



HEIR ABERRANT

A ONE-ROUND DUNGEONS & DRAGONS® LIVING GREYHAWK™ CORE ADVENTURE

Version 1

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“Do not dabble with denizens of forbidden places, lest ye would become one.” – Zashnichar
A bizarre creature needs help rescuing his master. Not all damsels in distress are as beautiful as the ones in the storybooks but this one may very well give you nightmares! The players of this adventure should be prepared for several unique challenges and puzzles in addition to more typical dangers. A one-round core adventure set in the Mistmarsh for characters level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Arms and Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *COR1-09 Swamp Things* [Bruce Paris], *COR4-19 That Which Was Not Meant to be Known* [Greg Marks], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *The City of Greyhawk* [Douglas Niles, Carl Sargent, Rik Rise], *From the Ashes* [Carl Sargent], *Greyhawk Player's Guide* [Anne Brown], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Races of the Wild* (Skip Williams), *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and the *World of Greyhawk* [Gary Gygax].

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

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard, one-round core adventure, set in the Free City of Greyhawk and the Mistmarsh. All characters pay 2 time units per round.

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

A character that does not pay for at least standard upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may

restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

It is said that when a wizard stares too deeply into the unnatural, the unnatural stares into him. The alienist prestige class further states that high-level alienists cease to age but instead are "stolen away by horrible entities when [their] time is up, and [they are] never seen again." (*Complete Arcane* 23) But no one said that some don't go willingly.

Masginnian duLaque was born almost a century ago in Crockport in the Kingdom of Furyondy, but her travels have long since taken her from home. After three failed apprenticeships, Masginnian finally found the master she had been looking for - an insane megalomaniac who instructed her on the teachings of a long-dead scholar named Zashnichar. Loyal to a fault, she watched while the wizard learned more and more about a distant plane that he referred to only as "The Far Realm." Masginnian was entranced by the sanity-stretching beings she glimpsed in that place and eagerly delved into its secrets at her master's side.

When her master vanished one night and did not return Masginnian was not struck by fear but by envy. Her master had been called, and it was her fervent desire to follow him someday. Since then she has spent years plumbing ever deeper into the works of Zashnichar. Recently, she discovered the secret place deep in the Mistmarsh where Zashnichar met his end (or perhaps his beginning).

Masginnian has felt the call of the Far Realm grow stronger now and knows the day is coming when she will be stolen away by its creatures. Some small vestige of the sane, untainted Masginnian is utterly terrified by her impending fate. In a rare lucid moment, this Masginnian turned to the only friend she had left: Doatzys, her raven familiar. Because Masginnian is still torn over her fate she impulsively teleported the poor raven to a location where she knew she would fear to follow: Greyhawk City. Her only instruction to the poor creature was a desperate plea for help. It is her intent to delay the abduction as long as she can in hopes that Doatzys can arrange a rescue.

Meanwhile, the insane Masginnian waits eagerly to enter the Far Realm. Terrible monsters lurk there waiting

for her and she wants so badly to join them (that is except for the portion of her that is screaming in abject terror...)

Meanwhile, Doatzys - confused and afraid - is wandering the streets of Greyhawk. He is certain that his mistress is in danger even if he is not sure what from. He does not even know where she is in the Mistmarsh but is determined to rescue her. Doatzys has determined that he must gather help to succeed, however. He plans to wander the Mistmarsh with anyone who is foolish enough to join him until he can get within one mile of his mistress (and thus reestablish his empathic link). Then, he hopes that his intrepid hirelings can find the caves where his mistress lives and vanquish this unknown threat to her life.

ADVENTURE SUMMARY

Introduction: The PCs are in the Green Dragon Inn and see a strange notice on the wall. It calls for help but does not say who needs the help or where applicants should go. The PCs solve a puzzle hidden in the notice and head out to the Mistmarsh.

Encounter 1—The Ery and the Neen: The PCs arrive at the edge of the swamp at the location described by the puzzle. Doatzys (Masginnian's pseudonatural familiar) tells the story of his master's kidnapping and begs for the PCs' aid in rescuing her. He offers a significant magic item in exchange for their service.

Encounter 2—Negotiating the Mistmarsh: The PCs prepare for and begin their trek into the Mistmarsh with Doatzys. The swamp is no place for those who lack the skill to survive in this harsh environment.

Encounter 3—Lizardfolk Territory: The PCs encounter evidence that they are in lizardfolk territory. Unless they are particularly stealthy, a patrol stops them. They must use diplomacy to continue to travel through the tribe's lands without a fight.

Encounter 4—Lyrannikin: The PCs reach a statue of a robed man. The man's has his arm upraised, pointing to a small hillock. If the PCs approach the hillock, they find the entrance but they also find a massive black treant guarding it. This half-mad treant is slowly being twisted by the aberrant forces in the caverns below. If brave PCs address the treant and explain themselves, he offers to reward them if they can help him.

Encounter 5—Into the Pit: Exploring the cavern below the marsh they find a stone ledge surrounding a wooden platform. Stepping on the platform awakens the summoning ooze(s) below that attack indirectly using their summoning abilities. Beyond the platform, the PCs find a door leading deeper into the caverns. A strange rhyme is carved into the door - a clue to the password required for further doors beyond.

Encounter 6—Reflections: In the next cavern the PCs discover a door that seems to have grown from living tissue. Unless they have guessed the password hinted at in encounter 5, they must bypass this door with weapons or spells. Once in the room beyond, pseudonatural versions of the PCs spill from a variant *mirror of opposition*.

Encounter 7—Maze: Proceeding down an adjoining tunnel the PCs enter a maze whose walls are composed of sheets of green slime. Something awful appears to have imprisoned Doatzys' master at the center of the maze. The PCs must navigate the maze (while fighting Masginnian).

Encounter 8—A Ghastly Decision: The PCs discover that the wizard has abducted herself! She labors here beneath the Mistmarsh simultaneously resisting and welcoming her abduction into the Far Realm. The PCs must decide which version of the wizard to destroy (if any) and deal with the consequences of their decision.

PREPARATION FOR PLAY

The following preparations are helpful for smooth and enjoyable play:

- Note which of the PCs have played *COR4-19 That Which Was Not Meant to be Known*. In particular, find if any PCs own and understand *The Blasphemous Whispers of Zashnichar*.
- Examine the character sheet of each PC and select a signature trait of that PC. For example, for fighters this trait is likely a preferred weapon, for a cleric this may be a domain ability or a favorite spell, for wizards this is probably a favorite offensive spell and for druids, this is probably an animal companion. For some characters, an unusual feat may make the best choice. If you have time, adjust the stat blocks for the clones in encounter 6 to reflect the signature trait of each PC.
- Ensure that all players at the table have calculated their full weight, including their equipment. This value may be necessary when running encounter 5.

INTRODUCTION

The adventure begins as the PCs arrive at the Green Dragon Inn in the City of Greyhawk. The reasons for their arrival are their own - perhaps they are looking for work, or just trying to relax. The party is assumed to have met somewhere along the road to the city, so pause for character introductions. Once they are finished, read the following:

It is no surprise, of course, to see that the posting board at the Green Dragon Inn has drawn quite a

crowd. After all, it is among the best ways for the city's large, transient adventuring population to find work. However, today's crowd is a bit unusual: rather than the normal excitement and bustle, it exudes a palpable bafflement and confusion.

Once one or more PCs expresses an interest in what is going on, continue.

Stepping closer, the source becomes clear: one particular posting is in a style most different to those around it. It is a riddle and it seems the riddle is yet to be solved . . . perhaps you will find the solution and net the reward.

At this point, give the players Player Handout 1.

Should the players not express an interest or just avoid the board, the patrons begin to discuss it loudly, arguing about how daft it is. In this case, read Player Handout 1 aloud as various patrons continue to attempt to divine the solution by repeating the words.

The solution to the riddle presented in the player handout is that Doatzys is awaiting them at the junction of the Ery and Neen rivers, at the eastern edge of the Mistmarsh.

The solution to the riddle is relatively simple – working out the riddle gives the words “Ery” and “Neen,” which are the names of two rivers in the Mistmarsh which meet in the Mistmarsh. These words can be extracting the capitalized letters from the last four lines of the riddle. If you extract these letters you get:

E N
R E
E Y
N %

The tricky party is observing that when the letters in the last two rows are flipped, the resulting columns spell out the names of the two rivers:

E N
R E
T E
% N

In effect, these two words have been “crossed” in the original Riddle which indicates that the PCs should travel to the intersection of those two rivers.

However, chances are that the players do not know the names of major geographical features in the area. As such, the only clue they will have at first is that the note has something to do with the Mistmarsh. If the PCs begin to rearrange the letters, a PC succeeding on a DC 15 Knowledge (geography) or a DC 20 Knowledge (Local—Core) check realizes the information below. Give

characters with 5 or more ranks in both knowledge skills a +2 synergy bonus on this check. If a character has previously adventured in the Mistmarsh, give them a +2 circumstance bonus.

The Mistmarsh lies to the south and east of the city of Greyhawk, and is centered around the Neen river which flows out of Diamond Lake. The Neen flows west, where it joins with the Ery River that skirts the northern edge of the marsh before flowing into the Selintan. The road south to Hardby from Greyhawk crosses the confluence of the Ery and Neen rivers.

Because the spellings of these river names are so important to the solution to the riddle, make sure you spell them for the PCs when you mention them. If the PC beats the check DC by 5 or more, give him Player Handout 2 to represent his knowledge of the area.

A *divination* or similar spell or ability receives a somewhat cryptic response: “The answer to your puzzle can be found not by putting the pieces together, but by taking them apart”. This, of course, refers to the fact that the solution is obtained by arranging the letters in the words rather than attempting to make sense of them.

If the PCs lack knowledge of geography, their best course of action is to consult a cartographer. If any of the players ask about a map, inform them that they happened to notice a cartographer's shop on their way into town, and that perhaps they could find one there. Otherwise, after giving them about five to ten minutes to look at it, allow a DC 5 Intelligence check to realize that a map of the Mistmarsh might be helpful in solving the puzzle.

The shop in question is Raylon's Maps and Charts, run by one Syrano Raylon. Raylon is a somewhat bookish but keen fellow, who is slightly distrustful of adventurers due to their tendency to “window shop.”

♣ **Syrano Raylon:** male human expert 7 (Knowledge [geography] +12, Sense Motive +10).

If the PCs are genuinely interested in purchasing a map of the area, Raylon is friendly and helpful, quickly rolling out the best of his stores. If, however, he senses that they just want to look at his maps and have no intention to buy, (that is, if he beats their Bluff with his Sense Motive), he instead provides one of his less accurate maps that he keeps on hand for precisely that purpose. He sells either map for 25 gp, which is a reasonable price given their quality – a DC 12 Appraise check reveals this, but doesn't spot the errors in the “poor” map without an accompanying DC 20 Knowledge (geography) check. Consulting Riley's good map provides a +2 modifier to Survival checks to avoid getting lost. Consulting Riley's

“poor” map applies a -2 penalty, as the subtle errors compound to make things difficult. If they buy either map, give them Player Handout 2.

If the PCs ask Raylon about the riddle or show him a copy, he admits to being baffled by it, but suggests that the solution probably lies in those last four lines. If the PCs seem genuinely stumped, he'll also suggest that oftentimes the trick in riddles is not what is said but the way it's said, and that perhaps they should look at the letters themselves.

Troubleshooting: It is possible that the PCs fail to solve the riddle, even after all possible hints. In this case, have a tavern patrol suddenly (and loudly) realize the answer.

Alternatively, the PCs should, however, at least recognize that whatever the solution is, the meeting place is somewhere in the Mistmarsh. Inform the players that the road follows the Selintan River south and at the confluence of the Ery and Neen rivers turns east. Following this route, they will simply stumble across Doatzys.

ENCOUNTER 1: THE ERY AND THE NEEN

Once the PCs have solved the riddle and figured out where to go, it is just a matter of traveling to the meeting. All told, the trip from Greyhawk to where Doatzys awaits is about 80 miles.

Inform the PCs that their route takes them down the Selintan River, then east along to the point to the Ery's and Neen's confluence. The journey is uneventful, following mostly well-established roads and trails, but as they draw nearer to the Mistmarsh, things begin to become more and more untamed.

At last, you come to the confluence of the Ery and the Neen. This close to the Mistmarsh, the ground is already beginning to become soft, and the trees seem twisted and gnarled rather than lush and green. All is quiet but for the sound of the river and the cawing of the crows and ravens in the branches above you.

Assuming at least one of the PCs is openly wearing the black feather as instructed read the following:

“Brave, clever adventurers you are, yes, yes to have solved the puzzle, yes?” says a voice from above you. Looking up, you see no sign of the speaker until the voice comes again. “You have come to help Doatzys, yes, and to help yourselves, perhaps? Brave, clever adventurers will be rewarded for helping us, yes.” The voice comes from a raven perched in one of the

branches above you. The bird regards you with an expression that makes its unnatural intelligence quite clear. “Perhaps they would like to know how they can help us?”

 **Doatzys:** male pseudonatural raven familiar; Appendix 1.

Most PCs are likely to guess at this point that they are dealing with a wizard's familiar; a DC 15 Knowledge (arcana) check confirms this. PCs succeeding on a DC 15 Spot check also notice that there is something unusual about Doatzys. PCs succeeding on a DC 20 Spot check notice that his toes seem to curl around the branch he's on in an unnatural fashion. If a PC notices this or has it pointed out to him by another, he may attempt a DC 11 Knowledge (the planes) check to identify that Doatzys is a pseudonatural creature.

Once the PCs confirm that they are here about the riddle, Doatzys explains the situation.

“Doatzys is needing brave, clever adventurers, yes he is. The mistress has been taken, yes! We need her, yes, we need her, but Doatzys is only a very small bird, not strong and mighty like these brave, clever adventurers, no no! You will save her, yes? Yes? Doatzys knows where things are hidden, things that will be helpful to such brave, clever adventurers. He will give gift to them if they are helping, yes, he will.

“There are dangers in the swamp, yes, and hidden it is, but surely such brave, clever adventurers can find it!”

Masginnian is not a famous wizard, given the nature of her work. Accordingly, only bardic knowledge or an exceptionally high Knowledge (arcana) check gain any knowledge of her:

- **DC 25:** Her full name is Masginnian du Lague, and that she has a reputation in some particularly esoteric circles as a potent summoner.
- **DC 30:** It is rumored that she studied magics dealing with creatures alien to even the most knowledgeable of planar wizards.

The higher DC check reveals both pieces of knowledge. If the PCs make the higher DC check or recognized Doatzys as a pseudonatural creature, a DC 25 Knowledge (arcana) check reveals the existence of wizards known as alienists who delve into matters of the Far Realm, an entirely alien plane full of unspeakable horrors.

What Doatzys Knows: If the PCs question Doatzys about his master, he tell them only that she is a powerful

wizard and that he is greatly troubled that she is in danger. Doatzys did not accompany Masginnian on her previous foray into the Mistmarsh and his subsequent were made by *teleport* spells. So, he has never actually traveled there overland before. He has heard her speak of the journey before, and knows that the way is dangerous, but does not know of any specific danger. If possible, however, he refrains from mentioning this, claiming that such brave, clever adventurers have no problems at all with any of the dangers in the swamp.

Tactics: In this and all future encounters, Doatzys keeps his distance from obvious danger. In the first round of combat, Doatzys flees to a safe, but nearby, location. Once there, he cheers the PCs on in an annoying manner.

Development: Once the PCs have agreed to help Doatzys, proceed to encounter 2. If they don't offer to aid him their adventure is over.

ENCOUNTER 2: NEGOTIATING THE MISTMARSH

Once the PCs agree to help Doatzys there is nothing to do but enter the swamp. Ask the players how they plan to prepare for their adventure because these decisions affect their success and the amount of time it takes to reach their destination.

Allow the PCs a Knowledge (nature), Knowledge (local-Core) or bardic knowledge check to learn the following information:

- **DC 10:** The Mistmarsh is a dangerous place. The swamp is full of fearsome creatures and fell hazards. It would be foolish to travel the swamp without a skilled outdoorsman.
- **DC 12:** Creatures commonly encountered in the swamp include crocodiles, leaches, snakes, giant toads, carnivorous plants, swarms of piranha, and hordes of insects. Several tribes of kobolds and lizardfolk inhabit the swamp.
- **DC 16:** The environment in the marsh is harsh. The heat and high humidity can be overwhelming in the summer months. The waters of the marsh are quite dangerous. Wading through them is usually unavoidable but attracts unfriendly attention. Quicksand and sinkholes catch the unwary. Drinking the water is a sure way to contract a disease (or worse).

If the party does not include anyone skilled at Survival, Doatzys encourages them to hire a guide for this journey.

A guide can be hired from any of a handful of hamlets bordering the swamp. The following guides are available:

🐉 **Bine Dissiny:** N male human rogue 1; hp 8; Survival +3; Bluff +6; Sense Motive +6. Fee: 25 gp.

Bine is more than a bit of a con artist. He claims expertise at whatever it is the PCs need from him. He also wants full payment in advance. Bine runs at the first sign of trouble (for example when the lizardfolk are encountered) at which point the PCs need to make a new Survival check without him (see below).

🐉 **Yart:** N female half-orc ranger 2; hp 18; Survival +7; Sense Motive -1. Fee: 75 gp.

Yart is polite (for a half-orc). She needs the money to help pay off a gambling debt to the Greyhawk Thieves' Guild. Yart is willing to accept half payment in advance and half upon returning from the swamp. She defends herself in combat but does not help the PCs.

🐉 **Selenie Weitz:** N female human druid 1/ranger 2; hp 21; Survival +11; Sense Motive +4. Fee: 200 gp (or 50 gp if there is a druid in the party).

Selenie's manner makes her seem significantly older than her relative few years. Her skin is bronzed by many days in the swamps and a wicked-looking scar mars her abdomen. Selenie's price is high because she regards adventurers as troublemakers. She views the fee as proper restitution for the damage they do to "her" swamp. Like Yart, she defends herself in combat but does not help the PCs. She casts any 1st-level druid spell on a PC for a fee of 50 gp. She normally prepares *slow poison* and two *cure light wounds* but prepares different spells if asked. She does not even heal an unconscious PC unless another party member pays her fee.

PCs hiring a guide can negotiate the price using a Diplomacy check against the applicant's Sense Motive. Success lowers the price by 10% each time (to a minimum of half the stated fee). Failure halts negotiation and fixes the price. Failure by five or more insults the applicant who walks away and refuses further negotiation unless the PCs offer double the last agreed price.

The Mistmarsh is a deep swamp that is difficult to navigate. Doatzys has some idea of what direction that his master is in, so the PCs are not going to get (very) lost. However, their skill at negotiating the swamp has a large impact on their ability to make progress and their physical condition when they arrive at their destination. Measure the party's success at this with a Survival check. The result of the check determines their condition during the remainder of the encounters in this

adventure. Ask the players to select one “guide” PC (or NPC) to make the check. The guide may “take 10” if desired but may not “take 20”. Given that this check represents their success over multiple days, only PCs with ranks in Survival may attempt the “Aid Another” action to increase the chances of success. If more than one PC insists on being the guide have both make the check but use the *lowest* result to simulate the inevitable bickering and confusion that results.

The following circumstance modifiers also apply:

- **+1** for each level of druid in the party. Thus, for example, a 4th-level druid grants a +4 circumstance bonus.
- **+1** for every two levels of ranger in the party.
- **+2** if the PCs brought an adequate supply of fresh water or have someone in the party who casts *create water* on a daily basis.
- **+2** if the PCs brought an adequate supply of rations.
- **+4** for any reasonable technique to keep the entire party dry (a large skiff that can hold the whole party or waterproof boots for each party member and so on).
- **+1** for any reasonable techniques to ward off insects
- **+2** if all PCs in the party have an *endure elements* spell cast upon them. (If only some PCs have the spell, prorate the bonus appropriately.)
- **+3** if the PCs use the spell *commune with nature* to find out about the terrain.
- **+1** for each hour of travel time that 75% or more of the PCs can avoid directly interacting with the terrain (e.g., *water walk*, flying, placing some PCs atop a *Tenser's floating disk*, *phantom steed*, etc.) The maximum bonus that can be gained in this manner is +8 (8 hours).
- **+5** if the PCs voluntarily slow their pace to give themselves ample time to rest. This bonus can be earned multiple times, but each +5 bonus earned in this way adds an additional day to the amount of time required to reach Masginnian's Lair.

Once the total bonus has been calculated, have the guide make one Survival check for the entire trip through the swamp. The table below shows the consequences of this check:

- **DC 12 or less:** PCs begin any encounter exhausted and with 1d6 points nonlethal damage. In addition, it takes them three more days of travel time to reach Masginnian's lair.
- **DC 13-17:** PCs begin any encounter fatigued and with 1d3 points of nonlethal damage. In addition, it takes them an extra day of travel time to reach Masginnian's lair.

- **DC 18-22:** Each PC must succeed on a DC 12 Fortitude save or begin each encounter fatigued.
- **DC 23-31:** PCs are relatively rested and healthy (considering that have waded through a deadly swamp).
- **DC 32+:** PCs are not only healthy but also move quickly through the swamp. If the PCs did not earn a +5 bonus to the check by deliberately slowing their pace, they arrive at Masginnian's Lair one day sooner than normal.

Travel Time

The PCs must reach Masginnian in twelve days or less. If the total time required to reach Masginnian is 13 days or more the PCs have arrived too late. On the evening of the 12th day, Doatzys erupts into a frenzy of anguish and leaves the PCs without explanation. If the party has found the entrance by this point they can still reach the lab but find it abandoned. Skip to Conclusion D. If the party has not reached the entrance by this point, they won't be able to find it at all — short of a *find the path spell* or other unusual circumstances — so the adventure ends at this point.

The base time required to reach her is 9 days. This travel time can be adjusted in the following ways:

- **+1 day:** If the party had to take time to find and hire an NPC guide in encounter 2.
- **-1 day:** The party's guide (whether PC or NPC) made a DC 23 Survival check in encounter 2.
- **+1 or +3 days:** If the party's guide made a DC 13 or lower Survival check in encounter 2.
- **+1 or more days:** If the party slowed their pace to improve their Survival check result in encounter 2.
- **-4 days:** If the party was able to use flight (or similar methods of travel) to search the swamp rather than trudging through it.
- **+1 or 2 days:** If the party attempt to skirt around the lizardfolk territory in encounter 3.
- **+1 day:** For each Search check required to find the lair in encounter 4.
- **+1 day:** For each extra day the party rested to recover from a combat encounter.

ENCOUNTER 3: LIZARDFOLK TERRITORY

If the PCs travel on foot, move at a normal pace, and have no unusual means of transport they have been delving into the Mistmarsh for about a week, when they enter lizardfolk territory. The weather throughout this adventure is hot and muggy. A thick mist clings to the

ground in the mornings and evenings but burns off during the afternoons. Read the following:

For days now you've seen nothing but hip-deep water and knee-deep mud. The snakes are tolerable. The heat is overwhelming and the insects are merciless. Worst of all, Doatzys has turned out to be capable of chattering about nothing for hours on end without any sign of fatigue.

The mist is particularly thick this morning so that that you do not see the skull until you are with a few strides of it. It's a jawless, human skull rammed onto a crude wooden stake. A large red 'V' has been daubed on its forehead.

PCs succeeding on a DC 22 Spot check notice the shadowy outline of a second post in the fog (this one with a halfling's skull) about 70 feet to the north. These posts mark the territory of the Red Fang lizardfolk tribe. PCs with Knowledge (nature) or Knowledge (local-core) can determine the following information:

- **DC 12:** These skulls indicate a territorial border of some primitive tribe..
- **DC 17:** This form of border marking is typical of lizardfolk tribes. Trespassing may provoke an attack.
- **DC 22:** The rune indicates the Red Fang lizardfolk tribe. The Red Fangs are known to trade with local humans from time to time. As a result, the Red Fangs may not be immediately hostile to intruders if treated with deference.

If the PCs hired Selenie Weitz as a guide (see the previous encounter) she knows all the information granted to a DC 22 check and shares this with the PCs.

Doatzys is anxious to continue onward and protests loudly (and repeatedly) if the PCs propose going around the territory. Going around the Red Fang's territory costs the PCs an extra two days of travel time. A successful DC 15 Survival check reduces this to a one day delay.

One day after the PCs enter the Red Fang's territory, a lizardfolk scouting party probably spot them. It is possible to evade this patrol through stealth. If the PCs state they are attempting to be stealthy, allow an opposed Hide check against the lizardfolk's Spot check. Have each PC make a Hide check and make Spot checks (with a -10 penalty for distance and mists) for each lizardfolk in the scouting party against the lowest Hide check made by the PCs. Repeat this process two more times. If the PCs hide from the lizardfolk three times they successfully avoid the patrol.

The DM should allow other methods of evading the lizardfolk (disguise, counter-scouting, and so on) a reasonable chance of success.

Assuming the PCs are spotted, the scouting party intercepts them. The lizardfolk are not intent on killing the party (they would rather not risk their lives against a band of adventurers if they can avoid it) but they are angry about their trespass and hope to scare the PCs off.

Once the afternoon sun has thinned the mists, the lizardfolk select an area of the swamp that they expect the PCs to cross and remain motionless as they wait for the party to arrive. (See DM's Map 1). Allow the PCs a Spot check against the lizardfolk's worst Hide check (+0). The result of the check determines how far away the PCs when they spot the lizardfolk. Regardless of the outcome of the Spot check, the lizardfolk do not let the PCs approach closer than 30 feet before making themselves known.

Once the two parties have seen each other, read the following:

The ground rises just above the water and the mist thins to reveal well over a dozen scaly humanoid creatures with long tails and reptilian faces.

A lizardfolk warrior steps toward you. War paint decorates her face and torso and she grips a javelin. "sssMammalsss!", she hisses angrily in common. "Why do you tressspasssss among the Red Fang?!" At her words, several of the lizardfolk rattle their spears and hiss in anger.

It should be clear at this point that this is a delicate situation. The leader is initially hostile but if the PCs have not attacked and can provide any reasonable explanation for their presence (that she does not detect as a bluff) her attitude immediately raises to unfriendly without the need for a Diplomacy check. If the PCs lie to her, she remains hostile (assuming she makes the appropriate Sense Motive check). In either case, the leader questions them in a severe tone about their presence in her tribe's territory. In particular, she wants firm assurances that the PCs are not here to attack or steal from her people. She also wants a firm assurance that the PCs are not staying long. Once the PCs have explained themselves allow them Diplomacy check to improve her attitude (see the "Influencing NPC Attitudes" sidebar on page 72 of the *Player's Handbook*).

After you determine the lizardfolk's final attitude, read the appropriate reaction from the list below.

All APLs

🐉 **Lizardfolk Squad Leader:** N female lizardfolk barbarian 1/scout 5 hp 69; Appendix 1.

🐉 **Lizardfolk Shaman:** N female lizardfolk adept 4; hp 43; Appendix 1.

🐉 **Lizardfolk Warriors (4):** N male lizardfolk barbarian 2/ranger 2 hp 50; Appendix 1.

🐉 Lizardfolk (12): *Monster Manual* 169.

Tactics: It should be obvious to the PCs that attacking the lizardfolk is suicidal. If the party chooses to do so anyway the lizardfolk make an organized retreat. The last time they killed humans on their territory it only led to a lot more humans seeking revenge and, therefore, a lot of fallen warriors. The lizardfolk are angry about the trespass but sensible enough to avoid a direct confrontation.

What Doatzys Knows: Doatzys knows of lizardfolk and he knows that they were a minor annoyance for Masginnian on a few occasions. He knows they are dangerous but not particularly so. If combat breaks out, Doatzys immediately flees to a safe vantage point and provides colorful commentary of the fight.

Treasure: If the PCs defeat the lizardfolk they gain adventure access to their equipment but they do not receive the "Recognition of the Red Fang Lizardfolk" entry on the AR. If the PCs negotiate successfully with the lizardfolk (even if it requires a large tribute) they receive this favor (which means they have core access to the same equipment).

All APLs: Loot – 36 gp.

Hostile

"Tresspassers! Foolsss. You will leave our landss now or the beastss will feassst on your flesssh!"

At this point, nothing less than a freely offered item of value at least 150 gp x APL and a DC 15 Diplomacy check convinces the lizardfolk to allow them to proceed. Failing this, the party must double back and make their way around the Red Fang territory, which takes 1-2 days (see the Development section). It should be obvious that attacking when they are so badly outnumbered is a poor option. Attempts by the PCs to leave the territory but then double back are met with immediate hostility.

Unfriendly

"The Red Fang do not like trespassers! You will leave our territory now or pay tribute to buy your right to stay here and continue your quest."

If the PCs attempt to use gold as tribute, the leader sniffs derisively. 75 gp x APL is required before she considers the tribute adequate. If the PCs instead proffer manufactured goods (particularly weapons and armor) only 10 gp x APL worth of goods is required. However, the lizardfolk do not tell the PCs what this price is. They merely reject an inadequate tribute and accept an adequate one. PCs succeeding at an opposed Diplomacy

check with the lizardfolk leader get her to accept a tribute of only half the expected value. Failure causes her attitude to shift to hostile (see above).

If the PCs ask what she wants for tribute, the lizardfolk warrior smiles gleefully and points to the most impressive looking weapon carried by one of the party's warriors. "I would have thisss! Give me a weapon such as thisss and you may passss!"

PCs who pay sufficient tribute may remain in the lizardfolk territory for four days.

Indifferent

"The Red Fang does not allow trespassers, but travelers who make a tribute to the tribe would be welcome for a short time." The lizardfolk pauses to look meaningfully at your equipment.

A tribute of 10 gp x APL in coins or any manufactured item worth at least 15 gp is acceptable. However, the lizardfolk do not tell the PCs what this price is. They merely reject an inadequate tribute and accept an adequate one. An opposed Diplomacy check with the leader allows the PCs to avoid paying any tribute at all.

PCs who win permission to stay in the lizardfolk territory may remain for four days.

Friendly

"Your quessst seemsss an honorable one. The Red Fang will allow you sssix sscycles to find your lost wizard and leave our territory. If you wish, you can buy the protection of the Red Fang with a small tribute."

Alter the above text to fit the PCs' explanation for their presence. A tribute of 10 gp APL in coins or any manufactured item worth at least 2 gp is also. If the PCs pay tribute then the leader offers some advice. Read the text for "Helpful" below.

The PCs may remain in lizardfolk territory for six days.

Helpful

"You honor the Red Fang with a noble quessst! None shall hinder you while you remain on our lands. I offer you this advice: If you continue to travel in the direction of sunrise you may encounter a great tree that is not a tree but a being of great strength. A wise traveler would be wary of such a tree. Some of our tribesmen have fallen trying to prove themselves against it." The leader gestures meaningfully at you and attempts a hideous approximation of a mammalian smile.

This is a warning about the treant in the next encounter. The lizardfolk do not know that the treant is unable to attack non-lizardfolk humanoids.

The PCs may remain in lizardfolk territory for as long as they wish.

ENCOUNTER 4: LYRANNIKIN

In the middle of your second day in the lizardfolk territory, Doatzys becomes agitated. "I feel her! I feel her! We're close close close!" he babbles. "Awwwk! My mistress is growing weaker. Something is hurting her! Please hurry. We are close! My mistress is very near."

As the PCs begin to search around in earnest, read the following:

Shortly, you come across a strange sight. A statue, carved from basalt, sits slightly askew, knee deep in the muck. It depicts a robed man of middle years with upraised finger pointed to the northeast. The man's mouth is open as if speaking.

Zashnichar created this statue to help him (and select colleagues) find his lair. Cockatrice roam the swamp so a statue like this is not entirely out of place. However, this one really is a statue. Zashnichar used magic so that it would appear as if it was a cockatrice victim. If the PCs dig down under the muck or somehow raise the statue above the swamp they can find a short pedestal that it is standing upon. (This should betray its mundane nature).

If the PCs try to learn more about the statue consult the notes below to determine what they find:

- **DC 18 Knowledge (architecture and engineering)** or **DC 18 Craft (sculpting)** or **DC 12 Stonecunning**: This is a statue and not some unfortunate petrified by magic (though certainly magic was used in its construction).
- **DC 24 Knowledge (arcana)**: This statue is consistent with the result of a *flesh to stone*. If the PCs have found the statue's pedestal or have otherwise determined that the statue is of nonmagical origin skip this check.
- **DC 16 Search**: Hidden beneath the man's hood is a third eye attached to the man's head by a tentacle.
- **DC 26 Knowledge (arcana)**: The tentacle is consistent with alienists (one who pursues the study of the unnatural).

If the PCs succeed on the Search check and Knowledge (arcana) checks above they a successful DC 21 Knowledge (the planes) check reveals that alienists study the Far Realm, a horrific place guaranteed to drive anyone mad. PCs with levels in the alienist prestige class know this automatically.

The statue is a critical clue if the PCs continue in their quest. The statue is pointing directly toward the lair. If the PCs do not realize this clue they must search the area. This requires a DC 19 Search. Each check requires a full day of searching.

If the party moves off in the direction pointed to by the statue a DC 15 Spot check reveals the entrance to Zashnichar lair.

Alternatively, a PC with the Track feat succeeding on a DC 24 Survival check notices faint evidence of something large and heavy (supplies) having been drug through the swamp in the distant past. This trail leads to the entrance.

Once the entrance is found, read the following:

Abruptly, you spot a small bore in the earth set in the side of a small hillock that just clears the muck of the swamp. A massive mangrove tree dominates the hillock. Its roots surround the area and do a fine job of camouflaging the hole.

The mangrove is a treant lured here long ago by Zashnichar as an unwitting guardian. Decades of exposure to the unnatural in the ground below has warped its mind. Unable to leave, the treant slowly descended into madness. As the PCs approach, the treant confronts them:

As you step closer to the bore an ominous creaking noise emanates from the tree. Its roots shift and its gnarled trunk twists toward you. A pair of eyelids raise slowly to reveal red-rimmed eyes that regard you with both curiosity and malice.

The treant does not block the hole but entering the hole requires that the PCs pass through its reach.

The treant does not speak to the PCs unless they question it and even then its answers are abrupt and a bit nonsensical. Much like Doatzys' mistress, the treant has split into two personalities. Its first personality is neutral but sensible and practical. It views all life (even humanoids) as part of the natural order and is content to interact with them as Obad-Hai dictates. The second personality is neutral evil. It hates humanoids and blames them for its predicament. Spiteful and childish, it threatens the PCs and takes every opportunity to insult and confound them.

Roleplay the treant by alternating between the two personalities as the treant speaks to them. Do not use a separate voice for each personality. The treant should sound self-contradictory and confused.

There are multiple ways for the PCs to bypass the tree:

- Some parties may try to influence the treant's attitude (see "Influencing NPC Attitudes" on page 72 of the *Player's Handbook*). Since one personality is hostile and the other is indifferent, treat the treant as unfriendly for the purposes of the Diplomacy check. PCs who use a *speak with plants* ability or spell gain a +4 circumstance bonus on the check.

Making the treant friendly towards the PCs causes it to experience a rare moment of clarity. It speaks the following:

"Would you help a fellow being? Something... something wrong stirs beneath my roots. It hurts my mind. It changes me. If you would enter the ground below I beg you find the source of this wrongness and destroy it."

Further questions only result in a contradictory response from the other personality. PCs who agree to this task and successfully complete the adventure receive the Treant's Favor on the AR.

- If the PCs cast *remove curse* or *break enchantment* upon the treant, its evil self is banished for 24 hours. As a result, it immediately becomes friendly and begs the PCs' aid as above.
- Since the PCs should be expecting the treant to attack them, they may attempt to negotiate to let them enter the bore. Any requests for passage trigger the spell that binds the treant as a guardian. The treant enters a trancelike state and recites the following riddle: *"I have no feet so I cannot walk. But eyes have I and mouths that run. I've much to speak but nothing said. Listen too closely and you'll be dead! What am I?"* The answer to the riddle is a "gibbering moulder." The treant does not remember reciting the riddle afterwards. If the players grow frustrated with the riddle allow a DC 19 Knowledge (dungeoneering) check to identify the solution. If any PC speaks the solution to the riddle, the treant wordlessly pulls its roots aside and falls dormant for three minutes.
- A PC casting *detect magic* on the treant and succeeding on a DC 21 Spellcraft check detects a strong aura of enchantment. This does not detect the magic items buried in the muck of the hill
- The PCs may attempt to attack the tree. Zashinar's last order was not to attack any humanoids except

lizardfolk (he was expecting a visitor). So the tree is unable to fight back. It roars with anger and does whatever it can to fool them into thinking it can attack back but ultimately the PCs are free to destroy it. Doing so is an evil act and should be noted on the AR. Paladins who participate (or allow) this to happen lose their abilities until they receive an atonement.

- Brave PCs can attempt to move past the tree and risk an attack of opportunity. If they do so, the tree swings but deliberately misses (since it is magically compelled not to attack). Allow the PCs a DC 25 Sense Motive check to realize the treant's subterfuge.

All APLs:

☛ **Treant:** hp 66; *Monster Manual* 244.

What Doatzys Knows: Since Doatzys has always teleported into and out of the lair, he has never seen the treant before. If the PCs attack the treant for two rounds or more so that it becomes clear the treant cannot defend itself, Doatzys bravely wades in and pecks at it a few times himself.

Treasure: If the PCs successfully destroy the hexagonal pinnacle in Encounter 6: Reflections the treant is freed from his curse. He leaves the area immediately but leaves behind the magical items he acquired centuries ago from a local druid. If the PCs kill the treant and uproot it they also discover this treasure. If the PCs used Diplomacy to make the treant friendly, explicitly agreed to help it, and succeeded in destroying the pinnacle they receive magic items and the Treants Thanks entry on the AR.

APL 2: Magic – *wildwood full plate armor* (275 gp), *safewing emblem* (20 gp).

APL 4: Magic – *+1 wildwood full plate* (358 gp), *safewing emblem* (20 gp).

APL 6: Magic – *+1 buoyant wildwood full plate* (608 gp), *safewing emblem* (20 gp).

APL 8: Magic – *+1 buoyant wildwood full plate* (608 gp), *safewing emblem* (20 gp), *ring of magic fang* (500 gp).

Detect Magic Results: *Safewing emblem* (faint transmutation), *+1 wildwood full plate* (faint abjuration).

ENCOUNTER 5: INTO THE PIT

The underground lair is relatively straightforward (see DM's Map 2); the entry tunnel turns a bit but does not fork as it delves downward.

Features of the Dungeon: The dungeon walls are made of hewn stone, which has become somewhat decrepit but remains, for the moment, safe. Roots poke through cracks in the stone and the whole place smells of mildew. Scaling the walls requires a DC 20 Climb check; while the various cracks and the occasional sturdy root provide additional handholds, this is offset by the fact that the walls are wet and slippery due to condensation and fungi. The walls are lined with torch sconces which, though empty, emanate a soft, green light, providing sufficient illumination that neither low-light vision nor darkvision are necessary to see adequately in the dungeon. The ceiling is about 8 feet high unless otherwise specified.

PCs who own and understand *The Blasphemous Whispers of Zashnichar* (from *COR4-19 That Which Was Not Meant to be Known*) gets an eerie sense of familiarity from this place. Various excerpts of the book seem... inexplicably relevant. Give these players a copy of Player's Handout 3, which may or may not be of any use. The handout is a clue that unnatural things are at work in these caves. These excerpts might also provide some oblique clues to the perils of Zashnichar's lair but ultimately they should not distract the players for more than a few minutes.

As they enter, the PCs descend a narrow, 5 ft. wide winding tunnel for a short time (DC 0 Climb check) before coming to the first point of interest in the dungeon.

At last, the tunnel opens up a bit. You see a large room ahead of you, with a door directly opposite in front of which lies a skeleton. The room ahead of you is odd, however, in that the floor is made of wood rather than stone. A lip of stone floor runs around the edges of the room, leaving the wood floor slightly lower.

No other exits are visible but you can make out what is clearly a lock on the door across from you.

Special features of the Room: Unlike the rest of the dungeon, the floor in this room is made of sheet wood, other than a 7-inch wide lip of stone running along the entire edge of the room. This wood is not the actual "floor" of the room; underneath the lip, it is secured by rope moorings and hangs about a foot above the actual stone floor. Due to both the damp nature of the wood and this mooring, it tends to bow and shift under the weight of people who stand on it. A DC 15 Search check is sufficient to reveal all of these features to a cautious adventurer before entering the room.

🔨 **Wooden Floor (5 ft section):** 1 in. thick; AC 5; hardness 5; hp 10.

The PCs have found the first of Zashnichar's traps (see DM's Map 3). Any weight over 100 pounds causes the floor to depress sufficiently to agitate the summoning oozes living in the gap between the two floors, at which point the creatures begin summoning in their defense. Read the following when this happens:

As your weight lands on the wooden floor, it bounces slightly, like a trampoline. The damp wood bows slightly under your weight, but it seems stable enough. As soon as you get your balance, however, a creature pops into existence out of thin air and charges you!

APL 2 (EL 4)

🔮 **Summoning Ooze (1):** hp 42; Appendix 1.

APL 4 (EL 6)

🔮 **Summoning Ooze (2):** hp 42 each; Appendix 1.

APL 6 (EL 8)

🔮 **Advanced Summoning Ooze (2):** hp 94 each; Appendix 1.

APL 8 (EL 10)

🔮 **Advanced Summoning Ooze (3):** hp 149 each; Appendix 1.

What Doatzys Knows: Doatzys has never been on this side of the locked door before and therefore knows nothing about the oozes or the lock.

Once the summoned creatures begin appearing, Doatzys flies about 20 feet back up the tunnel and calls out about once a round to ask: "Are they dead yet?"

Tactics: The oozes use their *summon monster* ability every round to summon more creatures to chase the PCs off of the floors. (The narrow cracks between the planks allow for line of effect.) These summoned creatures attack until killed, but do their best to herd the PCs off the floor in the process. Once no PC weighing 100 pounds or more is on the floor, or the oozes have run out of summons for the day, the onslaught stops. The appendix for each APL contains the stat block for the creature the ooze prefers to summon; while it is possible to summon other creatures, the oozes prefer those that are either small and thus don't add that much weight to the platform, or fly and thus add none. If the fight is proving too monotonous with only the same creature being summoned over and over again, use a different creature from the appropriate *summon monster* spell chart (*Player's Handbook* 287), but remember that the ooze's Augment Summoning feat gives all creatures it

summons a +4 enhancement bonus to its Strength and Constitution scores.

The creatures appear out of thin air with no warning, so it should be obvious to most PCs that some sort of spell is responsible. A DC 16 Spellcraft check identifies the creatures as being summoned by a *summon monster I*. A subsequent DC 20 Knowledge (dungeoneering) check is enough to recall the existence of a creature known as a summoning ooze, which can utilize the equivalent of a *summon monster* spell every round.

There are essentially two ways to attack the oozes themselves. Note, however, that the PCs first have to pinpoint the locations of the oozes under the floor. They can do this using Listen checks opposed by the ooze's Move Silently, as the oozes prefer to move at half speed and remain undetected. Refer to the rules for detecting invisible creatures with Listen checks (*Dungeon Master's Guide* 295) the floor is not sufficiently thick to impose a modifier on these checks.

The first is to hack apart the floor above them. Hacking up a section of the floor allows direct access to the ooze beneath that section, (unless it moves). Also, apply any damage in excess of the section's hit points to the ooze beneath. However, the ooze can move out of the section to force its attackers to hack up more of the floor; because the wood is suspended only a foot above the actual floor, there is not enough space for a Small or Medium creature to fit down there. Once at least one section is cleared, though, any PC in an adjacent square can take a move action to peek down into it and announce the positions of all the oozes in the room.

The second method is to simply jump up and down on top of the oozes. Because of the nature of the floor, this action causes damage to the ooze based on the weight of the PC and the Jump check made to do so. To help clue them in to this strategy, mention the way the floor "bounces" and that there is an audible sound of discomfort every time a PC passes over an ooze. The rules for this are as follows:

Damaging the Oozes through Weight: A Small Medium creature in the square above any part of the ooze that makes a DC 10 Jump check deals 1d6 points of damage for every 200 pounds she weighs (including equipment). If the PC fails this check, you can inform her that she may choose to "flop," to increase her momentum, in which case she deals damage as normal, but falls prone and takes 1d6 points of nonlethal damage. Jumping in such a way is a move action. An additional 1d6 damage is rolled for every 5 points by which the check exceeds 10. The oozes get no saving throw to reduce this damage, but those in squares adjacent to the jumper take half damage and those farther away take none. A large creature deals 1d6 damage per 200 pounds automatically every round it remains on the floor to all squares it occupies (and half to

those adjacent), and can attempt the Jump check to add an extra 1d6 for DC 10 and an additional 1d6 for every 5 points by which it exceeds that DC. (A PC who has been enlarged through use of magic weighs 8 times more than she did before the spell was cast).

The PCs might also attempt to set the floor ablaze or melt it with acid. Because of the damp conditions, however, the floor does not burn particularly well in the absence of an accelerant. An effect that starts fires, such as alchemist's fire or a *flaming sphere* burns the particular section it touches normally, but the fires do not spread unless the adjacent squares have been coated with some sort of accelerant (such as lamp oil). Being on fire deals normal damage to the square in question (subject to the normal halving before the application of hardness). Any oozes beneath a square that is on fire take half the damage that is rolled for the floor. Applying acid has the same effect, though, of course, it does not spread.

Because this encounter is triggered based on the PCs stepping on the wooden floor, it is possible to avoid it entirely by simply not doing so. Beyond the ability to fly or climb the walls or ceiling, the only way to accomplish this is by skirting the small lip on the edge of the wall.

The lip is only about 7 inches wide, so a DC 10 Balance check is necessary to move at half speed along each section. Failure by 5 or more causes the PC to fall to the floor, taking no damage of course, but triggering the oozes regardless of weight due to the force of the fall. It takes 50 feet of movement to get around the edge of the wall, meaning that PC with a speed of 30 need to make 4 checks to move that far at half speed (though as always, a PC can choose to accept the -5 penalty to move at full speed). Until the oozes have been alerted to the PCs, a PC may choose to take 10 on this check. Afterwards, however, this is not possible. Note that due to the small size of the lip, no creature larger than Medium can attempt a balance check to follow it.

There are two five-foot squares immediately in front of the locked door that do not touch the wooden floor. Once a PC has reached the door, read the following:

The door before you is made of solid, dark iron, and looks as though it would open inward, as you can't see the hinges on this side. There is a prominent keyhole, and a cursory examination reveals it to be locked. Now that you are close, however, you can clearly see that someone has carved a poem on to the door itself. What looks to be a piece of an axe-head is embedded in the door, the rest of it residing on the blackened skeleton lying at its foot.

Give the player who has reached the door Player Handout 4. Only the first line is relevant to this door; it refers to the spare key hidden directly beneath the ledge.

If the PCs hack up the wooden floor (or just depress it by hand and feel around) just in front of the stone portion in front of the door, a DC 5 Search check uncovers the key (essentially it's just under the stone lip, and the PC just has to feel around down there until he finds it). The rest of the riddle is the key to the door farther down.

Alternatively, an APL-dependant Open Lock check opens the door.

- **APL 2:** Very simple lock (DC 20 Open Lock check)
- **APL 4:** Average lock (DC 25 Open Lock check)
- **APL 6-8:** Good lock (DC 30 Open Lock check)

The blackened skeleton of someone who obviously attempted to break down the door may give the PCs pause, but simply hacking down the door is a viable solution.

● **Iron Door:** 2 in. thick (hollow); AC 5; hardness 10; hp 30; Break DC 24.

The door itself is hollow, thus its lower hit point and break DC value than normal for its size and composition. However, the reason for its construction in this way is to allow its creator to interject an insidious trap: the door was protected with a *glyph of warding* spell set to trigger if the surface of the door is "breached" (such as with a weapon or by being bashed down). Fortunately for the PCs, the trap does not reset, and was already triggered by the previous incautious adventurer, whose remains lie next to it, so they may hack away with no ill effects.

Once the PCs have all managed to get through the door, proceed to the next encounter.

ENCOUNTER 6: REFLECTIONS

Once the PCs open the door they can proceed down the tunnel. Read the following:

After a small drop, the tunnel slopes down more gently and then levels off. Abruptly the passage ends at something that only vaguely resembles a door. A slimy, opaque membrane, vaguely pink-orange in color, covers the entire length and breadth of the tunnel. A mostly transparent liquid oozes gently down its surface and pooling on the floor. The membrane pulses slowly as if fed by a gigantic, unseen heart.

This membrane is indeed a door. If the PCs succeed on a DC 31 Search check of the door they find an almost undetectable cleft down the center of the membrane. If the PCs have deciphered the riddle in the previous encounter, they might correctly guess that the password

for this door is the verbal component of any spell from the *polymorph* spell chain. Any PC who succeeds on a DC 17 Spellcraft check knows such a verbal component even if they don't know the spell. Speaking this password causes the membrane to open. The doorway (and its twin on the other side of the room beyond) remains open for five minutes before closing. The password also disables the trap in the room beyond for the same period of time. If the PCs are still in the room after 3 minutes, the doors close and the trap activates provided the conditions are met (see below). Similarly, if the PCs destroy the door the trap remains active.

● **Living Membrane Door:** CR 0, Medium aberration, HD 5d8; hp 25; AC 7; no attacks; SQ break DC 17, DR 5/slashing; AL N; SV Fort +1, Ref -4, Will +6; Str 6, Dex 3, Con 10, Wis 3, Int 3, Cha 3.

If the PCs failed to find the riddle or failed to decipher it, they can simply hack through this door. The door is alive and subject to spells that target a creature (for example it could be commanded to open). The door is blind and dumb but not deaf. It understands (but cannot speak) the Common tongue. It is capable of making humming, sighing, and burbling noises. If the PCs begin to discuss the possibility of bashing the door down it becomes quite agitated. It pulses even more quickly, makes a few soft squeaks, and squelches.

Pressing against the door or otherwise touching it in a non-harmful manner causes it to sigh softly. The door definitely likes to be touched and if petted repeatedly it begins to hum softly. The door responds to Intimidate or Diplomacy checks if the PCs address it. When the PCs first arrive, the door's attitude is indifferent. If its attitude can be raised to friendly it opens for the PCs but it won't think to disable the trap unless the PCs ask about it.

If the door is broken or destroyed, it bleeds copiously on anyone standing within 5 feet of it. If struck with a weapon it convulses spasmodically and makes a high-pitched keening noise like a tortured animal. Once destroyed, the door regenerates over a period of 24 hours unless the pinnacle beyond is also destroyed.

What Doatzys Knows: Doatzys has been in this area before. He knows there's a password but can't remember what it is. "It is not Doatzys' job to remember silly arcane passwords, yes?" Doatzys has never seen the pinnacle activate. However, if asked he can describe the room beyond from an avian perspective: "Big cave! There's big cave with a wet floor and a pretty, shiny tree in the middle. My mistress likes it a lot." Doatzys can also confirm that the PCs need to proceed through this door to reach Masginnian. In fact, he is particularly agitated at this point because he's anxious to reach his mistress.

Once the PCs bypass the door (regardless of their method), read the following:

The room beyond the membrane door is oval-shaped with a high vaulted ceiling. A pool of pale yellowish-white goo of unknown depth covers the floor. Occasionally something stirs beneath its surface. At the center of the room is a hexagonal pinnacle that comes to a point about seven feet from the "floor." Each of the six surfaces looks like mirrored glass as it reflects the pulsing yellow-green light coming from the pinnacle's apex. A second membrane door blocks the room's only exit on the opposite side of the room.

Consult DM's Aid 4 for the layout of this room. The domed ceiling in this room is 20 feet high at the walls and 30 feet high at the center. The walls and ceiling are smooth and slick requiring a DC 30 Climb check to climb. The goo on the floor is about four inches deep and about the consistency and temperature of warm tapioca pudding. It does not impede movement significantly. A DC 25 Knowledge (the planes) check is sufficient to determine that the goo on the floor is protoplasmic life, raw and unformed. Occasionally, a small and hopelessly aberrant creature forms spontaneously in the goo, perishes and is reabsorbed by the protoplasm. This is the source of the ripples in the goo.

Trap: The pinnacle at the center of the room is a device similar to a *mirror of opposition*. Each of the six sides can "store" a copy of a single living entity for about 10 minutes once they are reflected in its surface. When a creature is stored, there is no external evidence of that fact. Each time a new creature is "seen" by a side, it discards its currently stored creature and stores the new creature.

Any of these conditions triggers the pinnacle:

- When three or more of the sides are storing a *different* entity, the pinnacle triggers (see below).
- If three or more sides are active when someone reaches the opposite door (even if some or all of those sides contain the same entity) the pinnacle triggers.
- An unsuccessful attempt to disarm the pinnacle.
- Anyone attacking and/or damaging the pinnacle.

It is possible (though difficult) for someone who is visible to cross the room and only be seen by two sides (i.e., the side facing each door). This could be done by flying directly over the pinnacle or by being invisible. Other illusions (like *disguise self*, *mirror image*, *blink* and *blur*) do not fool the pinnacle. Spells or mundane effects that provide full concealment (for example *obscuring mist* or just using a large object to hide behind) also thwart the pinnacle.

Normally, anyone crossing the room by herself is stored in a total of four sides of the pinnacle when she reaches the other side.

When the pinnacle activates, read or paraphrase the following:

The light at the top of the pinnacle suddenly pulses more brightly. The goo slopping around your ankles roils and bubbles. With a sickening squelch, several humanoid figures rise up out of the goo covering the floor. These newly formed creatures are grotesque copies of yourselves complete with equipment and sickening malicious grins. Wordlessly, the clones move forward to attack.

☞ **Pseudonatural Mirror of Opposition Trap:** CR variable; magical trigger; automatic reset (1 hour); Search DC 33; Disable Device DC 33.

☞ **Mirrored Pinnacle:** 3 ft. thick; AC 5; hardness 5; hp 40; Break DC 28.

Detect Magic Results: The pinnacle radiates strong necromancy and transmutation magic.

Creatures: The clones of the stored entities form instantly in the protoplasm on the room's floor. These clones are pseudonatural versions of stored creatures, although they are usually much weaker in power than the individual they imitate.

APL 2 (EL 3)

☞ **Pseudonatural Humanoids (3):** hp variable; Appendix 1.

APL 4 (EL 5)

☞ **Pseudonatural Humanoids (6):** hp variable; Appendix 1.

APL 6 (EL 7)

☞ **Pseudonatural Humanoids (9):** hp variable; Appendix 1.

APL 8 (EL 9)

☞ **Pseudonatural Humanoids (12):** hp variable; Appendix 1.

In most cases, the number of clones called for by the encounter exceeds the number of stored entities. Simply make multiple copies of the same PC. In some cases, it may be that all the clones are of the same original PC.

To create a clone of a PC, follow these three steps:

Step 1: Determine the base class of the PC. In the case of PC with multiple base classes, select the base class that best fits that PC's role in the party (for example favored soul = cleric, scout = archer or rogue, and so on).

Step 2: Consult Appendix 1 and select the pseudonatural creature of the same base class.

Step 3 (optional): Select a signature trait of the original PC and grant it to the clone in place of the default trait that's given. For fighters this trait is likely a preferred weapon. For a cleric this may be a domain ability or a favorite spell. For wizards this is probably a favorite offensive spell. For druids, this is probably an animal companion. For some characters, an unusual feat may make the best choice. You may also need to adjust one of the pseudonatural creature's feats or skills to match the signature trait (the Weapon Focus feat would change if you give the creature a signature weapon and so on).

Step 3 is optional because a restricted time slot may prevent you from taking the time required to create the clones. However, you should perform this step if possible to improve the experience for the players.

Regardless of whether you are able to perform Step 3 or not, describe these clones as looking and acting just like the PC they copy except that they have bizarre deformities: pustules, tentacles, extra eyes, a vestigial limb and so on.

Tactics: The clones' take a move action in the surprise round action to rise up from the goo (they are already fully formed as they do this) and a standard action to ready their *true strike* ability. The clones appear equally spaced around the pinnacle at the positions indicated in DM's Aid 4 (or as close as possible without ending up in a square with a PC).

They immediately attack with a reasonable amount of tactical sense. If it's tactically reasonable, they prefer to attack the original version of themselves. If possible, the clones should use the same tactics as their originals and often imitate their original self round for round. For example, if a PC wizard fires a *magic missile* then all the surviving clones of him fire a *magic missile* back at him!

Treasure: There is no treasure in this room. Any equipment carried by the clones dissolves back into protoplasm when that creature is destroyed. However, PCs who successfully destroy the pinnacle (not just the clones) receive the treant's treasure from encounter 4 when they exit the lair.

Development: The password used to open the door to this room is still in effect. If a PC speaks the verbal component of a spell from the polymorph chain (for example: *alter self* or *polymorph*) the pseudonatural creatures immediately halt and dissolve into the goo while the membrane doors both open as described above. This may happen by accident when an arcane caster uses such a spell.

If the PCs attempt to leave the room, the clones give chase. The clones draw their animation from the pinnacle

and, as a result, lose 1 hp per round when the pinnacle does not have line of effect to them. Similarly, destroying the pinnacle causes the clones to lose 1 hp per round.

ENCOUNTER 7: MAZE

The remaining encounters occur only if the PCs arrive here in time to prevent Masginnian's transformation (see "Travel Time" in encounter 2 for more information). This transformation occurs on the evening of the 12th day after the PCs first meet Doatzys.

Once the PCs proceed beyond the second membrane door read the following:

Ahead, you can faintly hear a cacophony of faint gurgling sounds. An agonized scream explodes from somewhere deep in the cavern. "Mistress?," Doatzys responds in a quavering voice. "Mistress! Mistress!," he squawks in a mix of joy and fear. Quickly, he flies ahead and out of sight into the tunnel beyond.

Doatzys has abandoned the PCs and they do not see him again until the conclusion of the adventure. Once the PCs proceed down the tunnel, they reach an unusual obstacle:

As you round the corner you see the source of the gurgling sound. A shimmering sheet of thick green fluid oozes from ceiling to floor in front of you making a wall of sorts. Avoiding passing through the slime means you'll have to turn left or right and go around it.

Zashnichar used green slime (*Dungeon Master's Guide* 76) to create a maze, whose walls are shimmering sheets of the stuff (see DM's Aid 5). Any PC succeeding on a DC 15 Knowledge (dungeoneering) check identifies the green liquid as a variant form of green slime.

The slime is pumped through stone tubes in the ceiling of the cavern and then back down through narrow slits in the ceiling to form the "walls." Deep narrow channels cut in the floor collect the slime where it flows back to the source only to be pumped out anew. This creates thin sheets of slime that divide the cavern into a maze.

PCs who own and understand *The Blasphemous Whispers of Zashnichar* (from *COR4-19 That Which Was Not Meant to be Known*) immediately recognize this maze because it is described in the book. A sketch of it even appears in the book. In this case, hand out DM's Aid 5 as a PC handout to any player owning *The Blasphemous Whispers of Zashnichar*.

The slime has been thinned out (for easier pumping) and made semi-dormant so it does not automatically seek

organic flesh. It is also a little less destructive than normal green slime. As long as the PCs stay in the passages of the maze, they are not splashed by slime. However, stepping through a wall of slime splashes the victim for 1d3 points of Constitution damage (no save). In addition, worn or carried metal and wooden objects take 2d4 points of damage (ignoring the hardness of metal objects only). This damage continues every round. The slime can be removed in the following ways:

- During the first round of contact the slime can be scraped off as a full-round action that provokes an attack of opportunity and does 2d4 points of damage to the scraping implement (ignoring hardness for metal weapons only). Anyone can do this removal (not just the slimed PC).
- After the first round of contact, the slime can be scrapped off as a full-round action. This action inflicts 2d6 points of damage to the victim and 2d4 points of damage to the slashing weapon (ignoring hardness for metal weapons only). Anyone can do this removal (not just the affected PC).
- Any area of affect spell that inflicts cold or fire damage removes the slime but also inflicts normal damage to the victim.
- Alchemist's fire, burning oil, or similar mundane items dealing cold or fire damage removes the slime but also deals damage to the victim.
- A *remove disease* spell cast upon the victim automatically removes the slime.

The PCs may try to make a doorway through a wall of slime in some manner. Below are some anticipated approaches and their effectiveness. You should adjudicate other approaches using these results as a guide:

- A *remove disease* spell makes a doorway in the slime that lasts for 1 round
- An instantaneous area of affect spell dealing cold or fire damage removes the slime in its area of affect for one round.
- Area of affect spells with a duration that deal cold or fire damage (for example *wall of fire*) wipe out the slime walls within their area of affect. If these spells remain active for 10 minutes or more, they disable the maze entirely.
- Similarly, mundane items that deal cold or fire damage (burning oil, alchemist's fire, and so on) create a hole in the maze for every round that they burn plus one additional round.
- A PC with the trapfinding ability who can reach the ceiling (8 feet high) can use Disable Device to disable a five-foot section of the wall. The attempt takes one round. The result of the check varies depending upon the DC.

DC 17: The section has been successfully disabled, but the PC has been slimed.

DC 23: The section has been disabled and the PC has avoided getting slimed.

Other properties of the slime maze are as follows:

- Most of the maze's passageways are 5 ft. wide. A large creature can move through the maze at half speed without touching the walls as long as he makes a DC 10 Escape Artist check each round. Failure results in being slimed just as if the creature had walked through the slime wall.
- There are three points on the maze (see DM's Aid 5) that are identified as a "tight spot." A Small or Medium creature passing through one of these points requires a DC 10 Escape Artist check to avoid being slimed just as if they had walked through the slime wall. A Large creature must make a DC 30 check.
- The slime walls provide total concealment (*Player's Handbook* 152) but do not block line of effect (*Player's Handbook* 176). Thus, a spellcaster is able to target any square within the cave and spells with area effects are not blocked by the slime walls. Spells that required a ranged touch attack can be used if the caster knows what square the target creature is in but incur a 50% miss chance due to concealment. Spells that target individual creatures or objects cannot be used because there is no line of sight. If a spellcaster mistakenly targets a spell into a square that is inside the cavern wall, the spell simply fails.
- If a PC wishes to target a square, that PC must have some way of specifying the square he is targeting. A DC 15 Spot check is sufficient to recognize the exact direction that an arrow came from but not the distance. Spot checks are of no further help due to the concealment.
- It is possible (though exceptionally difficult) to use Listen checks to pinpoint the square where Masginnian is standing. Treat this check as if she were invisible. Because she constantly screams at the PCs they require a DC 20 check to pinpoint her location. (*Dungeon Master's Guide* 295). These Listen checks suffer a -2 penalty due to the intervening slime walls in addition to the usual -1 penalty per 10 feet of distance.
- A thrown or missile weapon passing through one or more walls deals 1 point of Constitution damage from the green slime residue that it collected as it traveled through the wall(s). This damage does not recur on subsequent rounds like the damage from stepping through a slime wall. Masginnian takes

advantage of this fact when attacking the PCs with her crossbow.

IMPORTANT: The total concealment granted by the maze is a critical part of the tactics of the next encounter. If you are using a battle mat to depict the maze, you should show care to position the maze on the battle mat to avoid providing a hint at the general dimensions of the cavern. In addition, you should only draw the parts of the maze that the PCs have seen so far.

Development: Once the PCs enter the slime maze proceed to encounter 8.

ENCOUNTER 8: A GHASTLY DECISION

Remember that this encounter occurs only if the PCs reach this area no more than 12 days since they first entered Mistmarsh.

Once Masginnian's detects the PCs moving in the maze with her 60 ft. tremorsense, she begins casting damaging spells and/or targeting their squares with missile fire (despite the 50% miss chance). She spends the entire time screaming or threatening to destroy the PCs if they do not leave her alone. The attacks, however, never stop.

Creatures: Several factors affect the EL of this encounter. The gaze attack, the maze, and the bizarre benefits of Masginnian's partial abduction make her more powerful. On the other hand, Masginnian's missing familiar, her vulnerability to the severing of the connection between her two selves, and the likelihood that the PCs are able to prepare for the encounter all decrease the EL. The net result is +1 to the normal encounter level.

All APLs

☛**Inhuman Masginnian:** CR 0, Large outsider, HD 10d8, hp 50; AC 8; no attacks; SA tendrils (see below) SQ blinking; AL N.

The tendrils connecting the two Masginnians (or connected to a PC) can be attacked separately from the creature itself. The tendrils have the same blinking quality as the inhuman Masginnian (see below).

Blinking: The inhuman Masginnian enjoys a 50% miss chance against all physical attacks and spells. The effect is similar to a *blink* spell except that the creature is moving between the Prime Material plane and the Far Realm.

APL 2 (EL 5)

☛**Masginnian:** female human wizard 4; hp 21; Appendix 1.

☛**Tendrils:** AC 14; hardness 5; hp 10.

APL 4 (EL 7)

☛**Masginnian:** female human wizard 5/alienist 1; hp 31; see Appendix 1.

1☛**Tendrils:** AC 14; hardness 5; hp 20.

APL 6 (EL 9)

☛**Masginnian:** female human wizard 5/alienist 3; hp 41; see Appendix 1.

☛**Tendrils:** AC 14; hardness 5; hp 30.

APL 8 (EL 11)

☛**Masginnian:** female human wizard 5/alienist 5; hp 54; see Appendix 1.

☛**Tendrils:** AC 14; hardness 5; hp 40.

Tactics: Masginnian's goal is to frustrate and delay the PCs with a combination of damage-dealing spells and battlefield control spells. Masginnian is aware of her vulnerability to grappling and entrapping spells (like *Evard's black tentacles*). (NOTE: Masginnian has moderate protection from *web* spells due to the slime walls. Webbing that touches the slime maze are immediately dissolved and are thus ineffective.) Masginnian relies upon the PCs not knowing where she is to make them hesitate to cast them for fear they might select an area of effect where she is not located. She, therefore, does everything she can to keep the party from reaching her.

All APLs: Masginnian uses her tremorsense to locate her opponents.

APL 2: When the PCs first start moving in the maze, Masginnian fires her crossbow at the PC who is closest to her in terms of the maze (rather than distance measured as a straight line). When the lead PC is halfway to her, she uses a *glitterdust* spell to slow down the PCs who are behind the leader. She switches to *lesser acid orbs* when the lead PC is in range. When the lead PC reaches her, (and does not fail his Will save against the gaze attack) she uses *Tasha's hideous laughter* before switching back to the crossbow and/or damage dealing spells. She reserves her *backbiter* spells for burly fighter types. If the PCs retreat she uses summoning spells to send spiders after them.

APL 4: When the PCs first start exploring the maze, Masginnian uses her *enlarged lesser acid orb* spells against the PC who is closest to her in terms of the maze (rather than distance measured as a straight line). When the lead PC is halfway to her, she uses *glitterdust* spells to slow down the PCs who are behind the leader. If she runs

out of *lesser acid orbs* she casts *flame arrow* and fires her crossbow at the lead PC instead. When the lead PC reaches her, (and does not fail his Will save against the gaze attack) she uses *Tasha's hideous laughter* before switching back to the crossbow and/or damage dealing spells. She reserves her *backbiter* spells for burly fighter types. If the PCs retreat, she uses summoning spells to send spiders after them.

APL 6: When the PCs first start exploring the maze, Masginnian uses her *enlarged lesser acid orb* spells against the PC who is closest to her in terms of the maze (rather than distance measured as a straight line). When the lead PC is halfway to her, she uses *glitterdust* spells to slow down the PCs who are behind the leader. If she runs out of *lesser acid orbs* she casts *flame arrow* and fires her crossbow at the lead PC instead. When the lead PC reaches her (and does not fail his Will save against the gaze attack) she uses *Evard's black tentacles* before switching back to damage dealing spells. She tries to reserve her *blast of flame* for a group of at least three opponents. If the PCs retreat, she uses summoning spells to send spiders after them.

APL 8: When the PCs first start moving in the maze, Masginnian uses her *enlarged lesser acid orb* spells against the PC closest to her in terms of the maze (rather than distance measured as a straight line). When the lead PC is halfway to her, she uses *sleet storm* (and/or *glitterdust* spells) to slow down the PCs who are behind the leader. She then switches to full *acid orb* spells on the lead PC. When the lead PC reaches her, (and does not fail his Will save against the gaze attack) she uses *Evard's black tentacles* before switching back to damage dealing spells. She reserves her daily use of Sudden Empower for *blast of flame*, particularly if multiple PCs use inter-dimensional travel to reach her. *Wall of force* is her last ditch effort to keep the PCs away. If the PCs retreat or get stuck, she uses summoning spells to send spiders after them.

When the PCs finally reach the point where they can see Masginnian, read the following:

You are in what may once have been a wizard's lab. Floating at the center of a maelstrom of debris is a vaguely feminine figure garbed in the shredded remains of a wizard's robe. Her form appears warped, almost melted. Thousands of their-thin tendrils explode from her body and grasp at the room in all directions.

A much larger tendril emerges from her skull and snakes behind her into a jagged split in the fabric of reality. Lurking just within this rift is a massive being so utterly indescribable, so alien and yet so beautiful... It shifts to regard you and at the same time, the woman's eyes focus on you A strangled cry

like that of a child emerges from her stretched lips. Then she raises her hand and begins a spell.

The Far Realm is slowly claiming Masginnian. The indescribable being on the other side of the rift is not only consuming her but also is her. Her humanoid self on the Material Plane is the part of her that is still unwilling (or perhaps unworthy) to give up her life. This battle with herself is nearing its end. The human Masginnian is slowly being drained of her life force. Though part of her is resisting being consumed, it also acts on behalf of her other self by fighting the PCs.

As long as the inhuman Masginnian in the rift is visible, its utterly alien nature creates a powerful supernatural gaze attack. All PCs that can see it must make a Will save each round at the beginning of their turn. The save DC is 10 + APL. (For the purposes of the save, the gaze is a mind-affecting effect but not an enchantment.) The PCs can close or avert their eyes to negate or mitigate the effect as if this were a gaze attack.

PCs who own and understand *The Blasphemous Whispers of Zashnichar* (from *COR4-19 That Which Was Not Meant to be Known*) receive a -8 penalty on all Will saves made to resist the inhuman Masginnian's gaze.

PCs with levels of alienist prestige class may be more or less vulnerable to the creature's gaze attack. This depends on how they react when they see the portal. For example, a PC excited to see the portal receives a -2 penalty on saving throws to withstand Masginnian's gaze. Similarly, a PC wary of the rift (or downright terrified) would receive a +2 penalty on saving throws to withstand Masginnian's gaze. These modifiers are cumulative with the -8 for owning and understanding the book.

A PC failing this save is entranced by the inhuman Masginnian. As a result, he drops all held objects and attempts to move within 10 feet of the rift as soon as possible. On Masginnian's next turn, her inhuman self releases a new tendril which attaches to the entranced PC's skull (if he is within 10 feet of the rift). The tendril immediately causes 1d4 points of Wisdom damage to the PC (which shatters the entrancement effect and the PCs may, next round, begin to act normally). This damage repeats on Masginnian's turn each round. However, once the tendril is attached, the PC can no longer move more than 10 feet from the rift until the tendril is severed (see below), the rift closes or the inhuman Masginnian is destroyed.

Note: The inhuman Masginnian is not reducing the Wisdom of her other self. It is draining experience. (Hence, the human Masginnian is no longer the 15th-level wizard that she once was).

For roleplaying purposes, treat the inhuman Masginnian as impossible to describe. If at any time a player asks a question about the creature, cringe or

shudder visibly and refuse to answer the question. Questions that are specifically about the rift or the tendrils should not elicit this response.

Where is Doatzys?: The fate of Doatzys hinges upon the PCs' decisions in this encounter. As a result, the PCs should fail to find the bird if they seek him out before the fight.

Development: There are several possible outcomes to this encounter.

The PCs Kill the Human Masginnian: Given the situation in the maze, the PCs may start trading area of affect spells with Masginnian. This most likely, results in killing the human Masginnian. Alternatively, PCs reaching the end of the maze may still attack her given her unnatural appearance and obviously hostile behavior. If the human Masginnian falls unconscious, her remaining 'id' is released to the inhuman Masginnian and the human Masginnian dies. The inhuman Masginnian withdraws and allows the rift to close. Proceed to Conclusion A.

The PCs Sever the Masginnians: The PCs may try to rescue Masginnian by severing the large tendril that joins her two selves. This tendril (as well those attached to PCs) can be attacked separately from the creature itself. The tendrils also have the same blinking quality as the inhuman Masginnian. If the tendril connecting the Masginnians is severed proceed to Conclusion B. Tendrils attached to PCs when this happens automatically detach and withdraw.

The PCs Destroy the Inhuman Masginnian: Some PCs may try to attack the inhuman Masginnian. This creature is AC 8 and has 50 hit points. It does not have any way to counterattack the PCs other than its dominating gaze and Wisdom damage ability. Nor can it defend itself other than with its unusual blinking ability. However, the human Masginnian defends her inhuman self to the best of her ability. If the PCs are successful in destroying the inhuman Masginnian, the entirety of Masginnian's 'id' returns to her humanoid self and the rift closes. Proceed to Conclusion C.

Failure/Arrive too Late: For whatever reason, the PCs may not reach Masginnian in time or may have had to retreat from this encounter (she is taken away to the Far Realm). The PCs may also fail to defeat the Masginnians. Any PCs who fall unconscious (either due to physical damage or Wisdom damage) are not harmed further by the Masginnians as long as they remain unconscious and may recover and awaken after Masginnian has left the prime material plane. Proceed to Conclusion D.

The PCs Retreat: If the PCs leave, Masginnian cannot pursue them. So, the PCs are free to retreat, regroup, and heal up if they need to. However, the clock

is still ticking. If the PCs take too long to rescue Masginnian, her transformation is already complete and they find the lab abandoned. Proceed to Conclusion D if this happens.

Treasure: If the PCs search the destroyed lab they automatically find the wand and scroll listed below. The party only receives the *vest of timely undulation* from Doatzys if he survives the adventure.

APL 2: Magic – *vest of timely undulation* (93 gp), *wand of stolen breath* (CL 3, 7 charges) (52 gp), *scroll of stolen breath* (12 gp).

APL 4-8: Magic – *vest of timely undulation* (93 gp), *wand of stolen breath* (CL 8, 10 charges) (200 gp), *scroll of stolen breath* (12 gp).

Detect Magic Results: *Wand of stolen breath* (faint necromancy), *scroll of stolen breath* (faint necromancy)

The rift between the Prime Material and the Far Realm radiates strong conjuration. Even after the rift has closed, the area where it stood radiates faint conjuration for 24 hours.

CONCLUSION

There are multiple possible outcomes for this adventure:

Conclusion A: The Human Masginnian is Killed

If the human Masginnian is reduced to below 0 hp, her remaining 'id' is released to the inhuman Masginnian, which withdraws and allows the rift to close. Read the following text:

With a soft sigh of surprise, the semi-humanoid form slumps within the mass of tentacles. The long conduit between her and the thing within the rift pulses one last time before releasing her lifeless body. The tendrils surrounding her simply evaporate into fine, sweet smelling mist. The rift winks shut an instant later leaving you in near total darkness. Only later, as you explore the cavern do you find Doatzys brushed into a corner. He is as limp and lifeless as his former master. Days later you emerge from the Mistmarsh a bit richer, a bit more wary of strange requests for aid, and with a blood hot scar pulsing across the surface of your sanity.

These PCs do not receive the Favor of the new Masginnian on their adventure record. They also do not receive the Gift of Doatzys.

Conclusion B: The Conduit is Severed

If the PCs sever the conduit connecting the two Masginnians, have each PC make a DC 20 Will save. Then, read the following:

The fleshy conduit between the woman and her tormentor tears apart and immediately both creatures contort in a rictus of anguish. The woman emits a shrill keening scream that is as warped as her physique but the grief of the creature on the other side of the rift is unspeakable. A sonic rapier stabs mercilessly into your mind and [PCs that failed the save] welcome the merciful blackness of unconsciousness.

Moments later, the unconscious PCs awaken on the cold stone floor. The rift and the tendrils have vanished. The body of the woman they have rescued has resumed a normal human form though she appears much older than she did before. She smiles tentatively and offers the PCs a drink from a flask of water.

The PCs can interact with her as much as they wish. She is friendly and grateful to them for their rescue. This Masginnian has regained her sanity but she has paid a high price for it. Much of her memories of the last 40 years are lost. (In game terms she has lost all her levels in the alienist prestige class.) Masginnian does remember bits and pieces. In particular, she is quite aware that the PCs have rescued her from being taken into an alternate plane too terrible to comprehend. Her body shows her true age now and she knows she has little time left on Oerth. She intends to use her remaining time to return to her former lair (hidden in the Yatil Mountains) and destroy all the research materials there lest they corrupt someone else. She asks the PCs to accompany her out of the swamp. The backlash killed Doatzys but Masginnian happily honors his bargain and tells the PCs where to find their promised treasure. When the party decides to leave the lair read the following:

As you pick your way toward civilization, it becomes clear that this woman remembers only snatches of her past. Clearly, you have rescued someone from a terrible fate, but perhaps not the woman you came for. You emerge from the Mistmarsh a bit richer, a bit more wary of strange requests for aid and with a blood hot scar pulsing across the surface of your sanity.

These PCs receive the Favor of the new Masginnian on their AR. They also receive the Gift of Doatzys.

Conclusion C: The Inhuman Masginnian is Destroyed

If the PCs defeat the inhuman Masginnian, the inhuman Masginnian dissolves and Masginnian's entire self returns to her human form and with her full powers (CN female human wizard 5/alienist 10).

Read the following:

The creature dissolves into an infinity of pitiful forms that writhe and keen as they fade. You turn to see the woman staring coldly at you and her hands rippling with incredible arcane power. "Fools." she rasps. "What did you think to gain by forestalling my apotheosis? Do you think I relish this...this...abomination?!" The woman gestures derisively at her attractive female form, which bears no trace of the tendrils or its formerly warped appearance. "Leave here. Leave NOW before I destroy you for your stupidity! The woman vanishes from your sight with a sickening squelch.

The PCs may or may not do as Masginnian wishes but there is nothing left to find in her lair. When they decide to leave the Mistmarsh, read the following:

Hours later as you trudge back through the swamp toward civilization a familiar voice calls to you. "You are angry at Doatzys, yes? Yes, yes. Everyone is angry at Doatzys now. Doatzys is so sorry. He will make you happy though. He will tell you where the treasure is hidden. Yes. That will make you nice happy adventurers, no?"

These PCs do not receive the Favor of the new Masginnian on their AR. They do receive the Gift of Doatzys.

Conclusion D: The PCs arrive too late

The PCs have 12 days to reach Masginnian before her apotheosis is complete. For whatever reason, the PCs may not be able to rescue her in time. If this occurs, read the following:

Stepping out of the bizarre maze, you find yourself in what looks like the decimated remains of the wizard's lab. Nothing of value remains now except an eerie silence and an odd smell that makes you wonder if it may have been best that you did not arrive sooner.

Searching the ruins, you find the smashed and broken body of Doatzys in one corner. It appears that your promised treasure will not be forthcoming. Days later you emerge from the swamp a bit wiser and, in particular, wary of strange pleas for help.

These PCs do not receive the Favor of the new Masginnian on their adventure record. They also do not receive the Gift of Doatzys.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

The PCs successfully negotiate with the lizardfolk.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Encounter 4

The PCs win the friendship of the treant.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Encounter 5

Defeat or avoid the summoning ooze(s).

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 6

Defeat the pinnacle of pseudonatural opposition by destroying it, destroying the minions it creates or using the password to avoid it.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 8

Defeat one or both of the Masginnians or sever the connection between them.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

The PCs prevent the sane Masginnian from being abducted by severing the link between her human self and her inhuman self.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

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

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

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

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

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

Loot = Looted gear from enemy; Magic = Magic Items.

Encounter 3: Lizardfolk Territory

All APLs: Loot – 36 gp, Magic – ogp.

Encounter 4: Lyrranikin

APL 2: Magic – *wildwood full plate armor* (275 gp), *safewing emblem* (20 gp).

APL 4: Magic – +1 *wildwood full plate* (358 gp), *safewing emblem* (20 gp).

APL 6: Magic – +1 *buoyant wildwood full plate* (608 gp), *safewing emblem* (20 gp).

APL 8: Magic – +1 *buoyant wildwood full plate* (608 gp), *safewing emblem* (20 gp), *ring of magic fang* (500 gp).

Encounter 8: A Ghastly Decision

APL 2: Magic – *vest of timely undulation* (93 gp), *wand of stolen breath* (CL 3, 7 charges) (52 gp), *scroll of stolen breath* (12 gp).

APL 4-8: Magic – *vest of timely undulation* (93 gp), *wand of stolen breath* (CL 8, 10 charges) (200 gp), *scroll of stolen breath* (12 gp).

Total Possible Treasure

APL 2: Loot: 36 gp; Magic: 452 gp; Total: 488 gp.

APL 4: Loot: 36 gp; Magic: 683 gp; Total: 719 gp.

APL 6: Loot: 36 gp; Magic: 933 gp; Total: 969 gp.

APL 8: Loot: 36 gp; Magic: 1433 gp; Total: 1469 gp.

Special

☛ **Recognition of the Red Fang Lizardfolk:** For winning the respect of the Red Fang, you gain Core access to the items below marked with an ^L.

☛ **Treant's Thanks:** For befriending the treant and saving him from madness you gain Core access to the items below marked with a ^T.

☛ **Favor of the new Masginnian:** The woman you rescued shares a little forbidden knowledge from her

library with you. You gain “Any” access to one of the following spells or feats from *Lords of Madness*.

Spells: *arms of plenty*, *detect aberration*, *invoke the cerulean sign*, *nature's purity*, *pox*, *probe thoughts*, *undulant innards*.

Feats: Aberration Bane Magic, Aquatic Spellcasting, Darkstalker, Music of the Outer Planes, Parrying Shield, Quick Recovery, Ocular Spell.

☛ **Vest of Timely Undulation (Gift of Doatzys):** This tsochar-hide vest feels slick and slightly oily to the touch. When worn (it fills the vest slot) you may use an immediate action to cast *undulant innards* (*Lords of Madness* 213) with a range of personal and a duration of one round. Once used in this manner the vest's magic is spent and it cannot be repaired. Faint Transmutation; CL 5th; undulant innards; Price 1125gp; Weight 1 lb.

☛ **Encounter with the Psuedonatural:** You have met the special requirement for the alienist prestige class.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Vest of timely undulation* (Adventure; see above, 1125 gp)
- *Masterwork duom^L* (Adventure; *A&EG*)
- *Masterwork bone armor^L* (Adventure; *A&EG*)
- *Safewing emblem^T* (Adventure; *RoW*)
- *Wildwood full plate^T* (Adventure; *RoW*)
- *Wand of stolen breath* (Adventure; *SC*; CL 3, 7 charges, 630 gp)
- *Scroll of stolen breath* (Adventure; *SC*)

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

- +1 *wildwood full plate^T* (Adventure; *RoW*)
- *Wand of stolen breath* (Adventure; *SC*; CL 8, 10 charges, 2,400 gp)

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

- +1 *buoyant wildwood full plate^T* (Adventure; *RoW* & *Sw*)

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

- *Ring of magic fang^T* (Adventure; *A&EG*)

Encounter 1

☛ **Doatzys:** pseudonatural raven familiar; CR 0; Tiny outsider; HD 15 effective; hp 76; Init +2; Spd 10 ft, fly 40 ft (average); AC 22, touch 14, flat-footed 20; Base Atk +7; Grp -6; Atk +11 melee (1d2-5 claws); Full Atk +11/+6 melee (1d2-5 claws); SA *True strike* SQ Low-light vision, Damage reduction 10/magic, Acid resistance 15, Electricity resistance 15, Spell Resistance 25, *alternate form*, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +4, Ref +6, Will +13; Str 1, Dex 15, Con 10, Int 13, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +5; Weapon Finesse.

Languages: Common.

True Strike (Su): Once per day, Doatzys can gain a +20 insight bonus to a single attack roll. In addition, he suffers no miss chance against a target that has concealment or total concealment when making this attack.

Alternate Form (Su): As a standard action, Doatzys can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.

Encounter 3

☛ **Lizardfolk Squad Leader:** female lizardfolk barbarian 1/scout 5; CR 7 Medium humanoid; HD 2d8+1d12+5d8+16; hp 69; Init +4; Spd 40 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +6; Atk +9 ranged (1d6+1 javelin); Full Atk +9 ranged (1d6+1 javelin) or +7 melee (1d6+1 javelin) or +7 melee (1d8+1/x3 masterwork duom) or +6/+6 melee (1d4+1 2 claws) or +6 melee (1d4 bite); SQ hold breath, rage, trapfinding, uncanny dodge, trackless step, skirmish (+2d6, +1 AC), evasion; AL N; SV Fort +5, Ref +10, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Balance +9, Climb +1, Hide +12, Jump +11, Knowledge (geography) +2, Listen +2, Move Silently +12, Sense Motive +8, Spot +13, Survival +13, Swim +5; Point Blank Shot, Precise Shot, Weapon Focus (javelin).

Languages: Common, Draconic

Possessions: masterwork bone armor, 10 javelins, masterwork duom.

APPENDIX 1: ALL APLS

Lizardfolk Shaman: male lizardfolk adept 4; CR 4 Medium humanoid; HD 2d8+4d6+12; hp 43; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +4; Atk +4 melee (1d4+1 claw); Full Atk +4/+4 melee (1d4+1 claws) or +4 melee (1d4 bite); SQ hold breath, familiar (snake); AL CE; SV Fort +3, Ref +5, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +11, Spellcraft +7, Survival +11; Point Blank Shot, Precise Shot, Spell Focus (necromancy).

Languages: Common, Draconic.

Spells Known (3/3/1; base DC = 13 + spell level): 0- *cure minor wounds*, *light*, *mending*, 1st- *cause fear*, *cure light wounds*, *protection from good*, 2nd- *scorching ray*.

Possessions: heavy hide shield.

☛ **Lizardfolk Warrior:** lizardfolk barbarian 2/ranger 2; CR 5 Medium humanoid; HD 2d8+2d12+2d8+18; hp 50; Init +2; Spd 40 ft.; AC 20, touch 12, flat-footed 20; Base Atk +5; Grp +8; Atk +9 melee (1d8+4/x3 duom); Full Atk +9 melee (1d8+4/x3 duom) or +8 ranged (1d8+4/x3 duom) or +8 melee (1d4+1 bite) or +8/+8 melee (1d4+3 2 claws); SQ hold breath, rage, uncanny dodge, wild empathy, favored enemy: humanoids (human), two-weapon combat; AL CN; SV Fort +9, Ref +8, Will +0; Str 17, Dex 14, Con 16, Int 6, Wis 10, Cha 10.

Skills and Feats: Hide +3, Move Silently +4, Spot +7, Survival +7; Power Attack, Weapon Focus (duom), Track, Multiattack.

Languages: Common, Draconic.

Possessions: bone armor, duom.

Encounter 6

NOTE: All the clones (below) have these special qualities:

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

🔥**Archer Clone:** pseudonatural <race varies> ranger 1; CR 1 Medium outsider (augmented humanoid); HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk +4 ranged (1d8+2/x3 mighty (+2) composite longbow); Full Atk +3 melee (1d8+2/19-20 longsword) or +4 ranged (1d8+2/x3 mighty (+2) composite longbow); SQ wild empathy, favored enemy: humanoids (human), true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +4, Ref +5, Will -1; Str 14, Dex 16, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Hide +5, Listen +3, Move Silently +5, Spot +3, Survival +3; Point Blank Shot, Precise Shot, Track.

Languages: Common.

Possessions: arrows, chain shirt, composite longbow, longsword.

🔥**Barbarian Clone:** pseudonatural <race varies> barbarian 1; CR 1 Medium outsider (augmented humanoid); HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +4; Atk +5 melee (1d12+4/x3 greataxe); Full Atk +5 melee (1d12+4/x3 greataxe) or +3 ranged (1d6+3 javelin); SA rage; SQ true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +7, Intimidate +3, Jump +11, Survival +3; Power Attack, Weapon Focus (greataxe).

Rage (Ex): 1/day; duration 7 rounds; +4 Str, +4 Con, +2 hp, +2 on Will saves, -2 to AC.

Languages: Common.

Possessions: leather armor, javelins, greataxe.

🔥**Bard Clone:** pseudonatural <race varies> bard 1; CR 1 Medium outsider (augmented humanoid); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp +0; Atk +2 ranged (1d8 light crossbow); Full Atk +2 ranged (1d8 light crossbow) or +0 melee (1d6 Rapier); SQ bardic music, bardic knowledge, inspire courage, true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +4, Ref +4, Will +1; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 14.

Skills and Feats: Escape Artist +6, Hide +6, Move Silently +6, Perform +6, Sense Motive +3, Spellcraft +4, Tumble +6; Combat Casting, Great Fortitude.

Languages: Common.

Spells Known: (4; base DC = 12 + spell level): *o-daze, flare, summon instrument.*

Possessions: leather armor, light crossbow, rapier, crossbow bolts.

🔥**Cleric Clone:** pseudonatural <race varies> cleric 1; CR 1 Medium outsider (augmented humanoid); HD 1d8+2; hp 10; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +0; Grp: +1; Atk: +1 melee (1d8+1 mace, heavy); Full Atk +1 melee (1d8+1 mace, heavy) or -1 ranged (1d8 light crossbow); SQ turn or rebuke undead, true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +4, Ref +3, Will +5; Str 12, Dex 8, Con 14, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +6, Heal +7; Combat Casting, Lightning Reflexes.

Languages: Common.

Spells Prepared (3/2+1; base DC = 13 + spell level): *o—guidance, resistance, virtue, 1st—command, cure light wounds*, shield of faith.*

*Domain spell. No specific deity; *Domain:* [Healing (Casting cure spells at +1 caster level)]

Possessions: chain shirt, heavy mace, light crossbow, crossbow bolts, buckler.

🔥**Druid Clone:** pseudonatural <race varies> druid 1; CR 1 Medium outsider (augmented humanoid); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1 club); Full Atk +1 melee (1d6+1 club) or +1 ranged (1d4+1 sling); SQ nature sense, animal companion, wild empathy, true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +5, Handle Animal +3, Spot +7, Survival +9; Augment Summoning, Spell Focus (conjuration).

Languages: Common, Druidic.

Spells Prepared (3/2; base DC = 13 + spell level): *o—flare, resistance, virtue, 1st—cure light wounds, shillelagh.*

Possessions: sling bullets, club, leather armor, sling.

🔥**Druid's Animal Companion Clone:** pseudonatural wolf; CR – Medium outsider (augmented animal); HD 2d8+4; hp 13, Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1 bite); Full Atk +3 melee (1d6+1 bite); SA Trip; SQ low-light vision; scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +3, Move Silently +3, Spot +3; Track; Weapon Focus (bite)

🔥**Fighter Clone:** pseudonatural <race varies> fighter 1; CR 1 Medium outsider (augmented humanoid); HD

1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +5 melee (1d8+4/19-20 longsword); Full Atk +5 melee (1d8+4/19-20 longsword); SQ true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +5, Jump +5; Combat Reflexes, Power Attack, Weapon Focus (Longsword).

Languages: Common.

Possessions: chain shirt, longsword.

☛ **Monk Clone:** pseudonatural <race varies> monk 1; CR 1 Medium outsider (augmented humanoid); HD 1d8; hp 8; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +0; Grp +3; Atk +3 melee (1d6+3 unarmed strike); Full Atk +1/+1 melee (1d6+3 flurry of blows) SQ flurry of blows, true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL LN; SV Fort +2, Ref +4, Will +3; Str 16, Dex 14, Con 10, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +6, Climb +7, Jump +7, Tumble +6; Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Stunning Fist.

Languages: Common.

Possessions: none.

☛ **Rogue Clone:** pseudonatural <race varies> rogue 1; CR 1 Medium outsider (augmented humanoid); HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/19-20 short sword); Full Atk +2 melee (1d6+2/19-20 short sword) or +3 ranged (1d8 light crossbow); SQ sneak attack +1d6, trapfinding, true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +2, Ref +5, Will -1; Str 14, Dex 16, Con 14, Int 8, Wis 8, Cha 8.

Skills and Feats: Balance +7, Climb +6, Escape Artist +7, Hide +7, Listen +3, Sense Motive +3, Spot +3, Tumble +7; Combat Reflexes, Dodge.

Languages: Common.

Possessions: leather armor, light crossbow with 10 bolts, short sword.

☛ **Sorcerer/Wizard Clone:** pseudonatural <race varies> sorcerer 1; CR 1 Medium outsider (augmented humanoid); HD 1d4+2; hp 6; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d4-1 dagger); Full Atk -1 melee (1d4-1 dagger) or +2 ranged (1d8-1 light crossbow); SQ summon familiar, true strike, alternate form, SR 11, acid resistance 5, electricity resistance 5; AL N; SV Fort +2, Ref +2, Will +1; Str 8, Dex 14, Con 14, Int 8, Wis 8, Cha 16.

Skills and Feats: Concentration +6, Spellcraft +3; Combat Casting, Point Blank Shot.

Languages: Common.

Spells Known (5/4; base DC = 13 + spell level): 0—*dancing lights, daze, light, resistance, 1st—magic missile, shield.*

Possessions: dagger light crossbow with 10 bolts.

APL 2

Encounter 5

☛**Summoning Ooze:** CR 4 Medium ooze; HD 5d10+15 hp 42; Init +4; Spd 20 ft., climb 10 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus 1d6 acid, slam); Full Atk +5/+5 melee (1d8+2 plus 1d6 acid, slam); SA acid, *summon monster*; SQ blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits; AL N; SV Fort +6, Ref +1, Will +2; Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +10, Concentration +10, Hide +8, Listen +9, Move Silently +5; Augment Summoning, Great Fortitude, Improved Initiative.

Acid (Ex): Each of the summoning ooze's natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster I* spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

☛**Fiendish Small Monstrous Spider:** CR 1/2 Small magical beast (augmented vermin); HD 1d8; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 14; flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison, smite good (+1 damage), web; SQ darkvision 60 ft., tremorsense 60 ft., resistance to cold 5 and fire 5, vermin traits; SV Fort +4, Ref +3, Will +0; AL CE; Str 11, Con 14, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +11; Jump +10; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 12; initial and secondary damage: 1d3 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal and extra +1 damage against a good foe.

Encounter 8

☛**Masginnian:** female human wizard 4; CR 4 Medium humanoid (human); HD 4d4+8; hp 18; Init +2; Spd 30 ft. (currently 5 ft.); AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +2; Atk +4 ranged (1d8/19-20, light crossbow); Full Atk +4 ranged (1d8/19-20, light crossbow) or +2 melee (1d4/19-20, dagger); SQ gifts of partial apotheosis; AL CN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 17, Wis 9, Cha 8.

Skills and Feats: Concentration +9, Craft (alchemy) +10, Decipher Script +10, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +12; Augment Summoning, Greater Spell Focus (conjunction), Scribe Scroll, Spell Focus (conjunction).

Languages: Abyssal, Celestial, Common, Infernal.

Gifts of Partial Apotheosis: As Masginnian transforms, her prime material body warps to reflect her Far Realm self. Specifically, her body elongates and distends into a shape that, while pleasing to her, is disturbing to most. In addition, a mass of tens of thousands thread-thin tendrils have grown from her body and surround her in a 10 ft. radius. These tendrils grant her tremorsense with a 60 ft. range.

Spells Prepared: (4/5/4 base DC = 13 + spell level, 15 + spell level for conjunction spells): 0—*daze, ghost sound, prestidigitation, resistance; 1st—backbiter, lesser orb of acid (x2), ~~mage armor~~, grease, 2nd—Tasha's hideous laughter, summon monster II, glitterdust (x2).*

Possessions: light crossbow with 20 bolts, dagger, spell component pouch.

Monsters Masginnian Summons

Note: The Augment Summoning feat has already been applied to these stat blocks:

Summon Monster I

☛**Fiendish Small Monstrous Spider:** CR 1/2 Small magical beast (augmented vermin); HD 1d8; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 14; flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison, smite good (+1 damage), web; SQ darkvision 60 ft., tremorsense 60 ft., resistance to cold 5 and fire 5, vermin traits; SV Fort +4, Ref +3, Will +0; AL CE; Str 11, Con 14, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +11; Jump +10; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 12; initial and secondary damage: 1d3 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of

10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal and extra +1 damage against a good foe.

Summon Monster II

☛Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (augmented vermin); HD 2d8+2; hp 15; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 13; flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6+2 plus poison, bite); Full Atk +4 melee (1d6+2 , plus poison, bite); SA poison, smite good (+2 damage), web; SQ darkvision 60 ft., resistance to cold 5 and fire 5, tremorsense 60 ft., vermin traits; SV Fort +6, Ref +3, Will +0; AL; Str 15, Con 16, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +7; Jump +12; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 14; initial and secondary damage: 1d4 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a DC 17 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal and extra +1 damage against a good foe.

APPENDIX APL 4

Encounter 5

☛**Summoning Ooze:** CR 4 Medium ooze; HD 5d10+15 hp 42; Init +4; Spd 20 ft., climb 10 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus 1d6 acid, slam); Full Atk +5/+5 melee (1d8+2 plus 1d6 acid, slam); SA acid, *summon monster*; SQ blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits; AL N; SV Fort +6, Ref +1, Will +2; Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +10, Concentration +10, Hide +8, Listen +9, Move Silently +5; Augment Summoning, Great Fortitude, Improved Initiative.

Acid (Ex): Each of the summoning ooze's natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster I* spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

☛**Fiendish Small Monstrous Spider:** CR 1/2 Small magical beast (augmented vermin); HD 1d8; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 14; flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison, smite good (+1 damage), web; SQ darkvision 60 ft., tremorsense 60 ft., resistance to cold 5 and fire 5, vermin traits; SV Fort +4, Ref +3, Will +0; AL CE; Str 11, Con 14, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +11; Jump +10; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 12; initial and secondary damage: 1d3 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal and extra +1 damage against a good foe.

Encounter 8

☛**Masginnian:** female human wizard 5/alienist 1; CR 6 Medium humanoid (human); HD 5d4+1d4+12; hp 31; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +2; Atk +4 ranged (1d8/19-20, light crossbow); Full Atk +4 ranged (1d8/19-20, light crossbow) or +2 melee (1d4/19-20, dagger); SQ familiar abilities, summon alien; AL CN; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 17, Wis 9, Cha 8.

Skills and Feats: Concentration +11, Craft (alchemy) +11, Decipher Script +11, Knowledge (arcana) +12, Knowledge (dungeoneering) +5, Knowledge (the planes) +12, Spellcraft +14; Augment Summoning, Enlarge Spell, Greater Spell Focus (conjunction), Scribe Scroll, Spell Focus (conjunction).

Languages: Abyssal, Celestial, Common, Infernal.

Gifts of Partial Apotheosis: As Masginnian transforms, her prime material body warps to reflect her Far Realm self. Specifically, her body elongates and distends into a shape that, while pleasing to her, is disturbing to most. In addition, a mass of tens of thousands thread-thin tendrils have grown from her body and surround her in a 10 ft. radius. These tendrils grant her tremorsense with a 60 ft. range.

Summon Alien: Whenever Masginnian summons a celestial or fiendish creature she instead summons a pseudonatural version of that creature (adding the pseudonatural template to the summoned creature).

Spells Prepared: (4/5/5/4 base DC = 13 + spell level, 15 + spell level for conjuration spells): 0—*daze*, *ghost sound*, *prestidigitation*, *resistance*; 1st—*backbiter*, *grease*, *lesser orb of acid* (x2), *summon monster I*, 2nd—*enlarged lesser orb of acid* (x2), *summon monster II*, *Tasha's hideous laughter*, *glitterdust*, 3rd—*flame arrow*, *greater mage armor*, *summon monster III*, *wind wall*.

Possessions: light crossbow with 20 bolts, dagger, spell component pouch.

Monsters Masginnian Will Summon

Note: The Augment Summoning feat has already been applied to these stat blocks:

Summon Monster I

☛**Pseudonatural Small Monstrous Spider:** CR 1/2 Small outsider (augmented vermin); HD 1d8+2; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 14; flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison, *true strike*, web, SQ alternate form, darkvision 60 ft., resistance to acid 5 and electricity 5,

SR 11, tremorsense 60 ft., vermin traits; SV Fort +4, Ref +3, Will +0; AL CE; Str 11, Con 14, Dex 17, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +11; Jump +10; Spot +8; Move Silently +3; Weapon Finesse.

Poison (Ex): DC 12; initial and secondary damage: 1d3 Str.

Web (Ex): Eight times per day, the spider can throw a web. This is similar to an attack with a next but as a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

True Strike (Su): Once per day, the spider can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Summon Monster II

☛ **Pseudonatural Medium Monstrous Spider:** CR 1; Medium outsider (augmented vermin); HD 2d8+6; hp 15; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 13; flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6+2 plus poison, bite); Full Atk +4 melee (1d6+2 plus poison, bite); SA poison, *true strike*, web; SQ alternate form, darkvision 60 ft., resistance to acid 5 and electricity 5, tremorsense 60 ft., SR 12, vermin traits; SV Fort +6, Ref +3, Will +0; AL ; Str 15, Con 16, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +7; Jump +12; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 14; initial and secondary damage: 1d4 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a next but as a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a DC 17 Strength Check. Both are standard actions. The

DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Summon Monster III: When casting this spell, Masginnian summons 1d4+1 pseudonatural Small monstrous spiders.

APPENDIX APL 6

Encounter 5

✦ **Advanced Summoning Ooze:** CR 6 Large ooze; HD 9d10+45 hp 94; Init +4; Spd 20 ft., climb 10 ft.; AC 17, touch 8, flat-footed 17; Base Atk +6; Grp +16; Atk +11 melee (2d6+6 plus 1d6 acid, slam); Full Atk +11/+11 melee (2d6+6 plus 1d6 acid, slam); SA acid, *summon monster*; SQ blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits; AL N; SV Fort +10, Ref +4, Will +6; Str 22, Dex 8, Con 21, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +10, Concentration +17, Hide +4, Listen +9, Move Silently +8; Augment Summoning, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Acid (Ex): Each of a summoning ooze's natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster III* spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

✦ **Dretch:** CR 2 Small outsider (chaotic, extraplanar, evil, tanar'ri); HD 2d8+8 hp 17; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp -1; Atk +6 melee (1d6+3, claw); Full Atk +6/+6 melee (1d6+3, claw) and +4 melee (1d4+1, bite); SA Spell-like abilities, *summon tanar'ri*; SQ: damage reduction 5/cold iron or good, darkvision 60 ft, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 10, Con 18, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Survival +0 (+2 when following tracks); Multiattack.

Languages: Dretches cannot speak but understand Abyssal.

Spell-Like Abilities (Sp): 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): As a summoned creature, the dretch is unable to use its ability to summon another dretch.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Encounter 8

✦ **Masginnian:** female human wizard 5/alienist 3; CR 8 Medium humanoid (human); HD 5d4+3d4+16; hp 41;

Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +3; Atk +5 ranged (1d8/19-20, light crossbow); Full Atk +5 ranged (1d8/19-20, light crossbow) or +3 melee (1d4/19-20 dagger); SQ alien blessing, familiar abilities, summon alien; AL CN; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 18, Wis 9, Cha 8.

Skills and Feats: Concentration +13, Craft (alchemy) +12, Decipher Script +12, Knowledge (arcana) +15, Knowledge (dungeoneering) +11, Knowledge (the planes) +15, Spellcraft +17; Augment Summoning, Enlarge Spell, Greater Spell Focus (conjunction), Scribe Scroll, Spell Focus (conjunction).

Languages: Abyssal, Celestial, Common, Infernal.

Alien Blessing: Masginnian loses 2 points of Wisdom but gains a +1 insight bonus on all saving throws.

Gifts of Partial Apotheosis: As Masginnian transforms, her prime material body warps to reflect her Far Realm self. Specifically, her body elongates and distends into a shape that, while pleasing to her, is disturbing to most. In addition, a mass of tens of thousands thread-thin tendrils have grown from her body and surround her in a 10 ft. radius. These tendrils grant her tremorsense with a 60 ft. range.

Summon Alien: Whenever Masginnian summons a celestial or fiendish creature she instead summons a pseudonatural version of that creature (adding the pseudonatural template to the summoned creature).

Spells Prepared (4/6/5/5/4 base DC = 13 + spell level, 15 + spell level for conjunction spells): 0—*daze*, *ghost sound*, *prestidigitation*, *resistance*; 1st—*lesser orb of acid* (x2), *grease*, *ray of enfeeblement* (x2), *summon monster I*; 2nd—*enlarged lesser acid orb* (x3), *summon monster II*, *glitterdust*; 3rd—*flame arrow*, *greater mage armor*, *summon monster III* (x2), *wind wall*; 4th—*blast of flame* (x2), *Evard's black tentacles*, *orb of acid*.

Possessions: crossbow bolts light crossbow, dagger, spell component pouch.

Monsters Masginnian Will

Summon

Note: The Augment Summoning feat has already been applied to these stat blocks:

Summon Monster I

✦ **Pseudonatural Small Monstrous Spider:** CR 1/2 Small outsider (augmented vermin); HD 1d8+2; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 14; flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4 plus

poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison, *true strike*, web, SQ alternate form, darkvision 60 ft., resistance to acid 5 and electricity 5, SR 11, tremorsense 60 ft., vermin traits; SV Fort +4, Ref +3, Will +0; AL CE; Str 11, Con 14, Dex 17, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +11; Jump +10; Spot +8; Move Silently +3; Weapon Finesse.

Poison (Ex): DC 12; initial and secondary damage: 1d3 Str.

Web (Ex): Eight times per day, the spider can throw a web. This is similar to an attack with a net but as a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

True Strike (Su): Once per day, the spider can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Summon Monster II

☛ **Pseudonatural Medium Monstrous Spider:** CR 1; Medium outsider (augmented vermin); HD 2d8+6; hp 15; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 13; flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6+2 plus poison, bite); Full Atk +4 melee (1d6+2 plus poison, bite); SA poison, *true strike*, web; SQ alternate form, darkvision 60 ft., resistance to acid 5 and electricity 5, tremorsense 60 ft., SR 12, vermin traits; SV Fort +6, Ref +3, Will +0; AL ; Str 15, Con 16, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +7; Jump +12; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 14; initial and secondary damage: 1d4 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a net but as a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a DC 17 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Summon Monster III: When casting this spell, Masginnian summons 1d4+1 Pseudonatural Small Monstrous Spiders.

APPENDIX APL 8

Encounter 5

✦ **Advanced Summoning Ooze:** CR 7; Large ooze; HD 13d10+78 hp 149; Init +4; Spd 20 ft., climb 10 ft.; AC 17, touch 8, flat-footed 17; Base Atk +9; Grp +19; Atk +14 melee (2d6+6 plus 1d6 acid, slam); Full Atk +14/+14 melee (2d6+2 plus 1d6 acid, slam); SA acid, *summon monster*; SQ: blindsight 60 ft, fast healing 5, immunity to acid and fire, ooze traits; AL N; SV Fort +12, Ref +5, Will +6; Str 22, Dex 8, Con 22, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +10, Concentration +22, Hide +4, Listen +9, Move Silently +12 Augment Summoning, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell Like-Ability (*summon monster*).

Acid: Each of a summoning ooze's natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster* V spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

Thanks to its Quicken Spell-like Ability feat, the summoning ooze can use this spell as a free action 3 times/day, though it is still limited to a single use per round.

✦ **Medium Air Elemental:** CR 3 Medium elemental (air, extraplanar); HD 4d8+16 hp 34; Init +9; Spd fly 100 ft (perfect); AC 18, touch 15, flat-footed 13; Base Atk +3; Grp +4; Atk +8 melee (1d6+3, slam); Full Atk +8 melee (1d6+3, slam); SA Air mastery, whirlwind; SQ: Darkvision 60 ft, elemental traits; AL N; SV Fort +5, Ref +9, Will +1; Str 16, Dex 21, Con 18, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +3, Spot +4; Dodge , Flyby Attack, Improved Initiative, Weapon Finesse.

Air Mastery: Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 2 rounds. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at its base, up to 30 feet wide at the top, and up to 30 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if it

enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (1d6 damage) and may be lifted into the air. An afflicted creature must succeed on a Reflex save DC 15 when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d6 damage each round. A creature that can fly is allowed a Reflex save each round at the same DC to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental takes them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15+ spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty to attack rolls. The elemental can have only as many creatures trapped inside the whirlwind as will fit within the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make attacks of opportunity, nor does it threaten the area around it.

Encounter 8

✦ **Masginnian:** female human wizard 5/alienist 5; CR 10 Medium humanoid (human); HD 5d4+5d4+20+3; hp 54; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +4; Atk +6 ranged (1d8/19-20, light crossbow); Full Atk +6 ranged (1d8/19-20, light

crossbow) or +4 melee (1d4, 19-20, dagger); SQ alien blessing, familiar abilities, mad certainty, pseudonatural familiar, summon alien; AL CN; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 18, Wis 9, Cha 8.

Skills and Feats: Concentration +15, Craft (alchemy) +12, Decipher Script +12, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (the planes) +17, Spellcraft +19; Augment Summoning, Enlarge Spell, Greater Spell Focus (conjunction), Scribe Scroll, Spell Focus (conjunction), Sudden Empower.

Languages: Abyssal, Celestial, Common, Infernal.

Alien Blessing: Masginnian loses 2 points of Wisdom but gains a +1 insight bonus on all saving throws.

Gifts of Partial Apotheosis: As Masginnian transforms, her prime material body warps to reflect her Far Realm self. Specifically, her body elongates and distends into a shape that, while pleasing to her, is disturbing to most. In addition, a mass of tens of thousands thread-thin tendrils have grown from her body and surround her in a 10 ft. radius. These tendrils grant her tremorsense with a 60 ft. range.

Summon Alien: Whenever Masginnian summons a celestial or fiendish creature she instead summons a pseudonatural version of that creature (adding the pseudonatural template to the summoned creature).

Spells Prepared (4/6/6/5/5/3 base DC = 14 + spell level, 16 + spell level for conjuration spells): 0—*daze, ghost sound, prestidigitation, resistance*; 1st—*lesser orb of acid (x2), grease, ray of enfeeblement (x2), summon monster I*; 2nd—*enlarged lesser acid orb (x4), summon monster II, glitterdust*; 3rd—*flame arrow, greater mage armor, sleet storm, summon monster III, wind walk*; 4th—*Evard's black tentacles, blast of flame(x2), orb of acid (x2)*; 5th—*arc of lightning, wall of force(x2)*.

Possessions: light crossbow with 20 bolts, dagger, spell component pouch.

Monsters Masginnian Will Summon

Note: The Augment Summoning feat has already been applied to these stat blocks:

Summon Monster I

☛ **Pseudonatural Small Monstrous Spider:** CR 1/2 Small outsider (augmented vermin); HD 1d8+2; hp 6; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 14; flat-footed 11; Base Atk +0; Grp -6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison, *true strike*, web, SQ alternate form,

darkvision 60 ft., resistance to acid 5 and electricity 5, SR 11, tremorsense 60 ft., vermin traits; SV Fort +4, Ref +3, Will +0; AL CE; Str 11, Con 14, Dex 17, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +11; Jump +10; Spot +8; Move Silently +3; Weapon Finesse.

Poison (Ex): DC 12; initial and secondary damage: 1d3 Str.

Web (Ex): Eight times per day, the spider can throw a web. This is similar to an attack with a net but as a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

True Strike (Su): Once per day, the spider can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Summon Monster II

☛ **Pseudonatural Medium Monstrous Spider:** CR 1; Medium outsider (augmented vermin); HD 2d8+6; hp 15; Init +3; Spd 30 ft., climb 20 ft.; AC 14; touch 13; flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6+2 plus poison, bite); Full Atk +4 melee (1d6+2 plus poison, bite); SA poison, *true strike*, web, SQ alternate form, darkvision 60 ft., resistance to acid 5 and electricity 5, tremorsense 60 ft., SR 12, vermin traits; SV Fort +6, Ref +3, Will +0; AL ; Str 15, Con 16, Dex 17, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11; Hide +7; Jump +12; Spot +8; Move Silently +3; Weapon Finesse.

Poison: DC 14; initial and secondary damage: 1d4 Str.

Web: Eight times per day, the spider can throw a web. This is similar to an attack with a net but as a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a

DC 17 Strength Check. Both are standard actions. The DCs are constitution based, and the Strength check DC includes a +4 racial bonus.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. In addition, the creature can attack a concealed target without suffering a miss chance with this attack.

Alternate Form (Su): As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form, as determined by the DM). Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Summon Monster III: When casting this spell, Masginnian summons 1d4+1 Pseudonatural Small Monstrous Spiders.

APPENDIX NEW RULES ITEMS

Mundane Items

Duom

The duom is a longspear with a standard spearhead, as well as two blades curved so they point backward along the shaft. The weapon has reach, allowing you to strike opponents 10 feet away with it. Those proficient with the can also attack adjacent foes with the reversed heads using a practiced "reverse thrust." Apply a -2 penalty on the attack roll if you use the duom to attack a second, adjacent opponent in the same round you attack the first opponent.

Cost 20 gp, Damage 1d8, Crit x3, Range Increment: N/A, Weight 8lb, Damage Type: Piercing.

Bone Armor

Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armor covers the torso but leaves the limbs free for better mobility.

Cost 15 gp, Armor Bonus +3, Max Dex Bonus +4, Armor Check Penalty -3, Arcane Spell Failure 15%, Speed (30ft./20ft) 30ft./20ft, Weight 20lb.

Magic Items

Ring of Magic Fang

Arms and Equipment Guide 125

While worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) 1 +1 enhancement bonus on attack and damage rolls.

CL 12th; Prerequisites: Forge Ring, *magic fang*; Market Price: 6,000 gp.

Safewing Emblem

Races of the Wild 173

This small feathered token can be worn or carried. If the owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a feather fall effect to descend safely from any height up to 180 feet. The emblem requires no activation. When the owner lands, the token disappears, its magic expended.

Faint transmutation; CL 3rd; Craft Wondrous Item, feather fall; Price 250 gp.

Wildwood

Races of the Wild 168

The rare saelas tree (saelas is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities. Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged.

At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly as strong as steel. It is prized by druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides one less point of armor bonus than ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by one, its armor check penalty is reduced by 1 (minimum 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 point of damage every 24 hours. If it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals 5 points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor costs double what ordinary masterwork armor of the same type costs, but takes no longer to make than masterwork armor of that sort.

For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and a hardness 6.

Wildwood Full Plate

Heavy Armor, 3300gp, +7 Armor bonus, +2 max dex, -5 armor check penalty, 30% arcane spell failure, 20 foot movement, 37.5 lbs.

Feats

Sudden Empower [Metamagic]

Complete Arcane 83

You can cast a spell to greater effect without special preparation.

Prerequisites: Any metamagic feat.

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

Spells

Arc of Lightning

Spell Compendium 15

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all creatures in this line.

Arcane Material Component: Two small iron rods.

Backbiter

Spell Compendium 23

Necromancy

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not) the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its Will save bonus or its wielder's bonus, whichever is higher.

Focus: A Dagger.

Stolen breath

Spell Compendium 26

Necromancy [Air]

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creature that breathes air

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

With a clenched fist, you make a tugging motion toward your target. A transparent, barely perceptible hand appears to plunge into your target's mouth.

With this spell, you steal all the air from the subject's lungs, causing it to suffer a momentary respiratory crisis. It can take shallow breaths and act normally but is considered sickened for 1 minute. At any time during this minute, the subject can take a full-round action to get its wind back, ending the condition.

Focus: A stoppered glass vial.

Blast of Flame

Spell Compendium 31

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Mage Armor, Greater

Spell Compendium 136
Conjuration (Creation) [Force]
Level: Sorcerer/Wizard 3
Components: V, S

An invisible sheen of armor shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Orb of Acid

Spell Compendium 150
Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

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

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

Orb of Acid, Lesser

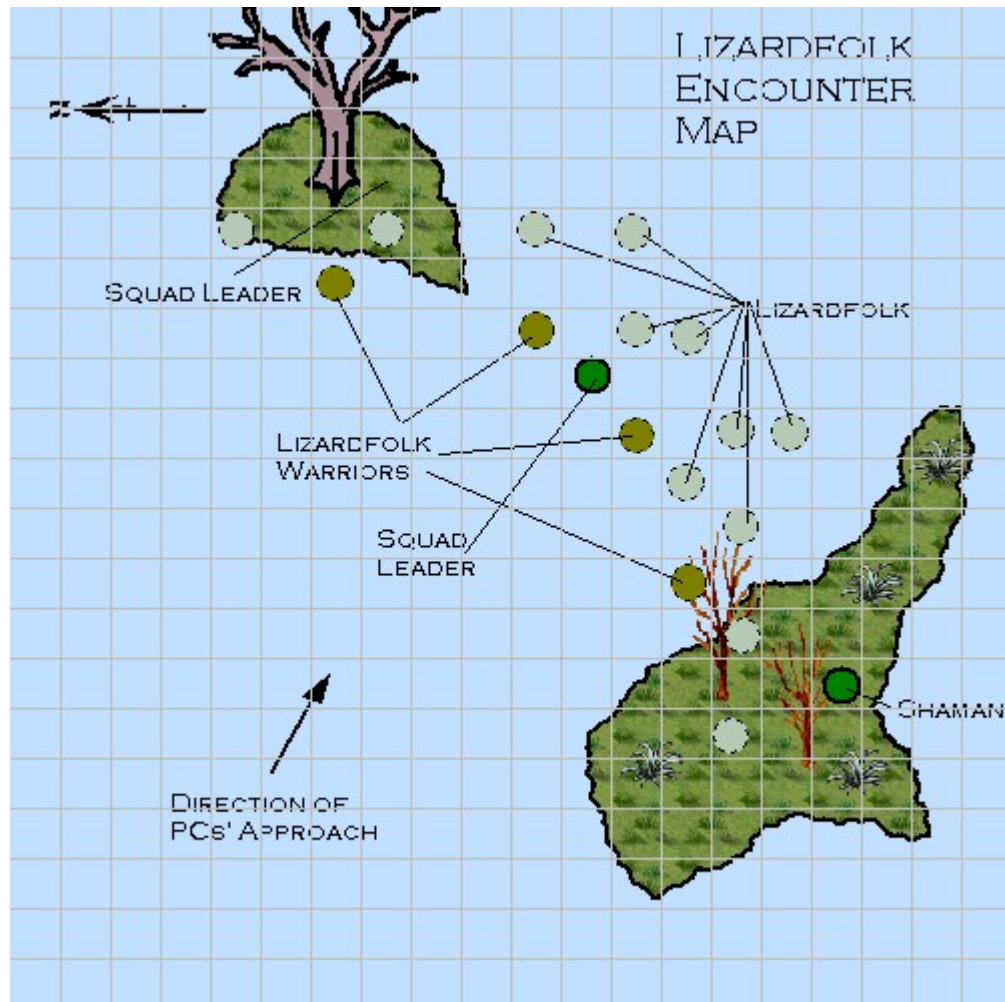
Spell Compendium 150
Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1, warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

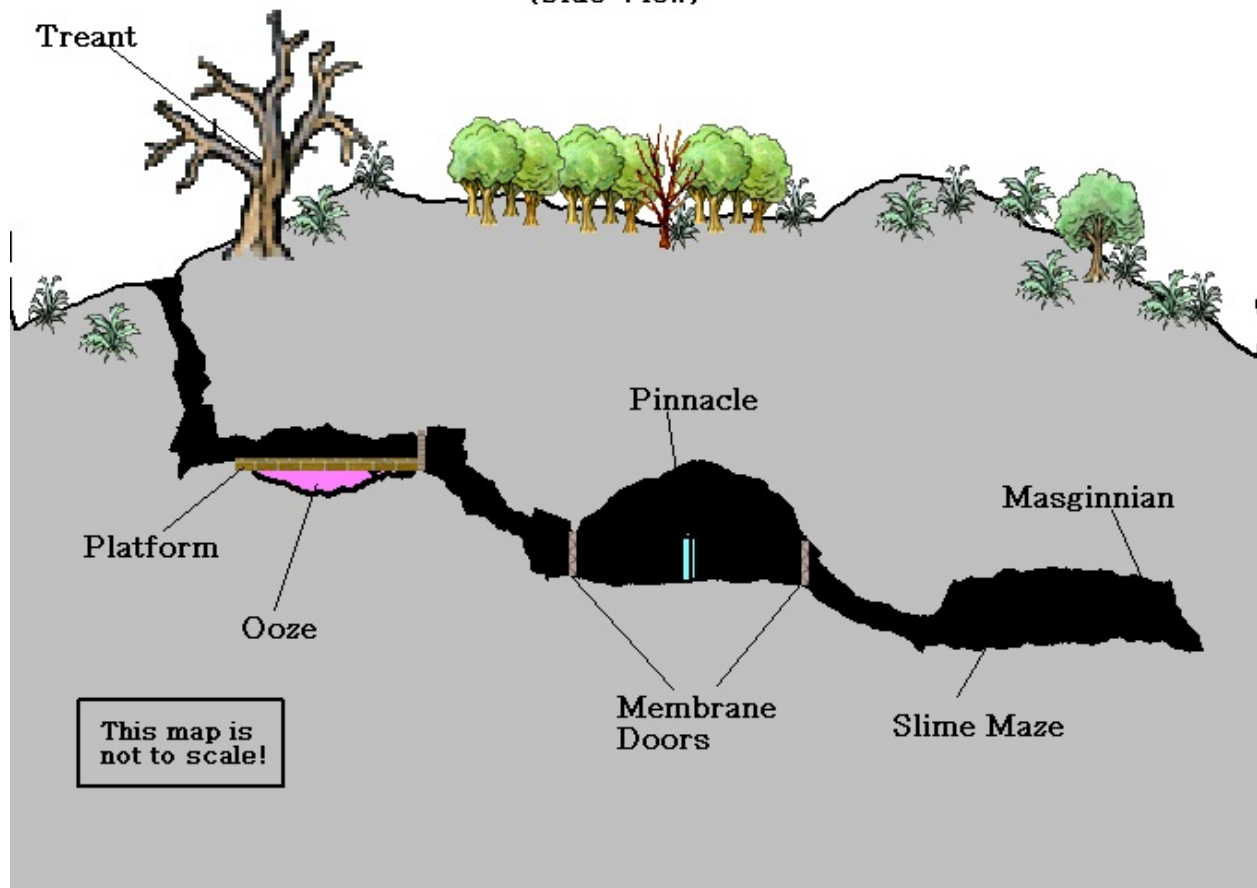
DM AID 1: LIZARDFOLK ENCOUNTER



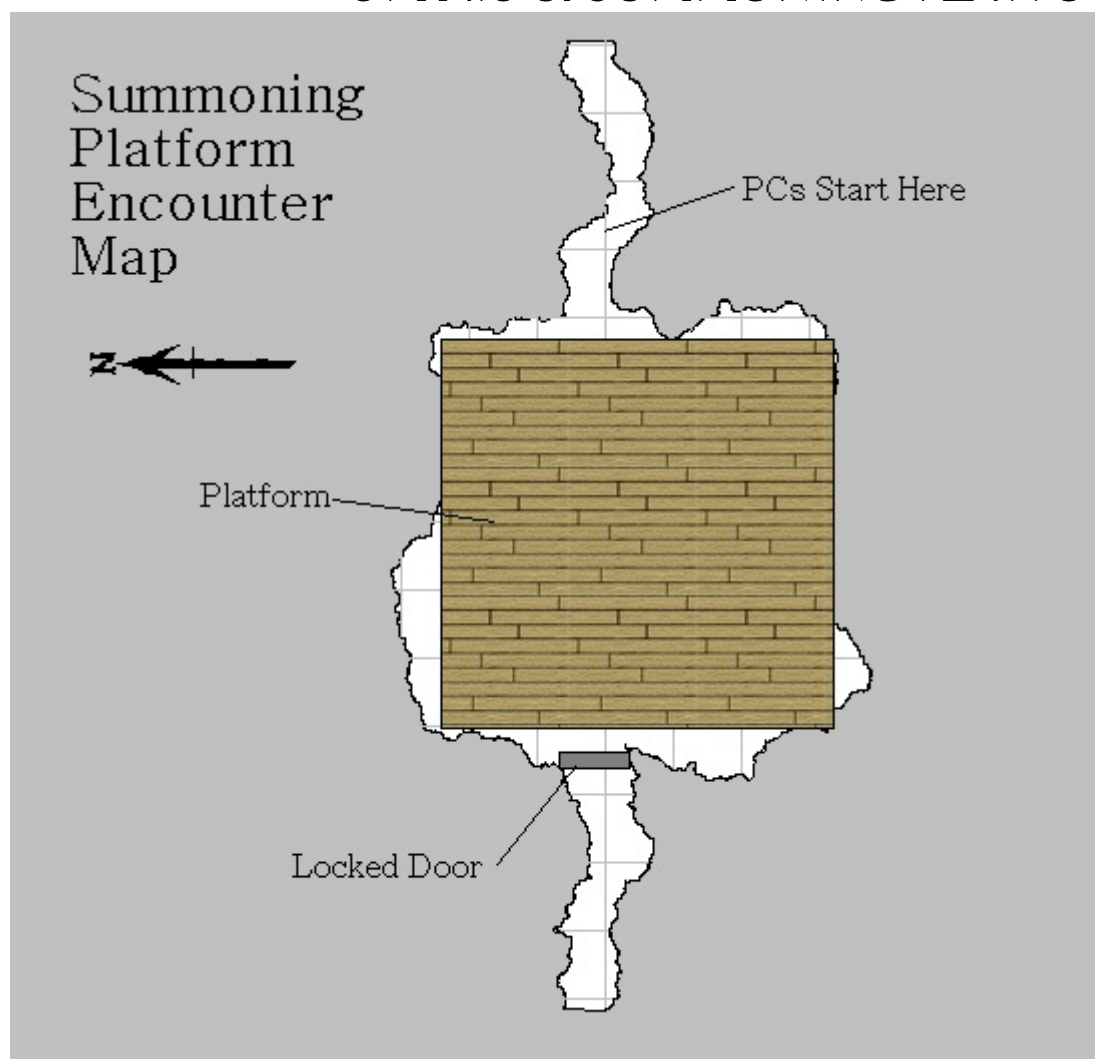
DM AID 2: LAIR MAP

Zashnichar's Lair

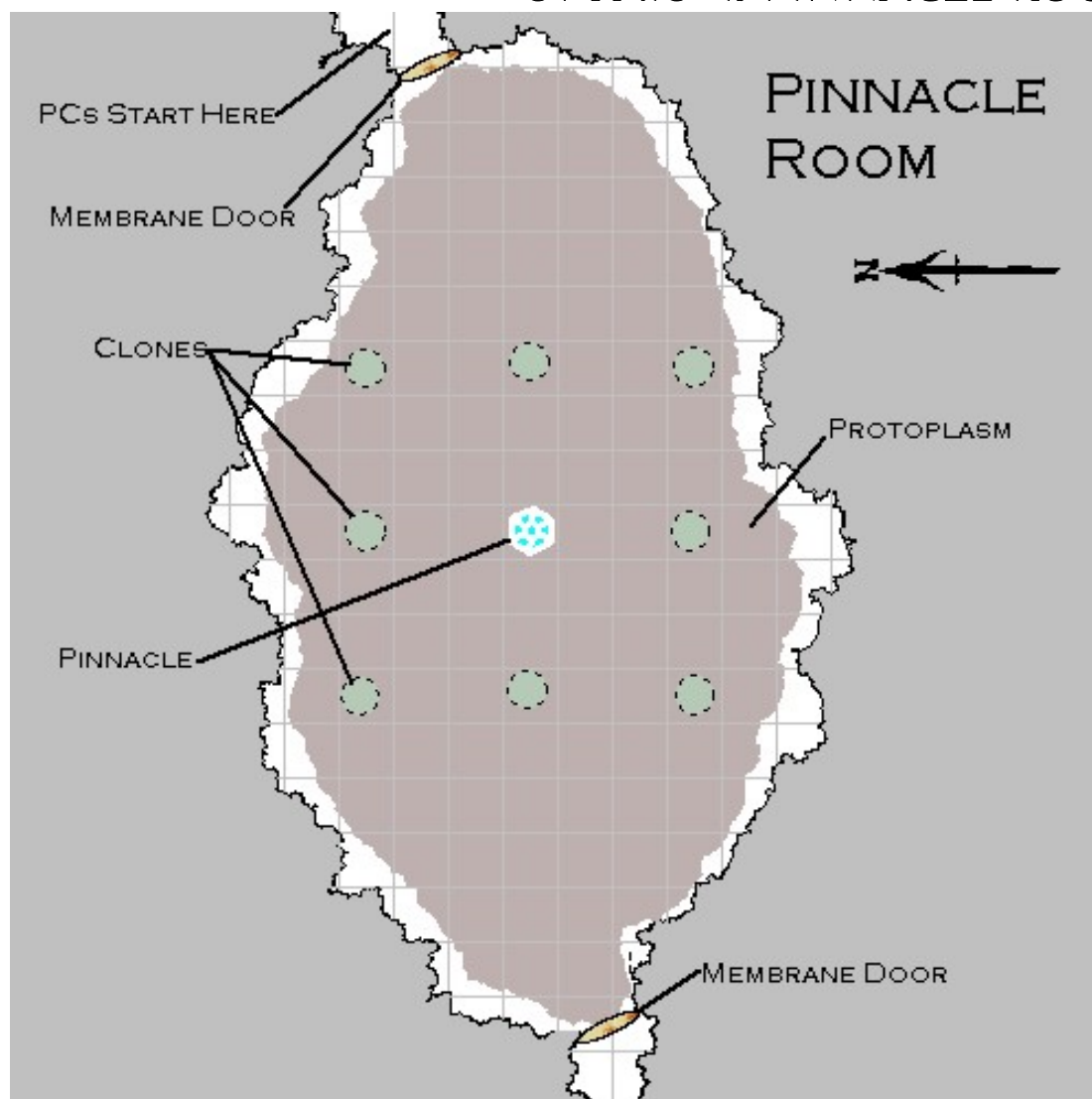
(Side View)



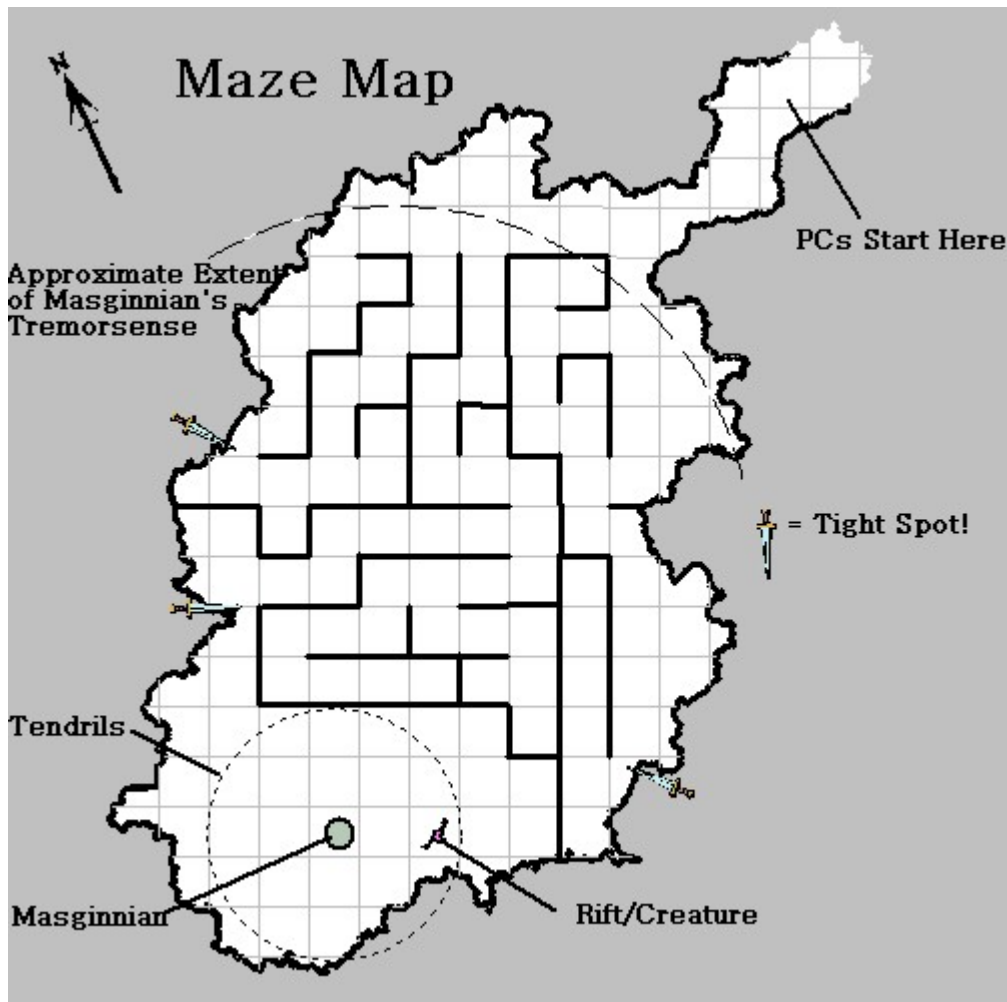
DM AID 3: SUMMONING PLATFORM



DM AID 4: PINNACLE ROOM



DM AID 5: MAZE MAP



PLAYER HANDOUT 1: THE POSTING

To all of those adventure desiring,
I find myself your services requiring!
To perform a mission of greatest import,
Never fear! Of the helpful and noble sort!
And if that's not enough to do as I've bidden,
I've an item of magic to you to be given.
But a test I've for you before we begin,
A riddle to solve, the secret within!
Once the solution you've truly discovered,
Come to the Mistmarsh, myself to uncover!
Wear on your head a feather of black,
Lest I think you're trespassing and boldly attack!

EvergreenN EveN, ElaN Election
RisE, RoguE, RipplE RougE!
EverY EnemY, EternallY EntropY?
Nonsense# Never% Neglected& Nobody*

PLAYER HANDOUT 2: GREYHAWK AREA MAP



PLAYER HANDOUT 3: EXCERPTS FROM THE BLASPHEMOUS WHISPERS

Page 51: Fleshlings and the test prod and the disturbance. Time is lost. Troubles endeavors. Wandering am I. Seeking this places, which are unwelcoming, and thus I find a welcome. Honeyed smell of rot is welcome sure and beastly fleshlings are disturbing. I must hold it out straight. For I under the swamps have a dark hole for remaining and finding my notes to the absolute. Yet not far is the great city should I need supplies or foolish fleshlings. I like this place. I have made another me. A stone me to help me find myself. Its hand points and I heed.

Page 68: The dark hole has happier now for there will be no more visitors. He has a friend at his door: an old tree who blathers for me and smashes beastlings. Yes, he does not know he guards my wonderful dark hole. But he does know my name. Yes he does. He knows!

Page 69: ...and I have grown and grown the green flesh eater. I have made splashing walls of it! I have made it in homage to the absolute and thus it is in their image. Now none may walk straight me to visit me however having in second place to turn to the left and first right or lost themselves or in the flesh eater die there. Ah fortunate flesh eater!

Page 99: A good friend came from the absolute ones to live with me. A good friend however the flesh eater eats at him and I must him help. A new place have a found to hold my friend in: a stone box with a wooden lid! My friend can slide about now and conjure its many creatures which help, to hold the lucky beastlings which mean through tree exceed.

Page 182: A blessing from the absolute ones today! A shiny spire of life making! A spire I do not understand though it flashes at me. I must contemplate it and concentrate my thoughts upon it!

Page 195: Wretched shiny spire how I hates thee!

Page 211: My spire is not for me today or perhaps tomorrow. My spire is for others. For the lucky lucky beastlings who delve so deep. Simlacra to confound them and destroy them. Be gone you nasty beastlings! But I must pass. I must not be in trouble with my others! So I just says the words of changing fleshlings.

Page 288: My time grows near now. The absolute ones love for me and I love for them. I can feel something grabbing at me and I want it. Soon now. Soon I shall not be such a fleshling as I ever was!

PLAYER HANDOUT 4: THE RIDDLE OF THE DOOR

Seek the key to the depths below you now, if you would pass farther into my lair.

(Carved in the same hand, though seemingly with more care)

If entry to the end you require,
A certain key you'll much desire.

'Ware the summoning of your foes
If wrong has been the key you chose.

To see the door and traps disarmed,
Speak "changing" words, and pass unharmed.