

PAL4-04

Leap of Faith

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Regional Adventure

Version 1.0

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Another evening in the Pious Pilgrim brings rumors and a promise of adventure. A great evil could be defeated with an artifact lost to history. Will you take the leap of faith and follow the divine inspiration of a young brother of the Arcanist Guild into the dangerous Rakers? An adventure for APL 4-12.

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 record-keeping 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 judge), 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 judge) 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 judge 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 bold italics. 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 judge fill out the RPGA Tracking Sheet. The judge 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 three 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this

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

scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy day. Otherwise the die result indicates the number of days until the next Pholtan Holy day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC Character if his or her rank in the Church of the One True Path is at least Prior and the judge believes that there is time available.

Adventure Background

About two hundred years ago, a priest of Pholtus named Galen Everbright discovered a powerful rod, capable of dominating demons. Wielding the *demongrasp rod*, he and other priests of Pholtus defeated a demon attack upon the Pale. With the threat defeated, others tried to claim the rod. They discovered there was no good in this rod; while they used the rod to oppose the fiends, others could use this rod to control fiends to aid in their own malicious plans. They surmised this item was a tool in the great wars of the Abyss.

Everbright knew the continued presence of the *demongrasp rod* in Wintershiven would bring nothing but chaos and destruction from those forces intent on controlling the item. Thus, a plan was hatched whereby the rod would be buried and lost to time; its existence forgotten to all but a few powerful clergy of Pholtus. Several Pholtan clerics and wizards entered a natural cavern system deep under the Rakers, magically fashioning a prison out of the deep stone, hundreds of feet below the surface. The *demongrasp rod* was placed within a force field where no mortal means could detect it, a *miracle* granted by Pholtus. Knowing one day the item may be needed again by the servants of Pholtus to defeat a great evil, a method was left to recover the rod. This force field could only be dispelled by the power of Pholtus (positive energy) channeled as the noonday sun shone upon it. They used *stone shape* to close off the one natural entrance to the prison, leaving it a lightless, impenetrable tomb.

To leave, the clergy created a levitation device, which when activated returned them to the surface through a temporary hole in the rock. They sealed in a rogue/shadowdancer when they left, who had hidden while the construction was being done, seeking to steal the rod after the clergy left. He failed to do so and was unable to figure out how to leave the complex. He died and remained to haunt the prison.

In time, all knowledge of the *demongrasp rod* and the prison was inadvertently lost to the Church of the One True Path. It would have remained lost had a wizard named Terranis Whitefire not researched the matter in the Lost Library four years ago. Learning about the prison, he tried and failed to *teleport* into the chamber holding the rod and the force field protecting it. Instead, he scried the area, finding an underground area where his divinations could not reach. After first boring a hole through the rock, to allow his *arcane eye* to work, he fashioned a shaft straight down into the complex. He figured out sunlight needed to shine on the force field. However, when he found that wasn't enough, the overconfident wizard attempted to dispel the force field the way he would dispel a *wall of force*, with a *disintegrate* spell. Unfortunately, this force field reflected any magic cast upon it, and he did not have the fortitude to withstand his own spell.

About a year later, adventurers journeying into the Rakers noticed a quarterstaff-wielding barbarian contemplating suicide by jumping into a seemingly bottomless hole. Now, this hole will be investigated further.

At least one other person has learned what Terranis Whitefire discovered in the Lost Library, an acolyte of the skin named Ramanov Destar. A man who has dedicated his life in the pursuit of demonic power, he one day received word from an ally, who had overheard what Terranis had discovered. More research brought Ramanov to the Lost Library and the tome Terranis discovered. However, it wasn't until hearing about adventurers' discovery of a hole in the Rakers that Ramanov figured out this location was a possible resting place for the *demongrasp rod*.

Ramanov Destar and a rogue companion tried to descend into the hole, but found evil creatures were prevented from entering the prison. Thus, he has decided to dupe a member of the Arcanist Guild into aiding him, a man he had once met in the course of his wizardly studies. He sent a *dream* (via a scroll) to the young wizard Devin Evenstar, appearing as a servitor of Pholtus, commanding any who would seek to save the clergy from future demon attacks to take a leap of faith. This brings Devin to the Pious Pilgrim in Rakervale, looking for adventurers.

Adventure Summary

Introduction: The PCs are spending an evening at the Pious Pilgrim in Rakervale for their own reasons.

Encounter One: The young wizard Devin recruits the PCs to recover the *demongrasp rod* for him. It will be a 25-mile journey from Rakervale to reach the hole.

Encounter Two: After 14 miles, the PCs are attacked by a group of quasits, servants of Ramanov Destar. The quasits attack in their alternate wolverine forms. They are testing the party as much as guarding, and one tries to escape to warn its master Ramanov.

Encounter Three: The PCs reach the hole and take the "leap of faith", landing safely 500 feet down in a mass of webs.

Encounter Four: The PCs explore the upper level of the complex. The remains of the rogue/shadowdancer are in one of the chambers.

Encounter Five: The PCs explore the lower level of the complex and figure out how to deactivate the force field around the rod. It requires sunlight (shining down the hole and reflecting off a mirror) and positive energy (from any of various sources). A four-part word puzzle activates the *levitation* effect to return the PCs to the surface. The four words are anagrams of each other (GLEAN, ANGEL, ANGLE, GALEN).

Encounter Six: The ghost of the trapped rogue/shadowdancer still lurks in its prison and attacks the PCs if they come into its cavern.

Encounter Seven: Back on the surface, Ramanov Destar and his half-orc henchman, Koris, attack the party to take the *demongrasp rod* for themselves. Some groups of PCs might avoid these two villains through fortunate timing.

Conclusion: The PCs return to Rakervale and hand over the rod to the Arcanist Guild, to win the favor of the Guild and of the Church.

Preparation for Play

There are three encounters in this scenario that will require spot checks on the part of the party. Judges may want to have the players pre-roll these Spot checks to avoid giving them warning when it is time for the Spot checks. This would be for the following:

- Noticing the “wolverines” in Encounter Two
- Noticing the ghost in Encounter Six
- Noticing the approach of the opponents in Encounter Seven or even the invisible Koris in the same encounter

Judges may also want to have players pre-roll a Listen check in preparation for the events of Encounter Two.

Lastly, there is a secret door in the cavern complex of this scenario and so judges may wish to have elves pre-roll their Spot checks for secret doors so as to not give away the secret.

It is left to the individual judge's discretion as to whether or not to actually have players pre-roll these items.

Introduction

The Pious Pilgrim in Rakervale is famous throughout the Pale for its devotion to Pholtus. The four walls in the common room are decorated to reflect each of the four domains of Pholtus. The eastern wall is covered with paintings of the sun enchanted to give off magical light, providing a warm luminous light even on the darkest of nights. The south wall, which faces Ogburg, represents knowledge and is covered with shelves from floor to ceiling and completely filled with books. The bar is actually on the “good” wall, where the cheerful innkeeper provides hearty food and drinks that are “good for what ails you.” The fourth wall, representing law, holds the main entrance and a crackling fire keeping the whole room comfortably warm.

The PCs may arrive together if they know each other, or separately if so desired.

Encounter One: An Evening at the Pious Pilgrim

See DM's Aid #1 for rumors PCs may overhear while in the tavern.

Devin enters, looking for the largest group of adventuring types, most likely some or all of the PCs.

Just after a pale half-elf exits the tavern, the door opens again, admitting a young Oeridian man. This tall man holds a thick fur coat tight around himself, yet still shivers. He notices an open window and hurriedly shuts it, muttering something about the kind of person who would open a window in this weather. He goes to the fire, finally taking off his coat, revealing a red robe with the symbol of the Arcanist Guild. He scans the crowd and sets his gaze on you. “Good evening to you,” he says, approaching. “I am Devin Evenstar, Brother of the Arcanist Guild. May I sit down? No, better yet, would you join me by this fire until I warm up? You might be interested in what I have to talk about, and it’s something unusual. Believe me, it is!”

Allow the players to accept, and perhaps invite other PCs to join them. Devin will identify other adventurers and invite them over.

“I come here because... well, first of all to warm up by the roaring fire, but also because of some business, some Arcanist Guild business, and I think you can help. There’s this matter, mostly rumor really, that has been of some interest to the Guild, about an item reportedly buried in the Rakers. Now here’s the strange thing. Last night, for some reason, I was gifted by a dream, a vision. A servitor of Pholtus came to me in my dreams, revealing this very same secret item buried in the Rakers. His message revealed a grave danger for the Pale, and that this item was the key to end the danger. Now, why I received this message, I can’t say; I’m hardly the most devout person. Are you willing to hear more?”

Hopefully, the PCs answer affirmatively. If they don’t, Devin will keep talking anyway.

“This buried item I was talking about? It’s strange, but there’s almost nothing written about it in our records, or in the Church records either. All information points to it being a powerful item though, a rod capable of controlling demons. Do you remember hearing about that demon army whose invasion was narrowly averted not too long ago? I do.”

Devin is referring to the plot of PAL2-01 “Drawing from Life”. He continues:

“Now, having this dream at this time leads me to think we cannot wait to recover the rod.

Unfortunately, my days are being spent on a lengthy ritual with several other Brothers of the Guild and without the fire energy I am contributing the ritual will be ruined. Would you be willing to travel into the Rakers and recover this rod?"

Development:

If asked, Devin can reveal the following additional information:

- Within the Rakers is a hole, opening into a shaft with no end. That is your destination.
- In my vision, Pholtus commanded me to take a leap of faith into this hole.
- I have talked to my superiors in the Guild, but they are in the same situation, unable to act right now. This dream makes me believe time is of the essence.
- Devin is not entirely convinced his vision was from a servant of Pholtus, but it makes him interested in pursuing this mission.

If the PCs refuse Devin's offer, then the scenario ends here before it ever begins.

If the PCs use their own divinations to determine whether they should undertake this mission, allow a vaguely positive response, such as "Chaos and evil set snares along the path, but the true Light shines even in deepest darkness". You can drop hints about the deception here, but somehow all falls into place in the grand plan of Pholtus. Powerful divinations reveal a servant of Pholtus did not send the dream, but good may still come of this quest.

🐉 **Devin Evenstar:** Male human Wiz3. AL LG. See Appendix I.

- **Personality:** Devin is a friendly man, unusually outgoing and personable for a wizard. He has an active mind, constantly bouncing from one thought to another, and reflects that trait in his speech. He is honest and open in his speech.
- **Description:** Devin is a young Oeridian wizard, about 6'2" tall. He wears a red robe with the insignia of the Arcanist Guild, and is wrapped in a heavy fur coat on this cold evening.
- **Motivation:** Devin wants to learn the truth behind his recent mysterious vision, and he thinks adventurers would be better suited than he for a trip into the Rakers.

Encounter Two: When Wolverines Attack

Note: It is 25 miles to the mysterious hole in the ground. Calculate the speed at which the party will be traveling, based on the slowest PC in the party. A party with no one

moving slower than 30 feet can travel 12 miles a day. If 20 feet is the base movement, the party can travel 8 miles per day. If 15 feet is the base movement, the party can travel 6 miles per day.

It is early morning as you depart the Pious Pilgrim. Before long, the relative civilization of Rakervale has passed, and the untamed mountains surround you. The mountain air is crisp this fall day. The sky is clear, and the sounds of birds carry on the light breeze. Snow has not yet fallen at this altitude, but the weather could take a turn for the worse at any time.

Fourteen miles into the journey, the party encounters what appears to be a wolverine. There are four of these creatures, which are actually quasits, fiendish allies of Ramanov Destar. They are tasked with patrolling the area and fighting any who dare trespass. Ramanov Destar is using the quasits to weaken the PCs and gain an idea of their abilities.

This attack occurs around mid-morning on the second day, if the party's speed is 30 feet; late afternoon on the second day, if the party's speed is 20 feet; or late morning on the third day, if the party's speed is 15 feet.

APL 4 (EL 6)

🐉 "Wolverines" (Quasits) (4): hp 13, 13, 13, 13; see Appendix I.

APL 6 (EL 8)

🐉 "Wolverines" (Quasits) (4): hp 20, 20, 20, 20; see Appendix I.

APL 8 (EL 10)

🐉 "Wolverines" (Quasits) (4): hp 28, 28, 28, 28; see Appendix I.

APL 10 (EL 12)

🐉 "Wolverines" (Quasits) (4): hp 36, 36, 36, 36; see Appendix I.

APL 12 (EL 14)

🐉 "Wolverines" (Quasits) (4): hp 44, 44, 44, 44; see Appendix I.

Setup: One of the four quasits scouts the trail the PCs follow, invisible in raven form. When he finds the PCs, he flies to alert his companions. At APL 6+, they cast *mage armor* 30 minutes before the party is expected to arrive. If the party is unexpectedly delayed, this spell may have expired; the quasits will recast the spell.

The ambush site should include the narrow trail, a copse of pine trees ahead, boulders, hardy undergrowth, and other terrain features of your choosing. Consider this to be medium forest terrain.

When the party reaches the ambush site, ask for a Spot check. One of the quasit "wolverines" is simply

hiding (DC 20, plus a Hide skill modifier depending on the APL), and the other three are in the open, but invisible and still (DC 40 to spot). The invisible "wolverines" first roll to spot the party (likely DC 20 or 18) at 100 feet, and automatically notice the party at 50 feet unless the party is taking the proper precautions in order to avoid being spotted; in this cases make opposed Hide and Spot checks. Remember the -1 penalty per 10 feet to Spot checks.

When the party is spotted (assumed to be at 50 feet), one of the three invisible "wolverines" growls, as does the visible one, and the visible "wolverine" steps out from behind its location. A Listen check (DC 35) can be made to notice there are actually two growls. It is time for initiative.

A growl comes from a copse of pine trees ahead. A ferocious wolverine steps forward, pawing the ground, looking directly at you. The fur on its back is raised as it growls louder.

Tactics: The three invisible quasits wait until the visible quasit has attacked, moving in to flank PCs where possible. The quasits gang up on weaker looking party members.

Quasits in their natural form have no reach and cannot threaten for a flank.

Remember quasits lose their poison attack when in an alternate form.

At least one of the quasits will attempt to flee. If he succeeds, information about the PCs and their abilities will be communicated to Ramanov Destar.

Development: The quasits can be tracked (DC 15) back to their hiding place in the trees, but the track ends with the wolverine prints mixing with those of ravens and quasits. [Survival or Knowledge (nature) (DC 15) to recognize raven tracks; Knowledge (the planes) (DC 20) to recognize quasit tracks.]

The PCs continue another 11 miles before reaching the hole in Encounter Three.

Encounter Three: A Leap of Faith

An amount of time passes, depending on the speed at which the party travels. It is either a day, if the party moves at Speed 30; a day and a half, if the party moves at Speed 20; or two days, if the party moves at Speed 15. In the middle case, it is late afternoon; otherwise, it is early morning.

Another (day, two days, or a day and a half depending on movement speeds) of travel pass(es). Other than a few rabbits and squirrels, and the occasional jay, you see little movement. With Pholtus's light [rising in the east] [setting in the west], you figure you are near your destination. The

terrain levels out, and you find yourself standing near the top of a large flattened dome of granite. The wind blows a few fallen pine needles around a large circular hole. Then, the wind dies, leaving the area perfectly silent.

(For PCs who played PAL1-02 "Absence of Law")

Despite the time that has passed, this mysterious hole appears unaffected by the passing of time.

The hole is exactly ten feet in diameter, perfectly circular with no chips or rough edges. If a torch is dropped down the hole, it disappears from sight without hitting anything. If a PC investigates using fly or similar magic, they discover the hole descends 500 feet into the ground, before becoming blocked by webs.

The story of the Brother of the Arcanist Guild comes to mind. Was it truly divine inspiration that suggested one should jump down into this bottomless hole? It gapes back silently, no answer to your doubts.

Anyone jumping falls a very long distance, 500 feet, and lands in magical, sticky webs, taking no damage from the fall. They can shout out to companions from where they rest. In open ground, it would be difficult to hear them (-50 to Listen checks due to distance), but there's nowhere but up for the sound to go, so PCs at the top should be able to hear faintly.

Development: Given time, PCs should be able to free themselves from the web. Any webs destroyed regenerate after 10 minutes. Proceed to Encounter Four.

Encounter Four: The Caverns

This encounter covers the three areas of the upper level of the complex. Refer to the DM's Map.

For escape to the north (Area A or B), read the following:

Finally pulling yourselves free of the sticky webs, you find yourselves in a natural cavern system. The web-filled passage you were in branches into passages to the north and west, varying in width between five and ten feet. The cavern is deathly silent. Nothing stirs.

For escape to the south (Area C), read the following:

Finally pulling yourselves free of the sticky webs, you find yourselves in a natural passage that curves to the west. The cavern is deathly silent. Nothing stirs.

The cavern is free of dust. The effects of the guards and wards spell have cleaned it. Stonecunning or similar knowledge reveals it to be a natural cavern.

Area A: North Branch

The cavern doesn't extend much further north, ending in a featureless alcove. However, a crude staircase has been carved into the floor, extending downward into darkness.

Area B: East Branch

The narrow passage opens into a small cavern with an uneven floor. A number of brown blocks, each about the size of a small chest, are stacked here.

There are 26 blocks. Further investigation reveals these blocks to be blocks of clay, long dried by the passing of time. Any spellcaster who can cast *stone shape* recognizes clay is a material component of this spell; others may recognize this fact on a Spellcraft check (DC 24).

Area C: South Branch

The passage curves to the west, ending in a small alcove. Huddled in the alcove is a desiccated corpse, little more than a skeleton now. Scraps of clothing still cling to the figure, and the remains of a backpack rest under the skull.

These are the remains of the trapped rogue/shadowdancer, whose ghost haunts Area I (see Encounter Six). The skeleton is not animate and does not detect as evil. About all that is salvageable from the figure is a pair of short swords.

Development: The stairway in Area A leads down to Area I (Encounter Six). The PCs might also continue down the hole to Area G (Encounter Five).

Encounter Five: The Prison

The man-made rooms of the lower level of the cross-shaped prison complex are described here. The natural cavern holding the ghost is described in Encounter Six. All rooms were crudely carved using *stone shape* spells. This fact can be determined with a Spellcraft check (DC 23).

The whole prison, as well as the cavern above, radiates magic of the Abjuration school (Spellcraft check, DC 21, to identify). In addition, the additional effects radiate magic of the appropriate school: Conjunction for the *webs*, Illusion for the *magic mouth*, and Evocation for the *dancing lights* in each chamber (Spellcraft check, DC 21, to identify). A Spellcraft check (DC 26) reveals that the effects are similar to the *guards and wards* spells, but there are differences: most notably, the spell hasn't expired over all these years. This spell, an additional protection left by those who built this complex, was triggered previously by Terranis Whitefire.

The force field surrounding the *demongrasp rod* can be identified (Spellcraft check, DC 24) as similar to an

Otiluke's resilient sphere, but with differences, including being permanent and reflecting magic spells cast upon it.

Area D: Center Chamber (The Prison)

This room appears to be the central chamber of the complex with passages leaving it on each wall. In the center of the room, an unusual item demands your attention. Hovering above a stone pedestal is a shimmering sphere, in which rests an obsidian rod. Its end is carved into a demonic, grasping hand with opal claws clutching a large, blood red ruby.

The pedestal, on the other hand, is a tapered block of pure white marble. It is carved with arcane symbols of warding and holy symbols of Pholtus.

A further unusual sight is the garb and gear of a wizard lying in a pile between the east entrance and the pillar. A robe, boots, a backpack, and a quarterstaff sit undisturbed. It is as if the person within the clothes simply vanished.

Approaching the pedestal triggers a *magic mouth*, which appears on the east face of the pedestal. The message is delivered in Celestial. After one hour, the *magic mouth* resets, and repeats its message when someone approaches it again.

"Know this, all true followers of the One True Path. Here rests the demongrasp rod, whose power over demonkind is unrivaled. But, its power can be used to bring chaos as well as to fight it. To stop the chaos and protect the followers of the One True Path, the rod was entombed here, protected from mortal eyes by the grace of Pholtus.

"But know also this: There will come a time where the demonic forces will again bring chaos and evil to the chosen of Pholtus. And so, when the day of need draws near, bring the Light of Pholtus and the Power of Pholtus together, and the demongrasp rod will be freed to again dispel the chaos."

If the PCs wish to examine the gear, they can investigate it without incident. They discover the following:

- Clothing: robe, boots, belt, gloves, wizard-style hat, pouches with reagents (mostly dried up) and 80 gp in various coins. There is no cloak or headband. Nothing detects as magical.
- Backpack: contains a waterskin (water evaporated), iron rations (gone bad after several years), research (Player Handout #2), and miscellaneous adventuring gear (10 gp worth). Nothing detects as magical.
- Quarterstaff: detects as magical. It is a +1/+1 quarterstaff.
- Underneath the clothing, there is a small amount of dust. A Spellcraft check (DC 26) identifies this as the results of a *disintegrate* spell. The spirit of the wizard

is unwilling to come back from the dead, if anyone tries to resurrect him.

The force field encasing the *demongrasp rod* is immune to mortal magic. Any spell which does not provide positive energy cast upon the force field reflects off of it. The first time, the reflected spell will miss the caster and hit the ceiling of the cavern. If any caster is foolish enough to try a second time the spell should reflect back at the wizard.

Only when sunlight (the Light of Pholtus) shines on the force field at the same time as positive energy (the Power of Pholtus) is sent into it, can the force field be destroyed. The sunlight probably comes from light shining down the shaft and reflecting off the mirror in Area G. (Overly analytical players might realize that sunlight would not shine to the bottom of such a deep and narrow shaft at this latitude and at this time of year, but miraculously it works.)

Note: the positive energy can come from many different sources, including healing spells, healing potions, healing wands, lay on hands, *disrupt undead*, and channeling positive energy. Channeled positive energy can come from any cleric who turns undead, not just from a cleric of Pholtus.

When this task is done, read the following:

As the sunlight reflects off the mirror, it illuminates the resting place of the demongrasp rod, glinting off the protective field.

Describe the application of positive energy that the PCs use, and continue:

The force field glows. It issues forth a humming sound, first quiet and then rising in intensity. Finally, with a flash, the force field blinks out. The demongrasp rod floats down, resting on the pedestal.

The *demongrasp rod* is thoroughly evil and is dangerous to non-evil PCs. See Appendix III for the powers of the rod. Touching the rod may result in a PC being cursed, please read the appendix thoroughly to understand this curse. Any character who has his alignment shifted to evil due to the curse falls under the control of the judge as an NPC until the curse can be removed. If a PC becomes evil because of the curse and does not have his alignment changed from evil before leaving the table, the judge should remove his character from play and notify the Pale Triad.

Area E: South Chamber (Knowledge)

The room to the south is filled with bookshelves and books lining the three walls. A glance at the spines of the ancient books reveals many tracts about history and the Church of the One True Path. A desk occupies the center of the room.

Upon examining the desk, you see a message inlaid in gold along its far edge, above five dials.

Each of the dials lists the letters of the alphabet along its rim.

The message on the desk states the following:

"To truly walk the One True Path, one must learn. Reflection on the wisdom of the One True Path is essential. Only in gathering the tiniest bits of Knowledge can one find true enlightenment."

This message is printed in Player Handout #1a.

The correct setting for the dials is GLEAN, the action described in the message. The players should eventually be able to come up with the word, especially after seeing the answers to the other clues. If the players are seriously stumped, allow Intelligence checks (DC 20) to figure out the word.

The books deal mostly with the Church of the One True Path and the history of the *demongrasp rod*. They would be of interest to the Church. After 2d4 man-hours of research, a book can be found mentioning the name of Galen Everbright. On a Search check (DC 30) the PCs also find passages detailing the Power of Pholtus flowing through his priests to heal and destroy undead.

Area F: West Chamber (Good)

The room to the west is dominated by a beautiful statue of silver atop a gold base, lit by a halo of four glowing lights hovering above it. The statue depicts powerful, graceful warrior, female in form, with gleaming white wings. It bears a sword aloft in one hand, and in the other holds a shield bearing the crest of the Theocracy of the Pale.

Upon closer examination, there is an inscription on the base of the statue. Five dials are set into the center of the base, each with the letters of the alphabet along its rim.

The inscription states the following:

"To truly walk the One True Path, one must serve the cause of Good. One must strive to be as that purest servant of Good. As she fights her never-ending battle against evil, so shall you."

This message is printed in Player Handout #1b.

The correct setting for the dials is ANGEL, the generic name of the female servitor of good described in the message. The players should eventually be able to come up with the word, especially after seeing the answers to the other clues. If the players are seriously stumped, allow Intelligence checks (DC 15) or Knowledge (the planes) checks (DC 10) to figure out the word.

Area G: East Chamber (Sun)

As you enter the east room, four globes of light appear near the ceiling, casting moderate light upon

the room. The room is unremarkable, save for the large mirror tilted against the wall. The mirror, about as tall as a dwarf, is of purest silver, set in a gold frame. The hole leading to the surface is directly above the mirror.

You notice an inscription at the base of the mirror, above five dials. Each dial has the letters of the alphabet arranged around the rim.

The inscription states the following:

"To truly walk the One True Path, one must bask in the Blinding Light. The Sun will shine Pholtus' Blinding Light, but it cannot spread into the darkness without the aid of this reflection. And this is the key to shining the Light into the darkness beyond."

This message is printed in Player Handout #1c.

The correct setting for the dials is ANGLE, what is needed for the mirror to shine the light from above into the darkness underground. The players should eventually be able to come up with the word, especially after seeing the answers to the other clues. If the players are seriously stumped, allow Intelligence checks (DC 20) to figure out the word.

The mirror can be used to reflect sunlight from the shaft (if the shaft is temporarily cleared of its webs) into Area D, to deactivate the force field.

A secret door in the north wall leads to Area I. See Encounter Six for details.

Area H: North Chamber (Law)

For each set of dials in the four rooms that has been set to the proper word, one of the four symbols of Pholtus on the altar here glows. Use the appropriate number of glowing symbols in the following description.

A small altar dedicated to Pholtus is set against the north wall of the north chamber. Four symbols of Pholtus are set into the face of the altar. (number) of the symbols are glowing. In an unusual contrast, the floor of the chamber is scribed with a silver magic circle.

On the floor, near the edge of the altar, is a gold plaque. It is set above five dials, each with the letters of the alphabet around the rim.

The plaque states the following:

"To truly walk the One True Path, one must never bend in the pursuit of Law. There is an order to everything, and one must recognize and obey this order. My name shall return you to the surface, under the light that shows Pholtus' power to the world, and my name is of the order of the others. Speak my name as well and it will carry you to freedom."

This message is printed in Player Handout #1d.

The correct setting for the dials is GALEN, the given name of the cleric who established this prison. While the PCs may not know this name, they are told it is of the same order as the other three words, which all use the same five letters. If they do not guess the name outright, there are only 120 possible combinations of the five letters to try, so they can determine the correct combination in a matter of minutes. No Intelligence checks apply here, as the name of Galen Everbright is lost to history, but his name can be found upon doing research in the library. An amazing Bardic Knowledge check (DC 35) also yields the name.

A search of the floor reveals there is a circular line, about 10 feet in diameter within the boundaries of the magic circle. This crack outlines the platform that will levitate when the device is activated. To activate the levitation, one must stand in the circle, after all four sets of dials have been set and speak the name "Galen." The circle glows, the platform will rise a few inches, and activates 12 seconds later. Anyone who activates the levitation accidentally can thus step out of the circle.

If anyone remains on the disc after twelve seconds has passed (all PCs can squeeze onto it), the magic activates completely, providing a way to the surface.

The platform rises, first slowly, then at the speed of a slow walk. As it rises, the stone of the ceiling seems to melt away, as if tremendous heat was were welling up above you.

The disc takes 25 rounds to reach the surface. Casually ask if the PCs are doing anything during the long and boring ride up.

Development: If the demongrasp rod has been recovered, the prison is no longer necessary, and self-destructs.

The tunnel shakes as the sound of breaking rock booms below you. Dust chokes the shaft as beneath you, stone and earth collapse, permanently sealing the onetime home of the demongrasp rod in a prison of stone.

Once the PCs reach the surface, either by the levitation platform or their own magic, go to Encounter Seven.

Encounter Six: Restless Spirit

The PCs encounter the ghost of the trapped shadowdancer in this room.

Area I

If the PCs enter via the stairs from Area A (Encounter Four), read the following:

The crude stone staircase twists down into a natural cavern. The cavern narrows at the far end, perhaps indicating an exit.

If the PCs enter via the secret door from Area G (Encounter Five), read the following:

The door swings outward. Beyond the door is a short passage into a natural cavern, clearly not worked like the adjoining room. A crude staircase in the rear left of the cavern leads upward.

Inhabiting this cavern is the ghost of the first person to try, and fail, to steal the *demongrasp rod*: the rogue/shadowdancer who was sealed into the complex. Although he died in the caverns above, he spent most of his time in this room, and so haunts it. Due to the protections on this prison, the ghost cannot access the Ethereal plane, and is always manifested.

The Ghost, the late Newon Envolis: Male ghost (former human), level varies by APL. AL CN.

- **Personality:** In his life, he was efficient and even in temper. He viewed his chosen task as a job and approached it with extreme devotion. However, after failing, rage consumed him. He now strikes out viciously at anyone. His temper, however, does not curb his keen mind, and he always strikes in the most effective manner.
- **Description:** By appearance, the rogue was once a short, wiry Oeridian man, wearing what was likely a dark cloak. As a translucent figure, he blends with the shadows even better than he did in life.
- **Motivation:** The human rogue named Newon Envolis was known for his patience and skill. In pursuit of a target, he would wait months for the right time to strike. A mysterious figure, in the employ of an unknown demon, recruited Newon to recover the *demongrasp rod*. He waited in the shadows deep in the cavern for the clerics to leave, but when they did, he could not figure out how to recover the rod or even leave the prison. In the days before he died of starvation, his hatred finally grew and overwhelmed him.

APL 4 (EL 5)

☞ Ghost, Rog3: hp 26; see Appendix I.

APL 6 (EL 7)

☞ Ghost, Rog5: hp 40; see Appendix I.

APL 8 (EL 9)

☞ Ghost, Rog7: hp 54; see Appendix I.

APL 10 (EL 11)

☞ Ghost, Rog7/Shd2: hp 68; see Appendix I.

APL 12 (EL 13)

☞ Ghost, Rog7/Shd4: hp 82; see Appendix I.

Setup: The ghost is always in this room. It waits forever for visitors on whom to exact its revenge.

Tactics: The ghost waits in the corner, lurking in the shadows, until someone approaches within 5 feet. It then attempts to attack with surprise, favoring a foe who doesn't resemble a rogue.

The spirit is tied to this room, and does not follow the PCs if they leave. If they attack from outside the chamber, however, it does follow them to attack, and if the PCs return after leaving, it will follow them, fighting until dead (again).

There is nothing of further interest in the room.

Development: The PCs probably return to the other rooms of the prison (Encounter Five) before reaching the surface (Encounter Seven).

Encounter Seven: In the Grasp of Demons

Ramanov Destar and Koris Quickaxe stay on the surface, taking shelter each night in a cave about a quarter mile away during the night. They return to the hole each day after the PCs first arrive, and Ramanov Destar scans down the hole with either *clairaudience/clairvoyance* or *arcane eye*, depending on the APL, just before noon each day. This way, they see if the PCs recover the rod that day, and then watch if the PCs are about to leave via the levitation panel. Ramanov and Koris wait about 200 feet from the hole in a copse of pine trees, when not near at the hole.

There are two ways for this combat to occur. One, the PCs leave soon after recovering the rod, and the enemies Ramanov and Koris are able to prepare for them. Two, the PCs can leave some other time and possibly surprise the two men. High-level PCs might bypass this encounter entirely.

If the enemies, Ramanov and Koris, are waiting for the PCs, read the following, varying the description of Ramanov Destar based on the APL, and noting the enemies might be invisible:

Finally, the parting rock reveals a bright, clear winter day. The blue sky stretches over the Rakers. The platform reaches the surface, revealing the stark beauty of the mountains. It also reveals two figures waiting for you. One is a muscular half-orc, his meaty arms hefting a gleaming greataxe. The other is a thin human man with dark, oily skin. Spikes on his skin and reddish eyes give him a demonic appearance. He sneers at you. "Excellent. Thank you so very much for fetching the demongrasp rod for me. Now, fools, DIE!"

If the PCs come up at some other time, holding the *demongrasp rod*, the foes will be attracted by the collapsing prison. They arrive within sight distance (200 feet) three rounds after the PCs reach the surface.

Off in the distance, two figures approach you. One is a muscular, hunched figure. From this distance, he appears to be holding a greataxe at the ready. The other figure looks like a thin man, but he appears to wear strange spiked armor.

When Ramanov moves closer to the party, you should describe his oily, spiked skin properly to the party so they may recognize what he truly is. If the players do not deduce his allegiance with out-of-character knowledge, allow the PCs a Knowledge (the planes or arcana) check (DC 25) to know about the ritual that creates acolytes of the skin.

🔥 **Ramanov Destar:** Male human, level varies by APL. AL CE.

- **Personality:** A cold-hearted man, singularly focused on obtaining the power of the great demons. He thinks of himself as a clever manipulator. He is not above taunting the PCs. He is in high spirits, thinking his grand plan is working.
- **Description:** A wiry man standing 5'8" tall, Ramanov is dwarfed physically by his sturdy comrade. He wears loose brown clothes that don't stand out that much against the background. Depending on the APL, he has taken on an increasingly demonic appearance.
- **Motivation:** Ramanov began his study of magic with a wizards' guild in Nyron, but chafed at rules he thought held him back. Focused on increasing his power, his independent studies led him to the rituals necessary to become an acolyte of the skin. He hopes to gain the power of the greatest demon princes and hopes the *demongrasp rod* will give him a way to force demons to give him more power.

🔥 **Koris Quickaxe:** Male half-orc, level varies by APL. AL NE.

- **Personality:** Koris is a quiet, efficient killer. Even in rage, he makes very little noise. He acts subservient to Ramanov, following his lead, but would not be above abandoning him.
- **Description:** Koris is a large half-orc, about 6'6" tall. He is well muscled, but not overwhelmingly so. He moves with grace for someone so large. A glint of metal can be seen beneath his dark clothes.
- **Motivation:** Koris grew up in an orc tribe, quickly mastering dirty-fighting techniques, but preferring to fight with the favored orc greataxe. He doesn't fit in in any society, so sells his sword to anyone who will pay well. He cares for Ramanov only in that he is a successful employer.

APL 4 (EL 7)

🔥 Ramanov Destar, male human Div5/Acolyte of the Skin1: hp 31; see Appendix I.

🔥 Koris Quickaxe, male half-orc Rog3/Bbn1: hp 25; see Appendix I.

Tactics (APL 4): At the beginning of the day, Ramanov casts extended *mage armor* on himself. Near midday, he casts *resist energy* (acid) on Koris and *see invisibility* on himself.

If they have time to prepare for an attack on the PCs, Koris drinks his three buffing potions, reads his *scroll of freedom of movement*, and lastly, reads a *scroll of shield*. Ramanov makes Koris *invisible*, casts *shield*, and drinks his *potion of bear's endurance*. Lastly, he reads his *scroll of haste*.

If they are engaging the PCs in response to them freeing the *demongrasp rod*, they only take one round to prepare. Koris reads his *scroll of shield* and Ramanov makes him *invisible*.

Ramanov and Koris direct their attacks against the PCs to maximize their effects based on what they judge them to be by appearance. Koris directs his first, invisible attack against a wizard first, a cleric second, and not a barbarian or rogue. Ramanov saves his poison touch for rogue's first, wizards second, and not a cleric or a fighter. Ramanov keeps a dagger in hand and tries to end each round adjacent to a PC, even if it means casting on the defensive, in order to create a flank for Koris. He uses *slow* after the first round of combat, to automatically dispel the *haste* on any PC, and *slow* those not *hasted*. He attempts to keep Koris out of the area of effect of his damaging spells, but will hit him if necessary (he has permission), knowing Koris is partially protected.

Ramanov and Koris are vicious, but they do not fight to the death if it looks like they have no chance of winning.

APL 6 (EL 9)

🔥 Ramanov Destar, male human Div5/Acolyte of the Skin3: hp 41; see Appendix I.

🔥 Koris Quickaxe, male half-orc Rog5/Bbn1: hp 35; see Appendix I.

Tactics (APL 6): At the beginning of the day, Ramanov casts extended *mage armor* on himself. Near midday, he casts *resist energy* (acid) on Koris and *see invisibility* on himself.

If they have time to prepare for an attack on the PCs, Koris drinks his three buffing potions, reads his *scroll of freedom of movement*, and lastly, reads a *scroll of shield*. Ramanov makes Koris *invisible*, casts *shield*, and drinks his *potion of bear's endurance*. Lastly, he reads his *scroll of haste*.

If they are engaging the PCs in response to them freeing the *demongrasp rod*, they only take one round to

prepare. Koris reads his *scroll of shield* and Ramanov makes him *invisible*.

Ramanov and Koris direct their attacks against the PCs to maximize their effects based on what they judge them to be by appearance. Koris directs his first, invisible attack against a wizard first, a cleric second, and not a barbarian or rogue. Ramanov saves his poison touch for rogues first, wizards second, and not a cleric or a fighter. Ramanov uses his fiendish glare on a fighter or barbarian, preferably one near Koris, hoping for the stun. Ramanov keeps a dagger in hand and tries to end each round adjacent to a PC, even if it means casting on the defensive, in order to create a flank for Koris. He uses *slow* after the first round of combat, to automatically dispel the *haste* on any PC, and *slow* those not *hasted*. He attempts to keep Koris out of the area of effect of his damaging spells, but will hit him if necessary (he has permission), knowing Koris is partially protected.

Ramanov and Koris are vicious, but they do not fight to the death if it looks like they have no chance of winning.

APL 8 (EL 11)

➤ **Ramanov Destar, male human Div5/Acolyte of the Skin5:** hp 61; see Appendix I.

➤ **Koris Quickaxe, male half-orc Rog7/Bbn1:** hp 45; see Appendix I.

Tactics (APL 8): At the beginning of the day, Ramanov casts extended *mage armor* on himself. Near midday, he casts *resist energy* (acid) on Koris and *see invisibility* on himself.

If they have time to prepare for an attack on the PCs, Koris drinks his three buffing potions, reads his *scroll of freedom of movement*, and lastly, reads a *scroll of shield*. Ramanov makes Koris *improved invisible*, casts *shield*, and drinks his *potion of bear's endurance*. Lastly, he reads his *scroll of haste*.

If they are engaging the PCs in response to them freeing the *demongrasp rod*, they only take one round to prepare. Koris reads his *scroll of shield* and Ramanov makes him *greater invisible*.

The two foes direct their attacks against the PCs to maximize their effects based on what they judge them to be by appearance. Koris directs his invisible attacks against a wizard first, a cleric second, and not a barbarian or rogue. Ramanov saves his poison touches for rogues first, wizards second, and not a cleric or a fighter. Ramanov uses his fiendish glare on a fighter or barbarian, preferably one near Koris, hoping for the stun. Ramanov keeps a dagger in hand, and if Koris' *greater invisibility* is dispelled, he tries to end each round adjacent to a PC, even if it means casting on the defensive, in order to create a flank for Koris. He uses *slow* after the first round of combat, to automatically dispel the *haste* on any PC, and *slow* those not *hasted*. He attempts to keep Koris out of the area of effect of his

damaging spells, but will hit him if necessary (he has permission), knowing Koris is partially protected.

Ramanov and Koris are vicious, but they do not fight to the death if it looks like they have no chance of winning.

APL 10 (EL 13)

➤ **Ramanov Destar, male human Div5/Acolyte of the Skin7:** hp 73; see Appendix I.

➤ **Koris Quickaxe, male half-orc Rog9/Bbn1:** Medium-Size Humanoid, hp 55; see Appendix I.

Tactics (APL 10): At the beginning of the day, Ramanov casts extended *mage armor* on himself. Near midday, he casts *resist energy* (acid) on Koris and *see invisibility* on himself.

If they have time to prepare for an attack on the PCs, Koris drinks his three buffing potions, reads his *scroll of freedom of movement*, and lastly, reads a *scroll of shield*. Ramanov makes Koris *improved invisible*, casts *shield*, and drinks his *potion of bear's endurance*. Lastly, he reads his *scroll of haste*.

If they are engaging the PCs in response to them freeing the *demongrasp rod*, they only take one round to prepare. Koris reads his *scroll of shield* and Ramanov makes him *greater invisible*.

The two foes direct their attacks against the PCs to maximize their effects based on what they judge them to be by appearance. Koris directs his invisible attacks against a wizard first, a cleric second, and not a barbarian or rogue. Ramanov saves his poison touches for rogues first, wizards second, and not a cleric or a fighter. Ramanov uses his fiendish glare on a fighter or barbarian, preferably one near Koris, hoping for the stun. Ramanov uses his glare of the pit on the rogues first, wizards second. Ramanov keeps a dagger in hand, and if Koris' *greater invisibility* is dispelled, he tries to end each round adjacent to a PC, even if it means casting on the defensive, in order to create a flank for Koris. He uses *slow* after the first round of combat, to automatically dispel the *haste* on any PC, and *slow* those not *hasted*. He attempts to keep Koris out of the area of effect of his damaging spells, but will hit him if necessary (he has permission), knowing Koris is partially protected.

Ramanov and Koris are vicious, but they do not fight to the death if it looks like they have no chance of winning.

APL 12 (EL 15)

➤ **Ramanov Destar, male human Div5/Acolyte of the Skin9:** Medium-Size Humanoid, hp 85; see Appendix I.

➤ **Koris Quickaxe, male half-orc Rog11/Bbn1:** Medium-Size Humanoid, hp 65; see Appendix I.

Tactics (APL 12): At the beginning of the day, Ramanov casts extended *mage armor* on himself. Near midday, he

casts *resist energy* (acid) on Koris and *see invisibility* on himself. He also attempts to summon a vrock.

If they have time to prepare for an attack on the PCs, Koris drinks his three buffing potions, reads his *scroll of freedom of movement*, and lastly, reads a *scroll of shield*. Ramanov makes Koris *greater invisible*, casts *shield*, and drinks his *potion of bear's endurance*. Lastly, he reads his *scroll of haste*.

If they are engaging the PCs in response to them freeing the *demongrasp rod*, they only take one round to prepare. Koris reads his *scroll of shield* and Ramanov makes him *improved invisible*.

The two foes direct their attacks against the PCs to maximize their effects based on what they judge them to be by appearance. Koris directs his invisible attacks against a wizard first, a cleric second, and not a barbarian or rogue. Ramanov saves his poison touches for rogues first, wizards second, and not a cleric or a fighter. Ramanov uses his fiendish glare on a fighter or barbarian, preferably one near Koris, hoping for the stun. Ramanov uses his glare of the pit on rogues first, wizards second. Ramanov keeps a dagger in hand, and if Koris' *greater invisibility* is dispelled, he tries to end each round adjacent to a PC, even if it means casting on the defensive, in order to create a flank for Koris. He uses *slow* after the first round of combat, to automatically dispel the *haste* on any PC, and *slow* those not *hasted*. He attempts to keep Koris out of the area of effect of his damaging spells, but will hit him if necessary (he has permission), knowing Koris is partially protected.

Ramanov and Koris are vicious, but they do not fight to the death if it looks like they have no chance of winning.

Development: When Ramanov and Koris have been defeated, the PCs are free to return to Rakervale, as indicated in the Conclusion.

Conclusion

The PCs can make it back to Rakervale without further incident.

If the PCs return the rod to the Church

They can find Devin Everbright at the local chapter house of the Arcanist Guild. If time remains in the slot, allow the PCs to explain what happened. The Arcanist Guild will work with the Church of the One True Path to make sure the *demongrasp rod* is protected.

If any PC has suffered the Curse of the Demongrasp Rod, the Church arranges to have the curse removed free of charge. This means the Church will cast the *remove curse* and *atonement* spells to have all effects of the curse removed as necessary.

The Arcanist Guild rewards the PCs with a boon, and with an additional bonus (50 gp times APL) if they returned the books sealed under the Rakers.

If the PCs try to keep the rod

Two days after arriving, each PC will be visited by a brother of the Arcanist Guild and a cleric of Pholtus (a Wiz9 and a Clr9). The cleric has *discern lies* active. The brother of the Arcanist Guild will express his surprise the PC has returned, given they have not received word from him or her about the completion of their task. In the subsequent questioning, the cleric will say when Pholtus judges their words to be untrue. They will speak of dire consequences for opposing the Arcanist Guild and the Church of the One True Path, and dire consequences for the Pale if the *demongrasp rod* cannot be placed in a protective ward. Even if the PCs return the rod now, they earn the Disfavor of the Arcanist Guild and do not receive the Favor of the Arcanist Guild. They also receive the Displeasure of the Church and, from this point forward, all spells the PC needs cast by the Church of the One True Path will cost 50% more than the cost listed in the LGCS.

If the PCs don't return the rod, the two men depart, and return 20 minutes later with a company of the Church Militant to take the rod by force. This is an untiered encounter and the judge should do everything in his power to make the PCs realize they cannot win.

If the PCs flee before the arrival of the Church Militant, the PCs become wanted criminals in the Pale. Furthermore, within a week after stealing the rod, the PC in possession of it will be visited by a retrieval squad of fiends who will take the rod by force, leaving the PC incurably fatigued during his next adventure. Circle the Robbed by Demons notation on this character's AR.

Those who have received the curse of the *demongrasp rod* may have even bigger consequences to deal with from absconding with the rod. See Appendix III for details about the rod and its curse.

The End

Experience Point Summary

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

Encounter Two

Defeat the quasits

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL 12 420 xp

Encounter Six

Defeat the ghost

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL 12 390 xp

Encounter Seven

Defeat Ramanov and Koris

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL 12 450 xp

Story Award

Recover the *demongrasp rod* and return it to the Arcanist Guild

APL4 60 xp

APL6 90 xp

APL8 120 xp

APL10 150 xp

APL12 180 xp

Discretionary roleplaying award

APL4 75 xp

APL6 90 xp

APL8 105 xp

APL10 120 xp

APL12 135 xp

Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL 12 1575 xp

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five:

APL 4: L: 3 gp; C: 13 gp; M: 358 gp

APL 6: L: 3 gp; C: 13 gp; M: 358 gp

APL 8: L: 3 gp; C: 13 gp; M: 358 gp

APL 10: L: 3 gp; C: 13 gp; M: 358 gp

APL 12: L: 3 gp; C: 13 gp; M: 358 gp

Encounter Seven:

APL 4: L: 31 gp; C: 30 gp; M: 692 gp

APL 6: L: 4 gp; C: 30 gp; M: 1389 gp

APL 8: L: 4 gp; C: 30 gp; M: 1806 gp

APL 10: L: 4 gp; C: 30 gp; M: 3806 gp

APL 12: L: 4 gp; C: 30 gp; M: 5972 gp

Conclusion:

Reward from the Arcanist Guild

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 400 gp; M: 0 gp

APL 10: L: 0 gp; C: 500 gp; M: 0 gp

APL 12: L: 0 gp; C: 600 gp; M: 0 gp

Total Possible Treasure

APL 4: L: 34 gp; C: 243 gp; M: 1050 gp - Total: 1327 gp (max 650 gp)

APL 6: L: 7 gp; C: 343 gp; M: 1747 gp - Total: 2097 gp (max 900 gp)

APL 8: L: 7 gp; C: 443 gp; M: 2164 gp - Total: 2614 gp (max 1300 gp)

APL 10: L: 7 gp; C: 543 gp; M: 4164 gp - Total: 4714 gp (max 2300 gp)

APL 12: L: 7 gp; C: 643 gp; M: 6330 gp - Total: 6980 gp (max 3300 gp)

Special

Ramanov's Spellbook Part One:

[0-levels omitted] 1st—*burning hands*, *endure elements*, *enlarge person*, *mage armor*, *magic missile*, *reduce person*, *true strike*; 2nd—*blindness/deafness*, *bull's strength*, *endurance*, *levitate*, *see invisibility*, *spider climb*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *fireball*, *fly*, *haste*, *slow*.

Ramanov's Spellbook Part Two:

4th—*arcane eye*, *bestow curse*, *greater invisibility*, *mass reduce person*, *screaming*.

Ramanov's Spellbook Part Three:

5th—*baleful polymorph*, *cone of cold*, *contact other plane*, *teleport*.

Favor of the Arcanist Guild: After any Pale regional scenario, the Arcanist Guild or the Church of the One True Path will upgrade one of the following items:

- A cloak of resistance or vest of resistance from +1 to +2 or from +2 to +3
- A ring of protection from +1 to +2 or from +2 to +3
- Add bane (evil outsiders) or holy to any weapon

The PC must pay the full cost of the difference in the item's value. This favor can be used once for only one of the above listed benefits. Cross off the favor once it is used.

Disfavor of the Arcanist Guild: The PC refused to return a powerful evil item to the protection of the Arcanist Guild. If the PC is a member of the Arcanist Guild, he is expelled from the organization. The PC must expend two favors of the organization in order to make use of any other favors from this organization.

Displeasure of the Church of the One True Path: The PC refused to return a powerful evil item to the protection of the Church of the One True Path. From this point, all spells the PC requires to be cast by the Church will cost 150% of the list price in the LGCS.

Wanted Criminal in the Theocracy of the Pale: This PC is wanted for crimes against the Church in the Theocracy of the Pale. In any adventure taking place within the Pale (Regional or Meta-Regional) if the PC is seen by a member of the Church or Theocratic Law Enforcement the character must make a Bluff or Disguise check (DC 30) or be arrested for their crime and serve 4 weeks in a New Dawn Camp. The PC loses 4 TUs if arrested. Once the PC has been arrested once, this is no longer applicable.

Robbed by Fiends in the Night: The rod has mysteriously disappeared one night, and your belongings have a faint scent of blood and brimstone about them. This has left the PC incurably fatigued during his next adventure.

Curse of the Demongrasp Rod: This PC has been afflicted by the curse of the *demongrasp rod* and has taken on a demonic appearance. The character now has red eyes and a long, spaded tail, and suffers a -6 penalty to Charisma. This effect may be removed by a *remove curse* spell cast by a 16th-level caster.

Additionally, the character touching the *demongrasp rod* has his alignment shifted by one step towards evil (good to neutral, neutral to evil). This can be cured by a *atonement* spell cast by a 16th level priest. If the curse is not cured at the table, then the character is removed from play if the alignment shift has resulted in the character's alignment becoming evil.

Items for the Adventure Record

Item Access

APL 4

Scroll of Fireball [acid], 5th level caster

Wand of Invisibility

+1 Mithral Chain Shirt

Potion of Cure Serious Wounds

Ramanov's Spellbook, Part One

APL 6

Wand of Fireball [acid], 6th level caster

+2 Headband of Intellect

APL 8

+2 Mithral Chain Shirt

Ramanov's Spellbook, Part Two

APL 10

+2 Greataxe

+4 Headband of Intellect

APL 12

+2 Shock Greataxe

+4 Gloves of Dexterity

Ramanov's Spellbook, Part Three

Appendix I - NPCs (all APLs)

Encounter One

Devin Evenstar, male human Wiz3: Medium-Size Humanoid (human); HD 3d4+3; hp 13; Init +1 (Dex); Spd 30 ft.; AC 15 (+4 *mage armor*, +1 Dex); Base Atk +1; Grap +2; Atk +3 melee (1d6+1, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6+1, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA spells; SQ nil; AL LG; SV Fort +2, Ref +2, Will +3; Str 12, Dex 12, Con 12, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +7, Knowledge (arcana) +5, Knowledge (religion) +5, Speak Language [1].

Feats: Empower Spell, Extend Spell, Scribe Scroll, Weapon Focus (quarterstaff).

Languages: Common, Celestial, Elf, Ignan, Old Oeridian.

Possessions: Quarterstaff, light crossbow, 20 bolts, spell component pouch, heavy fur coat, robes with symbol of the Arcanist Guild, holy symbol of Pholtus, 50 gp.

Wizard Spells Prepared (4/3/2, DC 13 + spell level): 0-level—*detect magic*, *light*, *prestidigitation*, *read magic*; 1st—*endure elements*, *magic weapon*, *protection from evil*; 2nd—*Melf's acid arrow*, *summon monster II*.

Appendix I - NPCs (APL 4)

Encounter Two

“Wolverine” (Quasit): CR 2; Medium-Size Outsider (Chaotic, Evil, Extraplanar); HD 3d8; hp 13; Init +6 (Dex, Improved Initiative); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14 (+2 Dex, +2 natural); Base Atk +3; Grap +5; Atk +5 melee (1d4+2 (crit 20/x2), claw); Full Atk +5/+5 melee (1d4+2, 2 claws) and +0 melee (1d6+1, bite); SA spell-like abilities, poison; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, darkvision 60 ft.; AL CE; SV Fort +7, Ref +5, Will +4; Str 14, Dex 15, Con 19, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Search +4, Spellcraft +4, Spot +6; Improved Initiative, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Quasit (APL 4): see *Monster Manual* page 46 for the stats of a quasit in its natural form.

Encounter Six

Ghost: male ghost Rog3; CR 5; Medium Undead (Augmented Humanoid, Incorporeal); HD 3d12; hp 26; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 13) (+3 Dex, +3 deflection); Base Atk +2; Grap +2; Atk +5 melee (1d4 ability drain, draining touch); Full Atk +5 melee (1d4 ability drain, draining touch); SA Draining touch, horrific appearance, manifestation, telekinesis, sneak attack +2d6; SQ Rejuvenation, turn resistance +4, trap finding, evasion, trap sense +1; AL CN; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con -, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Diplomacy +13, Hide +9, Jump +8, Listen +6, Move Silently +9, Sense Motive +6, Sleight of Hand +8, Spot +6, Tumble +11; Combat Reflexes, Dodge, Improved Initiative.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature; it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see *Ghostly Equipment*, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's

HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw, he takes no damage with a successful saving throw.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Encounter Seven

Ramanov Destar: male human Div5/Acolyte of the Skin1; CR 6; Medium Humanoid (human); HD 6d4+12; hp 31; Init +3 (Dex); Spd 30 ft.; AC 18 (+4 *mage armor*, +3 Dex, +1 natural), touch 13, flat-footed 15; Base Atk +2; Grap +1; Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA spells, *poison*; SQ wear fiend; AL CE; SV Fort +5, Ref +4, Will +8; Str 8, Dex 16, Con 14, Int 17, Wis 14, Cha 8.

Skills and Feats: Concentration +11, Craft (alchemy) +6, Intimidate +1, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (the planes) +11, Knowledge (religion) +4, Speak Language [2], Spellcraft +12; Craft Wand, Energy Affinity (Acid), Extend Spell, Greater Spell Focus (Transmutation), Scribe Scroll, Spell Focus (Transmutation).

Languages: Common, Celestial, Draconic, Elven, Infernal, Abyssal.

Possessions: 3 daggers, light crossbow, 20 bolts, 100 gp, backpack, *scroll of haste*, *scroll of fireball* [acid], *scroll of slow*, *scroll of dispel magic*, *potion of bear's endurance*, *potion of cure serious wounds*, *wand of invisibility* (3rd) (20 charges).

Diviner: Cast one bonus divination spell per day. Cannot cast spells from the school of Enchantment. Divination spells in **bold**. He has the spellcasting abilities of a 5th level caster.

Wear Fiend (Su): Gain +1 natural armor, +2 inherent modifier to Dexterity, 60-foot darkvision, *poison* 1/day.

Poison (Sp): As per the spell, at 16th caster level (DC 20).

Wizard Spells Prepared (4+1/ 4+1/ 3+1/ 2+1, DC 13 + spell level [DC 15 + spell level for Transmutation spells]): 0-level—*detect magic*, *detect poison*, *disrupt undead*,

mage hand, *ray of frost*; 1st level—*burning hands* [acid], *magic missile*, *reduce person*, *shield*, *true strike*; 2nd level—*blindness/deafness*, *extended mage armor*, *resist energy*, *see invisibility*; 3rd level—*clairaudience/clairvoyance*, *haste*, *slow*.

Koris Quickaxe: male half-orc Rog3/Bbn1; CR 4; Medium Humanoid (orc); HD 3d6+1d12+4; hp 25; Init +2 (Dex); Spd 40 ft.; AC 17 (+5 +1 *chain shirt*, +2 Dex), touch 12, flat-footed 17; Base Atk +3; Grap +7; Atk +8 melee (1d12+6/x3, masterwork greataxe); Full Atk +8 melee (1d12+6/x3, masterwork greataxe); SA sneak attack +2d6; SQ fast movement, rage 1/day, evasion, uncanny dodge, trap sense +1; AL NE; SV Fort +4, Ref +5, Will +3; Str 19, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +4, Disable Device +7, Jump +11, Open Lock +9, Search +7, Sense Motive +5, Speak Language [1], Spot +5, Tumble +11, Use Magic Device +6; Instantaneous Rage, Iron Will.

Languages: Common, Abyssal, Orc.

Equipment: Masterwork greataxe, 2 daggers, 80 gp, backpack, +1 *mithral chain shirt*, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *scroll of shield* (2), *scroll of remove paralysis*, *potion of cure serious wounds*.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Appendix I - NPCs (APL 6)

Encounter Two

“Wolverine” (Quasit): quasit Rog1/Sor1; CR 4; Medium-Size Outsider (Chaotic, Evil, Extraplanar); HD 3d8+1d6+1d4; hp 20; Init +6 (Dex, Improved Initiative); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 18 (+2 Dex, +2 natural, +4 *mage armor*); Base Atk +3; Grap +5; Atk +5 melee (1d4+2, claw); Full Atk +5/+5 melee (1d4+2, 2 claws) and +0 melee (1d6+1, bite); SA spells, spell-like abilities, poison, sneak attack +1d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 20, alternate form, fast healing 2, darkvision 60 ft.; AL CE; SV Fort +7, Ref +7, Will +6; Str 14, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Concentration +6, Hide +7, Listen +6, Move Silently +5, Search +4, Spellcraft +4, Spot +6, Tumble +8; Improved Initiative, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Quasit: quasit Rog1/Sor1; CR 4; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 3d8+1d6+1d4; hp 20; Init +8 (Dex, Improved Initiative); Spd 20 ft., fly 50 ft. (perfect); AC 23 (+2 size, +4 Dex, +3 natural, +4 *mage armor*); Base Atk +3; Grap -6; Atk +9 melee (1d3-1 and poison, claw); Full Atk +9/+9 melee (1d3-1 and poison, 2 claws) and +4 melee (1d4-1, bite); Space/Reach 2-1/2 ft./0 ft.; SA spells, spell-like abilities, poison, sneak attack +1d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10,

alternate form, fast healing 2, darkvision 60 ft.; AL CE; SV Fort +3, Ref +9, Will +6; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 11.

Skills and Feats: Concentration +2, Hide +9, Listen +6, Move Silently +7, Search +4, Spellcraft +4, Spot +6, Tumble +10; Improved Initiative, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Encounter Six

Ghost: male ghost Rog5; CR 7; Medium Undead (Augmented Humanoid, Incorporeal); HD 5d12; hp 40; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 16) (+3 Dex, +3 deflection); Base Atk +3; Grap +3; Atk +6 melee (1d4 ability drain, draining touch); Full Atk +6 melee (1d4 ability drain, draining touch); SA Draining touch, horrific appearance, manifestation, telekinesis, sneak attack +3d6; SQ Rejuvenation, turn resistance +4, trap finding, evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +1, Ref +7, Will +1; Str 10, Dex 17, Con -, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +11, Diplomacy +14, Hide +11, Jump +9, Listen +7, Move Silently +11, Perform (dance) +8, Sense Motive +7, Sleight of Hand +9, Spot

+7, Tumble +13; Combat Reflexes, Dodge, Improved Initiative.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw, he takes no damage with a successful saving throw.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Uncanny Dodge (Ex): He can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Encounter Seven

Ramanov Destar: male human Div5/Acolyte of the Skin3; CR 8; Medium Humanoid (human); HD 8d4+16; hp 41; Init +3 (Dex); Spd 30 ft.; AC 18 (+4 *mage armor*, +3 Dex, +1 natural), touch 13, flat-footed 15; Base Atk +3; Grap +2; Atk +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA spells, *poison*, fiendish glare; SQ wear fiend, flame resistant (fire resistance 10); AL CE; SV Fort +6, Ref +5, Will +9; Str 8, Dex 16, Con 14, Int 20, Wis 14, Cha 8.

Skills and Feats: Concentration +13, Craft (alchemy) +6, Intimidate +3, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (the planes) +16, Knowledge (religion) +7, Speak Language [2], Spellcraft +16; Craft Wand, Energy Affinity (Acid), Extend Spell, Greater Spell Focus (Transmutation), Scribe Scroll, Spell Focus (Transmutation).

Languages: Common, Celestial, Draconic, Elven, Infernal, Abyssal.

Possessions: 3 daggers, light crossbow, 20 bolts, 100 gp, backpack, +2 *headband of intellect*, *scroll of haste*, *scroll of fireball* [acid], *scroll of slow*, *scroll of dispel magic*, *potion of bear's endurance*, *potion of cure serious wounds*, *wand of invisibility* (3rd) (20 charges), *wand of fireball* [acid] (6th) (5 charges).

Diviner: Cast one bonus divination spell per day. Cannot cast spells from the school of Enchantment. Divination spells in **bold**. He has the spellcasting abilities of a 6th level caster.

Wear Fiend (Su): Gain +1 natural armor, +2 inherent modifier to Dexterity, 60-foot darkvision, *poison* 1/day.

Poison (Sp): As per the spell, at 16th caster level (DC 20).

Flame Resistant (Ex): Gain fire resistance 10.

Fiendish Glare (Su): Can unnerve opponent with a ferocious glare 1/day (Will save, DC 13, or suffer a -2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes, plus stun). This is not a gaze attack, and the target need not meet the acolyte's eyes.

Wizard Spells Prepared (4+1/ 5+1/ 4+1/ 3+1, DC 15 + spell level [DC 17 + spell level for Transmutation spells]): 0-level—*detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost*; 1st level—*burning hands* [acid] x2, *magic missile* x2, *reduce person*, *true strike*; 2nd level—*blindness/deafness*, *extended mage armor*, *resist energy*, *see invisibility*, *extended shield*; 3rd level—*clairaudience/clairvoyance*, *fireball* [acid], *haste*, *slow*.

Koris Quickaxe: male half-orc Rog5/Bbn1; CR 6; Medium Humanoid (orc); HD 5d6+1d12+6; hp 35; Init +2 (Dex); Spd 40 ft.; AC 17 (+5 +1 *chain shirt*, +2 Dex), touch 12, flat-footed 17; Base Atk +4; Grap +8; Atk +10 melee (1d12+7/x3, +1 *greataxe*); Full Atk +10 melee (1d12+7/x3, +1 *greataxe*); SA sneak attack +3d6; SQ fast movement, rage 1/day, evasion, uncanny dodge, trap sense +1, improved uncanny dodge; AL NE; SV Fort +4, Ref +6, Will +3; Str 19, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +4, Disable Device +9, Jump +11, Open Lock +11, Search +9, Sense Motive +8, Spot +8, Tumble +13, Use Magic Device +8; Instantaneous Rage, Iron Will, Weapon Focus (*greataxe*).

Languages: Common, Abyssal, Orc.

Possessions: +1 *greataxe*, 2 daggers, 80 gp, backpack, +1 *mithral chain shirt*, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *scroll of shield* (2), *scroll of remove paralysis*, *potion of cure serious wounds*, *scroll of freedom of movement*.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Appendix I - NPCs (APL 8)

Encounter Two

“Wolverine” (Quasit): quasit Rog3/Sor1; CR 6; Medium-Size Outsider (Chaotic, Evil, Extraplanar); HD 3d8+3d6+1d4; hp 28; Init +6 (Dex, Improved Initiative); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 18 (+2 Dex, +2 natural, +4 *mage armor*); Base Atk +5; Grap +7; Atk +7 melee (1d4+2 (crit 20/x2), claw); Full Atk +7/+7 melee (1d4+2, 2 claws) and +2 melee (1d6+1, bite); SA spells, spell-like abilities, poison, sneak attack +2d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, evasion, uncanny dodge (Dex bonus to AC), darkvision 60 ft.; AL CE; SV Fort +8, Ref +8, Will +7; Str 14, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Concentration +6, Hide +10, Jump +10, Listen +6, Move Silently +10, Search +4, Spellcraft +4, Spot +6, Tumble +12; Dodge, Improved Initiative, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Quasit: quasit Rog3/Sor1; CR 6, Tiny Outsider (Chaotic, Evil, Extraplanar); HD 3d8+3d6+1d4; hp 28; Init +8 (Dex, Improved Initiative); Spd 20 ft., fly 50 ft. (perfect); AC 23 (+2 size, +4 Dex, +3 natural, +4 *mage armor*); Base Atk +5; Grap -4; Atk +11 melee (1d3-1 and poison, claw); Full Atk +11/+11 melee (1d3-1 and poison, 2 claws) and +6 melee (1d4-1, bite); Space/Reach 2-1/2 ft./0 ft.; SA spells, spell-like abilities, poison, sneak attack +2d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, evasion, uncanny dodge (Dex bonus to AC), darkvision 60 ft.; AL CE; SV Fort +4, Ref +10, Will +7; Str 8, Dex 18, Con 10, Int 10, Wis 12, Cha 11.

Skills and Feats: Concentration +2, Jump +7, Hide +12, Listen +6, Move Silently +12, Search +4, Spellcraft +4, Spot +6, Tumble +14; Dodge, Improved Initiative, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Encounter Six

Ghost: male ghost Rog7; CR 9; Medium Undead (Augmented Humanoid, Incorporeal); HD 7d12; hp 54; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 16) (+3 Dex, +3 deflection); Base Atk +5; Grap +5; Atk +8 melee (1d4 ability drain, draining touch); Full Atk +8 melee (1d4 ability drain, draining touch); SA Draining touch, horrific appearance, manifestation, telekinesis, sneak attack +4d6; SQ Rejuvenation, turn resistance +4, trap finding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +2, Ref +8, Will +2; Str 10, Dex 17, Con -, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Diplomacy +16, Hide +13, Jump +11, Listen +9, Move Silently +13, Perform (dance) +8, Sense Motive +9, Sleight of Hand +11, Spot +9, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on

the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw, he takes no damage with a successful saving throw.

Trap Sense (Ex): Against attacks by traps, he gets a +2 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Uncanny Dodge (Ex): He can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Encounter Seven

Ramanov Destar: male human Div5/Acolyte of the Skin5; CR 10; Medium Humanoid (human); HD 10d4+30; hp 61; Init +3 (Dex); Spd 30 ft.; AC 19 (+4 *mage armor*, +3 Dex, +2 natural), touch 13, flat-footed 16; Base Atk +4; Grap +3; Atk +3 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); SA spells, *poison*, fiendish glare; SQ wear fiend, flame resistant (fire resistance 10), skin adaptation; AL CE; SV Fort +8, Ref +5, Will +10; Str 8, Dex 16, Con 16, Int 20, Wis 14, Cha 8.

Skills and Feats: Concentration +16, Craft (alchemy) +8, Intimidate +5, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (the planes) +18, Knowledge (religion) +7, Speak Language [2], Spellcraft +18; Arcane Defense (Transmutation), Craft Wand, Energy Affinity (Acid), Extend Spell, Greater Spell Focus (Transmutation), Repeat Spell, Scribe Scroll, Spell Focus (Transmutation).

Languages: Common, Celestial, Draconic, Elven, Infernal, Abyssal.

Possessions: 3 daggers, light crossbow, 20 bolts, 100 gp, backpack, +2 headband of intellect, scroll of haste, scroll of fireball [acid], scroll of slow, scroll of dispel magic, potion of bear's endurance, potion of cure serious wounds, wand of

invisibility (3rd) (20 charges), *wand of fireball* [acid] (6th) (5 charges).

Diviner: Cast one bonus divination spell per day. Cannot cast spells from the school of Enchantment. Divination spells in **bold**. He has the spellcasting abilities of a 7th level caster.

Wear Fiend (Su): Gain +1 natural armor, +2 inherent modifier to Dexterity, 60-foot darkvision, *poison* 1/day.

Poison (Sp): As per the spell, at 16th caster level (DC 20).

Flame Resistant (Ex): Gain fire resistance 10.

Fiendish Glare (Su): Can unnerve opponent with a ferocious glare 1/day (Will save, DC 15, or suffer a -2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes, plus stun). This is not a gaze attack, and the target need not meet the acolyte's eyes.

Skin Adaptation (Su): Gain +2 natural armor, +2 inherent modifier to Constitution, 120-foot darkvision, *poison* 2/day.

Wizard Spells Prepared (4+1/ 6+1/ 4+1/ 3+1/ 2+1, DC 15 + spell level [DC 17 + spell level for Transmutation spells]): 0-level—*detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost*; 1st level—*burning hands* [acid], *magic missile* x3, *reduce person*, *shield*, *true strike*; 2nd level—*blindness/deafness*, *extended mage armor*, *resist energy*, *scorching ray* [acid], *see invisibility*; 3rd level—*clairaudience/clairvoyance*, *fireball* [acid], *haste*, *slow*; 4th level—*arcane eye*, *repeated burning hands* [acid], *greater invisibility*.

Koris Quickaxe: male half-orc Rog7/Bbn1; CR 8; Medium Humanoid (orc); HD 7d6+1d12+8; hp 45; Init +2 (Dex); Spd 40 ft.; AC 19 (+6 +2 *chain shirt*, +2 Dex, +1 *ring of protection*), touch 13, flat-footed 19; Base Atk +6; Grap +11; Atk +13 melee (1d12+8/x3, +1 *greataxe*); Full Atk +13/+8 melee (1d12+8/x3, +1 *greataxe*); SA sneak attack +4d6; SQ fast movement, rage 1/day, evasion, uncanny dodge, trap sense +2, improved uncanny dodge; AL NE; SV Fort +5, Ref +7, Will +4; Str 20, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +4, Disable Device +11, Jump +13, Open Lock +13, Search +11, Sense Motive +10, Spot +10, Tumble +15, Use Magic Device +10; Instantaneous Rage, Iron Will, Weapon Focus (greataxe).

Languages: Common, Abyssal, Orc.

Possessions: +1 *greataxe*, 2 daggers, 80 gp, backpack, +2 *mithral chain shirt*, +1 *ring of protection*, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *scroll of shield* (2), *scroll of remove paralysis*, *potion of cure serious wounds*, *scroll of freedom of movement*.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Trap Sense (Ex): Against attacks by traps, he gets a +2 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Appendix I - NPCs (APL 10)

Encounter Two

“Wolverine” (Quasit): quasit Rog5/Sor1; CR 8; Medium-Size Outsider (Chaotic, Evil, Extraplanar); HD 3d8+5d6+1d4; hp 36; Init +6 (Dex, Improved Initiative); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 18 (+2 Dex, +2 natural, +4 *mage armor*); Base Atk +6; Grap +8; Atk +8 melee (1d4+2, claw); Full Atk +8/+8 melee (1d4+2, 2 claws) and +3 melee (1d6+1, bite); SA spells, spell-like abilities, poison, sneak attack +3d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, evasion, uncanny dodge (Dex bonus to AC), darkvision 60 ft.; AL CE; SV Fort +8, Ref +9, Will +7; Str 14, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Bluff +10, Concentration +6, Hide +12, Jump +10, Listen +6, Move Silently +12, Search +4, Spellcraft +4, Spot +6, Tumble +14; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Quasit: quasit Rog5/Sor1; CR 8; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 3d8+5d6+1d4; hp 36; Init +8 (Dex, Improved Initiative); Spd 20 ft., fly 50 ft. (perfect); AC 23 (+2 size, +4 Dex, +3 natural, +4 *mage armor*); Base Atk +6; Grap -3; Atk +12 melee (1d3-1 and poison, claw); Full Atk +12/+12 melee (1d3-1 and poison, 2 claws) and +7 melee (1d4-1, bite); Space/Reach 2-1/2 ft./0 ft.; SA spells, spell-like abilities, poison, sneak attack +3d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, evasion, uncanny dodge (Dex bonus to AC), darkvision 60 ft.; AL CE; SV Fort +4, Ref +11, Will +7; Str 8, Dex 19, Con 10, Int 10, Wis 12, Cha 11.

Skills and Feats: Bluff +10, Concentration +2, Jump +7, Hide +14, Listen +6, Move Silently +14, Search +4, Spellcraft +4, Spot +6, Tumble +16; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze, mage hand, ray of frost, read magic*; 1st level—*mage armor, shield*.

Encounter Six

Ghost: male ghost Rog7/Shd2; CR 11; Medium Undead (Augmented Humanoid, Incorporeal); HD 9d12; hp 68; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 17) (+4 Dex, +3 deflection); Base Atk +6; Grap +6; Atk +10 melee (1d4 ability drain (20/x2), draining touch); Full Atk +10/+5 melee (1d4 ability drain (20/x2), draining touch); Space/Reach 5 ft./5 ft.; SA Draining touch, horrific appearance, manifestation, telekinesis, sneak attack +4d6; SQ Rejuvenation, turn resistance +4, trap finding, evasion, trap sense +2, uncanny dodge, hide in plain sight, improved uncanny dodge; AL CN; SV Fort +2, Ref +12, Will +2; Str 10, Dex 18, Con -, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +15, Diplomacy +18, Hide +15, Jump +13, Listen +11, Move Silently +15, Perform (dance) +8, Sense Motive +9, Sleight of Hand +11, Spot +11, Tumble +17; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on

either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw, he takes no damage with a successful saving throw.

Trap Sense (Ex): Against attacks by traps, he gets a +2 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Uncanny Dodge (Ex): He can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Hide in Plain Sight (Su): He can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, he can hide himself from view in the open without anything to actually hide behind. He cannot hide in his own shadow.

Improved Uncanny Dodge (Ex): He cannot be flanked, except by a rogue of at least 13th level.

Encounter Seven

Ramanov Destar: male human Div5/Acolyte of the Skin7; CR 12; Medium Humanoid (human); HD 12d4+36; hp 73; Init +3 (Dex); Spd 30 ft.; AC 19 (+4 *mage armor*, +3 Dex, +2 natural), touch 13, flat-footed 16; Base Atk +5; Grap +4; Atk +4 melee (1d4-1/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d4-1/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SA spells, *poison*, fiendish glare, glare of the pit; SQ wear fiend, flame resistant (fire resistance 10), skin adaptation, cold resistant (cold resistance 10); AL CE; SV Fort +9, Ref +6, Will +11; Str 8, Dex 16, Con 16, Int 23, Wis 14, Cha 8.

Skills and Feats: Concentration +18, Craft (alchemy) +8, Intimidate +9, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (the planes) +20, Knowledge (religion) +9, Speak Language [2], Spellcraft +20; Arcane Defense (Transmutation), Craft Wand, Energy Affinity (Acid), Extend Spell, Greater Spell Focus (Transmutation), Repeat Spell, Scribe Scroll, Spell Focus (Transmutation), Weapon Focus (ray).

Languages: Common, Celestial, Draconic, Elven, Infernal, Abyssal.

Possessions: 3 daggers, light crossbow, 20 bolts, 100 gp, backpack, +4 headband of intellect, scroll of haste, scroll of fireball [acid], scroll of slow, scroll of dispel magic, potion of bear's endurance, potion of cure serious wounds, wand of invisibility (3rd) (20 charges), wand of fireball [acid] (6th) (5 charges).

Diviner: Cast one bonus divination spell per day. Cannot cast spells from the school of Enchantment. Divination spells in **bold**. He has the spellcasting abilities of an 8th level caster.

Wear Fiend (Su): Gain +1 natural armor, +2 inherent modifier to Dexterity, 60-foot darkvision, poison 1/day.

Poison (Sp): As per the spell, at 16th caster level (DC 20).

Flame Resistant (Ex): Gain fire resistance 10.

Fiendish Glare (Su): Can unnerve opponent with a ferocious glare 1/day (Will save, DC 17, or suffer a -2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes, plus stun). This is not a gaze attack, and the target need not meet the acolyte's eyes.

Skin Adaptation (Su): Gain +2 natural armor, +2 inherent modifier to Constitution, 120-foot darkvision, poison 2/day.

Cold Resistant (Ex): Gain cold resistance 10.

Glare of the Pit (Su): As a standard action 1/day, project two fiery rays from eyes. Can aim both at one target or one each at two different targets. Make a ranged touch attack. One ray inflicts 8d6 points of fire damage; both rays inflict 16d6 points of fire damage.

Wizard Spells Prepared (4+1/ 6+1/ 5+1/ 4+1/ 3+1, DC 16 + spell level [DC 18 + spell level for Transmutation spells]): 0-level—*detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost*; 1st level—*burning hands* [acid], *magic missile* x3, *reduce person*, *shield*, *true strike*; 2nd level—*blindness/deafness*, *endurance*, *extended mage armor*, *resist energy*, *scorching ray* [acid], *see invisibility*; 3rd level—*clairaudience/clairvoyance*, *dispel magic*, *fireball* [acid], *haste*, *slow*; 4th level—*arcane eye*, *repeated burning hands* [acid], *greater invisibility*, *mass reduce person*.

Koris Quickaxe: male half-orc Rog9/Bbn1; CR 10; Medium Humanoid (orc); HD 9d6+1d12+10; hp 55; Init +2 (Dex); Spd 40 ft.; AC 20 (+6 +2 chain shirt, +2 Dex, +2 ring of protection), touch 14, flat-footed 20; Base Atk +7; Grap +12; Atk +15 melee (1d12+9/x3 +2 greataxe); Full Atk +15/+10 melee (1d12+9/x3, +2 greataxe); SA sneak attack +5d6; SQ fast movement, rage 1/day, evasion, uncanny dodge, trap sense +3, improved uncanny dodge; AL NE; SV Fort +6, Ref +10, Will +5; Str 20, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +4, Disable Device +13, Jump +15, Open Lock +15, Search +13, Sense Motive +12, Spot +12, Tumble +17, Use Magic Device +12; Instantaneous Rage, Iron Will, Lightning Reflexes, Weapon Focus (greataxe).

Languages: Common, Abyssal, Orc.

Possessions: +2 greataxe, 2 daggers, 80 gp, backpack, +2 mithral chain shirt, +2 ring of protection, potion of bull's strength, potion of cat's grace, potion of bear's endurance, scroll of shield (2), scroll of remove paralysis, potion of cure serious wounds, scroll of freedom of movement.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Improved Uncanny Dodge (Ex): Cannot be flanked, except by a rogue of at least 13th level.

Trap Sense (Ex): Against attacks by traps, he gets a +3 bonus on Reflex saves and a +3 dodge bonus to Armor Class.

Appendix I - NPCs (APL 12)

Encounter Two

“Wolverine” (Quasit): quasit Rog7/Sor1; CR 10; Medium-Size Outsider (Chaotic, Evil, Extraplanar); HD 3d8+7d6+1d4; hp 44; Init +6 (Dex, Improved Initiative); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 18 (+2 Dex, +2 natural, +4 *mage armor*); Base Atk +8; Grap +10; Atk +10 melee (1d4+2, claw); Full Atk +10/+10 melee (1d4+2, 2 claws) and +5 melee (1d6+1, bite); SA spells, spell-like abilities, poison, sneak attack +4d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, evasion, uncanny dodge (Dex bonus to AC), darkvision 60 ft.; AL CE; SV Fort +9, Ref +10, Will +8; Str 14, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Bluff +12, Concentration +6, Hide +14, Jump +12, Listen +8, Move Silently +14, Search +6, Spellcraft +4, Spot +8, Tumble +16; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap Sense (Ex): Against attacks by traps, he gets a +2 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Quasit: quasit Rog7/Sor1: CR 10, Tiny Outsider (Chaotic, Evil, Extraplanar); HD 3d8+7d6+1d4; hp 44; Init +8 (Dex, Improved Initiative); Spd 20 ft., fly 50 ft. (perfect); AC 23 (+2 size, +4 Dex, +3 natural, +4 *mage armor*); Base Atk +8; Grap -1; Atk +14 melee (1d3-1 and poison, claw); Full Atk +14/+14 melee (1d3-1 and poison, 2 claws) and +9 melee (1d4-1, bite); Space/Reach 2-1/2 ft./0 ft.; SA spells, spell-like abilities, poison, sneak attack +3d6; SQ DR 5/cold iron or good, poison immunity, fire resistance 10, alternate form, fast healing 2, evasion, uncanny dodge (Dex bonus to AC), darkvision 60 ft.; AL CE; SV Fort +5, Ref +12, Will +8; Str 8, Dex 19, Con 10, Int 10, Wis 12, Cha 11.

Skills and Feats: Bluff +12, Concentration +2, Jump +9, Hide +16, Listen +8, Move Silently +16, Search +6, Spellcraft +4, Spot +8, Tumble +18; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: none.

Spell-Like Abilities (Sp): At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit). These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

These quasits have used their *commune* ability this week.

Poison (Ex): Claw, Fortitude save (DC 13), initial damage 1d4 temporary Dexterity, secondary damage 2d4 temporary Dexterity. Does not apply in alternate form.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as *polymorph* cast by a 12th-level sorcerer, except that any individual quasit can assume only specific forms. These quasits can become ravens or wolverines.

Fast Healing (Ex): Recover 2 hit points per round.

Trap Sense (Ex): Against attacks by traps, he gets a +1 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Sorcerer Spells Known (5/3, DC 10 + spell level): 0-level—*daze*, *mage hand*, *ray of frost*, *read magic*; 1st level—*mage armor*, *shield*.

Encounter Six

Ghost: male ghost Rog7/Shd4; CR 13; Medium Undead (Augmented Humanoid, Incorporeal); HD 11d12; hp 82; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 17) (+4 Dex, +3 deflection); Base Atk +8; Grap +8; Atk +12 melee (1d4 ability drain, draining touch); Full Atk +12/+7 melee (1d4 ability drain, draining touch); SA Draining touch, horrific appearance, manifestation, telekinesis, sneak attack +4d6; SQ Rejuvenation, turn resistance +4, trap finding, evasion, trap sense +2, uncanny dodge, hide in plain sight, improved uncanny dodge, *shadow illusion*, summon shadow, shadow jump 20 ft.; AL CN; SV Fort +3, Ref +13, Will +3; Str 10, Dex 18, Con -, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +17, Diplomacy +20, Hide +17, Jump +15, Listen +13, Move Silently +17, Perform (dance) +8, Sense Motive +9, Sleight of Hand +11, Spot +13, Tumble +19; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against

ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw, he takes no damage with a successful saving throw.

Trap Sense (Ex): Against attacks by traps, he gets a +2 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Trap finding (Ex): He can use a Search check to locate a trap when the task has a DC higher than 20.

Uncanny Dodge (Ex): He can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Hide in Plain Sight (Su): He can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, he can hide himself from view in the open without anything to actually hide behind. He cannot hide in his own shadow.

Improved Uncanny Dodge (Ex): He cannot be flanked, except by a rogue of at least 13th level.

Shadow Illusion (Sp): Once per day he can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image*.

Summon Shadow (Su): He has a shadow companion (Monster Manual, p. 221).

Shadow Jump (Su): He has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. He can jump up to a total of 20 feet each day in this way. The amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Encounter Seven

Ramanov Destar: male human Div5/Acolyte of the Skin9; CR 14; Medium Humanoid (human); HD 14d4+42; hp 85; Init +5 (Dex); Spd 30 ft.; AC 22 (+4 *mage armor*, +5 Dex, +2 natural, +1 *ring of protection* +1), touch 16, flat-footed 17; Base Atk +6; Grap +5; Atk +5 melee (1d4-1/19-20, dagger) or +11 ranged (1d8/19-20, light crossbow); Full Atk

+5/+0 melee (1d4-1/19-20, dagger) or +11 ranged (1d8/19-20, light crossbow); SA spells, *poison*, fiendish glare, glare of the pit, *summon fiend*; SQ wear fiend, flame resistant (fire resistance 10), skin adaptation, cold resistant (cold resistance 10); AL CE; SV Fort +10, Ref +9, Will +12; Str 8, Dex 20, Con 16, Int 23, Wis 14, Cha 8.

Skills and Feats: Concentration +20, Craft (Alchemy) +8, Intimidate +13, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (the planes) +22, Knowledge (religion) +9, Speak Language [2], Spellcraft +22; Arcane Defense (Transmutation), Craft Wand, Energy Affinity (Acid), Extend Spell, Greater Spell Focus (Transmutation), Quicken Spell, Repeat Spell, Scribe Scroll, Spell Focus (Transmutation), Weapon Focus (ray).

Languages: Common, Celestial, Draconic, Elven, Infernal, Abyssal.

Possessions: 3 daggers, light crossbow, 20 bolts, 100 gp, backpack, +4 headband of intellect, scroll of haste, scroll of fireball [acid], scroll of slow, scroll of dispel magic, potion of bear's endurance, potion of cure serious wounds, wand of invisibility (3rd) (20 charges), wand of fireball [acid] (6th) (5 charges), +4 gloves of dexterity.

Diviner: Cast one bonus divination spell per day. Cannot cast spells from the school of Enchantment. Divination spells in **bold**. He has the spellcasting abilities of a 9th level caster.

Wear Fiend (Su): Gain +1 natural armor, +2 inherent modifier to Dexterity, 60-foot darkvision, *poison* 1/day.

Poison (Sp): As per the spell, at 16th caster level (DC 20).

Flame Resistant (Ex): Gain fire resistance 10.

Fiendish Glare (Su): Can unnerve opponent with a ferocious glare 1/day (Will save, DC 19, or suffer a -2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes, plus stun). This is not a gaze attack, and the target need not meet the acolyte's eyes.

Skin Adaptation (Su): Gain +2 natural armor, +2 inherent modifier to Constitution, 120-foot darkvision, *poison* 2/day.

Cold Resistant (Ex): Gain cold resistance 10.

Glare of the Pit (Su): As a standard action 1/day, project two fiery rays from eyes. Can aim both at one target or one each at two different targets. Make a ranged touch attack. One ray inflicts 8d6 points of fire damage; both rays inflict 16d6 points of fire damage.

Summon Fiend (Sp): Can summon a vroock with a 35% chance of success.

Wizard Spells Prepared (4+1/ 6+1/ 5+1/ 4+1/ 3+1/ 2+1, DC 16 + spell level [DC 18 + spell level for Transmutation spells]): 0-level—detect magic, detect *poison*, disrupt undead, *mage hand*, ray of frost; 1st level—burning hands [acid], magic missile x3, reduce person, shield,

true strike; 2nd level—blindness/deafness, endurance, extended *mage armor*, resist energy, scorching ray [acid], see invisibility; 3rd level—clairaudience/clairvoyance, dispel magic, fireball [acid], haste, slow; 4th level—arcane eye, repeated burning hands [acid], greater invisibility, mass reduce person; 5th level—baleful polymorph, cone of cold [acid], quickened true strike.

Koris Quickaxe: male half-orc Rog11/Bbn1; CR 12; Medium Humanoid (orc); HD 11d6+1d12+12; hp 65; Init +2 (Dex); Spd 40 ft.; AC 20 (+6 +2 chain shirt, +2 Dex, +2 ring of protection), touch 14, flat-footed 20; Base Atk +9; Grap +14; Atk +17 melee (1d12+9+1d6 electricity/19-20/x3 +2 shock greataxe); Full Atk +17/+12 melee (1d12+9+1d6 electricity/19-20/x3, +2 shock greataxe); SA sneak attack +6d6; SQ fast movement, rage 1/day, evasion, uncanny dodge, trap sense +3, improved uncanny dodge; AL NE; SV Fort +6, Ref +11, Will +5; Str 21, Dex 14, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +10, Disable Device +13, Jump +15, Open Lock +15, Search +15, Sense Motive +14, Spot +14, Tumble +19, Use Magic Device +14; Improved Critical (greataxe), Instantaneous Rage, Iron Will, Lightning Reflexes, Weapon Focus (greataxe).

Languages: Common, Abyssal, Orc.

Possessions: +2 shock greataxe, 2 daggers, 80 gp, backpack, +2 mithral chain shirt, +2 ring of protection, potion of bull's strength, potion of cat's grace, potion of bear's endurance, scroll of shield (2), scroll of remove paralysis, potion of cure serious wounds, scroll of freedom of movement.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, instead take no damage on a successful saving throw.

Uncanny Dodge (Ex): Retain Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

Improved Uncanny Dodge (Ex): Cannot be flanked, except by a rogue of at least 15th level.

Trap Sense (Ex): Against attacks by traps, he gets a +3 bonus on Reflex saves and a +3 dodge bonus to Armor Class.

Opportunist (Ex): Can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

Appendix II – New Rules

Arcane Defense

Choose a school of magic, such as Illusion. You can resist spells from that school better than normal.

Prerequisites: Spell Focus in the school chosen.

Benefit: Add +2 to your saving throws against spells of the chosen school.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Energy Affinity

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, and fire.

Benefit: Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

Instantaneous Rage

You activate your rage instantly.

Prerequisites: Ability to rage.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage in response to another's action after learning the result but before it takes effect. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can gain the additional hit points that rage grants just before a blow that would otherwise cause you to fall unconscious, or better your chances of making a successful saving throw against an incoming spell.

Normal: You enter a rage only during your turn.

Repeat Spell

You can cast a spell that repeats the following round.

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next turn in the round. No matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use this feat on spells with a touch range. If the original spell designates a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails. A repeated spell uses up a spell slot three levels higher than the spell's actual level.

Acolyte of the Skin

"No pain, no gain."

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies survive—or at least references thereto—along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who

give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends who are all too eager to share their terrible knowledge.

Acolytes of the skin are ill-suited to any position other than one that wields temporal power. Although NPC acolytes may sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte may lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Hit Die: d4.

Requirements

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

Alignment: Any non-good.

Knowledge (The Planes): 8 ranks.

Spells: The ability to cast 3rd-level arcane spells.

Special: The acolyte of the skin must have made peaceful contact with a summoned evil outsider.

Class Skills

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he adds the new level for purposes of determining spells per day.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and not to be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress. The fiendish essence subsumes the caster's own skin, an agonizing process that deals 1d4 points of damage each round of the ritual—wise candidates keep some cure potions on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels of the prestige class, his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer may accept or ignore this advice according to his temperament.)

The bonded fiendish skin is for all intents and purposes the character's own. It grants the acolyte of the skin a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability *poison* once per day as cast by a 16th-level caster.

The DM determines the actual nature of the skin, be it demonic, devilish, or some other fiendish creatures.

Flame Resistant (Ex): At 2nd level, the fiendish skin binds tighter, granting the acolyte of the skin fire resistance 10.

Fiendish Glare (Su): At 3rd level, the acolyte of the skin gains the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes. Glaring is a standard action that affects any creature he can see within 100 feet. Opponents must succeed at a Will save (DC 10 plus levels in the acolyte of the skin prestige class) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a -2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also

stunned for 3d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds. A creature with 151 or more hit points is not stunned but still suffers the –2 morale penalty if it fails its saving throw.

Flame Resistant (Ex): The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability. At 4th and 8th level, the acolyte chooses a bonus feat for which he already meets the prerequisites.

Skin Adaptation (Su): By 5th level, skin and wearer have grown more comfortable together, as if they had never been separate. The natural armor bonus granted by the fiendish skin increases to +2, the acolyte's darkvision improves to a 120-foot range, and he can now use poison twice per day as cast by a 16th level caster. In addition, the acolyte gains an inherent +2 modifier to Constitution.

Cold Resistant (Ex): At 6th level, the fiendish skin confers cold resistance 10.

Glare of the Pit (Su): At 7th level, the acolyte gains the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. He may aim both at one target or one each at two different targets, by making a ranged touch attack. A ray that hits the target deals 8d6 points of fire damage. If both rays hit the same target, the damage is 16d6.

Summon Fiend (Sp): At 9th level, the acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he can attempt to summon a vroek with a 35% chance of success; if devilish, once per day he can attempt to summon a gelugon with a 35% chance of success. The summoned creatures do the acolyte's bidding but automatically return whence they came after 1 hour. A fiend that has just been summoned cannot use its own summon ability for 1 hour. At the DM's discretion, using this power leaves the acolyte beholden to the summoned fiend.

Symbiosis: At 10th level, the fiendish skin and the acolyte are one, and only final death can separate them. His type and subtype changes to Outsider (native) rather than its original type and subtype, which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as *charm person*, but he can be hedged out by a *magic circle* spell against his alignment. Additionally, the acolyte gains damage reduction 20/magic.

Appendix III – The Demongrasp Rod

The *demongrasp rod* is a powerful magic item, made long ago as a weapon for use in the Blood Wars between demons and devils. The rod was originally crafted by devils for use against demons. It is an obsidian rod, carved at one end into a demonic, grasping hand with opal claws clutching a large, blood-red ruby.

The rod is aligned Lawful Evil and bears a powerful curse. Any creature touching the rod with exposed flesh (except for evil outsiders) must make a Will save (DC 21) or be afflicted by the curse. The character takes on a demonic appearance, with red eyes and a long, spaded tail, and suffers a -6 penalty to Charisma. This effect may be removed by a *remove curse* spell cast by a 16th-level caster.

Additionally, the character touching the *demongrasp rod* has his alignment shifted by one step towards evil (good to neutral, neutral to evil). This can be cured by an *atonement* spell cast by a 16th level priest. If the curse is not cured at the table where this curse is received, then the character is removed from play if the alignment shift has resulted in the character's alignment becoming evil.

The PCs may not use any of the abilities of the rod in the scope of this scenario. Even PCs with powerful divinations may not learn its powers.

Player Handout #1a

Inscription on the desk:

"To truly walk the One True Path, one must learn. Reflection on the wisdom of the One True Path is essential. Only in gathering the tiniest bits of Knowledge can one find true enlightenment."

Player Handout #1b

Inscription on the statue:

"To truly walk the One True Path, one must serve the cause of Good. One must strive to be as the purest servant of Good. As she fights her never-ending battle against evil, so shall you."

Player Handout #1c

Inscription on the mirror:

"To truly walk the One True Path, one must bask in the Blinding Light. The Sun will shine Pholtus' Blinding Light, but it cannot spread into the darkness without the aid of this reflection. And this is the key to shining the Light into the darkness beyond."

Player Handout #1d

Inscription on the plaque:

"To truly walk the One True Path, one must never bend in the pursuit of Law. There is an order to everything, and one must recognize and obey this order. My name shall return you to the surface, under the light that shows Pholtus' power to the world, and my name is of the order of the others. Speak my name as well and it will carry you to freedom."

Player Handout #2

Research notes of Terranis Whitefire, found in a backpack in the prison:

"The legends are true. There was a powerful artifact, the *demongrasp rod*. It is not just a tale to impress upon the foolish population the power of Pholtus. There appears to have been a concerted effort to strike the memory of this item from all records, but a mention remained in an ancient tome found in the Lost Library.

"The cavern where the rod rests is completely sealed beneath the Rakers, but it still exists. There is no mundane way to reach this location, as some sort of protection shields this location from magical sight and magical transport. To the true student of magic, though, there is always a way to reach any location. The book mentions a device capable of returning one to the surface, but I don't want to use it and end up in a compromising situation. Better keep multiple *teleport* spells handy; I am sure I can find a way to defeat the protections against accessing the Ethereal. That, or some other utility magic is certain to work."

DM's Aid #1 – Rumors

I hear the boy, Garreth, will be traveling to stay with Louis Phillip Gaston II for his training soon.

There is going to be war with Nyrond soon. The Pale will invade Midmeadow by the end of the year.

They say the troll king is searching for some ancient artifact in the Pale.

There has been an increase in undead in the Troll Fens, possibly due to the presence of a group of death worshippers.

Now that the ether threat is finally defeated, the Pale is preparing to re-enter the duchy of Tenth.

There is a cult of Old Wicked active in the Phostwood.

There is a group of fanatical Pholtans who are trying to enforce a return to the old days of the persecution of outsiders.

I heard the Flan Freedom Fighters are actually just a bunch of bandits, they're not real rebels because they don't have the guts to face the Prelatal Army or even the Pale Patrol.

There's a secret organization of sorcerers in the Pale engaged in a secret war against the Arcanist Guild.

There was once a group of evil sorcerers active in the region now controlled by the Theocracy of the Pale.

They say the silence from Winterwind is an indication he has been slain by another dragon or possibly an unknown group of adventurers.

Winterwind is not dead, he's just more subtle and patient than most enemies of the Pale.

The Phostwood is being corrupted by strange powers from another plane.

Some of the people taken away for the Druid Trials never came home, and some of them were just kids!

DM's Map

(1 square = 5 ft. by 5 ft.)

