

NMR4-06

Syrul's Slander

A One-Round D&D LIVING GREYHAWK[®]

Nyrond and Her Environs Metaregional Adventure

Version 1

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Special thanks for Craig Hier and Troy McNemar for putting up with my madcap ideas for a massive finale, and for helping me to pull it off.

Rumors spread like maggots on a corpse, bringing word of foul deeds, treacherous actions, and a far-flung plot to subsume the nations of the Nyrond area. Secrets are hidden on a silent wind, masked by the actions of a few, but all feel the repercussions. Now, adventurers have been summoned to aid and abet the governments of the area. Word has come that a final strike shall be made against the perpetrators, and you have been asked to assist. Are you willing to brave the last facedown; are you willing to fight for yourself, your neighbors, your nation, and other nations?

This is the conclusion to the Secrets on the Wind series. An adventure for APLs 8 through 16. It is recommended that Part 1 (NMR3-01 *Xerbo's Fury*) and Part 2 (NMR3-05 *Norebo's Luck & Bralm's Embrace*) be played first and in that order.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are

carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs

are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in all the parts of the Nyronnd and Environs Metaregion. Characters native to the Nyronnd and Environs Metaregion pay one Time Unit per round, all

others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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	

Adventure Background

The real history of this adventure is rooted in the troubled past of the Suel Imperium, but that is far too complicated to be explained here. Instead, it is best to start in the recent past. The worship of Syrul, the Suel god of deceit, trickery and slander, takes many forms. However, recently one fragment turned to the worship of the yuan-ti as the divine champions of Syrul. The yuan-ti, being vain and egotistical, decided that this was worth capitalizing on. And so the two disparate forces took to plotting on ways to take control of the Nyronnd Area.

These plans involved choking off all trade, or at the least most of the trade, in the region. The first hints at these problems were presented in NMR3-01 *Xerbo's Fury* (the beginnings of the naval choke hold) and NMR3-05 *Norebo's Luck & Bralm's Embrace* (the land choke hold). Due to the powers of their alliance with Sasrakananakmasha, the Green of the Gamboge, the land-based forces were able to conceal their presence, and virtually halt all trade into and from the Pale, as well as between the County of Urnst and Nyronnd. The naval forces were able to bring the trade on the Nyr Dyv to a stand-still due to the ineffectiveness of the Duchy of Urnst's merchant navy, and the relative weakness of the other navies of the region. Ratik has its own share of problems. Raiding by the Syrul & Yuan-ti backed forces from near the Scarlet Brotherhood lands has increased and cut off all

naval trade (or at least so little gets through as to count as nothing).

In short, the region is headed to hell in a hand basket, and nothing anyone has tried has helped at all.

Adventure Summary

Here is where the heroes step in. The adventure starts with the communal governments of three of the five regions trying to find a way of solving this crisis before some more opportunistic foes step in to also take advantage. The Theocracy of the Pale and the County of Urnst have already found their own solutions, and so have sent aid to the other nations.

There are five letters, obtained from the heroes who participated in *Norebo's Luck & Bralm's Embrace*, which hold the clues to the locations of the five cult locations. The primary cells of the cult are located in: Rel Mord (Kingdom of Nyron), Wintershriven (Theocracy of the Pale), Marner (Ratik), Radigast City (County of the Urnst) & Seltaren (Duchy of Urnst). All of those are the capital cities of their regions, except for Seltaren, which is the former capital city. The capital of the Duchy of Urnst was moved to Leukish a scant 357 years ago (moved in 237 CY), which is after a large temple had been founded there.

The various cults around the region are making moves on the respective thrones or ruling body of each region. There are certain groups backing the move in each region, exactly who are detailed in the individual documents. The heroes will be acting as a strike force that is targeting the primary cell; however, they get to choose to which city they travel with the caveat that they cannot travel to their own nation's capital city. Each city is unique, and is detailed in its own document. This document contains the introduction and conclusion, as well as summarized experience and treasure listings for each of the three different paths.

Preparation for Play

This module is difficult to prepare, and to run. In the ideal situation you would be running this at a convention or large gameday with at least three judges at once. Each judge would prepare one city section, and matters would progress from there. However, the writer does realize that such an occurrence is liable to be extremely rare (if it ever occurs once, I will be surprised). To that end, I have a few suggestions for running this adventure.

- If you are running it at a gameday, then prepare one of the sections that does not take place in your region. The best choice may simply be to prepare the Marner section, as that is in a non-triad controlled region.

- If you are running it at a convention, prepare two of the cities, giving a little choice (or prepare all of them if you're ambitious).
- If you're running it as a home game, then ideally you could send out the basic introduction as an email (or other form of communication) and find out the week before which city they will choose (other than their own), and prepare just that city.

As far as which cities are available to any given party, there is a peculiar rule in that regard (which is explained during the introduction). The rule is that a table of players may not partake of the mission in their region's city; this is to emphasize the cross-regional flavor and prevent this from becoming just another regional. Multi-region conventions may not ignore this rule, and are advised to only allow participation in the regions (or region) that are not represented; alternatively, they can partake of some very specific table mustering to meet this rule.

The earlier parts of the series introduced some curses (*Snakebite* from NMR3-01 *Xerbo's Fury*, *Keen Snakebite* from NMR3-01 *Xerbo's Fury*, *Mark of the Snake* from NMR3-06 *Norebo's Luck & Bralm's Embrace* and *Mark of the Serpent* from NMR3-06 *Norebo's Luck & Bralm's Embrace*). Said curses are used in one of the parts of the adventure to further the plot, and get the PCs involved on a more intimate level. However, these curses are tied to the power of the cults, and at the successful conclusion of the adventure (regardless of which part they played) their power will fade and die (as explained again in the conclusion).

Additionally, it is important that anyone who has the *Curse of Kelrith* from URD3-04 *A Friend in Need* have note taken of them. This curse is tied to the power of the *Fane of Syrul* in the Seltaren section. At the end of the adventure, if the PCs were successful in their chosen area, the Curse will fade, as its power will have been broken. If the players had a different character with this curse than the one they brought with them to the adventure, then they should email the Duchy of Urnst triad for information on getting the curse removed. The Duchy of Urnst triad can be contacted at doutriad@yahoo.com.

If the PCs are not successful then the power of the curses is not broken and they may only be removed as described in their respective entries. An announcement will eventually be made detailing the final outcome of this adventure, and at that time the fate of the curses will be decided for those who failed in the mission.

Introduction: Common

For days, nay, months now food has been getting scarce, not to mention expensive. Similarly, other common trade goods are becoming very difficult

to find, and merchants have been openly complaining about the leadership's lack of attention to the increasing plague of bandits and pirates that are plaguing the Nyronde area.

Messages have begun to appear in guard posts in major cities around the region, in taverns that adventurers are known to reside in, and the various governments have been furiously issuing orders to their subordinates. At last, matters have come to a head and a strike force is being assembled to target the leaders of the bandits. Through one means or another you have found yourself invited or ordered to attend a semi-secret meeting at a local military outpost. As the last person who is attending the meeting arrives, the doors behind them are closed. Seated within the room are yourself and your companions, and two other similar groups.

From out of the shadows moves a woman of moderate height. She is dressed in flowing green robes and wears bracers of red hide with platinum filigree and inlaid bloodstones. Her long hair, which flows freely, is honey-blond and her eyes are light blue.

She seems about to speak when a miniature red dragon about the size of a house cat lurches from the shadows. It playfully flits around her head for a moment, before tearing off at break-neck speed towards another person. There it repeats the same movements, swirling about his or her head for a moment before racing off again.

The woman turns, anger momentarily clouding her radiant face, "Edwina! I told you this was important, now get back here and settle down."

"Yes, oh mighty and dour mistress of the sour face."

The woman turns her attention back to the small group that has been gathered. "Thank you all for coming here today. You have already met my companion Edwina. I am Jallarzi Sallavarian of the Circle of Eight. This area, my home and yours, faces a dire threat. This threat, one that I believe some amongst you have faced before, has become powerful despite the challenges to its power. Now we must take action to meet and end this threat. To that end, the three groups of you who are gathered in this room have been selected because you are the best choices for taking on what we know to be powerful segments of the problem."

As she finished moving she moves to the first group. She seems to speak with them for a moment, whereupon she gestures at them, and they all vanish.

A DC 23 Spellcraft check reveals the effect to be related to Greater Teleport. In reality the spell is called Jallarzi's Teleportation, which is simply Greater Teleport, save that the caster need not travel with the recipients.

Jallarzi now turns toward your group. "Well met good adventurers and thank you for responding to my request for help. We are faced with a dire threat. Yuan-ti cultists of Syrul have not been stopped, despite efforts to the contrary in the past, and now time is running short. We have located several key cult holdings that need to be taken care of, and so far those of the Theocracy of the Pale, the County of Urnst and [Insert any region(s) unavailable to the PCs name here] have already been assigned. This leaves [Insert other region names] still. Are you willing to undertake one of those missions?"

Again, PCs may not play a section of this adventure that is set in their home region (geographically, regardless of the home region of the character). Also, recall that Marner will always be an available option of the three because it is a non-triad controlled region and has no real-world equivalent.

The PCs may ask questions. Jallarzi knows everything that is detailed in the Adventure Background (except the first paragraph) and the Adventure Summary. She is more than happy to answer any questions that they may have. If the matter of pay is raised, she will respond,

"Such profiteering does not become you, nor anyone, when the very fabric of civilized life is being unraveled and you stand with the ability to prevent this and indeed to undo any damage that may have already been done."

Once the PCs have chosen, they are subject to a Jallarzi's Teleportation spell that moves them to the starting location as described in the appropriate sub-document, which should now be referred to.

Finally, the entire adventure takes place during a new moon when there is no visible moon in the sky. While in most cases this will have no effect on the adventure, it does have bearing in the Marner section.

There is an optional encounter included below. This encounter takes place after the events in each of the cities is resolved.

Optional Encounter One: Hunting for a Shadow

Note: This encounter requires that all participants spend an extra TU (two if they are from out of the meta-region). Any PCs who do not wish to play in this optional encounter should be given the AR for this event at this time and asked to leave the table. Further, PCs who express interest in tracking down the Sibilant

but who lack the means to do so should not be charged an additional TU for participating in the optional encounter.

PCs who played NMR3-05 Norebo's Luck and Bralm's Embrace found a letter from a follower of Syrul. They will soon realize or be informed by the authorities involved that the author of the letter was not among those Syrulian's who were defeated in the PCs earlier battles. The authorities will ask the PCs if they wish to find the Sibilant. (The exact identity of these authorities are left to the DM's discretion, but should be appropriate to the region in which the PCs played the main mission.)

If the PC's elect to search for Sibilant then you must first determine which one they are hunting for, and which handout to pass around.

- Marner: Sibilant the Frozen; *Player's Handout 3c*, excerpted from NMR3-05 Norebo's Luck and Bralm's Embrace.
- Seltaren: Sibilant the Small; *Player's Handout 3a*, excerpted from NMR3-05 Norebo's Luck and Bralm's Embrace.
- Rel Mord: Sibilant the Crowned; *Player's Handout 3b*, excerpted from NMR3-05 Norebo's Luck and Bralm's Embrace.

While the handout doesn't give them any real clues, they can certainly use whatever divinations are appropriate. It is important to note that the *ring of mind shielding* does not prevent attempts to magically locate the person.

At APL's 8 through 12 the PC's will realize that among the items that they found on the Syrulians that they faced was a signet ring. They will also realize that the ring does not belong to any of the Syrulians that they fought because of its size. With successful *scrying* or use of other divination spells, this signet ring may lead them to Sibilant. PCs need not pay the TU if they express interest in searching for the Sibilant, but do not have the means to find him.

At APL's 14 and 16, there is no physical trail and the party must rely on more powerful magical tracking to find Sibilant. Examples of spells that may assist with such are *legend lore*, *vision* and *find the path*. However *locate creature* will not work as none of them have ever seen Sibilant, and he is not close enough. PCs need not pay the TU if they express interest in searching for the Sibilant, but do not have the means to find him.

When they find Sibilant, he will be camped for the night on his way south towards his home. Use a typical campsite setting at dusk (shadowy light conditions).

If this is Sibilant the Small then use his specific stats in the *Appendix*, otherwise use the default human stats.

APL 8 (EL 12)

☛ **Sibilant:** hp 160; see *Appendix*.

APL 10 (EL 14)

☛ **Sibilant:** hp 190; see *Appendix*.

APL 12 (EL 16)

☛ **Sibilant:** hp 206; see *Appendix*.

APL 14 (EL 18)

☛ **Sibilant:** hp 222; see *Appendix*.

APL 16 (EL 20)

☛ **Sibilant:** hp 260; see *Appendix*.

Tactics: Sibilant will try to use the shadows to his advantage, but if all else fails he will attempt to use his superior mobility and dexterous nature to feint his opponents, and take them down. If present the chance, he would rather target spellcasters, especially if they are casting.

Treasure:

APL 8: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *bracers of armor* +2 (333 gp), +1 *keen rapier* (693 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 10: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), +1 *keen rapier* (693 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 12: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 14: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +4 (1333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), *cloak of resistance* +2 (333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +2 (667 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 16: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +4 (1333 gp), *amulet of health* +4 (1333 gp), *belt of strength* +4 (1333 gp), *dusty rose prism ioun stone* (417 gp), *bracers of armor* +4 (1333 gp), *cloak of resistance* +4 (1333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of*

mindshielding (667 gp), ring of protection +3 (1500 gp), potion of cure serious wounds (62 gp), potion of barkskin +2 (25 gp), potion of hide from animals (4 gp).

Conclusion: Complete Success

In the weeks following the massed assaults on the cultists of Syrul you hear of many revelations of corruption being discovered and subsequently destroyed. Regardless, the people of the greater Nyronnd area have come to regard you, and your fellow adventurers, as heroes of the people. Merchants have offered to sell many varied items to you, whenever you'd like, while the common people cheer when you pass, and even the nobles of the land seem to have tempered to you, and offer respect, even if it is grudging at times.

Any of the curses mentioned above are now broken, and should be voided on the Adventure Records. The Metaregional access comes about because of the general goodwill of the entire Metaregion towards those who were instrumental in stopping this vile threat.

If you were running the Seltaren section of this adventure, then the PCs have earned the enmity of the Commoners of Seltaren. The return of the *ethereal shifted* rock caused massive flooding within Lower Seltaren. Additionally, Niemanthor, while destroyed in the Fane, is not gone for good. His phylactery was never within the Fane secreted away elsewhere. He will eventually appear again, and will seek to exact his revenge on the players, maybe with the aid of his mother. If any characters had levels of Ghostwalker, and suffered 50% or more HP damage from Niemanthor, they should note so on the AR.

If the party is able to retrieve the item of Regalia of Syrul during their encounter (i.e., either the Mask of Secrets, Liespreader or Backstabber), they will be unable to sell or use the item. They will turn it over to the authorities (either voluntarily, at the suggestion of the authorities, or have it confiscated), but will be rewarded the "Favor of the Temples" on the Adventure Record in return.

Conclusion: Partial Success

While the cults of Syrul were destroyed, it seems that evil was not. While the weeks that followed the assault were pleasant enough, rumor began to swirl again of more raids on shipping. It is hard to shake the odd feeling that you've not seen the last of the cultists, and next time, they will be waiting for you. Regardless of these premonitions

of evil, the common folk and merchants seem to be satisfied with the assistance you were able to render at the present time. The common folk cheer as you pass, while the merchants have opened their goods to you now and whenever you want in the future.

Any of the curses mentioned above are now broken, and should be voided on the Adventure Records. The Metaregional access comes about because of the general goodwill of the entire Metaregion towards those who helped to abate and further identify the threat.

If the party is able to retrieve the item of Regalia of Syrul during their encounter (i.e., either the Mask of Secrets, Liespreader or Backstabber), they will be unable to sell or use the item. They will turn it over to the authorities (either voluntarily, at the suggestion of the authorities, or have it confiscated), but will be rewarded the "Favor of the Temples" on the Adventure Record in return.

Conclusion: Failure

For whatever reasons the characters have failed. The price for this failure is high, while they may be raised (Jallarzi herself recovers the bodies), whatever equipment they had with them is lost. They can obtain from Jallarzi a *raise dead* spell at half cost (including material component), quarter cost if they have a favor with the Circle of Eight (such as that from COR2-08 Echo).

The equipment that was lost here is unrecoverable through any means, as it will have been transported to wherever the yuan-ti are from, which is somewhere deep within the Amedio Jungles and far from anyone's reach.

Finally, any curses from this series that the PCs may have had (see Adventure Summary for a complete listing) retain their full power and may only be removed according to the rules presented in their description (not all are removable).

This constitutes the end of this adventure and the conclusion of the *Secrets on the Wind* Adventure Series.

Rel Mord Experience and Treasure Summary

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 Two

Defeat or Survive the Greased, Spiked Slide and Pit

APL 8	120 xp
APL 10	150 xp
APL 12	180 xp
APL 14	210 xp
APL 16	240 xp

Defeat or Survive Traps in Diversion Hall

APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp
APL 16	510 xp

Defeat Snakes in Lair

APL 8	180 xp
APL 10	210 xp
APL 12	240 xp
APL 14	270 xp
APL 16	300 xp

Defeat the Syrulians of the Inner Sanctum

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Note: Full xp may be awarded for this encounter even if the party defeated Professor Crellith elsewhere and earlier in the scenario.

Story Award

Destroy the Idol of Syrul without NPC assistance

APL 8	225 xp
APL 10	270 xp
APL 12	315 xp
APL 14	360 xp
APL 16	405 xp

Optional Encounter One

Kill Sibilant the Crowned.

Note: This encounter costs one extra TU.

APL 8	(360 xp)
APL 10	(420 xp)

APL 12	(480 xp)
APL 14	(540 xp)
APL 16	(600 xp)

Total possible experience:

APL 8	1125 xp	(1485 xp)
APL 10	1350 xp	(1770 xp)
APL 12	1575 xp	(2055 xp)
APL 14	1800 xp	(2340 xp)
APL 16	2025 xp	(2625 xp)

Treasure Summary

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

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

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

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

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

additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter T6: Inner Sanctum

APL 8: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +2 (333 gp), +2 *banded armor* (367 gp), +1 *spell-storing heavy mace* (193 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 2 *ring of protection* +1 (167 gp each), *Backstabber* (0 gp), +1 *mithral chain shirt* (175 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp), +1 *greatsword* (196 gp), +1 *breastplate* (112 gp).

APL 10: L – 0 gp; C – 0 gp; M – 2 *periapt of wisdom* +2 (333 gp each), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 2 *ring of protection* +1 (167 gp each), *Backstabber* (0 gp), +2 *mithral chain shirt* (425 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp), *cloak of elvenkind* (208 gp), *amulet of natural armor* +1 (167 gp), +1 *greatsword* (196 gp), +2 *breastplate* (362 gp).

APL 12: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +4 (1333 gp), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 3 *ring of protection* +1 (167 gp each), *ring of counterspells* (333 gp), 2 *cloak of resistance* +2 (333 gp each), *gloves of dexterity* +2 (333 gp), *Backstabber* (0 gp), +2 *mithral chain shirt* (425 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *periapt of wisdom* +2 (333 gp), 2 *boots of elvenkind* (208 gp), *bracers of armor* +1 (83 gp), *cloak of elvenkind* (208 gp), *amulet of natural armor* +1 (167 gp), *gloves of ogre strength* (333 gp), +1 *greatsword* (196 gp), +2 *breastplate* (362 gp).

APL 14: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +4 (1333 gp), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 4 *ring of protection* +2 (667 gp each), *ring of counterspells* (333 gp), 2 *cloak of resistance* +3 (750 gp each), *gloves of dexterity* +2 (333 gp), *Backstabber* (0 gp), +3 *mithral chain shirt* (842 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *periapt of wisdom* +2 (333 gp), 2 *boots of elvenkind* (208 gp), *bracers of armor* +2 (333 gp), *cloak of elvenkind* (208 gp), *amulet of natural armor* +1 (167 gp), *gloves of ogre strength* (333 gp), +2 *greatsword* (696 gp), +2 *breastplate* (362 gp).

APL 16: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +6 (2667 gp), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 4 *ring of protection* +3 (1500 gp each), *ring of counterspells* (333 gp), 2 *cloak of resistance* +3 (750 gp each), *gloves of dexterity* +2 (333 gp), *Backstabber* (0 gp), +4 *mithral chain shirt* (1425 gp),

amulet of health +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *periapt of wisdom* +4 (1333 gp), 2 *boots of elvenkind* (208 gp), *bracers of armor* +4 (1333 gp), *cloak of elvenkind* (208 gp), *amulet of natural armor* +1 (167 gp), *gloves of ogre strength* (333 gp), +3 *greatsword* (1529 gp), +2 *breastplate* (362 gp).

Encounter D4: Corluno Raahs' Quarters

All APL's: L – 0 gp; C – 33 gp; M – 0 gp.

Optional Encounter One:

APL 8: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *bracers of armor* +2 (333 gp), +1 *keen rapier* (693 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 10: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), +1 *keen rapier* (693 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 12: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 14: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +4 (1333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), *cloak of resistance* +2 (333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +2 (667 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 16: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +4 (1333 gp), *amulet of health* +4 (1333 gp), *belt of strength* +4 (1333 gp), *dusty rose prism ioun stone* (417 gp), *bracers of armor* +4 (1333 gp), *cloak of resistance* +4 (1333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +3 (1500 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

Total Possible Treasure

Parenthetical amounts indicate total possible amounts earned if the optional encounter is completed.

APL 8: 1,300 gp (1,950 gp)

APL 10: 2,300 gp (3,450 gp)

APL 12: 3,300 gp (4,950 gp)

APL 14: 6,600 gp (9,900 gp)

APL 16: 9,900 gp (14,850 gp)

Special

Backstabber

This +1 *shortsword* grants a +5 competence bonus to Hide checks when being carried. It also adds additional +1d6 damage when its wielder is performing a sneak attack.

If three pieces of the Regalia of Syrul are present then the weapon also afflicts, twice per day, someone that it strikes with the *silence* spell as cast by a 15th level wizard (save DC 14).

If all five pieces of the Regalia of Syrul are present then whenever the weapon strikes an opponent with a critical hit there is a 50% chance that the opponent is targeted with a *blindness/deafness* spell as cast by a 15th level wizard (save DC 13).

(Weak Transmutation, Moderate Illusion, Moderate Necromancy) Prerequisites: Caster Level 15th, Craft Magic Arms and Armor, creator must have the Sneak Attack class ability, *silence*, *blindness/deafness*; Market Price 25,000 gp

Items for the Adventure Record

Item Access

Note: Access from the Optional Encounter is denoted with an asterix (*).

APL 8:

- +2 *Banded Armor* (Adventure; DMG; 4,400 gp)
- +1 *Mithril Chain Shirt* (Adventure; DMG; 2,100 gp)

APL 10 (all of APL 8 plus the following):

- +1 *Spell Storing Heavy Mace* (Adventure; DMG; 8,312 gp)
- +2 *Mithril Chain Shirts* (Adventure; DMG; 5,100 gp)
- +2 *Breastplates* (Adventure; DMG; 4,350 gp)

APL 12 (all of APL's 8-10 plus the following):

- +2 *Cloak of Resistance* (Adventure; DMG)

APL 14 (all of APL's 8-12 plus the following):

- +3 *Mithril Chain Shirts* (Adventure; DMG; 10,100 gp)
- +2 *Greatsword* (Adventure; DMG; 8,350 gp)
- +3 *Cloak of Resistance* (Adventure; DMG)
- +2 *Ring of Protection* (Adventure; DMG)

APL 16 (all of APL's 8-14 plus the following):

- +3 *Greatsword* (Adventure; DMG; 18,350 gp)

Marnar Experience and Treasure Summaries

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 Two

Destroy the Vampire Yuan-ti

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	540 xp

Defeat (but not destroy) the Vampire Yuan-ti

APL 8	150 xp
APL 10	180 xp
APL 12	210 xp
APL 14	240 xp
APL 16	270 xp

Encounter Four

Disable or survive any and all traps encountered.

APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp
APL 16	510 xp

Encounter Five

Defeat (a second time) and destroy the Vampire Yuan-ti. Not available if the Vampire was destroyed in *Encounter Two*.

APL 8	150 xp
APL 10	180 xp
APL 12	210 xp
APL 14	240 xp
APL 16	270 xp

Encounter Six

Destroy the Cult Leaders

APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp
APL 16	570 xp

Story Award

Destroy the Well of Deceit without NPC assistance

APL 8	225 xp
APL 10	270 xp

APL 12	315 xp
APL 14	360 xp
APL 16	405 xp

Optional Encounter One

Kill Sibilant the Frozen.

Note: This encounter costs one extra TU.

APL 8	(360 xp)
APL 10	(420 xp)
APL 12	(480 xp)
APL 14	(540 xp)
APL 16	(600 xp)

Total possible experience:

APL 8	1125 xp	(1485 xp)
APL 10	1350 xp	(1770 xp)
APL 12	1575 xp	(2055 xp)
APL 14	1800 xp	(2340 xp)
APL 16	2025 xp	(2625 xp)

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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.

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Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic

item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Two or Five:

APL 8: Loot – 120 gp, Coin – 0 gp, Magic – *bracers of armor* +1 (83 gp), *cloak of resistance* +1 (83 gp), 2 *potions of inflict light wounds* (4 gp each).

APL 10: Loot – 93 gp, Coin – 0 gp, Magic – *bracers of armor* +1 (83 gp), *cloak of resistance* +1 (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp).

APL 12: Loot – 93 gp, Coin – 0 gp, Magic – *bracers of armor* +1 (83 gp), *cloak of resistance* +1 (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp), *boots of elvenkind* (208 gp).

APL 14: Loot – 92 gp, Coin – 0 gp, Magic – *bracers of armor* +1 (83 gp), *cloak of resistance* +1 (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp), *boots of elvenkind* (208 gp), *Lion's Shield* (764 gp), *scroll of inflict serious wounds* (31 gp).

APL 16: Loot – 92 gp, Coin – 0 gp, Magic – *bracers of armor* +2 (333 gp), *cloak of resistance* +1 (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp), *boots of elvenkind* (208 gp), *Lion's Shield* (764 gp), *scroll of inflict serious wounds* (31 gp), *gloves of arrow snaring* (333 gp), *potion of inflict moderate wounds* (25 gp).

Encounter Six:

APL 8: Loot – 232 gp, Coin – 0 gp, Magic – +1 *full plate* (221 gp), +1 *heavy steel shield* (97 gp), 2 +1 *studded leather armor* (98 gp each), *potion of haste* (62 gp), *potion of cure moderate wounds* (25 gp), *potion of barkskin* +3 (50 gp), 2 *elixir of hiding* (21 gp each), 2 *elixir of sneaking* (21 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 10: Loot – 222 gp, Coin – 0 gp, Magic – +1 *full plate* (221 gp), +1 *heavy steel shield* (97 gp), +1 *scimitar* (193 gp), +1 *cloak of resistance* (83 gp), 2 +1 *studded leather armor* (98 gp each), *potion of haste* (62 gp), 3 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of*

cure critical wounds (31 gp), 2 *cloak of elvenkind* (208 gp each), 2 *elixir of sneaking* (21 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 12: Loot – 222 gp, Coin – 0 gp, Magic – +2 *full plate* (471 gp), +1 *heavy steel shield* (97 gp), +1 *scimitar* (193 gp), +1 *cloak of resistance* (83 gp), *necklace of fireballs* (type 1) (12.5 gp per 1d6 damage, 137 gp max), 2 +1 *studded leather armor* (98 gp each), *potion of haste* (62 gp), 5 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 *cloak of elvenkind* (208 gp each), 2 *boots of elvenkind* (208 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 14: Loot – 100 gp, Coin – 0 gp, Magic – +2 *full plate* (471 gp), 3 +1 *heavy steel shield* (97 gp each), 3 +1 *scimitar* (193 gp each), +1 *cloak of resistance* (83 gp), *ring of chameleon power* (1058 gp), *gauntlets of ogre power* (333 gp), 2 +1 *studded leather armor of shadow and silent moves* (723 gp each), 2 +1 *mighty* [+3] *composite longbow* (225 gp each), *potion of haste* (62 gp), 5 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 *cloak of elvenkind* (208 gp each), 2 *boots of elvenkind* (208 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 16: Loot – 83 gp, Coin – 0 gp, Magic – +2 *full plate* (471 gp), +1 *shocking burst scimitar* (1526 gp), 3 +1 *heavy steel shield* (97 gp each), 2 +1 *scimitar* (193 gp each), +1 *cloak of resistance* (83 gp), *ring of chameleon power* (1058 gp), *gauntlets of ogre power* (333 gp), 2 +1 *studded leather armor of shadow and silent moves* (723 gp each), 2 +1 *mighty* [+3] *composite longbow* (225 gp each), *potion of haste* (62 gp), 5 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 *cloak of elvenkind* (208 gp each), 2 *boots of elvenkind* (208 gp each), 2 *salve of slipperiness* (83 gp each), 2 *cloak of resistance* +2 (333 gp each), 2 *gauntlets of dexterity* +2 (333 gp), *Liespreader* (0 gp).

Optional Encounter One:

APL 8: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *bracers of armor* +2 (333 gp), +1 *keen rapier* (693 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 10: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), +1 *keen rapier* (693 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 12: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +1 (167 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

Items for the Adventure Record

APL 14: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +4 (1333 gp), *amulet of health* +2 (333 gp), *bracers of armor* +4 (1333 gp), *cloak of resistance* +2 (333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +2 (667 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

APL 16: Loot – 33 gp, Coin – 0 gp, Magic – *gloves of dexterity* +4 (1333 gp), *amulet of health* +4 (1333 gp), *belt of strength* +4 (1333 gp), *dusty rose prism ioun stone* (417 gp), *bracers of armor* +4 (1333 gp), *cloak of resistance* +4 (1333 gp), +1 *keen rapier of thundering* (1527 gp), *ring of mindshielding* (667 gp), *ring of protection* +3 (1500 gp), *potion of cure serious wounds* (62 gp), *potion of barkskin* +2 (25 gp), *potion of hide from animals* (4 gp).

Total Possible Treasure

Parenthetical amounts indicate total possible amounts earned if the optional encounter is completed.

APL 8: 1,300 gp (1,950 gp)

APL 10: 2,300 gp (3,450 gp)

APL 12: 3,300 gp (4,950 gp)

APL 14: 6,600 gp (9,900 gp)

APL 16: 9,900 gp (14,850 gp)

Special

Liespreader

This black robe grants the wearer the ability to plant a thought in someone's mind and have them completely believe that it was their own idea. There is a will save against this effect (DC 15) and this ability can only be used twice per day.

If three pieces of the Regalia of Syrul are present then the thought projection ability can be used three times per day. Additionally the wearer also gets a +5 competence bonus to Bluff and Disguise.

If all five pieces of the Regalia of Syrul are present then the bearer can *dominate* up to 3 people at a time as a spell-like ability as cast by a 15th level wizard.

(Moderate Enchantment) Prerequisites: Caster Level 15th, Craft Wondrous Item, *greater command*, *dominate*; Market Price 25,000

Touch of Syrul

You have been blinded by the power of Syrul. This effect can be removed using *remove curse* (cast at 15th level), *break enchantment* (against a 15th level caster), *regeneration*, *limited wish*, *wish*, or *miracle*. If not removed it wears off one-year real time after the date on this Adventure Record.

Item Access

Note: Access from the Optional Encounter is denoted with an asterix (*).

APL 8:

Elixir of Hiding (Adventure; DMG)
Elixir of Sneaking (Adventure; DMG)
Salve of Slipperiness (Adventure; DMG)

APL 10 (all of APL 8 plus the following):

None

APL 12 (all of APL's 8-10 plus the following):

+2 *Fullplate* (Adventure; DMG; 5,650 gp)

APL 14 (all of APL's 8-12 plus the following):

* *Cloak of Resistance* +2 (Adventure; DMG)
* *Ring of Protection* +2 (Adventure; DMG)

APL 16 (all of APL's 8-14 plus the following):

None

Seltaren Experience and Treasure Summaries

Experience Point Summary

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

Encounter One

Destroy the Aboleth and companions

APL 8	240 xp
APL 10	300 xp
APL 12	360 xp
APL 14	420 xp
APL 16	480 xp

Encounter Five

Destroy Niemanthor and the Yuan-ti

APL 8	360 xp
APL 10	420 xp
APL 12	480 xp
APL 14	540 xp
APL 16	600 xp

Encounter Six

Survive or disable the traps.

APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
APL 16	520 xp

Story Awards

Destroy the Fane of Syrul

APL 8	145 xp
APL 10	170 xp
APL 12	195 xp
APL 14	220 xp
APL 16	245 xp

PCs do not willfully leave a party member behind

APL 8	80 xp
APL 10	100 xp
APL 12	120 xp
APL 14	140 xp
APL 16	160 xp

Optional Encounter One

Kill Sibilant the Small.

Note: This encounter costs one extra TU.

APL 8	(360 xp)
APL 10	(420 xp)
APL 12	(480 xp)

APL 14	(540 xp)
APL 16	(600 xp)

Total possible experience:

APL 8	1125 xp	(1485 xp)
APL 10	1350 xp	(1770 xp)
APL 12	1575 xp	(2055 xp)
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During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter Five: The Fane of Syrul

APL 8: L: 6 gp; C: 0 gp; M: +2 banded mail (367 gp), +1 heavy wooden shield (96 gp), +1 heavy mace (193 gp), +1 cloak of resistance (83 gp), brooch of shielding (1.25 gp per point left, 125 gp max), 2 +1 trident (193 gp each), Mask of Secrets (0 gp).

APL 10: L: 2 gp; C: 0 gp; M: +2 slick banded mail (679 gp), +1 heavy wooden shield (96 gp), +1 spell storing heavy mace (693 gp), +1 cloak of resistance (83 gp), brooch of shielding (1.25 gp per point left, 125 gp max), 2 +1 trident (193 gp each), Mask of Secrets (0 gp).

APL 12: L: 2 gp; C: 0 gp; M: +2 slick banded mail (679 gp), +2 heavy wooden shield (346 gp), +1 spell storing heavy mace (693 gp), +2 cloak of resistance (333 gp), brooch of shielding (1.25 gp per point left, 125 gp max), ring of counter spells (667 gp), ring of protection +1 (167 gp), 2 +1 trident (193 gp each), Mask of Secrets (0 gp).

APL 14: L: 2 gp; C: 0 gp; M: +2 slick banded mail (679 gp), +2 heavy wooden shield (346 gp), +1 spell storing vicious heavy mace (1526 gp), +3 cloak of resistance (750 gp), brooch of shielding (1.25 gp per point left, 125 gp max), ring of counterspells (667 gp), ring of protection +2 (667 gp), dark blue rhomboid ioun stone (833 gp), 2 +1 trident (193 gp each), Mask of Secrets (0 gp).

APL 16: L: 2 gp; C: 0 gp; M: +3 slick banded mail (1096 gp), +3 heavy wooden shield (763 gp), +2 spell storing vicious heavy mace (2693 gp), +3 cloak of resistance (750 gp), brooch of shielding (1.25 gp per point left, 125 gp max), ring of counterspells (667 gp), ring of protection +3 (1500 gp), dark blue rhomboid ioun stone (833 gp), elemental gem (blue-green) (188 gp), 2 +1 trident (193 gp each), Mask of Secrets (0 gp).

Optional Encounter One:

APL 8: Loot – 33 gp, Coin – 0 gp, Magic – gloves of dexterity +2 (333 gp), bracers of armor +2 (333 gp), +1 keen rapier (693 gp), ring of mindshielding (667 gp), ring of protection +1 (167 gp), potion of cure serious wounds (62 gp), potion of barkskin +2 (25 gp), potion of hide from animals (4 gp).

APL 10: Loot – 33 gp, Coin – 0 gp, Magic – gloves of dexterity +2 (333 gp), amulet of health +2 (333 gp), bracers of armor +4 (1333 gp), +1 keen rapier (693 gp), ring of mindshielding (667 gp), ring of protection +1 (167 gp), potion of cure serious wounds (62 gp), potion of barkskin +2 (25 gp), potion of hide from animals (4 gp).

APL 12: Loot – 33 gp, Coin – 0 gp, Magic – gloves of dexterity +2 (333 gp), amulet of health +2 (333 gp), bracers of armor +4 (1333 gp), +1 keen rapier of thundering (1527 gp), ring of mindshielding (667 gp), ring of protection +1 (167 gp), potion of cure serious wounds (62 gp), potion of barkskin +2 (25 gp), potion of hide from animals (4 gp).

APL 14: Loot – 33 gp, Coin – 0 gp, Magic – gloves of dexterity +4 (1333 gp), amulet of health +2 (333 gp), bracers of armor +4 (1333 gp), cloak of resistance +2 (333 gp), +1 keen rapier of thundering (1527 gp), ring of mindshielding (667 gp), ring of protection +2 (667 gp), potion of cure serious wounds (62 gp), potion of barkskin +2 (25 gp), potion of hide from animals (4 gp).

APL 16: Loot – 33 gp, Coin – 0 gp, Magic – gloves of dexterity +4 (1333 gp), amulet of health +4 (1333 gp), belt of strength +4 (1333 gp), dusty rose prism ioun stone (417 gp), bracers of armor +4 (1333 gp), cloak of resistance +4 (1333 gp), +1 keen rapier of thundering (1527 gp), ring of mindshielding (667 gp), ring of protection +3 (1500 gp), potion of cure serious wounds (62 gp), potion of barkskin +2 (25 gp), potion of hide from animals (4 gp).

Total Possible Treasure

Parenthetical amounts indicate total possible amounts earned if the optional encounter is completed.

APL 8: 1,300 gp (1,950 gp)

APL 10: 2,300 gp (3,450 gp)

APL 12: 3,300 gp (4,950 gp)

APL 14: 6,600 gp (9,900 gp)

APL 16: 9,900 gp (14,850 gp)

Special

Mask of Secrets

This black leather mask has only nose and eyeholes. In place of a mouth it has a forked tongue. It continuously protects the wearer with a *nondetection* spell. It can also produce upon mental command a *detect thoughts* spell cast at 15th level, three times per day (save DC 13).

If three pieces of the Regalia of Syrul are present then it also allows the wearer to change their features (and only their features), as per *disguise self* spell for up to 150 minutes per day. These minutes must be continuous.

If all five pieces of the Regalia of Syrul are present then the Mask grants the wearer the ability to use *greater invisibility* once per day as a 15th level wizard.

(Moderate Divination, Moderate Abjuration, Moderate Illusion) Prerequisites: Caster Level 15th, Craft Wondrous Item, *nondetection*, *detect thoughts*, *disguise self*, *greater invisibility*; Market Price: 25,000 gp.

Enmity of the Commoners of Seltaren

You have earned their enmity for your part in causing the flooding of Lower Seltaren. Lifestyle costs are doubled for any adventure that starts in Seltaren until one year (real time) from the date on this Adventure Record.

Items for the Adventure Record

Item Access

Note: Access from the Optional Encounter is denoted with an asterix (*).

APL 8:

+2 *Banded Armor* (Adventure; DMG; 4,400 gp)

APL 10 (all of APL 8 plus the following):

+1 *Spell Storing Heavy Mace* (Adventure; DMG; 8,312 gp)

+2 *Slick Banded Armor* (Adventure; DMG; 8,150 gp)

APL 12 (all of APL's 8-10 plus the following):

+2 *Cloak of Resistance* (Adventure; DMG)

+2 *Heavy Wooden Shield* (Adventure; DMG; 4,157 gp)

APL 14 (all of APL's 8-12 plus the following):

+1 *Spell Storing Vicious Heavy Mace* (Adventure; DMG; 18,312 gp)

+3 *Cloak of Resistance* (Adventure; DMG)

+2 *Ring of Protection* (Adventure; DMG)

APL 16 (all of APL's 8-14 plus the following):

+3 *Heavy Wooden Shields* (Adventure; DMG; 9,157 gp)

+2 *Spell Storing Vicious Heavy Mace* (Adventure; DMG; 32,312 gp)

Total Items for the Adventure Record

Item Access

Only items listed in the appropriate section should be granted. No table will receive access to everything on this AR.

APL 8:

Elixir of Hiding (Adventure; DMG)
Elixir of Sneaking (Adventure; DMG)
Salve of Slipperiness (Adventure; DMG)
Potion of Barkskin +3 (Adventure; DMG)
+2 Banded Armor (Adventure; DMG; 4,400 gp)
+1 Mithril Chain Shirt (Adventure; DMG; 2,100 gp)

APL 10 (all of APL 8 plus the following):

+1 Spell Storing Heavy Mace (Adventure; DMG; 8,312 gp)
+2 Slick Banded Armor (Adventure; DMG; 8,150 gp)
+2 Mithril Chain Shirt (Adventure; DMG; 5,100 gp)
+2 Breastplate (Adventure; DMG; 4,350 gp)

APL 12 (all of APL's 8-10 plus the following):

+2 Fullplate (Adventure; DMG; 5,650 gp)
+2 Cloak of Resistance (Adventure; DMG)
+2 Heavy Wooden Shields (Adventure; DMG; 4,157 gp)
Periapt of Wisdom +4 (Adventure; DMG)

APL 14 (all of APL's 8-12 plus the following):

+3 Mithril Chain Shirt (Adventure; DMG; 10,100 gp)
+1 Spell Storing Vicious Heavy Mace (Adventure; DMG; 18,312 gp)
+2 Greatsword (Adventure; DMG; 8,350 gp)
+3 Cloak of Resistance (Adventure; DMG)
+2 Ring of Protection (Adventure; DMG)

APL 16 (all of APL's 8-14 plus the following):

+3 Heavy Wooden Shield (Adventure; DMG; 9,157 gp)
+2 Spell Storing Vicious Heavy Mace (Adventure; DMG; 32,312 gp)
+3 Greatsword (Adventure; DMG; 18,350 gp)
+3 Slick Banded Mail (Adventure; DMG; 13,150 gp)
+4 Mithril Chain Shirt (Adventure; DMG; 17,100 gp)

New Rules Items – The Regalia of Syrul

Mask of Secrets

This black leather mask has only nose and eyeholes. In place of a mouth it has a forked tongue. It continuously protects the wearer with a *nondetection* spell. It can also produce upon mental command a *detect thoughts* spell cast at 15th level, three times per day (save DC 13).

If three pieces of the Regalia of Syrul are present then it also allows the wearer to change their features (and only their features), as per *disguise self* spell for up to 150 minutes per day. These minutes must be continuous.

If all five pieces of the Regalia of Syrul are present then the Mask grants the wearer the ability to use *greater invisibility* once per day as a 15th level wizard.

(Moderate Divination, Moderate Abjuration, Moderate Illusion) Prerequisites: Caster Level 15th, Craft Wondrous Item, *nondetection*, *detect thoughts*, *disguise self*, *greater invisibility*; Market Price: 25,000 gp.

Backstabber

This +1 *shortsword* grants a +5 competence bonus to Hide checks when being carried. It also adds additional +1d6 damage when its wielder is performing a sneak attack.

If three pieces of the Regalia of Syrul are present then the weapon also afflicts, twice per day, someone that it strikes with the *silence* spell as cast by a 15th level wizard (save DC 14).

If all five pieces of the Regalia of Syrul are present then whenever the weapon strikes an opponent with a critical hit there is a 50% chance that the opponent is targeted with a *blindness/deafness* spell as cast by a 15th level wizard (save DC 13).

(Weak Transmutation, Moderate Illusion, Moderate Necromancy) Prerequisites: Caster Level 15th, Craft Magic Arms and Armor, creator must have the Sneak Attack class ability, *silence*, *blindness/deafness*; Market Price 25,000 gp

Liespreader

This black robe grants the wearer the ability to plant a thought in someone's mind and have them completely believe that it was their own idea. There is a will save against this effect (DC 15) and this ability can only be used twice per day.

If three pieces of the Regalia of Syrul are present then the thought projection ability can be used three times per day. Additionally the wearer also gets a +5 competence bonus to Bluff and Disguise.

If all five pieces of the Regalia of Syrul are present then the bearer can *dominate* up to 3 people at a time as a spell-like ability as cast by a 15th level wizard.

(Moderate Enchantment) Prerequisites: Caster Level 15th, Craft Wondrous Item, *greater command*, *dominate*; Market Price 25,000.

Note: These items are listed for the judge's convenient reference and are not available for the PCs to access.

Combat Appendix – Optional Encounter

APL 8

☛ **Sibilant (Human):** Human Rog 7 Shd 2 Dlst 2 Asn 1; CR 12; Medium Humanoid; HD 8d6+2d8+2d10+24; hp 160; Init +5; Spd 30 ft.; AC 18 (+5 Dex, +2 armor, +1 deflection), touch 18, flat-footed 13; Base Atk/Grp: +8/+9; Atk +12 melee (1d6+2, 15-20/x2, +1 keen rapier) or +12 ranged (1d8, longbow); Full Atk +12/7 melee (1d6+2, 15-20/x2, +1 keen rapier) or +12/7 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +5d6, death attack, poison use; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 9th level), canny defense, improved reaction +2; AL NE; SV Fort +4, Ref +16, Will +6; Str 12, Dex 17, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +17, Diplomacy +19, Disguise +17, Escape Artist +13, Forgery +14, Gather Information +13, Hide +17, Knowledge (Local) +12, Move Silently +17, Perform (dance) +15, Sense Motive +14, Tumble +19; Combat Reflexes, Dodge, Iron Will, Mobility, Weapon Finesse.

Possessions: gloves of dexterity +2, bracers of armor +2, +1 keen rapier, ring of mindshielding, ring of protection +1, potion of cure serious wounds, potion of barkskin +2, potion of hide from animals, masterwork longbow, 20 arrows

Spells Known (-/1; base DC = 12 + spell level): 1st—disguise self, true strike.

Sibilant (Gnome): Gnome Rog 7 Shd 2 Dlst 2 Asn 1; CR 12; Small Humanoid; HD 8d6+2d8+2d10+24; hp 160; Init +5; Spd 20 ft.; AC 19 (+5 Dex, +2 armor, +1 deflection, +1 size), touch 19, flat-footed 14; Base Atk/Grp: +8/+4; Atk +13 melee (1d4+2, 15-20/x2, +1 keen rapier) or +13 ranged (1d6, longbow); Full Atk +13/8 melee (1d4+2, 15-20/x2, +1 keen rapier) or +13/8 ranged (1d6, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +5d6, death attack, poison use; SQ Low-light vision, gnome blood, spell-like abilities (gnome), trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 9th level), canny defense, improved reaction +2; AL NE; SV Fort +4, Ref +16, Will +4; Str 12, Dex 17, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +17, Diplomacy +19, Disguise +17, Escape Artist +13, Forgery +14, Hide +21, Knowledge (Local) +12, Move Silently +17, Perform (dance) +15, Sense Motive +14, Tumble +19; Combat Reflexes, Dodge, Mobility, Weapon Finesse.

Possessions: gloves of dexterity +2, bracers of armor +2, +1 keen rapier, ring of mindshielding, ring of protection +1, potion of cure serious wounds, potion of barkskin +2, potion of hide from animals, masterwork longbow, 20 arrows

Spells Known (-/1; base DC = 12 + spell level): 1st—disguise self, true strike.

APL 10

☛ **Sibilant (Human):** Human Rog 7 Shd 2 Dlst 4 Asn 1; CR 14; Medium Humanoid; HD 8d6+2d8+4d10+42; hp 190; Init +5; Spd 30 ft.; AC 21 (+5 Dex, +4 armor, +2 deflection), touch 21, flat-footed 16; Base Atk/Grp: +10/+11; Atk +14 melee (1d6+2, 15-20/x2, +1 keen rapier) or +14 ranged (1d8, longbow); Full Atk +14/9 melee (1d6+2, 15-20/x2, +1 keen rapier) or +14/9 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +5d6, death attack, poison use; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 9th level), canny defense, improved reaction +2, enhanced mobility, grace; AL NE; SV Fort +6, Ref +19, Will +7; Str 12, Dex 17, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +19, Diplomacy +19, Disguise +17, Escape Artist +17, Forgery +15, Gather Information +14, Hide +17, Knowledge (Local) +12, Move Silently +17, Perform (dance) +15, Sense Motive +16, Tumble +21; Combat Reflexes, Dodge, Iron Will, Mobility, Weapon Finesse.

Possessions: gloves of dexterity +2, amulet of health +2, bracers of armor +4, +1 keen rapier, ring of mindshielding, ring of protection +2, potion of cure serious wounds, potion of barkskin +2, potion of hide from animals, masterwork longbow, 20 arrows

Spells Known (-/1; base DC = 12 + spell level): 1st—disguise self, true strike.

Sibilant (Gnome): Gnome Rog 7 Shd 2 Dlst 4 Asn 1; CR 14; Small Humanoid; HD 8d6+2d8+4d10+42; hp 190; Init +5; Spd 20 ft.; AC 22 (+5 Dex, +4 armor, +2 deflection, +1 size), touch 22, flat-footed 17; Base Atk/Grp: +10/+7; Atk +15 melee (1d4+2, 15-20/x2, +1 keen rapier) or +15 ranged (1d6, longbow); Full Atk +15/10 melee (1d4+2, 15-20/x2, +1 keen rapier) or +15/10 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +5d6, death attack, poison use; SQ Low-light vision, gnome blood, spell-like abilities (gnome), trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 9th level), canny defense, improved reaction +2, enhanced mobility, grace; AL NE; SV Fort +6, Ref +19, Will +5; Str 12, Dex 17, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +19, Diplomacy +19, Disguise +17, Escape Artist +17, Forgery +15, Hide +21, Knowledge (Local) +12, Move Silently +17, Perform (dance) +15, Sense Motive +16, Tumble +21; Combat Reflexes, Dodge, Mobility, Weapon Finesse.

Possessions: *gloves of dexterity* +2, *amulet of health* +2, *bracers of armor* +4, +1 *keen rapier*, *ring of mindshielding*, *ring of protection* +2, *potion of cure serious wounds*, *potion of barkskin* +2, *potion of hide from animals*, *masterwork longbow*, 20 arrows

Spells Known (-/1; base DC = 12 + spell level): 1st—*disguise self*, *true strike*.

APL 12

☛ **Sibilant (Human):** Human Rog 7 Shd 2 Dlst 5 Asn 2; CR 16; Medium Humanoid; HD 9d6+2d8+5d10+48; hp 206; Init +6; Spd 30 ft.; AC 22 (+6 Dex, +4 armor, +2 deflection), touch 22, flat-footed 16; Base Atk/Grp: +12/+13; Atk +17 melee (1d6+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +17 ranged (1d8, longbow); Full Atk +17/12/7 melee (1d6+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +17/12/7 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +5d6, death attack, poison use, precise strike +1d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 11th level), canny defense, improved reaction +2, enhanced mobility, grace, +1 save vs. poison; AL NE; SV Fort +6, Ref +21, Will +7; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +21, Diplomacy +21, Disguise +19, Escape Artist +20, Forgery +15, Gather Information +14, Hide +20, Knowledge (Local) +12, Move Silently +20, Perform (dance) +15, Sense Motive +16, Tumble +24; Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Possessions: *gloves of dexterity* +2, *amulet of health* +2, *bracers of armor* +4, +1 *keen rapier of thundering*, *ring of mindshielding*, *ring of protection* +2, *potion of cure serious wounds*, *potion of barkskin* +2, *potion of hide from animals*, *masterwork longbow*, 20 arrows

Spells Known (-/2; base DC = 12 + spell level): 1st—*disguise self*, *feather fall*, *true strike*.

Sibilant (Gnome): Gnome Rog 7 Shd 2 Dlst 5 Asn 2; CR 16; Small Humanoid; HD 9d6+2d8+5d10+48; hp 206; Init +6; Spd 20 ft.; AC 23 (+6 Dex, +4 armor, +2 deflection, +1 size), touch 23, flat-footed 17; Base Atk/Grp: +12/+9; Atk +18 melee (1d4+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +18 ranged (1d6, longbow); Full Atk +18/13/8 melee (1d4+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +18/13/8 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +5d6, death attack, poison use, precise strike +1d6; SQ Low-light vision, gnome blood, spell-like abilities (gnome), trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 11th level), canny defense, improved reaction +2, enhanced mobility, grace, +1 save vs. poison; AL NE; SV Fort +6, Ref +21, Will +5; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +21, Diplomacy +21, Disguise +19, Escape Artist +20, Forgery +15, Hide +24, Knowledge (Local) +12, Move Silently +20, Perform (dance) +15, Sense Motive +16, Tumble +24; Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: *gloves of dexterity* +2, *amulet of health* +2, *bracers of armor* +4, +1 *keen rapier of thundering*, *ring of mindshielding*, *ring of protection* +2, *potion of cure serious wounds*, *potion of barkskin* +2, *potion of hide from animals*, *masterwork longbow*, 20 arrows

Spells Known (-/2; base DC = 12 + spell level): 1st—*disguise self*, *feather fall*, *true strike*.

APL 14

☛ **Sibilant (Human):** Human Rog 7 Shd 2 Dlst 6 Asn 3; CR 18; Medium Humanoid; HD 10d6+2d8+6d10+54; hp 222; Init +7; Spd 30 ft.; AC 23 (+7 Dex, +4 armor, +2 deflection), touch 23, flat-footed 16; Base Atk/Grp: +14/+15; Atk +20 melee (1d6+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +20 ranged (1d8, longbow); Full Atk +20/15/10 melee (1d6+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +20/15/10 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +6d6, death attack, poison use, precise strike +1d6, acrobatic charge; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 12th level), canny defense, improved reaction +2, enhanced mobility, grace, +1 save vs. poison; AL NE; SV Fort +10, Ref +25, Will +11; Str 12, Dex 20, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +23, Diplomacy +22, Disguise +20, Escape Artist +23, Forgery +15, Gather Information +15, Hide +22, Knowledge (Local) +12, Move Silently +22, Perform (dance) +16, Sense Motive +17, Tumble +27; Combat Expertise, Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Weapon Finesse.

Possessions: *gloves of dexterity* +4, *amulet of health* +2, *bracers of armor* +4, *cloak of resistance* +2, +1 *keen rapier of thundering*, *ring of mindshielding*, *ring of protection* +2, *potion of cure serious wounds*, *potion of barkskin* +2, *potion of hide from animals*, *masterwork longbow*, 20 arrows

Spells Known (-/3/1; base DC = 12 + spell level): 1st—*disguise self*, *feather fall*, *true strike*; 2nd—*alter self*.

Sibilant (Gnome): Gnome Rog 7 Shd 2 Dlst 6 Asn 3; CR 18; Small Humanoid; HD 10d6+2d8+6d10+54; hp 222; Init +7; Spd 20 ft.; AC 24 (+7 Dex, +4 armor, +2 deflection, +1 size), touch 24, flat-footed 17; Base Atk/Grp: +14/+11; Atk +21 melee (1d4+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +21 ranged (1d6, longbow); Full Atk +21/16/11 melee (1d4+1d6+2, 15-20/x2, +1 *keen rapier of thundering*) or +21/16/11 ranged (1d6, longbow); Space/Reach: 5ft./5 ft.; SA Sneak

Attack +6d6, death attack, poison use, precise strike +1d6, acrobatic charge; SQ Low-light vision, gnome blood, spell-like abilities (gnome), trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 12th level), canny defense, improved reaction +2, enhanced mobility, grace, +1 save vs. poison; AL NE; SV Fort +10, Ref +25, Will +9; Str 12, Dex 20, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Bluff +23, Diplomacy +22, Disguise +20, Escape Artist +23, Forgery +15, Hide +26, Knowledge (Local) +12, Move Silently +22, Perform (dance) +16, Sense Motive +17, Tumble +27; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: gloves of dexterity +4, amulet of health +2, bracers of armor +4, cloak of resistance +2, +1 keen rapier of thundering, ring of mindshielding, ring of protection +2, potion of cure serious wounds, potion of barkskin +2, potion of hide from animals, masterwork longbow, 20 arrows

Spells Known (-/3/1; base DC = 12 + spell level): 1st—*disguise self, feather fall, true strike*; 2nd—*alter self*.

APL 16

☛ **Sibillant (Human):** Human Rog 7 Shd 2 Dlst 6 Asn 3 Ftr 2; CR 20; Medium Humanoid; HD 10d6+2d8+8d10+80; hp 260; Init +7; Spd 30 ft.; AC 25 (+7 Dex, +4 armor, +3 deflection, +1 insight), touch 25, flat-footed 18; Base Atk/Grp: +16/+19; Atk +22 melee (1d6+1d6+4, 15-20/x2, +1 *keen rapier of thundering*) or +22 ranged (1d8, longbow); Full Atk +22/17/12 melee (1d6+1d6+4, 15-20/x2, +1 *keen rapier of thundering*) or +22/17/12 ranged (1d8, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +6d6, death attack, poison use, precise strike +1d6, acrobatic charge; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 12th level), canny defense, improved reaction +2, enhanced mobility, grace, +1 save vs. poison; AL NE; SV Fort +16, Ref +27, Will +13; Str 16, Dex 20, Con 18, Int 14, Wis 15, Cha 12.

Skills and Feats: Bluff +23, Diplomacy +22, Disguise +20, Escape Artist +23, Forgery +15, Gather Information +15, Hide +22, Jump +10, Knowledge (Local) +12, Move Silently +22, Perform (dance) +16, Sense Motive +17, Tumble +29; Combat Expertise, Combat Reflexes, Dodge, Improved Feint^B, Iron Will, Mobility, Spring Attack, Weapon Finesse, Whirlwind Attack^B.

Possessions: gloves of dexterity +4, amulet of health +4, dusty rose prism ioun stone, belt of strength +4, bracers of armor +4, cloak of resistance +4, +1 keen rapier of thundering, ring of mindshielding, ring of protection +3, potion of cure serious wounds, potion of barkskin +2, potion of hide from animals, masterwork longbow, 20 arrows

Spells Known (-/3/1; base DC = 12 + spell level): 1st—*disguise self, feather fall, true strike*; 2nd—*alter self*.

Sibillant (Gnome): Gnome Rog 7 Shd 2 Dlst 6 Asn 3 Ftr 2; CR 20; Small Humanoid; HD 10d6+2d8+8d10+80; hp 260; Init +7; Spd 30 ft.; AC 26 (+7 Dex, +4 armor, +3 deflection, +1 insight), touch 26, flat-footed 19; Base Atk/Grp: +16/+15; Atk +23 melee (1d4+1d6+4, 15-20/x2, +1 *keen rapier of thundering*) or +23 ranged (1d6, longbow); Full Atk +23/18/13 melee (1d4+1d6+4, 15-20/x2, +1 *keen rapier of thundering*) or +23/18/13 ranged (1d6, longbow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +6d6, death attack, poison use, precise strike +1d6, acrobatic charge; SQ Low-light vision, gnome blood, spell-like abilities (gnome), trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, darkvision 60 ft., improved uncanny dodge (effective 12th level), canny defense, improved reaction +2, enhanced mobility, grace, +1 save vs. poison; AL NE; SV Fort +16, Ref +27, Will +11; Str 16, Dex 20, Con 18, Int 14, Wis 15, Cha 12.

Skills and Feats: Bluff +23, Diplomacy +22, Disguise +20, Escape Artist +23, Forgery +15, Hide +26, Jump +10, Knowledge (Local) +12, Move Silently +22, Perform (dance) +16, Sense Motive +17, Tumble +29; Combat Expertise, Combat Reflexes, Dodge, Improved Feint^B, Mobility, Spring Attack, Weapon Finesse, Whirlwind Attack^B.

Possessions: gloves of dexterity +4, amulet of health +4, dusty rose prism ioun stone, belt of strength +4, bracers of armor +4, cloak of resistance +4, +1 keen rapier of thundering, ring of mindshielding, ring of protection +3, potion of cure serious wounds, potion of barkskin +2, potion of hide from animals, masterwork longbow, 20 arrows

Spells Known (-/3/1; base DC = 12 + spell level): 1st—*disguise self, feather fall, true strike*; 2nd—*alter self*.

Player's Handout #3a – Letter

(Excerpted from *NMR3-05 Norebo's Luck & Bralm's Embrace*)

Seeker,

The mother is prepared; everything except the final piece is in place. You must eliminate those who have disrupted our plans. We have sent you some toys of ours. Apparently the little ones are easy to twist to our needs.

We have need of the liquid that you have bartered for. Be sure to send it soon. We have need of it to finish our preparations.

Sibilant the Small

The city of divided shadows

Player's Handout #3b – Letter

(Excerpted from *NMR3-05 Norebo's Luck & Bralm's Embrace*)

Seeker,

We stand ready to strike at the signal. The tarnished crown shall fall, and we are ready to raise the blackened crown in its place. We've even arranged for some diversions, that and a few others have appeared on their own. We should move soon while attention resides elsewhere.

Be careful, there may be a traitor amongst you, and keep a close eye on 'Her' for she may betray us if it would serve her purposes.

Sibilant the Crowned

The city of fallen kings

Player's Handout #3c – Letter

(Excerpted from *NMR3-05 Norebo's Luck & Bralm's Embrace*)

Seeker,

Everything is ready, despite the horrid weather in this place. I cannot understand how anyone would want to live up here. It's freezing. Besides, all they do is consort with barbarians.

I hope we can finish this soon; I want to return home to where it is warm.

Sibilant the Frozen

The city of frozen words

NMR4-06b

Syruul's Slander – Marner

A One-Round D&D LIVING GREYHAWK®
Nyron and Her Environs Metaregional Adventure

Version 1

by James Zwiers

This is the Marner section of the adventure; refer to the main document for full details.

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

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Marner Section Summary

The cultists in Marner have been using Lyrul's Beacon Tower, at the entrance to the harbor, as their base for some time now. It was chosen because of its unwholesome reputation, keeping most people clear of it.

The tower itself has two floors above ground and numerous tunnels below ground. The above ground levels are devoid of anything meaningful, save for the *permanent daylight* spell that lights the top of the beacon tower. The tunnels, however, are a different matter. Within these tunnels are a myriad of goods, stolen from the ships that are plying their trade in and out of Marner. Also, there exist within the tunnels the varied cultist forces of the area.

The deepest tunnels contain the local Temple of Syrul, and the sycophants who inhabit it.

Finally, it is possible that the PC's may elect at the end to hunt down Sibilant the Frozen, the local front for the temple, who has already left and is headed south.

Introduction: Marner

The morning mists still waft over the harbor at Marner, the stillness of the morning broken only by the occasional raucous call of a gull, the gentle washing of waves onto the shoreline, and the faint clanging of ships bell's as they wallow at anchor in the surf. On the headland stands the resolute and imposing outline of Lyrul's Beacon Tower, its crown flaming as it has since it was first built. The tower, rising two stories above the headland upon which it is built, is a dilapidated wooden structure.

Rumors have always been rife about the tower, and its apparently cursed history. Lyrul, at one time a master shipper was run aground by a storm on the very spot that he built his tower. During construction, no less than twenty workers were killed in various accidents, their shades are still said to wander when the night is dark and lit only by the fire of the tower. Since then, two different keepers have leapt to their death from the tower, and another one was driven mad and drowned in the bay.

Regardless of past occurrences, it is the now abandoned tower that is your destination, for within its walls lie secrets that have long been hidden on the wind, and now must be brought to the light of day. That and Jallarzi has asked you to investigate it for signs of the cultists, destroying them if possible.

The entire course of the adventure, unless the PCs take more than three days, will occur during the new moon, when there is no visible moon in the sky.

Encounter One: Lyrul's Beacon Tower

The make-up of this encounter changes depending on what time of day they are passing through these rooms. For that reason, Daytime and Nighttime descriptions are provided for both locations. Use the descriptions as appropriate, but assume that at some point they will pass through at night. Finally, the entire structure, and the tunnels beneath it, are bathed in an *unhallow* effect, which also has a *detect good* effect tied to it. The combination of these effects has increased the ELs of some combats by one. See DM's *Aid #1* for a map of the beacon tower.

Floor One (Daytime)

Tattered curtains flap listlessly in the morning breeze as last years leaves lie still upon the wooden floor. Scattered about are the remnants of tables, chairs, and stools. Against one wall is a bookcase, filled with moldering papers, all degraded beyond any possible use. With a silent shriek a solitary bat, disturbed by your presence, flees up the stairs. Underneath the seaward window there is a gaping hole that leads down into darkness.

This area was at one time a common living area, a small hearth occupies a space near one wall as well as what was described above. Nothing here is of use. The areas marked on the map with a shaded red area indicate the ghostly locations of the furniture (which can be seen clearly at night). Anyone with a *ghost touch* item or an *etherstone* item will find their movement impeded (half speed) when moving through those areas.

The hole in the floor leads to the Tunnels of Despair described in Encounter Two.

Floor One (Nighttime)

Curtains, shimmering a pale red, fill the windows, and furniture, pale red in color, occupies this room. A sturdy wooden staircase leads to the floor above. A closed trapdoor is underneath the seaward window.

Unlike during the day, it is possible to ascertain the nature of the books (as logs of traffic in and out of the harbor) on the bookshelf. They are labeled with dates, nothing more.

The trapdoor is untrapped and leads to the Tunnels of Despair described in Encounter Two.

Floor Two (Daytime)

Devoid of anything recognizable as furniture, this room is filled rather with a copious quantity of rather odious bat guano. The windows, which face in the cardinal directions, have orange flame flickering

at their top edges. One side of the room has a mound of decomposed material.

The fire at the top of the windows is the *widened permanent daylight* that makes the roof glow. The mound of decomposed material is what remains of the bed. This entire chamber will have a definite chill to it (just describe it that way). Paladins and clerics of good deities, will feel subtly uncomfortable in here as well (due to the *unhallow* effect, see above). The same restrictions on movement as above apply when trying to move through the spaces that the ghostly bed, boudoir and wash-stand occupy (see below, and map).

Floor Two (Nighttime)

An opulent bed, glowing in a pale red radiance, shimmers over the mound of detritus, while on the other side of the chamber, there stands a boudoir and a wash-stand.

There is nothing of interest here.

Encounter Two: Tunnels of Despair

See DM's Aid #2 for a map of the tunnels.

Damp stone walls and a ceiling supported by partially rotten wooden beams frame the tunnel that bears downwards into the ground. The tunnel is clear of debris.

The vampire yuan-ti who is responsible for guarding this area casts spells (see Appendix for list of spells cast) when he hears the PCs above and believes they are preparing to descend into the area. He will cast the far enough back in the tunnels so that the PCs above should not be able to hear the spells being cast (Listen check DC 40). At APL 10 and higher, he will cast most of his spells with a *silence* spell positioned between him and the hole that leads to the tunnels, but there is still the chance that a PC will hear him cast the *silence* spell. He will then move into a position against the east wall that permits him to view the PCs descending into the tunnels. He uses his chameleon power to hide within the shadows. The Hide check result of the vampire yuan-ti is detailed in the following table:

APL	Hide Check	APL	Hide Check
8	38	14	68*
10	62*	16	70*
12	65*	* <i>invisibility</i> in use (see PHB, page 76).	

At APL 10 and higher the yuan-ti also has a *undetectable alignment* spell active, preventing detection from abilities such as the paladin's *detect evil* or similar spells.

Note that if the PCs do not immediately descend into the tunnels, the *invisibility* spell could possibly wear

off. In those cases the DCs with an asterisk on the table above should be 20 less than shown.

The EL of this combat has been raised by one due to the presence of the *unhallow* effect and the yuan-ti's preparations. The *unhallow* effect gives all turn checks a -4 penalty.

Development: His zombie minions will initially be immediately around the turn in the tunnels to the south. To identify clerics and other paladin types, he will ferry on a number of lesser undead (troglodyte, bugbear or minotaur zombies as listed below) around the corner so that they battle the PCs in front of him. He will wait until after those undead are destroyed before attacking. The extra undead only have slam attacks, and have no treasure.

APL 8 (EL 10)

☠ **Vampire Yuan-ti:** hp 68; see Appendix A.

☠ **Troglodyte Zombies (2):** hp 29 each; see *Monster Manual*, pages 265-66.

Tactics: The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding (Hide check of 38, Move Silently check of 32), the vampire yuan-ti will begin by targeting a cleric or paladin with a full attack, attempting to grapple them. Its preference for targets after clerics and paladins is wizards and other casters, worrying about melee fighters last, unless they are dealing very large amounts of damage to it. If a melee fighter becomes particularly bothersome, it will use its *baleful polymorph* on the fighter.

If a daylight spell is cast, it will use on of its *deeper darkness* abilities to negate it.

APL 10 (EL 12)

☠ **Vampire Yuan-ti:** hp 89; see Appendix B.

☠ **Troglodyte Zombies (4):** hp 29 each; see *Monster Manual*, pages 265-66.

Tactics: The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 42 + 20 for *invisible*), the vampire yuan-ti will begin by targeting a cleric or paladin with a full attack, attempting to grapple them. Its preference for targets after clerics and paladins is wizards and other casters, worrying about melee fighters last, unless they are dealing very large amounts of damage to it. If a melee fighter becomes particularly bothersome, it will use its *baleful polymorph* on the fighter.

If a daylight spell is cast, it will use on of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetectable alignment*.

The yuan-ti will have pre-cast the following spells: *invisibility*, *shield of faith* (+2 deflection), *silence*. It will dismiss the *silence* spell at the start of its first action.

APL 12 (EL 14)

🦇 **Vampire Yuan-ti**: hp 110; see Appendix C.

🐛 **Bugbear Zombies (2)**: hp 42 each; see *Monster Manual*, pages 265-67.

Tactics: The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 45 + 20 for *invisible*), the vampire yuan-ti will begin by targeting a cleric or paladin with a full attack, attempting to grapple them. Its preference for targets after clerics and paladins is wizards and other casters, worrying about melee fighters last, unless they are dealing very large amounts of damage to it. If a melee fighter becomes particularly bothersome, it will use its *baleful polymorph* on the fighter.

If a daylight spell is cast, it will use on of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetected alignment*.

The yuan-ti will have pre-cast the following spells: *invisibility*, *shield of faith* (+3 deflection), *silence*. It will dismiss the *silence* spell at the start of its first action.

APL 14 (EL 16)

🦇 **Vampire Yuan-ti**: hp 131; see Appendix D.

🐛 **Bugbear Zombies (4)**: hp 42 each; see *Monster Manual*, pages 265-67.

Tactics: The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 48 + 20 for *invisible*), the vampire yuan-ti will begin by targeting a cleric or paladin with *slay living*. The second round it will use *righteous might*, followed the next round by *unholy blight* before entering melee. Once in melee the yuan-ti will prefer to target divine spellcasters first, following closely by arcane spellcasters. Only then will it turn to powerful melee characters (unless they have been causing lots of damage, in which case it will attempt to eliminate them with its *baleful polymorph* ability or a *hold person*).

If a daylight spell is cast, it will use on of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetected alignment*.

The yuan-ti will have pre-cast the following spells: *freedom of movement*, *invisibility*, *shield of faith* (+3 deflection), *silence*, *spell immunity* (*cure critical wounds*, *searing light*). It will dismiss the *silence* spell at the start of its first action.

APL 16 (EL 18)

🦇 **Vampire Yuan-ti**: hp 145; see Appendix E.

🐛 **Minotaur Zombies (2)**: hp 81 each; see *Monster Manual*, pages 265-67.

Tactics: The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 50 + 20 for *invisible*), the vampire yuan-ti will begin by using *mislead* to draw off attackers. The second round it will start by targeting a cleric or paladin with *slay living*. The third round it will use *righteous might*, followed the next round by *flame strike* before entering melee. Once in melee the yuan-ti will prefer to target divine spellcasters first, following closely by arcane spellcasters. Only then will it turn to powerful melee characters (unless they have been causing lots of damage, in which case it will attempt to eliminate them with its *baleful polymorph* ability or a *hold person*).

If a daylight spell is cast, it will use on of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetected alignment*.

The yuan-ti will have pre-cast the following spells: *antilife shell* (it has reach, so the barrier won't collapse), *freedom of movement*, *invisibility*, *shield of faith* (+3 deflection), *silence*, *spell immunity* (*cure critical wounds*, *searing light*). It will dismiss the *silence* spell at the start of its first action.

Treasure:

APL 8: Loot – 120 gp, Coin – 0 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), 2 *potions of inflict light wounds* (4 gp each).

APL 10: Loot – 93 gp, Coin – 0 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp).

APL 12: Loot – 93 gp, Coin – 0 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp), *boots of elvenkind* (208 gp).

APL 14: Loot – 92 gp, Coin – 0 gp, Magic – *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp), *boots of elvenkind* (208 gp), *Lion's Shield* (764 gp), *scroll of inflict serious wounds* (31 gp).

APL 16: Loot – 92 gp, Coin – 0 gp, Magic – *bracers of armor +2* (333 gp), *cloak of resistance +1* (83 gp), 2 *potions of inflict light wounds* (4 gp each), +1 *scimitar* (193 gp), *hand of the mage* (75 gp), *potion of inflict serious wounds* (62 gp), *boots of elvenkind* (208 gp), *Lion's Shield* (764 gp), *scroll of inflict serious wounds* (31 gp), *gloves of arrow snaring* (333 gp), *potion of inflict moderate wounds* (25 gp).

Development: When the vampire yuan-ti is “slain” it will flee down the tunnel towards its resting place on the floor below. This place is detailed in Encounter Five.

If the PCs follow the vampire, it enters the maze, and tries to evade them by turning a corner and hiding, before proceeding to simply move through the maze walls to the center. It will do its best to lead the PC's straight into as many traps as possible as well.

If the PCs take more than an hour to reach there, then it will have regained 1 hit point, and will gain the full effect of its fast healing. Details concerning the vampire's gaseous form when it reaches zero or fewer hit points can be found in the “Fast Healing” entry in the vampire's listing in the appropriate Appendix. Also, at APLs 10 and higher, once the vampire is no longer helpless it will begin to spontaneously convert its remaining divine spells to *inflict* spells to heal itself. It will also seek to use the consumables that it has stashed in its resting place. Finally, it will also warn the cult leader of the developments. It will wait for the PCs at the entrance to the Temple of Syrul, seeking to give the cult leader time to prepare for the PCs.

As a final note, any PC who has levels in Ghostwalker who lost at least 50% of their hit points to this vampire gains all the usual benefits when facing it a second time (if it survives).

From here the tunnels lead into the warrens, warehouse and downwards to the next level, which is the *Portal of Deceitful Slander*.

Encounter Three: Warrens and Warehouses

There are two parts to this encounter. One details the warrens and the other details the warehouse of stolen goods.

Warrens

When the PCs first look into the warrens, please read or paraphrase the following:

The pale, writhing floor is the first thing that catches your attention as you peer into the series of small, winding tunnels. The tunnel floors are covered with dozens of pale, slithering serpents.

The warrens are a maze of small tunnels, primarily occupied by a type of blind ground snake. These snakes are somewhat fearsome looking, but are not dangerous. The adult Syrulian ground snake is about five and half feet long, and completely white. Just behind the head there is a single dark band of scales, and over the crest of the head is a pattern that looks something like a forked tongue. Anyone who cares to look close enough will discover that they do not have tongues, nor do they have teeth or eyes.

Beyond the snakes there is nothing of interest in the warrens.

All APL's (EL —)

☛ **Syrulian Ground snakes (~100):** hp 9 each; See *Medium Viper Snake*, except these have no attacks.

Warehouse

Stacks of crates, lit by the widely spaced torches that dot the cavern, gleam dully in the ruddy glow. A rough count places the number of crates at close to three hundred. Along the near wall is a smaller stack, clearly separated from the others.

This cavern is really not as big as it appears. Most of the crates are illusions, however, mixed in with the illusions are a number of very real and very valuable crates. The DC to see through the *permanent image* is 23.

The few real crates contain the following goods, all of which are stolen. There are some in addition to these, but these are the most important, the others are simply crates of mundane shipping goods.

- Seven crates of Argentvorax furs (2000 gp per crate, any PC who has the *rights* from COR2-03 *Amidst the Mists and Coldest Frosts* will automatically gain the maximum payoff this adventure).
- A crystal chandelier of *continual flame* (4500 gp; Artwork commissioned by House Saevil of the Duchy of Urnst; It prominently displays their crest, a gold hand on a shield made of cut sapphire and ruby).
- *Frugentalten* (32305 gp; This +2 Icy Burst Longspear was crafted, and subsequently lost the same day it was finished, to celebrate the signing of the treaties between Ratik and the Frost Barbarians. Its recovery will further serve to cement that relationship).
- *Astrolabe of Guidance* (20,000 gp; This astrolabe unerringly guides itself to the correct settings. It always reads true, even during the night or cloudy days. This particular astrolabe bears the inscription of the Ratik's navy, and is chased in electrum).

Encounter Four: Portal of Deceitful Slander

This entire area is one very large *mirage arcana* forming a maze. Within the maze lie a number of traps, mostly designed to confuse. Regardless, the PCs will have to clue in that they are within a maze, which has no exit once they have entered, and will have to overcome the traps and find their way out.

As a simple note, the shortest path through the maze is 105 ft. This means that taking 20 searching each square there alone takes 210 minutes or almost 3 hours. Keep in

mind the duration of the PC's spells, and that the vampire will be recovering and healing.

See DM's *Aid #3* for a map of the maze. The maze is a *mirage arcane* (PHB, pgs 254 (and 238)). The walls are fashioned to look like old, crumbling walls with lichen and mould on them. Should the walls be interacted with (someone searching for secret doors, or traps, or anything of similar nature) then the PC that interacts with the illusion can make a DC 14 + APL Will save. The traps within the maze are located at the marked T's on the map. However, at the lower APLs there are fewer actual traps than there are T's. The number of traps is indicated below, and the PCs will only encounter active traps until such time as all the available traps at that APL are used.

The red square on the map marks the exit from the maze. It consists of a solitary shaft that descends 120 feet to the next level (the ceiling of the next level is at 60 feet down, but the shaft doesn't exit until the floor of the level). Along the sides of this 5 foot diameter shaft are a set of parallel horizontal ridges. It requires a DC 10 Climb check to move at half-speed down the chimney. (20 -10 for being a chimney)

APL 8 (EL 9)

➤ **Symbol of Pain Trap:** CR 6; magical device; proximity trigger; no reset; spell effect (*symbol of pain*, 9th-level cleric, DC 17 Fortitude negates); Search DC 30; Disable Device DC 30.

➤ **Greater Command Trap:** CR 6; magical device; proximity trigger; no reset; spell effect (*greater command*, 9th-level cleric, DC 17 Will save negates; up to nine humanoid creatures within a 30 ft. burst centered on the trap receive the command "Flee"); Search DC 30; Disable Device DC 30.

➤ **Feeblemind Trap:** CR 6; magical device; proximity trigger (3rd triggering actually activates it); no reset; spell effect (*feeblemind*, 9th-level wizard; DC 17 Will save negates, DC 21 for arcane casters); Search DC 30; Disable Device DC 30.

Note: At APL 8, the PCs will only encounter 3 traps. Further T's on the map beyond the third trap encountered should be disregarded.

APL 10 (EL 11)

➤ **Empowered Cone of Cold Trap:** CR 8; magical device; proximity trigger (sprays from a wall); no reset; spell effect (*empowered cone of cold*, 13th-level wizard, 13d6 cold x 1.5, DC 18 Reflex save for half); Search DC 32; Disable Device DC 32.

➤ **Acid Arrow Trap:** CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

➤ **Shredder Pit Trap:** CR 8; magic and mechanical; location trigger; no reset; multiple traps (this is a spiked pit trap, with a *blade barrier* trap that is triggered by someone falling down the pit); DC 25 Reflex save avoids; 40 ft. deep (4d6, fall) and spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+4 each); Search DC 21 (pit); Disable Device DC 20 (pit); Search DC 31 (*blade barrier*, must be inside pit); Disable Device DC 31 (*blade barrier*, must be inside pit).

Note: At APL 10, the PCs will only encounter 3 traps. Further T's on the map beyond the third trap encountered should be disregarded.

APL 12 (EL 13)

➤ **Empowered Cone of Cold Trap:** CR 8; magical device; proximity trigger (sprays from a wall); no reset; spell effect (*empowered cone of cold*, 13th-level wizard, 13d6 x 1.5 cold, DC 18 Reflex save for half); Search DC 32; Disable Device DC 32.

➤ **Acid Arrow Trap (2):** CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

➤ **Shredder Pit Trap (2):** CR 8; magic and mechanical; location trigger; no reset; multiple traps (this is a spiked pit trap, with a *blade barrier* trap that is triggered by someone falling down the pit); DC 25 Reflex save avoids; 40 ft. deep (4d6, fall) and spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+4 each); Search DC 21 (pit); Disable Device DC 20 (pit); Search DC 31 (*blade barrier*, must be inside pit); Disable Device DC 31 (*blade barrier*, must be inside pit).

Note: At APL 12, the PCs will only encounter 5 traps. Further T's on the map beyond the fifth trap encountered should be disregarded.

APL 14 (EL 15)

➤ **Polar Ray Trap (3):** CR 9; magical device; proximity trigger; no reset; spell effect (*polar ray*, 15th-level wizard, Atk +10 ranged touch, 15d6 cold); Search DC 33; Disable Device DC 33.

➤ **Symbol of Insanity Trap:** CR 9; magical device; proximity trigger; no reset; spell effect (*symbol of insanity*, 15th-level wizard, DC 22 Will negates); Search DC 33; Disable Device DC 33.

➤ **Flesh to Stone Trap (3):** CR 9; magical device; proximity trigger; no reset; multiple traps (two *flesh to stone* traps, affecting the closest two creatures); spell

effect (*flesh to stone*, 11th-level wizard, DC 19 Fortitude negates); Search DC 31; Disable Device DC 31.

Note: At APL 14, the PCs will only encounter 7 traps. Further T's on the map beyond the seventh trap encountered should be disregarded.

APL 16 (EL 17)

➤ **Cloud of Frost and Flame Trap (3):** CR 11; magical device; proximity trigger; no reset; multiple traps (one *incendiary cloud* trap and one *incendiary cloud* trap that deals cold damage); spell effect (*incendiary cloud* & *cold* substituted *incendiary cloud*, 15th-level wizard, 4d6 fire / round and 4d6 cold / round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

➤ **Storm of Icy Vengeance Trap (3):** CR 11; magical device; proximity trigger; no reset; multiple traps (one *storm of vengeance* trap and one *empowered ice storm* trap); spell effect (*empowered ice storm*, 13th-level cleric, 3d6 x 1.5 bludgeoning and 2d6 x 1.5 cold); spell effect (*storm of vengeance*, 17th-level cleric, see spell (lasts 5 rounds), DC 23 save, see spell for details); Search DC 34; Disable Device DC 34.

➤ **Fiery Death Trap (3):** CR 11; magical device; proximity trigger; no reset; multiple traps (one *firestorm* trap and one *mass inflict critical wounds* trap); spell effect (*firestorm*, affects all creatures within 100 ft., 15th-level cleric, 15d6 fire, DC 22 Reflex save half damage); spell effect (*mass inflict critical wounds*, up to 15 creatures within 30 ft. of trap, 15th-level cleric, 4d8+15 damage, DC 22 Will save half damage); Search DC 33; Disable Device DC 33.

Encounter Five: Temple of Deception

The cavern into which you have descended is lit by four massive columns of purple flame, flecked with green. A massive temple is built against the far wall with columns stretching the sixty odd feet to the ceiling above. Two great banners hang down from these columns; the left banner depicts a forked tongue on a background the color of dried blood, while the right banner has a clenched fist on a similar color of background. Between the temple and yourselves is a chasm, from which emanates an immense hissing noise. The chasm is spanned by a stone arch, carved to appear as a forked tongue leading out from the temple.

See DM's Aid #4 for a map.

The vampire yuan-ti has his coffin in the chasm, which is filled with Syrulian ground snakes, again harmless, but this time they conceal a threat (assuming the vampire still lives).

Assuming the vampire lives, he will attack when the PC's reach the edge of the raised platform on which the temple is built. He uses the same tactics as above, except that whatever spells he used before are now spent (unless the PC's have rested, in which case he is returned to full strength). Regardless of his strength, he does not have any undead to herd before him, nor does he need any this time (already knowing the tactics of the PCs). If he has time to re-memorize spells then he would have selected spells to specifically target the weaknesses of the PCs, and combat their strength, so select at your discretion from the cleric list and the evil/trickery domains.

Finally, the *unhallow* effect of above does not extend to this area, although there is a different effect in place down here. This chamber, and the interior of the temple, have an *unhallow* spell into which is tied a *bless* spell (+1 to hit, +1 to saves against *fear* for the yuan-ti).

When the PC's approach the exterior of the temple (just before the vampire yuan-ti attacks them, if he is going to) read them the following:

Wisps of darkness roil out from between the columns of the temple as a chanting, once faint, begins to swell and become clearer.

PC's may make a DC 29 Spellcraft check to identify the chanting as text similar in some ways to that of a *dominate* person spell, but also far more complex than such text as well.

All APL's (EL —)

➤ **Syrulian Ground snakes (~700):** hp 9 each; See *Medium Viper Snake*, except these have no attacks.

APL 8 (EL 9 or EL —)

➤ **Vampire Yuan-ti:** hp 68; see *Appendix A*.

APL 10 (EL 11 or EL —)

➤ **Vampire Yuan-ti:** hp 89; see *Appendix B*.

APL 12 (EL 13 or EL —)

➤ **Vampire Yuan-ti:** hp 110; see *Appendix C*.

APL 14 (EL 15 or EL —)

➤ **Vampire Yuan-ti:** hp 131; see *Appendix D*.

APL 16 (EL 17 or EL —)

➤ **Vampire Yuan-ti:** hp 145; see *Appendix E*.

Tactics: The vampire yuan-ti will begin by targeting an obvious cleric or paladin. However, refer to the *Appendix* for specific tactics and active spells.

Treasure: See Above.

Development: Be sure to keep track of how long the combat against the vampire lasts (if it happens a second time here), so you can determine how prepared the yuan-ti in the sanctum are.

Encounter Six: Sanctum of Slander

Please read or paraphrase the following if the primary yuan-ti has not had the opportunity to turn invisible:

At the center of the circular chamber is a pool of darkness from which boils clouds of black vapor that spread outwards like a plague upon the light. Clustered around the pool are three figures, one decidedly non-human, while the other two are both men. The men, dressed in black velvet robes, and adorned with leather masks, are both chanting, while the other makes gestures with his clawed hands. The clawed one, standing taller than the others, is similarly garbed in black velvet, although its robes are much finer. It wears no mask, instead its serpentine features, namely fangs and slitted eyes, are visible beneath the cowl of its hood. Together all three turn to face you, spreading out and seemingly ready for battle.

Please read or paraphrase the following if the primary yuan-ti has had the opportunity to turn invisible:

At the center of the circular chamber is a pool of darkness from which boils clouds of black vapor that spread outwards like a plague upon the light. Clustered around the pool are two figures, both men. They are dressed in black velvet robes, and adorned with leather masks, and are both chanting. Together they turn to face you, spreading out and seemingly ready for battle.

The exact preparations of the yuan-ti depend on how successful the PC's were in dispatching the vampire yuan-ti. If they dispatched it in the upper caves completely, then the yuan-ti will be unprepared. If they fought the vampire again outside the temple, then they will have most, if not all, of their more advanced preparations complete (depending on how many rounds the combat against the vampire took, and how much longer the PCs waited before entering). For specifics, refer to their tactics below and in the relevant Appendix. (Tactics are suggestions to the judge and need not be rigidly adhered to.)

Special: The pool is emanating a fog that acts as both a *darkness* spell and an *obscuring mist* spell centered on the pool, however, these effects only extend 2 feet above the floor, and thus should not impact the combat.

APL 8 (EL 11)

☛ **Yuan-ti Halfblood Cult Leader:** hp 117; see Appendix A.

☛ **Yuan-ti Pureblood Cultists (2):** hp 50; see Appendix A.

Tactics:

Halfblood Power-up Suite (if able to prepare):

1. *Invisibility*
2. *Aid* (1d8+5 temp. hp & +1 morale to attack & save vs. fear)

Shield of Faith (+2 deflection to AC)

Pureblood Power-up Suite (if able to prepare):

1. *Disguise Self* (DC 39 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

Halfblood Combat Actions: (by rounds)

1. *Prayer* (allies +1, foes -1, applies to attack, damage, saves, & skill checks)
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Sound Burst* (targeting casters)
4. *Divine Favor* (+2 luck to attack and damage)
5. Enter melee, healing allies and self as needed.

Pureblood Combat Actions:

1. Enter melee, healing self as needed.

APL 10 (EL 13)

☛ **Yuan-ti Abomination Cult Leader:** hp 157; see Appendix.

☛ **Yuan-ti Halfblood Cultists (2):** hp 81; see Appendix.

Tactics:

Abomination Power-up Suite (if able to prepare):

1. *Invisibility*
2. *Aid* (1d8+5 temp. hp & +1 morale to attack & save vs. fear)
3. *Shield of Faith* (+2 deflection to AC)

Halfblood Power-up Suite (if able to prepare):

1. *Disguise Self* (DC 39 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

Abomination Combat Actions: (by rounds)

1. *Prayer* (allies +1, foes -1, applies to attack, damage, saves, & skill checks)
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Baleful Polymorph* (same target as above)
4. *Sound Burst* (targeting casters)
5. *Divine Favor* (+2 luck to attack and damage)
6. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

Halfblood Combat Actions: (by rounds)

1. Enter melee, healing self as needed.

APL 12 (EL 15)

☛ **Yuan-ti Abomination Cult Leader:** hp 179; see Appendix.

☛ **Yuan-ti Halfblood Cultists (2):** hp 97; see Appendix.

Tactics:

Abomination Power-up Suite (if able to prepare):

1. *Invisibility*
2. *Aid* (1d8+7 temp. hp & +1 morale to attack & save vs. fear)
3. *Shield of Faith* (+3 deflection to AC)
4. *Magic Circle against Good* (+2 resistance to saves, effectively adds +1 to all saves)

Halfblood Power-up Suite (if able to prepare):

1. *Disguise Self* (DC 44 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

Abomination Combat Actions: (by rounds)

1. *Prayer* (allies +1, foes -1, applies to attack, damage, saves, & skill checks)
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Baleful Polymorph* (same target as above)
4. *Sound Burst* (targeting casters)
5. *Divine Favor* (+3 luck to attack and damage)
6. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

Halfblood Combat Actions: (by rounds)

1. Enter melee, healing self as needed.

APL 14 (EL 17)

☛ **Yuan-ti Abomination Cult Leader:** hp 201; see Appendix.

☛ **Yuan-ti Halfblood Cultists (2):** hp 113; see Appendix.

Tactics:

Abomination Power-up Suite (if able to prepare):

1. *Invisibility*
2. *True Seeing*
3. *Aid* (1d8+9 temp. hp & +1 morale to attack & save vs. fear)

4. *Shield of Faith* (+3 deflection to AC)

5. *Magic Circle against Good* (+2 resistance to saves, effectively adds +1 to all saves)

Halfblood Power-up Suite (if able to prepare):

1. *Disguise Self* (DC 46 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

Abomination Combat Actions: (by rounds)

1. *Flame Strike*
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Righteous Might* (see above)
4. *Divine Power* (+6 to melee attacks, +3 to ranged attacks, +3 to melee damage, +9 temp. hp)
5. *Divine Favor* (+3 luck to attack and damage)
6. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

Halfblood Combat Actions: (by rounds)

1. Enter melee, healing self as needed. If any PC casts *Righteous Might* then use *Align Weapon* on the leader, and one of the cultists.

APL 16 (EL 19)

☛ **Yuan-ti Abomination Cult Leader:** hp 223; see Appendix.

☛ **Yuan-ti Halfblood Cultists (2):** hp 129; see Appendix.

Tactics:

Abomination Power-up Suite (if able to prepare):

1. *Invisibility*
2. *True Seeing*
3. *Aid* (1d8+10 temp. hp & +1 morale to attack & save vs. fear)
4. *Shield of Faith* (+3 deflection to AC)
5. *Magic Circle against Good* (+2 resistance to saves, effectively adds +1 to all saves)

Halfblood Power-up Suite (if able to prepare):

1. *Disguise Self* (DC 46 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

Abomination Combat Actions: (by rounds)

1. *Blade Barrier*
2. *Mislead*
3. *Flame Strike*

4. Righteous Might (see above)
5. Divine Power (+6 to melee attacks, +3 to ranged attacks, +3 to melee damage, +11 temp. hp)
6. Divine Favor (+4 luck to attack and damage)
7. Enter melee, healing allies and self as needed. Use *aversion* to scare away devoted melee combatants that will not succumb by other means.

Halfblood Combat Actions: (by rounds)

1. Enter melee, healing self as needed. If any PC casts *Righteous Might* then use *Align Weapon* on the leader, and one of the cultists.

Treasure:

APL 8: Loot – 232 gp, Coin – 0 gp, Magic – +1 full plate (221 gp), +1 heavy steel shield (97 gp), 2 +1 studded leather armor (98 gp each), *potion of haste* (62 gp), *potion of cure moderate wounds* (25 gp), *potion of barkskin* +3 (50 gp), 2 *elixir of hiding* (21 gp each), 2 *elixir of sneaking* (21 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 10: Loot – 222 gp, Coin – 0 gp, Magic – +1 full plate (221 gp), +1 heavy steel shield (97 gp), +1 scimitar (193 gp), +1 cloak of resistance (83 gp), 2 +1 studded leather armor (98 gp each), *potion of haste* (62 gp), 3 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 cloak of elvenkind (208 gp each), 2 *elixir of sneaking* (21 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 12: Loot – 222 gp, Coin – 0 gp, Magic – +2 full plate (471 gp), +1 heavy steel shield (97 gp), +1 scimitar (193 gp), +1 cloak of resistance (83 gp), necklace of fireballs (type 1) (12.5 gp per 1d6 damage, 137 gp max), 2 +1 studded leather armor (98 gp each), *potion of haste* (62 gp), 5 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 cloak of elvenkind (208 gp each), 2 boots of elvenkind (208 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 14: Loot – 100 gp, Coin – 0 gp, Magic – +2 full plate (471 gp), 3 +1 heavy steel shield (97 gp each), 3 +1 scimitar (193 gp each), +1 cloak of resistance (83 gp), ring of chameleon power (1058 gp), gauntlets of ogre power (333 gp), 2 +1 studded leather armor of shadow and silent moves (723 gp each), 2 +1 mighty [+3] composite longbow (225 gp each), *potion of haste* (62 gp), 5 *potion of cure moderate wounds* (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 cloak of elvenkind (208 gp each), 2 boots of elvenkind (208 gp each), 2 *salve of slipperiness* (83 gp each), *Liespreader* (0 gp).

APL 16: Loot – 83 gp, Coin – 0 gp, Magic – +2 full plate (471 gp), +1 shocking burst scimitar (1526 gp), 3 +1 heavy steel shield (97 gp each), 2 +1 scimitar (193 gp each), +1 cloak of resistance (83 gp), ring of chameleon power (1058 gp), gauntlets of ogre power (333 gp), 2 +1 studded leather armor of shadow and silent moves (723 gp each), 2 +1 mighty [+3] composite longbow (225 gp each), *potion of haste* (62 gp), 5

potion of cure moderate wounds (25 gp each), *potion of barkskin* +3 (50 gp), *scroll of cure critical wounds* (31 gp), 2 cloak of elvenkind (208 gp each), 2 boots of elvenkind (208 gp each), 2 *salve of slipperiness* (83 gp each), 2 cloak of resistance +2 (333 gp each), 2 gauntlets of dexterity +2 (333 gp), *Liespreader* (0 gp).

Development: If the PCs should be killed (or otherwise disabled in this combat then refer to *Conclusion — Failure* in the main document, otherwise continue below.

Encounter Seven: Well of Deceit

The pool of black boiling water in the center of the chamber is the primary font of power for Syrulites in the Ratic area. It radiates overwhelming evil (see the *detect evil* spell). It can be destroyed, but doing so is difficult. There are four different ways to destroy this pool. There is no penalty (save not gaining the xp) for not destroying this pool, nor is there a time limit beyond which something big and evil happens. The methods summarized below are expounded upon in detail further below.

- A good-aligned PC can sacrifice his or herself to destroy the pool.
- Sufficient good-aligned spells can be cast into the pool to destroy it.
- Sufficient light-based spells can be cast into the pool to destroy it.
- Sufficient items of good-alignment can be sacrificed to the pool to destroy it.

There are several ways that the PCs might discern these ways of destroying the pool, namely those methods are:

1. A DC 30 Knowledge (Arcana) check for each method.
2. A DC 25 Knowledge (Religion) check for each method.
3. A DC 30 Bardic Knowledge (or Loremaster Knowledge) check for each of the above methods.
4. Using a *divination* class spell (see below for details on specific spells).

Note: The PCs will not get experience for this encounter if they get assistance from NPCs to destroy the pool.

Divination Spells

The following spells can be used, as noted above, to determine ways to destroy the pool.

- *Augury*: This can be used to determine if an action will assist in the destruction of the pool. The chance for a meaningful response is 50% + 2% per caster level, due to the strong influences of Syrul on divine communication here.

- **Contact Outer Planes:** None of the Outer Planes are accessible because of the concentration of the Syrul's power and the nature of the pool, and the DC to avoid the ability decrease is raised by 5 (10 at APL 12+)
- **Detect Spells:** As noted above, the pool radiates overwhelming evil. It also radiates overwhelming magic of an indeterminate school.
- **Divination:** The base chance for a correct divination is 50% + 2% per caster level, due to the strong influences of Syrul on divine communication here. If successful the answer to any query about the pool will be, ***“Combat overwhelming darkness with the boon of light and hope.”***
- **Legend Lore:** When cast about the pool. ***“In darkness evil schemes were brought at last to foul conclusions. In the darkness was born a shallows of darkness, and that shallows can only be destroyed through the judicious use of hope, light and all things that are not of the darkness.”***
- **Planar Ally (Lesser & Standard):** The creature summoned by this spell will relay whichever of the four methods of destruction work best for the party (use your judgment on this). The creature will bargain for the standard costs, as outlined in the LGCS 3.0 (or later).
- **Speak with Dead:** This spell can be used, and the Yuan-ti gains a Will save as usual. If they fail their save, then they will answer questions. They have knowledge of how to destroy the pool, and what their plans were.
- **Vision:** As per *Legend Lore*, save that the DC for the caster level check is 20.

Self-Sacrifice

Should any good-aligned PC throw his or herself in the pool (simply touching the waters is not good enough, it must be full immersion), then the pool is destroyed, read or paraphrase the following.

As [insert PC name here] plunges into the dark waters of the pool, nothing happens. The blackness still pours from it and nothing changes in the stillness.

Allow this to sink in, ask the player who just sacrificed their PC to give you their character sheet (temporarily) and to step outside, before proceeding.

As the realization that [insert PC name here]'s sacrifice was for naught, something begins to happen. From within the depths of the blackness a faint light begins to shimmer, then with the suddenness of a whale's blow, the light floods of the chamber. Great cracking sounds emanate from the

pool, which crumbles and with a snap is gone. Lying upon the floor is your friend, unmoving yet bathed in the same pale radiance that just now flooded the chamber.

As the players to leave the room, and send the player who sacrificed their PC back in.

As the black and chilling waters close over you a voice comes to you, whether through the waters or into your mind is impossible to discern. “Foolish you are to have done that, our plans are in disarray, but never fear, you shall not see their completion, for you are now mine.” The last few words were barely intelligible, as the voice grew fainter and fainter. The waters around you are growing bright, and then suddenly, they blaze with all the light of the morning sun.

With a choking breath and gasp, you open your eyes to see nothing. The stone beneath you is cold and hard, and damp.

Call the other players back in now.

With a ragged gasp, your companion's body heaves, and the eyes open, staring blankly about.

The PC who sacrificed his or herself is now blinded. This effect can be removed using *remove curse* (cast at 15th level), *break enchantment* (against a 15th level caster), *regeneration*, *limited wish*, *wish*, or *miracle*. If not removed it wears off one-year real time after the date on this Adventure Record. The affected PC will be directed to a cleric of sufficient level to cast an appropriate spell, and said cleric will charge 150 gp times the level of the spell per attempt. Alternatively, if the PC is awarded the “Favor of the Temples” on the Adventure Record for this adventure, he or she may immediately redeem it for one free casting of an appropriate spell.

Sufficient Good or Light Spells

Spells with either the Good or Light descriptors can be used to flood the pool with opposing energies and destroy it. To destroy the pool this way requires that 1.5 times the APL in spell levels be cast into it, as summarized below. A combination of both Light and Good spells can be used, but in that case 2 times the APL in spell levels must be used. Finally, most meta-magic feats are useless when it comes to this endeavor, however, the Heighten Spell feat can be used to have a spell count as higher level.

APL	Spell Levels	Mixed Spell Levels
8	12	16
10	15	20
12	18	24
14	21	28
16	24	32

Spells from the PHB that qualify are:

Align Weapon (Good only), Bless Water, Bless Weapon, Consecrate, Continual Flame, Cure Critical Wounds (Mass and Normal), Cure Light Wounds (Mass and Normal), Cure Minor Wounds, Cure Moderate Wounds (Mass and Normal), Cure Serious Wounds (Mass and Normal), Dancing Lights, Daylight, Dispel Evil, Disrupt Undead, Faerie Fire, Flame Strike, Flare, Hallow, Heal, Heal Mount, Holy Aura, Holy Smite, Holy Sword, Holy Word, Light, Magic Circle against Good, Planar Ally (Lesser and Normal; Good only, see below), Planar Binding (Lesser, Normal and Greater; Good only, see below), Protection from Evil, Searing Light, Summon Monster (All varieties; Good only), Summon Nature's Ally (All varieties; Good aligned creatures are the only ones that count), Sunbeam, & Sunburst.

Note: The Planar Ally and Planar Binding families of spells do not require payment when cast into the pool for this purpose, any other casting purpose must still pay the appropriate costs.

Spells from the MH that qualify are:

Align Fang (Normal and Legion's; Good only), Align Weapon (Legion's; Good only), Angelskin, Bless Weapon (Swift), Close Wounds, Guiding Light, Panacea, & Righteous Aura (Counts as double spell levels).

No spells from CW qualify for this purpose.

Spells from CD that qualify are:

Anger of the Noonday Sun, Blessing of Bahamut, Bolt of Glory, Bolt of Glory, Dragon Breath, Nimbus of Light, Sacred Haven, Visage of the Deity (Lesser, Normal and Greater)

Spells from the DoF that qualify are:

Aspect of the Deity (Lesser, Normal and Greater), Bolt of Glory, Burial Blessing, & Crown of Glory.

Spells from the S&S that qualify are:

Hymn of Praise

No spells from T&B qualify for this purpose.

No spells from MoTW qualify for this purpose.

A Paladin's Lay on Hands ability can also be used. For each full 4 points of healing that would be done, one spell level is counted as having been done.

As the various spells are cast into the pool you should describe it as starting to dry up, and the shadows as becoming fainter. When the last spell level is cast into the pool read or paraphrase the following.

As the last of the dark liquid boils away there is a great cracking sound from the pool, and it collapses in on itself, crumbling to dust.

Sacrificing Items

Items whose pre-requisites include spells on the above lists, and those specific items listed below can be sacrificed into the pool to destroy it. The amount of such items that must be sacrificed is dependent on the APL, as shown on the following table. Staves may be used simply to cast spells into the pool, and this should be reminded to the PC's if they know that spells can destroy the pool (if they don't then that is the price they pay).

Note: This includes items such as holy water.

APL	Total GP
8	4000
10	5000
12	6000
14	7000
16	8000

Additional items from the DMG that qualify are:

Armor of Fortification (Light, Moderate or Heavy), Celestial Armor, Holy Avenger, Sunblade, Horn of Valhalla, Dusty Rose Prism Ioun Stone, Mantle of Faith, Phylactery of Undead Turning, & Stone of Good Luck.

Once they have sacrificed sufficient items of the correct value, and the correct type, read or paraphrase the following.

As the last item melts away in the black waters, a sullen glow starts to emanate from the center of the pool, and with the suddenness of a whale's breath, the light floods of the chamber. Great cracking sounds emanate from the pool as it fades into dust.

Development

If the PC's have destroyed the well then proceed to Conclusion — Complete Success, otherwise proceed to Conclusion — Partial Success; both in the main document.

If there is time then allow the players to decide if they want to try tracking down Sibilant the Frozen. If they choose to then refer to the main document of the details of this shared encounter.

The End

Appendix A – APL 8

Encounter Two

☛ **Vampire Yuan-ti Abomination:** CR 9; Large Undead (Augmented Monstrous Humanoid); HD 9d12; hp 68; Init +7; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 31 (-1 size, +3 Dex, +16 natural, +1 armor +2 shield), touch 12, flat-footed 28; Base Atk/Grp: +9/+20; Atk +16 melee (1d8+7, scimitar) or +15 melee (1d8+7 plus *energy drain*, slam) or +13 ranged (2d6+7, mighty [+7] composite longbow); Full Atk +16/11 melee (1d8+7, scimitar) and +10 melee (2d6+7 plus poison and *energy drain*, bite) or +13/8 ranged (2d6+7, mighty [+7] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, constrict 1d6+7, improved grab, poison, *produce acid*, spell-like abilities, blood drain, children of the night, dominate, create spawn, energy drain; SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, SR 18, alternate form, DR 10/silver and magic, fast healing 5, *gaseous form*, resistance 10 to cold and electricity, *spider climb*, turn resistance +4; AL NE; SV Fort +4, Ref +10, Will +13; Str 25, Dex 17, Con —, Int 22, Wis 22, Cha 22.

Skills and Feats: Bluff +14, Concentration +18, Hide +18*, Knowledge (Local — NMR) +18, Knowledge (Religion) +18, Listen +28, Move Silently +22, Search +14, Sense Motive +14, Spot +28; Alertness^B, Blind-fight^B, Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack.

Possessions: heavy steel shield, masterwork scimitar, masterwork mighty [+7] composite longbow, *bracers of armor* +1, *cloak of resistance* +1, 2 *potion of inflict light wounds*.

***Aversion* (Sp):** A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

***Constrict* (Ex):** An abomination deals 1d6+6 points of damage with a successful grapple check.

***Improved Grab* (Ex):** To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it established a hold and can constrict.

***Poison* (Ex):** Injury, Fortitude DC 20, initial and secondary 1d6 Con. The save DC is Charisma-based.

***Produce Acid* (Sp):** An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

***Blood Drain* (Ex):** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

***Children of the Night* (Su):** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

***Dominate* (Su):** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 20 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

***Create Spawn* (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any

spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into *gaseous form* has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Tactics:

The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding (Hide check of 38, Move Silently check of 32), the vampire yuan-ti will begin by targeting a cleric or paladin with a full attack, attempting to grapple them. Its preference for targets after clerics and paladins is wizards and other casters, worrying about melee fighters last, unless they are dealing very large amounts of damage to it. If a melee fighter becomes particularly bothersome, it will use its *baleful polymorph* on the fighter.

If a daylight spell is cast, it will use one of its *deeper darkness* abilities to negate it.

Encounter Six

☛ **Yuan-ti Halfblood Cult Leader:** Yuan-ti Halfblood Cleric 5 of Syrul; CR 10; Medium Monstrous Humanoid; HD 7d8+5d8+54; hp 117; Init +6; Spd 30 ft.; AC 27 (+1 Dex, +4 natural, +9 armor, +3 shield), touch 11, flat-footed 26; Base Atk/Grp: +10/+13; Atk +14 melee (1d6+3, scimitar) or +13 ranged (1d8+3, mighty [+3] composite longbow); Full Atk +14/9 melee (1d6+3, scimitar) and +8 melee (1d6+1 plus poison, bite) or +13/8 ranged (1d8+3, mighty [+3] composite longbow); Space/Reach: 5ft./5 ft.; SA Poison, *produce acid*, spell-like abilities, rebuke undead (8/day, +7 check, 2d6+10 damage); SQ *Alternate form*, *chameleon power*, *darkvision*

60 ft., *detect poison*, scent, SR 16; AL NE; SV Fort +10, Ref +8, Will +15; Str 16, Dex 14, Con 18, Int 18, Wis 23, Cha 20.

Skills and Feats: Concentration +19, Hide +16*, Knowledge (Local — Metaregion IV) +19, Knowledge (Religion) +19, Listen +18, Spot +18, Spellcraft +14; Alertness ^B, Blind-fight ^B, Combat Expertise, Dodge, Improved Initiative, Leadership, Mobility.

Possessions: *Liespreader* (see Appendix I), +1 full plate, +1 heavy steel shield, masterwork scimitar, masterwork mighty [+3] composite longbow, 40 arrows, *potion of haste*, *potion of cure moderate wounds*, *potion of barkskin* +3.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An yuan-ti halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: 3/day—*animal trance* (DC 17), *cause fear* (DC 16), *entangle* (DC 16); 1/day—*deeper darkness*, *neutralize poison* (DC 19), *suggestion* (DC 18). Caster level 8th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: * Yuan-ti halfbloods using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (5/5+1/4+1/2+1; base DC = 16 + spell level): 0—*detect magic*, *guidance* (2), *resistance* (2); 1st—*bane*, *bless*, *disguise self*^{*}, *divine favor*, *doom*, *shield of faith*; 2nd—*aid*, *cure moderate wounds* (2), *invisibility*^{*}, *sound burst*; 3rd—*bestow curse*, *clairaudience*/ *clairvoyance*^{*}, *prayer*. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add

Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics:

Power-up Suite:

1. *Invisibility*
2. *Aid* (1d8+5 temp. hp & +1 morale to attack & save vs. fear)
3. *Shield of Faith* (+2 deflection to AC)

In Combat Actions: (by rounds)

1. *Prayer* (allies +1, foes -1, applies to attack, damage, saves, & skill checks)
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Sound Burst* (targeting casters)
4. *Divine Favor* (+2 luck to attack and damage)
5. Enter melee, healing allies and self as needed.

➤ **Yuan-ti Pureblood Cultist (2):** Yuan-ti Pureblood Rogue 2 Cleric 1 of Syrul; CR 6; Medium Monstrous Humanoid; HD 5d8+2d6+14; hp 50; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +1 natural, +4 armor, +2 shield), touch 13, flat-footed 16; Base Atk/Grp: +5/+5; Atk +6 melee (1d6, scimitar) or +9 ranged (1d8, composite longbow); Full Atk +6 melee (1d6, scimitar) or +9 ranged (1d8, composite longbow); Space/Reach: 5ft./5 ft.; SA Spell-like abilities, rebuke undead (5/day, +2 check, 2d6+3 damage), sneak attack +1d6; SQ *Alternate form*, darkvision 60 ft., *detect poison*, SR 14, trapfinding, evasion; AL NE; SV Fort +5, Ref +10, Will +7; Str 11, Dex 16, Con 14, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Concentration +10, Disguise +12* (+14* to act in character), Hide +13, Knowledge (Local — Metaregion IV) +11, Listen +6, Spot +6, Spellcraft +4, Tumble +16; Alertness ^B, Blind-fight ^B, Dodge, Improved Initiative, Skill Focus (tumble).

Possessions: +1 studded leather, masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow, 40 arrows, *elixir of hiding*, *elixir of sneaking*, *salve of slipperiness*.

Spell-like Abilities: 1/day—*animal trance* (DC 14), *cause fear* (DC 13), *charm person* (DC 13), *darkness*, *entangle* (DC 13). Caster level 4th. The save DC's are Charisma-based.

Skills: * A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Spells Prepared (3/2+1; base DC = 11 + spell level): 0—*detect magic*, *guidance*, *resistance*; 1st—*cure light wounds*, *disguise self*^{*}, *shield of faith*. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add

Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics: _____

Power-up Suite:

1. *Disguise Self* (DC 39 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

In Combat Actions: (by rounds)

Enter melee, healing self as needed.

Appendix B – APL 10

Encounter Two

☛ **Vampire Yuan-ti Abomination:** Vampire Yuan-ti Abomination Cleric 3 of Syrul; CR 11; Large Undead (Augmented Monstrous Humanoid); HD 12d12; hp 89; Init +8; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 34 (-1 size, +4 Dex, +16 natural, +2 shield, +2 deflection, +1 armor), touch 15, flat-footed 30; Base Atk/Grp: +11/+22; Atk +18 melee (1d8+8, *scimitar*) or +17 melee (1d8+7 plus *energy drain*, *slam*) or +16 ranged (2d6+7, mighty [+7] composite longbow); Full Atk +18/13/8 melee (1d8+8, *scimitar*) and +12 melee (2d6+7 plus *poison* and *energy drain*, *bite*) or +16/11/6 ranged (2d6+7, mighty [+7] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, *constrict* 1d6+7, *improved grab*, *poison*, *produce acid*, *spell-like abilities*, *blood drain*, *children of the night*, *dominate*, *create spawn*, *energy drain*, *rebuke undead* (9/day, +8 turn check, 2d6+9 damage); SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, *scent*, SR 18, *alternate form*, DR 10/silver and magic, *fast healing* 5, *gaseous form*, *resistance* 10 to cold and electricity, *spider climb*, *turn resistance* +4; AL NE; SV Fort +7, Ref +12, Will +16; Str 25, Dex 18, Con —, Int 22, Wis 22, Cha 22.

Skills and Feats: Bluff +17, Concentration +21 (+25 for casting defensively), Hide +22*, Knowledge (Local — NMR) +18, Knowledge (Religion) +21, Listen +28, Move Silently +23, Search +14, Sense Motive +14, Spellcraft +21, Spot +28; Alertness^B, Blind-fight^B, Combat Casting, Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack.

Possessions: heavy steel shield, +1 *scimitar*, masterwork mighty [+7] composite longbow, *bracers of armor* +1, *cloak of resistance* +1, 2 *potion of inflict light wounds*, *hand of the mage*, *potion of inflict serious wounds*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with

its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary 1d6 Con. The save DC is Charisma-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 20 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At

any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into *gaseous form* has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour,

then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (4/4+1/3+1; base DC = 16 + spell level): 0—*guidance* (2), *resistance* (2); 1st—*divine favor*, *entropic shield*, *obscuring mist*, *protection from good**, ~~*shield of faith*~~; 2nd—*death knell*, *invisibility**, *silence*, ~~*undetectable alignment*~~. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics:

The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 42 + 20 for *invisible*), the vampire yuan-ti will begin by targeting a cleric or paladin with a full attack, attempting to grapple them. Its preference for targets after clerics and paladins is wizards and other casters, worrying about melee fighters last, unless they are dealing very large amounts of damage to it. If a melee fighter becomes particularly bothersome, it will use its *baleful polymorph* on the fighter.

If a daylight spell is cast, it will use one of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetectable alignment*.

The yuan-ti will have pre-cast the following spells: *invisibility*, *shield of faith* (+2 deflection), *silence*. It will dismiss the *silence* spell at the start of its first action.

Encounter Six

Yuan-ti Abomination Cult Leader: Yuan-ti Abomination Cleric 5 of Syrul; CR 12; Large Monstrous Humanoid; HD 9d8+5d8+84; hp 157; Init +6; Spd 30 ft.; AC 32 (-1 Size, +1 Dex, +10 natural, +9 armor, +3 shield), touch 10, flat-footed 31; Base Atk/Grp: +12/+21; Atk +17 melee (1d8+6, *scimitar*) or +15 ranged (2d6+5, mighty [+5] composite longbow); Full Atk +17/12/7 melee (1d8+6, *scimitar*) and +11 melee (1d6+2 plus poison, bite) or +15/10/5 ranged (2d6+5, mighty [+5] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, constrict 1d6+7, improved grab poison, *produce acid*, spell-like abilities, rebuke undead (9/day, +8 check, 2d6+11 damage); SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, SR 18; AL NE; SV Fort +15, Ref +10, Will +18; Str 20, Dex 14, Con 22, Int 20, Wis 25, Cha 22.

Skills and Feats: Concentration +21, Hide +16*, Knowledge (Local — Metaregion IV) +20, Knowledge (Religion) +23, Listen +19, Spot +19, Spellcraft +23; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Leadership, Mobility.

Possessions: *Liespreader* (see Appendix I), +1 full plate, +1 heavy steel shield, +1 *scimitar*, *cloak of resistance* +1, masterwork mighty [+5] composite longbow, 40 arrows, *potion of haste*, *potion of cure moderate wounds*, *potion of barkskin* +3, *scroll of cure critical wounds*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (5/5+1/4+1/3+1; base DC = 17 + spell level): 0—*detect magic*, *guidance* (2), *resistance* (2); 1st—*bane*, *bless*, *disguise self**, *divine favor*, *doom*, *shield of faith*; 2nd—*aid*, *cure moderate wounds* (2), *invisibility**, *sound burst*; 3rd—*bestow curse*, *clairaudience/clairvoyance**, *invisibility purge*, *prayer*. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics:

Power-up Suite:

1. *Invisibility*

2. *Aid* (1d8+5 temp. hp & +1 morale to attack & save vs. fear)
3. *Shield of Faith* (+2 deflection to AC)

In Combat Actions: (by rounds)

1. *Prayer* (allies +1, foes -1, applies to attack, damage, saves, & skill checks)
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Baleful Polymorph* (same target as above)
4. *Sound Burst* (targeting casters)
5. *Divine Favor* (+2 luck to attack and damage)
6. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

Yuan-ti Halfblood Cultist (2): Yuan-ti Halfblood Rogue 2 Cleric 1 of Syrul; CR 8; Medium Monstrous Humanoid; HD 8d8+2d6+30; hp 81; Init +7; Spd 30 ft.; AC 23 (+3 Dex, +4 natural, +4 armor, +2 shield), touch 13, flat-footed 20; Base Atk/Grp: +8/+11; Atk +12 melee (1d6+3, scimitar) or +11 ranged (1d8+3, mighty [+3] composite longbow); Full Atk +12/7 melee (1d6+3, scimitar) and +6 melee (1d6+1, bite) or +11/6 ranged (1d8+3, mighty [+3] composite longbow); Space/Reach: 5ft./5 ft.; SA Poison, *produce acid*, spell-like abilities, rebuke undead (7/day, +4 check, 2d6+5 damage), sneak attack +1d6; SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, *scent*, SR 16, *trapfinding*, *evasion*; AL NE; SV Fort +8, Ref +11, Will +12; Str 16, Dex 16, Con 16, Int 22, Wis 20, Cha 18.

Skills and Feats: Bluff +15, Concentration +14, Disguise +17 (+19 to act in character), Hide +20*, Knowledge (Local — Metaregion IV) +16, Knowledge (Nobility and Royalty) +16, Listen +17, Spot +17, Tumble +19; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Skill Focus (tumble).

Possessions: +1 studded leather, masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow, 40 arrows, *cloak of elvenkind*, *elixir of sneaking*, *salve of slipperiness*, *potion of cure moderate wounds*.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An yuan-ti halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: 3/day—*animal trance* (DC 16), *cause fear* (DC 15), *entangle* (DC 15); 1/day—*deeper*

darkness, *neutralize poison* (DC 18), *suggestion* (DC 17). Caster level 8th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: * Yuan-ti halfbloods using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (3/3+1; base DC = 15 + spell level): 0—*detect magic*, *guidance*, *resistance*; 1st—*cure light wounds*, *disguise self*^{*}, *divine favor*, *shield of faith*. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics: _____

Power-up Suite:

1. *Disguise Self* (DC 39 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

In Combat Actions: (by rounds)

Enter melee, healing self as needed.

Appendix C – APL 12

Encounter Two

☛ **Vampire Yuan-ti Abomination:** Vampire Yuan-ti Abomination Cleric 6 of Syrul; CR 13; Large Undead (Augmented Monstrous Humanoid); HD 15d12; hp 110; Init +8; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 35 (-1 size, +4 Dex, +16 natural, +2 shield, +3 deflection, +1 armor), touch 16, flat-footed 31; Base Atk/Grp: +13/+24; Atk +20 melee (1d8+8, *scimitar*) or +19 melee (1d8+7 plus *energy drain*, *slam*) or +18 ranged (2d6+7, mighty [+7] composite longbow); Full Atk +20/15/10 melee (1d8+8, *scimitar*) and +14 melee (2d6+7 plus *poison* and *energy drain*, *bite*) or +18/13/8 ranged (2d6+7, mighty [+7] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, *constrict* 1d6+7, *improved grab*, *poison*, *produce acid*, *spell-like abilities*, *blood drain*, *children of the night*, *dominate*, *create spawn*, *energy drain*, *rebuke undead* (9/day, +8 turn check, 2d6+12 damage); SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, *scent*, SR 18, *alternate form*, DR 10/silver and magic, *fast healing* 5, *gaseous form*, *resistance* 10 to cold and electricity, *spider climb*, *turn resistance* +4; AL NE; SV Fort +9, Ref +13, Will +18; Str 25, Dex 18, Con —, Int 22, Wis 22, Cha 22.

Skills and Feats: Bluff +20, Concentration +21 (+25 for casting defensively), Diplomacy +20, Hide +25*, Knowledge (Local — NMR) +18, Knowledge (Religion) +24, Listen +28, Move Silently +28, Search +14, Sense Motive +14, Spellcraft +24, Spot +28; Alertness^B, Blind-fight^B, Cleave, Combat Casting, Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack.

Possessions: heavy steel shield, +1 *scimitar*, masterwork mighty [+7] composite longbow, *bracers of armor* +1, *cloak of resistance* +1, 2 *potion of inflict light wounds*, *hand of the mage*, *potion of inflict serious wounds*, *boots of elvenkind*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary 1d6 Con. The save DC is Charisma-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 22 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn

is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into

gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (5/5+1/5+1/3+1; base DC = 16 + spell level): 0—*guidance* (3), *resistance* (2); 1st—*divine favor*, *doom*, *entropic shield*, *obscuring mist*, *protection from good**, ~~*shield of faith*~~; 2nd—*death knell*, *hold person* (2), ~~*invisibility*~~*, ~~*silence*~~, ~~*undetectable alignment*~~; 3rd—*dispel magic*, *invisibility purge*, *magic circle against good**, *prayer*. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics:

The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 45 + 20 for *invisible*), the vampire yuan-ti will begin by targeting a cleric or paladin with a full attack, attempting to grapple them. Its preference for targets after clerics and paladins is wizards and other casters, worrying about melee fighters last, unless they are dealing very large amounts of damage to it. If a melee fighter becomes particularly bothersome, it will use its *baleful polymorph* on the fighter.

If a daylight spell is cast, it will use one of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetected alignment*.

The yuan-ti will have pre-cast the following spells: *invisibility*, *shield of faith* (+3 deflection), *silence*. It will dismiss the *silence* spell at the start of its first action.

Encounter Six

Yuan-ti Abomination Cult Leader: Yuan-ti Abomination Cleric 7 of Syrul; CR 14; Large Monstrous Humanoid; HD 9d8+7d8+96; hp 179; Init +6; Spd 30 ft.; AC 33 (-1 Size, +1 Dex, +10 natural, +10 armor, +3 shield), touch 10, flat-footed 32; Base Atk/Grp: +14/+23; Atk +19 melee (1d8+6, *scimitar*) or +17 ranged (2d6+5, mighty [+5] composite longbow); Full Atk +19/14/9 melee (1d8+6, *scimitar*) and +13 melee (1d6+2 plus poison, bite) or +17/12/7 ranged (2d6+5, mighty [+5] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, constrict 1d6+7, improved grab poison, *produce acid*, spell-like abilities, rebuke undead (9/day, +8 check, 2d6+13 damage); SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, SR 18; AL NE; SV Fort +16, Ref +11, Will +20; Str 20, Dex 14, Con 22, Int 20, Wis 26, Cha 22.

Skills and Feats: Concentration +24, Hide +18*, Knowledge (Local — Metaregion IV) +24, Knowledge (Religion) +25, Listen +20, Spot +20, Spellcraft +25; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Leadership, Mobility, Spring Attack.

Possessions: *Liespreader* (see Appendix I), +2 full plate, +1 heavy steel shield, +1 *scimitar*, *cloak of resistance* +1, masterwork mighty [+5] composite longbow, 40 arrows, *potion of haste*, *potion of cure moderate wounds*, *potion of barkskin* +3, *scroll of cure critical wounds*, *necklace of fireballs* (type I).

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with

its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (6/6+1/5+1/4+1/3+1; base DC = 18 + spell level): 0—*detect magic* (2), *guidance* (2), *resistance* (2); 1st—*bane*, *bles*, *disguise self**, *divine favor*, *doom* (2), *shield of faith*; 2nd—*aid*, *cure moderate wounds* (2), *invisibility**, *sound burst* (2); 3rd—*bestow curse*, *clairaudience/ clairvoyance**, *invisibility purge*, *magic circle against good*, *prayer*; 4th—*confusion**, *cure critical wounds*, *divine power*, *freedom of movement*. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics:

Power-up Suite:

1. *Invisibility*
2. *Aid* (1d8+7 temp. hp & +1 morale to attack & save vs. fear)
3. *Shield of Faith* (+3 deflection to AC)
4. *Magic Circle against Good* (+2 resistance to saves, effectively adds +1 to all saves)

In Combat Actions: (by rounds)

1. *Prayer* (allies +1, foes -1, applies to attack, damage, saves, & skill checks)
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Baleful Polymorph* (same target as above)
4. *Sound Burst* (targeting casters)
5. *Divine Favor* (+3 luck to attack and damage)
6. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

Yuan-ti Halfblood Cultist (2): Yuan-ti Halfblood Rogue 4 Cleric 1 of Syrul; CR 10; Medium Monstrous Humanoid; HD 8d8+4d6+36; hp 97; Init +7; Spd 30 ft.; AC 22 (+3 Dex, +4 natural, +3 armor, +2 shield), touch 13, flat-footed 19; Base Atk/Grp: +10/+13; Atk +14 melee (1d6+3, scimitar) or +13 ranged (1d8+3, mighty [+3] composite longbow); Full Atk +14/9 melee (1d6+3, scimitar) and +8 melee (1d6+1, bite) or +13/8 ranged (1d8+3, mighty [+3] composite longbow); Space/Reach: 5ft./5 ft.; SA *Poison*, *produce acid*, spell-like abilities, rebuke undead (7/day, +4 check, 2d6+5 damage), sneak attack +2d6; SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, SR 16, trapfinding, evasion, trapsense +1, uncanny dodge; AL NE; SV Fort +9, Ref +12, Will +13; Str 16, Dex 17, Con 16, Int 22, Wis 20, Cha 18.

Skills and Feats: Bluff +17, Concentration +14, Disguise +22 (+24 to act in character), Hide +17*, Jump +11, Knowledge (Local — Metaregion IV) +16, Knowledge (Nobility and Royalty) +16, Move Silently +22, Listen +17, Spot +17, Tumble +23; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Skill Focus (disguise, tumble).

Possessions: +1 studded leather, masterwork heavy steel shield, masterwork scimitar, masterwork mighty [+3] composite longbow, 40 arrows, cloak of elvenkind, boots of elvenkind, salve of slipperiness, 2 potion of cure moderate wounds.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An yuan-ti halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: 3/day—*animal trance* (DC 16), *cause fear* (DC 15), *entangle* (DC 15); 1/day—*deeper darkness*, *neutralize poison* (DC 18), *suggestion* (DC 17). Caster level 8th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: * Yuan-ti halfbloods using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (3/3+1; base DC = 15 + spell level): 0—*detect magic*, *guidance*, *resistance*; 1st—*cure light wounds*, *disguise self*⁶, *divine favor*, *shield of faith*. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics:

Power-up Suite:

1. *Disguise Self* (DC 44 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

In Combat Actions: (by rounds)

Enter melee, healing self as needed.

Appendix D – APL 14

Encounter Two

☛ **Vampire Yuan-ti Abomination:** Vampire Yuan-ti Abomination Cleric 9 of Syrul; CR 15; Large Undead (Augmented Monstrous Humanoid); HD 18d12; hp 131; Init +8; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 37 (-1 size, +4 Dex, +16 natural, +4 shield, +3 deflection, +1 armor), touch 16, flat-footed 33; Base Atk/Grp: +15/+27; Atk +23 melee (1d8+9, *scimitar*) or +22 melee (1d8+8 plus *energy drain*, *slam*) or +20 ranged (2d6+8, mighty [+8] composite longbow); Full Atk +23/18/13 melee (1d8+9, *scimitar*) and +17 melee (2d6+8 plus *poison* and *energy drain*, *bite*) or +20/15/10 ranged (2d6+8, mighty [+8] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, *constrict* 1d6+8, *improved grab*, *poison*, *produce acid*, spell-like abilities, *blood drain*, *children of the night*, *dominate*, *create spawn*, *energy drain*, *rebuke undead* (9/day, +8 turn check, 2d6+15 damage); SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, *scent*, SR 18, *alternate form*, DR 10/silver and magic, *fast healing* 5, *gaseous form*, *resistance* 10 to cold and electricity, *spider climb*, *turn resistance* +4; AL NE; SV Fort +10, Ref +14, Will +19; Str 26, Dex 18, Con —, Int 22, Wis 22, Cha 22.

Skills and Feats: Bluff +23, Concentration +24 (+28 for casting defensively), Diplomacy +23, Hide +28*, Knowledge (Local — NMR) +18, Knowledge (Religion) +27, Listen +28, Move Silently +26, Search +14, Sense Motive +14, Spellcraft +27, Spot +28; Alertness^B, Blind-fight^B, Cleave, Combat Casting, Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +1 *scimitar*, *masterwork mighty* [+7] composite longbow, *bracers of armor* +1, *cloak of resistance* +1, 2 *potion of inflict light wounds*, *hand of the mage*, *potion of inflict serious wounds*, *boots of elvenkind*, *Lion's Shield*, *scroll of inflict serious wounds*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 25, initial and secondary 1d6 Con. The save DC is Charisma-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 25 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn

is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into

gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (6/6+1/6+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—*guidance* (3), *resistance* (2); 1st—*divine favor*, *doom*, *entropic shield*, *obscuring mist* (2), *protection from good**, *shield of faith*; 2nd—*death knell* (2), *hold person* (2), *invisibility**, *silence*, *undetectable alignment*; 3rd—*deeper darkness*, *dispel magic*, *invisibility purge*, *magic circle against good**, *prayer*; 4th—*divine power*, *freedom of movement*, *spell immunity*, *unholy blight**, 5th—*dispel good**, *righteous might*, *slay living*. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Righteous Might: Huge Undead (Augmented Monstrous Humanoid); AC 37 (-2 size, +4 Dex, +20 natural, +2 shield, +3 deflection), touch 15, flat-footed 33; Base Atk/Grp: +15/+35; Atk +26 melee (2d6+12, scimitar) or +25 melee (2d6+12 plus *energy drain*, slam) or +18 ranged (3d6+8, mighty [+8] composite longbow); Full Atk +26/21/16 melee (2d6+12, scimitar) and +20 melee (3d6+12 plus poison and *energy drain*, bite) or +18/13/8 ranged (3d6+8, mighty [+8] composite longbow); Space/Reach: 15ft./15 ft.; SQ DR 10/silver and magic or DR 5/good; Str 34; Hide +24*.

Tactics:

The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 48 + 20 for *invisible*), the vampire yuan-ti will begin by targeting a cleric or paladin with *slay living*. The second round it will use *righteous might*, followed the next round by *unholy blight* before entering melee. Once in melee the yuan-ti will prefer to target divine spellcasters first, following closely by arcane spellcasters. Only then will it turn to powerful melee characters (unless they have been causing lots of damage, in which case it will attempt to eliminate them with its *baleful polymorph* ability or a *hold person*).

If a daylight spell is cast, it will use one of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetected alignment*.

The yuan-ti will have pre-cast the following spells: *freedom of movement*, *invisibility*, *shield of faith* (+3 deflection), *silence*, *spell immunity* (*cure critical wounds*, *searing light*). It will dismiss the *silence* spell at the start of its first action.

Encounter Six

☛ **Yuan-ti Abomination Cult Leader:** Yuan-ti Abomination Cleric 9 of Syrul; CR 16; Large Monstrous Humanoid; HD 9d8+9d8+108; hp 201; Init +6; Spd 30 ft.; AC 33 (-1 Size, +1 Dex, +10 natural, +10 armor, +3 shield), touch 10, flat-footed 32; Base Atk/Grp: +15/+25; Atk +21 melee (1d8+7, *scimitar*) or +18 ranged (2d6+6, mighty [+6] composite longbow); Full Atk +21/16/11 melee (1d8+7, *scimitar*) and +15 melee (1d6+3 plus poison, bite) or +18/13/8 ranged (2d6+6, mighty [+6] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, constrict 1d6+9, improved grab poison, *produce acid*, spell-like abilities, rebuke undead (9/day, +8 check, 2d6+15 damage); SQ *Alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, scent, SR 18; AL NE; SV Fort +16, Ref +11, Will +20; Str 22, Dex 14, Con 22, Int 20, Wis 26, Cha 22.

Skills and Feats: Concentration +24, Hide +28*, Knowledge (Local — Metaregion IV) +24, Knowledge (Religion) +25, Listen +20, Spot +20, Spellcraft +25; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Leadership, Mobility, Spring Attack, Whirlwind Attack.

Possessions: *Liespreacher* (see Appendix I), +2 full plate, +1 heavy steel shield, +1 scimitar, *cloak of resistance* +1, masterwork mighty [+6] composite longbow, 40 arrows, *potion of haste*, *potion of cure moderate wounds*, *potion of barkskin* +3, *scroll of cure critical wounds*, *ring of chameleon power*, *gauntlets of ogre power*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one

creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (6/6+1/6+1/5+1/4+1/2+1; base DC = 18 + spell level): 0—*detect magic* (2), *guidance* (2), *resistance* (2); 1st—*bane*, *bless*, *disguise self**, *divine favor*, *doom* (2), *shield of faith*; 2nd—*aid*, *cure moderate wounds* (2), *hold person*, *invisibility**, *sound burst* (2); 3rd—*bestow curse*, *clairaudience/clairvoyance**, *dispel magic*, *invisibility purge*, *magic circle against good*, *prayer*; 4th—*confusion**, *cure critical wounds*, *divine power*, *freedom of movement*, *poison* (DC 22); 5th—*flame strike*, *righteous might*, *true seeing**. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Righteous Might: Huge Monstrous Humanoid; HD 9d8+9d8+144; hp 237; Init +6; Spd 30 ft.; AC 36 (-2 Size, +1 Dex, +14 natural, +10 armor, +3 shield), touch 9, flat-footed 35; Base Atk/Grp: +15/+33; Atk +24 melee (2d6+11, *scimitar*) or +18 ranged (2d8+6, *mighty* [+6] composite longbow); Full Atk +24/19/14 melee (2d6+11, *scimitar*) and +18 melee (1d8+5 plus poison, bite) or +18/13/8 ranged (2d8+6, *mighty* [+6] composite longbow); Space/Reach: 15ft./15 ft.; SA constrict 1d8+15; SQ DR 5/good; SV Fort +19; Str 30, Con 26; Concentration +26, Hide +24*.

Tactics:

Power-up Suite:

1. *Invisibility*
2. *True Seeing*
3. *Aid* (1d8+9 temp. hp & +1 morale to attack & save vs. fear)
4. *Shield of Faith* (+3 deflection to AC)
5. *Magic Circle against Good* (+2 resistance to saves, effectively adds +1 to all saves)

In Combat Actions: (by rounds)

1. *Flame Strike*
2. *Bestow Curse* (-6 Con to melee combatant)
3. *Righteous Might* (see above)
4. *Divine Power* (+6 to melee attacks, +3 to ranged attacks, +3 to melee damage, +9 temp. hp)
5. *Divine Favor* (+3 luck to attack and damage)

6. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

☛ **Yuan-ti Halfblood Cultist (2):** Yuan-ti Halfblood Rogue 4 Cleric 3 of Syrul; CR 12; Medium Monstrous Humanoid; HD 10d8+4d6+42; hp 113; Init +7; Spd 30 ft.; AC 24 (+3 Dex, +4 natural, +4 armor, +3 shield), touch 13, flat-footed 21; Base Atk/Grp: +12/+15; Atk +16 melee (1d6+4, *scimitar*) or +16 ranged (1d8+4, *mighty* [+3] composite longbow); Full Atk +16/11/6 melee (1d6+4, *scimitar*) and +10 melee (1d6+1, bite) or +16/11/6 ranged (1d8+4, *mighty* [+3] composite longbow); Space/Reach: 5ft./5 ft.; SA Poison, *produce acid*, spell-like abilities, rebuke undead (7/day, +4 check, 2d6+7 damage), sneak attack +2d6; SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, scent, SR 16, trapfinding, evasion, trapsense +1, uncanny dodge; AL NE; SV Fort +10, Ref +13, Will +14; Str 16, Dex 17, Con 16, Int 22, Wis 20, Cha 18.

Skills and Feats: Bluff +19, Concentration +16, Disguise +24 (+26 to act in character), Hide +19*, Jump +11, Knowledge (Local — Metaregion IV) +18, Knowledge (Nobility and Royalty) +18, Move Silently +17, Listen +17, Spellcraft +10, Spot +17, Tumble +23; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Skill Focus (disguise, tumble).

Possessions: +1 studded leather of shadow and silent moves, +1 heavy steel shield, +1 scimitar, +1 mighty [+3] composite longbow, 40 arrows, salve of slipperiness, 2 potion of cure moderate wounds.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An yuan-ti halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: 3/day—*animal trance* (DC 16), *cause fear* (DC 15), *entangle* (DC 15); 1/day—*deeper darkness*, *neutralize poison* (DC 18), *suggestion* (DC 17). Caster level 8th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: * Yuan-ti halfbloods using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (4/4+1/2+1; base DC = 15 + spell level): 0—*detect magic, guidance* (2), *resistance*; 1st—*cure light wounds* (2), *disguise self**, *divine favor, shield of faith*; 2nd—*align weapon, cure moderate wounds, invisibility**. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics: _____

Power-up Suite:

1. *Disguise Self* (DC 46 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

In Combat Actions: (by rounds)

1. Enter melee, healing self as needed. If any PC casts *Righteous Might* then use *Align Weapon* on the leader, and one of the cultists.

Appendix E – APL 16

Encounter Two

☛ **Vampire Yuan-ti Abomination:** Vampire Yuan-ti Abomination Cleric 11 of Syrul; CR 17; Large Undead (Augmented Monstrous Humanoid); HD 20d12; hp 145; Init +8; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 38 (-1 size, +4 Dex, +16 natural, +4 shield, +3 deflection, +2 armor), touch 16, flat-footed 34; Base Atk/Grp: +17/+29; Atk +25 melee (1d8+9, *scimitar*) or +24 melee (1d8+8 plus *energy drain*, *slam*) or +22 ranged (2d6+8, *mighty* [+8] *composite longbow*); Full Atk +25/20/15/10 melee (1d8+9, *scimitar*) and +19 melee (2d6+8 plus *poison* and *energy drain*, *bite*) or +22/17/12/7 ranged (2d6+8, *mighty* [+8] *composite longbow*); Space/Reach: 10ft./10 ft.; SA *Aversion*, *constrict* 1d6+8, *improved grab*, *poison*, *produce acid*, *spell-like abilities*, *blood drain*, *children of the night*, *dominate*, *create spawn*, *energy drain*, *rebuke undead* (9/day, +8 turn check, 2d6+17 damage); SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, *scent*, SR 18, *alternate form*, DR 10/silver and magic, *fast healing* 5, *gaseous form*, *resistance* 10 to cold and electricity, *spider climb*, *turn resistance* +4; AL NE; SV Fort +11, Ref +14, Will +20; Str 26, Dex 18, Con —, Int 22, Wis 23, Cha 22.

Skills and Feats: Bluff +25, Concentration +26 (+30 for casting defensively), Diplomacy +25, Hide +30*, Knowledge (Local — NMR) +18, Knowledge (Religion) +29, Listen +28, Move Silently +27, Search +14, Sense Motive +15, Spellcraft +29, Spot +28; Alertness^B, Blind-fight^B, Cleave, Combat Casting, Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack, Whirlwind Attack.

Possessions: +1 *scimitar*, *masterwork mighty* [+7] *composite longbow*, *bracers of armor* +2, *cloak of resistance* +1, 2 *potions of inflict light wounds*, *hand of the mage*, *potions of inflict serious wounds*, *boots of elvenkind*, *Lion's Shield*, *scroll of inflict serious wounds*, *gloves of arrow snaring*, *potions of inflict moderate wounds*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 26, initial and secondary 1d6 Con. The save DC is Charisma-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 26 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a

spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly

destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into *gaseous form* has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC = 16 + spell level): 0—*guidance* (3), *resistance* (2); 1st—*divine favor*, *doom* (2), *entropic shield*, *obscuring mist* (2), *protection from good**, *shield of faith*; 2nd—*death knell* (2), *hold person* (2), *invisibility**, *silence*, *undetectable alignment*; 3rd—*deeper darkness*, *dispel magic* (2), *invisibility purge*, *magic circle against good**, *prayer*; 4th—*divine power*, *freedom of movement*, *poison* (DC 21), *spell immunity*, *unholy blight**; 5th—*dispel good**, *flame strike*, *righteous might*, *slay living*; 6th—*antilife shell*, *greater dispel magic*, *mislead**. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Righteous Might: Huge Undead (Augmented Monstrous Humanoid); AC 37 (-2 size, +4 Dex, +20 natural, +2 shield, +3 deflection), touch 15, flat-footed 33; Base Atk/Grp: +17/+37; Atk +28 melee (2d6+12, scimitar) or +27 melee (2d6+12 plus *energy drain*, *slam*) or +19 ranged (3d6+8, mighty [+8] composite longbow); Full Atk +28/23/18/13 melee (2d6+12, scimitar) and +22 melee (3d6+12 plus poison and *energy*

drain, bite) or +19/14/9/4 ranged (3d6+8, mighty [+8] composite longbow); Space/Reach: 15ft./15 ft.; SQ DR 10/silver and magic or DR 5/good; Str 34; Hide +26*.

Tactics:

The vampire yuan-ti will keep its Dodge directed towards any PC that appears likely to Power Attack. After creeping up in hiding and *invisibility* (Hide check of 50 + 20 for *invisible*), the vampire yuan-ti will begin by using *mislead* to draw off attackers. The second round it will start by targeting a cleric or paladin with *slay living*. The third round it will use *righteous might*, followed the next round by *flame strike* before entering melee. Once in melee the yuan-ti will prefer to target divine spellcasters first, following closely by arcane spellcasters. Only then will it turn to powerful melee characters (unless they have been causing lots of damage, in which case it will attempt to eliminate them with its *baleful polymorph* ability or a *hold person*).

If a daylight spell is cast, it will use on of its *deeper darkness* abilities to negate it.

The following spells are always active: *undetectable alignment*.

The yuan-ti will have pre-cast the following spells: *antilife shell* (it has reach, so the barrier won't collapse), *freedom of movement*, *invisibility*, *shield of faith* (+3 deflection), *silence*, *spell immunity* (*cure critical wounds*, *searing light*). It will dismiss the *silence* spell at the start of its first action.

Encounter Six

☛ **Yuan-ti Abomination Cult Leader:** Yuan-ti Abomination Cleric 11 of Syrul; CR 18; Large Monstrous Humanoid; HD 9d8+11d8+120; hp 223; Init +6; Spd 30 ft.; AC 33 (-1 Size, +1 Dex, +10 natural, +10 armor, +3 shield), touch 10, flat-footed 32; Base Atk/Grp: +17/+27; Atk +23 melee (1d8+7 plus 1d6 electricity, +1 *shocking burst scimitar*) or +20 ranged (2d6+6, mighty [+6] composite longbow); Full Atk +23/18/13/8 melee (1d8+7 plus 1d6 electricity, +1 *shocking burst scimitar*) and +16 melee (1d6+2 plus poison, bite) or +20/15/10/5 ranged (2d6+6, mighty [+6] composite longbow); Space/Reach: 10ft./10 ft.; SA *Aversion*, *constrict* 1d6+9, *improved grab* poison, *produce acid*, spell-like abilities, rebuke undead (9/day, +8 check, 2d6+17 damage); SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, *scent*, SR 18; AL NE; SV Fort +18, Ref +12, Will +22; Str 22, Dex 14, Con 22, Int 20, Wis 27, Cha 22.

Skills and Feats: Concentration +26, Hide +30*, Knowledge (Local — Metaregion IV) +26, Knowledge (Religion) +27, Listen +21, Spot +21, Spellcraft +27; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Leadership, Mobility, Spring Attack, Whirlwind Attack.

Possessions: *Liespreader* (see Appendix I), +2 full plate, +1 heavy steel shield, +1 shocking burst scimitar, cloak of resistance +1, masterwork mighty [+6] composite longbow, 40 arrows, *potion of haste*, *potion of cure moderate wounds*, *potion of barkskin* +3, *scroll of cure critical wounds*, *ring of chameleon power*, *gauntlets of ogre power*.

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an Abomination must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it established a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—*animal trance* (DC 18), *entangle* (DC 17); 3/day—*deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day—*baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb check, even if rushed or threatened.

A yuan-ti abomination 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.

* Yuan-ti abominations using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (6/7+1/6+1/6+1/5+1/3+1/2+1; base DC = 18 + spell level): 0—*detect magic* (2), *guidance* (2), *resistance* (2); 1st—*bane*, *bless*, *cure light wounds*, *disguise self**, *divine favor*, *doom* (2), *shield of faith*; 2nd—*aid*, *cure moderate wounds* (2), *hold person*, *invisibility**, *sound burst* (2); 3rd—*bestow curse* (2), *clairaudience/clairvoyance**, *dispel magic*, *invisibility purge*, *magic circle against good*, *prayer*; 4th—*confusion**, *cure critical wounds* (2), *divine power*, *freedom of movement*, *poison* (DC 22); 5th—*flame strike*, *greater command*, *righteous might*, *true seeing**; 6th—*blade barrier*, *heal*, *mislead**. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)

Righteous Might: Huge Monstrous Humanoid; HD 9d8+11d8+160; hp 263; Init +6; Spd 30 ft.; AC 36 (-2 Size, +1 Dex, +14 natural, +10 armor, +3 shield), touch 9, flat-footed 35; Base Atk/Grp: +17/+35; Atk +27 melee (2d6+11 plus 1d6 electricity, +1 *shocking burst scimitar*) or +20 ranged (3d6+6, mighty [+6] composite longbow); Full Atk +27/22/17/12 melee (2d6+11 plus 1d6 electricity, +1 *shocking burst scimitar*) and +16 melee (1d8+5 plus poison, bite) or +20/15/10/5 ranged (3d6+6, mighty [+6] composite longbow); Space/Reach: 15ft./15 ft.; SA constrict 1d8+15; SQ DR 5/good; SV Fort +20; Str 30, Con 26; Concentration +28, Hide +26*.

Tactics:

Power-up Suite:

1. *Invisibility*
2. *True Seeing*
3. *Aid* (1d8+10 temp. hp & +1 morale to attack & save vs. fear)
4. *Shield of Faith* (+3 deflection to AC)
5. *Magic Circle against Good* (+2 resistance to saves, effectively adds +1 to all saves)

In Combat Actions: (by rounds)

1. *Blade Barrier*
2. *Mislead*
3. *Flame Strike*
4. *Righteous Might* (see above)
5. *Divine Power* (+6 to melee attacks, +3 to ranged attacks, +3 to melee damage, +11 temp. hp)
6. *Divine Favor* (+4 luck to attack and damage)
7. Enter melee, healing allies and self as needed. Use *Aversion* to scare away devoted melee combatants that will not succumb by other means.

Yuan-ti Halfblood Cultist (2): Yuan-ti Halfblood Rogue 6 Cleric 3 of Syrul; CR 14; Medium Monstrous Humanoid; HD 10d8+6d6+48; hp 129; Init +9; Spd 30 ft.; AC 26 (+5 Dex, +4 natural, +4 armor, +3 shield), touch 15, flat-footed 21; Base Atk/Grp: +13/+16; Atk +17 melee (1d6+4, *scimitar*) or +19 ranged (1d8+4, mighty [+3] composite longbow); Full Atk +17/12/7 melee (1d6+4, *scimitar*) and +11 melee (1d6+1, bite) or +19/14/9 ranged (1d8+4, mighty [+3] composite longbow); Space/Reach: 5ft./5 ft.; SA Poison, *produce acid*, spell-like abilities, rebuke undead (7/day, +4 check, 2d6+7 damage), sneak attack +3d6; SQ *Alternate form*, *chameleon power*, *darkvision* 60 ft., *detect poison*, scent, SR 16, trapfinding, evasion, trapsense +2, uncanny dodge; AL NE; SV Fort +13, Ref +18, Will +17; Str 16, Dex 20, Con 16, Int 22, Wis 20, Cha 18.

Skills and Feats: Bluff +23, Concentration +16, Disguise +26 (+28 to act in character), Hide +28*, Jump +20, Knowledge (Local — Metaregion IV) +20, Knowledge (Nobility and Royalty) +18, Move Silently +29, Listen +17, Spellcraft +11, Spot +17, Tumble +27; Alertness^B, Blind-fight^B, Combat Expertise, Dodge, Improved Initiative, Mobility, Skill Focus (disguise, tumble).

Possessions: +1 *studded leather of shadow and silent moves*, +1 *heavy steel shield*, +1 *scimitar*, +1 *mighty [+3] composite longbow*, 40 arrows, *salve of slipperiness*, 2 *potions of cure moderate wounds*, *cloak of resistance* +2, *gauntlets of dexterity* +2.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary 1d6 Con. The save DC is Constitution-based.

Produce Acid (Sp): An yuan-ti halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities: 3/day—*animal trance* (DC 16), *cause fear* (DC 15), *entangle* (DC 15); 1/day—*deeper darkness*, *neutralize poison* (DC 18), *suggestion* (DC 17). Caster level 8th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of itself and its equipment to match its surroundings, granting a +10 circumstance bonus on Hide checks.

Skills: * Yuan-ti halfbloods using *chameleon power* gain a +10 circumstance bonus on Hide checks.

Spells Prepared (4/4+1/2+1; base DC = 15 + spell level): 0—*detect magic, guidance* (2), *resistance*; 1st—*cure light wounds* (2), *disguise self**, *divine favor, shield of faith*; 2nd—*align weapon, cure moderate wounds, invisibility**. * Domain spell.

Deity: Syrul; **Domains:** Knowledge (You cast divination spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

Tactics: _____

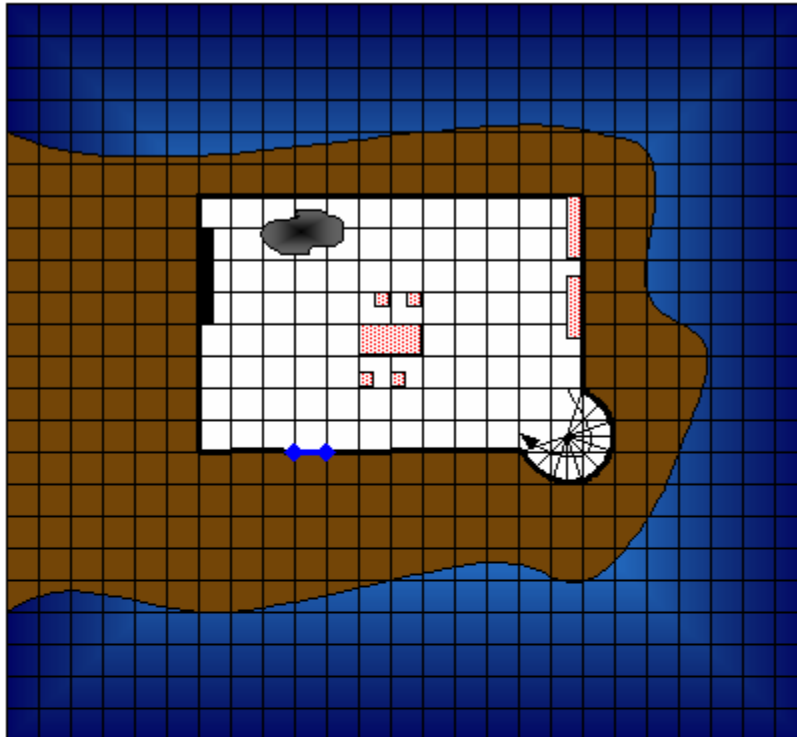
Power-up Suite:

1. *Disguise Self* (DC 46 Spot to see through human cultist disguise)
2. *Shield of Faith* (+2 deflection to AC)

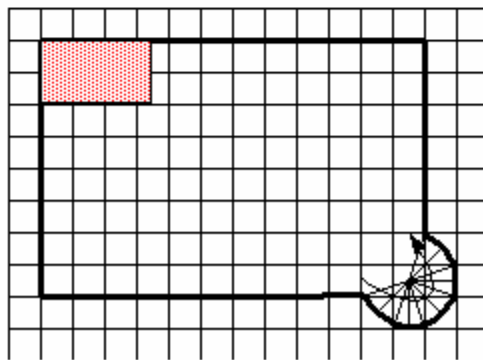
In Combat Actions: (by rounds)

1. 1. Enter melee, healing self as needed. If any PC casts *Righteous Might* then use *Align Weapon* on the leader, and one of the cultists.

DM's Aid #1 – The Beacon Tower



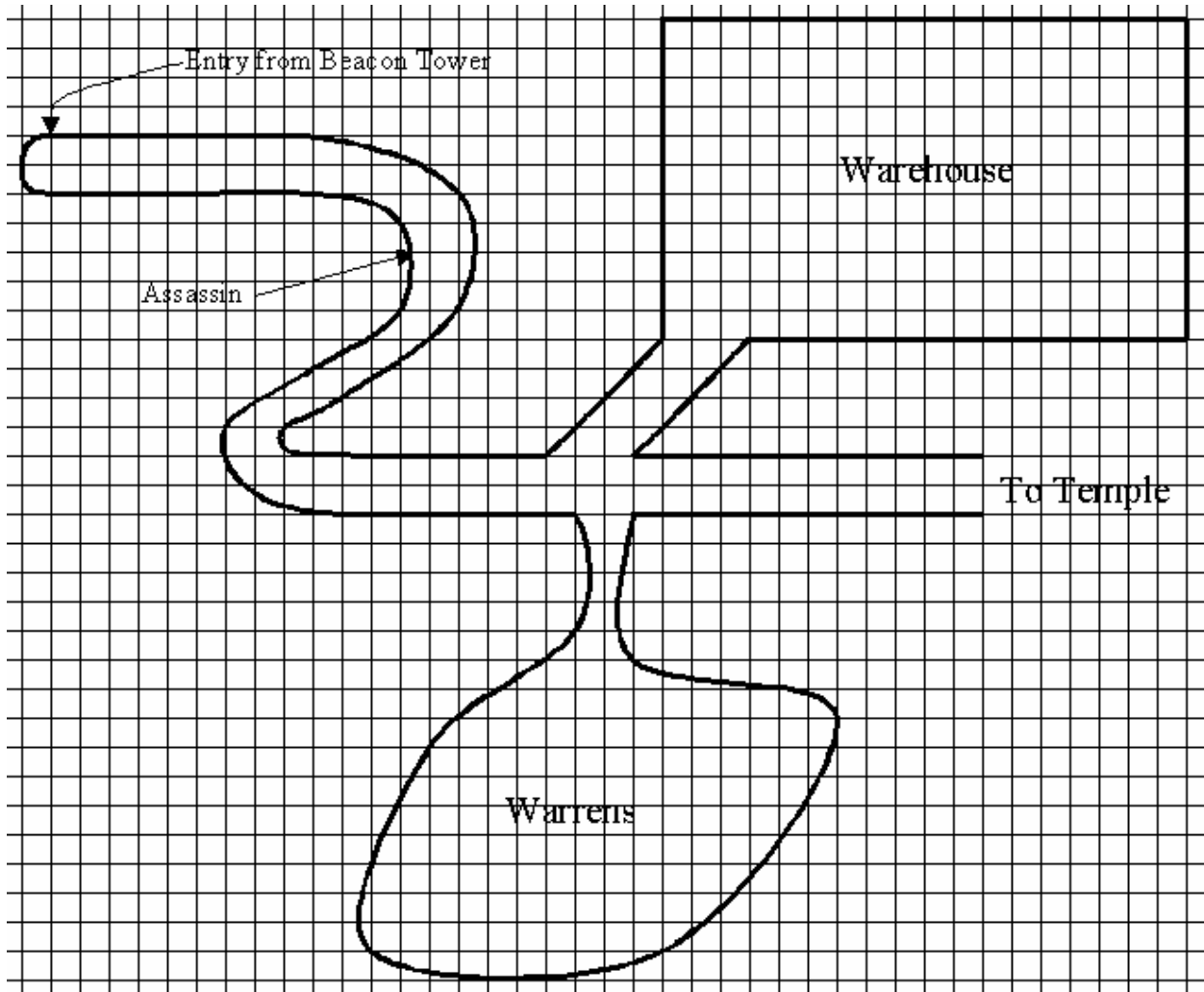
Floor One



Floor Two

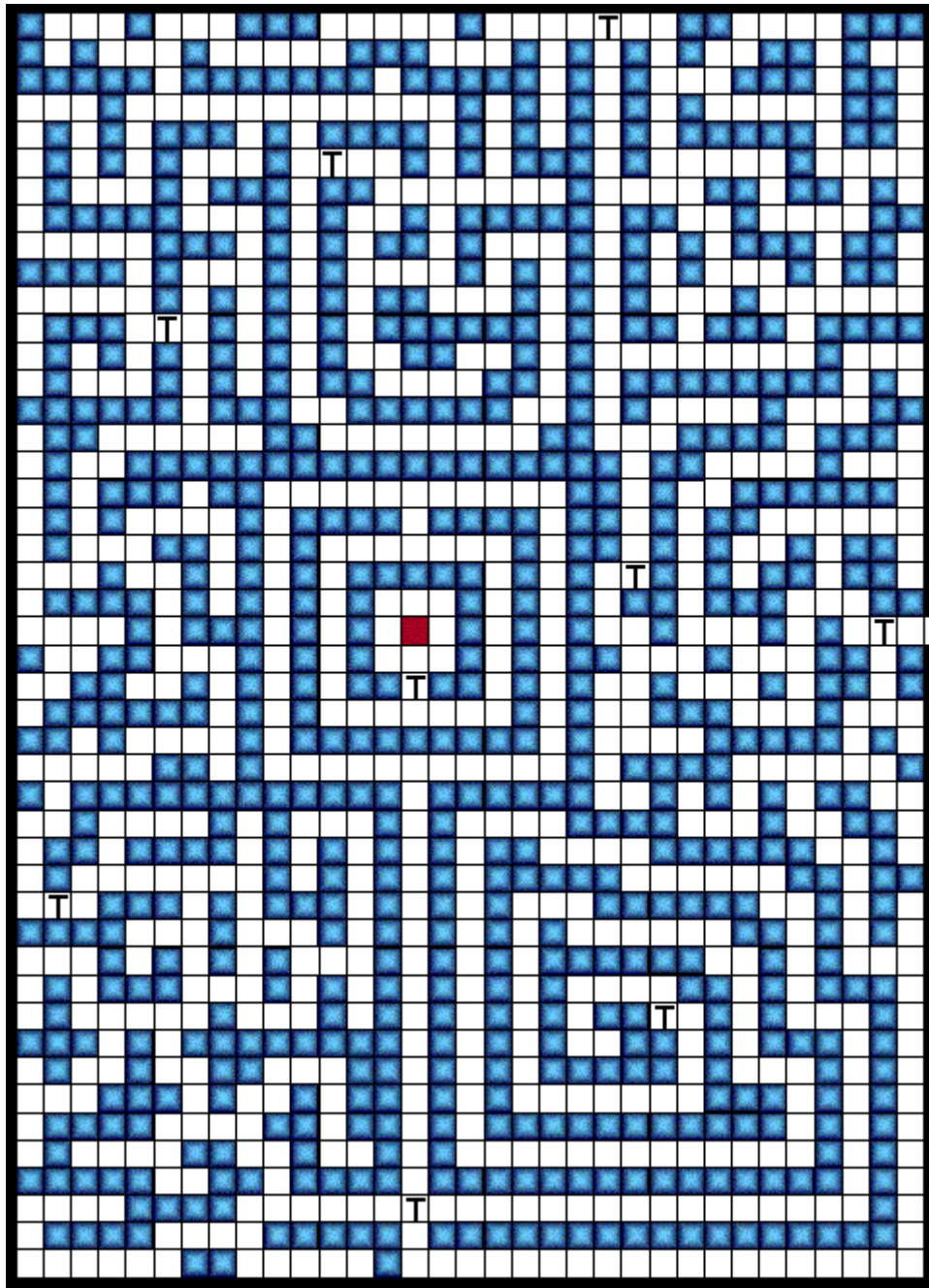
Each square is 5 ft.

DM's Aid #2 – Tunnels of Despair



Each square is 5 ft.

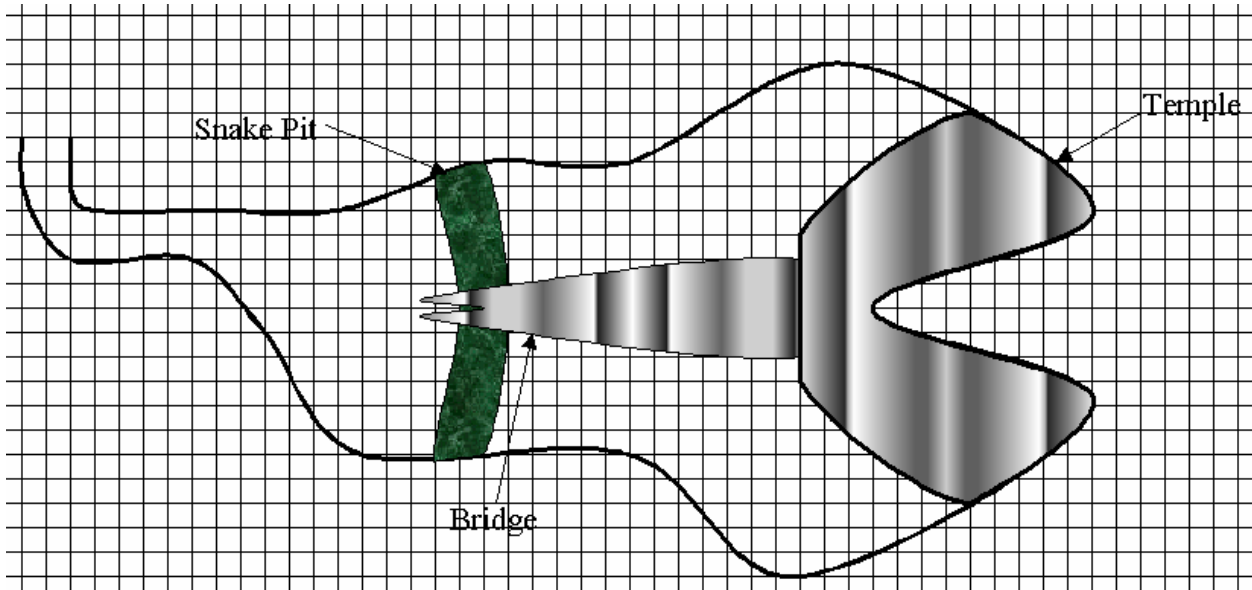
DM's Aid #3 – Portal of Deceitful Slander



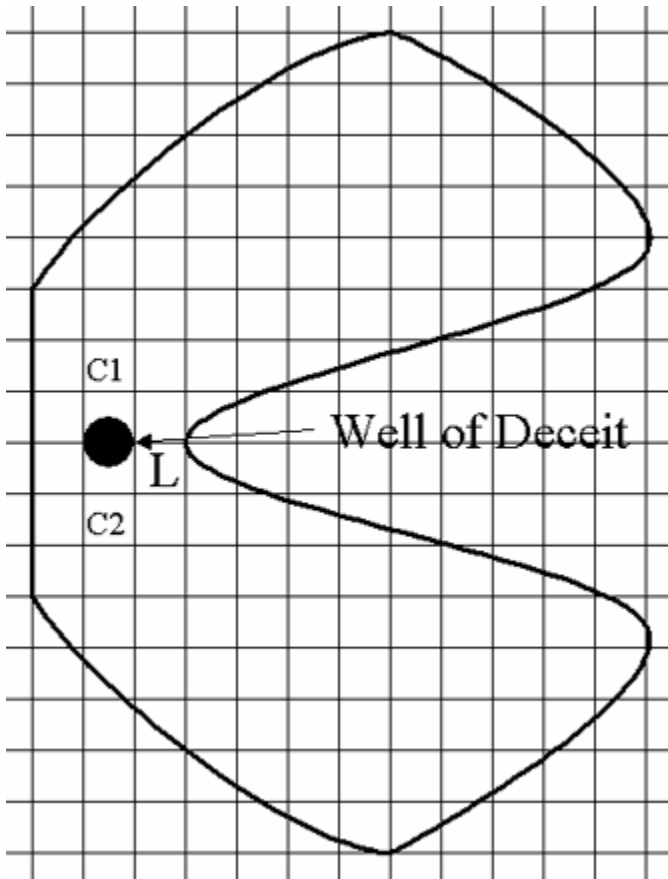
Each square is 5 ft., and the red square is the exit. Blue squares are the illusionary walls.

T's indicate trap locations. Remember, the APL determines how many traps are active. As far as placement, just ensure that the PC's encounter as many as possible (ie, they trigger trap squares that they reach, until there are no more traps at that APL).

DM's Aid #4 – Temple of Deception and Sanctum of Slander



Each square is 5 ft.



Each square is 5 ft. L is the Cult Leader, while C1 & C2 are the cultists.

Appendix I – New Rules Items

Liespreader

This black robe grants the wearer the ability to plant a thought in someone's mind and have them completely believe that it was their own idea. There is a will save against this effect (DC 15) and this ability can only be used twice per day.

If three pieces of the Regalia of Syrul are present then the thought projection ability can be used three times per day. Additionally the wearer also gets a +5 competence bonus to Bluff and Disguise.

If all five pieces of the Regalia of Syrul are present then the bearer can *dominate* up to 3 people at a time as a spell-like ability as cast by a 15th level wizard.

(Moderate Enchantment) Prerequisites: Caster Level 15th, Craft Wondrous Item, *greater command*, *dominate*; Market Price 25,000

Critical Events Summary:

If you are running this adventure during October 2004, then fill out this summary and turn it in to your event coordinator, who should mail it to:

Syrul's Slander Results

c/o James Zwiers

4169 Palamos St.

Victoria, BC, Canada

V8N 5V8

1. Was the Vampiric Yuan-ti fully destroyed?
2. Was the Well of Deceit destroyed?
3. How?
4. Did the PCs hunt down and kill Sibilant the Frozen?
5. Other Notes:

NMR4-07a

Syruul's Slander – Seltaren

A One-Round D&D LIVING GREYHAWK®
Nyronnd and Her Environs Metaregional Adventure
Version 1
by Daniel Thomson

This is the Seltaren section of the adventure; refer to the main document for full details.

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

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Seltaren Section Background

When Urnst was a young state and Seltaren was but a small trading outpost of the fledgling Suel nation that was begun by House Maure, a powerful sect of followers of Syrul, fleeing from the coming destruction of Suel Imperium looked for a new location to rebuild their temple. Seltaren is situated at the junction of the Upper Lukala, Soltaran and Corundum rivers. The city is divided by a precipice over which the three rivers plunge into a lake.

After utilizing great divinations and portents from their goddess, the Syrulites determined to build their fortress at the foot of the falls where the Upper Lukala, Soltaran and Corundum rivers converged. Through mighty magic and divine grace, they shifted a large portion of the bedrock where the waters fell to the Ethereal Plane. In the resulting basin, they constructed a temple/fortress to Syrul that would be hidden from the prying eyes of the world once the waters had risen to form a large lake.

With the lake protecting them from the world above and the plane-shifted rock protecting them from most forms of planar incursions, the servants of the temple began to send envoys to the creatures of the world below. Over time, they made treaties with the Yuan-Ti, fell snake worshiping creatures who easily saw the teachings of Syrul as compatible with their own world view. Additionally, they were able to form an alliance with a small community of Aboleth, who saw the newly formed lake as a new asset to procuring slaves from the surface.

Eventually the Suel came to this location and were inspired by the majestic beauty of the three falls. The nobles quickly claimed the land, with the most influential and/or manipulative houses, most notably the Teranors, commanding the best locations. Eventually, the common folk settled in the lowlands beneath the falls, and trade began as rich supplies of corundum gems were brought down from the Abbor-Alz by House Teranor, and soon the fledgling trade hub of Seltaren became a grand city unto itself. And the power of Syrul grew.

The power of Castle Maure waned as the power of Seltaren waxed, unbeknownst to most, aided by the Lady Czutaz Urlirel's youngest son, Niemanthor, the High Priest of Syrul.

With the end of the Maure compact and the apparent disappearance of House Urlirel, none knew that the Lady Czutaz Urlirel had brokered with denizens of the nether planes and learnt the secrets of lichdom, nor that her son aided her.

When Lady Czutaz was laid low and trapped near present day Kruknik, Niemanthor did not know what had happened to his matron. Since he too was a lich, he had no concerns for time, so he began the slow work to discover what houses were responsible for his matron's

plight. When he did find out who was responsible, he would crush those houses to dust.

Seltaren Section Summary

Seltaren was once the seat of power in the Duchy of Urnst. While it was, many important people lived and worked there, and many who aspired to such power also lived and schemed there. To that end a large Temple of Syrul, containing the Fane of Syrul, was constructed in the lake in the center of Seltaren. This Fane has been the focus of several adventures already in the Duchy, and this one deals solely with the final assault on the Fane.

The Fane is a large series of underground caverns, populated with a mixture of humans, elves, Yuan-ti and a rare breed of Aboleth. After clearing out of the varied forces of the Fane, they will be faced with the somewhat monumental task of destroying the Fane itself.

Assisting this operation is more than just the Duke; the Rogues of Seltaren are also assisting (under the leadership of Masseri).

Introduction

The party is formed and they players are told of the Duke's desire that they undertake a mission to destroy the Fane of Syrul, which has recently been located at the bottom of Lake Seltaren.

After accepting the mission and learning what they need to about the Fane, they players have an opportunity to procure any additional supplies from the Seltaren marketplace they feel they may need to achieve their objective.

1. Entry Chamber

The party enters the temple proper, and encounters an aboleth guarding the way towards the Fane. There is a chance that instead of initially defeating the aboleth they instead drive it off further into the temple complex where it can recover. At this point the party will have also triggered an alarm alerting Niemanthor who will begin to scry on the party (which they might detect).

2. Syrul's Greeting

This is the chamber to which the Aboleth falls back to. The party must solve a minor puzzle to progress further.

3. A Failed Assault

In these chamber the characters find evidence of the progress of the assault on the temple.

4. Temple Library

The party comes out of the underwater environment into an air filled portion of the complex. This area contains a small library, and characters may search this chamber to locate information as to noble houses that are supporting the temple.

5. The Great Priest of Syrul

Here the party encounters the final defender of the Fane, the Lich Niemanthor Urlirel and his sycophants. At lower APLs the sycophants are Yuan-ti, which are advanced at higher APLs as well as Niemanthor's Water Elemental Cohort at higher APLs. After defeating Niemanthor, searching the submerged portion of the chamber will locate a subterranean passageway that leads to the Fane.

6. The Fane Syrul

The party's objective lies here, the Fane of Syrul, a trap laced altar to the goddess of betrayal. Before the party can destroy the Altar, they must first disable the lethal traps that abound in this chamber. With the destruction of the Fane, the magics that held the plane-shifted stone on the ethereal Plane begins to weaken. Parties can either Warn the Duke, or if they fail, the rock will revert to back the Material plane displacing gallons of Lake Seltaren onto the unsuspecting city.

Conclusion

Depending on the Party's success, they receive their rewards.

Notes about the Fane

As mentioned earlier, the Fane was constructed in the crater formed by the shifting of a large portion of bedrock to the Ethereal plane. The result of this has caused certain spells to either change their behavior entirely or no longer work at all while within the boundaries of the Fane.

Affected Spells

Spell	Effect with the Fane
Blink	Will not function within the Fane
Chamber*	Will not function within the Fane
Ethereal Jaunt	Will not function within the Fane
Etherealness	Will not function within the Fane
Leomund's Secret Chest	The chest cannot be accessed while within the Fane
Make Manifest*	Cannot target the Ethereal Plane
Mass Manifest*	Cannot target the Ethereal Plane
Plane Shift	Cannot shift to the Ethereal Plane

* Indicates a spell from *Manual of the Planes*

In addition to the above effects, creatures cannot be summoned from the Ethereal plane (so no Ether spitters, ether hulks, ethernaughts, or any other creature native to the Ethereal Plane), nor can any magic item or spell that allows for interplanar travel allow access to the ethereal plane within the Fane.

Also, a large part of this adventure makes use of the Aquatic Terrain rules (DMG page 92-93), and DM's are reminded to review these rules.

Unless otherwise specified the ceiling height in the corridors is 10 feet, and other chambers are 15 feet. The doors are all standard stone doors.

Stone Doors: 4 in. thick; hardness 8; hp 60; Break DC 25.

Introduction: Seltaren

Jallarzi's spell has despoiled you on the grounds of a three-story manor home that overlooks a set of three falls and the lake below. You have arrived in Seltaren, the cesspit of the Duchy, home to patriots and traitors alike it has always been a den of debauchery, politics and power. Moments after you arrive a burly man dressed in loose grey robes, bearing a crest of a gold unicorn in green upon the left breast.

"Welcome to Seltaren, I am Garmeal Grek of the College of Sages and Sorcery. Duke Lorinar has asked me to be here to meet you and thank you for choosing to help the Duchy in our time of need. We are faced with a dire situation. It seems that a threat has been growing in the cesspit of the Duchy that we call Seltaren. We've discovered a large secret fortress-temple at the bottom of Lake Seltaren. This fortress-temple must be investigated, and eradicated if it is the force behind the trade problems. Evidence also suggests that one or more noble houses may have knowledge of this place, and might even be supporting it. If there is any concrete evidence of such links, please bring it back with you.

This fortress has been constructed in a void where the foundation rock that once was the bottom of Lake Seltaren. Due to the nature of the fortress, it is nearly impossible for most groups to even consider an assault upon it, and indeed, I have procured a set of potions, one for each of you, to assist you when you are underwater. There is a little time to make some final preparations before beginning the assault or any hope of surprise will be lost."

The Duke has arranged for a potion of waterbreathing to be procured for the heroes. The Duke can have as many as three potions for each person available, but any beyond the first must be purchased.

Once they have anything that they wish to procure, proceed to *Encounter One*.

Encounter One: Entry Chamber

After procuring some last minute supplies you believe may be of use, you have assembled at a decrepit warehouse on the docks of Seltaren. With you again is Garmeal Grek. Once you are all ready pulls a scroll forth, instructs you to link hands, and then intones the incantations of a spell.

A DC 19 Spellcraft check will reveal the spell being cast to be etherealness. The mage will not introduce himself to the party, if they ask; his name is Garmeal Grek, a very low ranking member of House Grek.

With the completion of the spell, the world around you wavers, and you surroundings become gray and foggy, while your vision extends to only a short distance before fading into the gray mists. "Welcome to the Ethereal plane." Garmeal says, his voice muted as if the very swirling mists of the plane were absorbing it. "Stick close by me or else you may be in danger of wandering into the Deep Ethereal and becoming hopelessly lost"

Once you are all accustomed to your new environment the mage leads into the swirling mists of the plane, through the misty veil of the plane you see that you are traveling out of the warehouse and through the crowds of the dock, your pace while it seems normal to you, is low and sluggish when compared to the distance traveled in the material world. Interestingly, and perhaps a bit jarring at first, is the fact that while you can see the crowds of the dock, you cannot hear them, and at times some of those in the crowd walk right through the mage and others of your party. Eventually, the mage leads your group out over lake Seltaren though you do not sink beneath the waves. After you have traveled a short distance out over the lake, you are led down and beneath the surface of the lake, until a large stony shape begins to appear out the mist ahead.

Pointing to the stone your guide explains, "This stone block ethereal access to the Fane, otherwise you would be able to begin your assault well within the exterior defenses. While we could eventually tunnel our way within, we would be working blind, and the expense of undertaking such a venture on the Ethereal makes it impossible. Come, we have however, been successful in locating a few areas where we can access the temple."

Eventually, your journey leads you to what must be springing off point for the assault as you pass other groups that nod to you in turn before 'stepping' back onto the material plane and then disappearing to the mists. After a few moments more your guide stops and faces you.

"This is where I must leave you. You are beneath the waters of the lake and you must make whatever preparations you need to now before traveling back to the material. There is one other thing." Reaching into his robes he pulls out a small amulet. "Once you have completed your mission return quickly to this spot, and activate this device while joining hands. It will alert one of the College to come and collect you. If you are not able to activate the amulet, or you have lost it, I am afraid you are on your own. Good luck." With that, the mage turns and disappears into the mists of the ethereal.

The amulet does not take an amulet slot, and is a simple matter to activate. Its sole purpose is to alert the college the PCs that their mission is complete, and allow them to be collected.

The players have at most only a couple of minutes to prepare. Allow them time to drink any potions of water breathing and cast a couple of preparatory spells before the spell ends and they are shunted back to the material. If any character has not yet made arrangements to survive in an aquatic environment, DM's should consult the Drowning Rules (DMG page 304).

Additionally, players may make a Knowledge (Planes) check at DC 20 to know the information listed above under **Notes on the Fane**.

Once the players have entered the material plane, read the following:

As you leave the Ethereal plane, the cold waters of Lake Seltaren quickly envelopes you, the icy liquid quickly saturating you and your equipment. A great set of doors stands before you, their stony faces engraved with demonic faces and beings. This is where you have been instructed to begin your assault.

The characters have left the ethereal plane behind and are now in an entryway to the temple of Syrul. The water, while chilly, has no adverse affect on the PCs. The water however is dark and murky, limiting vision to 40 feet.

The doors are not locked, nor are they trapped. They do however require a DC 25 strength check to open.

Stone Doors: 4 in. thick; hardness 8; hp 60; Break DC 25.

Continue once the PCs have opened the doors to the complex.

Beyond, the doors open into a large chamber, it's walls covered in thin growths of aquatic vegetation. It is hard to tell exactly how large the chamber truly is as the water grows murky after only a few yards.

The entry chamber has a ceiling height of 20 feet

Gooldaap, an aboleth servant of Syrul, guards the entry chamber. When the doors are first opened, Gooldaap will retreat back towards area 2, and then use

it's *project image* ability to send a shadow duplicate of itself to deal with intruders. If the fight goes badly for the *image* or the players determine it is not real, Gooldaap will close the doors leading from area 1 to area 2, and then create another *project image* after *veiling* itself near the ceiling of the chamber (see area 2 for more information). Gooldap will create no more than two *images* of itself before entering combat for real.

APL 8 (EL 8)

👁️ **Gooldaap, Aboleth:** 76 hp; see *Monster Manual*

APL 10 (EL 10)

👁️ **Gooldaap, Advanced Aboleth:** 100 hp; see Appendix B.

👁️ **Advanced Skum (4):** 27 hp; see Appendix B.

APL 12 (EL 12)

👁️ **Gooldaap, Advanced Half-fiend Aboleth:** 84 hp; see Appendix C.

👁️ **Advanced Skum (6):** 64 hp; see Appendix C.

APL 14 (EL 14)

👁️ **Gooldaap, Advanced Half-fiend 5th level sorcerer Aboleth:** 155 hp; see Appendix D.

👁️ **Advanced Skum (6):** 64 hp; see Appendix D.

APL 16 (EL 16)

👁️ **Gooldaap, Advanced Half-fiend 9th level sorcerer Aboleth:** 192 hp; see Appendix E.

👁️ **Advanced Skum (8):** 64 hp; see Appendix E.

Treasure: None.

Encounter Two: Syrul's Greeting

This chamber is a grand area, the ceiling barely visible at the edge of your vision. Before you stands a great statue, easily 15 feet tall, of aged human woman, her features most undoubtedly Suel. She extends her right hand towards the door you have entered, her finger apparently pointing directly at you. Unlike other features of the area, the statue is remarkably clean of vegetation and aquatic life. In the refracted light, you can make out a placard affixed to base of the statue. Above the statue is a large, ornate chandelier; covered in algae attesting to the fact this area was not always bathed in water. In the middle of the walls to both sides of you is a large set of double doors, the area across from you hidden in the murkiness of the water.

The ceiling height in this area is 40 feet.

Gooldaap is here, waiting patiently above the party, veiled by magic in the form of the large chandelier. He will create another *projected image* of himself once the party enters. If any characters show swim to the top of the statue during combat, Gooldaap will drop the *veil* and cease concentrating on the *projected image*, and concentrate its attacks on that PC(s).

Once Gooldaap has been defeated, the party has more time to investigate the room. The statue is easily identifiable to anyone of Suel descent as Syrul (Knowledge Religion DC5); to all others the check is DC15. The plaque at the base of the Statue reads in Ancient Suloise: *Syrul Points the Way*.

The doors are all locked shut. There is no detectable way to unlock the doors. In order to open the doors, the statue of Syrul must be rotated to face the door the PCs wish to open (and by default, only one door may be opened at a time). A search of the statue's base (DC 20) reveals the presence of 8 small holes about 1.5 inches in diameter spaced equally around the base of the statue. A search check of DC 25 reveals that the base is not flush with the floor, and appears to be able to rotate.

If the players are really stumped, allow an intelligence check (DC 20) to realize that the statue must be rotated so Syrul points at the door they wish to open.

The statue can be turned by brute force, but such a feat requires a DC 26 strength check to move it a quarter turn. Using the holes at the base of the statue can allow others to assist in turning the statue. For each pole or weapon haft (spears, battleaxe, etc) that is placed in a hole, the PC may make an assist other check. Thus at most there can be only 7 assister aiding at any time.

If any check is failed by 5 or more, a random pole has a chance of breaking off at the base, effectively plugging the hole.

To determine if a pole snaps off, assume the Statue make a successful sunder attack against the pole (or weapon). The statue deals 1d10 damage and is consider a non-magical weapon for this sunder attempt. A regular pole is consider to have a hardness of 5, 2 hitpoints.

Note: This is a good place for PCs to make use of that seldom used Green Regent Campaign Card, **I Have That**. A 10-foot pole is 2sp, and weighs 8 lbs, well within the requirement for the card. This pole can be broken down into three smaller poles (each about 3 feet in length).

Example: A party of 6 adventures is attempting to turn the statue, and the strongest character has a strength bonus of +4. The players have managed to fit 6 of the holes with poles. 5 of the PCs attempt to assist, but only 4 succeed the DC10 check to assist, so they only grant a +8 circumstance bonus to the turning attempt. The 5th PC rolls a total of 9 for his assisting check, but does not fail by more than 5, so does not need to worry about breaking his pole. The PC with the strength of +4, attempts the check, but rolls a 6, giving a total Strength check of 18

(6+4+8=18). This is more than 5 from the DC 26, so one of the poles may be snapped off in a hole. One the next attempt the PCs succeed in turning the statue.

As the statue is turned towards another set of doors, the currently open set of doors are pulled shut by the mechanism and locked. Once the statue is facing another set of doors, they may be opened normally.

Alternately, instead of turning the statue, the PCs could just bash the doors down by brute strength, but once one set of doors is destroyed, the statue mechanism is also destroyed and cannot be used to access the other doors.

Finally, should a rogue attempt to disable the door device, the device is considered to be an extremely complex clockwork device and has a DC of 29. Should this attempt fail by 5 or more, the device is jammed and only the doors the statue is currently facing can be opened normally; all other doors remain locked and cannot be opened at all now.

Stone Doors: 4 in. thick; hardness 8; hp 60; Break DC 25.

Encounter Three: Failed Assault

Climbing the stairs you come out into an air filled section of the complex. Strewn about the chamber are the signs of recent battle. Bodies of both cultists and Ducal forces are scattered about the room, obviously dead. A quick glance about the chamber reveals only one other egress, and at the moment it appears to have been sealed by a collapse of the ceiling.

The assaults on these portions of the complex have been repelled, and both assailant and defender have slain each other, and the only other route out has been collapsed.

If players wish to search the bodies within the area, they may. There are 13 bodies in both rooms, of mixed cultist/ducal forces. Each body searched will take 1 minute of game time (incase characters still have duration spells going). For abstract purposes, the search check result the player gets determines what useful item they find on a body. Items found will not contribute to the treasure at the end of the scenario, as all items will be claimed by the Ducal Guard as either evidence in the case of cultists or to be returned to families in the case of Ducal forces. Items can be used and consumed during the adventure however (yet planar ally's will not accept these item as materials for the spells, sensing somehow the item does not belong to the PC). Players may not Take-10 or Take-20 on this search, and only one search check can be performed for the whole area.

There are only three items of interest to the party.

Treasure:

All APL's—loot 0 gp, coin 0 gp, *potion of cure critical wounds* (62 gp), +1 *silver longsword* (195 gp), +1 *breastplate* (112 gp).

Encounter Four: Library

The corridor opens out into a large well-lit chamber, continual flames located on all walls as well as on each of the many bookshelves situated about the room. There appears to be no-one present.

This room contains the large, and extensive personal library of Niemanthor. All-in-all, the library contains many ancient works on Suel culture, as well as much lost information on the Suel Imperium. In addition, many works contain information on transforming oneself into a lich, including fell rituals, and includes details on how to create a lich's phylactery. A successful search check in the library (DC 25 for each shelf searched) results in the PCs located the personal journals of one Niemanthor Urlirel. A cursory reading of this journal provides the PCs with details about Niemanthor's history (See Adventure Background above) as well as implicating details of the names and allegiances of the Nobles of Seltaren he has had dealings with over the past 400 years. The most prominent recent dealings are with someone referred to as Sibilant of House Burlondin.

Treasure: The library itself is a vast treasure beyond measure. If the party is somehow able to somehow remove the contents of the library in it's entirety, they would be generously rewarded for their efforts by many interested parties about the Duchy of Urnst (Notably the various goodly Suel churches, the College of Sages and sorcery, and of course Duke Karll).

The contents of the library consist of numerous tomes, scrolls and clay tablets written in cuneiform, and is equal to approximately 500 cubic feet, with a weight of 10000 lbs. For simplicity assume each cubic foot the party removes weighs 20 lbs of material. For each 5 cubic feet the party can remove rewards them 2 gp/party member. Thus, if a party removes all 500 cubic feet, they each get a 1000 gp bonus reward during the adventure.

Obviously, to remove the entire contents of the library will require some form of magical aid. Below are the volume and weight limits of various magic items that are of use:

Item	Weight	Volume
	Limit	Limit
Bag of Holding Type I	250 lbs	30 cu. ft.
Bag of Holding Type II	500 lbs	70 cu. ft.
Bag of Holding Type III	1000 lbs	150 cu. ft.
Bag of Holding Type IV	1500 lbs	250 cu. ft.
Heward's Handy Haversack*	120 lbs	12 cu. ft.
Portable Hole	None	100 cu. ft. [#]

* This includes both side pouches and main compartment.

#This is a rough calculation of the cubic volume

Encounter Five: The Great Priest of Syrul

Unless the party is moving silent and without a light source, the Niemanthor and his allies will see/hear them coming and be hiding; Niemanthor beneath the water, the Yuan-ti will take 10 on their hide checks using their *camouflage* ability.

The corridor opens out into a large chamber, the floor damaged from long past seismic upheaval. It now slants dangerously towards the back of the room, which has been covered in water, it is impossible to tell from where you stand, how deep the water goes. Scattered about the chamber are many vines, large clumps of debris, and larger rocks. You are certain they could be either useful or a hindrance in a fight.

When the PCs enter the room, Niemanthor is currently beneath the water (being Undead, he has no fear of drowning). The yuan-ti are currently in hiding amongst the rubble while using their *chameleon* power. As the PCs enter the chamber, they may make a spot check (APL 8 – DC 30; APL 10+ DC 28) to notice the yuan-ti hiding in the rubble.

The room, as noted is on a slant, and the floors are uneven flagstones due to an earthquake in the past. Each round, a character must make a Balance check DC10 to move (see PH page 67). Also, because of the wet, slanted floor, tumble checks DCs will at +4.

DM's Note: Some of these penalties apply to both parties and only counts while on the dry portion, and up to the 5' depth portion of the water, and no longer counts while under the water. Characters cannot tumble under or through water as if the water is a deep bog.

At the time the PCs enter the room, there is an *unhallow* spell operational (the marked area on the DM's map). There is a *freedom of movement* spell tied to the *unhallow* spell which affects all followers of Syrul.

APL 8 (EL 12)

☛ **Niemanthor:** 60 hp, see Appendix A.

☛ **Yuan-ti halfbloods (2):** 38 hp, see Appendix A.

APL 10 (EL 14)

☛ **Niemanthor:** 72 hp, see Appendix B.

☛ **Yuan-ti abominations (2):** 67 hp, see Appendix B.

APL 12 (EL 16)

☛ **Niemanthor:** 84 hp, see Appendix C.

☛ **Advanced Large Water Elemental cohort:** 126 hp, see Appendix C.

☛ **Yuan-ti abominations (2):** 67 hp, see Appendix C.

APL 14 (EL 18)

☛ **Niemanthor:** 96 hp, see Appendix D.

☛ **Yuan-ti abominations (2):** 67 hp, see Appendix D.

☛ **Advanced Large Water Elemental cohort:** 126 hp, see Appendix D.

APL 16 (EL 20)

☛ **Niemanthor:** 60 hp, see Appendix E.

☛ **Yuan-ti abominations (2):** 67 hp, see Appendix E.

☛ **Huge Water elemental cohort:** 152 hp; see *Monster Manual*.

Tactics: The Yuan-ti will remain hidden, waiting until Niemanthor enters combat first before entering combat them self. When they do enter combat, they will use their *entangle* ability first to attempt to trap the players. They will often follow up with *suggestions* that the PC's weapon is actually a horrid snake and they should drop it before it bites them (at APL10+ the abominations will attempt the aversion ability first before this tactic), or that they look quite hot and exhausted and that they would feel much better taking a refreshing swim in the water. At the higher APLs, the abominations will attempt to disable spell-casters first, and fighters second by changing them into snake form via their *baleful polymorph* ability.

Niemanthor will first use his quickened *shield of faith* spell, and then follow-up with appropriate spells as needed. He will fight from the water where he will receive a +4 bonus to AC because of the half cover granted from the water.

At higher APLs, Niemanthor will have a water elemental cohort. If needed, the cohort will move into position on land to bull-rush PCs into the water where it will be at an advantage.

Treasure: Niemanthor possesses the only treasure in this portion of the temple (the temple treasury being located elsewhere), his personal arms and armor. The Yuan-Ti aides also possess some minor magic.

APL 8—loot 6 gp, coin 0 gp, 2 +1 *trident* (193 gp each), +2 *breastplate* (362 gp), +1 *heavy wooden shield* (96 gp), +1 *heavy mace* (193 gp), +1 *cloak of resistance* (83 gp), *brooch of shielding* (1.25 gp per point of absorption left, 125 gp max), *Mask of Secrets* (0 gp).

APL 10—loot 2 gp, coin 0 gp, 2 +1 *trident* (193 gp each), +2 *slick breastplate* (675 gp), +1 *heavy wooden shield* (96 gp), +1 *spell-storing heavy mace* (693 gp), +1 *cloak of resistance* (83

gp), *brooch of shielding* (1.25 gp per point of absorption left, 125 gp max), *Mask of Secrets* (0 gp).

APL 12—loot 2 gp, coin 0 gp, 2 +1 *trident* (193 gp each), +2 *slick breastplate* (675 gp), +2 *heavy wooden shield* (346 gp), +1 *spell-storing heavy mace* (693 gp), +2 *cloak of resistance* (333 gp), *brooch of shielding* (1.25 gp per point of absorption left, 125 gp max), *ring of counterspells* (333 gp), *ring of protection* +1 (167 gp), *Mask of Secrets* (0 gp).

APL 14—loot 2 gp, coin 0 gp, 2 +1 *trident* (193 gp each), +2 *slick breastplate* (675 gp), +2 *heavy wooden shield* (346 gp), +1 *vicious spell-storing heavy mace* (1526 gp), +3 *cloak of resistance* (750 gp), *brooch of shielding* (1.25 gp per point of absorption left, 125 gp max), *ring of counterspells* (333 gp), *ring of protection* +2 (667 gp), *dark blue rhomboid ioun stone* (833 gp), *Mask of Secrets* (0 gp).

APL 16—loot 2 gp, coin 0 gp, 2 +1 *trident* (193 gp each), +3 *slick breastplate* (1092 gp), +3 *heavy wooden shield* (763 gp), +2 *vicious spell-storing heavy mace* (2693 gp), +3 *cloak of resistance* (750 gp), *brooch of shielding* (1.25 gp per point of absorption left, 125 gp max), *ring of counterspells* (333 gp), *ring of protection* +3 (1500 gp), *dark blue rhomboid ioun stone* (833 gp), *blue-green elemental gem* (188 gp), *Mask of Secrets* (0 gp).

Development: During combat some PCs may attempt to use diplomacy to try and convince Niemanthor to cease hostilities. These attempts on will Niemanthor will almost always fail. The PCs are present in his temple, and close to the principal altar to his goddess and the source of her faith in the Duchy. The only thing PCs can say to dissuade him from slaying them outright would be their desire to accept Syrul as their patron deity. If a PC declares such is the parties attempt (and this is the only option they have to halt combat), they may make a Diplomacy check (DC40), and if successful, Niemanthor will halt hostilities and enter into parley. He will demand that PCs make an immediate Oath to forsake any current gods they worship, and embrace Syrul as their true patron. Any clerics or paladins that make such a claim should have such noted on their AR, and will result in their loss of class abilities, and will require an *atonement* to rectify. If any PC balks as such a request, then Niemanthor will immediately attack, and all future diplomacy checks will fail.

Any diplomacy checks on the Yuan-ti while Niemanthor lives will always meet with failure, as they are more fearful of any retribution from Niemanthor than any words the PCs could utter. Once Niemanthor is dead however (and they still live), a successful Diplomacy check (DC35) will allow PCs to convince them to leave the temple.

Encounter Six: The Fane of Syrul

When the players are about 40 feet from the entrance to area 6 and they have a light source with them, they will

notice the area ahead is dark. Have the players roll a DC 10 Spot check, and the read or paraphrase the following:

The passageway ahead appears dark and foreboding, and you notice that the light itself is being leeched from the environment around you, seemingly drawn down the corridor and into the darkness ahead.

The Altar of Syrul ahead is sucking all light from any light source within 30 feet of the altar. The effect is similar to a *deeper darkness* spell, though as long as the Altar is whole, the effect cannot be countered by a *daylight* spell or dispelled. Darkvision and low-light vision (whether natural or by spell), and characters under the effect of *true seeing*, are not affected by this condition.

If any characters are able to see in the magical darkness, continue with the following:

Ahead the corridor opens into what appears to be a cylindrical shaped room, in the center of which stands an altar carved with writhing snakes, demons, and other fell creatures. Writing in some ancient language traces its way around the altar. Behind the altar opposite the entrance is a large statue of what can only by Syrul. You have come at last to your objective, the Fane of Syrul!

The writing on the altar is in Ancient Suloise, and are basic prayers to Syrul. At APL 12 and above, there is a *Symbol of Death* hidden in the writing (see below for details).

The room with the altar is a complex collection of magical traps and other protections. The nature of the traps, and their placement in the chamber is covered under their various APLs.

At APL 10 and above, the statue of Syrul is actually a stone golem that will attack anyone entering the fane unless instructed by Niemanthor to not do so.

APL 8 (EL 10)

Doorway:

There is a *dispel magic* trap located on the two 5-foot squares before and after the entrance to the room.

➤ ***Dispel Magic Trap (doorway):*** CR 4; magic device; proximity trigger (*detect good*); automatic reset; spell effect (area *dispel magic* 9th level cleric); Search (DC 28); Disable Device (DC 28). *Faint divination, faint abjuration*

Altar:

The altar has a *dispel magic* trap as well as a *harm* trap, and a *mass inflict light wounds*. The *dispel magic* trap uses a *detect evil* trigger. If someone who is not evil touches the altar, the trap goes off. The *harm* trap is set to detect any good aligned being approaching within 10 feet of the altar. The *mass inflict wounds* trap is set to trigger anytime anyone touches the altar.

↗ **Dispel Magic Trap (altar):** CR 4; magic device; touch trigger (targeted *detect evil*); no reset; spell effect (*dispel magic* 13th level cleric); Search (DC 28); Disable Device (DC 28). *Faint divination, faint abjuration*

↗ **Harm Trap (altar):** CR 7; magic device; proximity trigger (*detect good* on altar); no reset; spell effect (*harm* 15th level cleric, 150 hp, DC 19 Will save for half); Search (DC 32); Disable Device (DC 32); *Faint divination, moderate necromancy [death]*

↗ **Mass Inflict Light Wounds Trap (altar):** CR 6; magic device; touch trigger; automatic reset; spell effect (*mass inflict light wounds* 9th level cleric, 1d8+9, DC 18 Will save half damage); Search (DC 30); Disable Device (DC 30). *Moderate necromancy*

APL 10 (EL 12)

Doorway:

There is a *dispel magic* trap located on the two 5-foot squares before and after the entrance to the room.

↗ **Dispel Magic Trap (doorway):** CR 4; magic device; proximity trigger (*detect good*); automatic reset; spell effect (area *dispel magic* 9th level cleric); Search (DC 28); Disable Device (DC 28). *Faint divination, faint abjuration*

Room itself:

🗡️ **Stone Golem:** 107 hp; see *Monster Manual**

* The stone golem is limited in movement, deals only half damage and is at a –2 to hit.

Altar:

The altar has a *greater dispel magic* trap as well as a *mass inflict moderate wounds* trap. The *dispel magic* trap uses a *detect evil* trigger. If someone who is not evil touches the altar, the trap goes off. The *mass inflict wounds* trap is set to trigger anytime anyone touches the altar.

↗ **Greater Dispel Magic Trap (altar):** CR 6; magic device; touch trigger (targeted *detect evil*); no reset; spell effect (*greater dispel magic* 13th level cleric); Search (DC 30); Disable Device (DC 30). *Faint divination, moderate abjuration*

↗ **Mass Inflict Moderate Wounds Trap (altar):** CR 7; magic device; touch trigger; automatic reset; spell effect (*mass inflict moderate wounds* 11th level cleric, 2d8+11, DC 19 Will save half damage); Search (DC 31); Disable Device (DC 31). *Moderate necromancy*

APL 12 (EL 14)

Doorway:

There is a *dispel magic* trap located on the two 5-foot squares before and after the entrance to the room.

↗ **Dispel Magic Trap (doorway):** CR 4; magic device; proximity trigger (*detect good*); automatic reset; spell

effect (area *dispel magic* 9th level cleric); Search (DC 28); Disable Device (DC 28). *Faint divination, faint abjuration*

Room itself:

🗡️ **Advanced Stone Golem:** 150 hp; see Appendix C.*

* The stone golem is limited in movement, deals only half damage and is at a –2 to hit.

Altar:

The altar has a *greater dispel magic* trap, a *symbol of death* trap, as well as a *mass inflict moderate wounds* trap. The *dispel magic* trap uses a *detect evil* trigger. If someone who is not evil touches the altar, the trap goes off. The *mass inflict wounds* trap is set to trigger anytime anyone touches the altar.

The *symbol of death* is scribed on the front of the altar, and is triggered whenever anyone attempts to read it, including attempts to read it with a *read magic* spell. If the symbol is not disabled through a disable device by a rogue or by a *dispel magic*, the rune is triggered when the altar is destroyed.

↗ **Greater Dispel Magic Trap (altar):** CR 6; magic device; touch trigger (targeted *detect evil*); no reset; spell effect (*greater dispel magic* 13th level cleric); Search (DC 30); Disable Device (DC 30). *Faint divination, moderate abjuration*

↗ **Mass Inflict Moderate Wounds Trap (altar):** CR 7; magic device; touch trigger; automatic reset; spell effect (*mass inflict moderate wounds* 11th level cleric, 2d8+11, DC 19 Will save half damage); Search (DC 31); Disable Device (DC 31). *Moderate necromancy*

↗ **Symbol of Death Trap (altar):** CR 9; magic device; no reset; spell effect (*symbol of death* 15th level Cleric, DC 23 Fort save); Search (DC 33); Disable Device (DC 33); *strong necromancy [death]*

APL 14 (EL 16)

Doorway:

There is a *dispel magic* trap located on the two 5-foot squares before and after the entrance to the room.

↗ **Dispel Magic Trap (doorway):** CR 4; magic device; proximity trigger (*detect good*); automatic reset; spell effect (area *dispel magic* 9th level cleric); Search (DC 28); Disable Device (DC 28). *Faint divination, faint abjuration*

Room itself:

🗡️ **Advanced Stone Golem:** 186 hp; see Appendix D.*

* The stone golem is limited in movement, deals only half damage and is at a –2 to hit.

Altar:

The altar has a *greater dispel magic* trap, a *symbol of death* trap, as well as a *mass inflict moderate wounds* trap. The *dispel magic* trap uses a *detect evil* trigger. If someone who

is not evil touches the altar, the trap goes off. The *mass inflict wounds* trap is set to trigger anytime anyone touches the altar.

The *symbol of death* is scribed on the front of the altar, and is triggered whenever anyone attempts to read it, including attempts to read it with a *read magic* spell. If the symbol is not disabled through a disable device by a rogue or by a *dispel magic*, the rune is triggered when the altar is destroyed.

✦ **Greater Dispel Magic Trap (altar):** CR 6; magic device; touch trigger (targeted *detect evil*); no reset; spell effect (*greater dispel magic* 13th level cleric); Search (DC 30); Disable Device (DC 30). *Faint divination, moderate abjuration*

✦ **Mass Inflict Moderate Wounds Trap (altar):** CR 7; magic device; touch trigger; automatic reset; spell effect (*mass inflict moderate wounds* 11th level cleric, 2d8+11, DC 19 Will save half damage); Search (DC 31); Disable Device (DC 31). *Moderate necromancy*

✦ **Symbol of Death Trap (altar):** CR 9; magic device; no reset; spell effect (*symbol of death* 15th level Cleric, DC 23 Fort save); Search (DC 33); Disable Device (DC 33); *strong necromancy [death]*

APL 16 (EL 18)

Doorway:

There is a *dispel magic* trap located on the two 5-foot squares before and after the entrance to the room.

✦ **Dispel Magic Trap (doorway):** CR 4; magic device; proximity trigger (*detect good*); automatic reset; spell effect (area *dispel magic* 9th level cleric); Search (DC 28); Disable Device (DC 28). *Faint divination, faint abjuration*

Room itself:

✦ **Greater Stone Golem:** 271 hp; see *Monster Manual**

* The stone golem is limited in movement, deals only half damage and is at a -2 to hit. The golem is now a huge stone golem, and it will attempt to throw any slowed pc into the altar triggering the spells located there.

Altar:

The altar has a *greater dispel magic* trap, a *symbol of death* trap, as well as a *mass inflict moderate wounds* trap. The *dispel magic* trap uses a *detect evil* trigger. If someone who is not evil touches the altar, the trap goes off. The *mass inflict wounds* trap is set to trigger anytime anyone touches the altar.

The *symbol of death* is scribed on the front of the altar, and is triggered whenever anyone attempts to read it, including attempts to read it with a *read magic* spell. If the symbol is not disabled through a disable device by a rogue or by a *dispel magic*, the rune is triggered when the altar is destroyed.

Greater Dispel Magic Trap (altar): CR 6; magic device; touch trigger (targeted *detect evil*); automatic reset; spell effect (*greater dispel magic* 13th level cleric); Search (DC 30); Disable Device (DC 30). *Faint divination, moderate abjuration*

Mass Inflict Moderate Wounds Trap (altar): CR 7; magic device; touch trigger; automatic reset; spell effect (*mass inflict moderate wounds* 11th level cleric, 2d8+11, DC 19 Will save half damage); Search (DC 31); Disable Device (DC 31). *Moderate necromancy*

Symbol of Death Trap (altar): CR 9; magic device; no reset; spell effect (*symbol of death* 15th level Cleric, DC 23 Fort save); Search (DC 33); Disable Device (DC 33); *strong necromancy [death]*

The Altar of Syrul

In order to end the evil of Syrul's influence on the surrounding regions, the altar must be destroyed. However, each time the Altar is struck, it discharges a *mass inflict wounds* in the form of a protective trap. **DM's Note:** Remember this spell will affect pocket familiars if they are in the area of effect.

If the PCs are able to disrupt the *mass inflict light wounds* trap, it is a simple matter of beating on the altar until it is destroyed without further worries.

✦ **Altar of Syrul:** 3 ft. thick; hardness 8; hp 540; Break DC 50.

Once the PCs have destroyed the altar read the following:

As the altar finally crumbles into ruin, a perceptible shudder of energy washes over the complex as the altar ceases to absorb the light from the air around it. After a few heartbeats, the walls and ceiling begin to tremble as if under a great weight, small rocks and debris breaking free from the ceiling and start drifting down, muddying the water and making it appear dark once again.

Character's can make one of the following checks (Spellcraft DC 15, Knowledge Arcana or Planes DC 20, or intelligence check DC 20) to determine that the altar was somehow tied to the large mass of solid rock on the ethereal plane, and that it is now shifting back to the material plane and will crush the temple complex. A result that beats the check 5 or more will reveal to the PC that they have approximately 4 minutes (40 rounds total) to escape the complex before it is crushed under thousands of tons of rock.

The PCs must *immediately* roll initiative at this time to impress upon them that they are 'under the clock' and that every second counts.

For simplicity, it is approximately 600 feet from the altar to the entrance. The first 110 feet is under water, the next 340 feet is above water, another 60 feet underwater to the statue of Syrul, and final another 100 feet underwater to the exit. Movement underwater will

require swim checks or firm footing along the bottom to get through the submerged area.

Example: Tordek the dwarf has a movement rate of 20, is wearing heavy and was at the altar. By making a swim check he can move 10 feet every round under water, and while on land he can run 60 feet. It will take Tordek 11 rounds to get out of the water, another 6 rounds to run the above ground portion, another 6 rounds to reach the statue, another round to turn the statue, and finally 10 rounds to swim the last watery section. Total time for Tordek to escape is 33 rounds, or just over 3 minutes. Tordek better hope he does not fail any of those swim checks, or fails to turn the statue!

Of course, a *dimension door*, *word of recall*, *teleport*, *plane shift* or similar spell is quite useful at this junction.

Once at the entrance, it is simple enough for the assembled PCs to activate the amulet summoning a member from the College of Sages & Sorcery the following round to their location, and another round to teleport away (there is no danger at this time of being crushed).

Should a player be unsuccessful in escaping before the complex is crushed, all is not lost. Duke Karll, along with Countess Belissica, King Lynwerd I, and even grudgingly Theocrat Theoman Baslett of the Pale are thankful for their aid in ridding the Duchy and indeed the entire Nyronde Meta-region from the blight of the temple of Syrul, will grant the PC a one time only free *resurrection* spell. This spell does not come without some costs however:

- The PC earns no gold for this adventure.
- The PC earns no favors for this adventure
- The PC must spend an additional 30 TU's to represent time spent trapped in the temple. A PC can go into negative TU's that must be spent from the following year's TU pool if necessary to pay this debt.

If a PC willfully leaves another party behind, abandoning them to save their own skins, they will suffer an XP penalty for this craven and cowardly act. In the case of paladins, if they willfully left a party member behind, they will lose their paladin-hood until they make an atonement (DM's should not such on the players AR).

Development: If the PC's have destroyed the fane and escaped alive then proceed to *Conclusion — Complete Success*, otherwise proceed to *Conclusion — Partial Success*; both in the main document.

If there is time then allow the players to decide if they want to try tracking down *Sibilant the Small*. If they choose to then refer to the main document of the details of this shared encounter.

Encounter Five

☛ **Niemanthor Urlirel:** Male Human (Suel) Lich Clr7/Thaumaturgist 2; CR 11; Medium Undead (Augmented Human); HD 9d12 (60 hp); Init +1; Spd 20ft; AC 27, Touch 11, Flat-footed 26; Base Atk/Grp +6/+6; Atk: +6 melee (1d8+5 plus paralysis, touch) or +7 melee (1d8+1, +1 heavy mace); Full Atk +6/+1 melee (1d8+5 plus paralysis, touch) or +7/+2 melee (1d8+1, +1 heavy mace); SA Damaging touch, fear aura, paralysis, rebuke undead (6/day); SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immune cold, electricity, mind-affecting spells, undead traits, improved ally; AL NE; SV Fort +6, Ref +6, Will +14; Str 10, Dex 12, Con —, Int 14, Wis 20, Cha 16

Skills and Feats: Concentration +15 (+19 casting defensively), Hide +8, Knowledge (Religion) +12, Knowledge (Planes) +12, Listen +13, Move Silently +12, Search +10, Sense Motive +13, Spellcraft +14, Spot +13; Augment Summoning^B, Combat Casting, Lightning Reflexes, Quicken Spell, Silent Spell, Spell Focus (Conjuration)

Languages Known: Common, Infernal, Ancient Suloise

Equipment: +2 banded mail, +1 heavy wooden shield, +1 heavy mace, +1 cloak of resistance, brooch of shielding, Mask of Secrets*. * See Appendix I.

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; save DC = 15 + spell level; 16 + spell level for **Conjuration**): 0—detect magic, guidance (2), resistance (2), virtue; 1st—bane, deathwatch, disguise self⁶, divine favor, doom (2), protection from good, shield of faith; 2nd—calm emotions, death knell, desecrate*, hold person, sound burst (2); 3rd—bestow curse, contagion, dispel magic, magic circle against good*, magic circle against law, positive energy protection[^]; 4th—confusion*, control water, dismissal, divine power, spell immunity; 5th—dispel good*, flame strike, scrying, quickened shield of faith. * Domain Spell. ^ New spell; see Appendix I.

Deity: Syrul; *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Add Bluff, Disguise and Hide to your cleric class skill list).

Fear Aura (Su): Creatures of less than 5 HD within a 60 foot radius that look at a lich must succeed at a Will save (DC 17) or be effected as if by a *fear* spell cast by a 9th level sorcerer.

Paralyzing touch (Su): Any living creature hit by a lich's touch attack must succeed at a Fort Save (DC 17), or be permanently paralyzed. This effect cannot be dispelled except by a *remove paralysis* or similar spell that can remove a curse (See *bestow curse* in the PHB). The character seems dead, though a DC 20 Spot check or DC 15 Heal check reveals victim is still alive.

Undead Traits (Ex): Immunity to all mind-affecting effects (charms, compulsions, phantasms,

patterns, and morale effects), Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless)

☛ **Yuan-Ti Halfblood:** As *Monster Manual* except that it is using a +1 *trident* instead of the listed scimitar. This changes the damage to (1d8+3, x2, range 10 ft. (when thrown)); the attack modifier is the same. The other equipment is as listed below. The halfblood has Knowledge (Religion) and Knowledge (Nobility & Royalty) as its two Knowledge skills.

Equipment: studded leather armor, heavy wooden shield, +1 *trident*, javelin (2), dagger

Appendix B – APL 10

Encounter One & Two

🦇 **Advanced Skum:** CR 3; Medium Aberration (Aquatic); HD 4d8+4 (27 hp); Init +1; Spd 20 ft., swim 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; Base Atk/Grp +3/+7; At +7 melee (2d6+4, bite); Full Atk +7 melee (2d6+4, bite) and +5 melee (1d4+2, 2 claws); SA Rake 1d6+2; SQ Darkvision 60 ft., amphibious; SV Fort +2, Ref +2, Will +5; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6

Skills and Feats: Hide +8*, Listen +7*, Move Silently +6, Spot +9*, Swim +12; Alertness, Multiattack

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum 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.

Gooldaa: Advanced Aboleth; CR 8; Huge Aberration (Aquatic); HD 10d8+50 (100 hp); Init +1; Spd 10ft, swim 60 ft.; AC 16, touch 9, flat-footed 15; Base Atk/Grp +8/+24; Atk +24 melee (1d6+8 plus slime, tentacle); Full Atk +24 melee (1d6+8 plus slime, 4 tentacles); Space/Reach: 15 ft./10 ft.; SA Enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud; AL NE; SV Fort +8, Ref +4, Will +12; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17

Skills and Feats: Concentration +17, Knowledge (Religion) +14, Listen +17, Spot +17, Swim +8; Alertness, Combat Casting, Iron Will, Snatch

Languages Spoken: Aboleth, Ancient Suloise, Aquan, Common, Undercommon

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth 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.

Encounter Five

🦇 **Niemanthor Urlirel:** Male Human (Suel) Lich Clr7/Thaumaturgist 4; CR13; Medium Undead (Augmented Human) HD 11d12 (72 hp); Init +1; Spd 20ft; AC 27, touch 11, flat-footed 26; Base Atk/Grp +7/+7; Atk +7 melee (1d8+5 plus paralysis, touch) or +8 melee (1d8+1, +1 *spell storing heavy mace*); Full Atk +7/+2 melee (1d8+5 plus paralysis, touch) or +8/+3 melee (1d8+1, +1 *spell storing heavy mace*); SA Damaging touch, fear aura, paralysis, rebuke undead (6/day); SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immune cold, electricity, mind-affecting spells, undead traits, improved ally, extended summoning, contingent conjuration; AL NE; Saves Fort +7, Ref +7, Will +15; Str 10, Dex 12, Con —, Int 14, Wis 20, Cha 16

Skills and Feats: Concentration +17 (+21 with Combat Casting), Hide +8, Knowledge (Religion) +12, Knowledge (Planes) +12, Listen +13, Move Silently +12, Search +10, Sense Motive +17, Spellcraft +16, Spot +13; Augment Summoning^B, Combat Casting, Lightning Reflexes, Quicken Spell, Silent Spell, Spell Focus (Conjuration)

Languages Known: Common, Infernal, Ancient Suloise

Equipment: +2 slick banded mail, +1 heavy wooden shield, +1 spell storing (dispel magic) heavy mace, +1 cloak of resistance, brooch of shielding, Mask of Secrets*. * See Appendix I.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/ 1+1; save DC = 15 + spell level; 16 + spell level for **Conjuration**): 0—detect magic, guidance (2), resistance (2), virtue; 1st—bane, deathwatch, disguise self*, divine favor, doom (2), protection from good, shield of faith; 2nd—calm emotions, death knell, desecrate*, silence, sound burst (2); 3rd—bestow curse, contagion, dispel magic, magic circle against good*, magic circle against law, positive energy protection^; 4th—confusion*, dismissal, divine power, freedom of movement, spell immunity; 5th—dispel good*, flame strike, scrying, quickened shield of faith; 6th—blade barrier, mislead*. * Domain Spell. ^ New spell; see Appendix I.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Add Bluff, Disguise and Hide to your cleric class skill list).

Fear Aura (Su): creatures of less than 5 HD within a 60 foot radius that look at a lich must succeed at a Will save (DC 18) or be effected as if by a fear spell cast by a 11th level sorcerer.

Paralyzing touch (Su): Any living creature hit by a lich's touch attack must succeed at a Fort Save (DC 18), or be permanently paralyzed. This effect cannot be dispelled except by a *remove paralysis* or similar spell that can remove a curse (See *bestow curse* PH pg. 203). The character seems dead, though a DC 20 Spot check or DC 15 Heal check reveals victim is still alive.

Undead Traits (Ex): Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless)

Yuan-Ti Abomination: As *Monster Manual* except that it is using a +1 *trident* instead of the listed scimitar. This changes the damage to (2d6+4, x2, range 10 ft. (when thrown)); the attack modifier is the same. The other equipment is as listed below. The abomination has Knowledge (Religion) and Knowledge (Nobility & Royalty) as its two Knowledge skills.

Equipment: studded leather armor, heavy wooden shield, +1 *trident*, javelin (2), dagger

Appendix C – APL 12

Encounter One & Two

✦ **Advanced Skum:** CR 5; Large Aberration (Aquatic); HD 8d8+24 (64 hp); Init +0; Spd 20 ft., swim 40 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk/Grp +6/+18; Atk +13 melee (3d6+8, bite); Full Atk +13/+8 melee (3d6+8, bite) and +11 melee (1d6+4, 2 claws); SA Rake 1d8+4; SQ Darkvision 60 ft., amphibious; SV Fort +5, Ref +2, Will +6; Str 27, Dex 11, Con 17, Int 10, Wis 10, Cha 6

Skills and Feats: Hide +10*, Listen +9*, Move Silently +8, Spot +9*, Swim +14; Alertness, Multi Attack

Rake (Ex): Attack bonus +0 melee, damage 1d8+4. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum 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.

✦ **Gooldaap:** Advanced Half-Fiend Aboleth; CR 10; Huge Outsider (Aquatic, Augmented Aberration); HD 10d8+60 (110 hp); Init +3; Spd 10ft, fly 10ft. (poor), swim 60 ft.; AC 19 (-2 size, +3 Dex, +8 natural), touch 11, flat-footed 16; Base Atk/Grp +8/+26; Atk +26 melee (1d6+10 plus slime, tentacle); Full Atk +26 melee (1d6+10 plus slime, 4 tentacles) and +21 melee (1d8+10, 2 claws) and +21 melee (2d6+10, bite); Space/Reach: 15 ft./10 ft.; SA Enslave, psionics, slime, smite good, spell-like abilities; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, immunity to poison, damage reduction 5/magic, resistance (acid, cold electricity, fire 10), SR 20; AL NE; SV Fort +8, Ref +4, Will +11; Str 30, Dex 16, Con 22, Int 19, Wis 17, Cha 19

Skills and Feats: Concentration +19, Hide +2, Intimidate +11, Knowledge (Arcana) +11, Knowledge (Core) +11, Knowledge (Nobility) + 11, Knowledge (Local – Metaregion IV) +11, Knowledge (Planes) +11, Knowledge (Religion) +18, Listen +18, Move Silently +10, Search +11, Spellcraft +11, Spot +18, Swim +23, Use magic device +10; Alertness, Combat Casting, Iron Will, Snatch

Languages Spoken: Aboleth, Abyssal, Ancient Suloise, Aquan, Common, Infernal, Undercommon

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 19 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the

aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Smite Good (Su): Once per day the aboleth can make a normal melee attack to deal an extra 10 points of damage against a good foe.

Spell-like abilities (Sp): 3/day – *darkness*, *poison* (DC 18); 1/day – *contagion* (DC 17), *desecrate*, *unholy blight* (DC 18). All spells are as 10th level cleric. Saves are Charisma based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth 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.

Encounter Five

✦ **Niemanthor Urlirel:** Male Human (Suel) Lich Clr8/Thaumaturgist 5; CR15; Medium Undead (Augmented Human); HD 13d12 (84 hp); Init +1; Spd

20ft; AC 29, touch 12, flat-footed 28; Base Atk/Grp +8/+8; Atk +8 melee (1d8+5 plus paralysis, touch) or +9 melee (1d8+1, +1 *spell storing heavy mace*); Full Atk +8/+3 melee (1d8+5 plus paralysis, touch) or +9/+4 melee (1d8+1, +1 *spell storing heavy mace*); SA Damaging touch, fear aura, paralysis, rebuke undead (6/day); SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immune cold, electricity, mind-affecting spells, undead traits, improved ally, extend summoning, contingent conjuration, planar ally; AL NE; SV Fort +9, Ref +8, Will +19; Str 10, Dex 12, Con —, Int 14, Wis 21, Cha 16

Skills and Feats: Concentration +20 (+24 casting defensively), Hide +8, Knowledge (Religion) +17, Knowledge (Planes) +12, Listen +13, Move Silently +12, Search +10, Sense Motive +18, Spellcraft +17, Spot +13; Augment Summoning^B, Combat Casting, Iron Will, Lightning Reflexes, Quicken Spell, Silent Spell, Spell Focus (Conjuration).

Languages Known: Common, Infernal, Ancient Suloise

Equipment: +2 slick banded mail, +2 heavy wooden shield, +1 *spell storing (dispel magic) heavy mace*, cloak of resistance +2, brooch of shielding, ring of counterspells (feeblemind), ring of protection +1, Mask of Secrets*. * See Appendix I.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/ 2+1/1+1; save DC = 15 + spell level; 16 + spell level for **Conjuration**): 0—*detect magic*, *guidance* (2), *resistance* (2), *virtue*; 1st—*bane*, *deathwatch*, *disguise self*⁶, *divine favor*, *doom* (2), *protection from good*, *shield of faith*; 2nd—*calm emotions*, *death knell*, *desecrate*^{*}, *resist energy*, *silence*, *sound burst* (2); 3rd—*bestow curse*, *contagion*, *dispel magic*, *magic circle against good*^{*}, *magic circle against law*, *positive energy protection*[^]; 4th—*confusion*^{*}, *dismissal*, *silent dispel magic*, *divine power*, *freedom of movement*, *spell immunity*; 5th—*dispel good*^{*}, *flame strike*, *mass inflict light wounds*, *scrying*, *quicken shield of faith*; 6th—*blade barrier*, *greater dispel magic*, *mislead*^{*}; 7th—*repulsion*, *screen*^{*}. * Domain Spell. ^ New spell; see Appendix I.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Add Bluff, Disguise and Hide to your cleric class skill list).

Fear Aura (Su): creatures of less than 5 HD within a 60 foot radius that look at a lich must succeed at a Will save (DC 19) or be effected as if by a *fear* spell cast by a 13th level sorcerer.

Paralyzing touch (Su): Any living creature hit by a lich's touch attack must succeed at a Fort Save (DC 19), or be permanently paralyzed. This effect cannot be dispelled except by a *remove paralysis* or similar spell that can remove a curse (See *bestow curse* PH pg. 203). The character seems dead, though a DC 20 Spot check or DC 15 Heal check reveals victim is still alive.

Advanced Large Water Elemental: CR 7; Elemental (Extraplanar, Water); HD 14d8+56 (126 hp); Init +2; Spd 20 ft., swim 90 ft.; AC 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; Base Atk/Grp +11/+20; Atk +15 melee (2d8+5, slam); Full Atk +15 melee (2d8+5, 2 slams); Space/Reach: 10 ft./10 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; Sv Fort +13, Ref +6, Will +4; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11

Skills and Feats: Listen +8, Spot +9, Swim +5; Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 14).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a DC 22 Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a DC 22 Reflex save each round to

escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental 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.

Yuan-Ti Abomination: As *Monster Manual* except that it is using a +1 *trident* instead of the listed scimitar. This changes the damage to (2d6+4, x2, range 10 ft. (when thrown)); the attack modifier is the same. The other equipment is as listed below. The abomination has Knowledge (Religion) and Knowledge (Nobility & Royalty) as its two Knowledge skills.

Equipment: studded leather armor, heavy wooden shield, +1 *trident*, javelin (2), dagger

Encounter Six

👉 **Advanced Stone Golem:** CR 12; Large Construct; Hit Dice 20d10+30 (150 hp); Init -1; Spd 20 ft.; AC 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26; Base Atk/Grp +15/+28; Atk +23 melee (2d10+9, slam); Full Atk +23 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; SV Fort +6, Ref +5, Will +6; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 20 Will save to negate. The save DC is Constitution-based.

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

A *transmute rock to mud* spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Appendix D – APL 14

Encounter One & Two

✦ **Advanced Skum:** CR 4; Large Aberration (Aquatic); HD 8d8+24 (64 hp); Init +0; Spd 20 ft., swim 40 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk/Grp +6/+18; Atk +13 melee (3d6+8, bite); Full Atk +13/+8 melee (3d6+8, bite) and +11 melee (1d6+4, 2 claws); SA Rake 1d8+4; SQ Darkvision 60 ft., amphibious; Sv Fort +5, Ref +2, Will +6; Str 27, Dex 11, Con 17, Int 10, Wis 10, Cha 6

Skills and Feats: Hide +10*, Listen +9*, Move Silently +8, Spot +9*, Swim +14; Alertness, Multi Attack

Rake (Ex): Attack bonus +0 melee, damage 1d8+4. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum 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.

✦ **Gooldaap:** Advanced Half-Fiend Aboleth Sor 5; CR 13; Huge Outsider (Aquatic, Augmented Aberration); HD 10d8+5d4+90 (155 hp); Init +3; Spd 10ft, fly 10ft. (poor), swim 60 ft.; AC 19 (-2 size, +3 Dex, +8 natural), touch 11, flat-footed 16; Base Atk/Grp +10/+28; Atk +28 melee (1d6+10 plus slime, tentacle); Full Atk +28 melee (1d6+10 plus slime, 4 tentacles) and +23 melee (1d8+10, 2 claws) and +23 melee (2d6+10, bite); Space/Reach: 15 ft./10 ft.; SA Enslave, psionics, slime, smite good, spell-like abilities; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, immunity to poison, damage reduction 5/magic, resistance (acid, cold electricity, fire 10), spell resistance 25, summon familiar; AL NE; SV Fort +9, Ref +5, Will +15; Str 30, Dex 16, Con 22, Int 19, Wis 17, Cha 21

Skills and Feats: Bluff +8, Concentration +22, Hide +2, Intimidate +12, Knowledge (Arcana) +17, Knowledge (Core) +11, Knowledge (Nobility) + 11, Knowledge (Local – Metaregion IV) +11, Knowledge (Planes) +11, Knowledge (Religion) +18, Listen +18, Move Silently +10, Search +11, Spellcraft +20, Spot +18, Swim +23, Use Magic Device +10; Alertness, Combat Casting, Improved Bull Rush, Iron Will, Power Attack, Snatch

Languages Spoken: Aboleth, Abyssal, Ancient Suloise, Aquan, Common, Infernal, Undercommon

Spells Known (6/8/5; save DC = 15 + spell level):
0—acid splash, detect magic, ghost sound, light, resistance, touch of fatigue; 1st—mage armor, magic missile, ray of enfeeblement, reduce person; 2nd—bear's endurance, melf's acid arrow.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 23 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—hypnotic pattern (DC 16), illusory wall (DC 18), mirage arcana (DC 19), persistent image (DC 19), programmed image (DC 20), project image (DC 21), veil (DC 20). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 24 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Smite Good (Su): Once per day the aboleth can make a normal melee attack to deal an extra 15 points of damage against a good foe.

Spell-like abilities (Sp): 3/day – darkness, poison (DC 19), unholy aura; 1/day – blasphemy, contagion (DC 18), desecrate, horrid wilting (DC 23), unhallow, unholy blight (DC 19). All spells are as 15th level cleric. Saves are Charisma based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 26 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude

save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth 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.

Encounter Five

☛ **Niemanthor Urlirel:** Male Human (Suel) Lich Clr8/Thaumaturgist 5/Hierophant 2; CR 17; Medium Undead (Augmented Human); HD 15d12 (96 hp); Init +1; Spd 20ft; AC 30, touch 13, flat-footed 28; Base Atk/Grp +9/+9; Atk +9 melee (1d8+5 plus paralysis, touch) or +10 melee (1d8+1 plus 2d6 (foe) and 1d6 (self), +1 *vicious spell storing heavy mace*); Full Atk +9 melee (1d8+5 plus paralysis, touch) or +10 melee (1d8+1 plus 2d6 (foe) and 1d6 (self), +1 *vicious spell storing heavy mace*); SA Damaging touch, fear aura, paralysis, rebuke undead (6/day), blast infidel, divine reach; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immune cold, electricity, mind-affecting spells, undead traits, improved ally, extend summoning, contingent conjuration, planar ally; AL NE; SV Fort +13, Ref +11, Will +23; Str 10, Dex 12, Con —, Int 14, Wis 21, Cha 16

Skills and Feats: Concentration +12 (+16 casting defensively), Hide +8, Knowledge (Religion) +17, Knowledge (Planes) +12, Listen +15, Move Silently +12, Search +10, Sense Motive +18, Spellcraft +19, Spot +15; Alertness ^{ITEM}, Augment Summoning ^B, Combat Casting, Eschew Materials, Iron Will, Lightning Reflexes, Quicken Spell, Silent Spell, Spell Focus (Conjuration)

Languages Known: Common, Infernal, Ancient Suloise

Equipment: +2 slick banded mail, +2 heavy wooden shield, +1 spell storing (*dispel magic*) vicious heavy mace, cloak of resistance +3, brooch of shielding, ring of counterspells (*feeblemind*), ring of protection +2, ioun stone (dark blue rhomboid), Mask of Secrets*. * See Appendix I.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/ 2+1/1+1; save DC = 15 + spell level; 16 + spell level for **Conjuration**): 0—*detect magic*, *guidance* (2), *resistance* (2), *virtue*; 1st—*bane*, *deathwatch*, *disguise self*⁶, *divine favor*, *doom* (2), *protection from good*, *shield of faith*; 2nd—*calm emotions*, *death knell*, *desecrate*^{*}, *resist energy*, *silence*, *sound burst* (2); 3rd—*bestow curse*, *contagion*, *dispel magic*, *magic circle against good*^{*}, *magic circle against law*, *positive energy protection*[^]; 4th—*confusion*^{*}, *dismissal*, *silent dispel magic*, *divine power*, *freedom of movement*, *spell immunity*; 5th—*dispel good*^{*}, *flame strike*, *mass inflict light wounds*, *screaming*, *quicken shield of faith*; 6th—*blade barrier*, *greater dispel magic*, *mislead*^{*}; 7th—*repulsion*, *screen*^{*}. * Domain Spell. ^ New spell; see Appendix I.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Add Bluff, Disguise and Hide to your cleric class skill list).

Fear Aura (Su): creatures of less than 5 HD within a 60 foot radius that look at a lich must succeed at a Will save (DC 20) or be effected as if by a *fear* spell cast by a 15th level sorcerer.

Paralyzing touch (Su): Any living creature hit by a lich's touch attack must succeed at a Fort Save (DC 20), or be permanently paralyzed. This effect cannot be dispelled except by a *remove paralysis* or similar spell that can remove a curse (See *bestow curse* PH pg. 203). The character seems dead, though a DC 20 Spot check or DC 15 Heal check reveals victim is still alive.

Blast Infidel (Su): Inflict spells cast on creatures with an alignment of Neutral Good works as if under the Maximize Spell feat without taken up a higher-level spell slot.

☛ **Advanced Large Water Elemental:** CR 7; Elemental (Extraplanar, Water); HD 14d8+56 (126 hp); Init +2; Spd 20 ft., swim 90 ft.; AC 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; Base Atk/Grp +11/+20; Atk +15 melee (2d8+5, slam); Full Atk +15 melee (2d8+5, 2 slams); Space/Reach: 10 ft./10 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/–, darkvision 60 ft., elemental traits; Sv Fort +13, Ref +6, Will +4; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11

Skills and Feats: Listen +8, Spot +9, Swim +5; Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 14).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to

30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a DC 22 Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a DC 22 Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental 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.

☛ **Yuan-Ti Abomination:** As *Monster Manual* except that it is using a +1 *trident* instead of the listed scimitar. This changes the damage to (2d6+4, x2, range 10 ft. (when thrown)); the attack modifier is the same. The other equipment is as listed below. The abomination has Knowledge (Religion) and Knowledge (Nobility & Royalty) as its two Knowledge skills.

Equipment: studded leather armor, heavy wooden shield, +1 *trident*, javelin (2), dagger

Encounter Six

☛ **Advanced Stone Golem:** CR 14; Large Construct; HD 26d10+30 (186 hp); Init -1; Spd 20 ft.; AC 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26; Base Atk/Grp +19/+32; Atk +27 melee (2d10+9, slam); Full Atk +27 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; Sv Fort +6, Ref +5, Will +6; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 23 Will save to negate. The save DC is Constitution-based.

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

A *transmute rock to mud* spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Appendix E – APL 16

Encounter One & Two

✦ **Advanced Skum:** CR 4; Large Aberration (Aquatic); HD 8d8+24 (64 hp); Init +0; Spd 20 ft., swim 40 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk/Grp +6/+18; Atk +13 melee (3d6+8, bite); Full Atk +13/+8 melee (3d6+8, bite) and +11 melee (1d6+4, 2 claws); SA Rake 1d8+4; SQ Darkvision 60 ft., amphibious; SV Fort +5, Ref +2, Will +6; Str 27, Dex 11, Con 17, Int 10, Wis 10, Cha 6

Skills and Feats: Hide +10*, Listen +9*, Move Silently +8, Spot +9*, Swim +14; Alertness, Multi Attack

Rake (Ex): Attack bonus +0 melee, damage 1d8+4. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum 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.

Gooldaap: Advanced Half-fiend Aboleth Sor 9; CR 15; Huge Outsider (Aquatic, Augmented Aberration); HD 10d8+9d5+115 (192 hp); Init +3; Spd 10ft, fly 10ft. (poor), swim 60 ft.; AC 19 (-2 size, +3 Dex, +8 natural), touch 11, flat-footed 16; Base Atk/Grp +12/+30; Atk +30 melee (1d6+10 plus slime, tentacle); Full Atk +30 melee (1d6+10 plus slime, 4 tentacles) and +25 melee (1d8+10, 2 claws) and +25 melee (2d6+10, bite); Space/Reach: 15 ft./10 ft.; SA Enslave, psionics, slime, smite good, spell-like abilities; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, immunity to poison, damage reduction 10/magic, resistance (acid, cold electricity, fire 10), SR 29; AL NE; SV Fort +9, Ref +5, Will +15; Str 30, Dex 16, Con 22, Int 19, Wis 17, Cha 22

Skills and Feats: Bluff +27, Concentration +24, Hide +2, Intimidate +12, Knowledge (Arcana) +23, Knowledge (Core) +11, Knowledge (Nobility) +11, Knowledge (Local – Metaregion IV) +11, Knowledge (Planes) +11, Knowledge (Religion) +18, Listen +18, Move Silently +10, Search +11, Spellcraft +26, Spot +18, Swim +23, Use Magic Device +10; Alertness, Awesome Blow, Combat Casting, Improved Bull Rush, Iron Will, Power Attack, Snatch

Languages Spoken: Aboleth, Abyssal, Ancient Suloise, Aquan, Common, Infernal, Undercommon

Spells Known (6/8/8/7/5; base DC = 16 + spell level): 0—acid splash, detect magic, flare, ghost sound, light, read magic, resistance, touch of fatigue; 1st—mage armor, magic missile, ray of enfeeblement, reduce person, true strike; 2nd—bear's endurance, melf's acid arrow, mirror image, touch of idiocy; 3rd—dispel magic, displacement, ray of exhaustion; 4th—enervation, greater invisibility.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 26 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—hypnotic pattern (DC 17), illusory wall (DC 19), mirage arcana (DC 20), persistent image (DC 20), programmed image (DC 21), project image (DC 22), veil (DC 21). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 26 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Smite Good (Su): Once per day the aboleth can make a normal melee attack to deal an extra 19 points of damage against a good foe.

Spell-like abilities (Sp): 3/day – darkness, poison (DC 20), unholy aura; 1/day – blasphemy, contagion (DC 19), desecrate, destruction (DC 23), horrid wilting (DC 24), summon monster IX (fiends only), unhallow, unholy blight (DC 20). All spells are as a 19th level cleric. Saves are Charisma based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 26 Fortitude save or lose the ability to breathe air for the

next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth 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.

Encounter Five

☛ **Niemanthor Urlirel:** Male Human (Suel) Lich, Clr8/Thaumaturgist 5/Hierophant 4; CR19; Medium Undead (Augmented Human); HD 17d12 (108 hp); Init +1; Spd 20ft; AC 33, touch 14, flat-footed 32; Base Atk/Grp +10/+10; Atk +10 melee (1d8+5 plus paralysis, touch) or +12 melee (1d8+2 plus 2d6 (foe) and 1d6 (self), +2 *vicious spell storing heavy mace*); Full Attack: +10/+5 melee (1d8+5 plus paralysis, touch) or +12/+7 melee (1d8+2 plus 2d6 (foe) and 1d6 (self), +2 *vicious spell storing heavy mace*); SA Damaging touch, fear aura, paralysis, rebuke undead (6/day), blast infidel, divine reach; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immune cold, electricity, mind-affecting spells, undead traits, improved ally, extend summoning, contingent conjuration, planar ally; AL NE; SV Fort +14, Ref +10, Will +25; Str 10, Dex 12, Con —, Int 14, Wis 22, Cha 16

Skills and Feats: Concentration +14 (+18 casting defensively), Diplomacy +11, Hide +8, Knowledge (Religion) +17, Knowledge (Planes) +12, Listen +15, Move Silently +12*, Search +10, Sense Motive +18, Spellcraft +21, Spot +15; Alertness ^{ITEM}, Augment Summoning ^B, Combat Casting, Empower Spell ^B, Eschew Materials, Iron Will, Lightning Reflexes, Quicken Spell, Silent Spell, Spell Focus (Conjuration), Widen Spell ^B.

Languages Known: Common, Infernal, Ancient Suloise

Equipment: +3 slick banded mail, +3 heavy wooden shield, +2 spell storing (dispel magic) vicious heavy mace, cloak of resistance +3, brooch of shielding, ring of counterspells (feblemind), ring of protection +3, ioun stone (dark blue rhomboid), elemental gem (water elemental), Mask of Secrets*. * See Appendix I.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/ 2+1/1+1; save DC = 15 + spell level; 16 + spell level for **Conjuration**): 0—*detect magic*, *guidance* (2), *resistance* (2), *virtue*; 1st—*bane*, *deathwatch*, *disguise self**, *divine favor*, *doom* (2), *protection from good*, *shield of faith*; 2nd—*calm emotions*, *death knell*, *desecrate**, *resist energy*, *silence*, *sound burst* (2); 3rd—*bestow curse*, *contagion*, *dispel magic*, *magic circle against good**, *magic circle against law*, *positive energy protection*^; 4th—*confusion**, *dismissal*, *silent dispel*

magic, *divine power*, *freedom of movement*, *spell immunity*; 5th—*dispel good**, *flame strike*, *mass inflict light wounds*, *scrying*, *quicken shield of faith*; 6th—*blade barrier*, *empowered poison* (DC 22), *mislead**, 7th—*repulsion*, ~~screech~~*. * Domain Spell. ^ New spell; see Appendix I.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level); **Trickery** (Add Bluff, Disguise and Hide to your cleric class skill list).

Fear Aura (Su): creatures of less than 5 HD within a 60 foot radius that look at a lich must succeed at a Will save (DC 21) or be effected as if by a *fear* spell cast by a 15th level sorcerer.

Paralyzing touch (Su): Any living creature hit by a lich's touch attack must succeed at a Fort Save (DC 21), or be permanently paralyzed. This effect cannot be dispelled except by a *remove paralysis* or similar spell that can remove a curse (See *bestow curse* PH pg. 203). The character seems dead, though a DC 20 Spot check or DC 15 Heal check reveals victim is still alive.

Blast Infidel (Su): Inflict spells (inflict light wounds, harm) cast on creatures with an alignment of Neutral Good works as if under the Maximize Spell feat without taken up a higher-level spell slot.

Yuan-Ti Abomination: As *Monster Manual* except that it is using a +1 *trident* instead of the listed scimitar. This changes the damage to (2d6+4, x2, range 10 ft. (when thrown)); the attack modifier is the same. The other equipment is as listed below. The abomination has Knowledge (Religion) and Knowledge (Nobility & Royalty) as its two Knowledge skills.

Equipment: studded leather armor, heavy wooden shield, +1 *trident*, javelin (2), dagger

Appendix I – New Rules

Positive Energy Protection

Abjuration

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Through: Will negates (harmless)

Spell Resistance: Yes

The creature warded by this spell gains partial protection from the effects of positive energy, including magical healing and regeneration. It may be cast upon undead to offer addition protection against the turning abilities of clerics.

The *positive energy protection* spell uses negative energy to offset the effects of positive energy. Each time the warded creature is struck by a positive energy effect, it rolls a 1d20+caster level against a DC of 11+the HD of the originator of the effect. For example, the DC for the level check would be 19 if an 8th level cleric were trying to turn someone with *positive energy protection*.

If the warded creature succeeds, the positive and negative energies cancel each other out with a roiling ball of darkness and a thunderclap. The spell of effect does not function, and if the source of the positive energy effect was touching the warded creature, the source takes 2d6 points of damage. If the warded creature fails the check, then the positive energy effect occurs normally.

This spell may be placed on undead creatures, effectively allowing them a better chance to avoid the effects of a good cleric's turning ability. First, determine how many creatures would be turned normally. Those who are potentially turned get level checks to avoid the effect.

This spell offers protection from the blinding effect of the Positive Energy Plane, and warded creatures gain no temporary hit points while there.

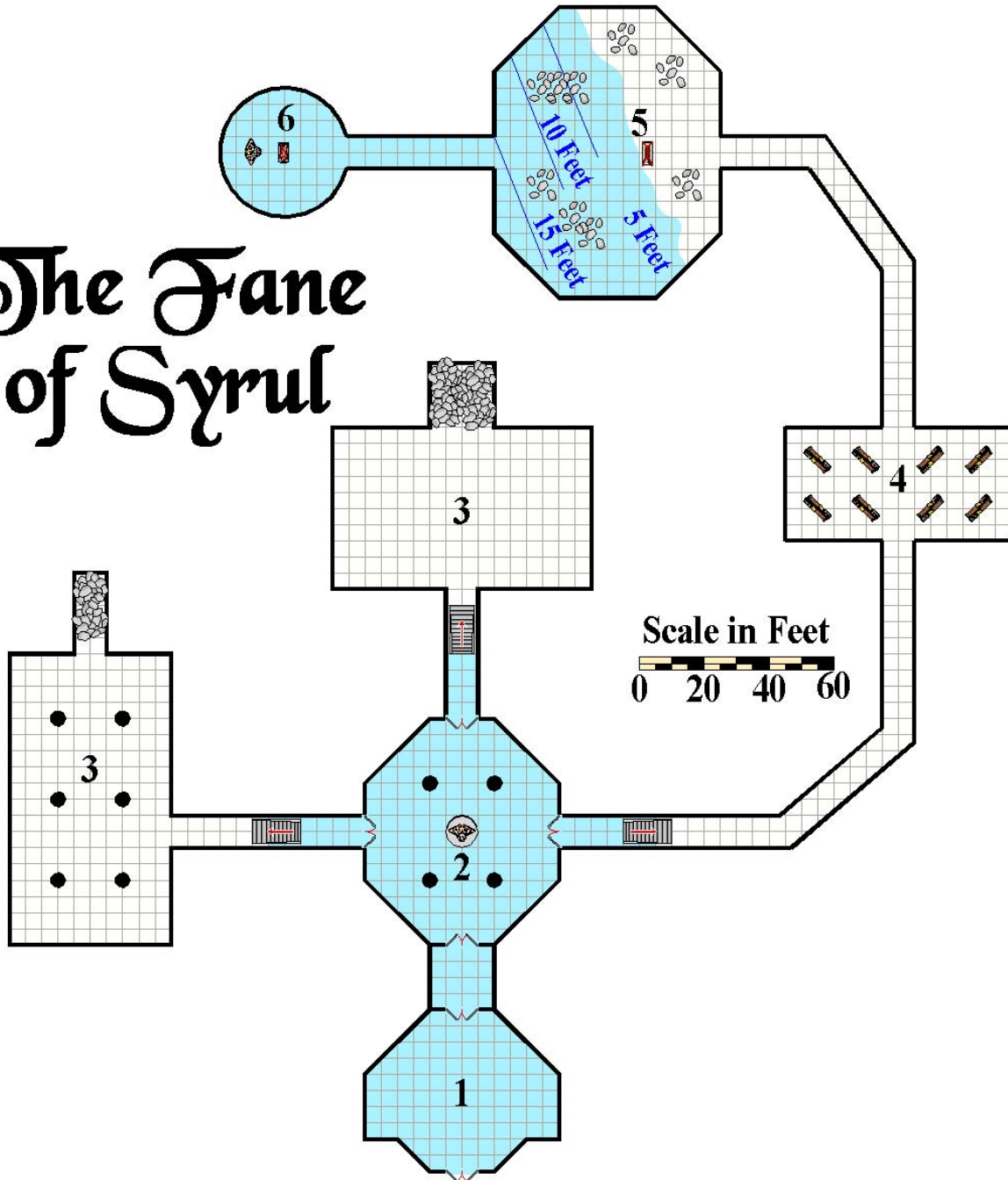
Mask of Secrets

This black leather mask has only nose and eyeholes. In place of a mouth it has a forked tongue. It continuously protects the wearer with a *nondetection* spell. It can also produce upon mental command a *detect thoughts* spell as cast by a 3rd level wizard, three times per day (save DC 13). If three pieces of the Regalia of Syrul are present then is also allows the wearer to change their features (and only their

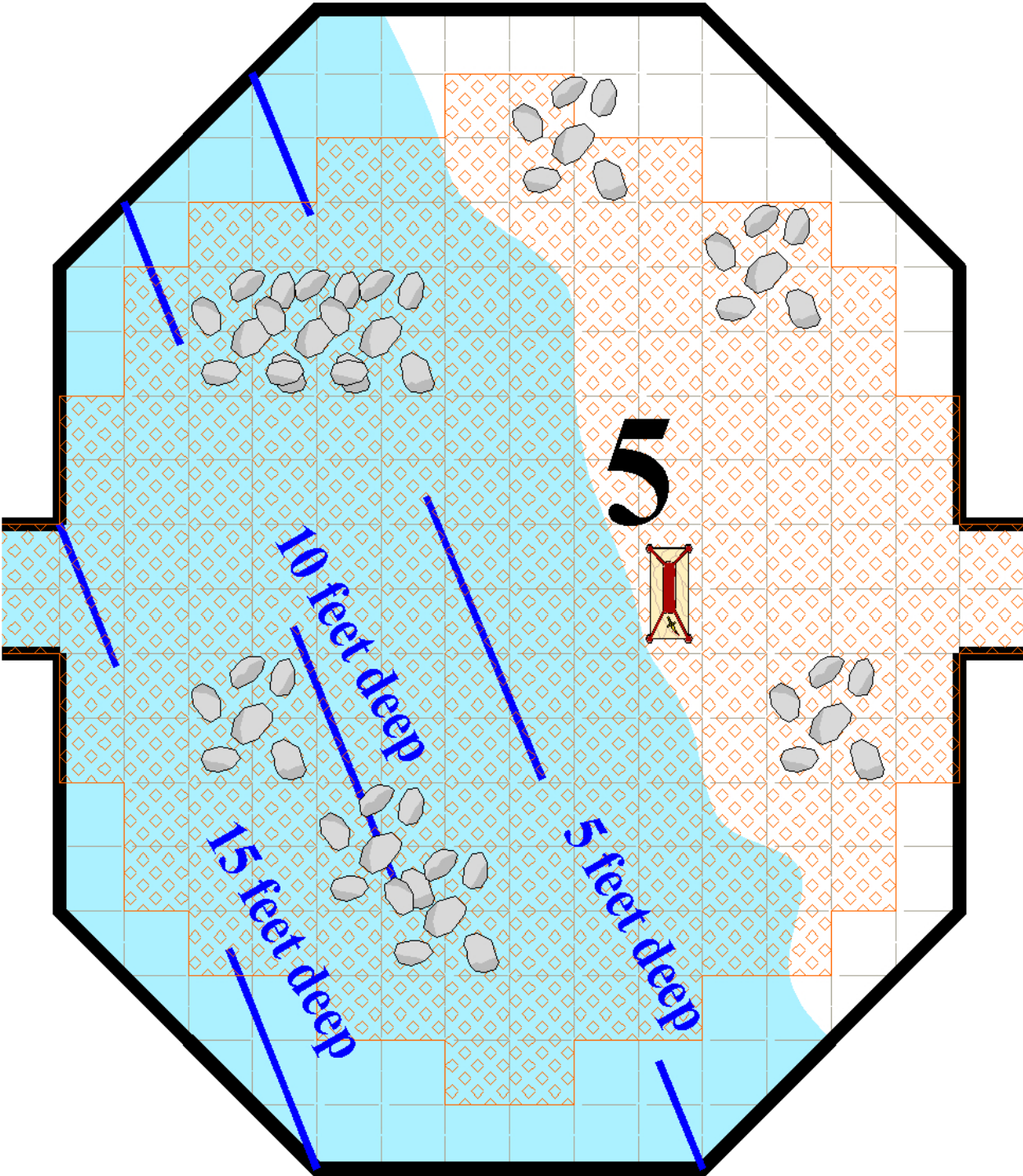
features), as per *alter self* spell for up to 40 minutes per day. These minutes must be continuous. If all five pieces of the Regalia of Syrul are present then the Mask grants the wearer the ability to use *greater invisibility* once per day as an 8th level wizard.

Prerequisites: Caster Level 8th, Craft Wondrous Item, *nondetection*, *detect thoughts*, *alter self*, *greater invisibility*; *Market Price:* 10,000 gp.

The Fane of Syrul



Niemanthor's Lair



Shaded area depicts the area affected by the *Unhallow* spell.

NMR4-06c

Syrul's Slander – Rel Mord

A One-Round D&D LIVING GREYHAWK®
Nyron and Her Environs Metaregional Adventure

Version 1

by Brandon Gillespie

This is the Rel Mord section of the adventure; refer to the main document for full details.

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

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Rel Mord Summary

The Syrulites have been working in Rel Mord for some time under the guise of the Green Scale Trading Company (The name represents both trade—through weights and measurements, and the yuan-ti). The Green Scale Trading Company is located in the seedier section of the west city of Rel Mord, across the river from the main city. The Green Scale Trading Company is also the Temple to Syrul, and is the home to the Idol of Deceit.

A Pureblood Yuan-Ti assassin has taken the place of Professor Simious Crelith a few years back. The Professor is a wealthy individual who teaches at the Royal University of Rel Mord's Hawkwood College, but is also a social maven throughout the city. Since taking the Professor's place, the Yuan-Ti has been using his position to gain access to various notables and functionaries of Rel Mord. Some characters who have played *To Catch a Falling Star* (NYR3-07) may recognize the Professor as being the sponsor of the play at the beginning of the scenario.

The scenario can play out in several ways, and thus is written as a location-based scenario rather than an encounter-based scenario. The PCs will be guided, by the Professor, into the hardest part of the temple (trapped section). After which they will presumably defeat the rest of the temple residents. They still have to find their original goal, however, which is the Idol of Deceit. This is located in the attic of the Trading Company, and depending upon the interest of the Players and the time constraints, some hand-waving may have to take place in order to expedite finding the secret chamber in the attic (although give them opportunity to find the Holy book of Syrul from the Study before the attic).

This scenario is difficult as it all happens in one day. PCs are not to refresh spells until the scenario is over. It is also not a requirement to follow the defined scenes (which use the most likely course). If the players diverge from these scenes (such as by fighting the Professor immediately or covertly entering the Green Scale compound), just adjust the encounters to suit.

Summary for Scene 1: Welcome

This encounter begins after the characters are teleported into a room at the One Lamp Tavern. Professor Simious Crelith is waiting for the arrival of the adventurers. He exudes charm and welcomes them, thanking them for their help in the endeavor. He implies he is a part of the scheme, and that he is needed to lead the PCs to the temple, as he is getting everybody into the building under the guise of an appointment with the proprietor.

To help establish the credibility of the Professor, be careful to not imply anything contradictory in the first scenes of the scenario with Jalizari.

Summary for Scene 2: The Temple

The bulk of the combat is in the Temple proper, under the Trading Company. The PCs find their way down the staircase into the 'front door' of the temple, which is unfortunately, for them, not the easiest way into things.

The staircase leads spirally down beneath the trading company. Following the staircase is a small sloping passage which is trapped. Past the first door is a second trapped hallway, leading down two false paths, one of which is home to the warehouse guardian snakes. The antechamber of the Temple is the start of the final combat, which will lead into the Inner Sanctum.

The Idol of Deceit is not located in the Temple Section, but rather in the attic of the Trading Company.

Summary for Scene 3: Find the Idol

Syrlites are devious deceitful and love nothing better than a clever diversion. The secret door which is easiest to find is the one leading into the 'front' of the temple. The hardest to find secret door is the one in room C3, which leads up the backside of a closet into the armored attic, where the Idol resides.

This section details the upper floors of the Trading Company.

Preparation for Play

To make a more realistic underground complex, some sections of the temple require the PCs to squeeze the entire time. Point out to the characters the small space, and make adjustments accordingly. For convenience, the standard 5' squares have also been marked on the map at 2.5' as well, in the areas requiring squeezing. One option for drawing the hallways on a battle mat is to reduce the scale to 2.5' instead of 5' per square (thus still using one square per reduced section). If you do this, just remember the scale shifts back to normal outside of the hallways.

In addition, it is recommended to have the players write their character's scores for Sense Motive, Search, Disable Device, Spot and Listen onto a piece of paper. A few d20 roll results can also be included, and the two can be used later without giving the players clues their level of success or failure, and also avoids giving unintentional foreshadowing of things that may be transpiring.

Scene 1: Welcome

Corluno Raas (the head priestess of the temple) has learned of Jalizari's threat by divination. She then dispatched her second in command, the Professor Simious Crelith, to meet the PCs and act as if he is their guide.

This scene is all about the Professor exuding charm. He and Corluno assume the PCs are capable enough to figure things out eventually, and in being able to control the situation they would rather avoid others in the city

learning of their secret. Thus, they are trying to direct the PCs into the temple through the 'front' path, where they are softened up if not taken care of by the traps.

The one important clue he wishes to subtly impart to the PCs (besides expressing urgency to hurry to the meeting) is that he has "learned" there is a secret entrance to the Temple somewhere within the Trading Company Proprietor's office. He will not disclose his sources (to protect his network).

Part 1: Arrival

As the teleportation fades, your new surroundings come into view. You immediately notice the comely gentleman reclining in a chair to one side of the room. Noticing your arrival he smiles pleasantly, "Ahh, wonderful. Promptly as expected. I trust you have been fully informed of the situation?"

Standing, he collects a gentleman's walking cane, "Oh, do pardon me, I forgot to introduce myself. I am Professor Simious Crelith from the Hawkwood college at the Royal University of Rel Mord. Currently I am working on request to assist in these . . . uhh . . . delicate matters."

First things first: ask if any PC has played To Catch a Falling Star. If so, they may recall that the Professor was sponsor to the play at the beginning of the scenario. Otherwise, Knowledge Nobility or Local (Nyronde) will allow the PC to know that the Professor is fairly renowned and is also a promoter of the arts.

The Professor acts as if he is involved in the plot with Jalizari, but will only feed information back to the PCs that they have already given him, other than that he is to lead them to the Temple at the Green Scale Trading Company, and that it is the location of a "dark and evil" temple the PCs are to investigate.

He explains that he has learned of a secret entrance to the temple from the proprietor's office, and that he has used his influence to set up an appointment with the proprietor, under the presumption of hiring a large trade caravan to Greyhawk. The appointment is fairly immediate (within the next "bell"), and is with a group of his "trading partners" (i.e. the PCs).

If they insist on badgering him for information about Jalizari and the task, he will ask why they were not given information before hand, and that perhaps he is not the one who should be providing it for them.

It is possible for the PCs to detect the Professor's duplicity. This should only be an option if the players request it or otherwise mention some degree of disbelief for the Professor's motive, as he has a solid disguise as a human, and has been playing the role of one in society for some time now. He also has *undetectable alignment* cast upon him, and other than his forked tongue (see below for his speech pattern) there is little cause in these short interactions to believe he is anything but a Human. Give the PCs a Spot or Sense Motive check if they detect or otherwise present a viable case to disbelieve the guise he presents. The players simply trying to second-guess the

plotline is not sufficient. This Sense Motive check would be a good one to pull from the pre-recorded rolls (see *Preparation for Play*).

It is important to role-play this well. One recommendation is to affect a speech pattern for the Professor based on Sean Connery. Pinch the corner of your mouth and speak without moving your teeth. Sean Connery has dentures, but the Professor is actually hiding his forked tongue. You want to be a smooth talking noble that can take the players in, as well as their characters. The Professor may make some of the following comments as appropriate:

"That is a handsome dress you have, my lady, made all the more wonderful by your sparkling {name a gem} eyes."

"You look like a fellow I am glad to have on my side."

Part 2: To the Trading Company

Journeying from the Inn to the Temple can involve additional Role-Play, depending upon the time constraints for the scenario.

If additional time is available, it is recommended to review the Rel Mord write-up on the Nyronde website to learn more about Rel Mord. If not, the party will simply be lead through Rel Mord's east city, across the Fortress bridge into the seedier West city, where they approach the temple and the Professor sends them off.

If somebody in the party is paying Rich or Luxury upkeep, a carriage is commissioned by the Professor. However, the carriage driver will not journey down any of the side streets of the west city, and the group will have to continue the last portion on foot. Regardless, at the street corner:

The Western City has taken a certain turn for the worst. Eastern Rel Mord is well kept, and the people on the streets seemed a bit more savory than those you pass now. Even the beggars somehow appear more threatening. This does not faze the Professor who sighs at the sight of a particularly despicable crone crouching in a pile of blankets and moaning about food. He quickly knuckles a gold noble from his side and tosses it to the poor creature. She gasps in astonishment but takes no time to claim the coin and hide it from sight while mumbling something or other, indiscernibly.

Any PCs interested in knowing what she says can understand it with a Listen DC 15:

"May this coin become the truth you desire."

This is a little-known blessing of Syrul, and should be fairly meaningless without a Knowledge Religion DC 30.

The crone is actually Corluno Raahs, the high cleric of Syrul for the Rel Mord temple. She has taken on her favorite guise in homage to her deity, and is waiting on the corner for the Professor, who is collecting the

adventurers she divined would be attacking her temple. She has quaffed an *undetected alignment* potion, so does not detect as evil. As soon as the PCs pass on, she collects her stuff and hobbles off, eventually getting out of sight and into the back entrance of the temple complex (she watches to for any tails).

Two clues are given at this point for Syrul, the first is her appearance, as Syrul is often known to appear as an old hag. The second is the mumbled blessing of Syrul.

Attacking either NPC may be a mistake, as the City Fortress is only a few blocks away, and the Legions are quick to respond to large altercations in the area (small brawls, on the other hand, are usually overlooked). In the event this occurs, the fight will progress for three rounds at which point a squad of Legionnaires arrives every other round (Warrior₄(1d8+3), Fighter₄(1); the level of warrior may increase as more squads arrive, depending upon the threat level of the altercation). Unless the PCs can pull in some strong favors, they will be detained for several hours, questioned and eventually released. Diplomacy checks can be used to facilitate the situation, but the likelihood exists that Corluno and the Professor will flee the scene, and they will move the Idol of Deceit to a new location after twelve hours.

In the situation combat arises, Corluno is crouching over a sewer grate, which she will open and drop into as her first action.

Part 3: We Walk from Here

After the encounter with Corluno, the Professor will turn to the PCs and make his leave at the corner of the street leading to the Trading Company:

“I am but a simple man of the arts, and unfortunately I do not believe I am capable of delving into these deeper and darker secrets. Some things are just not meant to be known by people like me. No, this is something that those more trained and capable of handling the situation, such as your selves, should undertake.”

He immediately flags down a carriage (perhaps the same one which they arrived in). While it arrives he will continue to discuss matters with the PCs, using the carriage as a sense of urgency to leave the situation. After leaving the area he has the carriage circle the block and drop him off one street down (he will watch for followers). He quickly changes his attire (the carriage was pre-arranged) and sneaks back to the trading company, watching for PCs on alert. He arrives through the riverside entrance.

Part 4: Please Wait Here

The people working in the trading company are aware of the situation (it being a front for the Temple of Syrul, and the PCs coming to “take care” of the temple), but will treat the PCs without any further notice, as if nothing was unusual. They are not over-accommodating, however. They simply behave like poorly paid lazy

workers, and imply that it is asking them a lot to change from their usual routine and escort them to a meeting with “Master Lelond”.

Furthermore, it is recommended that the battle mat is not yet drawn, as that may put the players on edge. The best time to start drawing on the battle mat is when entering the Temple. Full details on the layout of the Trading Company can be found in *Section 3: Find the Idol*.

The Green Scale Trading company is a run-down ramshackle building nestled between others in a similar state of disrepair. The building to the south appears to be a derelict warehouse, and the one to the north leans startlingly into the street.

Entering the building you survey a small receiving room with two people behind the desk. A third person hefts a large box and carries it out the back of the room and down a set of stairs into what appears to be a riverside storehouse.

The workers will claim that Master Lelond is out, but should be back soon. Eventually they will agree to take them to a room where they can wait for the Master to return. They will not allow the PCs to wait in the entrance chamber, and will do their best to get the PCs into the waiting room above. A possible reaction:

The individual glances at you for a moment, then sets his papers onto the table. With a long sigh rooted somewhere in the depths of laziness he steps off his stool and motions to some stairs leading up, mumbling something about following him.

After a short flight of stairs and a right turn he opens a door and says, “If you will wait here, I will let Master Lelond know of your arrival as soon as he returns.”

The room is appointed with a broad table, several chairs and a bookshelf. All surfaces are overflowing with various tidbits, books and papers, and even the closet is propped open with boxes and other random items.

After the PCs enter the room the person closes the door. Corluno and the Professor are presuming (hoping) the PCs will search the chamber and find the entrance to the Temple. (Elves will automatically get a check.) The PCs may act differently, be ready to adjust things accordingly. By the time the PCs are in the office, both Corluno and the Professor should have returned. They will wait until all the PCs enter the secret staircase, and will then enter the temple through the secret warehouse entrance.

The secret door within the office is quite easy to locate with a Search DC 12 (Corluno has worked to make it obvious, anticipating the Adventurers arrival). It is hidden in the back of the closet, which is left propped open by boxes. A quick survey reveals that most of the boxes are false, hiding the back of the closet.

If the PCs choose not to keep the appointment, and instead sneak into the Trading Compound, you get to

wing it. Remember that all second story windows are trapped, and read the room descriptions for details.

Scene 2: The Temple

This scene is split into sections based on location within the underground temple. Explain as they enter the spiral staircase that they will have to squeeze (see PHB 148, and the *Preparation for Play* above).

T1: Entrance Chute

A small stone passage slopes down before you, leading forward then turning to the left.

This trap is in two parts, triggered when the last person steps off the stairs or the first person touches the door from T1 to T2. When the trap is triggered, a hardwood door locks at the top of the stairs (the closet), and if no weight is on the staircase a hardened steel door drops into place at the top of the chute (60 hp; hardness 13/-). This is to cut-off any escape path.

In summary, the trap is designed as a slope with spikes, that retract after one round, allowing anybody on the slope to slide into a pit, with spikes. It likely will not hurt the PCs very much, but should shake them up.

The first part of the trap involves a grease spell which is invoked on all surfaces of the entire passage, the floor of which has also sprouted spikes. The spikes get a melee attack against the PCs only if they fall. The spikes will retract at the end of the round, allowing the players to slide into the pit which opens up at the bottom (they will slide, because it is greased, into the second half of the trap).

The first trap can be disabled at the top of the stairs, which disables the entire slide, but it will not disable the second trap (pit). The second trap can be detected and disabled only in the final square at the bottom, in which case the pit will not open, the grease and spikes will not occur on the slide and the doors will not close. Small gaps in the stonework on the floor are an indicator of the spikes, if a successful search is made. The same small gaps exist in the final square where the pit trap is, even though there are no spikes from the floor (they are in the pit, the gaps are just to help disguise the pit trap).

APL 8 (EL 4)

➤ **Greased spiked slide:** CR 2; mechanical and magical device; pressure trigger; automatic reset; spell effect (*grease*, 8th-level wizard, 8 round duration); DC 20 Reflex (*grease* + slope) to avoid falling first round, or if moves, to avoid; multiple targets; spikes (Atk +10 melee, 1d4 spikes per target for 1d4 each); Search DC 22; Disable Device DC 22.

➤ **Slide pit trap:** CR 2; mechanical device; pressure trigger; manual reset; multiple targets; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each); poison (blue whinnis, Fortitude save [DC 14]

resists, 1 Con / unconscious); DC 19 Reflex to avoid; Search DC 24; Disable Device DC 24.

APL 10 (EL 5)

➤ **Greased spiked slide:** CR 3; mechanical and magical device; pressure trigger; automatic reset; spell effect (*grease*, 10th-level wizard, 10 round duration); DC 23 Reflex (*grease* + slope) to avoid falling first round, or if moves, to avoid; multiple targets; spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each) poison (blue whinnis, Fortitude save [DC 14] resists, 1 Con / unconscious); Search DC 24; Disable Device DC 24.

➤ **Slide pit trap:** CR 3; mechanical device; pressure trigger; manual reset; multiple targets; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each); poison (med spider venom, Fortitude save [DC 14] resists, 1d4 Str / 1d4 Str); DC 24 Reflex to avoid; Search DC 26; Disable Device DC 26.

APL 12 (EL 6)

➤ **Greased spiked slide:** CR 4; mechanical and magical device; pressure trigger; automatic reset; spell effect (*grease*, 12th-level wizard, 12 round duration); DC 25 Reflex (*grease* + slope) to avoid falling first round, or if moves, to avoid; multiple targets; spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each) poison (blue whinnis, Fortitude save [DC 14] resists, 1 Con / unconscious); Search DC 26; Disable Device DC 26.

➤ **Slide pit trap:** CR 4; mechanical device; pressure trigger; manual reset; multiple targets; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each); poison (large scorpion venom, Fortitude save [DC 18] resists, 1d6 Str / 1d6 Str); DC 29 Reflex to avoid; Search DC 28; Disable Device DC 28.

APL 14 (EL 7)

➤ **Greased spiked slide:** CR 5; mechanical and magical device; pressure trigger; automatic reset; spell effect (*grease*, 14th-level wizard, 14 round duration); DC 28 Reflex (*grease* + slope) to avoid falling first round, or if moves, to avoid; multiple targets; spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each) poison (blue whinnis, Fortitude save [DC 14] resists, 1 Con / unconscious); Search DC 28; Disable Device DC 28.

➤ **Slide pit trap:** CR 5; mechanical device; pressure trigger; manual reset; multiple targets; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each); poison (purple worm, Fortitude save [DC 24] resists, 1d6 Str / 2d6 Str); DC 34 Reflex to avoid; Search DC 30; Disable Device DC 30.

APL 16 (EL 8)

➤ **Greased spiked slide:** CR 6; mechanical and magical device; pressure trigger; automatic reset; spell

effect (*grease*, 16th-level wizard, 16 round duration); DC 31 Reflex (*grease* + slope) to avoid falling first round, or if moves, to avoid; multiple targets; spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each) poison (blue whinnis, Fortitude save [DC 14] resists, 1 Con / unconscious); Search DC 30; Disable Device DC 30.

↗ **Slide pit trap:** CR 6; mechanical device; pressure trigger; manual reset; multiple targets; pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 plus poison each); poison (deathblade, Fortitude save [DC 20] resists, 1d6 Con / 2d6 Con); DC 39 Reflex to avoid; Search DC 32; Disable Device DC 32.

T2: Diversion Hall

This hallway is trapped. If the PCs disable the trap, or after the fog clears, you can read:

The basalt stone walls of this passage glisten with moisture. They curve away in each direction.

The doorway immediately across the hallway has an illusion cast upon it, causing it to appear like the rest of the wall. There is no reason for the PCs to immediately get a Will save on the door before them, unless they search the wall where it is hidden. It is only slightly different in texture, and the handle is a small lever at the top of the door (approximately six feet up). If somebody searches the wall, succeeding a Search DC five or more and they will determine it somehow feels different, at which point they can make the will save to disbelieve. They cannot find the lever without disbelieving the illusion or making a Search DC 12.

This section also has a two-stage trap, which is a dense fog to slow people down and confuse them, followed by repeating acid arrows for every round somebody conscious occupies the hallway.

When the trap is triggered, the passage fills with dense fog, per the spell *solid fog*. If the door is open to the slide (T1), that chamber also fills with fog. If opened afterwards it will fill with fog at the rate of 15' per round. Because there is nowhere for the fog to go, a severe wind cannot be used to disperse the fog (see spell description).

The second part of the trap is the ray effect *melf's acid arrow* which occurs for every round somebody conscious occupies the hallway, up to the duration of the fog. The trap will automatically reset itself 30 minutes later, unless disabled. The rays originate from the top of the doorway between T1 and T2, and can hit available targets in the slide and pit area as well, only if there are not enough targets in the hallway, and the door is open.

It is possible to open the door without triggering the trap, as long as nobody enters the hallway. The next square can then be searched to find the trap, and it can even be disabled if found. If somebody enters the hallway, the trap is engaged. It is not possible to find the trap with the door closed, and most PCs will enter the square to search it, which will trigger the trap.

This trap is intended to look and feel a bit like Acid Fog, which some PCs may misinterpret it as being.

APL 8 (EL 9)

↗ **Solid fog acid arrow trap:** CR 9; magical device; proximity trigger (*alarm*); automatic reset; Atk +6 ranged touch; spell effect (*solid fog*, 9th-level wizard, 9 minute duration), spell effect (*Melf's acid arrow*, 8th-level wizard, one arrow/round for 9 minutes or while hallway is occupied, for 2d4 acid/round for 3 rounds); Search DC 27; Disable Device DC 20.

APL 10 (EL 11)

↗ **Solid fog acid arrow trap:** CR 11; magical device; proximity trigger (*alarm*); automatic reset; Atk +8 ranged touch; spell effect (*solid fog*, 9th-level wizard, 9 minute duration), spell effect (*Melf's acid arrow*, 8th-level wizard, two arrows/round for 9 minutes or while hallway is occupied, for 2d4 acid/round for 3 rounds); Search DC 29; Disable Device DC 22.

APL 12 (EL 13)

↗ **Solid fog acid arrow trap:** CR 13; magical device; proximity trigger (*alarm*); automatic reset; Atk +10 ranged touch; spell effect (*solid fog*, 9th-level wizard, 9 minute duration), spell effect (*Melf's acid arrow*, 11th-level wizard, two arrows/round for 9 minutes or while hallway is occupied, for 2d4 acid/round for 4 rounds); Search DC 31; Disable Device DC 24.

APL 14 (EL 15)

↗ **Solid fog acid arrow trap:** CR 15; magical device; proximity trigger (*alarm*); automatic reset; Atk +12 ranged touch; spell effect (*solid fog*, 9th-level wizard, 9 minute duration), spell effect (*Melf's acid arrow*, 11th-level wizard, three arrows/round for 9 minutes or while hallway is occupied, for 2d4 acid/round for 4 rounds); Search DC 33; Disable Device DC 26.

APL 16 (EL 17)

↗ **Solid fog acid arrow trap:** CR 17; magical device; proximity trigger (*alarm*); automatic reset; Atk +14 ranged touch; spell effect (*solid fog*, 9th-level wizard, 9 minute duration), spell effect (*Melf's acid arrow*, 11th-level wizard, four arrows/round for 9 minutes or while hallway is occupied, for 2d4 acid/round for 4 rounds); Search DC 35; Disable Device DC 28.

T3: Dead End

The damp passage before you widens and slopes downward. The far side ends in a pool of murky water.

There is little to find in this room, other than shelter from the trap in T2: Diversion Hall. At its deepest, the pool only drops six inches.

T4: Lair

The damp passage before you widens and curves to the left. The far side drops into a pool of murky water. Periodically your light catches a faint ripple to the pool.

This is the lair of the snakes. Unless they were already encountered in the Warehouse, they will be encountered in this location. The floor of the lair quickly drops off, and the water is murky, providing partial concealment (20% miss chance) to creatures within 5 feet, and total concealment (50% miss chance) to creatures beyond 5 feet. On the map, the first depth is 2', the second depth is 6' and the third drops off to 30'.

The Snake(s) will fight underwater, if possible, and surface only for air and at the same time while holding a constricted creature submerged (it will transfer the constricted creature to its coils after a successful grapple, and then descend under water).

When the door is opened, the largest snake will lurk just under the water, near the door, waiting for somebody to come within reach. As the first person is in reach, they will strike from under water for a Grapple attack. Be sure to give the PCs a spot check.

APL 8 (EL 6)

🐍 **Giant Constrictor Snake(1):** hp 63; Huge Animal; see *Monster Manual* pg 280

APL 10 (EL 7)

🐍 **Giant Constrictor Snake(2):** hp 63; Huge Animal; see *Monster Manual* pg 280

APL 12 (EL 8)

🐍 **Fiendish Giant Constrictor Snake(1):** hp 63; Huge Magical Beast; see *Appendix C*.

APL 14 (EL 9)

🐍 **Advanced Fiendish Giant Constrictor Snake(1):** hp 81; Huge Magical Beast; see *Appendix D*.

APL 16 (EL 10)

🐍 **Advanced Fiendish Giant Constrictor Snake(1):** hp 81; Huge Magical Beast; see *Appendix E*.

🐍 **Fiendish Giant Constrictor Snake(1):** hp 63; Huge Magical Beast; see *Appendix E*.

T5: Antechamber

If the characters make no attempt to hide their actions, simply read the following. Otherwise, make appropriate spot and listen rolls and adjust the situation to suit.

This combat is an extension of the combat from the Inner Sanctum (T6). Before beginning this combat, first review the entire section from the Inner Sanctum, to understand all of the actions which are occurring.

As the door opens, you see two armored figures dressed in robes, standing after drinking from a pool of green fluid with luminescent swirling strands. As one they each draw a Greatsword and shout, "We mean you no harm!"

Yes, the battle-cry is a sad attempt at deceitful humor by the Syrulites, while still remaining true to their deity. There is no surprise on either side, and combat should begin immediately.

The minions have been quaffing from the pool each round, once the PCs began investigating the door. The pool contains a special blessing of Syrul which provides the effects of *heroism* to anybody Evil who drinks of it, while they remain in the Antechamber or Inner Sanctum of the Temple. Anybody who is Neutral and drinks it receives no effects. Those who are Good and drink it receive the opposite effects of *heroism* (-2 to attacks, rolls and saves).

The doorways between T5 and T6 have a one-way *Illusory Wall* cast upon them, presenting to the Antechamber as doors, but being translucent when viewed from the Inner Sanctum. Furthermore, there is a small stone with *silence* cast upon it, located in the Inner Sanctum, to block noise.

T6: Inner Sanctum

High Priestess Corluno Raahs and Professor Simious Crellith are quietly waiting for the PCs in the Inner Sanctum (thanks in part to a silenced stone, see below). Once combat is over, the room can be more generally described:

The walls of this room are made of basalt stone damp with moisture. A broad path leads between two pools of water towards a raised altar on the far side. Behind the altar is a broad mural with several depictions of Syrul.

The chamber has tricky footing in squares that have at least 75% water, combat from these squares is treated as if it were the downside of a slope, with anybody fighting into one of these squares being treated as having the height advantage. A slight rise is on the far side of the room, where the altar and mural of Syrul are located. A concealed secret trap door located to the side of the altar leads up to the secret warehouse. Finding the footholds and trap door from this side is fairly easy, with only a DC 12 Search check.

There is a small stone with *silence* cast upon it, located between the two doors and fifteen feet back, enough to just overlap both doors. At the start of combat, the spell has three rounds remaining on its duration, and is intended to mask any noises from the Inner Sanctum to the Antechamber.

Combat Tactics: Once combat starts in the Antechamber, Corluno begins to cast, starting with buff spells for her, the Professor and the Monk and waiting for just before the PCs enter to use her summoning spell.

When the PCs enter the Inner Sanctum, she uses her spiderclimbing ability (depending upon APL) to climb the back wall and perch on the ceiling, which is 12 feet high at that point, just high enough that people will require reach or ranged attacks to get her. The Professor and the monk will flank one of the silent illusionary doors, waiting for somebody to step through. The Professor begins studying one target while waiting, and may instead hide and wait for that target to become available. He has had some time to size up each character, and will be able to make decent judgments as to the most immediate threat to the temple's survival. Sometimes this is a fighter, sometimes it is a wizard, etc. This is, unfortunately, a dangerous situation for the first PC to enter, unfortunately for adventurers, the Flanaess is a dangerous place. Some players may cry foul if a PC is lost, so be warned and ready if the situation arises. One salve for the situation can be in vanquishing the Professor, his combat can be played up to make it more poignantly dramatic for the players.

APL 8 (EL 11)

✦ **Corluno Raahs:** Human Clr9 of Syrul; hp 48; See Appendix A.

✦ **Professor Creolith:** Yuan-ti Pureblood Rog2/Asn2; hp 63; See Appendix A.

✦ **Monk Minion:** Human Mnk5; hp 52; See Appendix A.

✦ **Fighter Minion:** Human Ftr5; hp 52; See Appendix A.

APL 10 (EL 13)

✦ **Corluno Raahs:** Human Clr10/Con1 of Syrul; hp 57; See Appendix B.

✦ **Professor Creolith:** Yuan-ti Pureblood Rog2/Asn4; hp 79; See Appendix B.

✦ **Monk Minion:** Human Mnk7; hp 52; See Appendix B.

✦ **Fighter Minion:** Human Ftr7; hp 70; See Appendix B.

APL 12 (EL 15)

✦ **Corluno Raahs:** Human Clr10/Con3 of Syrul; hp 78; See Appendix C.

✦ **Professor Creolith:** Yuan-ti Pureblood Rog2/Asn 6; hp 93; See Appendix C

✦ **Monk Minion:** Human Mnk9; hp 66; See Appendix C

✦ **Fighter Minion:** Human Ftr9; hp 88; See Appendix C

APL 14 (EL 17)

✦ **Corluno Raahs:** Human Clr10/Con5 of Syrul; hp 88; See Appendix D.

✦ **Professor Creolith:** Yuan-ti Pureblood Rog2/Asn8; hp 111; See Appendix D.

✦ **Monk Minion:** Human Mnk11; hp 80; See Appendix D.

✦ **Fighter Minion:** Human Ftr11; hp 106; See Appendix D.

APL 16 (EL 19)

✦ **Corluno Raahs:** Human Clr10/Con7 of Syrul; hp 98; See Appendix E.

✦ **Professor Creolith:** Yuan-ti Pureblood Rog2/Asn10; hp 125; See Appendix E.

✦ **Monk Minion:** Human Mnk13; hp 94; See Appendix E.

✦ **Fighter Minion:** Human Ftr13; hp 124; See Appendix E.

Treasure:

APL 8: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +2 (333 gp), +2 *banded armor* (367 gp), +1 *spell-storing heavy mace* (193 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 2 *ring of protection* +1 (167 gp each), *Backstabber* (0 gp), +1 *mithral chain shirt* (175 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp), +1 *greatsword* (196 gp), +1 *breastplate* (112 gp).

APL 10: L – 0 gp; C – 0 gp; M – 2 *periapt of wisdom* +2 (333 gp each), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 2 *ring of protection* +1 (167 gp each), *Backstabber* (0 gp), +2 *mithral chain shirt* (425 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *bracers of armor* +1 (83 gp), *cloak of elvenkind* (208 gp), *amulet of natural armor* +1 (167 gp), +1 *greatsword* (196 gp), +2 *breastplate* (362 gp).

APL 12: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +4 (1333 gp), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure moderate wounds* (25 gp each), 3 *ring of protection* +1 (167 gp each), *ring of counterspells* (333 gp), 2 *cloak of resistance* +2 (333 gp each), *gloves of dexterity* +2 (333 gp), *Backstabber* (0 gp), +2 *mithral chain shirt* (425 gp), *amulet of health* +2 (333 gp), *potion of haste* (62 gp), *potion of barkskin* +3 (50 gp), *periapt of wisdom* +2 (333 gp), 2 *boots of elvenkind* (208 gp), *bracers of armor* +1 (83 gp), *cloak of elvenkind* (208 gp), *amulet of natural armor* +1 (167 gp), *gloves of ogre strength* (333 gp), +1 *greatsword* (196 gp), +2 *breastplate* (362 gp).

APL 14: L – 0 gp; C – 0 gp; M – *periapt of wisdom* +4 (1333 gp), +2 *banded armor* (367 gp), +1 *heavy mace* (693 gp), *slippers of spiderclimbing* (400 gp), 4 *potion of cure*

moderate wounds (25 gp each), 4 ring of protection +2 (667 gp each), ring of counterspells (333 gp), 2 cloak of resistance +3 (750 gp each), gloves of dexterity +2 (333 gp), Backstabber (0 gp), +3 mithral chain shirt (842 gp), amulet of health +2 (333 gp), potion of haste (62 gp), potion of barkskin +3 (50 gp), periapt of wisdom +2 (333 gp), 2 boots of elvenkind (208 gp), bracers of armor +2 (333 gp), cloak of elvenkind (208 gp), amulet of natural armor +1 (167 gp), gloves of ogre strength (333 gp), +2 greatsword (696 gp), +2 breastplate (362 gp).

APL 16: L – 0 gp; C – 0 gp; M – periapt of wisdom +6 (2667 gp), +2 banded armor (367 gp), +1 heavy mace (693 gp), slippers of spiderclimbing (400 gp), 4 potion of cure moderate wounds (25 gp each), 4 ring of protection +3 (1500 gp each), ring of counterspells (333 gp), 2 cloak of resistance +3 (750 gp each), gloves of dexterity +2 (333 gp), Backstabber (0 gp), +4 mithral chain shirt (1425 gp), amulet of health +2 (333 gp), potion of haste (62 gp), potion of barkskin +3 (50 gp), periapt of wisdom +4 (1333 gp), 2 boots of elvenkind (208 gp), bracers of armor +4 (1333 gp), cloak of elvenkind (208 gp), amulet of natural armor +1 (167 gp), gloves of ogre strength (333 gp), +3 greatsword (1529 gp), +2 breastplate (362 gp).

Scene 3: Find the Idol

The PCs will likely have vanquished the Temple residents by this point. However, the mission is not simply to purge the Temple, but to destroy the Idol of Deceit, which they will quickly discover is not located in the Temple chambers. Its actual location is in the Attic off room C3. Strategic use of Knowledge Architecture/Engineering (or base Int if it gets down to it) can be used to expedite the resolution of this scene, if time is limited.

The key elements which the players can be guided towards are the architectural diagrams in Corluno's Study, along with the Holy book of Syrul which has information about the Idol, both in Corluno's Secret Study.

The upper structure is not what it may seem upon first impression. Externally it appears as a typical run-down if not vacant building, much like many of its neighbors on the western docks of Rel Mord. Internally it has been refit and hardened. The warehouse to the south (B4) had an entirely new layer added to the inside, sealing it off from any external entrance (the external doors are false). In addition, the structure of the public warehouse A1 as well as the upper floor C have been heavily re-enforced to support the lead casing around the Idol of Syrul in E1. This added structure may be noticed by anybody who has Knowledge (Architecture and Engineering) and succeeds a DC 15 check.

Because of the way visual dimensions are used to conceal passages, it works better to not draw each room next to each other on a battle mat, or at the very least to be a little sloppy with the lines, drawing out full dimensions as would be perceived, and only revealing secret chambers and passages as they are discovered.

A1 & A2: First Warehouse

This high-ceilinged room appears to be a warehouse for various items being shipped or received. A miscellaneous assembly of crates and packing material is scattered throughout the floor. Two wide doors open onto the docks from the East, a staircase leads up to the second level on the west and a door opens to the north.

The door to the north is simply a closet, packed with an old assembly of crates and materials, all covered thick with dust and obviously none of which have been used recently. The dimensions of the closet are such as to try to hide the stairway on the western side.

Finding the secret door requires a Search check DC 10+APL (Elves get one automatic search check, which should secretly be made using the earlier rolls as described in the *Preparation for Play*).

Anybody with Knowledge (Architecture and Engineering) should make a DC 15 check to realize the structural members of the room are strangely out of proportion (too large) for this size of building.

B1: Receiving

This room has a broad counter through the center and a cabinet filled with papers in the far corner. It is apparently where items can be dropped off or received. Stairs lead up and down from the northeast corner, a door opens from the northern wall and another door opens onto the street to the west.

There is little of interest in this room. The papers are simply receipts of shipments and payments, all of which are above book and legal.

B2 & B3: Office

The office and closet from the office contain similar items for running a shipping business. The books in the office contain a longer history, and more detail, but reveal nothing nefarious.

B4: Secret Warehouse

The secret warehouse is where all of the valuable goods are stored, concealed from the random passer by. It is also patrolled by the snake(s) from T4: *Lair* when not in use (i.e. Whenever the PCs are around). If the PCs enter the secret warehouse and have not yet encountered the snakes, they will encounter them at this time.

Combat Tactics: Crates and boxes are scattered throughout the warehouse in an appropriate manner, providing various forms of cover and hidden hallways, which the snakes can crawl over the top of with ease.

The Warehouse is hardened from the inside, keeping the ramshackle appearance outside. The doors outside are false, and breaking through them requires the

same effort as to break through a wall (solid double-layered wood, six inches thick, 60 hp; hardness 5/-). There are no windows or doors other than the secret doors to the Temple and the public Warehouse (A1). Small indirect roof-vents exist, but provide no visibility to the interior.

Of the many crates, most contain mundane items. A few crates contain the following goods, all of which are stolen but still of possible interest.

- Seven crates of Argentvorax furs (2000 gp per crate, any PC who has the *rights* from COR2-03 *Amidst the Mists and Coldest Frosts* will automatically gain the maximum payoff this adventure).
- A crystal chandelier of *continual flame* (4500 gp; Artwork commissioned by House Saevil of the Duchy of Urnst; It prominently displays their crest, a gold hand on a shield made of cut sapphire and ruby).
- A crate labeled *Cup of Al'Akbar*, containing cups, chalices and other drinking vessels of miscellaneous origins. Total sum value is 500gp. None of them are the actual Cup of Al'Akbar.
- A document from 544 OR (-110 CY) magically preserved, detailing the surrender of the Nyrdi Oeridian kings (aka Nyrondal) to the Aerdy Kingdom after the Battle of a Fortnight's Length (stolen from the Royal Palace at Rel Mord, priceless). The result of this surrender created the old Great Kingdom. It is signed by Nyrdi Kings Nehron, Bastrayne, Braeton, Huldane, Korenn and Orberend, as well as Aerdy Grand Prince Almor.

C1: Hallway and Closet

This hallway is unassuming, other than the closet over the top of the stairs below. The back of the closet is sloped upwards because of the stairs, and it contains miscellaneous cloaks and clothing along with a few books. The back portion of the closet cleverly conceals a small chamber which can be accessed from the other room, for a ladder to the attic. Searching the closet does not reveal the presence of the passage, unless somebody spends time to measure the dimensions.

C2: Meeting Room

This is the meeting room the PCs were originally guided to in Scene 1. The window is trapped from the outside, the same as is described in D4: Corluno Raahs' Quarters.

C3: Barracks

This room has a row of six beds along the far wall, each with a chest at its foot. A few loose chairs line the wall across from the beds.

This room is the barracks for the temple minions. Of the six beds and chests, five contain items. Two are for the fighters encountered below, one is for the Monk, one is for a Syrulite cultist who is not present, and the fifth one is from the cultist who ventured into the attic a few weeks ago. Of the belongings, nothing of great value exists. The minion's journals can be entertaining to read, but reveal little of value.

What this room does conceal is the secret passage to the attic, which can be found with a Search DC 17 + APL. Elves entering the room pass within 5 feet of the secret passage, and then receive the automatic search check, which can be made secretly (see *Preparation for Play*).

The window is trapped from the outside, the same as is described in D4: Corluno Raahs' Quarters.

D1: Upper Hallway

The door at the top of the stairs is locked, requiring an Open Lock check DC 10+APL. Each door off the hallway is similarly locked.

D2: Library

As the door opens the dry dusty smell of a library rolls out from this room. Lining all of the walls are books and scrolls, carefully stacked and sorted. In the center is a broad table which has an unlit brass reading lamp.

This is as well stocked library with many different books, mostly used for reference. There is one section on the more common elements of the Syrulite religion, which is part of a larger set including all religions in the Suel pantheon.

D3: Professor's Quarters

This sleeping room has an unassuming bed and a chest of drawers, it appears to be little-used. A covered window to the west reveals a view of the street outside.

This is the living quarters for the Yuan-ti Assassin, who became the professor. The secret door and window have the same difficulty and traps as are described in Corluno Raahs' Quarters. There are a few sets of clothing here, and nothing of value.

D4: Corluno Raahs' Quarters

This sleeping room hosts a large canopy bed, an armoire and a chest of drawers. While it looks well used, it is well kept. A covered window to the west reveals a view of the street outside.

This is Corluno Raahs' chamber. There is a secret passage in the back of the armoire (of course) leading to the Secret Study, Search DC 10+APL to locate. A small box on top of the chest of drawers contains some valuable jewelry (200gp).

In the corner of the room, under a rocking chair, is a concealed trap-door leading to the street, for quick escape. This can be located with a Search DC 8+APL.

The window is trapped with a Glyph of warding, Blast (Sonic), triggered by opening or breaking the windows or otherwise entering from the outside through the window.

Window Blast Glyph: CR 9; magical device; open trigger; spell effect (*Glyph of Warding*, 10th-level cleric, Sonic Blast, 5d8 damage to all within 5 feet, Reflex DC 18 for half); Search DC 28; Disable Device DC 28.

Treasure:

All APL's: L – 0 gp; C – 33 gp; M – 0 gp.

D5: Secret Study

Passing through the Armoire you enter a small study. On one wall is a desk with a large hutch holding books and papers. An unlit bronze reading lamp rests on the desk next to a stack of unused parchment, an ink well and a quill.

This is Corluno Raah's secret study. Items contained within:

- *Holy Book of Syrul:* One book is the secret and guarded Holy book of Syrul, containing the inner religious sacraments of the Syrulite religion as well as information on the Idol of Syrul, which can be used to learn about and ultimately overcome its effects (for each hour spent reading the book, a +3 circumstance bonus can be given to trying Disable Device on the Idol's effects).
- *Journal of Corluno Raas:* this book contains many entries detailing the degree of her evil. Most PCs will only be able to skim the journal, periodically finding sections pontificating on her study of the Idol, with wording such as:
Many feel this statue is beyond description, that its odd angles somehow distort reality, reflecting how truly touched it is by Syrul. Few survive even gazing upon the statue, without being a follower of Syrul. I sometimes spend hours basking in the glow of its symbols, which feel like the caress of Syrul herself.
- *Financial Records (second books):* The remaining books are the “second” set of financial records, for the true activities of the Green Scale Trading company.
- *Architectural Diagrams:* A roll of architectural diagrams has been flattened between two books. These diagrams detail how the structure of the building was strengthened to allow for the attic chamber. They detail all of the upper floors (and none of the underground temple). With them no further search checks are required to find any secret doors in the upper floors.

- *Lockbox:* A small lockbox is under the desk, which contains the secret cache of trade revenue. There are gems and gold based on APL (8: 12,500gp; 10: 21,000; 12: 30,000; 14: 60,000; 16: 90,000). This gold represents stolen valuables, and is confiscated by the officials. It is later used as a source for the PC's reward, after the dust settles.

E1: Attic and the Idol of Syrul

The concealed ladder to the attic is in a small shaft which has a metal hatch at its top. The hatch also has a twist-latch which is easy to figure out. Along with being made of a more rigid metal, it has 2 inches of lead lining its inside edge (discovered when it is opened and swung downward).

Anybody entering the room or even peeking into the room (although clever use of a reflecting device will avoid the first effect) is immediately within the scope of the Idol.

The attic has been specially fitted with a metal chamber lined with two inches of lead. This is to keep divination magics from functioning, and to also manage some of the protective magics it employs. This does not limit its mind controlling effects, however, which are being woven into a greater network to influence and ultimately control key people in the entire region.

The following read-aloud text segments can be used or paraphrased, as appropriate. These should provide clues and warnings for the players. First, when the hatch is opened:

As you release the latch the metal hatch swings down and to the side with a heavy thump. Immediately following the hatch, a desiccated humanoid face lunges forward until it is caught by its shoulders on the edges of the passage. As the dust settles you see the stretched leering face staring down upon you, it takes a moment before you realize it is not moving. Closer inspection reveals scratch marks and broken fingernails embedded in the lead surface of the hatch.

This is the fifth minion, who ventured into the attic against the warnings of Corluno Raahs, hoping for wealth and fame. He instead fell prey to the effects and she left him locked in the attic weakened and insane, until he died.

After the PCs move the body aside, they can peer into the chamber. Regardless of if they are present and under the effects or just looking indirectly, you can use the next read-aloud text:

In the center of the room is a pedestal holding a statue of a horrific nature. Light seems to bend and warp around it, hurting your eyes to even gaze upon its visage with and glowing runes.

Twisting and writhing from the statue are black and purple cords of energy that work out through the cracks of the room to unseen locations. The chamber is angular, shaped following the roof of the

building. *There is an oppressive heat to it and a sharp metallic tang hangs in the air, burning your nostrils. The floor, ceiling and walls are all lined with a soft metal.*

The players are on their own in figuring out how to overcome the Idol's effects and destroy it. Unless pressed for time, let them mull over a few options before proceeding. You can simply have them roll the Disable Device checks (which work the same as the symbol spells in the PHB, even though the effects are altered), but it is much more entertaining to have them describe how they are going to overcome the effects. If they are creative in describing the ways they will try, give them circumstance bonuses. They can also get circumstance bonuses by spending time reading the Holy book of Syrul found in the Study (section D5: *Secret Study*).

If they destroy the Idol, proceed to *Conclusion — Complete Success*, otherwise proceed to *Conclusion — Partial Success*; both in the main document.

Idol of Syrul

The statue is horrific, and has multiple layers of protections. These protections are ignored by clerics of Syrul, or any others whom Syrul has expressly granted immunity to. All of these protection effects are contained within the attic, because of the special lining.

Detect magic reveals deity power levels, including schools of Necromancy and Enchantment.

Insanity Effect: Anybody within presence of the Idol (60 foot radius, or otherwise contained to the lead chamber) must immediately make a Will save DC 14+APL or fall under the effects of *insanity*, permanently (it can still be removed or reversed following the same rules as the spell). This check is made every round somebody is in the presence of the Idol, and the DC increases by two for every round, regardless if the person leaves the room and returns again. Disable Device to avoid this effect is DC 25+APL, no search is required.

Weakness Effect: Anybody within 5 feet of the idol must make a Fortitude save DC 14+APL or they will receive 1d6 points of permanent Strength loss, per round. This DC is also cumulative similar to the Insanity Effect. This effect can be overcome with a Disable Device check DC 18+APL, but the disable check must be made within the chamber (and under the Insanity effect). No search is required.

Symbol of Death: Anybody who touches the Idol without protection triggers a *Symbol of Death*, per the spell. Smashing the Idol with a weapon does *not* count as touching it.

The Idol has a hardness and hit points based on the APL:

APL 8

↗ **Idol of Syrul:** 80 hp; hardness 10/-

APL 10

↗ **Idol of Syrul:** 100 hp; hardness 12/-

APL 12

↗ **Idol of Syrul:** 120 hp; hardness 14/-

APL 14

↗ **Idol of Syrul:** 140 hp; hardness 16/-

APL 16

↗ **Idol of Syrul:** 160 hp; hardness 18/-

Appendix A – APL 8

T6: Inner Sanctum

☛ **Corluno Raahs:** Human Cleric 9 of Syrul; CR 9; Medium Human; HD 9d8; hp 48; Init +0; Spd 20 ft.; AC 19 (+8 armor, +1 deflection), touch 11, flat-footed 19; Base Atk/Grp: +6/+5; Atk +7 melee (1d8, +1 heavy mace); Full Atk +7/2 melee (1d8, +1 heavy mace); SA rebuke undead; AL NE; SV Fort +6, Ref +3, Will +11; Str 9, Dex 11, Con 11, Int 11, Wis 20, Cha 10.

Skills and Feats: Bluff +15, Concentration +12, Diplomacy +14; Combat Casting, Empower Spell, Skill Focus (Bluff), Weapon Focus (mace).

Possessions: periapt of wisdom +2, +2 banded armor, +1 heavy mace, slippers of spiderclimbing, potion of cure moderate wounds, ring of protection +1.

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0—detect magic, guidance (2), resistance (2); 1st—bane, bless, cure light wounds, disguise self⁺, divine favor, doom, shield of faith; 2nd—aid, cure moderate wounds (2), invisibility^{*}, silence, sound burst; 3rd—bestow curse, dispel magic, invisibility purge, magic circle against good^{*}, prayer; 4th—confusion^{*}, cure critical wounds, freedom of movement, summon monster 4<1d3 hell hounds>; 5th—dispel good^{*}, flame strike, empowered searing light. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.).

☛ **Professor Creolith:** Yuan-ti Pureblood Rogue 2 Assassin 2; CR 7; Medium Monstrous Humanoid; HD 4d8+4d6+24; hp 63; Init +9; Spd 30 ft.; AC 22 (+5 Dex, +1 natural, +5 armor, +1 deflection), touch 16, flat-footed 22; Base Atk/Grp: +6/+7; Atk +8 melee (1d6+2, Backstabber); Full Atk +8/3 melee (1d6+2, Backstabber); SA Spell-like abilities, sneak attack +2d6 (+3d6 with Backstabber), death attack (DC 13), poison use; SQ Alternate form, darkvision 60 ft., detect poison, SR 14, trapfinding, evasion, spells, +1 save against poison, uncanny dodge; AL NE; SV Fort +4, Ref +15, Will +5; Str 12, Dex 20, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Concentration +10, Disguise +8*, Hide +20, Knowledge (History) +5, Move Silently +15, Listen +5, Spot +5; Alertness^B, Blind-fight^B, Dodge, Improved Initiative, Iron Will.

Possessions: Backstabber (see Appendix I), +1 mithral chain shirt, +2 amulet of health, potion of haste, potion of cure moderate wounds, potion of barkskin +3, ring of protection +1.

Spell-like Abilities: 1/day—animal trance (DC 12), cause fear (DC 12), charm person (DC 12), darkness,

entangle (DC 12). Caster level 4th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a polymorph spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to detect poison as the spell (caster level 6th).

Skills: * A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Spells Known (-/2; base DC = 11 + spell level): 1st—disguise self, obscuring mist, true strike.

☛ **Monk Minion:** Human Monk 5; CR 5; Medium Humanoid; HD 5d8+10; hp 38; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +1 class, +2 Wis, +1 armor), touch 15, flat-footed 14; Base Atk/Grp: +3/+8; Atk +5 melee (1d8+1, unarmed); Full Atk +4/4 melee (1d8+1, unarmed); SA Unarmed strike, flurry of blows; SQ Evasion, still mind, ki strike (magic), slow fall (20 ft.), purity of body; AL LE; SV Fort +6, Ref +6, Will +6; Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +12, Hide +10, Jump +15, Listen +6, Move Silently +10, Spot +6, Tumble +12; Deflect Arrows^B, Dodge, Improved Grapple^B, Mobility, Weapon Focus (unarmed).

Possessions: bracers of armor +1, potion of cure moderate wounds.

☛ **Fighter Minion:** Human Fighter 5; CR 5; Medium Humanoid; HD 5d10+18; hp 52; Init +1; Spd 20 ft.; AC 17 (+6 armor, +1 Dex), touch 11, flat-footed 16; Base Atk/Grp: +5/+9; Atk +11 melee (2d6+9, +1 greatsword); Full Atk +11 melee (2d6+9, +1 greatsword); AL NE; SV Fort +7, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +3, Ride +5, Spot +1; Blind-fight, Cleave, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, +1 breastplate, potion of cure moderate wounds.

Appendix B – APL 10

T6: Inner Sanctum

☛ **Corluno Raahs:** Human Cleric 10 Contemplative 1 of Syrul; CR 11; Medium Human; HD 10d8+1d6; hp 57; Init +0; Spd 20 ft.; AC 19 (+8 armor, +1 deflection), touch 11, flat-footed 19; Base Atk/Grp: +7/+6; Atk +8 melee (1d8, +1 spell storing heavy mace); Full Atk +8/3 melee (1d8, +1 spell storing heavy mace); SA rebuke undead; SQ divine health; AL NE; SV Fort +7, Ref +3, Will +14; Str 9, Dex 11, Con 11, Int 11, Wis 20, Cha 10.

Skills and Feats: Bluff +16, Concentration +14, Diplomacy +16; Combat Casting, Empower Spell, Skill Focus (Bluff), Weapon Focus (mace).

Possessions: periapt of wisdom +2, +2 banded armor, +1 spell storing heavy mace (bestow curse), slippers of spiderclimbing, potion of cure moderate wounds, ring of protection +1.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/ 1+1; base DC = 15 + spell level): 0—*detect magic, guidance* (2), *resistance* (2); 1st—*bane, bless, cure light wounds, disguise self*^{*}, *divine favor, doom, shield of faith, summon monster I*; 2nd—*aid, cure moderate wounds* (2), *invisibility*^{*}, *silence, sound burst*; 3rd—*bestow curse* (2), *dispel magic, invisibility purge, magic circle against good*^{*}, *prayer*; 4th—*confusion*^{*}, *cure critical wounds, divine power, empowered sound burst, freedom of movement*; 5th—*dispel good*^{*}, *flame strike* (2), *empowered searing light*; 6th—, *mislead*^{*}, *summon monster VI* < 1d3 Fiendish Dire Apes>. ^{*} Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.), Summoner (Add +2 to your caster level for all Conjuraction (summoning) or Conjuraction (calling) spells.).

☛ **Professor Crelith:** Yuan-ti Pureblood Rogue 2 Assassin 4; CR 9; Medium Monstrous Humanoid; HD 4d8+6d6+30; hp 79; Init +9; Spd 30 ft.; AC 23 (+5 Dex, +1 natural, +6 armor, +1 deflection), touch 16, flat-footed 23; Base Atk/Grp: +8/+9; Atk +10 melee (1d6+2, *Backstabber*); Full Atk +10/5 melee (1d6+2, *Backstabber*); SA Spell-like abilities, sneak attack +3d6 (+4d6 with *Backstabber*), death attack (DC 15), poison use; SQ *Alternate form, darkvision* 60 ft., *detect poison*, SR 14, trapfinding, evasion, spells, +2 save against poison, uncanny dodge; AL NE; SV Fort +7, Ref +16, Will +7; Str 12, Dex 20, Con 16, Int 13, Wis 10, Cha 12.

Skills and Feats: Concentration +10, Disguise +10^{*}, Hide +22, Knowledge (History) +5, Move Silently +17, Listen +8, Spot +8; Alertness^B, Blind-fight^B, Dodge, Great Fortitude, Improved Initiative, Iron Will.

Possessions: *Backstabber* (see Appendix I), +2 mithral chain shirt, +2 amulet of health, potion of haste, potion of cure

moderate wounds, potion of barkskin +3, *ring of protection* +1, *periapt of wisdom* +2.

Spell-like Abilities: 1/day—*animal trance* (DC 12), *cause fear* (DC 12), *charm person* (DC 12), *darkness, entangle* (DC 12). Caster level 4th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Skills: * A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Spells Known (-/4/1; base DC = 11 + spell level): 1st—*disguise self, feather fall, obscuring mist, true strike*; 2nd—*alter self, invisibility, pass without trace*.

☛ **Monk Minion:** Human Monk 7; CR 7; Medium Humanoid; HD 7d8+14; hp 52; Init +2; Spd 50 ft.; AC 17 (+2 Dex, +1 class, +2 Wis, +1 armor, +1 natural), touch 15, flat-footed 15; Base Atk/Grp: +5/+10; Atk +7 melee (1d8+1, unarmed); Full Atk +6/6 melee (1d8+1, unarmed); SA Unarmed strike, flurry of blows; SQ Evasion, still mind, ki strike (magic), slow fall (30 ft.), purity of body, wholeness of body; AL LE; SV Fort +7, Ref +7, Will +7; Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +14, Hide +17, Jump +17, Listen +7, Move Silently +12, Spot +7, Tumble +13; Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Spring Attack, Weapon Focus (unarmed).

Possessions: bracers of armor +1, *potion of cure moderate wounds, cloak of elvenkind, amulet of natural armor* +1.

☛ **Fighter Minion:** Human Fighter 7; CR 7; Medium Humanoid; HD 7d10+24; hp 70; Init +1; Spd 20 ft.; AC 18 (+7 armor, +1 Dex), touch 11, flat-footed 17; Base Atk/Grp: +7/+11; Atk +13 melee (2d6+9, +1 greatsword); Full Atk +13/8 melee (2d6+9, +1 greatsword); AL NE; SV Fort +8, Ref +3, Will +3; Str 18, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +3, Ride +5, Spot +3; Blind-fight, Cleave, Great Cleave, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, +2 breastplate, potion of cure

moderate wounds.

Appendix C – APL 12

T4: Lair

➤ **Fiendish Giant Constrictor Snake:** CR 7; Huge Magical Beast (Augmented Animal, Extraplanar); HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; BAB/Grp: +8/+23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); SA Constrict 1d8+10, improved grab, smite good (1/day, +11 damage); SQ Scent, darkvision 60 ft., DR 5/magic, resistance 10 to cold and fire, SR 16; Space/Reach 25ft./10 ft.; AL NE; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (hide), Toughness.

Constrict (Ex): On a successful grapple check, a giant constrictor snake deals 1d8+10 points of damage.

T6: Inner Sanctum

➤ **Corluno Raahs:** Human Cleric 10 Contemplative 3 of Syrul; CR 13; Medium Human; HD 10d8+3d6+13; hp 78; Init +1; Spd 20 ft.; AC 20 (+8 armor, +1 deflection, +1 Dex), touch 12, flat-footed 19; Base Atk/Grp: +8/+7; Atk +9 melee (1d8, +1 spell storing heavy mace); Full Atk +9/4 melee (1d8, +1 spell storing heavy mace); SA rebuke undead; SQ divine health, slippery mind, divine wholeness; AL NE; SV Fort +10, Ref +6, Will +18; Str 9, Dex 13, Con 12, Int 11, Wis 22, Cha 10.

Skills and Feats: Bluff +16, Concentration +17, Diplomacy +18; Combat Casting, Empower Spell, Skill Focus (Bluff), Quicken Spell, Weapon Focus (mace).

Possessions: periapt of wisdom +4, +2 banded armor, +1 spell storing heavy mace (bestow curse), slippers of spiderclimbing, potion of cure moderate wounds, ring of protection +1, ring of counterspells, +2 cloak of resistance, gloves of dexterity +2.

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level): 0—detect magic, guidance (2), resistance (2); 1st—bane, bless, cure light wounds, disguise self*, divine favor, doom, shield of faith, summon monster I; 2nd—aid, cure moderate wounds (2), invisibility*, ~~silence~~, sound burst (2); 3rd—bestow curse (2), dispel magic, invisibility purge, magic circle against good*, prayer; 4th—confusion*, cure critical wounds, divine power, empowered sound burst, freedom of movement, poison (DC 22); 5th—dispel good*, flame strike (2), empowered searing light, quickened shield of faith; 6th—blade barrier, heal, mislead*, quickened silence; 7th—repulsion, summon monster VII<1d3 Xill>*. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and

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

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +11 extra damage against a good foe.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake 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.

Hide to your list of cleric class skills.), Summoner (Add +2 to your caster level for all Conjuration (summoning) or Conjuration (calling) spells.).

➤ **Professor Creolith:** Yuan-ti Pureblood Rogue 2 Assassin 6; CR 11; Medium Monstrous Humanoid; HD 4d8+8d6+36; hp 93; Init +9; Spd 30 ft.; AC 23 (+5 Dex, +1 natural, +6 armor, +1 deflection), touch 16, flat-footed 23; Base Atk/Grp: +9/+10; Atk +11 melee (1d6+2, Backstabber); Full Atk +11/6 melee (1d6+2, Backstabber); SA Spell-like abilities, sneak attack +4d6 (+5d6 with Backstabber), death attack (DC 18), poison use; SQ Alternate form, darkvision 60 ft., detect poison, SR 14, trapfinding, evasion, spells, +3 save against poison, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +10, Ref +19, Will +10; Str 12, Dex 20, Con 16, Int 14, Wis 10, Cha 12.

Skills and Feats: Concentration +10, Disguise +12*, Hide +24, Knowledge (History) +7, Move Silently +24, Listen +10, Spot +10; Alertness^B, Blind-fight^B, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility.

Possessions: Backstabber (see Appendix I), +2 mithral chain shirt, +2 amulet of health, potion of haste, potion of cure moderate wounds, potion of barkskin +3, ring of protection +1, periapt of wisdom +2, +2 cloak of resistance, boots of elvenkind.

Spell-like Abilities: 1/day—animal trance (DC 12), cause fear (DC 12), charm person (DC 12), darkness, entangle (DC 12). Caster level 4th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a polymorph spell (caster level 19th), but a

yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has

a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Skills: * A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Spells Known (-/4/4/1; base DC = 12 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*alter self*, *cat's grace*, *invisibility*, *pass without trace*; 3rd—*false life*, *magic circle against good*, *nondetection*.

☛ **Monk Minion:** Human Monk 9; CR 9; Medium Humanoid; HD 9d8+18; hp 66; Init +2; Spd 60 ft.; AC 17 (+2 Dex, +1 class, +2 Wis, +1 armor, +1 natural), touch 15, flat-footed 15; Base Atk/Grp: +6/+12; Atk +9 melee (1d10+2, unarmed); Full Atk +9/9/4 melee (1d10+2, unarmed); SA Unarmed strike, flurry of blows; SQ Evasion, still mind, ki strike (magic), slow fall (40 ft.), purity of body, wholeness of body, improved evasion; AL LE; SV Fort +8, Ref +8, Will +8; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +16, Hide +19, Jump +24, Listen +8, Move Silently +19, Spot +8, Tumble +15; Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Power Attack, Spring Attack, Weapon Focus (unarmed).

Possessions: *bracers of armor +1*, *potion of cure moderate wounds*, *cloak of elvenkind*, *amulet of natural armor +1*, *gloves of ogre strength*, *boots of elvenkind*.

☛ **Fighter Minion:** Human Fighter 9; CR 9; Medium Humanoid; HD 9d10+30; hp 88; Init +5; Spd 20 ft.; AC 19 (+7 armor, +1 Dex, +1 deflection), touch 12, flat-footed 18; Base Atk/Grp: +9/+13; Atk +16 melee (2d6+9, +1 greatsword); Full Atk +16/11 melee (2d6+9, +1 greatsword); AL NE; SV Fort +9, Ref +4, Will +4; Str 19, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +4, Ride +5, Spot +4; Blind-fight, Cleave, Great Cleave, Greater Weapon Focus (greatsword), Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, +2 breastplate, *potion of cure moderate wounds*, *ring of protection +1*.

Appendix D – APL 14

T4: Lair

➤ **Advanced Fiendish Giant Constrictor Snake:** CR 8; Huge Magical Beast (Augmented Animal, Extraplanar); HD 14d8+17; hp 81; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; BAB/Grp: +10/+26; Atk +16 melee (1d8+11, bite); Full Atk +16 melee (1d8+11, bite); SA Constrict 1d8+11, improved grab, smite good (1/day, +14 damage); SQ Scent, darkvision 60 ft., DR 10/magic, resistance 10 to cold and fire, SR 16; Space/Reach 25ft./10 ft.; AL NE; SV Fort +10, Ref +12, Will +5; Str 26, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +18, Hide +11, Listen +10, Spot +10, Swim +17; Alertness, Die Hard, Endurance, Skill Focus (hide), Toughness.

Constrict (Ex): On a successful grapple check, a giant constrictor snake deals 1d8+11 points of damage.

T6: Inner Sanctum

➤ **Corluno Raahs:** Human Cleric 10 Contemplative 5 of Syrul; CR 15; Medium Human; HD 10d8+5d6+15; hp 88; Init +1; Spd 20 ft.; AC 21 (+8 armor, +2 deflection, +1 Dex), touch 13, flat-footed 20; Base Atk/Grp: +9/+8; Atk +10 melee (1d8, +1 spell storing heavy mace); Full Atk +10/5 melee (1d8, +1 spell storing heavy mace); SA rebuke undead; SQ divine health, slippery mind, divine wholeness, divine body; AL NE; SV Fort +11, Ref +9, Will +20; Str 9, Dex 13, Con 12, Int 11, Wis 22, Cha 10.

Skills and Feats: Bluff +16, Concentration +19, Diplomacy +20; Combat Casting, Empower Spell, Lightning Reflexes, Skill Focus (Bluff), Quicken Spell, Weapon Focus (mace).

Possessions: periapt of wisdom +4, +2 banded armor, +1 spell storing heavy mace (bestow curse), slippers of spiderclimbing, potion of cure moderate wounds, ring of protection +2, ring of counterspells, +3 cloak of resistance, gloves of dexterity +2.

Spells Prepared (6/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 16 + spell level): 0—*detect magic, guidance* (2), *resistance* (2); 1st—*bane, bless, cure light wounds, disguise self⁶, divine favor, doom, shield of faith, summon monster I*; 2nd—*aid, cure moderate wounds* (2), *invisibility⁶, silence, sound burst* (2); 3rd—*bestow curse* (2), *dispel magic, invisibility purge, magic circle against good⁶, prayer, summon monster III*; 4th—*confusion⁶, cure critical wounds, divine power, empowered sound burst, freedom of movement, poison* (DC 23); 5th—*dispel good⁶, flame strike* (2), *empowered searing light, quickened shield of*

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

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +14 extra damage against a good foe.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake 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.

faith, summon monster V; 6th—*blade barrier, empowered poison* (DC 23) *heal, mislead⁶, quickened silence*; 7th—*empowered flame strike, repulsion, summon monster VII<1d3 Xill>⁶*; 8th—*greater spell immunity, unholy aura⁶*.
* Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.), Summoner (Add +2 to your caster level for all Conjuraction (summoning) or Conjuraction (calling) spells.).

➤ **Professor Creolith:** Yuan-ti Pureblood Rogue 2 Assassin 8; CR 13; Medium Monstrous Humanoid; HD 4d8+10d6+42; hp 111; Init +9; Spd 30 ft.; AC 25 (+5 Dex, +1 natural, +7 armor, +2 deflection), touch 17, flat-footed 25; Base Atk/Grp: +11/+12; Atk +13 melee (1d6+2, *Backstabber*); Full Atk +13/8/3 melee (1d6+2, *Backstabber*); SA Spell-like abilities, sneak attack +5d6 (+6d6 with *Backstabber*), death attack (DC 20), poison use; SQ *Alternate form*, darkvision 60 ft., *detect poison*, SR 14, trapfinding, evasion, spells, +4 save against poison, uncanny dodge, improved uncanny dodge, hide in plain sight; AL NE; SV Fort +11, Ref +21, Will +11; Str 12, Dex 20, Con 16, Int 14, Wis 10, Cha 12.

Skills and Feats: Concentration +10, Disguise +14*, Hide +26, Knowledge (History) +8, Move Silently +26, Listen +12, Spot +12; Alertness^B, Blind-fight^B, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility.

Possessions: *Backstabber* (see Appendix I), +3 mithral chain shirt, +2 amulet of health, potion of haste, potion of cure moderate wounds, potion of barkskin +3, ring of protection +2, periapt of wisdom +2, +3 cloak of resistance, boots of elvenkind.

Spell-like Abilities: 1/day—*animal trance* (DC 12), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Skills: * A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Spells Known (-/4/4/3/1; base DC = 12 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*alter self*, *cat's grace*, *illusory script*, *pass without trace*; 3rd—*deeper darkness*, *false life*, *magic circle against good*, *nondetection*; 4th—*freedom of movement*, *glibness*, *greater invisibility*, *modify memory*.

☛ **Monk Minion:** Human Monk 11; CR 11; Medium Humanoid; HD 11d8+22; hp 80; Init +2; Spd 60 ft.; AC 21 (+2 Dex, +2 class, +2 Wis, +2 armor, +1 natural, +2 deflection), touch 18, flat-footed 19; Base Atk/Grp: +8/+14; Atk +11 melee (1d10+2, unarmed); Full Atk +11/11/11/6 melee (1d10+2, unarmed); SA Unarmed strike, flurry of blows; SQ Evasion, still mind, ki strike (magic, lawful), slow fall (50 ft.), purity of body, wholeness of body, improved evasion, diamond body (SR 21); AL LE; SV Fort +9, Ref +9, Will +9; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +18, Hide +21, Jump +26, Listen +9, Move Silently +20, Spot +9, Tumble +17; Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Power Attack, Spring Attack, Weapon Focus (unarmed).

Possessions: bracers of armor +2, potion of cure moderate wounds, cloak of elvenkind, amulet of natural armor +1, gloves of ogre strength, boots of elvenkind, ring of protection +2.

☛ **Fighter Minion:** Human Fighter 11; CR 11; Medium Humanoid; HD 11d10+36; hp 106; Init +5; Spd 20 ft.; AC 20 (+7 armor, +1 Dex, +2 deflection), touch 13, flat-footed 19; Base Atk/Grp: +11/+15; Atk +19 melee (2d6+10, 17-20/x2, +2 greatsword); Full Atk +19/14/9 melee (2d6+10, 17-20/x2, +2 greatsword); AL NE; SV Fort +10, Ref +4, Will +4; Str 19, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Bluff +5, Ride +5, Spot +5; Blindfight, Cleave, Great Cleave, Greater Weapon Focus

(greatsword), Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 greatsword, +2 breastplate, potion of cure moderate wounds, ring of protection +2.

Appendix E – APL 16

T4: Lair

➤ **Fiendish Giant Constrictor Snake:** CR 7; Huge Magical Beast (Augmented Animal, Extraplanar); HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; BAB/Grp: +8/+23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); SA Constrict 1d8+10, improved grab, smite good (1/day, +11 damage); SQ Scent, darkvision 60 ft., DR 5/magic, resistance 10 to cold and fire, SR 16; Space/Reach 25ft./10 ft.; AL NE; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (hide), Toughness.

Constrict (Ex): On a successful grapple check, a giant constrictor snake deals 1d8+10 points of damage.

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

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +11 extra damage against a good foe.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake 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.

T6: Inner Sanctum

➤ **Corluno Raahs:** Human Cleric 10 Contemplative 7 of Syrul; CR 17; Medium Human; HD 10d8+7d6+17; hp 98; Init +2; Spd 20 ft.; AC 22 (+8 armor, +3 deflection, +1 Dex), touch 14, flat-footed 21; Base Atk/Grp: +10/+9; Atk +11 melee (1d8, +1 spell storing heavy mace); Full Atk +11/6 melee (1d8, +1 spell storing heavy mace); SA rebuke undead; SQ divine health, slippery mind, divine wholeness, divine body; AL NE; SV Fort +12, Ref +11, Will +22; Str 9, Dex 14, Con 12, Int 11, Wis 24, Cha 10.

Skills and Feats: Bluff +16, Concentration +21, Diplomacy +22; Combat Casting, Empower Spell,

➤ **Advanced Fiendish Giant Constrictor Snake:** CR 8; Huge Magical Beast (Augmented Animal, Extraplanar); HD 14d8+17; hp 81; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; BAB/Grp: +10/+26; Atk +16 melee (1d8+11, bite); Full Atk +16 melee (1d8+11, bite); SA Constrict 1d8+11, improved grab, smite good (1/day, +14 damage); SQ Scent, darkvision 60 ft., DR 10/magic, resistance 10 to cold and fire, SR 16; Space/Reach 25ft./10 ft.; AL NE; SV Fort +10, Ref +12, Will +5; Str 26, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +18, Hide +11, Listen +10, Spot +10, Swim +17; Alertness, Die Hard, Endurance, Skill Focus (hide), Toughness.

Constrict (Ex): On a successful grapple check, a giant constrictor snake deals 1d8+11 points of damage.

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

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +14 extra damage against a good foe.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake 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.

Lightning Reflexes, Skill Focus (Bluff), Quicken Spell, Weapon Focus (mace).

Possessions: periapt of wisdom +6, +2 banded armor, +1 spell storing heavy mace (bestow curse), slippers of spiderclimbing, potion of cure moderate wounds, ring of protection +3, ring of counterspells, +3 cloak of resistance, gloves of dexterity +2.

Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 17 + spell level): 0—detect magic, guidance (2), resistance (2); 1st—bane, bless, cure light wounds, disguise self*, divine favor, doom, shield of faith, summon monster I; 2nd—aid, cure moderate wounds (2), invisibility*, silence, sound burst (2), summon monster II; 3rd—bestow curse (2), dispel magic (2), invisibility purge, magic circle against good*, prayer, summon monster III;

4th—*confusion**, *cure critical wounds*, *divine power*, *empowered sound burst*, *freedom of movement*, *poison* (DC 23), *summon monster* IV; 5th—*dispel good**, *flame strike* (2), *empowered searing light*, *quicken shield of faith*, *summon monster* V; 6th—*blade barrier* (2), *empowered poison* (DC 23) *heal*, *mislead**, *quicken silence*; 7th—*blasphemy**, *empowered flame strike*, *quicken bestow curse*, *quicken prayer*, *repulsion*; 8th—*greater spell immunity*, *summon monster* VIII<1d3 Fiendish girallon>, *unholy aura**; 9th—*energy drain*, *time stop**. * Domain spell.

Deity: Syrul; **Domains:** Evil (You cast evil spells at +1 caster level.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.), Summoner (Add +2 to your caster level for all Conjuraton (summoning) or Conjuraton (calling) spells.).

☛ **Professor Creolith:** Yuan-ti Pureblood Rogue 2 Assassin 10; CR 13; Medium Monstrous Humanoid; HD 4d8+12d6+46; hp 125; Init +9; Spd 30 ft.; AC 27 (+5 Dex, +1 natural, +8 armor, +3 deflection), touch 18, flat-footed 27; Base Atk/Grp: +12/+13; Atk +14 melee (1d6+2, *Backstabber*); Full Atk +14/9/4 melee (1d6+2, *Backstabber*); SA Spell-like abilities, sneak attack +6d6 (+7d6 with *Backstabber*), death attack (DC 22), poison use; SQ *Alternate form*, *darkvision* 60 ft., *detect poison*, SR 14, *trapfinding*, *evasion*, spells, +5 save against poison, *uncanny dodge*, *improved uncanny dodge*, *hide in plain sight*; AL NE; SV Fort +12, Ref +22, Will +13; Str 13, Dex 20, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Concentration +10, Disguise +16*, Hide +28, Knowledge (History) +9, Move Silently +28, Listen +15, Spot +15; Alertness^B, Blind-fight^B, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spring Attack.

Possessions: *Backstabber* (see Appendix 1), +4 *mithral chain shirt*, +2 *amulet of health*, *potion of haste*, *potion of cure moderate wounds*, *potion of barkskin* +3, *ring of protection* +3, *periapt of wisdom* +4, +3 *cloak of resistance*, *boots of elvenkind*.

Spell-like Abilities: 1/day—*animal trance* (DC 12), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The save DC's are Charisma-based.

Alternate Form (Sp): All yuan-ti can assume the form of a Tiny to Large viper (see Snake entry, *Monster Manual* page 280) as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but a yuan-ti does not regain hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Detect Poison (Sp): All yuan-ti have the psionic ability to *detect poison* as the spell (caster level 6th).

Skills: * A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Spells Known (-/4/4/3/3; base DC = 12 + spell level): 1st—*disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd—*alter self*, *cat's grace*, *illusory script*, *pass without trace*; 3rd—*deeper darkness*, *false life*, *magic circle against good*, *nondetection*; 4th—*dimension door*, *freedom of movement*, *glibness*, *greater invisibility*, *modify memory*.

☛ **Monk Minion:** Human Monk 13; CR 13; Medium Humanoid; HD 13d8+26; hp 94; Init +6; Spd 70 ft.; AC 24 (+2 Dex, +2 class, +2 Wis, +4 armor, +1 natural, +3 deflection), touch 19, flat-footed 22; Base Atk/Grp: +9/+16; Atk +13 melee (2d6+3, unarmed); Full Atk +13/13/13/8 melee (2d6+3, unarmed); SA Unarmed strike, *flurry of blows*; SQ *Evasion*, *still mind*, *ki strike* (magic, lawful), *slow fall* (60 ft.), *purity of body*, *wholeness of body*, *improved evasion*, *diamond body* (SR 21), *abundant step*, *diamond soul*; AL LE; SV Fort +10, Ref +10, Will +10; Str 16, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +18, Hide +21, Jump +31, Listen +9, Move Silently +20, Spot +9, Tumble +17; Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (unarmed).

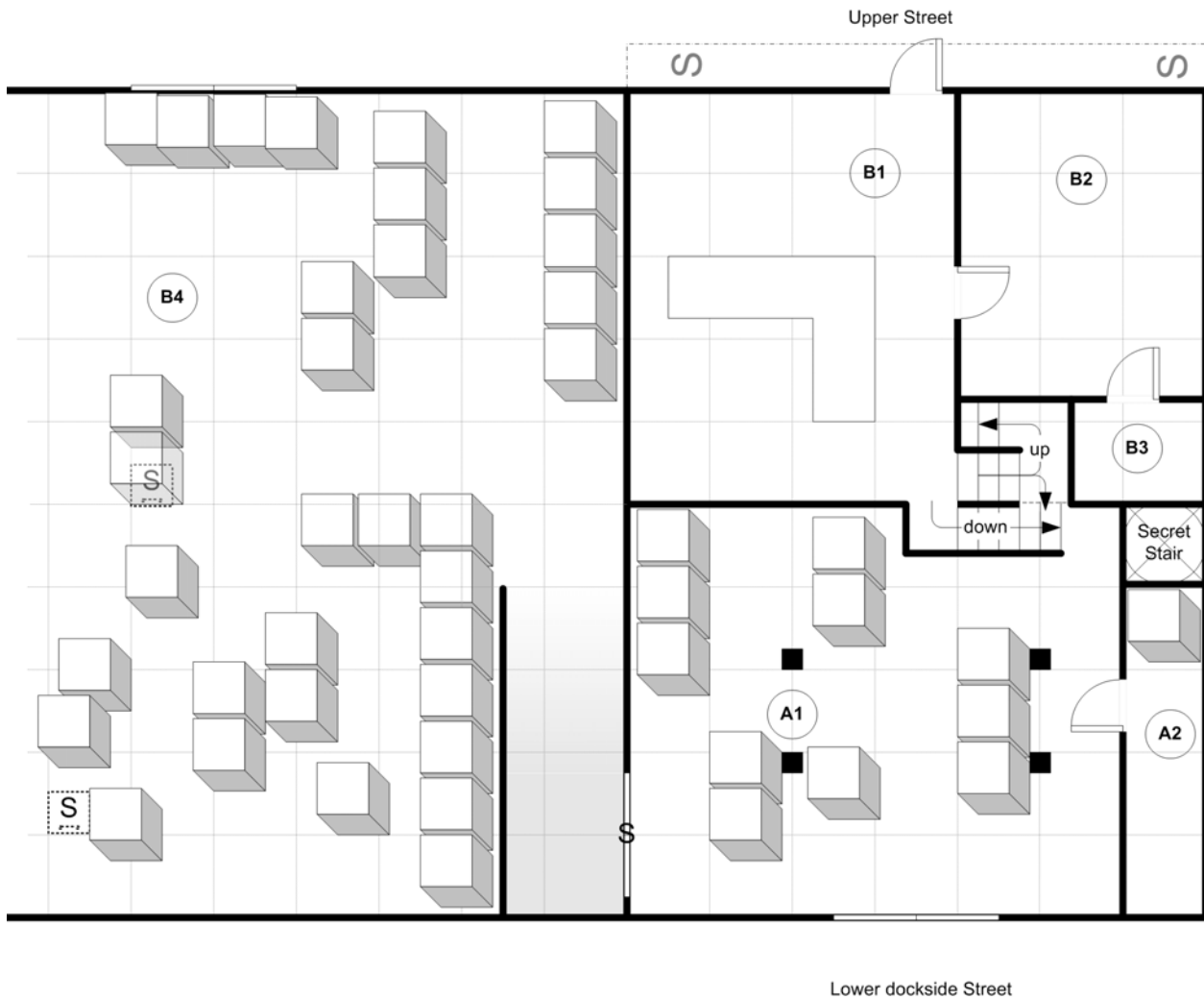
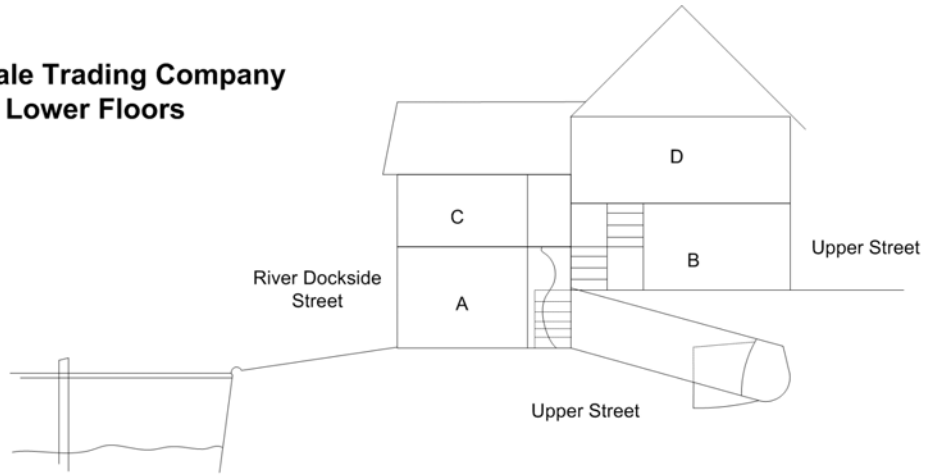
Possessions: *bracers of armor* +4, *potion of cure moderate wounds*, *cloak of elvenkind*, *amulet of natural armor* +1, *gloves of ogre strength*, *boots of elvenkind*, *ring of protection* +3.

☛ **Fighter Minion:** Human Fighter 13; CR 13; Medium Humanoid; HD 13d10+42; hp 124; Init +5; Spd 20 ft.; AC 21 (+7 armor, +1 Dex, +3 deflection), touch 14, flat-footed 20; Base Atk/Grp: +13/+18; Atk +23 melee (2d6+14, 17-20/x2, +3 *greatsword*); Full Atk +23/18/13 melee (2d6+14, 17-20/x2, +3 *greatsword*); AL NE; SV Fort +14, Ref +8, Will +8; Str 20, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

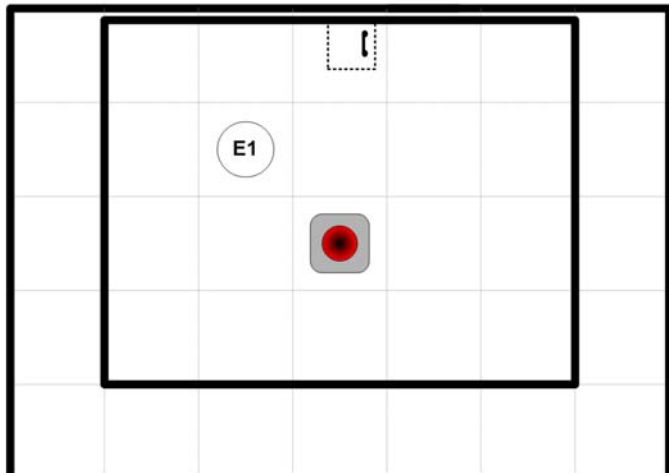
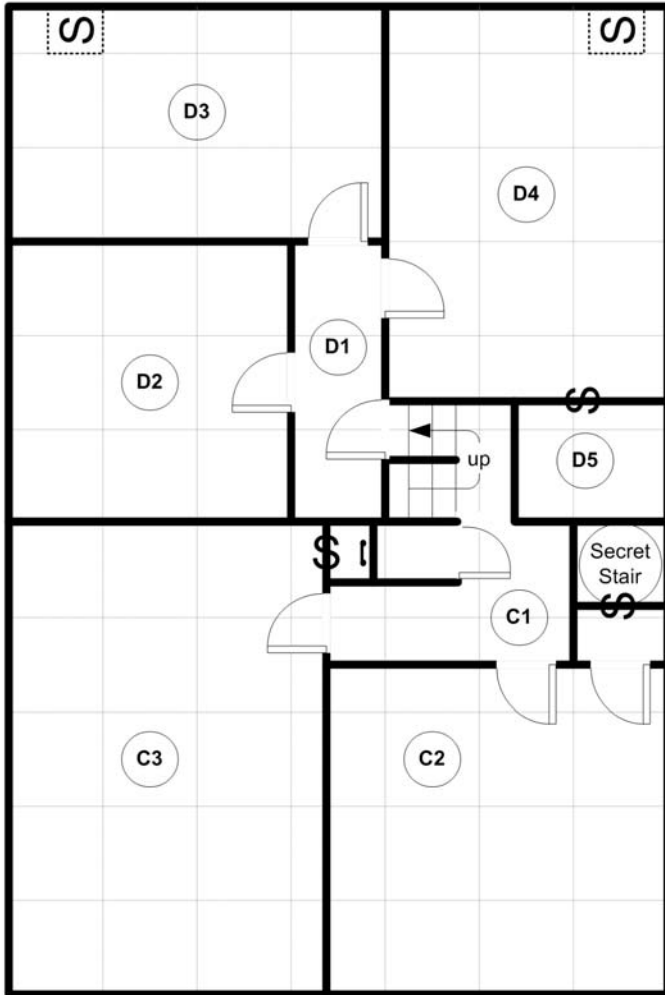
Skills and Feats: Bluff +6, Ride +5, Spot +6; Blind-fight, Cleave, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Run, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +3 *greatsword*, +2 *breastplate*, *potion of cure moderate wounds*, *ring of protection* +3, *cloak of resistance* +3.

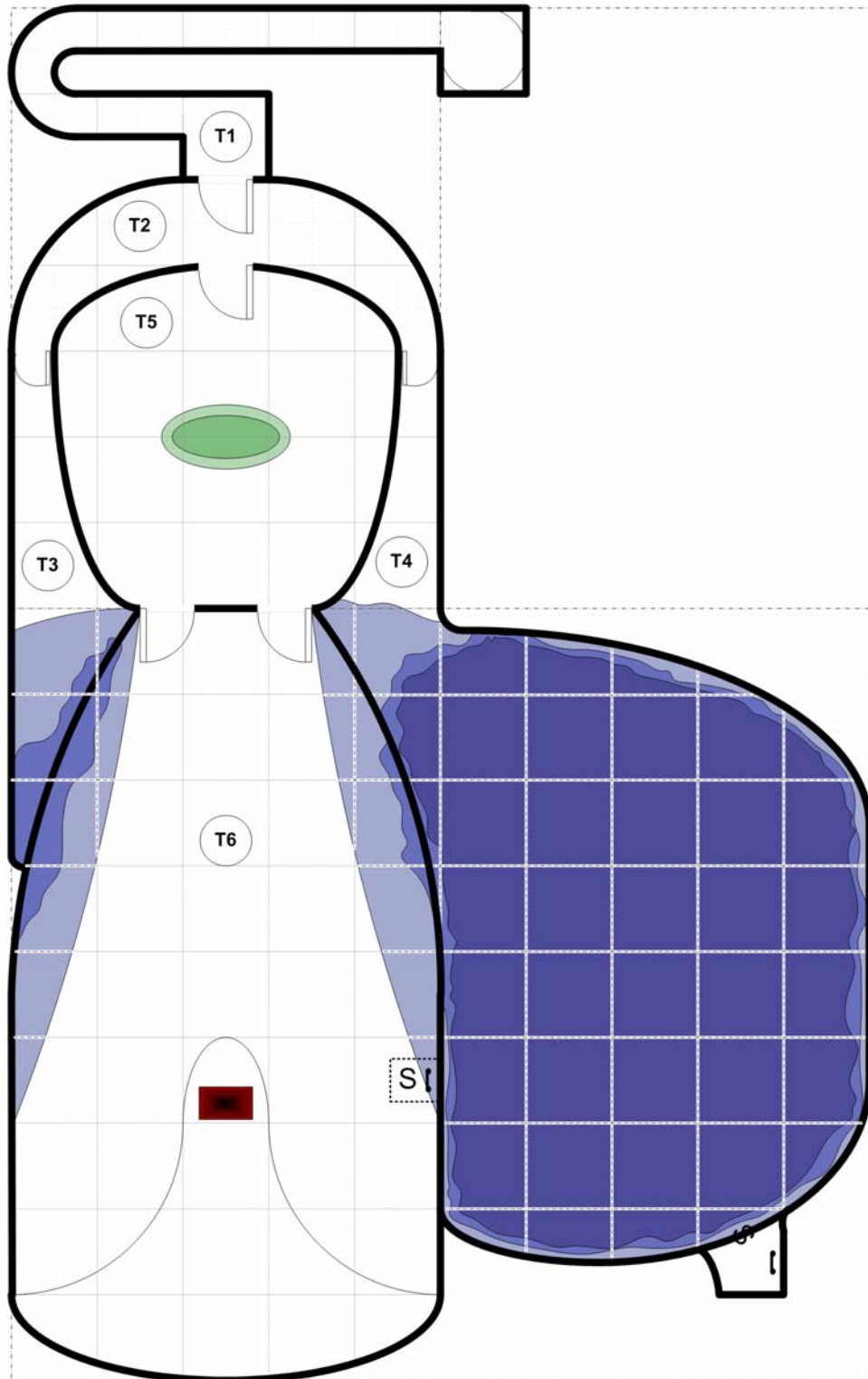
Green Scale Trading Company
— Lower Floors



Green Scale Trading Company
— Upper Floors



Temple to Syrul - Rel Mord



Appendix I – New Rules Items

Backstabber

This +1 rapier grants a +5 competence bonus to Hide checks when being carried. It also adds additional +1d6 damage when its wielder is performing a sneak attack.

If two pieces of the Regalia of Syrul are present then the weapon also afflicts, twice per day, someone that it strikes with the silence spell as cast by a 15th level wizard (save DC 14).

If all three pieces of the Regalia of Syrul are present then whenever the weapon strikes an opponent with a critical hit there is a 50% chance that the opponent is targeted with a blindness/deafness spell as cast by a 15th level wizard (save DC 13). (Weak Transmutation, Moderate Illusion, Moderate Necromancy)

Prerequisites: Caster Level 15th, Craft Magic Arms and Armor, creator must have the Sneak Attack class ability, silence, blindness/deafness; Market Price 25,000 gp

Critical Events Summary:

If you are running this adventure during October 2004, then fill out this summary and turn it in to your event coordinator, who should mail it to:

Syrul's Slander Results

c/o James Zwiers

4169 Palamos St.

Victoria, BC, Canada

V8N 5V8

1. Was the Idol of Syrul destroyed?
 2. How?
 3. Did the PCs hunt down and kill X?
 4. Other Notes:
-