

Devasus

#15



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision

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Imperial



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By Greg Geilman

Greetings fellow Guildmembers! The Imperial Pegasus issue no. 15 has finally arrived after so much ado. As always the Pegasus is written with contributions from Guildmembers for Guildmembers. We present two new adventures in this issue: The Living Caves of Dearthwood by William Fisher & Paul Estrada and The Ritual of Samansh by A.R.Cowley. While both of these adventures were written for d20 that does not mean that we will do so exclusively. Judges Guild has always supported all game systems and will continue to do so. We will continue to follow the tradition of the Pegasus. We welcome all amateur submissions: articles, adventures, and artwork from your campaigns. We wish to emphasis creativity over literary expertise. We do reserve the right to edit for content, etc. Our emphasis will be the sharing of new ideas. Regular features of all that glitters and things that go bump in the night are also included.

As you know we are teamed with Necromancer Games to produce d20 versions of the Judges Guild classic products The first of which is the Wilderlands Players Guide. This will be followed by the newly revised City-State of the Invincible Overlord, the Wilderlands of High Fantasy boxed set and Caverns of Thracia. The Players Guide and the Wilderlands of High Fantasy Boxed Set contain much effort and material written and converted by Judges Guild designers including our Invincible Overlord, Bob Bledsaw himself. We are committed to new original material written by new and old Judges Guild designers. This issue is the first of that effort. We welcome submissions of new material both for future issues of the Imperial Pegasus and new material. I hope you enjoy this and future issues of the Imperial Pegasus.



The Living Caves of Dearthwood

By William Fisher & Paul Estrada.

History:

It was not more than a year ago that Forden, a mage of no particular distinction, had heard rumors of a "living cave" that lied somewhere deep within Dearthwood forest. Intrigued by the prospect of elemental magic, he planned the exploration of these caves. Although his character matched his distinction, Forden, realizing that such a venture would require allies, was fortunate to coerce into service a pair of ogres through charm and the promise of great rewards that would be waiting for them in these living caverns.

During his journey through Dearthwood, Forden stumbled upon a skirmish between a band of orcs and a small group of elvenfolk. Seeing the potential for additional allies, he sided with the orcs allowing them to defeat their enemy quite handily. The orcs would show their gratitude by joining the mage, perhaps not just because they knew that they would be stronger with him, but perhaps because they greatly feared his power.



It would not be long before Forden and his loyal band would happen upon the caves of which up until then only rumors had spoke of. After entering the caves and setting up camp, Forden departed to another section of caves - and found the true meaning of the living caves. It was not elemental magic as Forden had envisaged, but simple predators that mimicked the natural rock within them.

Forden had given strict orders that the war band should wait for his return. He neglected, however,

to mention how long, and his war band did not realize he had been killed. It would not be until later that a few orcs would follow Forden's path deeper into the other caves in an attempt to find him, but of the four, only one survived. Upon his return, the lone survivor claimed the cave came alive and killed his comrades. Such fear and dread did this strike in the minds of the war band that none of the creatures would again venture into that section.

The ogres have since kept the orcs in line. Raiding the surrounding area has worked well for them. They patiently (or perhaps foolishly) wait for the mage to return to lead them into more battles.

More recently, near an abandoned mansion deep within the Dearthwood, a throng of the Overlords soldiers was routed by the Orcs of the Purple Claw and slaughtered to the last man. The Overlord, made aware that they had not reported in, sent out some patrols to discover what had befallen them. Most of these patrols were able to retreat after often-volatile confrontations. One patrol, however, came across the orcs of the living caves. They too were duly massacred, and in a show of bravado the orcs of the living caves decapitated the soldiers bodies and impaled the heads on stakes at the edge of the Rangloon.

Concerned over morale, the Overlord wished to have a group of unknowns remove the stakes to spare his troops the psychological impact of seeing there cohorts so easily bested. Losing any more of the armed forces would be detrimental, as was leaving the heads there. The best solution was to have a band of adventurers remove the gruesome markers and return their fallen standard. If they failed (as the group sent out a few days ago prior had done) - no one would ever hear of it. If they succeeded their actions would be attributed to the "Brave and powerful allies of the Overlord".

Area Description:

The heads (Map 1 at hex number 3223) are located on a small knoll overlooking the conquerors river. The cave lair is located a couple miles north, deeper in the forest. There is a trail that is impossible to miss leading from the heads straight to the cave. Near the cave there is a vane attempt to hide the war bands comings and goings.

Cavern's Description:

An orc war clan dominates the upper area while other creatures dominate the lower caves. In these caverns, all creatures carry their weapons at all times given that, amongst the clan, it is not uncommon for one to pilfer the others weaponry, or even play a cruel prank.

If alerted, all the orcs and ogres will meet in area 5, and draw a skirmish line hoping to draw the party into area 4. Once engaged, it is every monster for itself. Neither will come to the aid of another. In fact, each one would just assume kill an intruder from behind while his comrade takes the brunt of the attacks. They know they are cut off and will not surrender. If overwhelmed by panic, they will attempt to rush out of the caves.

None of these creatures will enter area 11. They claim the northern part of the complex "is alive" - the walls, floor and ceiling all kill without warning. They have lost comrades in both places but fail to understand the threat. Their superstitious beliefs account for the losses.

Wandering Monsters:

There is little chance of wandering monsters. When present the orcs stay in their caves. The Piercers in area 11 will not roam. So unless the orcs are given a reason for the move - the party will need to flush them out.

Area 1: Entrance

The trail leads to a low cliff that juts into a hillside. There is a cave opening with a gently sloping passage descending into the low hill. The passage is about 10 feet tall, and 15 feet wide, narrowing a bit as one penetrates further inside.

If the party makes a significant amount of noise here, the guards in area 2 will hear and attempt to use their darkvision (60 ft.) to see what the ruckus is all about. The guards would prefer to kill the intruders claiming the spoils for themselves. However, if they see more than two intruders, one will go alert their companions.

Area 2: Large Cave

The echoing sounds of a slow constant drip to a small pool western side of the chamber is the only obvious feature to this otherwise unremarkable cavern. The floor is relatively smooth with a covering of crushed stone resembling sand. The walls appear rough and unexcavated indicating that the cavern is a natural structure. There are two noticeable passages exiting from the chamber, one to the North and one to the East.

There are 2 orc guards here: Jigarsgh and Srargh. Srargh is a bit of a coward and will prefer to run and warn others if needed. They are rather bored and really do not watch the entrance as they should. If surprised, they will both run and yell for support. (Spot: +2; Listen: +2)

The main orc caves are less than 100 feet away. Any sounds of combat will summon the rest of the clan. However those defenders will attempt to lure the party to enter area 4, and attack there.

If the party listens, and has not alerted the defenders, they will hear the day-to-day useless banter of the orcs from the main cave. (Listen DC: 5 from cave tunnel)



Area 3: Pool

A very slow, steady, drip of water drops from a few stalactites in the ceiling. The water appears to be clean and clear.

There is nothing special about this pond. The few woodland animals that used to frequent this pond have since been driven off or eaten by the orcs.

Area 4: Ambush Point

Oprargk (Orc) stands watch here, ready to drop a crude net suspended above the chamber. Anyone looking up with appropriate vision or light source would easily see the net. (Spot DC: 3)

Area 5: Main Hall

There is a large natural chamber, with a few smaller chambers branching off of it. It is rather smoky from a small fire burning in a north wall niche.

If alarmed, the Orcs will form a skirmish line and attack. They will not wait for the ogres in areas 6 & 10 before attacking. Mor-duke (orc), Fin-mo (orc), Din-mo (orc), Han-if (orc), Wanda (orc), and Floob (orc) are located here. The orcs will be in small groups.

Area 6: The holding Pen

A crude but obviously stout wooden barricade has been placed across a small chamber. Inside there

This area has been occasionally used for prisoners. Unless alerted, Clingrar (ogre) will be playing knucklebones with Kar-dragk (orc), Kan-ifrahk (orc), Smorasghar (orc), and Quaghras (orc).

This area is stacked with a few crates and boxes; there is a strong smell of death coming from a pile of headless corpses against the far wall. It appears to be a storage area and pantry for the inhabitants of the caves.

Area 7: Storage area

A single orc is poking around in here, Hor-Drargk (orc). The banner or standard for the lost company is also here intermixed with a pile of bodies. There are 12 bodies in all. This smell is rather intense, as the bodies have been rotting here for some time.

The smell of orc is very overwhelming, scattered about are several piles of leaves, straw and trigs formed into small nests. It is rather obvious that a significant number of dirty creatures call this chamber home.

Area 8: Barracks

The orcs carry any valuables they have on them, so there is nothing of interest here. If not alerted, Sor-dragk (orc), Krakbrak (orc), Ko-largh (orc) and Slay-margh (orc) will be here asleep.

This room is a little cleaner than the rest of the complex although the stench is still disagreeable. There are two bed piles within the large chamber. It appears to be made of leaves, branches and grass. A few bones are scattered about. In a small niche to the west, there is a pile of loot. Visible from a distance is a selection of coins, weapons, pieces of armor,

Area 9: Ogres Chambers

This chamber is simply a bedchamber for the ogres. If not previously alerted, Clang will rush out of the niche and attack. There is nothing of value in the bed piles.

The niche has several boxes, but none of them have lids. There is a large stash of weapons, some armor (judging by the stains, obviously many were taken by force). There is also a bolt of fine cloth and hundreds of silver and copper coins.

Area 10: Storage Niche

Unless the alarm was raised, Clangrar (ogre) will be in the alcove counting the treasures gathered from their raids. Which includes enough studded leather

armor for about 10 man sized suits. There are also 8 long swords, 13 daggers, and 12 spears. Clangrar is spending his time counting the money. It includes 173 sp, 245 cp and 14 gp. It will take some time because Clangrar cannot count well.

This small cave seems to have more creature comforts than the rest of this cavern complex. There is a small cot, and table. A layer of dust and soot covers both. The table is badly burned, and the remnants of a book and shards of glass are all that remain. There is also a set of clothes on the cot.

Area 11: The Mage's Abode

The book was Forden's spell book that was trapped; it was ruined when an orc tried to take a peek at it. It should be obvious to any spell caster that this was the bedroom for one of a spell casting profession. The clothes should reinforce that to the players. Amidst the belongings (Search DC 7) is a page from a journal. Mostly burned, there is an entry that shows concern over stealing a staff from a powerful mage in the City-State. It goes on to mention that the author is relying on the elemental forces of the lower caves to prevent retribution.

Under a natural arch, a large number of good size stones and boulders have been piled up here. In the middle is a crude wood portcullis that is hinged on the left hand side.

Area 12: Stone wall

The orcs built this stockade some time ago to keep the "sprites of the cave" contained. In a sense it has prevented the creatures on the other side from "escaping".

This cave seems much like the last. There are a few more bones scattered about, many of them seem to be coming from a scattered skeleton in the north west corner of the room.

Area 13: Falling death

This is the current lair of 4 Piercers. (Marked by a 1, 2, 3, and 4 on the map). The body of a dead orc is marked as point 'A' on the map. On the body are a short sword, a spear, and 13 silver pieces.

Piercer CR 1; Aberration; HD 3d8 (Aberration); hp 10,12,15, 12; Init -3 (Dex,) Spd 5; AC 16; Atk +5 (3d6+6, Impale); SA: Improved Critical (Ex), Acid (Ex); SQ: Vermin; AL N; SV Fort +2, Ref -3, Will +0; STR 10, DEX 4, CON 11, INT --, WIS 10, CHA 9. Skills: Hide +15, Listen+8;

This cave is empty of any items that look out of the ordinary. The floor is covered in a sandy crushed rock, and mostly barren.

Area 14: Empty chamber

This cave is void of any notable items. If the party looks around they will only find a few mundane bones, and maybe a small common mouse.

In the southeast corner of the chamber, a shaft descends about 20 to 25 feet. There is a crude wooden stake with a rope hanging down to the chamber below.

Area 15: Shaft down

This rope was left over from the last one who explored this area.

This had a passage leading out in the northeast corner. Towards the southern wall stand 5 to 6 foot tall mushroom looking growths.

Area 16: Screaming chamber

The growths are 4 Shriekers, and 2 Violet fungi (marked by 1 on the map). Unless the party is careful, everything in the caves will know were the party is. The fungi are towards the back, and the

party should be safe from them unless they enter the stand of Shriekers.

Fungus, Shrieker; Medium Plant; HD 2d8+2 (11 hp); Init -5; Spd 0 ft; AC 8 (-5 Dex, +3 natural), touch 5, flat-footed 8; Base Attack/Grapple: +1/-4; Attack: —; Full Attack: —; Space/Reach: 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; SV Fort +4, Ref —, Will -4; Str —, Dex —, Con 13, Int —, Wis 2, Cha 1; CR 1; AL neutral

Violet Fungus, Medium Plant, 2d8+6 (15 hp), Init -1, Spd 10 ft. (2 squares); AC 13 (-1 Dex, +4 natural), touch 9, flat-footed 13; Base Attack/Grapple: +1/+3; Attack: Tentacle +3 melee (1d6+2 plus poison); Full Attack: 4 tentacles +3 melee (1d6+2 plus poison); Space/Reach: 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; SV Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9; CR 3; AL neutral

This area has several developed stalactites and stalagmites. The end of the passage forms a small chamber as a parallel tunnel heads back the way the party came.

Area 17: Wraith's Haunt

The lower caves are the haunt of Forden's wraith and he will be encountered here. Given the chance he will prefer to follow the party down the tunnel to area 18. He will not follow the explorers up to the main cavern level.

Wraith, Medium Undead (Incorporeal), HD: 5d12 (32 hp); Init: +7; Spd: Fly 60 ft. (good) (12 squares); AC: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; Base Attack/Grapple: +2/—; Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); Full Atk: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); Space/Reach: 5 ft./5 ft.; SA Constitution drain, create spawn; Special Qualities: Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; SV: Fort +1, Ref +4, Will +6; Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15; Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Feats: AlertnessB, Blind-Fight, Combat

Reflexes, Improved InitiativeB; CR 5; AL Always lawful evil

The tunnel is circular at about 3½ to 4½ feet around. It descends at about a 45° angle.

Area: 18 Tunnel downward

There is nothing remarkable about this tunnel.

Area: 19 Trapper's lair

This chamber seems as mundane as the last. There are some stalactites jutting forth from the ceiling. This chamber has a stone chest carved from the stone of the floor against the southern wall.

The chest is actually a decoy utilized by a large trapper. Underneath the trapper are several unremarkable bones and the remains of an orc – although hard to recognize. There are also a couple of daggers, a flail, and a bow and arrows. All the items are rather pitted. The only items that might have value are the remains of 15 silver and 20 coppers, which are also quite pitted – but that of the City-State mintage. They should still be worth 80% of their face value.

Trapper CR 7; Huge Aberration; HD 12d8+48; hp 102; Init +5 (+1 Dex, +4 Improved Init); Spd 10 ft; AC 17, touch 11, flatfooted 16; Base Atk/Grapple: +10/+17; Atk buffet +17 (2d4+8); SA: Smother (Ex); SQ: Immunity: Fire, Cold (Ex); AL N; SV Fort +8, Ref +5, Will +10; STR 30, DEX 12, CON 19, INT 14, WIS 15, CHA 14. Skills: Hide +12, Listen+12, Spot+12. Feats: Alertness, blind-fight, Improved Initiative

Inside the western chamber, you can make out a skeletal figure on the ground. It appears to have sustained a large amount of damage.

Area 20: Unexplored area

This is the body of a mage that specialized in elemental forces. About a year ago he heard rumors

that this cave was “alive”. He mistakenly believed this might have to do with creatures from the elemental plane of earth. He traveled light, and common rodents scavenged most of his belongings. The Piercers now in area 11 killed him here some time ago. Still scattered about his bones are:

- A damaged spell book
- 48 gp
- A small medallion
- A scroll case

A metal bowl with a rim of a blue stone. It is encrusted with some small (inexpensive) greenish stones. A few stones are missing, and the bottom of the bowl has a large dent. There are many more small dents and scratches.

The spell book contains:

- Shocking Grasp (1st level)
- Gaseous Form (3rd level)

The scroll contains:

- Planar Ally.

The medallion is a protection device; it gives the wearer ability to influence any creature from the elemental plane of earth (once per day). All such creatures must make a save (Will DC) or they will not threaten or harm the bearer. Any creature from the elemental plane of air must save vs. spell, or blindly attack the wearer.

The bowl was a Bowl of commanding water elementals. Unfortunately, it was damaged in the attack, and it is impossible to control any summoned creatures.

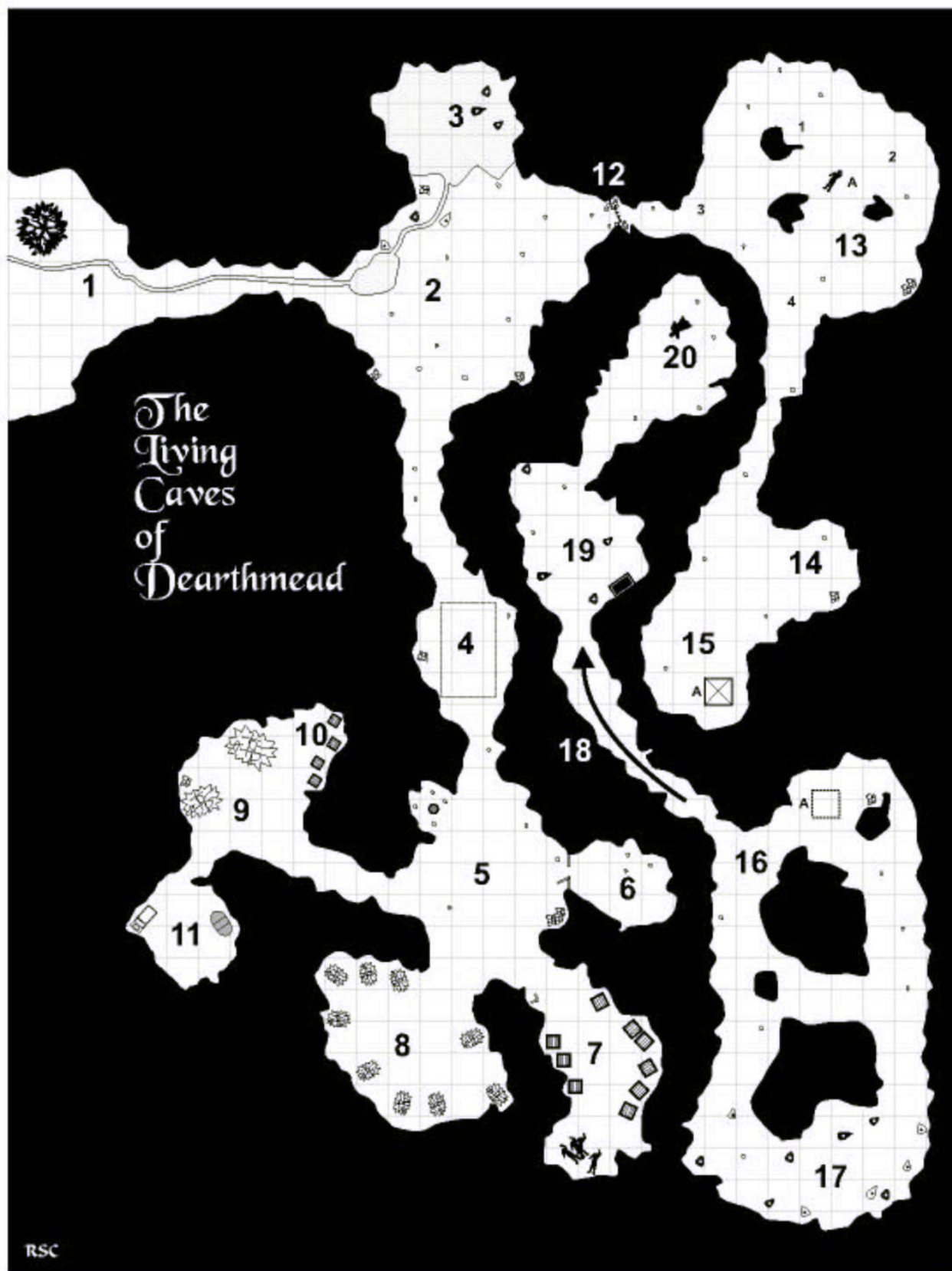
When filled, and the command is spoken, a 12 hit die water elemental will be summoned. Add 2 hit points per die if salt water is used (8 points per die maximum). In its present condition, all elementals summoned will attack the summoner.

Credits

William Fisher is a software developer for a financial firm in San Francisco. He lives in Palo Alto with his wife Susan, daughter Stacey, dog, cat, iguana and some seemingly random number of fish.

Paul Estrada is a planetary scientist at NASA Ames Research Center at Moffet Field, California. He completed his Ph.D. at Cornell University in Ithaca New York, where he had the distinction of being Carl Sagan's last graduate student. Despite the friends he met in New York, this California native is happy to be back in the San Francisco Bay area and enjoying the mild weather.

This adventure was inspired by Bill Paley's rumors from issue number 24 of “The Dungeoneers Journal”. We offer many thanks to you Bill. We would also like to thank the play testers. Susan Fisher also deserves a special mention for her efforts and patience through the writing and play testing.



Monster Statistics

Orcs(18): Medium Humanoid; HD 1d8 (Warrior); hp (as listed) ; Init +0; Spd 30 ft; AC by armor; Base Atk/Grapple: +1/+3; Atk per weapon; SQ: Light sensitivity (Ex), Darkvision (Ex); AL CE; SV Fort +2, Ref +0, Will -1; STR 15, DEX 10, CON 11, INT 9, WIS 8, CHA 8; Skills: Listen +2, Spot+2; Feats: Alertness.

Sordduke, hp 7, AC 13 Orcish armor, melee +3 (1d4+2 dagger) or ranged +1 (1d6 Short Bow), 10 arrows, 97 sp; Kordduke, hp 6, AC 13 Orcish armor, melee +3 (1d4+2 dagger) or ranged +1 (1d6 Short Bow), 8 arrows, 578 cp, Jade Idol (50 gp); Mordduke, hp 6, AC 13 Orcish armor, melee +3 (1d4 +2 dagger) or ranged (1d6 or 1d6+1 Short Bow), 3 +1 arrows, 5 arrows, 24 sp, 6 cp; Hordduke, hp 8, AC 13 Orcish armor, melee +3 (1d6+2 Spear) or ranged (1d6 Spear), 2 Spears, 5 gp, 14 sp; Schmidt, hp5 AC 11 Padded Armor, melee +3 (1d6 +2 Javelin) or +1 ranged (1d6 Javelin), 4 Javelins, 87 cp; Kitbo, hp 5, AC 13 Orcish armor, melee +3 (1d6 +2 Pike), 6 gp, 18 sp; Ko lang, hp 8, AC 13 Orcish armor, melee +3 (1d6 +2 Pike), 1 PP, 76 cp; Jig, hp 7, AC 13 Orcish armor, melee +3 (1d6 +2 Battle Axe), gem (50 gp), 87 cp; Findmo, hp 6, AC 13 Orcish armor, melee +3 (2d7 +2 Flail), 92 sp, 18 cp; Dindmo, hp 7, AC 13 Orcish armor, melee +3 (2d7 +2 Mace), 16 gp; Slaydmo, hp 5, AC13 Orcish armor, melee +3 (2d7+2 Mace), 132 cp, 15 sp; Opr, hp 4, AC 12 Poor leather armor, melee +3 (2d8 +2 Voulge), 56 sp, 12 cp; Handif, hp 8, AC 12 Poor leather armor, melee +3 (1d6 +2 Glaive), 23 sp, 67 cp; Kandif, hp 6, AC14 Poor chain mail, melee +3 (d6+2 Spear), or ranged (1d6 light crossbow), 8 bolts, Gem worth 100 gp, 57 cp; Smorck, hp 7, AC 14 Poor chain mail, melee +3 (1d6 +2 Short Sword) or ranged +1 (1d6 light crossbow), 6 bolts, 2 gp, 67 sp, 203 cp; Wanda, hp 8, AC 14 Chain mail, melee +3 (1d10 +2 Halberd), 32 gp, 100 sp; Floob, hp 8, AC 16 Splint mail, melee +3 (1d10 +2 Halberd), 2 gold rings (50 each), 45 sp; Quarz, hp 8, AC 14 Scale mail, melee +3 (1d10 +4 +1*greatsword*), necklace (500 gp), 77 sp.

*Orcish armor is a hodge-podge collection of various armor types augmented by leather. (Armor bonus: +3, Max Dex: +3; Chk penalty: -3; Arcane Failure: 20%; weight 30lb; cost: depends on parts)

Ogres:

Ogres (2); Cling and Clang; Large Giant; HD 4d8+11 (29 hp); Init -1; Spd: 30 ft. in hide armor (6 squares); base speed 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; Base Atk/Grapple: +3/+12; Atk: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Full Atk: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Space/Reach: 10 ft./10 ft.; SQ Darkvision 60 ft., low-light vision; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7; Skills: Climb +5, Listen +2, Spot +2; Feats: Toughness, Weapon Focus (greatclub); CR 3; AL CE

Cling wears skins and hides, with a gold ring on a thong around his neck (20gp), Clang has a Silver nose ring (3gp) and mangy skins and hides.

TRAPPER

Huge Aberration

Hit Dice: 12d8+48 (102 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 10 ft

AC: 16 (-2 size, +1 size, +7 natural) touch 11, flat-footed 15

Base Attack/Grapple: +7/+17

Attack: Buffet +17 melee (2d4+15)

Full Attack: Buffet +17 melee (2d4+15)

Face/Reach: 15 ft by 15-ft/10 ft

Special Attacks: Smother

Special Qualities: Immunities, darkvision 60 ft

Saves: Fort +8, Ref +5, Will +10

Abilities: Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14

Skills: Hide +8*, Listen +12, Move Silently +12, Spot +12

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 13-22 HD (Huge); 23-36 HD (Gargantuan)

(From the Tomb of Horrors p. 258. Updated to 3.5 by Greg Geilman)

COMBAT

The trapper will wait until a creature is almost

centered on its body and then quickly wrap around it, attempting to smother its victim. Once a trapper gets a hold, it will not release a victim until it or the trapper is dead.

Smother (Ex): A successful attack indicates the trapper deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (Grapple, page 137 in the *Player's Handbook*). If the trapper succeeds at the grapple, it has wrapped itself around its prey. The following round, the victim must either hold her breath or begin taking suffocation damage. (A creature can hold its breath for 2 rounds per point of Constitution. After this time, the creature must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by +1 for each previous success.) If the victim runs out of breath, it falls unconscious (0 hp). In the following round, it drops to –1 hit points and is dying. In the third round, the creature suffocates.

A victim can escape the trapper's hold by making an opposed grapple roll or an Escape Artist roll against the trapper's grapple roll. While engulfed, a creature can only use a Tiny weapon, and then only if it was in hand when the creature was first enveloped.

Damage inflicted on a trapper while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons deal full damage to the victim but do not harm the trapper.

Immunities (Ex): Trappers are immune to all cold and fire-based effects.

Skills: Trappers receive a +8 racial bonus to Hide checks. *When it changes its color to appear as stone, the Hide bonus increases to +12.

PIERCER

Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: -3 (Dex)

Speed: 5 ft, climb 5 ft

AC: 16 (+2 size, -3 Dex, +7 natural)

Base Attack/Grapple:

Attack: Impale +2 melee (1d6)

Full Attack: Impale +2 melee (1d6)

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Improved critical, acid

Special Qualities: Vermin

Saves: Fort +2, Ref -3, Will +0

Abilities: Str 10, Dex 4, Con 11, Int —, Wis 10, Cha 9

Skills: Hide +4*, Listen +13, Spot +3

Climate/Terrain: Any underground

Organization: Cluster (5-10) or colony (11-20)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

The piercer appears as a stalactite about 1-foot long (though they can grow to a length of 6 feet). This is its outer shell. Inside, the piercer appears as a slug-like creature with a long tail. Two tiny eyestalks protrude from its sides.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. Once its attack is expended, the piercer must climb the walls of its lair and resume its position to drop again. On the ground a piercer is easily slain. If flipped over, and its insides are exposed, a piercer is AC 9.

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing **attacks**. Piercers have darkvision with a range of 60 feet.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

The Ritual Of Samansh

Introduction

The story told in this adventure, revolves around the mystery of why a merchants brother-in-law has changed since his return from a pilgrimage to the Holy Land. The merchant, Hercules has noticed many changes in both the physical and mental state of his brother-in-law, Albertus.

Master Hercules De Ferrin is a merchant of some note within the small city of Delours. He is married to Elizabeth and they have five wonderful children. The eldest is Master Daniel who helps his father with the family business and has become something of an expert in metals. Daniel is rarely in Delours as he travels extensively all over France. Hercules' second eldest is Katherine, a stunning dusky maid with sparkling green eyes. She has been carefully hidden from the ogling of lusty suitors.

Hercules is familiar with one of the characters father (an aristocratic type) and the families even now do a great deal of trade with each other. He used to sit at the lords' table and feast with him during mighty banquets, as the person who supplies valuable iron to weaponcrafters is a very important ally. This characters father had a fondness for Hercules and the character remembers playing with Katherine in the castle garden when Hercules came to visit. He remembers the lust for her beauty when he was in his twelfth year.

Hercules unfolds his tale of how Albertus raped poor Katherine, how Hercules confronted him with this horrible deed only to be laughed at. He tells how Albertus did not remember a letter that he sent claiming to have found a great treasure. The following day the villa of Albertus burns to the ground and he is the only survivor. Katherine their son Basil and all of the servants are killed. Albertus rebuilds the villa with extensive additions drawing money from a seemingly inexhaustible supply. Albertus begins to pay court to his daughter Katherine even against the wishes of Hercules. Katherine seems smitten with Albertus and she breaks out of her room to meet with the rogue merchant. Albertus makes several aggressive deals that are very out of character and displaying skills of tongue that were never before apparent. Albertus has new servants arrive from out of town they are

foreign and several are most definitely warriors.

Hercules secures his daughter Katherine who no longer sees Albertus and denies her infatuation with him. Hercules is approached by Albertus who offers a great fortune for the hand of the fair Katherine. Hercules has him thrown out and Albertus threatens that he will regret his decision. Hercules comes across resistance, even hostility from old friends who he has traded with for years, loosing deals without explanation. Twice in one ten-day Hercules is attacked by thugs who beat and rob him. He begins to loose money while trying to maintain his lifestyle. Once again, Albertus offers the wealth of a king for his daughter's hand and once again, Hercules refuses. Hercules at the end of his sanity comes to the chosen character begging for assistance and the return of the real Albertus Monroe.

The characters are sent on an investigative trek that leads them to some of the most powerful merchants in southern France. Each tells a different story but all include the discovery of a strange tomb in Antioch that Albertus robbed. The merchants who are freezing out Hercules seem to be under threat from thugs and thieves who have been paid to put pressure on poor Hercules. After asking some questions, the characters are waylaid in a dark alley by four thugs with clubs. After continued questioning, the group or one of the group is attacked by a hired assassin in their very own inn. The message is made clear by the arrival of trained warriors who delivers the message to stop asking questions, they offer the group money to go away. When the money is refused, summoned monsters in the street attack them. Finally, they confront the Merchant again in his villa and are set upon by the Half-Fiend and his retainers. They discover the merchant is really a half fiend posing as Albertus and requires a green eyed virgin to summon his father back to earth so they might take revenge for his banishment.

It is difficult to put this adventure into a chronological order as the group may go anywhere and question anyone. All of the NPC's are listed with what they know and what they are prepared to tell. The group may not visit them all or any of them for that matter, going straight to the villa to have it out with poor old confused Albertus. Do not worry, let them have their head and use any missed bad guys at the villa. Enjoy!

‘Down on My Knees’

Hercules De Ferrin. Master Metal Merchant; Male Human Exp 1st CR ½ Medium Humanoid; HD: 1d6+3; HP: 5; Initiative: +7 (+3 Dex, +4 Improved Init) Spd 30 ft; AC: 13 (+3 Dex) touch 13, flatfooted 10; Base Atk: +0; Grp: -2; Atk: melee -2 (1d4-2 Dagger); Align LG; SV: Fort +3, Ref +3, Will +2; Str 6, Dex 16, Con 16, Int 13, Wis 10, Cha 7. Age: 59.

Skills and Feats: Animal empathy +0, Diplomacy +5, Hide +3, Innuendo +3, Knowledge +3 (Geology), Profession (Metalcraft) +1, Listen +0, Move silently +3, Perform -1, Ride +5, Spellcraft +1, Spot +0, Swim +0, Improved initiative, Skill focus (Diplomacy).

Languages Spoken: Provencal, Languedoc

Hercules is a man of large girth with balding head circled by snowy white hair. He has become a very morose personality and it is almost painful to speak to him. He loves his family who are the most important thing to him and his manner is always jolly around them. He was very close to Albertus before his pilgrimage to Palestine and now he would be glad to see him dead.

Hercules’s Story

Prey my Lord, excuse the hour and my unannounced arrival at your lodgings but my need is great. I am Hercules a friend and old friend of your father. I was the merchant who sold him iron for his weaponsmith. I have come to you for help! Please lend me your time and I will tell you a story of strangeness that will intrigue you.

My younger sister Irene was married to a wealthy merchant named Albertus. He was not very good looking and quiet fat though the marriage was very beneficial to both families. Irene was not looking forward to the match but knew she had to do what was best for the family. After some months, it was obvious that love had blossomed into their lives as Irene became pregnant and Albertus had lost weight; his new image cutting a fine figure. Their son, they named Basil and he was baptized to great ceremony

and much joy. It was shortly afterwards that things began to go badly for the family and English cloth threatened their livelihood.

Albertus went to the priest to take a blessing and relive himself of his sins. The priest told him that his faith was being tested and that he should make a pilgrimage to the Holy Land and all would be made well when his faith was returned and fortified. Albertus being a good Christian set off to Palestine with much sad sorrow and rivers of tears. We heard nothing from him for three years when suddenly I received a letter saying that he had discovered a great treasure and that he was returning to France to share this with the family.



Upon his return, it was obvious from his manner that he had changed. His demeanor was more forceful and his physique robust. I thought little of this as a journey of such magnitude and visions of the holy land are bound to change a man. It was three weeks later when Irene came to me with tears in her eyes and a bruised and cut face. She had been taken by force by her husband who was previously a gentle soul. I confronted Albertus about this who laughed at me saying, “What happens in a mans bedroom stays in a mans bedroom”. I questioned him regarding the great treasure he had written me about. A blank look briefly fell upon his features before he assured, “Oh, I merely referred to the spiritual awakening of my journey.”

It was the next day that the villa De Ferrin burned to the ground; all of the cloth bolts inside made for a fierce blaze and some of the people who fought the fire were injured. All through the night, the blaze raged and any hope of survivors was lost; we mourned for poor Irene, Basil, and Albertus. As the first rays of light peeked over the mountains we spotted movement in the ashes, it was Albertus! He had survived. He was black with ash and his body charred, completely naked; but alive. How? How could this be? A person could not survive such an inferno, not with little or no burns; but Albertus was fine; once he had washed and dressed no one would have known he had been in a burning building.

All except Albertus were fried, their bodies gone, leaving only sooty remnants in the detritus. He took it all in his stride and shed not one tear for his son and my sister, his wife and mother of his child Basil. It was the following Wednesday that he began to rebuild the villa, hiring a plethora of stonemasons, architects, and laborers. A small army of workers cleared ground and set up ranging poles for a larger more grandiose villa. He had a blacksmith craft a pair of iron gates, large and black with 'ALBAIR' worked into their design. He claimed that they were the first letters of all their names, out of respect.

Even before the new villa, ALBAIR was complete; foreigners came and began service with him as servants. They were dark skinned and spoke a harsh language that Albertus understood. I could take no more and asked what was going on, my rage was obvious and spittle splashed on his face from my outburst. He moved not one jot replying, "I found that the Paynims make excellent servants, I learned their language while on my travels. I care not for your manner though given your recent loss I will let it pass, but berate me again on my own land and I shall take great offence!" "You heartless son of a pig..." I remember not what foulness came from me only that he never budged and I found myself shown out roughly by armed men.

I took it upon myself to follow his dealings and he made several very aggressive bargains with notoriously difficult patrons. His eloquence and diplomacy was uncharacteristic, his determination and persistence out of place. To my surprise and disgust, Albertus paid me a visit, claiming to be offering an olive branch of peace. I too am a good Christian and invited him into my house and served

him my best liquor and food. He seemed very interested in my daughter Katherine, and to my surprise she in him. After minor pleasantries and apologize he left and I thought no more of it. That night Katherine slipped out of her room, when I questioned her she said it was to be with Albertus. I hit her and forbade her to ever see him; I secured her room and she never left the house at night again. After a couple of days she denied ever having any feelings for Albertus and could not understand why she ran off as she did.

Three months ago, Albertus came to my house again; he said he wanted to marry my Katherine. I shouted abuse at him and threw him out. He said, "You will regret this harshness." Since then I have come by nothing but bad luck and strange occurrences. Old friends have started to cease their trade with me, when I ask them they say I am no longer competitive. Even when I approached them with cut prices they refused to deal with me. At the beginning of this month I was attacked in the street and again the following day, they took nothing any but me severely but I heard one of them say, "Fast me lads, we aren't to kill the man."

Two days ago, Albertus came to me again asking for Katherine to be his wife. This time he offered me money, lots of money; in fact 2,000gp, a profane amount of money. With that kind of sum I could rebuild my out houses, send young Julian to University open a new mine for myself. But I keep thinking of poor Irene and what fate might befall Katherine. How could I sell my daughter to such a monster?

So, that is my story my lord and I beg thanks for your ear. I would impose upon you no further than to ask that you find out what malady affects Albertus that he would do such things. If I am shut out of my contacts, I will have to give in to his demands or go poor on the streets. I knew your father well; he was a man of conviction and would see no man go to ruin. In his memory and our friendship, I beg that give me aid.

What Hercules Knows

The new villa ALBAIR has many servants inside including some armed men. Most of these are foreigners Paynims as Albertus called them.

The first attack upon him was by ruffians with their fists and feet. They were fairly ordinary types and he did not get a very good look at them as they came from behind in a dark alley.

The Second attack was by large brutes that wore leather and used clubs. They seemed to know what they were doing and looked professional. One of them was tall with long blonde hair and spoke like a Norseman. The other was short but well built and he had a fine rapier at his side. The third was of slight build and stayed behind the others I only saw his boots and remembered thinking how small they were.

Sir Cliverse has stopped his orders for new iron. He always wants to be on top of armor and weapon fashion and orders every few months for his bonded weaponsmith. I have not been able to get to see him at all.

Master blacksmith Charles Meacham normally buys all of his iron from me. I sold to his father for years, but now he goes elsewhere. He says that I am uncompetitive, but even when I reduced the price he still refuses to buy.

Lady Aurelia has had many a weapon cut from my steel that she has hand picked. Now she also buys elsewhere. Her servants only tell me that my reputation is not what the Mistress wants to be associated with. I asked what reputation. They said, "They did not know but the mistress was not happy and could buy her steel from whence she pleased."

The Armorer called Master Pitcairn has ceased trading with me saying that my quality has dropped. I swear my metals are as good as always. They were good enough for your father for twenty years!

I believe that Albertus' change has something to do with his treasure! If you could find out what it was may be you could change him back to the old Albertus.

The Fair Katherine

Female Human Com1; CR: ½; Medium Humanoid (5 ft., 6 in. tall); HD 1d4 HP: 4; Init: +1 (+1 Dex); Speed: 30 ft; AC: 11 (+1 Dex), touch 11, flatfooted 10; Base Atk: +0; Grp +3; Atk: melee +3 (1d3+3 ; SubdualFist); Al N; SV Fort +0, Ref +1, Will +1;

Str 16, Dex 13, Con 11, Int 11, Wis 13, Cha 13.Age: 21

Skills and Feats: Appraise +1, Hide +1, Listen +1, Move silently +1, Perform +2, Craft (Cook) +7, Spot +1, Craft (Weaving) +5, Skill focus (Cook).

Languages Spoken: Provencal

Katherine has a dark complexion of olive and jet black hair. Her eyes are sparkling green, almost emerald in color that give her striking beauty. It is easy to see why Albertus would want her for his wife. She claims that she does not know why she left her room to visit Albertus but she swears that nothing happened and Albertus was quite the gentleman. He only said that he would give me a great gift that would be my honor to take. He would not elaborate. She now sees Albertus for the pig he is and wants nothing to do with him. She believes that he ensorcelled her into running away.

Questionings

Sir Cliverse The English Noble

Male Human 2/Ftr1; CR: 2; Medium Humanoid (5 ft., 2 in. tall); HD 2d8+2 + 1d10+1; hp 22; Init +2 (+2 Dex); Spd 30 ft; AC 18 (+2 Dex, +4 Chain Shirt, +2 Large Shield), touch 12, flatfooted 16; Base Atk: +20; Grp +26; Atk: melee +5 (1d8+2 Longsword); SV Fort +3, Ref +2, Will +4; AL CE; Str 14, Dex 14, Con 13, Int 12, Wis 12, Cha 16.Age: 32

Skills and Feats: Bluff +10, Craft +3, Disguise +8, Hide +2, Innuendo +6, Intimidate +7, Knowledge (religion) +6, Listen +3, Move silently +3, Read lips +2, Speak language +4, Spot +1, Dodge, Skill focus (bluff), Weapon focus (Longsword).

Languages Spoken: English, Provencal, Occitain, Languedoc, Latin, Arabic

Sir Cliverse is a large man with a gruff demeanor; he has white hair and a long wavy dirty brown beard that also has white streaks within it. He hails from the south coasts of England but due to a disagreement with a neighbor and a several week siege he is now in exile and a great deal poorer than before. He enjoys fighting just for the sake of fighting and often kills his opponents. He can be sent into a rage over any small trifle that becomes a matter of honor.

For his changing who he purchases metal from, Albertus has promised him a large amount of money in golden coins. Enough money to return to England with an army and regain his lands. At first Cliverse was going to duel Albertus just for asking him to take a bribe, his honor being called into question. After a charm person spell and some judicial uses of bluff and diplomacy Sir Cliverse agreed. Albertus has been paying him regular visits to top up the charm person and sour his opinion of Hercules.

Sir Cliverse believes that Hercules is not a Christian, and that his daughter has not been baptized. He could never purchase goods from a heathen (he has on many occasions but it is a good excuse). He will be quick to anger with the Pc's as he realizes that Albertus has duped him; though he still wants to help Albertus out; that makes him mad.

A Skill Roll against Gather Information

DC: 15 Sir Cliverse has a begrudging like for Albertus and this makes him mad

DC: 20 Sir Cliverse has been seeing Albertus on and off for some weeks now.

Charles Meacham Master Blacksmith Human Male, Exp 5

Charles is more straightforward with the group than any of the others. He looks to be in his late forties when in fact he is only 31. When the group question him, he has a cut along his left cheek that is deep and has been stitched and the knuckles of his hand are bruised and scratched.

“My opinion of master Hercules metal has been changed and I no longer believe that his prices are fair for the quality of his goods. Further more I believe that he cheats at his weights and intend to bring up the matter at the next syndicate meeting.” He stares in the corner at a freshly carved gravestone bearing the name Louis his age, only fourteen when he dies and the date of his death a mere three days ago. If the group press him he will say, “I can not afford the price of Master Hercules metal. I have another son.” He will not however reveal who has brought his silence and his trade with the life of his son.

The Lady Aurelia Constantine

Female Human Ari 5; CR: 4; Medium Humanoid; (5 ft., 8 in. tall); HD: 5d8+5 HP: 31; Init +3 (+3 Dex) Spd: 30 ft; AC 15 (+3 Dex, +2 Leather), touch 12, flatfooted 13, Base Atk: +3, Grp +4; Atk: melee +8 (1d6+1 Masterwork Rapier) or Ranged +7 (1d4+1 Masterwork Dagger); SV Fort +2, Ref +4, Will +8; AL N; Str 12, Dex 17, Con 12, Int 17, Wis 18, Cha 18.

Skills and Feats: Climb +7, Handle animal +6, Hide +11, Innuendo +8, Intimidate +11, Diplomacy +8, Listen +10, Move silently +11, Open Lock +11, Speak language +4, Spot +14, Survival +8, Alertness, Weapon Finesse Rapier, and Weapon Focus Rapier.

Languages Spoken: Provencal, Languedoc, Latin, Greek, Arabic, Spanish, Occitain, German.

The Lady Aurelia casts a powerful shadow over both the physical world and the political world. Her beauty and personality win over any protestation at her suggestions. She is a master swordswoman who can take on the crème del a crème of societies so called duelers and win. Her intelligence and wisdom far outreach even the greatest of sages and wise priests. Her extra curricular activities began when her husband left to go to the Holy Land and never returned. Her income was only sufficient to keep the town house and a small staff of servants. Even this would eventually run out and she had to supplement her income in some way. She took to freelance thievery and hired a sword master from Paris to teach her the art of the rapier. She has excelled in this as she has in all of her other endeavors and she now seeks another challenge – wizardry!

The Lady is quite mercenary and when she was approached by one of Albertus's men who informed her of his masters' knowledge of her thieving ways, and how it would be sad if the guilds were to find out. That was the rod and the carrot was a large retainer of golden coin if she kept quiet and refused to buy from a merchant. She took the offer and began to plan, following the servant and finding his master then she stakes out the villa waiting for a good time to strike.

The Players will not be able to see the Lady Aurelia in person for an interview regards the withdrawal of

her business and they will only get to speak to a servant. However she can be used to save the players if things go badly for them later in the game. The Lady is a real Errol Flynn type of character and should make a grandiose entrance swinging from a chandelier or something similar.

Arnold Pitcairn Master Armorer

Male Human Com 8; CR: 7; Medium Humanoid; (5 ft., 11 in. tall); HD: 8d4 HP: 23; Init +0; Spd: 30 ft; AC: 10, touch 10, flatfooted 10; Base Atk: +4; Grp +4; Atk: melee +5 (1d6+1 Hammer) or Thrown +4 ranged (d6+1 Hammer) ; SV Fort +4, Ref +4, Will +3; AL NG; Str 12, Dex 10, Con 11, Int 10, Wis 12, Cha 11.

Skills and Feats: Craft (Armorer) +14, Disable device +3, Hide +0, Listen +4, Move silently +0, Spot +1, Profession (Armorer) +12, Great fortitude, Lightning reflexes, Skill focus (Craft), Two-weapon fighting.

Languages Spoken: Provencal.

Probably one of the hairiest men in the region Arnold has thick wads of black matting up his arms and across his broad shoulders. He rarely wears any upper clothing preferring his leather apron and trousers. He has knotted muscular arms from his working of the steel for his specialty – Chainmail. While his work is not very intellectually demanding Arnold knows what's – what in the world and that if you piss off the guilds you end up dead regardless of who you know. So when two men came knocking at his door telling him to buy elsewhere or else, that's exactly what he did.

He does not mind admitting to the PCs any of this as he sees his actions as what everyone would do to keep the peace. Why end up in a deathly conflict when a small change to one's lifestyle or a swap of merchants can sort out any unnecessary violence. He would like to help but he does not see how he can go against the guilds.

A skill check against Gather Information

DC: 15 The men never actually mentioned the guilds, Arnold just assumed that anyone making those kinds of demands was from one of the two

thieves guilds that operate within Delours.

DC: 20 They were foreign looking gents with a funny accent.

Nosey Parkers EL: 3

This encounter takes place after the characters have spoken to Albertus as a group. The players will be in a darkened city alley or street. Two of the thugs will have slings and be perched upon a porch taking shots at the PCs. When the group reacts to them and closes the distance they jump down to defend themselves and two other thugs come in from behind to flank them. At this point all of the thugs will have clubs.

The characters are 90' distant from the sling men when the encounter begins and the two hidden thugs are 30' from the porch that support their comrades. Begin the combat with Spot checks from each player **Spot DC:10** spots the sling men upon the porch and **Spot DC: 20** spots the two thugs lying in wait behind some crates in a dark corner. Once the group have close with the sling men, if they have not spotted the other two thugs in the alley have them make listen rolls **Listen DC: 10**. If they are not heard then a second surprise round ensues with these two thugs.

Corde & Sezain slings; Rolf & Jacob Hidden Clubmen

Male Human Com 1; CR: ½; Medium Humanoid (5 ft., 9 in. tall); HD 1d4+1; HP 5, 4, 3, 2; Init +0 Spd 30 ft; AC: 10, touch 10, flatfooted 10; Base Atk +0, Grp +1; Atk: melee +1 (1d6+1 Club) or ranged +0 (1d4 Sling Stone); SV Fort +1, Ref +0, Will +2; AL LE; Str 13, Dex 10, Con 13, Int 9, Wis 14, Cha 8.

Skills and Feats: Hide +0, Jump +7, Listen +2, Move silently +0, Search +1, Spot +2, Endurance, Skill focus (jump).

Languages Spoken: Provencal

Should the fight go badly for the thugs, (they drop or run if they take even a single hit point) then, they will not hesitate to run off. If questioned they tell the party that, "Some dark bloke who spoke funny paid us 4gp to rough you up a little; just some bruises." "He called you nose parkers."

A Gather Information Skill Check

DC: 15 during the deal they spotted someone in the shadows but could not make out his features.

DC: 20 the guy who paid them wore a blue silk waistband

Treasure: 4gp and some stale cheese.

'Anyone for T' EL: 2

Toki 'Sweet blade'; Male Human Rog 1;CR: 1; Medium Humanoid; (5 ft., 4 in. tall); HD: 1d6+2; HP: 6; Init +3 (+3 Dex) Spd: 30 ft; AC: 16 (+3 Dex +3 Studded Leather), touch 13, flatfooted 13; Base Atk: +0; Grp +0; Atk: melee +0 (1d4 Dagger) or +3 ranged (1d4 Dagger Thrown); SV Fort +2, Ref +5, Will +2; AL LE; Str 10, Dex 17, Con 15, Int 16, Wis 14, Cha 10.

Skills and Feats Alchemy +6, Appraise +5, Disguise +6, Escape artist +5, Pick Pocket +7, Handle animal +2, Bluff +4, Hide +3, Jump +2, Knowledge (Poisons) +4, Knowledge (nature) +5, Knowledge (religion) +5, Listen +4, Move silently +3, Profession (Beggar) +4, Ride +5, Sense motive +6, Spot +2; Skill focus (disguise), Track.

Languages Spoken: Norse, Provencal, Langedoc, Occitan

Toki is well known amongst the nefarious under-life of Delours for his use of the Poison called Treachen by the Norsemen. Toki's favorite trick is to pose as a beggar and then visit the victim grabbing his hand begging for alms. While doing this he scratches the hand having the poison under his fingernails.

Player may make a **Spot DC: 16** to see beneath his masterful disguise but only if they suspect!

Player may make a **Sense Motive DC: 14** to get the feeling that he is not just after some cash.

Treachen Poison Commonly called 'Sweet T'. It is made from the liver of a deep sea fish and is an insinuating poison that effects the victims vision sending him blind and giving him terrible stomach cramps and diarrhea. When ready the poison takes the form of a brown gritty paste

Fort DC: 15 Initial 1min (Temp 2 CON) Secondary 10min (Blindness for 2d4 days)

The antidote for this is available upon an **Alchemy DC: 15** and is a simple infusion into the blood of common minerals. Even a small scratch is enough to get this poison into your system.

Toki's target for the attack will be a Paladin, Cleric or Wizard. If none of these are obvious from their dress or demeanor he will choose one who looks weak, perhaps skinny or pale. After he has applied the poison he will retire to the latrines out the back where he will hide and wait. Using a sap he will ambush the character and attempt to knock him out and take him prisoner; hopefully causing as little noise as possible. Once his victim is incapacitated he will leave a note for the others, and then take the victim to the Villa.

The note will read in Provencal 'I have your friend, cease your line of questions and stay out of business that is not yours and he will be returned unharmed.' The characters have many chances to spot Toki and then they have the chance to save against the poison and finally they could defeat Toki even after being blinded by the poison. If one of them is taken, don't let them just sit there; swap the session to where he is being held and have Albertus talk to him. Albertus would like to know more about their motives and inadvertently as all good anti-heroes he will give away his plot.

Having one of their numbers held should give the group a kick-start and send them to the villa, hell bent on destruction.

Don't Mess with the Best! EL: 2

Rakrah Bloodaxe & Uthlep the Bold

Male Half-Orc War 1; CR 1/2; Medium Humanoid; (5 ft., 4 in. tall); HD 1d8+2 HP 7, 8; Init: +6 (+2 Dex, +4 Improved initiative) Spd 20 ft; AC: 18 (+2 Dex, +4 Scale Mail, +2 Large Wooden Shield), touch 12. flatfooted 16, Base Atk; +1, Grp +5; Atk: melee +5 (1d8+4 Longsword); SV Fort +4, Ref +2, Will -2; AL LE; Str 18, Dex 14, Con 14, Int 10, Wis 7, Cha 8.

Skills and Feats: Appraise +2, Bluff +1, Hide +2, Listen -2, Move silently +2, Spot -2, Improved initiative.

Languages Spoken: Orcish, Provencal

What these toughs lack in height they make up for in muscle bulk. They are obviously foreigners though an astute person might pick up the glint of the Unseelie court in their eye. To any other observer they're dark skinned and speak in a rough tongue and could well be Saracens; perhaps a Ghazi warrior. They are to deliver the final message to the group.

They are waiting outside the Two Headed Griffon and stroll up to the group when they leave. Rakrah is the leader of the two and begins in a hacking voice, "You are no welcome, in business at hand. Master says buzz off or you die!" This is followed by a whooping laugh from both of them and an eager look in their eye.

If combat ensues they will fight well and to the death!

With regards to information they know only that Albertus is very powerful and has some plan to bring back his father. They fear Albertus more than they fear death as he can probably reach them when they die.

Treasure: 25gp

After this fight, Hercules comes running up to the group; he looks ill. He is pulling his hair and tears are rolling down his ashen gray face. For a long while all he can say is, "Katherine, Katherine, my fair Katherine." He then goes on to explain in gasps of crying that he and Katherine were sitting by their fire when a noise was heard in the courtyard. Hercules went to investigate and saw two robed figures that gibbered in some strange tongue and threw sand at him. The next thing he remembers is waking up and thinking how quiet it was. He called Katherine but no one answered and when he went to investigate she was gone. There is no moon tonight and the sky is inky black, the blackest it has been for many months and he fears dark magic. The only one who could have taken Katherine is Albertus. He will of course insist on going to the Villa with them to seek his revenge.

The Villa

The Gates *EL: 3*

Mehmet Oktemgil, Ozman Ashief

Male Human War 2; CR 1; Medium Humanoid; (5 ft., 8 in. tall); HD 2d8+2 HP 11, 9; Init +6 (+2 Dex, +4 Improved initiative); Spd: 20 ft; AC: 18 (+2 Dex, +4 Scalemail, +2 Large Steel Shield), touch 12, flatfooted 16; Base Atk +2; Grp +3; Atk: melee +4 (1d6+1 Short spear); SV Fort +4, Ref +2, Will +0; AL NE; Str 13, Dex 14, Con 13, Int 13, Wis 10, Cha 9.

Skills and Feats: Bluff +1, Hide +2, Intimidate +3, Jump +4, Knowledge +2, Listen +0, Move silently +2, Perform +1, Spellcraft +2, Spot +0, Improved initiative, Weapon focus (short spear).

Languages Spoken: Common, Gnome.

Mehmet and Ozman are Albertus' hired guns. They are from the holy land and serve him as Samansh the unholy one. They know of his demonic nature and serve in the hope of getting some mighty boon when his father arrives. They have no real conception of his father who is an Incubus and his father powers that are vast and hidden.

They are expecting trouble and have been told to hold the main gates as long as they can. Both of these Turkish warriors are eager to fight, to prove themselves to their master. They stand in front of the doors waiting for the party to arrive. Without much preparation they will attack.

Treasure: They have 50gp each

The courtyard *EL: 1*

This area has a large fountain and an old Roman statue of a decapitated patron. The left and right of the courtyard contains the servants quarters and stables. Left and right of the gate are the baths including the Tepidium and the Toridium. Ahead is the main house with shuttered windows and a large oak door. From the windows of the servants quarters the Adepts will cast spells from the shadows.

Saeunn Abash

Female Human Adp1; CR: ½; Medium Humanoid;

(5 ft., 10 in. tall); HD 1d6; HP 4; Init -1 (-1 Dex); Spd: 30 ft.; AC: 9 (-1 Dex), touch 9, flatfooted 9; Base Atk:+0; Grp +1; Atk: melee +1 (1d6+1 Club); SV Fort +0, Ref -1, Will +4; AL NE; Str 13, Dex 8, Con 11, Int 16, Wis 14, Cha 14.

Languages Spoken: Arabic, Giant, Elven and Provencal

Skills and Feats: Concentration +4, Craft +5, Escape artist +0, Handle animal +6, Hide -1, Intuit direction +4, Knowledge (nature) +7, Listen +2, Move silently -1, Profession (Teamster) +6, Spot +2; Combat casting, Run.

Adept Spells Per Day: 3/2. Detect Magic, Read Magic, Ghost Sound, Sleep, Burning Hands

Omar Ozcan

Male Human Adp1st Level CR: ½; Medium Humanoid; (5 ft., 7 in. tall); HD: 1d6 HP: 6; Init +0; Spd 30 ft.; AC: 10, touch 10, flatfooted 10; Base Atk: +0; Grp +0; Atk: melee +0 (1d6 Club); SV Fort +0, Ref +0, Will +4; AL NE; Str 11, Dex 10, Con 11, Int 17, Wis 15, Cha 11.

Skills and Feats: Appraise +5, Escape artist +1, Forgery +4, Gather information +2, Hide +0, Knowledge (arcana) +7, Listen +2, Move silently +0, Profession (Scribe) +6, Spot +2, Tumble +2, Silent spell, Spell focus (divination).

Languages Spoken: Provencal, Elven, Arabic and Basque.

Adept Spells Per Day: 3/2. Detect Magic, Read Magic, Ghost Sound, Sleep, Burning Hands

Treasure: Both have: A potion of Cure Light Wounds, 100gp and an amulet of a winged man.

They will use ghost sound to draw the group into the barn which has been cleared of animals and then use Burning hands to set fire to all of the hay and the players. When in combat they will run after taking a single hit.

The Main House EL: 3

This has two large oak doors that are locked with an iron riveted lock. The lock has an **Open Lock DC:20** with hardness of 15 and 30 HP its AC: 19 (10 + -5 +4) and the attacker gets +4 because of the

objects inanimate nature. If the doors are listened at a **Listen DC:10** detects soft chanting in a strange language.

Once the door is open two priests of Samansh will confront the group.

Aatayia

Female Human Clr1; CR: 1; Medium Humanoid (5 ft., 3 in. tall); HD: 1d8 HP: 4; Init -1 (-1 Dex) ; Spd: 30 ft.; AC: 9 (-1 Dex), touch 9, flatfooted 9, Base Atk: +0; Grp +1; Atk: melee +1 (1d8+1 Heavy Mace); SV Fort +2, Ref -1, Will +4; AL NE; Str 12, Dex 8, Con 10, Int 15, Wis 15, Cha 13.

Skills and Feats: Diplomacy +5, Heal +6, Hide -1, Jump +3, Listen +2, Move silently +0, Profession (Prostitute) +4, Spellcraft +4, Spot +2, Swim +2, Extra turning, Spell penetration.

Languages Spoken: Provencal, Infernal, Arabic.

Cleric Domains: Evil (Cast Evil Spells +1 level) Trickery (Bluff, Disguise and Hide are Class Skills)

Cleric Spells Per Day: 3/2+1. Detect magic, inflict minor wound, read magic, Bane, cause fear, change self (d)

Hashed Arief

Male Human Cleric1st CR 1; Medium Humanoid (5 ft., 10 in. tall); HD 1d8 HP 6; Init: +1 (-3 Dex, +4 Improved initiative) Spd 30 ft.; AC: 7 (-3 Dex), touch 7, flatfooted 7, Base Atk: +0; Grp +0; Atk: melee +0 (1d8 Heavy Mace); SV Fort +2, Ref -1, Will +4; AL NE; Str 11, Dex 5, Con 11, Int 11, Wis 14, Cha 13.

Skills and Feats: Craft +4, Hide -3, Knowledge (arcana) +4, Listen +4, Move silently -3, Spot +2, Improved initiative, Lightning reflexes.

Languages Spoken: Arabic

Cleric Domains: Evil (Cast Evil Spells +1 level), Luck (Re-roll any one roll)

Cleric Spells Per Day: 3/2+1. Resistance, Virtue, Read Magic, Doom, Shield of Faith, Protection from Good (d)

Treasure: Each has: A Scroll of Protection from

Elements (5th), Potion of Cure Light Wounds and 100gp

Both of these are fanatical and will fight using their maces and spells. They were chanting to bolster the energy of Samansh (Albertus) in his ritual casting of the summons spell. When they are stopped chanting Samansh (Albertus) will notice the sudden withdrawal of their aid and prepare for a fight.

The Catacombs EL: 4

Samansh the Half-Fiend (Albertus)

Male Human / Half Fiend Wiz 2; CR: 4 Medium Humanoid (5 ft., 7 in. tall); HD 2d4+4 HP: 10; Init: +3 (+3 Dex) Spd: 30 ft; AC: 18 (+3 Dex, +1 Natural, +4 Mage Armour), touch 13, flatfooted 15; Base Atk +1; Grp +1; Atk: melee +3 (1d6+2Bite) 2x -1 (1d4+1 Claws); SA Darkness 3/day as spell like ability, Immune to Poison. Acid, Cold, Electricity and fire resistance 20; SV Fort +1, Ref +1, Will +4; AL NE; Str 14, Dex 16, Con 15, Int 20, Wis 13, Cha 16.

Skills and Feats: Disable device +5, Escape artist +5, Hide +3, Intuit direction +5, Listen +3, Move silently +1, Pick pocket +3, Scry +8, Search +4, Spot +3, Use rope +3, Weapon focus claws, Point Blank Shot, [Scribe scroll].

Languages Spoken: Provencal, Infernal, Latin, Greek, Arabic and Norse.

Wizard Spells Known (4/4):

0 Level: Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.

1st Level: Chill Touch, Identify, Magic Missile, Shield, Shocking Grasp, Spider Climb, Mage Armour (Cast), Ray of Enfeeblement.

Treasure: Dispel Magic Scroll (5th), 2x Summon Monster I scrolls (3rd), Cats grace potion, 4,000gp, 3 unholy water, Ring of Samansh – Bestow Curse on touch 3/day, Change Self as a free action (Evil).

The catacomb has a small alter over which is the bound and gagged figure of the fair Katherine; naked

and crying. Albertus now is in his true form of Samansh the half-fiend. He has small blood red horns and tiny bat like wings, his eyes glow with a red intense passion and his charisma is overwhelming as his body, now naked is beautiful. He has a gouge in his hands and was in the process of removing those beautiful green eyes and pouring in to the sockets unholy water.

When the group enters he will change to the form of Albertus, and plea pitifully, “Help me, I am possessed.” Flickering the effect so that it looks like he is fighting off the demons inside he continues,” It is taking all of my will to resist, help me.” He reaches out a hand to the most gullible looking character. If they take his hand then he will use the ring to give them a curse, “You pathetic creature, you can not see who is the master, but then you are only a talking monkey.” The save is Will DC: 17. If the character fails the save his features twist and contort into the hairy and ugly nature of a chimp, with protruding rubbery lips and big floppy ears that stick out giving him a –6 reduction to CHA.

If no one goes for his hand to help him he will cast ray of enfeeblement at the nearest warrior. If melee is unavoidable he will use his bite and claws hoping to get Katherine in between him and any assailants.

The Ritual of Samash – NPC's

Strybyorn ‘The Patriarch’ Male Half-Elf Com 9/Exp 3; CR: 10; Medium Humanoid (4 ft., 11 in. tall); HD: 9d4+3d6-24; HP: 23; Init: +3 (+3 Dex) Spd: 30 ft; AC: 13 (+3 Dex), touch 13, flatfooted 10; Base Atk +6; Grp +7; Atk: melee +7/+2 (1d12+1) Greataxe or +9/+4 (1d8 Longbow); SV Fort +2, Ref +7, Will +7; AL CE; Str 13, Dex 16, Con 6, Int 9, Wis 13, Cha 13.

Skills and Feats Escape artist +4, Handle animal +14, Diplomacy +9, Knowledge (nature) +1.5, Listen +4, Move silently +3, Search +0, Spot +4, Swim +6, Alertness, Martial weapon proficiency (great axe), Point blank shot, Skill focus (handle animal).

Languages Spoken: Provencal, Elven.

Strybyorn is called the Patriarch because of his great

age of 74 and his continued mobility. What the people of Delours do not know is that the Patriarch has fey blood and is in fact a Half-Elf. Strybyorn the Patriarch is the largest trader of horseflesh in southern France and one of the greatest in Europe. He acquired several Arabian steeds for breeding stock and with an ingenious breeding program over several decades has ended up with a stock of beast that is second to none as light war horses. For actual physical looks, he seems to be in his late forties and suggest that his longevity is due to the copious amounts of liquor that he consumes on a daily basis.

When questioned by the characters about the events upon the journey from the Holy land he will tell them that, “Albertus was a spineless moron he would never amount to anything great for he cared what people think. He would fawn over babies and hope that people liked him; pahh. He began muttering about a tomb that he had discovered, it was just after we left Acre. He began spending money, quite large amounts, and hiring retainers that the old Albertus would have been afraid of. He even told me off, for which I gave him back a most excellent retort, thought he look in his eyes was murderous. I left the caravan after that as I was afraid what the upstart might do with his newfound courage. After all I have more to loose than he and I didn’t get where I am today by not knowing when to get out of town.”

The Patriarch can tell the group no more about the journey with Albertus as he was never in contact after that. He will however try to sell them some horses, or even a donkey!

Avillard De Morne

Male Human Commoner 3rd Level / Expert 3rd Level
CR: 4 Medium Humanoid (6 ft., 0 in. tall); HD 3d4-3 + 3d6-3 HP: 16; Init +3 (+3 Dex) Spd 30 ft; AC: 15 (+3 Dex, +2 Leather), touch 13, flatfooted 12; Base Atk +3, Grp +4; Atk: melee +5 (1d6+1 Masterwork Quarterstaff); SV Fort +3, Ref +5, Will +5; AL: N; Str 12, Dex 17, Con 9, Int 8, Wis 13, Cha 11.

Skills and Feats: Bluff +8, Decipher script +1.5, Craft (Lexigraphy) +4, Innuendo +3.5, Listen +1, Diplomacy +5, Speak language +3, Spot +1, : Armor proficiency (light), Combat reflexes, Great fortitude, and Skill focus (bluff).

Languages Spoken: Provencal, Languadoc, Occitain, Arabic.

A supplier of quality vellum and paper Avillard has made a considerable wealth for himself. He also produces inks and quills and is not above buying and selling the odd trinket that comes his way from the Thieves Guild. His appearance is one of action and his body seems to be in motion all the time as though seized by some ailment. He is tall and lanky carrying almost no weight on his small frame.

Avillard will tell the characters that, “Albertus told me of the great treasure he found, I tried to take a peek into his tent one night, sneaking up quietly and lifting the flap as I thought he was sleeping. I remember his raising from his cot as though jointed in the middle like some manikin that a tailor would use. All he said was leave, and so I did. I never did get to see his treasure but he began spending as though his coffers were bottomless. He slept at the best house, visited the cleanest brothels, and drank the best wines. His retainers were shady to say the least, I have dealt with the underworld in Delours my friends but these made me shiver, their eyes were dead and without compassion.”

Avillard goes on to say that he saw Albertus slay several bandits who attacked the caravan with just his bare hands, their wounds were bloody and grievous indeed. He tells of how Albertus became sharp, sort of distant from the real world using his retainers in most of the transactions he undertook. When Avillard asked him about the treasure in a off hand manner one day he pretended as though he did not know what I was talking about. In fact several matters had slipped his mind by the time we reached European lands.

Templar Erik De Beaufort

Male Human Ftr 6/ Com2; CR: 7 Medium Humanoid (5 ft., 9 in. tall); HD: 6d10+6 + 2d4+2 HP: 41; Init +4 (+4 Improved initiative); Spd 20 ft; AC: 19 (+2 Large Steel Shield, +7 Half Plate), touch 10, flatfooted 19; Base Atk +7; Grp +9; Atk: melee +10/+5 (1d8+3 +1 *Longsword*); SV Fort +6, Ref +4, Will +4; AL: LG; Str 15, Dex 10, Con 13, Int 11, Wis 14, Cha 9.

Skills and Feats: Jump +4, Disable device +2, Escape artist +1, Hide +0, Innuendo +5, Listen +8

Move silently +0, Ride +6, Spot +4, Handle Animal +5, Alertness, Blind-fight, Combat reflexes, improved initiative, Lightning reflexes, Mounted Combat, Power attack.

Languages Spoken: French

Although broad and rough in looks, when you actually talk to him Erik is rather quiet and unassuming, even humble. He holds no wealth though his four horses and his arms and armor could probably buy most of the manors in the local region. It was Erik's duty to protect the caravan while it journeyed through the Holy land.

He will take his time before responding to any questions the players have and ponder as though fathoming the best response. This slow nature makes him look somewhat dim, though this is not true, Erik is quite bright and his slow response is due to the language difference. French and Provençal are similar enough to make do but different enough to qualify as a separate language.

"I judge no man, but I will not keep the company of an evil man. This Albertus was evil. Rumor were that he found an ancient tomb and was seduced by a dark and ancient evil. It was not long before this evil became apparent, his outrageous behavior with women, flogging them and licking the blood from their backs. Not in his private quarters mind but in the open! I bade him repair his nature or leave the van."

Hercules De Ferrin

Master Metal Merchant; Male Human Exp 1st CR ½ Medium Humanoid; HD: 1d6+3; HP: 5; Initiative: +7 (+3 Dex, +4 Improved Init) Spd 30 ft; AC: 13 (+3 Dex) touch 13, flatfooted 10; Base Atk: +0; Grp: -2; Atk: melee -2 (1d4-2 Dagger); Align LG; SV: Fort +3, Ref +3, Will +2; Str 6, Dex 16, Con 16, Int 13, Wis 10, Cha 7. Age: 59.

Skills and Feats: Animal empathy +0, Diplomacy +5, Hide +3, Innuendo +3, Knowledge +3 (Geology), Profession (Metalcraft) +1, Listen +0, Move silently +3, Perform -1, Ride +5, Spellcraft +1, Spot +0, Swim +0, Improved initiative, Skill focus (Diplomacy).

Languages Spoken: Provençal, Languedoc

Hercules is a man of large girth with balding head circled by snowy white hair. He has become a very morose personality and it is almost painful to speak to him. He loves his family who are the most important thing to him and his manner is always jolly around them. He was very close to Albertus before his pilgrimage to Palestine and now he would be glad to see him dead.

The Fair Katherine

Female Human Com1; CR: ½; Medium Humanoid (5 ft., 6 in. tall); HD 1d4 HP: 4; Init: +1 (+1 Dex); Speed: 30 ft; AC: 11 (+1 Dex), touch 11, flatfooted 10; Base Atk: +0; Grp +3; Atk: melee +3 (1d3+3 ; SubdualFist); Al N; SV Fort +0, Ref +1, Will +1; Str 16, Dex 13, Con 11, Int 11, Wis 13, Cha 13. Age: 21

Skills and Feats: Appraise +1, Hide +1, Listen +1, Move silently +1, Perform +2, Craft (Cook) +7, Spot +1, Craft (Weaving) +5, Skill focus (Cook).

Languages Spoken: Provençal

Katherine has a dark complexion of olive and jet black hair. Her eyes are sparkling green, almost emerald in colour that give her striking beauty. It is easy to see why Albertus would want her for his wife. She claims that she does not know why she left her room to visit Albertus but she swears that nothing happened and Albertus was quite the gentleman. He only said that he would give me a great gift that would be my honor to take. He would not elaborate. She now sees Albertus for the pig he is and wants nothing to do with him. She believes that he ensorcelled her into running away.

Sir Cliverse The English Noble

Male Human 2/Ftr1; CR: 2; Medium Humanoid (5 ft., 2 in. tall); HD 2d8+2 + 1d10+1; hp 22; Init +2 (+2 Dex); Spd 30 ft; AC 18 (+2 Dex, +4 Chain Shirt, +2 Large Shield), touch 12, flatfooted 16; Base Atk: +20; Grp +26; Atk: melee +5 (1d8+2 Longsword); SV Fort +3, Ref +2, Will +4; AL CE; Str 14, Dex 14, Con 13, Int 12, Wis 12, Cha 16. Age: 32

Skills and Feats: Bluff +10, Craft +3, Disguise +8, Hide +2, Innuendo +6, Intimidate +7, Knowledge (religion) +6, Listen +3, Move silently +3, Read lips +2, Speak language +4, Spot +1, Dodge, Skill focus (bluff), Weapon focus (Longsword).

Languages Spoken: English, Provencal, Occitain, Languedoc, Latin, Arabic

Sir Cliverse is a large man with a gruff demeanor; he has white hair and a long wavy dirty brown beard that also has white streaks within it. He hails from the south coats of England but due to a disagreement with a neighbor and a several week siege he is now in exile and a great deal poorer than before. He enjoys fighting just for the sake of fighting and often kills his opponents. He can be sent into a rage over any small trifle that becomes a matter of honor.

The Lady Aurelia Constantine

Female Human Ari 5; CR: 4; Medium Humanoid; (5 ft., 8 in. tall); HD: 5d8+5 HP: 31; Init +3 (+3 Dex) Spd: 30 ft; AC 15 (+3 Dex, +2 Leather), touch 12, flatfooted 13, Base Atk: +3, Grp +4; Atk: melee +8 (1d6+1 Masterwork Rapier) or Ranged +7 (1d4+1 Masterwork Dagger); SV Fort +2, Ref +4, Will +8; AL N; Str 12, Dex 17, Con 12, Int 17, Wis 18, Cha 18.

Skills and Feats: Climb +7, Handle animal +6, Hide +11, Innuendo +8, Intimidate +11, Diplomacy +8, Listen +10, Move silently +11, Open Lock +11, Speak language +4, Spot +14, Survival +8, Alertness, Weapon Finesse Rapier, and Weapon Focus Rapier.

Languages Spoken: Provencal, Languedoc, Latin, Greek, Arabic, Spanish, Occitain, German.

The Lady Aurelia casts a powerful shadow over both the physical world and the political world. Her beauty and personality win over any protestation at her suggestions. She is a master swordswoman who can take on the crème del a crème of societies so called duelers and win. Her intelligence and wisdom far outreach even the greatest of sages and wise priests. Her extra curricular activities began when her husband left to go to the Holy Land and never returned. Her income was only sufficient to keep the town house and a small staff of servants. Even this would eventually run out and she had to supplement her income in some way. She took to freelance thievery and hired a sword master from Paris to teach her the art of the rapier. She has excelled in this as she has in all of her other endeavors and she now seeks another challenge – wizardry!

The Lady is quite mercenary and when she was

approached by one of Albertus's men who informed her of his masters' knowledge of her thieving ways, and how it would be sad if the guilds were to find out. That was the rod and the carrot was a large retainer of golden coin if she kept quite and refused to buy from a merchant. She took the offer and began to plan, following the servant and finding his master then she stakes out the villa waiting for a good time to strike.

Arnold Pitcain Master Armorer

Male Human Com 8; CR: 7; Medium Humanoid; (5 ft., 11 in. tall); HD: 8d4 HP: 23; Init +0; Spd: 30 ft; AC: 10, touch 10, flatfooted 10; Base Atk: +4; Grp +4; Atk: melee +5 (1d6+1 Hammer) or Thrown +4 ranged (d6+1 Hammer) ; SV Fort +4, Ref +4, Will +3; AL NG; Str 12, Dex 10, Con 11, Int 10, Wis 12, Cha 11.

Skills and Feats: Craft (Armorer) +14, Disable device +3, Hide +0, Listen +4, Move silently +0, Spot +1, Profession (Armorer) +12, Great fortitude, Lightning reflexes, Skill focus (Craft), Two-weapon fighting.

Languages Spoken: Provencal.

Probably one of the hairiest men in the region Arnold has thick wads of black matting up his arms and across his broad shoulders. He rarely wears any upper clothing preferring his leather apron and trousers. He has knotted muscular arms from his working of the steel for his specialty – chainmail. While his work is not very intellectually demanding Arnold knows what's – what in the world and that if you piss off the guilds you end up dead regardless of who you know. So when two men came knocking at his door telling him to buy elsewhere or else, that's exactly what he did.

He does not mind admitting to the Pc's any of this as he sees his actions as what everyone would do to keep the peace. Why end up in a deathly conflict when a small change to one's lifestyle or a swap of merchants can sort out any unnecessary violence. He would like to help but he does not see how he can go against the guilds.

Corde & Sezain slings; Rolf & Jacob Hidden Clubmen

Male Human Com 1; CR: ½; Medium Humanoid (5

ft., 9 in. tall); HD 1d4+1; HP 5, 4, 3, 2; Init +0 Spd 30 ft; AC: 10, touch 10, flatfooted 10; Base Atk +0, Grp +1; Atk: melee +1 (1d6+1 Club) or ranged +0 (1d4 Sling Stone); SV Fort +1, Ref +0, Will +2; AL LE; Str 13, Dex 10, Con 13, Int 9, Wis 14, Cha 8.

Skills and Feats: Hide +0, Jump +7, Listen +2, Move silently +0, Search +1, Spot +2, Endurance, Skill focus (jump).

Languages Spoken: Provencal

Toki 'Sweet blade'

Toki 'Sweet blade'; Male Human Rog 1; CR: 1; Medium Humanoid; (5 ft., 4 in. tall); HD: 1d6+2; HP: 6; Init +3 (+3 Dex) Spd: 30 ft; AC: 16 (+3 Dex +3 Studded Leather), touch 13, flatfooted 13; Base Atk: +0; Grp +0; Atk: melee +0 (1d4 Dagger) or +3 ranged (1d4 Dagger Thrown); SV Fort +2, Ref +5, Will +2; AL LE; Str 10, Dex 17, Con 15, Int 16, Wis 14, Cha 10.

Skills and Feats Alchemy +6, Appraise +5, Disguise +6, Escape artist +5, Pick Pocket +7, Handle animal +2, Bluff +4, Hide +3, Jump +2, Knowledge (Poisons) +4, Knowledge (nature) +5, Knowledge (religion) +5, Listen +4, Move silently +3, +4, Ride +5, Sense motive +6, Spot +2; Profession (Beggar) +4, Ride +5, Sense motive +6, Spot +2; Skill focus (disguise), Track.

Languages Spoken: Norse, Provencal, Langedoc, Occitan

Toki is well known amongst the nefarious under-life of Delours for his use of the Poison called Treachen by the Norsemen. Toki's favorite trick is to pose as a beggar and then visit the victim grabbing his hand begging for alms. While doing this he stashes the hand having the poison under his fingernails

Rakrah Bloodaxe & Uthlep the Bold

Male Half-Orc War 1; CR 1/2; Medium Humanoid; (5 ft., 4 in. tall); HD 1d8+2 HP 7, 8; Init: +6 (+2 Dex, +4 Improved initiative) Spd 20 ft; AC: 18 (+2 Dex, +4 Scale Mail, +2 Large Wooden Shield), touch 12. flatfooted 16, Base Atk; +1, Grp +5; Atk: melee +5 (1d8+4 Longsword); SV Fort +4, Ref +2, Will -2; AL LE; Str 18, Dex 14, Con 14, Int 10, Wis 7, Cha 8.

Skills and Feats: Appraise +2, Bluff +1, Hide +2, Listen -2, Move silently +2, Spot -2, Improved initiative.

Languages Spoken: Orcish, Provencal

What these toughs lack in height they make up for in muscle bulk. They are obviously foreigners though an astute person might pick up the glint of the Unseelie court in their eye. To any other observer they're dark skinned and speak in a rough tongue and could well be Saracens; perhaps a Ghazi warrior. They are to deliver the final message to the group.

Mehmet Oktemgil, Ozman Ashief

Male Human War 2; CR 1; Medium Humanoid; (5 ft., 8 in. tall); HD 2d8+2 HP 11, 9; Init +6 (+2 Dex, +4 Improved initiative); Spd: 20 ft; AC: 18 (+2 Dex, +4 Scalemail, +2 Large Steel Shield), touch 12, flatfooted 16; Base Atk +2; Grp +3; Atk: melee +4 (1d6+1 Short spear); SV Fort +4, Ref +2, Will +0; AL NE; Str 13, Dex 14, Con 13, Int 13, Wis 10, Cha 9.

Skills and Feats: Bluff +1, Hide +2, Intimidate +3, Jump +4, Knowledge +2, Listen +0, Move silently +2, Perform +1, Spellcraft +2, Spot +0, Improved initiative, Weapon focus (short spear).

Languages Spoken: Common, Gnome.

Mehmet and Ozman are Albertus' hired guns. They are from the holy land and serve him as Samansh the unholy one. They know of his demonic nature and serve in the hope of getting some mighty boon when his father arrives. They have no real conception of his father who is an Incubus and his father powers that are vast and hidden.

They are expecting trouble and have been told to hold the main gates as long as they can. Both of these Turkish warriors are eager to fight, to prove themselves to their master. They stand in front of the doors waiting for the party to arrive. Without much preparation they will attack.

Saeunn Abash

Female Human Adp1; CR: 1/2; Medium Humanoid; (5 ft., 10 in. tall); HD 1d6; HP 4; Init -1 (-1 Dex); Spd: 30 ft. AC: 9 (-1 Dex), touch 9, flatfooted 9;

Base Atk:+0; Grp +1; Atk: melee +1 (1d6+1 Club); SV Fort +0, Ref -1, Will +4; AL NE; Str 13, Dex 8, Con 11, Int 16, Wis 14, Cha 14.

Languages Spoken: Arabic, Giant, Elven and Provencal

Skills and Feats: Concentration +4, Craft +5, Escape artist +0, Handle animal +6, Hide -1, Intuit direction +4, Knowledge (nature) +7, Listen +2, Move silently -1, Profession (Teamster) +6, Spot +2; Combat casting, Run.

Adept Spells Per Day: 3/2. Detect Magic, Read Magic, Ghost Sound, Sleep, Burning Hands

Omar Ozcan

Male Human Adp1st Level CR: ½; Medium Humanoid; (5 ft., 7 in. tall); HD: 1d6 HP: 6; Init +0; Spd 30 ft.; AC: 10, touch 10, flatfooted 10; Base Atk: +0; Grp +0; Atk: melee +0 (1d6 Club); SV Fort +0, Ref +0, Will +4; AL NE; Str 11, Dex 10, Con 11, Int 17, Wis 15, Cha 11.

Skills and Feats: Appraise +5, Escape artist +1, Forgery +4, Gather information +2, Hide +0, Knowledge (arcana) +7, Listen +2, Move silently +0, Profession (Scribe) +6, Spot +2, Tumble +2, Silent spell, Spell focus (divination).

Languages Spoken: Provencal, Elven, Arabic and Basque.

Adept Spells Per Day: 3/2. Detect Magic, Read Magic, Ghost Sound, Sleep, Burning Hands

Treasure: Both have: A potion of Cure Light Wounds, 100gp and an amulet of a winged man.

They will use ghost sound to draw the group into the barn which has been cleared of animals and then use Burning hands to set fire to all of the hay and the players. When in combat they will run after taking a single hit.

Aatayia

Female Human Clr1; CR: 1; Medium Humanoid (5 ft., 3 in. tall); HD: 1d8 HP: 4; Init -1 (-1 Dex) ; Spd: 30 ft.; AC: 9 (-1 Dex), touch 9, flatfooted 9, Base Atk: +0; Grp +1; Atk: melee +1 (1d8+1 Heavy Mace); SV Fort +2, Ref -1, Will +4; AL NE; Str 12, Dex 8, Con 10, Int 15, Wis 15, Cha 13.

Skills and Feats: Diplomacy +5, Heal +6, Hide -1, Jump +3, Listen +2, Move silently +0, Profession (Prostitute) +4, Spellcraft +4, Spot +2, Swim +2, Extra turning, Spell penetration.

Languages Spoken: Provencal, Infernal, Arabic.

Cleric Domains: Evil (Cast Evil Spells +1 level) Trickery (Bluff, Disguise and Hide are Class Skills)

Cleric Spells Per Day: 3/2+1. Detect magic, inflict minor wound, read magic, Bane, cause fear, change self (d)

Hashed Arief

Male Human Cleric1st CR 1; Medium Humanoid (5 ft., 10 in. tall); HD 1d8 HP 6; Init: +1 (-3 Dex, +4 Improved initiative) Spd 30 ft.; AC: 7 (-3 Dex), touch 7, flatfooted 7, Base Atk: +0; Grp +0; Atk: melee +0 (1d8 Heavy Mace); SV Fort +2, Ref -1, Will +4; AL NE; Str 11, Dex 5, Con 11, Int 11, Wis 14, Cha 13.

Skills and Feats: Craft +4, Hide -3, Knowledge (arcana) +4, Listen +4, Move silently -3, Spot +2, Improved initiative, Lightning reflexes.

Languages Spoken: Arabic

Cleric Domains: Evil (Cast Evil Spells +1 level), Luck (Re-roll any one roll)

Cleric Spells Per Day: 3/2+1. Resistance, Virtue, Read Magic, Doom, Shield of Faith, Protection from Good (d)

Treasure: Each has: A Scroll of Protection from Elements (5th), Potion of Cure Light Wounds and 100gp

Both of these are fanatical and will fight using their maces and spells. They were chanting to bolster the energy of Samansh (Albertus) in his ritual casting of the summons spell. When they are stopped chanting Samansh (Albertus) will notice the sudden withdrawal of their aid and prepare for a fight.

Samansh the Half-Fiend (Albertus)

Male Human / Half Fiend Wiz 2; CR: 4 Medium Humanoid (5 ft., 7 in. tall); HD 2d4+4 HP: 10; Init: +3 (+3 Dex) Spd: 30 ft; AC: 18 (+3 Dex, +1 Natural, +4 Mage Armour), touch 13, flatfooted 15; Base Atk

+1; Grp +1; Atk: melee +3 (1d6+2Bite) 2x -1 (1d4+1 Claws); SA Darkness 3/day as spell like ability, Immune to Poison. Acid, Cold, Electricity and fire resistance 20; SV Fort +1, Ref +1, Will +4; AL NE; Str 14, Dex 16, Con 15, Int 20, Wis 13, Cha 16.

Skills and Feats: Disable device +5, Escape artist +5, Hide +3, Intuit direction +5, Listen +3, Move silently +1, Pick pocket +3, Scry +8, Search +4, Spot +3, Use rope +3, Weapon focus claws, Point Blank Shot, [Scribe scroll].

Languages Spoken: Provencal, Infernal, Latin, Greek, Arabic and Norse.

Wizard Spells Known (4/4):

0 Level: Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.

1st Level: Chill Touch, Identify, Magic Missile, Shield, Shocking Grasp, Spider Climb, Mage Armour (Cast), Ray of Enfeeblement.

Treasure: Dispel Magic Scroll (5th), 2x Summon Monster I scrolls (3rd), Cats grace potion, 4,000gp, 3 unholy water, Ring of Samansh – Bestow Curse on touch 3/day, Change Self as a free action (Evil).

Gods and Belief

by Ken Moscardini

Too often the D20 system grants a free ride to all those characters that have no need of a God to follow. The following rules modify the behavior of the Gods towards these characters.

Each character may select a belief. The Gods of the realms are powerful and all characters share in many beliefs. Clerics and Paladins swear their allegiance to one of the Gods and then draw their power from them as per the Players manual. All other characters may profess a belief in one God to gain its blessings as well. A character other than a cleric or paladin may chose to believe in a God or declare herself unaligned. The benefit for belief is as follows.

A character may only be resurrected by a God he follows. If he follows no God he can not be raised.

A character that's receiving some beneficial aid or healing from a God he does not follow must make a DC check to see if the God allows this to occur. The check is based on charisma with the following target numbers. If the characters alignment is identical the DC is 10, if the alignment matches only one category such as a lawful evil character receiving bless from a Lawful Good Power the DC is 15 and if there is no matches at all the DC is 20. The die roll is modified as follows Die roll +/- CHA + (10 - spell level).

Each God has a domain they hold sway over. If a character acts outside their alignment or performs an action that harms their Gods interests then he must make a save versus Charisma with a dc of 15. Failure causes him to lose favor with his God. If the character is out of favor with his God he can not be resurrected, also all attempts to use beneficial powers or healing require a charisma roll with a DC of 20. To regain his Gods favor the character must perform an act of contrition by performing an act of worship as required by his God then making a charisma check with a DC of 10. If successful the character is once again in the fold and regains all benefit. Please note the atonement spell has no effect on this status. A character that changes alignment for any reason loses his patron God.

The following are related feats.

Beseech

Allows a cleric to add his charisma bonus to modify another player's charisma check when that cleric uses his powers on him. As discussed above.

The bonus has unlimited use.

Intercede

Charisma 14+, Beseech

Allows the cleric to re-roll any failed charisma tests by characters of different beliefs, the cleric rolls against a DC of 10 modified by his charisma bonus.

A cleric may do this a number of times per day based on his level.

Strong Devotion

General feat, may only take once.

Allows the character to choose one of there chosen deities domains. It must grant a usable power to be of use to a non-Cleric. The level is determined by halving and rounding down your current character class if you have no Cleric character levels, or if you're a Cleric you halve and round down your non-Cleric levels and add to your current characters Cleric level.

Non Clerics can not cast the domain spells, just gain the special power. Additional levels to the Cleric only add to the special power.

Wilderlands Barbarian

By Richard Hughes

Alignment: Any

HD: d12

Base Attack Bonus: Good

Good Saves: Fortitude

Skills Points/Level: 6 + Intelligence

Class Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), (Swim (Str), Wilderness Lore (Wis)

Weapon Proficiency: All Simple and Martial weapons, Light Armor Proficiency, Shield Proficiency.

Fast Movement: The barbarian has a speed faster than the norm for his race by +10 feet when wearing no armor or light armor (and not carrying a medium or heavy load).

Wild Endurance: A barbarian's metabolism is honed by a lifetime of hunting, sprinting, and leaping in the most forbidding depths of the Wilderlands. Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check. Additionally, they gain one bonus hit-point per Barbarian level, as though from a higher Constitution.

This ability is gained through the barbaric lifestyle, which is incompatible with heavy armors. Because of this, a barbarian with the Medium or Heavy Armor Proficiency feats who takes a level of this class does not gain Wild Endurance.

Additionally, a Barbarian with Wild Endurance does not automatically gain Medium or Heavy Armor Proficiency when he multi-classes in to a class with those proficiencies.

Uncanny Dodge: At 2nd level and above, the

barbarian retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 5th level, the barbarian can no longer be flanked. The exception to this defense is that a rogue at least four levels higher than the barbarian can still flank.

At 10th level, the barbarian gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 13th level, these bonuses rise to +2. At 16th, they rise to +3, and at 19th they rise to +4.

AC Bonus: A barbarian's reflexes are as honed as an animals, and as preternatural. They gain a bonus to their AC equal to their Dexterity Bonus when wearing no armor or light armor (and not carrying a medium or heavy load). They gain this bonus even when flat footed.

Neck Hairs: At 7th level a Barbarian gains an additional +1 bonus to saves against traps.

Wild Dodge: At 9th level a Barbarian can add half his Dexterity modifier to AC as an additional Dodge bonus when wearing no armor or light armor (and not carrying a medium or heavy load). A Barbarian with a Dexterity of 18 would gain +4 bonus for his Dexterity and an addition +2 dodge bonus for Wild Dodge.

Damage Reduction: Starting at 11th level, the barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time the barbarian is dealt damage. At 14th level, this damage reduction rises to 2. At 17th, it rises to 3. At 20th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

Illiteracy: Barbarians are the only characters that do not automatically know how to read and write. A barbarian must spend 2 skill points to gain the ability to read and write any language the barbarian is able to speak.

1: Fast Movement, Wild Endurance

2: Uncanny Dodge (Dex bonus to AC)

3:

4:

5: Uncanny Dodge (Can't be flanked), AC bonus +1

- 6:
 7: Neck Hairs (+1 against traps)
 8:
 9: Wild Dodge (Reflexive Dodge)
 10: Uncanny Dodge (+1 against traps), AC bonus +2
 11: DR 1/-
 12:
 13: Uncanny Dodge (+2 against traps)
 14: DR 2/-
 15: AC bonus +3
 16: Uncanny Dodge (+3 against traps)
 17: DR 3/-
 18:
 19: Uncanny Dodge (+4 against traps)
 20: DR 4/-, AC bonus +4

Barbaric Spell Resistance [Barbaric]

You have the raw wild spirit to resist the magic of more refined foes.

Prerequisites: Barbarian level 1+, Cha 15+

Benefit: You can buy ranks in the Spell Resistance skill. You gain two bonus ranks in this skill immediately. Spell Resistance is a Barbarian class skill for you from now on.

Normal: You cannot gain the skill Spell Resistance in any way.

Sense Illusions [Barbaric]

The deceptions of magic are easily overcome by your cunning senses.

Prerequisites: Barbarian level 1+, Wis 13+

Benefit: You gain a +4 bonus to Will saves against illusions of all kinds.

Thwart Illusions [Barbaric]

Illusions are the tools of weak men, and they cannot fool you.

Prerequisites: Sense Illusions, Barbarian level 9+, Wis 17+

Benefit: When making a Will save against an illusion

of any kind, roll twice and take the best result.

New Skill:

Spell Resistance (Cha, Trained Only)

Check: None. This skill gives you a flat SR equal to your ranks plus your

charisma modifier. You cannot willingly lower this spell resistance under any circumstances. You cannot take Skill Focus or similar feats for this skill.

Special: This skill costs two skill points per rank. Additionally, characters

with this skill have difficulty using magical items. Any time a character with this skill uses a magical item besides a magical weapon, the item must make a check against his SR with its caster level. If it fails to overcome the SR, the item does not function, and the character cannot attempt to activate it again for at least a day. If it overcomes the SR by 6 or less, the item functions, but in some unusual manner that is usually detrimental to the barbarian. If it overcomes the SR by 7 or more, the item functions normally.

Sense Magic (Wis, Trained Only, Exclusive Skill)

Check: By concentrating, as a full round action, you can somehow sense the presence of magical forces around you, but only vaguely. At higher levels of skill, you can sense greater details with greater ease. By default, this skill gives no details as to the intensity, purpose, school, or form of magic detected, merely its presence or absence.

Magic effect - DC to Detect

Ongoing magical spell - 20

Magical trap - 20 + Caster level

Spellcasting Ability - 30 + Caster level

Arcane, Divine, or Psionic - +10 to DC

School of magic - +20 to DC

Retry: At will.

Special: This skill relies on a mindset at least distrustful of magic. Because of this, it is impossible to boost the modifier for this skill using magical spells or items, not even with a Wish spell or Epic Spells.



The Wood Elves' Treasure

By Steve Stottrup

Deep within the vast expanse of the Irminsul Forest lives a tribe of wild elves who hate civilization and the humans and humanoids who they feel are responsible for it. They have even gone so far as to break off contact with other elven clans whom they feel are 'corrupted' by the taint of civilization. They are led by a powerful druid shaman they call *Tree Father*. Years ago, after several violent battles with human foresters who were coming to the Irminsul Forest to cut down trees for their timber trade, the Tree Father of the elves, Criex Silvermane, devised a scheme to wreak vengeance upon the humans and the timber trade which fueled their axes, and to teach them to stay away from the Irminsul forest. Calling together the tribe's most powerful shamans, they began working on Silvermane's vengeance in the sacred grove of the elves, calling upon the power of their god, Cilborith for aid. Silvermane's plan was to create three magical coins, each bearing a particular curse: greed, misfortune, and poverty. He knew that the local humans' desire for wealth would lead them to welcome the coins, and that the coins would work their way through the local human communities, causing havoc and misery. The coins were mixed within a chest containing hundreds of gold and silver pieces, and was offered to the humans of nearby Hillcrest in exchange for some earthenware and leather goods (a rare act of trade for the wild elves, to be sure). As expected, the coins caused great havoc in Hillcrest, and managed to work their way throughout the Elphand Lands over the years. Eventually the coins ended up traveling far and wide, even passing through the City-State, leaving naught but misery in their wake. These coins get +7 resistance to all attempts to damage or destroy them, and show up as chaotic neutral under a *detect alignment* spell.

Greed: This beautiful gold coin is uniquely stamped with the laughing likeness of the elven Tree Father (Criex Silermane) on one side and a great oak tree on the reverse side. It is imbued with an insidious magical curse which causes any intelligent being that holds it or touches it to gradually become overwhelmed with greed to the point where they are obsessed with amassing piles of coins and gems. The victims typically begin the process by selling off anything they have of value: weapons, armor, tools, magical items, etc., in order to gather gold, silver, or platinum coins or gems. Once they've run out of things to sell, they begin to steal things from friends, relatives, or neighbors, gradually moving on to common burglary or street mugging. No amount of treasure is enough for them while they are in the grip of the fever of greed this coin inflicts upon them. Only those who make a will check (DC 15) daily can withstand these effects or check their progression. Once the coin makes contact, the victims will keep it close to their body, feeling that it is their 'lucky' coin. Usually it is tied to a necklace and worn around the neck, but the victims never deface or mark the coin. By separating the victim from the coin by at least 100 yards (a very difficult thing to do and something the victim will resist almost to their death), the victim will begin to be released from the coin's grip: one day of separation being needed for every 5 days which the victim was under the coin's powerful spell of greed (for example, someone who held the coin for 5 months would need about one full month of separation from the coin before they were fully back to normal). A *Remove Curse* spell cast by a Cleric of 10th level or greater will free the victim from the curse and allow them to cast away the coin.

Misfortune: This 'lucky' silver coin has the stamp of an elven maiden bearing a cornucopia of fruit on one side, and the great oak tree on the reverse side. To those whose hand comes in contact with this coin, bad-luck is in store. The victim must make a fortitude check at -3 (daily) or find themselves with a -3 penalty on all saving throws and probability checks that do not involve strength. They will also be particularly unlucky in games of chance such as dice. Like the coin of greed, the victims become attached to this coin, being overwhelmed by the feeling that it is a 'lucky' coin and will not wish to let go of it. If the victim is separated from the coin by any means, they become obsessed with the need

to regain the coin at any cost. The curse of the coin will wear off once the victim has been separated from it (100 ft. or more) for a time of 5 days. A *Remove Curse* spell cast by a Cleric of 10th or greater level will free the victim of this curse and help them to realize the cause of it.

Poverty: The coin of poverty is perhaps the most devastating of the three coins created by Silvermane. Imbued with powerful magic granted to the elves by Cilborith, this beautiful platinum coin bearing the symbol of Cilborith on one side and great oak tree on the other, has the power to transmute other precious coins into worthless lead. When placed in the proximity (in a chest, sack, pile, etc.) of other precious coins: gold, silver, or platinum (does not affect copper), this coin can alter up to 50 coins per day (or the equivalent weight of precious metal), working its way outwards. For instance, if the coin is placed in a chest of 500 gold pieces, the gold will turn to lead at a rate of 50 coins per day, becoming 100% lead within 10 days. The maximum amount of coins that this cursed item can alter is 8,000 coins, at which point its magic is temporarily saturated. However, if the coin is in a chest of 8,000 coins and has altered them all completely to lead, and someone takes out 1,000 lead coins and replaces them with 1,000 new gold coins, those 1,000 gold coins will be transmuted into lead as well (back to the 8,000 coin limit). A lead container or magical *bag of holding* will keep this cursed coin from transmuting other precious metals outside of the container/bag. A *remove curse* spell cast by a Cleric of 10th level or greater, or a *Lesser Restoration* spell cast by a Druid of 9th level or greater will return up to 1,000 of the cursed lead coins back to their original precious state.





Gremlins

By Paul Jaquays; d20 conversion by Richard Hughes

Gremlin, 1st-Level Warrior Small Humanoid

(Reptilian, Fire)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 17 (+1 size, +5 Dex, +1 natural), touch 16, flat-footed 12

Base Attack/Grapple: +1/−4

Attack: Club +1 (1d4-1) or flaming touch +7 (2d6 fire)

Full Attack: Club +1 (1d4-1) or flaming touch +7 (2d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ignition

Special Qualities: Darkvision 60 ft., light sensitivity

Saves: Fort +2, Ref +1, Will −1

Abilities: Str 9, Dex 20, Con 11, Int 10, Wis 9, Cha 8

Skills: Craft (trapmaking) +1, Hide +5, Listen +1, Move Silently +5, Profession (miner) +1, Search +2, Spot +1

Feats: Weapon Finesse

Environment: Any tropical or underground

Organization: Gang (4–9), swarm (10–15)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +0

Gremlins are kobolds tainted with elemental fire, their sorcerous potential literally ignited.

A gremlin's scaly skin is usually a fiery red or orange. It has glowing red eyes. Its tail is nonprehensile. Gremlins usually wear no clothing, because their ignition

would destroy it anyway. A gremlin is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Gremlins speak Draconic with a voice that sounds like that of a yapping dog.

Gremlins can be created either through elemental blood or arcane experimentation, but the magically created ones are usually mad enough that killing them is a mercy. Natural gremlins usually advance as sorcerers and are revered by lesser kobolds for their power, and favor fire magic.

COMBAT

Gremlins like to attack with overwhelming odds—at least two to one—or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

They begin a fight by igniting in order to protect themselves from their opponents weapons and burn their flesh to char, grappling if possible. Whenever they can, gremlins set up ambushes near trapped areas, attempting to catch their prey in inescapable fires.

Ignition (Su): As a free action, a gremlin can cause an intense magical fire to burn across their bodies, emitting light as a torch. They can remain like this for no more than 10 minutes a day per character level, but may activate and deactivate the flames at will. While ignited, they gain several abilities:

Ranged weapons that strike them burn to ash before impact, doing no damage, if wooden; if metal, they melt to slag, but after they do damage. Melee weapons and ranged weapons that are not priced as ammunition are not automatically destroyed, but take 6d6 points of Fire damage and receive a Reflex save (DC 10 + 1/2 character level + Con mod) for half damage. Additionally, they are immune to cold damage.

They can do 2d6 fire damage with a touch attack (and automatically during a grapple) and can cast *pyrotechnics* at will as a spell-like ability with a caster level equal to their character level. This fire can ignite flammable objects, burn wood to ash, liquefy most metals, and heat stone objects as a *Heat Metal* spell would heat metal.

Light Sensitivity (Ex): Gremlins are dazzled in bright sunlight or within the radius of a *daylight* spell.

Fire Subtype: Gremlins have immunity to fire and

takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or failure.

Skills: Gremlins have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The gremlin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Challenge Rating: Gremlins with levels in NPC classes have a CR equal to their character level.

GREMLIN CHARACTERS

Gremlin characters possess the following racial traits.

— −4 Strength, +8 Dexterity.

—Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, −4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A gremlin's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Skills: A gremlin character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

—Racial Feats: A gremlin character gains feats according to its character class.

— +1 natural armor bonus.

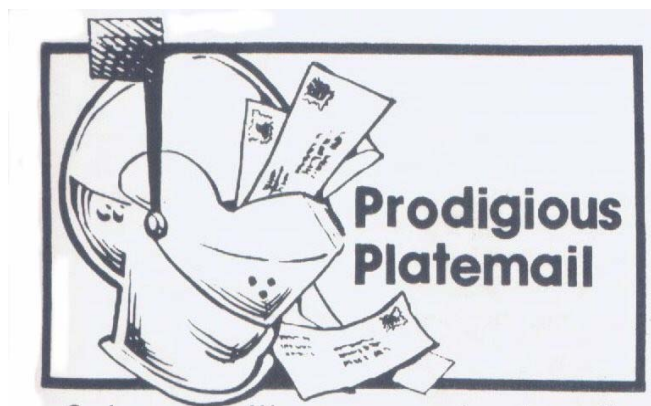
—Special Attacks (see above): Ignition.

—Special Qualities (see above): Light sensitivity. Fire subtype

—Automatic Languages: Draconic. Bonus Languages: Common, Ignan.

—Favored Class: Sorcerer.

—Level adjustment +1.



We welcome your letters to the editor and staff. Letters and their answers will be placed here in future editions.

Greg Geilman, Editor

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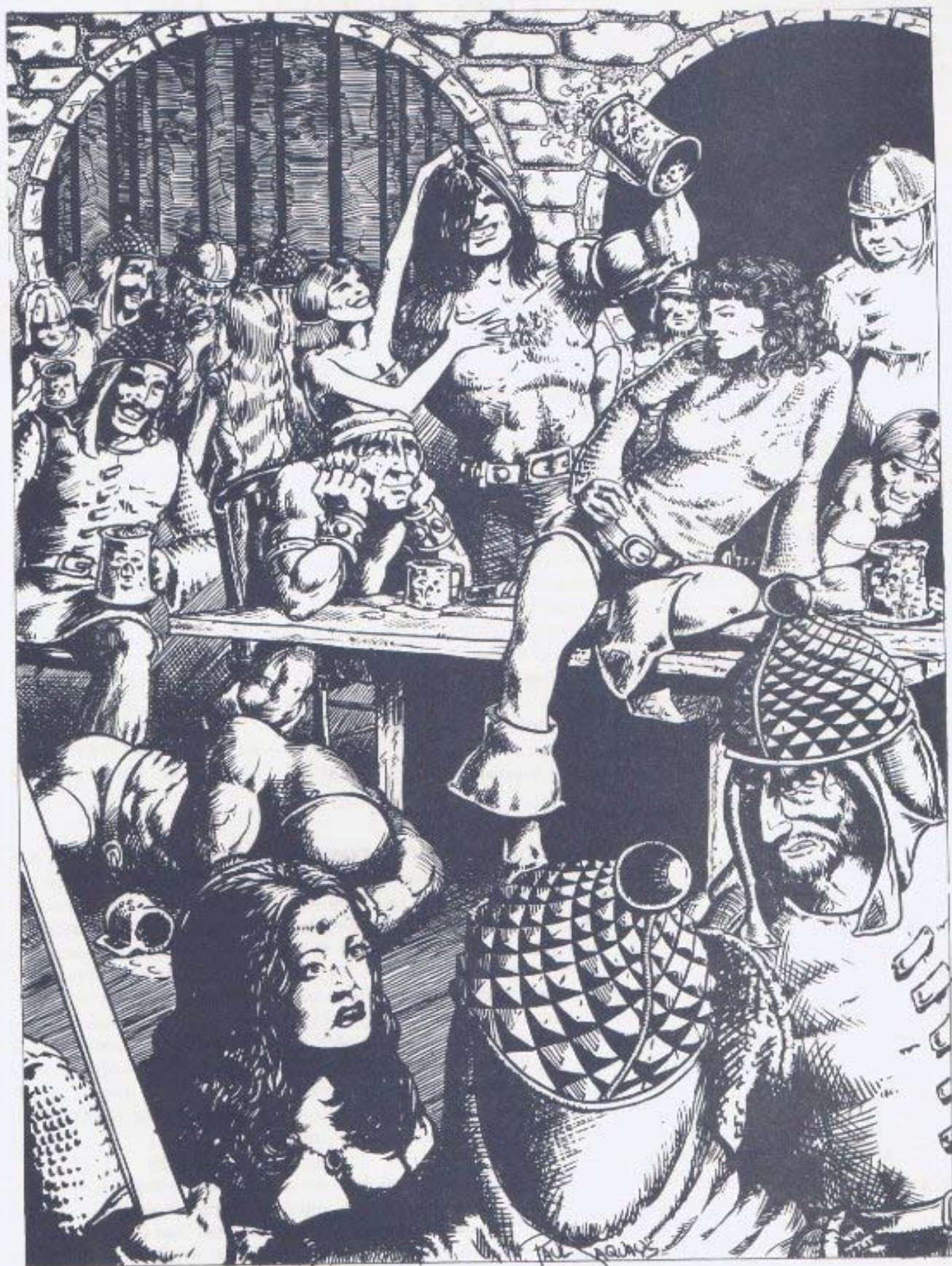
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AYE ME LADDIES!! FIRST THE FRONTIER FORTRESS AND THEN THE CITY STATE!!!!
THE POT BELLIED EMPEROR IS TOO FULL OF SWILL TO SEE DANGER UPON HIS DOORSTEP