brought back into royal alignment.

However, the people of von Flessern have patiently suffered the periodic excursions of the castle's fell inhabitants. Queld has become a prisoner to the keep's true dark and unknown

master. The devil that controls Queld, Kromonshrak, wishes to keep his presence and identity a secret, lest he be hunted down and destroyed like so many of his ilk across Nyronnd. So, it exercises subtle yet firm control over Queld. Even his own men who hunker down in the keep with him don't know the whole truth, believing that their lord has simply developed his power and knowledge.

ADVENTURE SUMMARY

This adventure dispatches adventurers to reclaim Castle von Flessern from the squatter Queld and his cronies.

The adventure begins with an introduction near Narsel Mendred, on the Womtham side of the Flessern River. Players are given a chance to make introductions for themselves and their characters.

Then, depending on their motivations, the PCs get a chance to assist some commoners that are initially fleeing Castle von Flessern. The commoners are running from a vile priest seeking fresh bodies for dark experiments. The characters can confront this depraved cleric if they choose to interfere with his predations.

If he or the commoners are taken alive, they share some information about Castle von Flessern's current state and master.

The PCs can then escort the commoners, and perhaps their prisoners, to Narsel Mendred or they can head directly to Castle von Flessern, if they wish to investigate. If they do go to Narsel Mendred first, they will encounter Alderman Karzos Devern who will give them more information about the von Flessern area and who will encourage them to go see if they can clear it of Queld and his men.

Entering the castle proper is a fairly easy affair although they may have to scale the walls or bypass a trap. Once the PCs are in the Castle, they encounter a few of Queld's sycophants imprisoning what's left of the local merchants in the castle paddocks. These men won't fight to the death, and may point the PCs into the keep, where Queld and his hidden master hide.

Last, the characters find Queld and his dark consort in one of the castle's great hall, the Hall of Shields. Queld has been reduced to a raving fool, only pretending to be a major political and military player in the area. He becomes a non-factor in the fight with the real menace of Castle von Flessern, Kromonshrak.

INTRODUCTION

The adventure begins a mile west of the Almorian city of Narsel Mendred. This adventure assumes the characters have their own reasons for going to Narsel Mendred. Judges are encouraged to give the players some time to allow them to decide their motivations. Consider this time the usual round of player and character introductions.

Reasons for being here can range from ending an adventure nearby, to simply wanting to see this remote part of Nyronnd. Read or paraphrase the following text when introductions are finished.

Late afternoon gives way to dusk as the sun begins its descent below the western horizon. It has been a quiet trip through Almor for you. After several days of walking through Nyronnd's eastern fields, you crossed the Flessern River into Womtham just a few miles back, and the sight of Narsel Mendred about a mile away gives your stomachs reason to growl in anticipation of a hot, well-made meal.

The following Knowledge check is provided for PCs that want to use Knowledge (local-NMR) to see what they know about Narsel Mendred.

- **DC 5:** Narsel Mendred is the southernmost city of the Duchy of Womtham, as indicated on maps of Nyronnd.
- **DC 10:** It is a city of about 7,600 people. The current Governor is Baron Dano Beltien. He was recently appointed Governor in the wake of Duke Boomgren's part in the civil war.
- **DC 15:** Narsel Mendred was mostly destroyed during the Greyhawk Wars when it was the second largest city in the Prelacy of Almor. Rebuilding efforts have improved the city dramatically since King Lynwerd annexed the Almorian lands in 586 CY.
- **DC 18:** Duke Boomgren appointed the ex-Governor, a gentleman named Karzos Devern, back in 587 CY. He is very popular in town and has remained in an official capacity as the senior Alderman of the city council.
- **DC 20:** The Harp River Trading Company is headquartered in Narsel Mendred. It is the oldest and most prominent merchant and distribution organization in Almor.
- **DC 25:** Some people in the region are dissatisfied by the alleged wealth the Harp River Trading Company made in dealings with the animus Duke Szeffrin (the former Great

Kingdom general and animus that ravaged the Almorian lands during the Greyhawk Wars).

Now is also a good time to suggest that the characters determine their marching order. The road they are walking on is fifteen feet wide, clear of obstructions, and has grass on either side, with a few patches of brush here and there.

ENCOUNTER 1: A CRY AT DUSK

A depraved cleric named Progas and his henchman make their moves against some traveling innocents before the PCs get a chance to satisfy the needs of their stomachs.

Several commoners have braved the open and dangerous fields surrounding Castle von Flessern in an effort to escape. They have managed to cross the Flessern River, and are on the west side of Narsel Mendred, near the PCs. But, their direct route to the city has been cut off by Progas. He has managed to chase them west, away from the city, their goal and only hope of surviving, unless the PCs intervene.

Begin the encounter by paraphrasing or reading the following. All of the PCs may hear the initial scream.

A cry rings out in the night – a frightened, harried scream for help. It sounds like a human female. Then the frantic scream abruptly ends.

Ask for Spot checks now. Allow the two PCs with the highest checks to act in a surprise round. Everyone else may act during regular initiative. All of the PCs hear the sounds of the struggle, but only the two highest rollers see the following:

The scream you heard moments ago has turned into the sounds of a muffled struggle. You can see a dark humanoid form dragging a struggling human female into the brush about fifty feet ahead of you on the right side of the road. Another figure stands guard nearby with a bow at the ready.

Roll initiative for Progas and Torgun and allow them to make Listen and Spot and checks to see or hear the approaching PCs on their initiatives. Progas flings the young woman to the ground when he notices anyone approaching. The frightened woman crawls away on the ground during the ensuing melee. Torgun begins shooting arrows at advancing PCs (trying to catch a PC flat-

footed) before switching to his longsword when they close.

Creatures: Progas wears full plate, which he covers with a thick, black cloak. Observers can see he is a male human of obvious mixed Flannish descent, because he wears no helmet. He asks no questions and offers no answers. He simply wants to kill the interloping PCs and get on with abducting the woman and her companions. He does offer a menacing smile as he attacks PCs.

Torgun is also mixed Flan. He wears studded leather armor (APL 2-4) or a chain shirt (APL 6-12). Torgun also sees the PCs as immediate threats. He simply attacks with a grim determination without speaking or making threats.

APL 2 (EL 4)

Progas: male human cleric 3; hp 24; *Appendix 1.*

Torgun: male human rogue 1; hp 5; *Appendix 1.*

APL 4 (EL 7)

Progas: male human cleric 6; hp 54; *Appendix 1.*

Torgun: male human rogue 4; hp 28; *Appendix 1.*

APL 6 (EL 9)

Progas: male human cleric 8; hp 72; *Appendix 1.*

Torgun: male human rogue 3/fighter 3; hp 42; *Appendix 1*

APL 8 (EL 11)

Progas: male human cleric 10; hp 90; *Appendix 1.*

Torgun: male human rogue 4/fighter 4; hp 64; *Appendix 1*

APL 10 (EL 13)

Progas: male human cleric 12; hp 108; *Appendix 1.*

Torgun: male human rogue 5/fighter 5; hp 80; *Appendix 1*

APL 12 (EL 15)

Progas: male human cleric 14; hp 126; *Appendix 1.*

Torgun: male human rogue 6/fighter 6; hp 96; *Appendix 1*

Tactics: Progas has enough faith in his armor class and Torgun's help at all APLs that he

immediately begins to cast *summon monster*. He continues to summon monsters until it is tactically unwise or another spell is more advantageous. For example, he'll heal himself if necessary. He'll only heal Torgun if the two are conveniently positioned. Progas does not fight to the death, preferring to escape and serve his dark god a bit longer as a mortal. He begins a slow retreat when down to half of his hit points. He will surrender if escape is impossible and a killing blow is imminent.

Torgun shoots arrows until PCs approach close enough for melee combat. He'll Tumble and use Spring Attack to get into and out of flanks when possible. He will try to stay near Progas, knowing he'll only get healing if close enough to his cruel friend. Torgun does fight to the death.

Developments: Branna, the human female Progas was abducting, slowly and cautiously stands up to appraise the situation when combat ends. She remains wary, with an unfriendly attitude even after the PCs subdue or kill Progas. She will keep herself distanced from the PCs until they gain her trust, as noted below. A DC 15 Diplomacy check is enough to calm her down, but a DC 25 Diplomacy check is required to win her trust. If they at least manage to calm her down, she'll identify herself as Branna. She'll also indicate that her husband and friends are back toward the river, having been overcome by Progas, and will begin to move to that location. If they made the DC 25 diplomacy check, she'll talk to them on the way to her husband. If they fail at even the DC 15 Diplomacy check, she runs to Narsel Mendred for help. The PCs may simply follow her in any case, if they want. If they follow her and continue friendly efforts to indicate their good intentions, they may make another Diplomacy check.

By this time her attitude is indifferent and a DC 15 Diplomacy check wins her trust. Discussions with her are detailed in **Encounter 2**. For now, the PCs have her calmed down and cooperative.

Progas laughs and insults the PCs if they capture him alive. He promises he'll be out of jail before dawn if they take him to authorities in Narsel Mendred. Diplomacy does not work on Progas. He'll have to be intimidated to share what he knows. As above, details on what Progas knows are detailed in **Encounter 2**, as well.

Treasure: Progas and Torgun have items the party is likely to be interested in, noted below. Branna has nothing but the clothes on her back.

APL 2: Loot: 232 gp, Coin: 0 gp, Magic: 8 gp – *potion of cure light wounds* (2) (4 gp each per potion)

APL 4: Loot: 139 gp, Coin: 0 gp, Magic: 669 gp – +1 *full plate* (221 gp each), *devastation gauntlets* (165 gp each), *lesser metamagic rod (rapid)* (250 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (2) (4 gp each per potion)

APL 6: Loot: 106 gp, Coin: 0 gp, Magic: 1,145 gp – +1 *full plate* (221 gp each), +1 *heavy steel shield* (98 gp each), +1 *longsword* (193 gp each), *brooch of shielding* (81 gp each), *devastation gauntlets* (165 gp each), *lesser metamagic rod (rapid)* (250 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *vest of resistance +1* (83 gp each)

APL 8: Loot: 77 gp, Coin: 0 gp, Magic: 1,861 gp – +1 *adamantine longsword* (443 gp each), +1 *chain shirt* (104 gp each), +1 *full plate* (221 gp each), +1 *heavy steel shield* (98 gp each), *brooch of shielding* (81 gp each), *devastation gauntlets* (165 gp each), *devastation of Nerull unholy symbol* (29 gp each), *lesser metamagic rod (rapid)* (250 gp each), *peripart of wisdom +2* (333 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *vest of resistance +1* (83 gp each)

APL 10: Loot: 77 gp, Coin: 0 gp, Magic: 2,674 gp – +1 *adamantine longsword* (443 gp each), +1 *chain shirt* (104 gp each), +1 *full plate* (221 gp each), +1 *heavy steel shield* (98 gp each), *brooch of shielding* (81 gp each), *cloak of resistance +1* (83 gp each), *devastation gauntlets* (165 gp each), *devastation of Nerull unholy symbol* (29 gp each), *normal metamagic rod (rapid)* (750 gp each), *peripart of wisdom +2* (333 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *potion of fly* (63 gp each), *ring of protection +1* (167 gp each), *vest of resistance +1* (83 gp each)

APL 12: Loot: 77 gp, Coin: 0 gp, Magic: 5,629 gp – +1 *adamantine longsword* (443 gp each), +1 *chain shirt* (104 gp each), +1 *heavy steel shield* (98 gp each), +2 *healing full plate* (1,138 gp each), *belt of giant strength +4* (1,333 gp each), *brooch of shielding* (81 gp each), *cloak of resistance +1* (83 gp each), *devastation gauntlets* (165 gp each), *devastation of Nerull unholy symbol* (29 gp each), *normal metamagic rod (rapid)* (750 gp each), *peripart of wisdom +2* (333 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure serious*

wounds (63 gp each), *potion of fly* (63 gp each), *ring of protection +1* (167 gp each), *vest of resistance +3* (750 gp each)

Detect Magic Results: +1 *adamantine longsword* (faint transmutation), +1 *chain shirt* (faint transmutation), +1 *full plate* (faint transmutation), +1 *heavy steel shield* (faint transmutation), +1 *longsword* (faint transmutation), +2 *healing full plate* (faint conjuration and transmutation), *belt of giant strength +4* (faint transmutation), *brooch of shielding* (faint abjuration), *cloak of resistance +1* (faint abjuration), *devastation gauntlets* (faint transmutation), *devastation of Nerull unholy symbol* (faint enchantment), *lesser metamagic rod (rapid)* (strong —), *normal metamagic rod (rapid)* (strong —), *periapt of wisdom +2* (faint transmutation), *potion of bull's strength* (faint transmutation), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *potion of cure serious wounds* (faint conjuration), *potion of fly* (faint transmutation), *ring of protection +1* (faint abjuration), *vest of resistance +1* (faint abjuration), *vest of resistance +3* (faint abjuration).

ENCOUNTER 2: BEAUTY AND THE BEAST

This encounter assumes that Branna survived the combat. It is not necessary for Progas to have survived, but a few bits of helpful information from him are provided for parties that did not kill him.

This encounter may take place on the walk to recover Branna's husband and friends, on the walk to Narsel Mendred, or once the PCs and Branna arrive at either location. It is about a twenty-minute walk from their present location to the city. It is about five minutes to the place where Progas has prostrated Branna's husband and friends. If she is calmed enough, she goes to them first. From there it is about twenty-five minutes to Narsel Mendred.

Two of Progas's other victims are still alive if the PC's follow Branna to them. Her husband, named Lat, and another fellow, Darsen, are unconscious, but they can be woken with a DC 15 Heal check or any healing magic. The second female, Alaer, has regrettably succumbed to her wounds and has died. They ask if the PCs will help bring Alaer's body to Narsel Mendred. But, they will not object too strongly if the PCs do not help with the dead body, indicating they'll bring the city watch to recover the body later (they all seem rather weak and worn).

Either way, Branna recommends going to the city for the night. She recommends the River Queen Inn and Tavern. They may easily find accommodations and a meal there. And, authorities are present to take a surviving Progas into custody. The city watch guarantees in unequivocal terms that Progas is not going anywhere.

Information below is presented in bullet points to aid role-playing. Judges may simply read the following to the PCs, as long as their questions are answered. Portray Branna as a frightened woman with nowhere to go and very little left to live for other than her husband.

- Branna, Lat, Darsen, and Alaer snuck out of their smithy two days ago. Her husband was a blacksmith and served Baron von Flessern for many years. In fact, he served the last three barons. However, they simply could not endure the conditions anymore.
- The new master of the castle, Baron Queld Rospae Cranden, exercises complete control over the small hamlet from the safety of the castle. He has a few ruffians that enforce his will. None of these new retainers are the same people that served Baron von Flessern a couple of years ago.
- Conditions are bad in and around Castle von Flessern. They thought things would improve once the devils and the Imperium forces had left, they slowly trickled away about six months ago, but food became scarce, as most producers were killed during the insurrection or ran off immediately after the troops guarding the hamlet left. Prior to that, they had lived with devils in their midst for over two years. It was quite terrifying and it kept the citizens in check.
- Queld seems mad. He speaks of Aerdy hegemony and prosperity from his balcony or from the castle's parapets. But, he lords over what remains of the local populace, about two score people, hungry and weak.
- Everyone is marched into the keep's bailey at night to sleep, like prisoners. At dawn, whoever did not die during the night is marched back out to the fields, granaries, or smithies where they toil all day.
- Sometimes, a poor soul is dragged kicking and screaming into the keep. The stench from the open door causes one's stomach to turn. But, the sound of a body being rent and torn is worse.

- Should anyone think to ask, the temple of Heironeous, constructed only about four years ago, was converted to a temple of Hextor, but now lies abandoned as the priests of Hextor also left the area.

Interrogating Progas nets the same information as above. He adds that he has watched the hamlet from afar. The occasional attempted escapee from von Flessern has added to his fine collection of bones, shrunken heads, and other human experiments.

If successfully intimidated, Progas admits that he tracked Branna and company for several leagues out of von Flessern. He and Torgun were able to overcome the other three, but Branna fled and led them a merry chase.

Progas also admits unabashedly that he is a worshipper of Nerull, hailing from Jennden. He and Torgun often ranged into Almorian villages to gather “samples of humans and other living specimens” for study. He takes delight in describing his dissections, anatomical experiments, and study of the dead and undead.

He confirms all that Branna says about Castle von Flessern. He confides in gleeful tones that something wicked does indeed inhabit the castle. He doesn’t know what exactly is in the castle. He just has a “feeling” something particularly nasty is there. “Kindred spirits of the shadows can sense one another,” he says. He has nothing else to add before being dragged off to jail, or being “taken care of” by the PCs.

Branna and company limp to a relative’s home elsewhere in the city. They offer profuse thanks and blessings to the PCs for saving their lives.

ENCOUNTER 3: OH, YOU SHOULD GO THERE

Alderman Karzos Devern, the leading Alderman and ex-Governor of Narsel Mendred, visits the PCs while they are at the River Queen unwinding during the evenings late hours. He has either heard from the watch, or from Branna, or simply observed the PCs entering the city, whichever fits with the PCs actions in the last encounter. Karzos introduces himself, thanks the PCs for helping the Almorian commoners, assuming they did, and entertains a discussion with the PCs about Castle von Flessern. Bullet points are again used below to facilitate role-playing and to help summarize his thoughts on the matter.

- Karzos explains that while Narsel Mendred is in the Duchy of Womtham he certainly cares about his Almorian neighbors, as Narsel Mendred was once Almorian. He also explains that his family is of Almorian lineage. Castle von Flessern is of great concern because it poses an unresolved problem – Queld. Narsel Mendred has taken in some people from the von Flessern area. While they are certainly welcome here, these people still have homes, possessions, and businesses around the castle. Many of them want to return home, but they are too afraid.
- Queld, a supporter of the Dark Prince, has inhabited the castle since he and his men, backed by the Dark Prince’s troops and a host of devils, took it over two years ago, nearly three now, during the civil disorder. While the devils seem to have left and a majority of the troops may have deserted Queld, there may still be about a dozen or so of his lackeys with him in the keep. And, they have made a good effort at keeping the former Baron’s subjects from leaving area. “You could consider Queld the last traitor still needing to be dealt with,” Karzos muses.
- Some of the locals also say that the land around the castle “feels different – more sullen and dark.” Some attribute this to Queld. Others suggest something more sinister, but cannot offer any clues or evidence.
- Will the characters go to Castle von Flessern and see what is going on there? There may not be any official reward, as nobody outside of the region seems to know what’s going on in this remote part of the Kingdom. But, local subjects and leadership will certainly appreciate skilled adventurers at least looking in on the keep.
- Karzos explains where Castle von Flessern is and provides a map to it. Or, a character can make a DC 12 Knowledge (geography) or Knowledge (local—NMR), or a DC 17 Bardic Knowledge check to determine where the castle is within Almor. If not known by the PCs, he will explain that Castle von Flessern squats on a low hill about fifteen miles south of the confluence of Flessern and Harp Rivers, along the Harp River within bowshot of Ahlissa.
- Karzos asks the PCs to return to Narsel Mendred with a report, which shall be forwarded to Baron von Flessern. If it seems safe, the shop and homeowners that lived and

worked around the castle will be allowed to return.

- Regrettably, there is no payment or monetary compensation for this volunteer work. The Baron will certainly owe the characters his gratitude, though.

Development: The tavern has twenty or so people in the common room. But, Alderman Karzos is the only person of consequence. Characters may make use of Sense Motive if they want. But, Karzos and the people listening to the conversation are firm in their convictions and are not hiding anything or otherwise equivocating.

Alderman Karzos Devern: male human (Oeridian) aristocrat 6/expert 2.

Whatever course the discussion takes, Karzos concludes by saying that the best hope for everyone's safety is for skilled and properly equipped combatants to enter the keep and compel Queld to surrender the edifice or kill him and his men. Patrons present in the River Queen like Karzos' idea and will excitedly support it.

Allow the party a few moments to discuss the matter and accept or decline the mission.

If they choose to decline the mission, well, that was the mod. They're done and should receive their ARs.

If they accept, allow them to make any preparations they feel necessary. They may purchase items available in a city the size of Narsel Mendred (15,000 gp limit), as long as they have the appropriate access to it. Anything that takes days or longer to be custom made (armor, magical upgrades, etc.) will not be available until the end of the adventure.

Karzos recommends the party depart the next morning, if they are ready. He provides the promised map, but it is not necessary. A well-used dirt road begins at a ford of the Flessern River, about five miles south of Narsel Mendred, and goes all the way to the castle. The castle is about fifteen miles south of the ford from the river. Determine the party's travel time based on their speed. Proceed to **Encounter 4**.

ENCOUNTER 4: FLESSERN

The characters arrive at Castle von Flessern and its surrounding village. A rise in the topography prevents the party from seeing the castle from too far away. However, it looms into view quickly.

You see Castle von Flessern after cresting a low rise. It is about two miles away, and a few buildings and farmsteads surround it. There is no sign of life in the area, and the castle's keep and walls prevent you from seeing into its bailey.

A javelin's throw past the castle is the Harp River, and beyond that, the Adri Forest and Ahlissa. Near the shore are the abutments of the old bridge that used to cross the harp here. It was lost some years ago during a battle and left that way for security.

Castle von Flessern is a small castle built in the traditional old Oeridian style, with an extended octagonal outer wall around a single fifty-foot tower as the keep. The shops and homes around von Flessern are empty. Queld and his men have taken anything of value over the last couple of years. The characters, of course, can enter buildings if they want. They discover that most of the places are abandoned. Some people even left in the middle of dinner. But, others, like the smithy, the granary, and a few workshops have been used recently.

Generally, the village's buildings and implements are in good repair, if a little neglected. The place is certainly habitable.

Foot traffic back and forth from the village and the castle comes from a postern on the castle's north side. This traffic can be found with a DC 10 Survival or Search check. A character with the Track feat can tell that there are about three-dozen humans and that the tracks are twenty-four hours old.

There are three options to get into the keep. Characters can fly over the walls and land in the bailey, avoiding the walls and postern all together. They may climb the keeps walls. There are no lookouts or guards on top of the walls. They are twenty feet high and can be climbed with a successful DC 22 Climb check. Or, they may enter through the postern. The main gate, facing east, is shut tightly, and Queld's men have stacked innumerable items in front of it and behind it. It is not an option for ingress.

Stone Walls: 3 ft. thick; hardness 8; hp 540; AC 5; Break DC 50; Climb DC 22.

Traps: Characters are likely to open the aforementioned postern. While it is not locked, it is difficult to open and it is trapped. Queld's men set the trap when they enter the keep from the inside, disabling it only when they leave. The door, made of the same stone as the walls, does require a DC

20 Strength check to open, and there is only room for two characters at a time to fit on the postern's small landing. Pulling the door open activates the trap built into a low overhang above the door.

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

The trap malfunctions at APL 2 and APL 4. If PCs don't find the trap at these APLs, explain that they hear a muffled bang above the door. Further inspection reveals that a trap misfired, probably due to poor repair or neglect. If a PC finds the trap during a search, explain that it is in ill repair and easily disabled.

APL 2-4 (EL —)

Malfunctioning Magical Bolt Trap: CR —; mechanical; proximity trigger; manual-reset; Atk +11 ranged (1d10+1/19–20, +1 *heavy bolt*); Search DC 25; Disable Device 20.

APL 6-12 (EL 2)

Magical Bolt Trap: CR 2; mechanical; proximity trigger; manual-reset; Atk +11 ranged (1d10+1/19–20, +1 *heavy bolt*); Search DC 25; Disable Device 20.

Creatures: Once the characters make their way into the keep's interior they see several startled figures guarding a covered paddock full of commoners. Queld's band has diminished from illness, death, and desertions. Only six remain. Egler fights along side his long time friend, Ziddie.

If the characters pried open the postern, Queld's thugs are ready for them with weapons drawn standing in a half-circle around the postern's interior side. But, they don't want to fight, and they will simply stand ready to see if the characters start a fight. If an effort is made to talk to Queld's gang, they will lower their weapons, but ask who the characters are and why they're here.

However, Queld's men will certainly fight if attacked. They won't stand there and get slaughtered by anxious PCs.

There are also thirty ragged-looking, unarmed commoners huddled together in a corner of the bailey under the covered paddock. They wait breathlessly to see how the encounter unfolds.

The following are some answers to likely questions. The leader of this group is Egler, a half-orc. He does all of the talking if the characters begin a conversation.

Which one of you is Queld?

None of us is Queld. He is in the Hall of Shields in the keep. He doesn't come out anymore. He only babbles and screams his crazed ideas from the Hall's interior. He raves about how the Black Prince will reward us when the time is right. He refuses to believe it's over.

Where is the Hall of Shields?

It's the main room of the keep. You take the main doors there (he points) and walk in. The Hall of Shields is a sort of great hall – on a small scale. We don't go in there, we're forbidden by Queld to enter. There's a feeling of dread, anyway. We don't want to go in and we don't want whatever is in there to come out. It was bad enough living with devils for all those years; whatever's in there feels even worse.

Why doesn't Queld come out here anymore?

He's got someone or something in there with him, and it won't let him leave the hall or for us to range too far from the keep. Whatever it is smells terrible.

Who are you people?

We work for Queld. We've done various mercenary type jobs for him in the past. We'd leave him and this place except for fear of him and whatever is in there with him. We were promised many rewards – property in this area and wealth – for our loyalty to Queld. But now we're prisoners to our fear of him. We just want out now. But we're certain we'd face reprisals outside of the keep. We're damned if we leave and damned if we stay.

Who or what is with Queld?

We don't know. We only see shadows and hear growls and clicking noises. It leaves the keep only during the darkest of nights. But the stench from the hall is strong enough to seep out even with the doors closed. None of us wants to find out what he has in there.

How long have you been here?

Two years, almost three I guess. We came during Sewardt's time on the throne and took the castle from the old Baron.

Who are these people?

We force these commoners to feed us, mend our equipment, and provide for our basic needs. We exhausted all of the food and sundry items in the keep. So, we use these people and their labor to get what we need to survive. We figure something has gone wrong in Rel Mord – or Queld's allies have forgotten about him. We suspect we placed

our bets with the wrong side, and Sewardt has lost power, but Queld won't hear of it.

The point that Egler wants to convey is that he is afraid to leave, and afraid to stay. Many of Queld's mercenaries have attempted to flee the castle over the last few months, but they are not believed to have gotten far. A terrible, otherworldly cry issues from the air and then the tearing of flesh. Rumor also tells of a cloaked figure that hunts men in the area (a reference to Progas).

Egler will act shocked, but not surprised to learn that Sewardt is dead. He and his friends were only after land and power; they have no particular political allegiance. If offered a chance to walk out of the keep they will offer to watch the commoners, but will leave immediately once they see the PCs enter the keep. If it is suggested that they be turned over to royal authorities, they will risk a fight with the characters, but none will fight to the death. If asked to help, they refuse and will not be coerced.

They will eventually point out that the Hall of Shields is indeed through the keep's double doors. It is the main reception area of the keep, made to impress visitors, with shields from many lands nailed to the walls.

APL 2 (EL 4)

Queld's Mercenary (4): human warrior 1; hp 7 each; *Appendix 1*.

Ziddie: human expert 1/rogue 1; hp 11; *Appendix 1*.

Egler: half-orc warrior 1/fighter 1; hp 17; *Appendix 1*.

APL 4 (EL 4)

Queld's Mercenary (4): human warrior 1; hp 7 each; *Appendix 1*.

Ziddie: human expert 1/rogue 1; hp 11; *Appendix 1*.

Egler: half-orc warrior 1/fighter 1; hp 17; *Appendix 1*.

APL 6 (EL 4)

Queld's Mercenary (4): human warrior 1; hp 7 each; *Appendix 1*.

Ziddie: human expert 1/rogue 1; hp 11; *Appendix 1*.

Egler: half-orc warrior 1/fighter 1; hp 17; *Appendix 1*.

APL 8 (EL 6)

Queld's Mercenary (4): human warrior 2; hp 14 each; *Appendix 1*.

Ziddie: human expert 1/rogue 3; hp 22; *Appendix 1*.

Egler: half-orc warrior 1/fighter 3; hp 36; *Appendix 1*.

APL 10 (EL 8)

Queld's Mercenary (4): human warrior 3; hp 24 each; *Appendix 1*.

Ziddie: human expert 1/rogue 5; hp 33; *Appendix 1*.

Egler: half-orc warrior 1/fighter 5; hp 55; *Appendix 1*.

APL 12 (EL 10)

Queld's Mercenary (4): human warrior 4; hp 31 each; *Appendix 1*.

Ziddie: human expert 1/rogue 7; hp 52; *Appendix 1*.

Egler: half-orc warrior 1/fighter 7; hp 74; *Appendix 1*.

Tactics: Egler works with Ziddie to get flanking and sneak attacks, respectively. The other warriors simply rush the nearest character en masse. Note that the mercenaries have Improved Unarmed Strike. Judges are encouraged to have these unnamed mercenaries attempt to punch and kick at the PCs once or twice, then have them flee the scene (at APLs 8-12 only two will flee). This should indicate their broken will to fight and give the PCs a clue that some of the mercenaries feel like captives to a small degree, too. None of these combatants will fight to the death, surrendering if they feel the next blow will kill them (or if three of them go down in quick succession).

Developments: Events in this encounter can go a couple of ways. Chiefly, it can just be a fight where Queld's men eventually give up and talk after a couple of rounds of combat. Then the conversation can begin in earnest. Remember, none of them want to die out here in the hinterlands of Nyron.

Talking might begin first. Follow Egler's script in that instance. Egler promises to "watch" the commoners while the PCs go into the keep to confront Queld. He does not suggest letting them loose at this point. "They might hurt themselves or run into danger out there," he says. However, Egler loses his nerve at the sounds of the fight in the keep and flees with his men.

The party might want to question the commoners at this point, too. They confirm what Egler has disclosed—they are basically kept as prisoners. It takes all of them, however, to keep everyone alive. These people will flee in smaller

groups when Egler departs, but will stay hidden in the village. Right now, their desire is to go to their homes in the surrounding village.

Treasure: The items held by the mercenaries do not add up to much until the higher APLs. Egler and Ziddie have a few magical items. The PCs will need to defeat Queld's men in combat to get their gear. Even then, they will ask not be sent out into the wilderness unarmed.

APL 2: Loot: 87 gp, Coin: 0 gp, Magic: 71 gp – *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *troll gut rope* (42 gp each)

APL 4: Loot: 87 gp, Coin: 0 gp, Magic: 71 gp – *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *troll gut rope* (42 gp each)

APL 6: Loot: 87 gp, Coin: 0 gp, Magic: 71 gp – *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *troll gut rope* (42 gp each)

APL 8: Loot: 272 gp, Coin: 0 gp, Magic: 341 gp – +1 *breastplate* (113 gp each), +1 *studded leather* (98 gp each), *potion of cure moderate wounds* (25 gp each), *potion of cure serious wounds* (63 gp each), *troll gut rope* (42 gp each)

APL 10: Loot: 164 gp, Coin: 0 gp, Magic: 1,121 gp – +1 *breastplate* (113 gp each), +1 *greatsword* (196 gp each), +1 *spear* (192 gp each), +1 *studded leather* (5) (98 gp each per studded leather), *potion of cure moderate wounds* (25 gp each), *potion of cure serious wounds* (63 gp each), *troll gut rope* (42 gp each)

APL 12: Loot: 164 gp, Coin: 0 gp, Magic: 1,409 gp – +1 *breastplate* (113 gp each), +1 *greatsword* (196 gp each), +1 *spear* (192 gp each), +1 *studded leather* (5) (98 gp each per studded leather), *cloak of resistance* +1 (83 gp each), *potion of cure serious wounds* (2) (63 gp each per potion), *ring of protection* +1 (167 gp each), *troll gut rope* (42 gp each)

Detect Magic Results: +1 *breastplate* (faint transmutation), +1 *greatsword* (faint transmutation), +1 *spear* (faint transmutation), +1 *studded leather* (faint transmutation), *cloak of resistance* +1 (faint abjuration), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *potion of cure serious wounds* (faint conjuration), *potion of fly* (faint transmutation), *ring of protection* +1 (faint abjuration), *troll gut rope* (moderate conjuration).

ENCOUNTER 5: THE MYSTERY REVEALED

The secret of Castle von Flessern and its mysterious usurper are answered in this encounter. Whatever the outcome of discussions with Egler and crew, it is now time for the characters to track down Queld and see firsthand what is in the keep with him. He is indeed in the Hall of Shields. And, it should be abundantly clear that he is not alone.

Kromonshrak, the devilish spy and overseer that Prince Sewarndt stationed at this remote keep hunkers down in the hall with Queld. The hall is Kromonshrak's lair and Queld has become a babbling fool that huddles in an antechamber of the hall. He too is a prisoner here. He has become insane because of his exposure to the devil's presence.

Characters that listen at the door can here a high-pitched human voice claiming that "Our liege is coming. The Prince shall be here soon. All is not lost. The Prince is coming. I shall be rewarded." This disquieted litany repeats itself, and the speaker sounds quite mad. The double doors are not locked. It is dark inside, however. Read or paraphrase the following when the characters open the door.

The hall beyond is an open area about twenty-five feet wide and light from the open door sheds its ray all the way to the back wall, about thirty-five feet away. The room's floor is covered in sticky blood, and the coppery smell mixes with the smell of offal and rotting flesh, giving rise to a horrendous smell. Even more revolting are the carcasses of humans and animals discarded at the room's edges. A disgusting web made of some kind of muscle-like tissue hangs from the walls and ceilings. The whole room is revolting like something from the abyss. The light from the open door draws the attention of some kind of otherworldly creature near the back stairs. It turns its head toward you and its eyes flare red.

Queld is in a doorway in the back wall of the hall. He is a non-combatant in this encounter.

Creatures: Players are likely to think, "what the heck! It's just another devil?" But, Kromonshrak is a particularly disgusting devil, even as devils go. First off, he has purposefully built up the aura of mystery around him by never letting any of

Queld's men or the commoners see him, only leaving the keep in the dead of the darkest nights and never allowing himself to be seen inside the keep. Secondly, he has decorated the hall with blood, carcasses, and offal in an attempt to make himself seem particularly deranged, perhaps even more demon-like than devilish. And last, he has made it a point to tear his victims apart within earshot of witnesses to help spread the terror. Basically, he's run a PR scam over the years to make himself seem worse than he is; not that he isn't dangerous. He'd prefer not to be known of at all, but if someone does hear of his existence, he wants them to think he's something other than a devil in order to hopefully have them prepare for the wrong fight.

Kromonshrak does not allow anyone in this hall and attacks immediately. He does not debate or entertain any discussion.

APL 2 (EL 4)

Kromonshrak: male advespa: hp 54; *Appendix 1*.

APL 4 (EL 7)

Kromonshrak: male amnizu: hp 63; *Appendix 1*.

APL 6 (EL 9)

Kromonshrak: male osyluth (bone devil): hp 95; *Monster Manual 52*.

APL 8 (EL 11)

Kromonshrak: male hamatula (barbed devil): hp 126; *Monster Manual 51*.

APL 10 (EL 13)

Kromonshrak: male gelugon (ice devil): hp 147; *Monster Manual 56*.

APL 12 (EL 15)

Kromonshrak: male xerfilstyx: hp 172; *Appendix 1*.

Tactics: Kromonshrak makes use of any ranged spell-like abilities at all APLs. Then he enters melee, moving to the closest character first. It wants its existence here kept a secret and will fight to the death to keep the outside world ignorant of its existence here. Kromonshrak also knows that his *summon baatezu* ability (if he has one) does not work here for some reason, and will not attempt to use it. This is an odd side effect of the planar nexus.

Development: The devil fights until it or the characters are dead. Queld does not enter combat, and slams the door closed to the room he is standing near. If the characters approach the door after the fighting he can be heard babbling the same phrases as above. He has become docile and is easily apprehended. He does not object to manacles or being roped. He does ask if the Emperor sent the characters. No matter what they say, he replies by saying "Then all is well." He stares into the distance at something the characters cannot see. He is indeed mad. No matter where the characters tell him they are taking him, he indicates he is happy to at long last get his reward.

Queld will answer a few questions. He admits to having sacked the keep almost three years ago, for and in conjunction with Emperor Sewarndt. He tells the characters that Kromonshrak was sent here to help him fortify the Emperor's eastern marches. He also says that he will be a just Baron and that the Emperor will be proud of him. Last, he asks when Kromonshrak shall be going away, as they do not get along, but they need each other until the Emperor sends his reinforcements.

Baron Queld Rospae Cranden: male human (Oeridian) aristocrat 8/wizard 1.

Treasure: Almost no treasure or anything else of value was kept here. Kromonshrak felt that such things would lure adventurers, artifact hunters, and scavengers to the castle – and they'd bring trouble with them. The only item in Kromonshrak's possession is the *dragon mask*, which he wears at all times (and all APLs).

Queld has managed, somehow, to keep detailed notes on items that were sent floating down the river on boards, but it's really of no consequence within the mod.

APL 2: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

APL 4: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

APL 6: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

APL 8: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

APL 10: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

APL 12: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

Detect Magic Results: *dragon mask* (moderate divination).

CONCLUSION

The conclusion assumes the characters are successful. Queld will happily go anywhere the characters lead him, if they did not outright kill him. The commoners will wish to stay here and rebuild their homes now that the immediate danger is gone. They will ask when the real Baron will be returning (to which the PCs should have no answer).

If they take Queld back to Narsel Mendred, Karzos receives the poor old fool and finds him a special place in the jail – a place where he can be alone, and where local priests can attend to him until direction arrives from Rel Mord.

If the characters do kill Queld, Karzos sighs and hopes that Queld is the last casualty of the civil war.

Whatever happens to Queld, Karzos will ask about the condition of the keep. He specifically wants to know whether or not is habitable and if the homes and shops are in good repair.

If the characters report that all is now well, or give some other accurate report of von Flessern, Karzos expresses his gratitude. The Baron, Duke Younard, and General Osmeran shall hear of their assistance.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: A Cry at Dusk

Defeating Progas and Torgun

APL 2	60 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP

Encounter 4: Flessern

Disable or survive the postern trap

APL 2	0 XP
APL 4	0 XP
APL 6	30 XP
APL 8	30 XP
APL 10	30 XP
APL 12	30 XP

Drive off, slay, or convince Queld's men to leave

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Encounter 5: The Mystery Revealed

Destroy the devil

APL 2	60 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP

Story Award

Recover Queld

APL 2	25 XP
APL 4	40 XP
APL 6	55 XP
APL 8	70 XP
APL 10	85 XP
APL 12	100 XP

Discretionary Roleplaying Award

APL 2	20 XP
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APL 4	27 XP
APL 6	35 XP
APL 8	42 XP
APL 10	50 XP
APL 12	57 XP

Total possible experience:

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP
APL 10	675 XP
APL 12	787 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.

Encounter 1: A Cry at Dusk

APL 2: Loot: 232 gp, Coin: 0 gp, Magic: 8 gp – *potion of cure light wounds* (2) (4 gp each per potion)

APL 4: Loot: 139 gp, Coin: 0 gp, Magic: 669 gp – +1 *full plate* (221 gp each), *devastation gauntlets* (165 gp each), *lesser metamagic rod (rapid)* (250 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (2) (4 gp each per potion)

APL 6: Loot: 106 gp, Coin: 0 gp, Magic: 1,145 gp – +1 *full plate* (221 gp each), +1 *heavy steel shield* (98 gp each), +1 *longsword* (193 gp each), *brooch of shielding* (81 gp each), *devastation gauntlets* (165 gp each), *lesser metamagic rod (rapid)* (250 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *vest of resistance +1* (83 gp each)

APL 8: Loot: 77 gp, Coin: 0 gp, Magic: 1,861 gp – +1 *adamantine longsword* (443 gp each), +1 *chain shirt* (104 gp each), +1 *full plate* (221 gp each), +1 *heavy steel shield* (98 gp each), *brooch of shielding* (81 gp each), *devastation gauntlets* (165 gp each), *devastation of Nerull unholy symbol* (29 gp each), *lesser metamagic rod (rapid)* (250 gp each), *peripart of wisdom +2* (333 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *vest of resistance +1* (83 gp each)

APL 10: Loot: 77 gp, Coin: 0 gp, Magic: 2,674 gp – +1 *adamantine longsword* (443 gp each), +1 *chain shirt* (104 gp each), +1 *full plate* (221 gp each), +1 *heavy steel shield* (98 gp each), *brooch of shielding* (81 gp each), *cloak of resistance +1* (83 gp each), *devastation gauntlets* (165 gp each), *devastation of Nerull unholy symbol* (29 gp each), *normal metamagic rod (rapid)* (750 gp each), *peripart of wisdom +2* (333 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *potion of fly* (63 gp each), *ring of protection +1* (167 gp each), *vest of resistance +1* (83 gp each)

APL 12: Loot: 77 gp, Coin: 0 gp, Magic: 5,629 gp – +1 *adamantine longsword* (443 gp each), +1 *chain shirt* (104 gp each), +1 *heavy steel shield* (98 gp each), +2 *healing full plate* (1,138 gp each), *belt of giant strength +4* (1,333 gp each), *brooch of shielding* (81 gp each), *cloak of resistance +1* (83 gp each), *devastation gauntlets* (165 gp each), *devastation of Nerull unholy symbol* (29 gp each), *normal metamagic rod (rapid)* (750 gp each), *peripart of wisdom +2* (333 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (4 gp each), *potion of cure serious wounds* (63 gp each), *potion of fly* (63 gp each), *ring of protection +1* (167 gp each), *vest of resistance +3* (750 gp each)

Encounter 4: Flessern

APL 2: Loot: 87 gp, Coin: 0 gp, Magic: 71 gp – *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *troll gut rope* (42 gp each)

APL 4: Loot: 87 gp, Coin: 0 gp, Magic: 71 gp – *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *troll gut rope* (42 gp each)

APL 6: Loot: 87 gp, Coin: 0 gp, Magic: 71 gp – *potion of cure light wounds* (4 gp each), *potion of cure moderate wounds* (25 gp each), *troll gut rope* (42 gp each)

APL 8: Loot: 272 gp, Coin: 0 gp, Magic: 341 gp – +1 *breastplate* (113 gp each), +1 *studded leather* (98 gp each), *potion of cure moderate wounds* (25 gp each), *potion of cure serious wounds* (63 gp each), *troll gut rope* (42 gp each)

APL 10: Loot: 164 gp, Coin: 0 gp, Magic: 1,121 gp – +1 *breastplate* (113 gp each), +1 *greatsword* (196 gp each), +1 *spear* (192 gp each), +1 *studded leather* (5) (98 gp each per studded leather), *potion of cure moderate wounds* (25 gp each), *potion of cure serious wounds* (63 gp each), *troll gut rope* (42 gp each)

APL 12: Loot: 164 gp, Coin: 0 gp, Magic: 1,409 gp – +1 *breastplate* (113 gp each), +1 *greatsword* (196 gp each), +1 *spear* (192 gp each), +1 *studded leather* (5) (98 gp each per studded leather), *cloak of resistance +1* (83 gp each), *potion of cure serious wounds* (2) (63 gp each per potion), *ring of protection +1* (167 gp each), *troll gut rope* (42 gp each)

Encounter 5: The Mystery Revealed

APL 2: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

APL 4: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp – *dragon mask* (333 gp each)

ITEMS FOR THE ADVENTURE RECORD

APL 6: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp
– *dragon mask* (333 gp each)

APL 8: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp
– *dragon mask* (333 gp each)

APL 10: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp
– *dragon mask* (333 gp each)

APL 12: Loot: 0 gp, Coin: 0 gp, Magic: 333 gp
– *dragon mask* (333 gp each)

Total Possible Treasure

APL 2: Loot: 319 gp; Coin: 0 gp; Magic: 412 gp; Total: 731 gp

APL 4: Loot: 226 gp; Coin: 0 gp; Magic: 1,073 gp; Total: 1,299 gp

APL 6: Loot: 193 gp; 0 Coin: gp; Magic: 1,549 gp; Total: 1,742 gp

APL 8: Loot: 349 gp; Coin: 0 gp; Magic: 2,535 gp; Total: 2,884 gp

APL 10: Loot: 241 gp; Coin: 0 gp; Magic: 4,128 gp; Total: 4,369 gp

APL 12: Loot: 241 gp; Coin: 0 gp; Magic: 7,371 gp; Total: 7,612 gp

Special

Favor of the Eastern Duchies: General Osmeran (acting Duke of Womtham) and Duke Younard have heard of your deeds in the Flessern Valley and have arranged a reward for you. For performing a valuable service in the recovery of Castle von Flessern, they are sharing weapon enhancements with you that have proven useful in the area. You are granted access to upgrade any one weapon with the *bane* (evil outsiders) enchantment (Regional; DMG). (Cross off this favor once used.)

Metamagic Rod (Rapid)

Price (Item Level): 3,000 gp (7th) (lesser), 11,000 gp (13th) (normal), 24,500 gp (15th) (greater)

Body Slot: — (held)

Caster Level: 17th

Aura: Strong; (DC 23) no school

Activation: —

Weight: 3 lb.

You can cast up to three spells per day as though their casting time were affected by the Rapid Spell feat.

Prerequisites: Craft Rod, Rapid Spell (CD 84).

Cost to Create: 1,500 gp, 120 xp, 3 days (lesser), 5,500 gp, 440 xp, 11 days (normal), 12,250 gp, 980 xp, 25 days (greater).

Item Access

APL 2:

- *Dragon mask* (Adventure; MIC; 4,000 gp)
- *Troll gut rope* (Adventure; MIC; 500 gp)

APL 4 (all of APL 2 plus the following):

- *Devastation gauntlets* (Adventure; MIC; 2,000 gp)
- *Metamagic rod (rapid), lesser* (Adventure; see above; 3,000 gp)

APL 6 (all of APL 2-4 plus the following):

- *Brooch of shielding* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *+1 adamantite longsword* (Adventure; DMG; 5,315 gp)

APL 10 (all of APLs 2-8 plus the following):

- *Metamagic rod (rapid), normal* (Adventure; see above; 11,000 gp)

APL 12 (all of APLs 2-10 plus the following):

- *+2 healing full plate* (Adventure; MIC; 13,650 gp)

APPENDIX 1: APL 2

ENCOUNTER 1: A CRY AT DUSK

TORGUN

CR 1

Male human rogue 1
NE Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 12, flat-footed 13; Dodge
(+2 Dex, +3 armor)

hp 5 (1 HD)

Fort +1, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork shortsword +3 (1d6+2/19-20) or

Melee dagger +2 (1d4+2/19-20) or

Ranged shortbow +2 (1d6/x3)

Base Atk +0; **Grp** +2

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

SQ trapfinding

Feats Acrobatic, Dodge

Skills Balance +6, Bluff +1, Climb +6, Gather Information +3, Hide +6, Jump +8, Move Silently +6, Sense Motive +3, Tumble +8

Possessions combat gear plus masterwork shortsword, dagger, shortbow, arrows (20), masterwork studded leather

FIENDISH LARGE MONSTROUS CENTIPEDE CR — AUGMENTED

NE Large magical beast (augmented vermin, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +4

AC 14, touch 11, flat-footed 12
(-1 size, +2 Dex, +3 natural)

hp 24 (3 HD)

Resist cold 5, fire 5; **SR** 8

Fort +5, **Ref** +3, **Will** +1

Speed 40 ft. (8 squares), climb 40 ft.

Melee bite +4 (1d8+4 plus poison)

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

Base Atk +2; **Grp** +9

Atk Options smite good 1/day (+3 damage)

Abilities Str 17, Dex 15, Con 14, Int 3, Wis 10, Cha 2

Feats Weapon Finesse^B

Skills Climb +11, Hide +6, Spot +4

Poison (Ex) Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

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

Skills Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

PROGAS

CR 3

Male human cleric 3

NE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

hp 24 (3 HD)

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

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee masterwork heavy mace +4 (1d8+1), or

Melee sickle +3 (1d6+1)

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

Special Actions death touch 1/day (3d6), rebuke undead 2/day (+4, 2d6+2, 3rd), spontaneous casting

Combat Gear *potion of cure light wounds*

Cleric Spells Prepared (CL 3rd; 4th for evil spells):

2nd—*cure moderate wounds*, *death knell*^P, *summon monster II*

1st—*cure light wounds* (2), *protection from good*^P, *sanctuary* (DC 13)

0—*cure minor wounds*, *detect magic*, *read magic*, *resistance*

D: Domain spell. Deity: Nerull. Domains: Death, Evil

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 8

Feats Augment Summoning, Skill Focus (concentration), Spell Focus (conjuration)

Skills Concentration +11, Knowledge (religion) +5, Knowledge (the planes) +1, Spellcraft +6

Possessions combat gear plus masterwork heavy mace, sickle, masterwork full plate, masterwork heavy wooden shield, onyx unholy symbol

ENCOUNTER 4: FLESSERN

QUELD MERCENARY

CR 1/2

Male human warrior 1

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 14, touch 10, flat-footed 14

(+2 armor, +2 shield)

hp 7 (1 HD)

Fort +3, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+1/19-20) or

Melee unarmed strike +2 (1d3+1)

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

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Improved Unarmed Strike, Weapon Focus (longsword)

Skills Climb +2, Jump +2, Ride +2

Possessions longsword, leather, heavy wooden shield

ZIDDIE

CR 1

Male human expert 1/rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 14, touch 12, flat-footed 12; Dodge

(+2 Dex, +2 armor)

hp 11 (2 HD)

Fort +1, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork spear +3 (1d8+3/x3) or

Melee dagger +2 (1d4+2/19-20) or

Ranged shortbow +2 (1d6/x3)

Base Atk +0; **Grp** +2

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

SQ trapfinding

Feats Acrobatic, Dodge

Skills Balance +7, Bluff +1, Climb +5, Gather Information +3, Hide +6, Jump +11, Move Silently +6, Sense Motive +3, Tumble +11

Possessions combat gear plus masterwork spear, dagger, shortbow, arrows (20), leather, *troll gut rope*

EGLER

CR 1

Male half-orc warrior 1/fighter 1

LE Medium humanoid (orc)

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

Languages Common, Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 17 (2 HD)

Fort +6, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork greatsword +7 (2d6+4) or

Melee club +5 (1d6+3)

Base Atk +2; **Grp** +5

Atk Options Combat Reflexes

Combat Gear *potion of cure moderate wounds*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Combat Reflexes, Weapon Focus (greatsword)

Skills Climb +5, Jump +6

Possessions combat gear plus masterwork greatsword, club, masterwork studded leather

ENCOUNTER 5: THE MYSTERY REVEALED

KROMONSHRAK, ADVANCED ADVESPA CR 4

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** see in darkness; Listen +7, Spot +7

Languages telepathy 100 ft.

AC 17, touch 10, flat-footed 16; Dodge

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

hp 54 (6 HD); regeneration 2; **DR** 5/good or silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 15

Fort +8, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares), fly 40 ft. (good)

Melee 4 claws +10 (1d6+5) and

sting +5[-1 size, +6 BAB, +5 Str, -5 secondary] (1d4+2 plus poison)

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

Base Atk +6; **Grp** +15

Special Actions improved grab, *summon baatezu*

Spell-Like Abilities (CL 4th):

3/day—*command* (DC 11), *disguise self*, *produce flame*, *pyrotechnics* (DC 11)

Abilities Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10

Feats Dodge, Flyby Attack, Improved Initiative

Skills Balance +12, Hide +6, Jump +7, Listen +9, Move Silently +10, Search +8, Spot +9, Tumble +10

Possessions *dragon mask*

Improved Grab (Ex): If an advespa hits an opponent that is at least one size category smaller than itself with two claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +13). If it gets a hold, it automatically hits with its sting. Thereafter, the advespa has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but advespa is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both claws and the sting.

Poison (Ex) The advespa injects a dose of poison (Fortitude save DC 15) with each successful sting attack. The initial and secondary damage is the same (1d4 points of Strength damage).

Regeneration (Ex): An advespa takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

Summon Baatezu (Sp) Once per day, an advespa can attempt to summon 1d2 additional advespas with a 30% chance of success.

APL 4

ENCOUNTER 1: A CRY AT DUSK

TORGUN

CR 4

Male human rogue 2/fighter 2
NE Medium humanoid (human)
Init +3; **Senses** Listen +1, Spot +1
Languages Common

AC 16, touch 13, flat-footed 13; Dodge, Mobility
(+3 Dex, +3 armor)

hp 28 (4 HD)

Fort +4, **Ref** +6, **Will** +1; evasion

Speed 30 ft. (6 squares)

Melee masterwork longsword +7 (1d8+2/19-20) or

Melee dagger +5 (1d4+2/19-20) or

Ranged masterwork composite longbow (+2 Str bonus)
+7 (1d8+2/x3)

Base Atk +3; **Grp** +5

Atk Options *devastation gauntlets*, Power Attack, sneak
attack +1d6

Combat Gear *potion of bull's strength*, *potion of cure
light wounds*

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

SQ trapfinding

Feats Acrobatic, Dodge, Mobility, Power Attack,
Weapon Focus (longsword)

Skills Balance +9, Bluff +1, Climb +8, Gather
Information +3, Hide +9, Jump +12, Move Silently +9,
Ride +5, Search +1, Sense Motive +3, Tumble +14

Possessions combat gear plus masterwork longsword,
dagger, masterwork composite longbow (+2 Str
bonus), arrows (20), masterwork studded leather,
devastation gauntlets

FIENDISH APE AUGMENTED

CR —

LE Large magical beast (augmented animal,
extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Listen +6, Spot +6

AC 14, touch 11, flat-footed 12
(-1 size, +2 Dex, +3 natural)

hp 43 (4 HD); **DR** 5/magic

Resist cold 5, fire 5; **SR** 9

Fort +8, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares), climb 30 ft.

Melee 2 claws +9 (1d6+7) and
bite +4 (1d6+3)

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

Base Atk +3; **Grp** +13

Atk Options magic strike, smite good 1/day (+4
damage)

Abilities Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 7

Feats Alertness, Toughness

Skills Climb +16, Listen +6, Spot +6

Magic Strike (Ex) Natural weapon attacks made by a
creature that has this ability are treated as magic for the
purpose of overcoming damage reduction.

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

Skills Apes have a +8 racial bonus on Climb and can
always take 10 on Climb checks, even if rushed or
threatened.

PROGAS

CR 6

Male human cleric 6
NE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +9 armor, +2 shield)

hp 54 (6 HD)

Fort +7, **Ref** +3, **Will** +8

Speed 20 ft. in +1 *full plate* (4 squares), base movement
30 ft.

Melee masterwork heavy mace +6 (1d8+1), or

Melee sickle +5 (1d6+1) or

Melee sap +1 (1d6+1)

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

Special Actions death touch 1/day (6d6), rebuke
undead 2/day (+4, 2d6+5, 6th), spontaneous casting

Combat Gear *potion of cure light wounds*, *lesser
metamagic rod (rapid)*

Cleric Spells Prepared (CL 6th; 7th for evil spells):

3rd—*animate dead*^P, *cure serious wounds*, *ring of
blades*, *summon monster III*

2nd—*cure moderate wounds* (2), *death knell*^P,
summon monster II (2)

1st—*cause fear* (DC 14), *cure light wounds* (2),
protection from good^P, *sanctuary* (DC 14)

0—*cure minor wounds* (2), *detect magic*, *read magic*,
resistance

D: Domain spell. Deity: Nerull. Domains: Death, Evil

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

Feats Augment Summoning, Improved Toughness, Skill
Focus (concentration), Spell Focus (conjuration)

Skills Concentration +14, Knowledge (religion) +5,
Knowledge (the planes) +4, Spellcraft +9

Possessions combat gear plus masterwork heavy
mace, sap, sickle, masterwork heavy wooden shield,
onyx unholy symbol, +1 *full plate*

ENCOUNTER 4: FLESSERN

QUELD MERCENARY

CR 1/2

Male human warrior 1

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 14, touch 10, flat-footed 14

(+2 armor, +2 shield)

hp 7 (1 HD)

Fort +3, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+1/19-20) or

Melee unarmed strike +2 (1d3+1)

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

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Improved Unarmed Strike, Weapon Focus (longsword)

Skills Climb +2, Jump +2, Ride +2

Possessions longsword, leather, heavy wooden shield

ZIDDIE

CR 1

Male human expert 1/rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 14, touch 12, flat-footed 12; Dodge

(+2 Dex, +2 armor)

hp 11 (2 HD)

Fort +1, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork spear +3 (1d8+3/x3) or

Melee dagger +2 (1d4+2/19-20) or

Ranged shortbow +2 (1d6/x3)

Base Atk +0; **Grp** +2

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

SQ trapfinding

Feats Acrobatic, Dodge

Skills Balance +7, Bluff +1, Climb +5, Gather Information +3, Hide +6, Jump +11, Move Silently +6, Sense Motive +3, Tumble +11

Possessions combat gear plus masterwork spear, dagger, shortbow, arrows (20), leather, *troll gut rope*

EGLER

CR 1

Male half-orc warrior 1/fighter 1

LE Medium humanoid (orc)

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

Languages Common, Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 17 (2 HD)

Fort +6, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork greatsword +7 (2d6+4) or

Melee club +5 (1d6+3)

Base Atk +2; **Grp** +5

Atk Options Combat Reflexes

Combat Gear *potion of cure moderate wounds*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Combat Reflexes, Weapon Focus (greatsword)

Skills Climb +5, Jump +6

Possessions combat gear plus masterwork greatsword, club, masterwork studded leather

ENCOUNTER 5: THE MYSTERY REVEALED

KROMONSHRAK, AMNIZU

CR 7

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +4; **Senses** see in darkness; Listen +0, Spot +12

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 21, touch 10, flat-footed 21

(+11 natural)

hp 63 (9 HD); regeneration 4; **DR** 10/good

Immune fire, poison; secure intelligence

Resist acid 10, cold 10; **SR** 18

Fort +7, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares), fly 60 ft. (average)

Melee stupefying touch +10 (2d4+1 plus Int damage)

Base Atk +9; **Grp** +10

Special Actions *summon baatezu*

Spell-Like Abilities (CL 14th):

3/day—quicken *fireball* (DC 16)

Abilities Str 12, Dex 11, Con 13, Int 15, Wis 11, Cha 16

Feats Ability Focus (stupefying touch), Combat Casting, Improved Initiative, Quicken Spell-Like Ability (*fireball*)

Skills Balance +6, Concentration +13 (+17 casting defensively), Diplomacy +9, Hide +12, Jump +7, Knowledge (the planes) +14, Search +14, Sense Motive +12, Spellcraft +14, Spot +12, Survival +0 (+2 on other planes or to follow tracks, Swim +13, Tumble +12)

Possessions *dragon mask*

Regeneration (Ex): Acid, good aligned weapons, and spells or effects with the good descriptor deal normal damage to an amnizu.

Secure Intelligence (Ex) Immune to any effect that would damage, drain, or otherwise reduce its Intelligence score.

Stupefying Touch (Su) In addition to the damage, creatures struck by stupefying touch must succeed on a DC 19 Will save or take 2d4 points of Intelligence damage. The save DC is Charisma-based.

Summon Baatezu (Sp) Once per day, an amnizu may summon 1d3 advespas or 1 amnizu with a 50% chance of success.

APL 6

ENCOUNTER 1: A CRY AT DUSK

TORGUN

CR 6

Male human rogue 3/fighter 3
NE Medium humanoid (human)
Init +3; **Senses** Listen +1, Spot +1
Languages Common

AC 17, touch 13, flat-footed 14; Dodge, Mobility (+3 Dex, +4 armor)

hp 42 (6 HD)

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

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *longsword* +9 (1d8+3/19-20) or

Melee dagger +7 (1d4+2/19-20) or

Ranged masterwork composite longbow (+2 Str bonus) +9 (1d8+2/x3)

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

Atk Options *devastation gauntlets*, Power Attack, sneak attack +2d6

Combat Gear *potion of bull's strength*, *potion of cure light wounds*

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

SQ trap sense +1, trapfinding

Feats Acrobatic, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (*longsword*)

Skills Balance +8, Bluff +1, Climb +10, Gather Information +3, Hide +10, Jump +11, Move Silently +10, Ride +7, Search +1, Sense Motive +3, Tumble +15

Possessions combat gear plus dagger, masterwork composite longbow (+2 Str bonus), arrows (20), masterwork chain shirt, +1 *longsword*, *devastation gauntlets*

FIENDISH DIRE WOLF AUGMENTED

CR —

LE Large magical beast (augmented animal, extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +9

AC 14, touch 11, flat-footed 12

(-1 size, +2 Dex, +3 natural)

hp 66 (6 HD); **DR** 5/magic

Resist cold 5, fire 5; **SR** 11

Fort +10, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares); Run

Melee bite +13 (1d8+13)

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

Base Atk +4; **Grp** +17

Atk Options magic strike, smite good 1/day (+6 damage), trip (+13 check modifier)

Abilities Str 29, Dex 15, Con 21, Int 3, Wis 12, Cha 10

Feats Alertness, Run, Track^P, Weapon Focus (bite)

Skills Hide +0, Listen +9, Move Silently +4, Spot +9, Survival +2 (+6 if tracking via scent)

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

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

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip its opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

PROGAS

CR 8

Male human cleric 8
NE Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 72 (8 HD)

Fort +9, **Ref** +4, **Will** +10

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

Melee masterwork heavy mace +9/+4 (1d8+2), or

Melee sickle +8/3 (1d6+2) or

Melee sap +4/-1 (1d6+2)

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

Special Actions death touch 1/day (8d6), rebuke undead 2/day (+4, 2d6+7, 8th), spontaneous casting

Combat Gear *brooch of shielding* (65), *lesser metamagic rod (rapid)*, *potion of cure moderate wounds*

Cleric Spells Prepared (CL 8th; 9th for evil spells):

4th—*freedom of movement*, *summon monster IV*, *unholy blight*^P

3rd—*animate dead*^P, *cure serious wounds*, *invisibility purge*, *ring of blades*, *summon monster III*

2nd—*cure moderate wounds* (2), *death knell*^P, *summon monster II* (2)

1st—*cause fear* (2) (DC 14), *cure light wounds* (2), *protection from good*^P, *sanctuary* (DC 14)

0—*cure minor wounds* (2), *detect magic* (2), *read magic*, *resistance*

D: Domain spell. Deity: Nerull. Domains: Death, Evil

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

Feats Augment Summoning, Improved Toughness, Skill Focus (concentration), Spell Focus (conjuration)

Skills Concentration +16, Knowledge (religion) +7, Knowledge (the planes) +4, Spellcraft +11

Possessions combat gear plus masterwork heavy mace, sap, sickle, onyx unholy symbol, +1 *full plate*, +1 *heavy steel shield*, *vest of resistance* +1

ENCOUNTER 4: FLESSERN

QUELD MERCENARY

CR 1/2

Male human warrior 1

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 14, touch 10, flat-footed 14

(+2 armor, +2 shield)

hp 7 (1 HD)

Fort +3, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+1/19-20) or

Melee unarmed strike +2 (1d3+1)

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

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Improved Unarmed Strike, Weapon Focus (longsword)

Skills Climb +2, Jump +2, Ride +2

Possessions longsword, leather, heavy wooden shield

ZIDDIE

CR 1

Male human expert 1/rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 14, touch 12, flat-footed 12; Dodge

(+2 Dex, +2 armor)

hp 11 (2 HD)

Fort +1, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee masterwork spear +3 (1d8+3/x3) or

Melee dagger +2 (1d4+2/19-20) or

Ranged shortbow +2 (1d6/x3)

Base Atk +0; **Grp** +2

Atk Options sneak attack +1d6

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

SQ trapfinding

Feats Acrobatic, Dodge

Skills Balance +7, Bluff +1, Climb +5, Gather Information +3, Hide +6, Jump +11, Move Silently +6, Sense Motive +3, Tumble +11

Possessions combat gear plus masterwork spear, dagger, shortbow, arrows (20), leather, *troll gut rope*

EGLER

CR 1

Male half-orc warrior 1/fighter 1

LE Medium humanoid (orc)

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

Languages Common, Orc

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 17 (2 HD)

Fort +6, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork greatsword +7 (2d6+4) or

Melee club +5 (1d6+3)

Base Atk +2; **Grp** +5

Atk Options Combat Reflexes

Combat Gear *potion of cure moderate wounds*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Combat Reflexes, Weapon Focus (greatsword)

Skills Climb +5, Jump +6

Possessions combat gear plus masterwork greatsword, club, masterwork studded leather

ENCOUNTER 1: A CRY AT DUSK

CR 8

TORGUN

Male human rogue 4/fighter 4
NE Medium humanoid (human)
Init +3; **Senses** Listen +1, Spot +1

Languages Common

AC 18, touch 13, flat-footed 18; Dodge, Mobility, uncanny dodge
(+3 Dex, +5 armor)

hp 64 (8 HD)

Fort +7, **Ref** +8, **Will** +3; evasion

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *adamantine longsword* +11/+6 (1d8+5/19-20)
or

Melee dagger +9/+4 (1d4+2/19-20) or

Ranged masterwork composite longbow (+2 Str bonus)
+11/+6 (1d8+2/x3)

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

Atk Options *devastation gauntlets*, Power Attack, sneak attack +2d6

Combat Gear *potion of bull's strength*, *potion of cure light wounds*

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

SQ trap sense +1, trapfinding

Feats Acrobatic, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +8, Bluff +1, Climb +12, Gather Information +3, Hide +11, Jump +16, Move Silently +11, Ride +7, Search +1, Sense Motive +3, Tumble +17

Possessions combat gear plus dagger, masterwork composite longbow (+2 Str bonus), arrows (20), +1 *adamantine longsword*, +1 *chain shirt*, *devastation gauntlets*

FIENDISH GIANT CROCODILE AUGMENTED CR —
CE Huge magical beast (augmented animal, extraplanar)

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

AC 16, touch 9, flat-footed 15
(-2 size, +1 Dex, +7 natural)

hp 84 (7 HD); **DR** 5/magic

Resist cold 5, fire 5; **SR** 12

Fort +11, **Ref** +6, **Will** +3

Speed 20 ft. (4 squares), swim 30 ft.

Melee bite +13 (2d8+15) or

Melee tail slap +13 (1d12+15)

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

Base Atk +5; **Grp** +23

Atk Options improved grab, magic strike, smite good
1/day (+7 damage)

Abilities Str 31, Dex 12, Con 23, Int 3, Wis 12, Cha 2

SQ hold breath

Feats Alertness, Endurance, Skill Focus (hide)

Skills Hide +2 (+6 when in water), Listen +5, Spot +5, Swim +18

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Improved Grab (Ex) To use this ability, a crocodile 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, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

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

Skills A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

PROGAS**CR 10**

Male human cleric 10

NE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4**Languages** Common**AC** 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 90 (10 HD)**Fort** +10, **Ref** +5, **Will** +12**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** masterwork heavy mace +11/+6 (1d8+2), or**Melee** sickle +9/4 (1d6+2) or**Melee** sap +5/+0 (1d6+2)**Base Atk** +7; **Grp** +9**Special Actions** death touch 1/day (10d6), rebuke undead 2/day (+4, 2d6+10, 11th), spontaneous casting**Combat Gear** *brooch of shielding* (65), *lesser metamagic rod (rapid)*, *potion of cure moderate wounds***Cleric Spells Prepared** (CL 10th; 11th for evil spells, necromancy spells, or Death domain spells):5th—*slay living*^P, *spell resistance*, *summon monster V*4th—*cure critical wounds*, *freedom of movement*, *summon monster IV* (2), *unholy blight*^P3rd—*animate dead*^P, *cure serious wounds*, *invisibility purge*, *ring of blades*, *summon monster III*2nd—*cure moderate wounds* (2), *death knell*^P, *resist energy*, *summon monster II* (2)1st—*cause fear* (2) (DC 15), *cure light wounds* (2), *protection from good*^P, *sanctuary* (DC 15)0—*cure minor wounds* (2), *detect magic* (2), *read magic*, *resistance***D:** Domain spell. Deity: Nerull. Domains: Death, Evil**Abilities** Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8**Feats** Augment Summoning, Improved Toughness, Skill Focus (concentration), Spell Focus (conjuration), Weapon Focus (heavy mace)**Skills** Concentration +18, Knowledge (religion) +9, Knowledge (the planes) +4, Spellcraft +13**Possessions** combat gear plus masterwork heavy mace, sap, sickle, +1 *full plate*, +1 *heavy steel shield*, *devastation of Nerull unholy symbol*, *periapt of wisdom* +2, *vest of resistance* +1

ENCOUNTER 4: FLESSERN

QUELD MERCENARY

CR 1

Male human warrior 2

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 15, touch 10, flat-footed 15

(+3 armor, +2 shield)

hp 14 (2 HD)

Fort +4, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee masterwork longsword +5 (1d8+1/19-20) or

Melee unarmed strike +3 (1d3+1)

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

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Improved Unarmed Strike, Weapon Focus (longsword)

Skills Climb +4, Jump +4, Ride +2

Possessions masterwork longsword, masterwork studded leather, masterwork heavy wooden shield

ZIDDIE

CR 3

Male human expert 1/rogue 3

NE Medium humanoid (human)

Init +3; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 13, flat-footed 14; Dodge, Mobility

(+3 Dex, +4 armor)

hp 22 (4 HD)

Fort +2, **Ref** +6, **Will** +4; evasion

Speed 30 ft. (6 squares)

Melee masterwork spear +5 (1d8+3/x3) or

Melee dagger +4 (1d4+2/19-20) or

Ranged shortbow +5 (1d6/x3)

Base Atk +2; **Grp** +4

Atk Options sneak attack +2d6

Combat Gear *potion of cure moderate wounds*

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

SQ trap sense +1, trapfinding

Feats Acrobatic, Dodge, Mobility

Skills Balance +10, Bluff +3, Climb +7, Gather Information +5, Hide +9, Jump +11, Move Silently +9, Sense Motive +5, Tumble +14

Possessions combat gear plus masterwork spear, dagger, shortbow, arrows (20), +1 *studded leather*, *troll gut rope*

EGLER

CR 3

Male half-orc warrior 1/fighter 3

LE Medium humanoid (orc)

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

Languages Common, Orc

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 36 (4 HD)

Fort +7, **Ref** +2, **Will** +4

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee masterwork greatsword +10 (2d6+6) or

Melee club +8 (1d6+4)

Base Atk +4; **Grp** +8

Atk Options Combat Reflexes, Power Attack

Combat Gear *potion of cure serious wounds*

Abilities Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Combat Reflexes, Iron Will, Power Attack, Weapon Focus (greatsword)

Skills Climb +3, Jump +0

Possessions combat gear plus masterwork greatsword, club, +1 *breastplate*

ENCOUNTER 1: A CRY AT DUSK

TORGUN

CR 10

Male human rogue 5/fighter 5
NE Medium humanoid (human)
Init +3; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 13, flat-footed 18; Dodge, Mobility, uncanny dodge
(+3 Dex, +5 armor)

hp 80 (10 HD)

Fort +8, **Ref** +9, **Will** +6; evasion

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *adamantine longsword* +12/+7 (1d8+5/19-20)
or

Melee dagger +10/+5 (1d4+2/19-20) or

Ranged masterwork composite longbow (+2 Str bonus)
+12/+7 (1d8+2/x3)

Base Atk +8; **Grp** +10

Atk Options *devastation gauntlets*, Power Attack, sneak attack +3d6

Combat Gear *potion of bull's strength*, *potion of cure light wounds*, *potion of fly*

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

SQ trap sense +1, trapfinding

Feats Acrobatic, Dodge, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +8, Bluff +1, Climb +13, Gather Information +3, Hide +11, Jump +17, Move Silently +11, Ride +8, Search +7, Sense Motive +3, Tumble +19

Possessions combat gear plus dagger, masterwork composite longbow (+2 Str bonus), arrows (20), +1 *adamantine longsword*, +1 *chain shirt*, *cloak of resistance* +1, *devastation gauntlets*

FIENDISH RHINOCEROS AUGMENTED

CR —

NE Large magical beast (augmented animal, extraplanar)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +14, Spot +3

AC 16, touch 9, flat-footed 16
(-1 size, +7 natural)

hp 104 (8 HD); **DR** 5/magic

Resist cold 10, fire 10; **SR** 13

Fort +13, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)

Melee gore +14 (2d6+15)

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

Base Atk +6; **Grp** +20

Atk Options magic strike, powerful charge 4d6+30), smite good 1/day (+8 damage)

Abilities Str 30, Dex 10, Con 25, Int 3, Wis 13, Cha 2

Feats Alertness, Endurance, Improved Natural Attack (gore)

Skills Listen +14, Spot +3

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Powerful Charge (Ex) A rhinoceros deals 4d6+30 points of damage when it makes a charge.

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

PROGAS

CR 12

Male human cleric 12
NE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Common

AC 24, touch 12, flat-footed 23
(+1 Dex, +9 armor, +3 shield, +1 deflection)

hp 108 (12 HD)

Fort +11, **Ref** +6, **Will** +13; Divine Fortune

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.

Melee masterwork heavy mace +13/+8 (1d8+2), or

Melee sickle +11/6 (1d6+2) or

Melee sap +7/+2 (1d6+2)

Base Atk +9; **Grp** +11

Special Actions death touch 1/day (12d6), rebuke undead 2/day (+4, 2d6+12, 13th), spontaneous casting

Combat Gear *brooch of shielding* (65), *normal metamagic rod (rapid)*, *potion of cure moderate wounds*

Cleric Spells Prepared (CL 12th; 13th for evil spells, necromancy spells, or Death domain spells):

6th—*create undead*^P, *harm*, *summon monster VI*

5th—*slay living*^P, *spell resistance*, *summon monster V* (2)

4th—*cure critical wounds*, *freedom of movement*, *summon monster IV* (2), *unholy blight*^P

3rd—*animate dead*^P, *cure serious wounds*, *dispel magic*, *invisibility purge*, *ring of blades*, *summon monster III*

2nd—*cure moderate wounds* (2), *death knell*^P, *resist energy*, *summon monster II* (2)

1st—*cause fear* (2) (DC 15), *command* (DC 15), *cure light wounds* (2), *protection from good*^P, *sanctuary* (DC 15)

0—*cure minor wounds* (2), *detect magic* (2), *read magic*, *resistance*

D: Domain spell. Deity: Nerull. Domains: Death, Evil

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 8

Feats Augment Summoning, Divine Fortune, Improved Toughness, Skill Focus (concentration), Spell Focus (conjuration), Weapon Focus (heavy mace)

Skills Concentration +20, Knowledge (religion) +11, Knowledge (the planes) +4, Spellcraft +15

Possessions combat gear plus masterwork heavy mace, sap, sickle, +1 *full plate*, +1 *heavy steel shield*, *devastation of Nerull unholy symbol*, *periapt of wisdom* +2, *ring of protection* +1, *vest of resistance* +1

ENCOUNTER 4: FLESSERN

QUELD MERCENARY

CR 2

Male human warrior 3

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 10, flat-footed 16

(+4 armor, +2 shield)

hp 24 (3 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork longsword +6 (1d8+1/19-20) or

Melee unarmed strike +4 (1d3+1)

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

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Improved Unarmed Strike, Toughness, Weapon Focus (longsword)

Skills Climb +5, Jump +5, Ride +2

Possessions masterwork longsword, masterwork heavy wooden shield, +1 *studded leather*

ZIDDIE

CR 5

Male human expert 1/rogue 5

NE Medium humanoid (human)

Init +3; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 13, flat-footed 17; Dodge, Mobility, uncanny dodge

(+3 Dex, +4 armor)

hp 33 (6 HD)

Fort +2, **Ref** +7, **Will** +4; evasion

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *spear* +6 (1d8+4/x3) or

Melee dagger +5 (1d4+2/19-20) or

Ranged shortbow +6 (1d6/x3)

Base Atk +3; **Grp** +5

Atk Options sneak attack +3d6

Combat Gear *potion of cure moderate wounds*

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

SQ trap sense +1, trapfinding

Feats Acrobatic, Dodge, Mobility, Spring Attack

Skills Balance +14, Bluff +3, Climb +11, Gather Information +5, Hide +12, Jump +11, Move Silently +12, Sense Motive +5, Tumble +16

Possessions combat gear plus dagger, shortbow, arrows (20), +1 *spear*, +1 *studded leather*, *troll gut rope*

EGLER

CR 5

Male half-orc warrior 1/fighter 5

LE Medium humanoid (orc)

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

Languages Common, Orc

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 55 (6 HD)

Fort +8, **Ref** +2, **Will** +4

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +12/+7 (2d6+9) or

Melee club +10/+5 (1d6+4)

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

Atk Options Blind-Fight, Combat Reflexes, Power Attack

Combat Gear *potion of cure serious wounds*

Abilities Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Feats Blind-Fight, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +4, Jump +1

Possessions combat gear plus club, +1 *greatsword*, +1 *breastplate*

ENCOUNTER 1: A CRY AT DUSK

TORGUN

CR 12

Male human rogue 6/fighter 6
NE Medium humanoid (human)
Init +3; **Senses** Listen +1, Spot +1
Languages Common

AC 18, touch 13, flat-footed 18; Dodge, Mobility, uncanny dodge
(+3 Dex, +5 armor)

hp 96 (12 HD)

Fort +10, **Ref** +11, **Will** +8; evasion

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *adamantine longsword* +18/+13 (1d8+9/17-20) or

Melee dagger +14/+9 (1d4+4/19-20) or

Ranged masterwork composite longbow (+2 Str bonus) +14/+9 (1d8+2/x3)

Base Atk +10; **Grp** +14

Atk Options *devastation gauntlets*, Power Attack, sneak attack +3d6

Combat Gear *potion of bull's strength*, *potion of cure light wounds*, *potion of fly*

Abilities Str 19, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ trap sense +2, trapfinding

Feats Acrobatic, Dodge, Improved Critical (longsword), Iron Will, Melee Weapon Mastery (slashing), Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +10, Bluff +1, Climb +16, Gather Information +3, Hide +11, Jump +20, Move Silently +11, Ride +9, Search +7, Sense Motive +3, Tumble +21

Possessions combat gear plus dagger, masterwork composite longbow (+2 Str bonus), arrows (20), +1 *adamantine longsword*, +1 *chain shirt*, *belt of giant strength* +4, *cloak of resistance* +1, *devastation gauntlets*

FIENDISH HUGE MONSTROUS SCORPION CR — AUGMENTED

NE Huge magical beast (augmented vermin, extraplanar)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4

AC 20, touch 8, flat-footed 20 (-2 size, +12 natural)

hp 110 (10 HD); **DR** 5/magic

Resist cold 10, fire 10; **SR** 15

Fort +12, **Ref** +3, **Will** +3

Speed 50 ft. (10 squares)

Melee 2 claws +13 (1d8+8)

Melee bite +8 (2d4+4 plus poison)

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

Base Atk +7; **Grp** +23

Atk Options constrict (1d8+8), improved grab, magic strike, smite good 1/day (+10 damage)

Abilities Str 27, Dex 10, Con 20, Int 3, Wis 10, Cha 2

Skills Climb +12, Hide -4, Spot +4

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

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

Magic Strike (Ex) Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

Poison (Ex) Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

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

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

PROGAS**CR 14**

Male human cleric 14

NE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4**Languages** Common**AC** 25, touch 12, flat-footed 24

(+1 Dex, +10 armor, +3 shield, +1 deflection)

hp 126 (14 HD); +2 *healing full plate***Fort** +14, **Ref** +8, **Will** +16; Divine Fortune**Speed** 20 ft. in +1 *full plate* (4 squares), base movement 30 ft.**Melee** masterwork heavy mace +14/+9 (1d8+2), or**Melee** sickle +12/7 (1d6+2) or**Melee** sap +8/+3 (1d6+2)**Base Atk** +10; **Grp** +12**Special Actions** death touch 1/day (14d6), rebuke undead 2/day (+4, 2d6+14, 15th), spontaneous casting**Combat Gear** *brooch of shielding* (65), *normal metamagic rod (rapid)*, *potion of cure serious wounds***Cleric Spells Prepared** (CL 14th; 15th for evil spells, necromancy spells, or Death domain spells):7th—*finger of death*^P, *mass cure serious wounds*, *summon monster VII*6th—*create undead*^P, *harm*, *summon monster VI* (2)5th—*slay living*^P, *spell resistance*, *summon monster V* (2)4th—*cure critical wounds*, *divine power*, *freedom of movement*, *summon monster IV* (2), *unholy blight*^P3rd—*animate dead*^P, *cure serious wounds*, *dispel magic*, *invisibility purge*, *ring of blades*, *summon monster III*2nd—*cure moderate wounds* (2), *death knell*^P, *resist energy*, *spiritual weapon*, *summon monster II* (2)1st—*cause fear* (2) (DC 15), *command* (DC 15), *cure light wounds* (2), *protection from good*^P, *sanctuary* (DC 15)0—*cure minor wounds* (2), *detect magic* (2), *read magic*, *resistance***D:** Domain spell. Deity: Nerull. Domains: Death, Evil**Abilities** Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 8**Feats** Augment Summoning, Divine Fortune, Improved Toughness, Skill Focus (concentration), Spell Focus (conjuration), Weapon Focus (heavy mace)**Skills** Concentration +22, Knowledge (religion) +13, Knowledge (the planes) +4, Spellcraft +17**Possessions** combat gear plus masterwork heavy mace, sap, sickle, +2 *healing full plate*, +1 *heavy steel shield*, *devastation of Nerull unholy symbol*, *periapt of wisdom* +2, *ring of protection* +1, *vest of resistance* +3

ENCOUNTER 4: FLESSERN

QUELD MERCENARY

CR 3

Male human warrior 4

LN Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 10, flat-footed 16

(+4 armor, +2 shield)

hp 31 (4 HD)

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

Speed 30 ft. (6 squares)

Melee masterwork longsword +8 (1d8+2/19-20) or

Melee unarmed strike +6 (1d3+2)

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

Abilities Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Improved Unarmed Strike, Toughness, Weapon Focus (longsword)

Skills Climb +7, Jump +7, Ride +2

Possessions masterwork longsword, masterwork heavy wooden shield, +1 *studded leather*

ZIDDIE

CR 7

Male human expert 1/rogue 7

NE Medium humanoid (human)

Init +3; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 13, flat-footed 17; Dodge, improved uncanny dodge, Mobility, uncanny dodge

(+3 Dex, +4 armor)

hp 52 (8 HD)

Fort +5, **Ref** +9, **Will** +6; evasion

Speed 30 ft. (6 squares); Spring Attack

Melee +1 *spear* +8 (1d8+4/x3) or

Melee dagger +7 (1d4+2/19-20) or

Ranged shortbow +8 (1d6/x3)

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

Atk Options sneak attack +4d6

Combat Gear *potion of cure serious wounds*

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

SQ trap sense +1, trapfinding

Feats Acrobatic, Dodge, Mobility, Spring Attack

Skills Balance +16, Bluff +4, Climb +13, Gather Information +10, Hide +14, Jump +11, Move Silently +14, Sense Motive +5, Tumble +18

Possessions combat gear plus dagger, shortbow, arrows (20), +1 *spear*, +1 *studded leather*, *cloak of resistance* +1, *troll gut rope*

EGLER

CR 7

Male half-orc warrior 1/fighter 7

LE Medium humanoid (orc)

Init +2; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection)

hp 74 (8 HD)

Fort +9, **Ref** +4, **Will** +5

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +14/+9 (2d6+9) or

Melee club +12/+7 (1d6+4)

Base Atk +8; **Grp** +12

Atk Options Blind-Fight, Combat Reflexes, Improved Overrun (+8), Power Attack

Combat Gear *potion of cure serious wounds*

Abilities Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 6

Feats Blind-Fight, Combat Reflexes, Improved Overrun, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +5, Jump +2

Possessions combat gear plus club, +1 *greatsword*, +1 *breastplate*, *ring of protection* +1

ENCOUNTER 5: THE MYSTERY REVEALED

KROMONSHRAK, XERFILSTYX **CR 15**

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** see in darkness; Listen +17, Spot +17

Aura fear (20 ft., DC 22)

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 32, touch 10, flat-footed 31

(-1 size, +1 Dex, +22 natural)

hp 172 (15 HD); fast healing 5; **DR** 10/good or silver

Immune cold, fire, poison

Resist acid 10; **SR** 22

Fort +16, **Ref** +10, **Will** +8

Speed 50 ft. (10 squares), fly 60 ft. (poor), swim 50 ft.

Melee 2 claws +24 (1d6+9) and

bite +22 (1d8+4) and

tail +21 (1d8+4) and

gore +21 (1d8+4)

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

Base Atk +15; **Grp** +28

Atk Options Power Attack, blood drain, improved grab, toss

Special Actions breath weapon, Powerful Charge (gore +23, 1d8+13 plus 2d6), *summon baatezu*

Spell-Like Abilities (CL 15th):

At will—*confusion* (DC 19), *dispel magic*, *hold person* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *wall of ice*

3/day—*cone of cold* (DC 20), *ice storm*, *legend lore*

1/day—*insanity* (DC 22), *power word blind*

Abilities Str 28, Dex 12, Con 25, Int 16, Wis 9, Cha 21

SQ styxborn

Feats Improved Initiative, Multiattack, Power Attack, Powerful Charge, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +23, Concentration +25, Diplomacy +7, Disguise +5 (+7 acting), Hide +15 (+25 while in water), Intimidate +7, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +17, Move Silently +19, Search +21, Spellcraft +23, Spot +17, Survival -1 (+1 on other planes or to follow tracks), Swim +35

Possessions *dragon mask*

Blood Drain (Ex) A xerfilstyx drains blood from a grappled opponent, dealing 1d6 points of Constitution damage each round it maintains the hold. This ability does not affect elementals, plants, or creatures that lack a Constitution score..

Breath Weapon (Ex) 50-foot cone, damage 15d8 (Reflex DC 24 half) and 1d6 Intelligence (Will DC 24 negates). Once a xerfilstyx uses this ability, it must deal at least 6 points of Constitution damage with its blood drain before using it again.

Fear Aura (Su) At the end of each of a xerfilstyx's turns, creatures within 20 feet of it must succeed on a DC 22 Will save or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected again by the same xerfilstyx's aura for 24 hours. Baatezu are immune to the aura.

Improved Grab (Ex) To use this ability, a xerfilstyx must hit an opponent of any size with a tail attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Styxborn (Ex) Xerfilstyxes are immune to the affects of the River Styx.

Summon Baatezu (Sp) Once per day, a xerfilstyx can attempt to summon another xerfilstyx with a 50% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Toss (Ex) If a xerfilstyx charges and hits a Medium or smaller opponent with one of its attacks, it can make a trip attempt as a free action without provoking attacks of opportunity. If it succeeds in tripping its opponent, it flings the opponent into the air, dropping 1d6 squares away in a random direction. Creatures so affected take 1d6 points of falling damage.

Skills Xerfilstyxes have a +8 racial bonus on any Swim check made to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered.

APPENDIX 2: NEW RULES

NEW FEATS

Divine Fortune [Divine]

(*Players Handbook II*, page 88)

With a quick prayer, you channel divine energy to help resist a spell, poison, or other deadly effect.

Prerequisites: Divine caster level 5th, ability to turn or rebuke undead.

Benefit: As an immediate action, you can expend a turn or rebuke attempt to gain a +4 bonus on your next saving throw. If this benefit is not used immediately, it lasts until the start of your next turn.

Improved Toughness

(*Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Melee Weapon Mastery

(*Player Handbook II*, page 81)

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Powerful Charge

(*Fiendish Codex II*, page 125)

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger size, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage only to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

NEW MAGIC ITEMS

Devastation Gauntlets

(*Magic Item Compendium*, page 93)

Price (Item Level): 2,000 gp (6th)

Body Slot: Hands

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

Weight: —

Devastation gauntlets are prized by anyone who earns gold by fighting in melee, from raging barbarians to wily swashbucklers. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a bonus to the damage dealt by a critical hit you make in melee. You activate the gauntlets after you have confirmed a critical hit, but before damage is rolled.

1 charge: +2d6 points of damage

2 charges: +3d6 points of damage

3 charges: +4d6 points of damage

Prerequisites: Craft Wondrous Items, *keen edge*.

Cost to Create: 1,000 gp, 80 xp, 2 days.

Devastation of Nerull Unholy Symbol

(*Complete Champion*, page 133)

Price (Item Level): 350 gp (2nd)

Body Slot: — (held)

Caster Level: 1st

Aura: Faint; (DC 16) enchantment

Activation: —

Weight: 1 lb.

This symbol is either carved from bone or made from the skeleton of a Diminutive creature, and it always appears to be decaying. Worshipers of Nerull typically either grow lichen on it, or whet it

with a small amount of acid. As a result, it usually carries a mildly unpleasant odor. When used to cast a spell from the necromancy school or the Death domain, or when brandished to rebuke or command (not turn or destroy) unintelligent undead, this symbol increases your effective caster level by 1.

To gain the benefits associated with a special holy symbol, you must be of a compatible alignment—that is, you cannot have an alignment component in opposition to either component of the deity associated with the symbol.

To wield a holy symbol, the user must hold it in one hand and brandish it openly. Although some holy symbols can be worn, the wielder must always touch his symbol with at least one hand and display it prominently to use it as a focus for spellcasting, turning checks, and other related uses. Only the use of a metamagic feat such as Still Spell allows a caster to forgo this motion.

Prerequisites: Desecrate Unholy Symbol Ritual, *bane*.

Cost to Create: 100 gp, 0 xp, 1 day.

Dragon Mask

(*Magic Item Compendium*, page 94)

Price (Item Level): 4,000 gp (8th)

Body Slot: Face

Caster Level: 6th

Aura: Moderate; (DC 18) divination

Activation: Swift (command)

Weight: 2 lb.

When activated, a *dragon mask* allows you to use *see invisibility*, as the spell, for 5 minutes. This ability functions two times per day.

Prerequisites: Craft Wondrous Items, *see invisibility*.

Cost to Create: 2,000 gp, 160 xp, 4 days.

Healing

(*Magic Item Compendium*, page 12)

Price: +8,000 gp

Property: Armor

Caster Level: 5th

Aura: Faint; (DC 17) conjuration

Activation: Swift (command) and —; see text

When activated, armor that has this property heals you of 2d8+5 points of damage. If your hit points are reduced to -1 to -9, this effect occurs automatically, without requiring any action.

The healing property functions once per day.

Prerequisites: Craft Magic Arms and Armor, *cure moderate wounds*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Metamagic Rod (Rapid)

Price (Item Level): 3,000 gp (7th) (lesser), 11,000 gp (13th) (normal), 24,500 gp (15th) (greater)

Body Slot: — (held)

Caster Level: 17th

Aura: Strong; (DC 23) no school

Activation: —

Weight: 3 lb.

You can cast up to three spells per day as though their casting time were affected by the Rapid Spell feat.

Prerequisites: Craft Rod, Rapid Spell (CD 84).

Cost to Create: 1,500 gp, 120 xp, 3 days (lesser), 5,500 gp, 440 xp, 11 days (normal), 12,250 gp, 980 xp, 25 days (greater).

Troll Gut Rope

(*Magic Item Compendium*, page 190)

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

Body Slot: — (held)

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Standard (command)

Weight: 7 lb.

Once per day, you can command this 50-foot rope to grow up to 350 feet in length. Any length beyond the original 50 feet decays to nothingness after 12 hours. If the large knot on one end is ever untied or cut open, the rope's magic is destroyed.

Prerequisites: Craft Wondrous Items, *minor creation*.

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

NEW MONSTERS

Advespa

(*Monster Manual II*, page 67)

This creature appears as a huge, heavy-bodied wasp with a female face. It has small, antenna-like horns, protruding humanoid features, dripping mandibles, a chitinous hide, and a pair of dark, resilient, insect wings. Its lower abdomen terminates in a barbed, poisonous stinger, which may be brought up over the creature's head in the manner of a scorpion's tail.

ADVESPA

CR 3

Always LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** see in darkness; Listen +7, Spot +7

Languages telepathy 100 ft.

AC 17, touch 10, flat-footed 16

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

hp 30 (4 HD); regeneration 2; DR 5/ good or silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 15

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

Speed 30 ft. (6 squares), fly 40 ft. (good)

Melee 4 claws +8 (1d6+5) and sting +3[-1 size, +4 BAB, +5 Str, -5 secondary] (1d4+2 plus poison)

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

Base Atk +4; **Grp** +13

Special Actions improved grab, *summon baatezu*

Spell-Like Abilities (CL 4th):

3/day—*command* (DC 11), *disguise self*, *produce flame*, *pyrotechnics* (DC 11)

Abilities Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 10

Feats Flyby Attack, Improved Initiative

Skills Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8

Advancement 5-8 HD (Large); 12 HD (Huge)

Improved Grab (Ex): If an advespa hits an opponent that is at least one size category smaller than itself with two claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +13). If it gets a hold, it automatically hits with its sting. Thereafter, the advespa has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but advespa is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both claws and the sting.

Poison (Ex) The advespa injects a dose of poison (Fortitude save DC 15) with each successful sting attack. The initial and secondary damage is the same (1d4 points of Strength damage).

Regeneration (Ex): An advespa takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

See in Darkness (Su) All baatezu can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Summon Baatezu (Sp) Once per day, an advespa can attempt to summon 1d2 additional advespas with a 30% chance of success.

Advespas are female, wasp-like devils that patrol the skies above the infernal planes.

Strategies and Tactics

An advespa usually attacks from above, seeking to pounce upon and grapple an opponent. If it succeeds, it stings with its poisonous tail until its foe succumbs, then flies off with its helpless prey.

Sample Encounters

They are often found under the command of some more powerful Baatezu.

Individual (EL 3): Individual advespas are typically found patrolling the skies of the Nine Hells.

Team (EL 5-7): Patrols commonly consist of two to four individuals.

Squad (EL 9-11): These hunting parties of five to ten advespas are typically under the command of an amnizu.

Swarm (EL 12-14): During battles swarms of eleven to twenty advespas can be found under the command of one or more amnizus.

Ecology

The most common advespa is entirely black; in fact, it looks as if it had been carved from obsidian or some other dark stone. The more powerful advespas (those with higher stationed and slightly higher Charisma scores) have serrations of yellow, red, and orange, and they tend to be smaller than the common advespas. These colorful advespas usually serve as the leaders of squads and swarms.

Environment: Advespas are native to the Nine Hells of Baator. They can be found patrolling the skies of any land and or in underground hives.

Typical Physical Characteristics: A typical advespa stand a little over 8 feet tall and weighs over 500 pounds.

Society

Advespas live in a rigid hive-like community. Rank is earned and displayed by the striations of colors on their exoskeletons.

Alignment: Advespas are always lawful evil.

Advespa Lore

Characters with ranks in Knowledge (the Planes) can learn more about advespas. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
13	This creature is an advespa. Advespas are female, wasplike devils that patrol the skies above the infernal planes. Most advespa are pure black — additional markings indicate higher status. This reveals all outsider and baatezu traits.
18	They have damage reduction against all but good-aligned or silver weapons, possess good spell resistance, and can regenerate (though they take normal damage from acid, from holy weapons, and from attacks that deal holy damage). An advespa's natural weapons as well as any weapons it wields are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.
23	Advespas are excellent grapplers and have stingers filled with poison that deals Strength damage. Once per day, advespas can attempt to summon additional advespas with a variable chance for success.

28	Advespas can use the following spell-like abilities: <i>command</i> , <i>disguise self</i> , <i>produce flame</i> , and <i>pyrotechnics</i> .
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Typical Treasure

Advespas typically carry no treasure.

Amnizu

(*Fiendish Codex II*, page 112)

This creature is a green, short, stocky, winged being, vaguely resembling a gargoyle. It has an oversized, elongated head fitted with small, porcine eyes, a pug nose, and a large, fang-filled mouth. Large bat-wings spread from its back.

AMNIZU

CR 7

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +4; **Senses** see in darkness; Listen +0, Spot +17

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 49 (9 HD); regeneration 4; **DR** 10/good

Immune fire, poison; secure intelligence

Resist acid 10, cold 10; **SR** 18

Fort +7, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares), fly 60 ft. (average)

Melee stupefying touch +10 (2d4+1 plus Int damage)

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

Base Atk +9; **Grp** +10

Special Actions *summon baatezu*

Combat Gear *potion of cure light wounds*, *potion of mage armor*

Spell-Like Abilities (CL 14th):

3/day—quicken *fireball* (DC 16)

Abilities Str 12, Dex 11, Con 13, Int 15, Wis 11, Cha 16

Feats Ability Focus (stupefying touch), Combat Casting, Improved Initiative, Quicken Spell-Like Ability (*fireball*)

Skills Balance +6, Concentration +13 (+17 casting defensively), Diplomacy +9, Hide +12, Jump +7, Knowledge (the planes) +14, Search +14, Sense Motive +12, Spellcraft +14, Spot +17, Survival +0 (+2 on other planes or to follow tracks), Swim +13, Tumble +12

Advancement 10-18 HD (Medium); 19-27 HD (Large)

Possessions combat gear plus *eyes of the eagle*

Regeneration (Ex): Acid, good aligned weapons, and spells or effects with the good descriptor deal normal damage to an amnizu.

Secure Intelligence (Ex) Immune to any effect that would damage, drain, or otherwise reduce its Intelligence score.

Stupefying Touch (Su) In addition to the damage, creatures struck by stupefying touch must succeed on a DC 19 Will save or take 2d4 points of Intelligence damage. The save DC is Charisma-based.

Summon Baatezu (Sp) Once per day, an amnizu may summon 1d3 advespas or 1 amnizu with a 50% chance of success.

Amnizus are guardian devils whose task it is to oversee traffic through the gates of Hell. As the guardian of many portals to Hell, they are encountered in mortal realms more frequently than other devils.

Strategies and Tactics

An amnizu prefers to fight behind a screening force of lesser minions, such as barbed devils, allowing them to engage smaller victims while the amnizu launches quickened *fireballs* at larger opponents. When those tactics are not available, an amnizu makes swooping attacks against melee-oriented foes, striking them with its stupefying touch.

Sample Encounters

Amnizus occasionally make alliances with mortals to eliminate rivals. Often, a group of bearded devils protects an amnizu.

Individual (EL 7): Individual amnizus monitor portals and planar touchstones found in the Nine Hells.

Conspiracy (EL 9-11): These groups include two to four individuals.

EL 10: Sujean, Kraxiz, and Maeleicious work together to discredit a particularly unsavory bone devil name Oothrix. Since they cannot act directly against him, they search for a group of PCs who might be willing to do their dirty work.

Troupe (EL 9-11): These groups are hunting parties, organized to track down and capture invaders and fugitives.

Ecology

Amnizus occupy checkpoints stationed every ten miles along the River Styx. Visitors must stop at each one to register with these devils, state the purpose of their visit, and subject themselves to a humiliating search. If travelers slip past their bureaucratic web, they organize search parties to scour the land for these errant souls. Amnizus are relentless hunters, recognizing no boundaries, for capturing a fugitive brings great prestige.

Environment: Amnizus are native to the Nine Hells of Baator. The greatest concentration of them lurks within the largest city in Stygia, the City of Ice.

Typical Physical Characteristics: A typical amnizu stand a little over 5 feet tall and weighs over 200 pounds.

More experienced and older amnizus grow much larger, easily clearing 10 feet in height and weighing in excess of 700 pounds. These advanced amnizus are corpulent horrors dressed in the robes of office, luxuriating in their vast wealth and sampling the delights of the Nine Hells with abandon.

Society

Amnizus are functionaries and politicians. They are famous for their intrigues and constant plotting. Jockeying for greater station in the hierarchy is their

greatest pastime, and when not hunting fugitives, they move in the shadows of infernal cities, brokering secret deals with night hags to secure more souls, and therefore more power.

The amnizus have an inflated sense of self. All others are tools, useful as currency to purchase a greater position. So callous is their disregard for lesser devils that amnizus are often undone by those clever enough to pander to their enormous egos.

Amnizus resent taking orders—they resent being second in anything. Behind the façade of a toothy smile and bobbing head, an amnizu's mind works on how to eliminate its superior. It might maneuver and manipulate its rival in such a way as to discredit the rival in the eyes of its masters, though it's just as likely to employ an assassin to remove the adversary altogether.

Alignment: Amnizus are always lawful evil. Though treacherous and conspiratorial, they always work within the accepted rules to defeat their rivals.

Amnizu Lore

Characters with ranks in Knowledge (the planes) can research amnizus to learn more about them. When a character succeeds on a skill check, the following lore is revealed. Including the information from lower DCs.

Knowledge (the Planes)

DC	Result
17	This creature is an amnizu. It is but one bureaucrat of the many found in the Nine hells. This reveals all outsider and baatezu traits.
22	Amnizus take prisoners so they can tease out their secrets through torture before handing them over to the pain devils. Amnizus are immune to any effect that affects their Intelligence. They have damage reduction against all but good-aligned weapons, have average spell resistance and can regenerate (though they take normal damage from acid, from holy weapons, and from attacks that deal holy damage). An amnizu's natural weapons as well as any weapons it wields are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.
27	Their touch erases memories. Once per day, amnizus can attempt to summon advespas or another amnizu with variable levels of success.
32	Amnizus can use the following spell-like abilities: quickened <i>fireball</i> .

Typical Treasure

Amnizus have standard treasure for their Challenge Rating, about 2,600 gp. They invest most of their treasure in potions and wondrous items.

Random Treasure	DMG Page
1d4 potions and oils (minor)	230
1d2 wondrous items (minor)	247

Xerfilstyx

(*Fiendish Codex II*, page 138)

This big creature blends the form of a devil with a slug. Its human-like arms and torso are thick, rippling with powerful muscles. Its head is terrifying, equipped with a toothy maw and a pair of large horns that curl out and up from the skull, and from its back two massive leathery wings spread wide. Its lower half is a pulsing sack of purple-blue flesh, similar in appearance and shape to that of a slug.

XERFILSTYX

CR 15

Always LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +5; **Senses** see in darkness; Listen +17, Spot +17
Aura fear (20 ft., DC 22)

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 32, touch 10, flat-footed 31
(-1 size, +1 Dex, +22 natural)

hp 172 (15 HD); fast healing 5; **DR** 10/good or silver

Immune cold, fire, poison

Resist acid 10; **SR** 22

Fort +16, **Ref** +10, **Will** +8

Speed 50 ft. (10 squares), fly 60 ft. (poor), swim 50 ft.

Melee 2 claws +24 (1d6+9) and bite +22 (1d8+4) and tail +21 (1d8+4) and gore +21 (1d8+4)

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

Base Atk +15; **Grp** +28

Atk Options Power Attack, blood drain, improved grab, toss

Special Actions breath weapon, Powerful Charge (gore +23, 1d8+13 plus 2d6), *summon baatezu*

Spell-Like Abilities (CL 15th):

At will—*confusion* (DC 19), *dispel magic*, *hold person* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *wall of ice*
3/day—*cone of cold* (DC 20), *ice storm*, *legend lore*
1/day—*insanity* (DC 22), *power word blind*

Abilities Str 28, Dex 12, Con 25, Int 16, Wis 9, Cha 21

SQ styxborn

Feats Improved Initiative, Multiattack, Power Attack, Powerful Charge, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +23, Concentration +25, Diplomacy +7, Disguise +5 (+7 acting), Hide +15 (+25 while in water), Intimidate +7, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +17, Move Silently +19, Search +21, Spellcraft +23, Spot +17, Survival -1 (+1 on other planes or to follow tracks), Swim +35

Advancement 16-30 HD (Large); 31-45 HD (Huge)

Blood Drain (Ex) A xerfilstyx drains blood from a grappled opponent, dealing 1d6 points of Constitution damage each round it maintains the hold. This ability does not affect elementals, plants, or creatures that lack a Constitution score.

Breath Weapon (Ex) 50-foot cone, damage 15d8 (Reflex DC 24 half) and 1d6 Intelligence (Will DC 24 negates). Once a xerfilstyx uses this ability, it must

deal at least 6 points of Constitution damage with its blood drain before using it again.

Fear Aura (Su) At the end of each of a xerfilstyx's turns, creatures within 20 feet of it must succeed on a DC 22 Will save or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected again by the same xerfilstyx's aura for 24 hours. Baatezu are immune to the aura.

Improved Grab (Ex) To use this ability, a xerfilstyx must hit an opponent of any size with a tail attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Styxborn (Ex) Xerfilstyxes are immune to the affects of the River Styx.

Summon Baatezu (Sp) Once per day, a xerfilstyx can attempt to summon another xerfilstyx with a 50% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Toss (Ex) If a xerfilstyx charges and hits a Medium or smaller opponent with one of its attacks, it can make a trip attempt as a free action without provoking attacks of opportunity. If it succeeds in tripping its opponent, it flings the opponent into the air, dropping 1d6 squares away in a random direction. Creatures so affected take 1d6 points of falling damage.

Skills Xerfilstyxes have a +8 racial bonus on any Swim check made to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered.

Xerfilstyxes are terrifying devils that make their homes in the unclean waters of the River Styx.

Strategies and Tactics

Fighting from the safety of the River Styx, a xerfilstyx begins a combat with a barrage of spell-like abilities, favoring *ice storm* and *cone of cold*. It follows up by belching forth its breath weapon, a cone of boiling blood mixed with the memory eroding waters of the river. Finally, it uses its *power word blind* ability and then closes with a foe with a charge attack, tossing it into the air (and perhaps into the river) and scattering its other enemies with its fear aura. Once it has one foe remaining, it works to start a grapple and suck the victim's blood, using *hold person* to keep the victim still if necessary.

Sample Encounters

Xerfilstyxes have little use for mortals or other devils, making the individual the most likely encounter.

Individual (EL 15): An individual xerfilstyx prowls the waters of the Styx in search of victims to plunge into its waters.

School (EL 17-20): Rarely, a group of xerfilstyxes gathers in the deep places of the Styx to exchange information and memory fragments plucked from the water.

Ecology

Xerfilstyxes live in the depths of the Styx. They swim through the currents, sampling the frightened memory fragments leached from the souls exposed to its mind-numbing cold. They seem to care little for what happens in the world around them and exist only to snatch and destroy those they come across.

Environment: Native to the Nine Hells of Baator, xerfilstyxes can be found anywhere the River Styx flows, even on other planes. Though comfortable at any depth, they tend to stay near the shores, ready to snatch the unwary.

Typical Physical Characteristics: A xerfilstyx stands 12 feet tall and weighs 1,500 pounds.

Society

Constant exposure to the River Styx has driven these devils insane. The memories of the lost bombard them whenever they swim through the river, something from which they derive great pleasure even though it dissolves their minds. In their madness, they believe all creatures should sample the water, and that means that it is their duty to help reveal this to those they meet.

Alignment: Xerfilstyxes are always lawful evil. They might be raving, but there is a method to their madness.

Xerfilstyx Lore

Characters with ranks in Knowledge (the planes) can research xerfilstyxes to learn more about them. When a character succeeds on a skill check, the following lore is revealed. Including the information from lower DCs.

Knowledge (the Planes)

DC	Result
25	This creature is a xerfilstyx. Xerfilstyxes are the wardens of the River Styx. They are outsiders native to the Nine hells. This reveals all outsider and baatezu traits.
30	Beware the xerfilstyx's tail attack. It is covered with small suckers that drain a body of blood. Xerfilstyxes are immune to cold, fire, and poison. They have damage reduction against all but good-aligned or silver weapons, poor spell resistance, and they heal quickly. A xerfilstyx's natural weapons are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.
35	A xerfilstyx has a terrifying breath weapon. It sprays a cone of boiling blood and water that not only corrodes the flesh but also erodes memories. Once it has used its breath weapon, it must drain blood before it can use it again.
40	Xerfilstyxes can use the following spell-like abilities: <i>cone of cold</i> , <i>confusion</i> , <i>dispel magic</i> , <i>greater teleport</i> , <i>hold person</i> , <i>ice storm</i> , <i>insanity</i> , <i>legend lore</i> , <i>power word blind</i> , <i>wall of ice</i>

Typical Treasure

Xerfilstyxes have standard treasure for their Challenge Rating, about 22,000 gp. They do not invest the treasure

in personal equipment; instead, they use it to lure victims near their lairs. A typical horde might include 6,312 gp, 5,217 sp, and 48,736 cp in coins, a blue diamond worth 4,000 gp, six pieces of coral worth 100 gp each, and a golden tiara worth 3,500 gp. Mixed in with the coins and goods are a *+1 repeating crossbow*, a *potion of enlarge person*, a *potion of bull's strength*, a *ring of swimming*, an *arcane scroll of erase, jump, and identify*, an *arcane scroll of see invisibility*, and an *arcane scroll of arcane mark*.

New Spells

Ring of Blades

(*Spell Compendium*, page 177)

Conjuration (Creation)

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

Narsel Mendred (small city): Conventional; AL LG; 15,000 gp; Assets 5,700,000 gp; Population 7,600; Mixed (Humans 80.25% [mixed 55%, Oeridian 20%, Flan 20 %, Suel 5%], Halfling 5.75% [lightfoot 60%, tallfellow 25%, deep 15%], Half-Elf 4.5%, Elf 3.5% [high 55%, wood 44%, wild 1%], Half-Orc 3.25%, Gnome 1.75%, Dwarf 1.0%).

Authority Figures: Baron Dano Beltien, Governor of Narsel Mendred (NG male human [Oeridian] aristocrat 3/fighter 2); Royal General Dairo Hanshal, commander of the Third Legion (LG male human fighter 10); Eilen Celent, watch commander of the city watch (LN female human [Flan] warrior 6/fighter 4); Alderman Karzos Devern, senior council member and ex-Governor (NG male human [Oeridian] aristocrat 6/expert 2).

Important Characters: Otto, member of the Circle of Eight and a cleric of Boccob (N male human [Oeridian] cleric 3/wizard 15); The Venerable, an almost mythical old man said to live beneath the city (N male human commoner 16); Pontifex Garius Anerolli, head of the Pholtan Church of the Bright Path (LG male human cleric 7/consecrated harrier 3/contemplative 2); Jireen Ishanser, headmistress of the College of Culinary Arts (LN female human commoner 1/expert 12); Zyrrian Thrylanos, managing director of the Harp River Trading Company (LE female human rogue 3/fighter 2/thief-acrobat 5); Captain Ostario, commander in the third Legion (LG male human warrior 2/fighter 5).

Others: Bbn8 (x1), Bbn4 (x2), Bbn2 (x4), Bbn1 (x8), Brd8 (x1), Brd4 (x2), Brd2 (x4), Brd1 (x8), Clr9 (x2), Clr6 (x4), Clr3 (x8), Clr2 (x16), Clr1 (x32), Drd7 (x1), Drd3 (x2), Drd1 (x4), Ftr5 (x1), Ftr2 (x4), Ftr1 (x8), Mnk6 (x1), Mnk3 (x2), Mnk1 (x4), Pal6 (x1), Pal3 (x2), Pal1 (x4), Rgr6 (x1), Rgr3 (x2), Rgr1 (x4), Rog5 (x2), Rog2 (x4), Rog1 (x8), Sor7 (x1), Sor3 (x2), Sor1 (x4), Wiz9 (x2), Wiz4 (x4), Wiz2 (x8), Wiz1 (x16), Adp8 (x1), Adp4 (x2), Adp2 (x4), Adp1 (x37), Ari4 (x1), Ari2 (x4), Ari1 (x37), Com8 (x2), Com4 (x4), Com2 (x8), Com1 (x6705), Exp6 (x2), Exp3 (x4), Exp1 (x221), War5 (x2), War2 (x4), War1 (x368)

This ruined city is desperately trying to rebuild itself. Once a wealthy, well-built and pleasing place with estates for miles around, it was also the second largest city in Almor. However, Duke Szeffrin's troops lay siege to the city and reduced most of it to rubble. The remaining citizens lived in pitiable conditions throughout the occupation of Duke Szeffrin, and gladly welcomed the troops of Nyrond. The city was named as the headquarters

DM AID: NARSEL MENDRED

for the Third Legion, which has been building outposts along the entire Harp River. Although originally part of the Prelacy of Almor, after Nyrond's occupation borders were rearranged and it is now within the Duchy of Womtham.

Since Nyrond's occupation, the city has entered a massive era of reconstruction, directed by its newly appointed Governor Baron Dano Beltien, an Almorian Cranden who has sworn fealty to King Lynwerd. Duke Boomgren had appointed former Governor Karzos Devern, from one of the minor noble houses of Old Almor, before the civil war in 595 CY. And, although he has always been loyal to King Lynwerd, and remains so, the new Governor was appointed as a political move post the war. Surprisingly, Karzos has taken the new appointment quite well and has remained on as the senior Alderman of the city's council.

Since Szeffrin's absence, the renowned mage Otto has also returned to Almor on a part time basis. With his residence in Chathold destroyed, he has made his home in Greyhawk City since the Wars. However, more recently he has also occupied a townhouse in Narsel Mendred, and has taken a distinct interest in resolving the Badlands puzzle. In his spare time, he visits the College of Culinary Arts he has founded and is sponsoring, in an effort to revitalize the arts in Narsel Mendred.

Much of the rubble not being used in new construction for the city has been pushed over the outer walls, forming a unique sort of boundary. All construction is within the city, and few have attempted to occupy and rebuild the outlying estates. Although nowhere near its pre-war numbers of 35,000, the current population of Narsel Mendred is believed to be just above 7,500 people.

Despite the seemingly positive air brought on by renewed construction and revitalization, the city is reft with corruption, thievery, black markets, price gouging and layers of political bureaucracy. The Third Legion provides what policing it can, but is stretched extremely thin throughout Almor with the loss of the Fourth Legion at Onyxgate. The city watch is a dangerous job, with the Pholtans constantly interrogating for corruption and the dangers of the criminal underground, most avoid this occupation. The city center is well patrolled, but outside of its immediate environs lawlessness quickly arises. On the fringes of the city in hidden basements and the remaining structures of ruined buildings exists a dark underworld. Smugglers and

thieves abound, and there is even a slaving exchange secretly run by the Harp River Trading Company and fronted by clerics of Nerull. Priests of luz and Erythnul also have covert followings in the city.

The Pholtan cathedral which the city was named after was destroyed during the siege, but many dedicated priests managed to save much of the holy relics and treasures. Since then, the city has also become a home for the remaining Pholtans from the Council of Almor. These Pholtans have taken on a project of rebuilding all of Almor from the decimation that has occurred. Banding together in their cause they have become known as the Church of the Bright Path.

Furthermore, the Church of the Bright path has also found and accepted some ancient Nehron Oeridian texts of Pholtus, which other sects of Pholtus consider blasphemous. Because of this, they tend to avoid these other sects, specifically the Church of the One True Path in the Pale. Their influence extends throughout much of old Almor and has begun to spread throughout Nyronnd.

Bolstered by an influx of donations for their good cause in rebuilding Almor, the Church of the Bright Path is also reconstructing a greater cathedral temple complex in Narsel Mendred. Native Flan stone crafters have been commissioned to assist in the project, like those who worked on the original cathedral.

DM MAP: CASTLE VON FLESSERN

