

4-5 PCs



LEVELS 14-16

RULE OF LAM

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

T2012

THE RULE OF LAW

CLASH OF THE CONSTRUCTS

A Pathfinder compatible adventure for 4-5 PCs of Levels 14-16 (64-70 levels in total)

There are two different play-through options for this adventure.

Players have the choice of playing Rule of Law as either:

- A - Allies and supporters of Kosto Hakija
-or-
B - Defenders of House Loihtia

Rule of Law: Clash of the Constructs is an urban adventure that spreads out over the Arcane Quarter of Mohkba, the Klavek capital city, although it can be placed in any city that has a very strong lawful ethos.

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“The Rule of Law: Clash of the Constructs” is a Pathfinder Compatible Adventure designed for four to five 4-5th level PCs.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/prd/> respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 29 of this product.

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ADVENTURE BACKGROUND

Whilst Mohkba has many reputations, there is no denying that it is ruled by the iron-clad law of King Tolkovar XIII and his chosen government. As with all states that execute clear laws, not all are popular, universally beneficial or scrupulously observed by the populace. But everyone understands, whether permanent resident or occasional visitor, that if you are caught breaking the law, you will face clear and decisive punishment. They also know that that punishment isn't always what may be the obvious one.

In cases where the outcome is unclear, whoever is bringing the action is often given a period of time to gain the evidence they need from the homes or premises of the defendant, although this is always a limit of one hour. This is the law of "*Riittava Epaily*", or "Sufficient Suspicion", and has to be agreed by a majority of a panel made up of three judges. During this action, there can be no actual or permanent harm administered to either party by each party, although subdual damage is allowed, and any measures of protection that are in place, such as traps, are considered legal and can deal real damage.

Each party is also allowed to make use of an agreed number of supporters when entry to the property is taking place, whether to help with the search of the premises or hinder that search. These parties are also limited to subdual damage, although the line here is often blurred or stepped over by prior agreement between the two litigants. This overall approach is called "*Sovittaa Yhteen*" or "Combined Atonement" as both parties have to accept the outcome.



Kosto Hakija is a relatively young, prodigious and successful mage from a rural background and who still lives close to his original family home in a backwater village. His experience of cities - particularly big cities - was virtually nothing when he arrived in Mohkba. As the most intelligent person for some distance around his home village, he eventually decided to see what he could find in Mohkba to improve his arcane ability, knowing that greater opportunities to enhance his knowledge existed within the walls of the greatest city known to man.

However, great intelligence of a specific nature doesn't always equate with wisdom of any sort, and Hakija entered Mohkba a complete novice when it came to the ways of urban dwellers. Notwithstanding his magical skills, he only managed to last as long as he did because of his "protective companion", a stone golem. This construct had a simple charge; protect Hakija from any harm. The golem's menacing visage and alertness to its purpose kept the worst of Mohkba's criminal element at bay. The fact that Hakija only frequented places of magical importance helped, of course, but it was here that he experienced his downfall.

House Loihtia has existed in Mohkba's Arcane Quarter for more than a dozen generations, building a reputation for supporting the monarchy in any way possible and gaining from having one or two members of its family in positions of real authority. This has given the rest of the house the chance to gain from a clear understanding of the law and how it can be looked at in particular ways, ways that favor those accidentally wronged. House Loihtia has benefited from these laws a number of times in a very specific way.

If someone is injured by an item belonging to someone else, the victim is able to claim both the item causing the injury and further compensation equal in value to the cost of that item. A member of the house saw Hakija and realised his innocence with the city's ways, and saw her chance.

She then engineered an incident with his stone golem, which mistook her furled parasol for a weapon when she raised it and used it to wave at a friend who was on the far side of Hakija. As the golem caught her arm, she cast a silent and still *inflict serious wounds* on herself and fainted. By the time she came round, Hakija, in his naivety, was kneeling next to her, supporting her head, apologising profusely with members of a gathering crowd as witnesses. House Loihtia had done nothing wrong in using a poorly worded law to its advantage.

The subsequent court case was a formality; House Loihtia took possession of the golem and Hakija was issued with an equal-value fine, something which as good as bankrupted him, as he had to call on all of his friends to help him pay it. With a heavy burden of guilt on his shoulders, Hakija left Mohkba, vowing never to return.

However, Hakija never felt entirely comfortable with the situation; he couldn't work out how the golem had caused as much external damage as it did without breaking something internally. No cleric, it took him a little while to establish that "something didn't quite fit" with the incident. Having discovered that the wounds weren't entirely consistent with a blow from a golem, he set about looking into the history of House Loihtia. During all this time and activity, he worked even harder at improving his arcane ability, becoming a canny adventurer rather than just an extremely intelligent "jobbing mage". He gained power, knowledge, understanding and, above all, guile.

He also studied the law and realised that it was quite possible that he had been duped. Looking further into legal case history, he found that House Loihtia had been involved in four other very similar events over a period of 14 years. Each time the House had ended up with a golem and many tens of thousands of gold pieces; Hakija knew he was onto something.

Two years after the incident, when he had regained much of his wealth through adventuring, had built himself another golem, and had become a more powerful mage, Hakija contacted the four (or five - this depends on the number of players in the party) other mages that had fallen for the "trick" in almost identical "attacks". He put his argument forward to each of them independently, and asked for help.

Each of the other mages hesitated, swayed by his argument but not entirely convinced. To a one, they agreed to support him in court, but not directly in any subsequent action. However, they all promised to supply a golem to help with any events resulting from the court case, and Hakija knew he was in with a chance of proving House Loihtia's duplicity; his plan was underway.

Hakija approached the Mohkba appeal courts and presented his evidence, explaining what he thought had happened each time a mage had been found guilty of assault. The three presiding judges, none of them great admirers of House Loihtia, found in Hakija's favor, citing "*Riittava Epaily*" or "Sufficient Suspicion". They gave him the maximum support they could in the circumstances; one hour in the house to find any further evidence that might be there.

If successful, Hakija would be allowed to proceed with a full case against House Loihtia; if unsuccessful, he would be liable to replace any damages, would have a fine equivalent to twice the value of any damages, and would face either 1 year in service of the House or 3 in front-line service of the government. **This fine applies to any supporters as well as the original litigant.**

Hakija had planned for such an outcome, and already had a team in place. As he left the court under the protection of a troop of government guards lead by a powerful cleric of the balanced law, someone who would ensure all damage was subdual or cured by the person causing it once the encounter was over, he smiled. The evidence that would prove he was right was there, he knew it. How to find it, naturally, was a different matter.

The judges, of course, had to notify House Loihtia, but made sure the residents were given the minimum time possible to prepare. This was barely enough to start defensive actions, but as a series of *word of recall* teleportations went off, just prior to a number of *antipathy* spells, a *screen* spell and *guards and wards* throughout, the confrontation is on!

ADVENTURE SYNOPSIS

The PCs can play one of two roles with this adventure.

A - If they choose to be allies and supporters of Kosto Hakija (Wizard, 18th level), they each find themselves equipped with a golem and then gaining entry into the building to search for evidence of the duplicitous nature of House Loihtia. Whilst members of House Loihtia and its living allies can not physically prevent entry, the way in may well be trapped. Hakija himself will also be with the party, which will find itself facing the House Loihtia matriarch, Arvoitus, plus one defender per PC.

The synopsis is fairly straightforward. The PCs are in court with Hakija, having been recruited earlier as reliable allies of the wronged mages (they may know each other, they may not). They and Hakija will be escorted by the court guards to House Loihtia and as they arrive at the gates, a timer will start. They will then have 1 hour (600 rounds) to find evidence of the attacks actually being deliberately planned and executed. They also need to get out of the building and off of the grounds in that hour.

GM's note: feel free to amend this time if you know your players like to have a good rummage around or are cautious because they are learning to play high level PCs. The original Convention adventure had 1 hour to keep the game moving and allow more than one team to play during the course of the event.

The PCs will find that they need to work their way to the top of the building to find a series of items that let them move to the lower levels. This is a process that sends them back and forth between floors, as they discover they need particular tokens from various rooms to get into other rooms or be able to interact with the items that are required to make progress.

Finally, they will need to get to 4 well-hidden, well-protected rooms in the sub-basement, no small feat in itself without the previous activity.

All damage to living humanoids must be subdual or fully healed immediately when the hour is up. Killing is forbidden unless in retaliation for a clear breach of the rules on subdual damage. Other creatures (summoned or bound, for example) are fair game.

In summary, the PCs that support Hakija will need to do the following to succeed:

Visit areas 7, 8, 9, 11, 12 and 13 to get the tattoos

Visit areas 31, 32, 33 and 34 to get the items stored in them

This will allow them to get items from Rooms 1, 2, 3, 4, 5, 6 and 21

They also need to get the ghostly images of the items in Rooms 16, 17, 18 and 19

Finally the party needs to go to Room 20 and search to 4 sets of shelves.

Again in summary:

The items on the shelves in Room 20 can't be gained without items from rooms 1, 2, 3, 4, 5, 6, 16, 17, 18, 19 and 21

The required item in Room 21 can't be gained without an item from Room 32

The items in Room 1 can't be gained without the items from Rooms 7, 31, 32, 33 and 34

The items in Room 2 can't be gained without the items from Rooms 8, 31, 32, 33 and 34

The items in Room 3 can't be gained without the items from Rooms 9, 31, 32, 33 and 34

The items in Room 4 can't be gained without the items from Rooms 11, 31, 32, 33 and 34

The items in Room 5 can't be gained without the items from Rooms 12, 31, 32, 33 and 34

The items in Room 6 can't be gained without the items from Rooms 13, 31, 32, 33 and 34

B - If they choose to be defenders of House Loihtia, they will have to do all they can to stop Kosto Hakija and his team from gathering the paperwork they need to prove the schemes of the House. They will have just one member of the Loihtia family with them, the matriarch, Arvoitus Loihtia (half-fiend sorcerer, 16th level), and will find themselves facing a party that consists of Kosto Hakija and one ally per PC. The PCs won't know at this stage that Hakija and his party will be entering the house with golems.

The synopsis is as follows. For the purpose of this adventure, it is assumed that the PCs are fully healed and equipped with their usual adventuring gear when the *word of recall* spells go off. They will find themselves in the main room of House Loihtia on the top floor (they may know each other, they may not). The PCs will not be familiar with the house and Arvoitus Loihtia will be able to give no more than the briefest of descriptions. The PCs will then have to stop Hakija and his allies from gathering the evidence they need for 1 hour (600 rounds).

The PCs will find that Kosto Hakija and his team are well prepared and quite knowledgeable about House Loihtia, and will have their work cut out to prevent them finding the way and means to take hold of the required evidence. It is quite likely that the PCs will find out that Hakija's party is armed with golems very early in the adventure, although how many may be a surprise.

Whilst some tricks and traps are in place, the PCs will be advised to set up ambushes and devise delaying tactics rather than just enter into a straight fight. Hakija's team aren't there for that and will simply shift away from any concerted physical action, leaving such work to their golems.

All damage to living creatures must be subdual or fully healed immediately when the hour is up. Killing is forbidden unless in retaliation for a clear breach of the rules on subdual damage.

HOOKS AND INTRODUCTIONS

If played as a competitive, convention-style adventure, it is assumed that the PCs either find out about each other before the court case (if they are supporting Hakija) or know each other from previous events connected House Loihtia. Other than the broad explanation, there are no formal hooks. Introductions can take place, but they will be in the 1 hour/600 round time limit.

If the adventure is being used as part of an ongoing story arc, the hooks are similar whichever side is being supported. Suggestions are as follows.

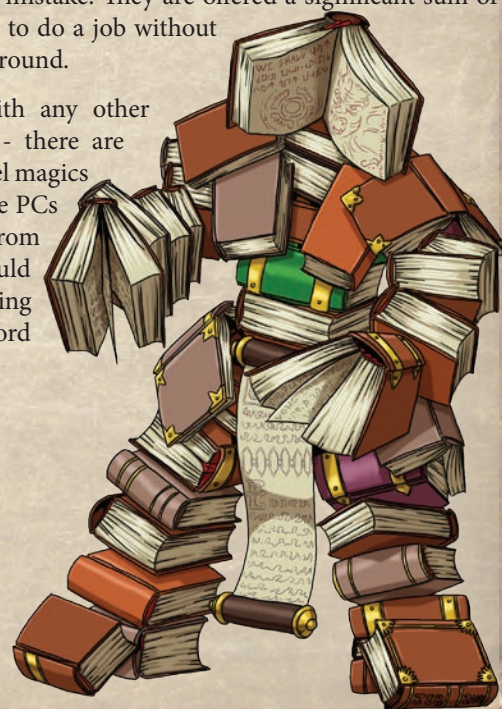
- At least one of the PCs is a clear and firm ally of either side and can call upon the other PCs to help her/him when the events take place. This PC reports directly to either Kosto Hakija or Arvoitus Loihtia and then use *word of recall* to draw the other PCs to the action.

- The PCs are aware of the court proceedings and are present when Hakija's case is heard. they can then choose which side to represent and make themselves known to the judges. This is standard practice for urban-based adventurers in Mohkba. In fact, there may well be a party that chooses to support the other side in the case present at the same time. (This is more likely for a party that wishes to support Hakija).

- In order to either repay the cost of an item gained from one side or the other OR to complete a task in order to gain a specific item or boon, the PCs make themselves available as soon as the case is finished. (This is more likely for a party that wishes to support House Loihtia).

- When either a summons from Hakija or the *words of recall* from House Loihtia hurriedly go off, the PCs are drawn in by the powerful magic by mistake. They are offered a significant sum of money on the spot to do a job without knowing the background.

Be inventive with any other hook you choose - there are powerful, high-level magics at play here and the PCs should feel this from the start. They should find themselves being tested from the word "Go!"



ADVENTURE LOCATION

The adventure is set in the Arcane Quarter of Mohkba, the capital city of Klavek. It takes place entirely within the confines of House Loihtia and its grounds.

If you intend to continue with “Shall We Not Revenge” and “The Best Laid Schemes”, then the setting expands to cover the city area around House Loihtia in the second adventure and then moves to the rooftops and sewers of a slightly wider area around the original site for the third part.

Simple/Brief Explanation

The **male WIZARD** at the beginning is the one who needs to get into the house. He needs to be there no matter what the PCs decide. He is **ALWAYS Lawful Good**.

The female **half-fiend SORCERESS** is **IN** the house, defending it from the Wizard. She needs to be there no matter what the PCs decide. She is **ALWAYS Lawful Evil**.

If the PCs choose to side with the Wizard to get into the house, the **NPCs are INSIDE the house, helping defend**.

If the PCs choose to side with the Sorceress to defend the house, the **NPCs are OUTSIDE the house with the Wizard**.

All of the statistics for the characters listed above are located in the INDEX at the end of this adventure.



A - Allies and supporters of Kosto Hakija

Kosto Hakija - wizard, 18th level (mostly interested in Conjuraction, Enchantment and Transmutation)

Combat

Kosto Hakija pg 80

Hakija has 3 clay golems and 2 stone golems available for the PCs to take control of during the search, if they wish. A PC is able to control just one golem.

If a PC is rendered unconscious or killed, the golem shuts down. If a conscious PC's golem is then destroyed, he find themselves able to go back to an unmoving golem and reactivate it. Hakija will explain this when the event arrives; he is not expecting an ally to be taken out of the equation before a golem.

Hakija has found a way to lessen the potential to go berserk in his clay golems. Every 10 rounds of non-combat a clay golem experiences reduces by 1% the cumulative chance to become berserk.

Because these clay golems are the result of Hakija's early attempts at creating these particular constructs, they are more unstable than usual. In game terms, this means the Pathfinder golems are considered to follow the same Berserk rules as the D&D 3.5 golems, but are affected by the information in the paragraph above. The reduction occurs with any non-combat activity as opposed to inactivity.

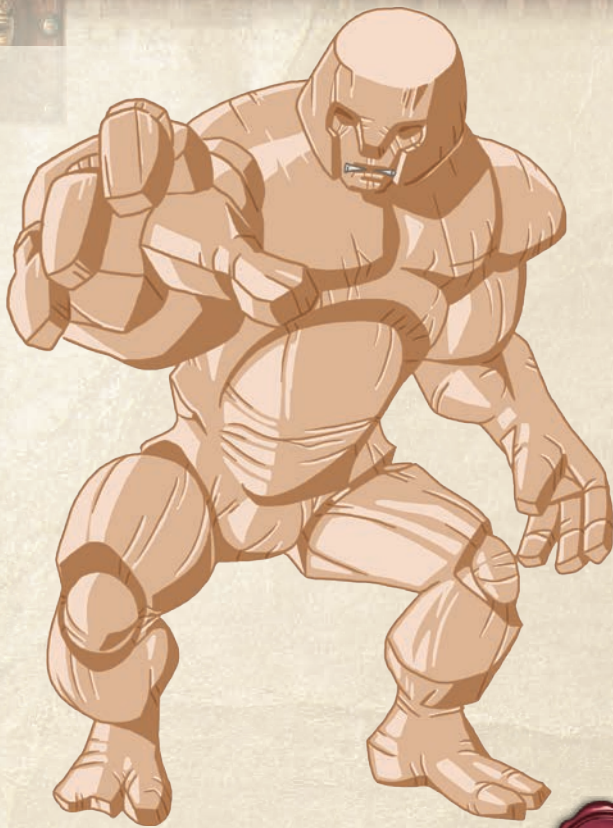
Hakija has control of an iron golem, although it does not have the poisonous gas breath weapon.

THE ADVENTURE

The building House Loihtia occupies is spread over what initially seems to be 4 floors, but is in fact 5; the ground floor, first and second floors, a basement and a sub-basement that is well-hidden. The roof of the building is steeply pitched and the loft space within occupied by at least a single creature, but probably two. The building has no windows, although there appears to be 6 on the ground floor, 8 on the first floor and 13 on the second floor. All of the outer walls and roof are lined with lead, making travel through them difficult; other than the front door, the house is a sealed cube of stone and lead.

The land around the building is roughly 8 times the area of the footprint of the house. For the purposes of this adventure, the gardens aren't used, as the required evidence is inside the house. Only the path up to the front door is described. However, Arvoitus Loihtia has trapped the way to the house itself.

The encounters for each version of the adventure will be presented in their entirety, rather than switching back and forth between each possible way of playing.



Combat

- (1) Clay Golem pg 88
- (1) Stone Golem pg 88
- (1) Iron Golem pg 89



ATTACKERS

The group leaves the court under the protection of a troop of government guards lead by a powerful cleric of the balanced law, someone who will ensure all damage is subdual or cured by the person causing it once the encounter is over. On reaching the gate into the grounds of the house, she states the following:

Read the following:

Your escort troop halts and its leader turns to face you. There is a sizable crowd watching, as the execution of the law is considered of highest importance in Mohkba. An event such as this is infrequent, but people are knowledgeable enough to recognize what is going on and will await the outcome. Indeed, bets will almost certainly be placed.

The cleric unfurls a scroll and speaks directly to the group, although her voice is loud enough to be heard by all those around, troop and crowd alike.

"The Rule of Law is hereby enacted. You are granted entry to House Loihtia for 1 hour and no more. My troop and I will wait here to escort you back to the courthouse at the end on the aforementioned hour. If you do not return to us at that time, you will be considered in breach of the ruling and a charge of guilt will be placed upon you and reparation to House Loihtia expected and demanded.

Use of teleportation into and out of the grounds is forbidden as control of movement and destinations visited are under my immediate control, and control of the court more generally. If any member of the group leaves the grounds by any means within the hour's provision, they will forfeit any right to re-entry into either the grounds or the house.

At the end of exactly 1 hour, we will escort you back through the streets of Mohkba to the courthouse, so the citizens can see the Rule of Law being fully enacted. You will be under the direct observation of me and my troop during this return. Any use of teleportation from this point to the courthouse will be in breach of the ruling, as control of movement and destinations visited is under my immediate control, and control of the court more generally. A charge of guilt will be placed upon you and reparation to House Loihtia expected and demanded.

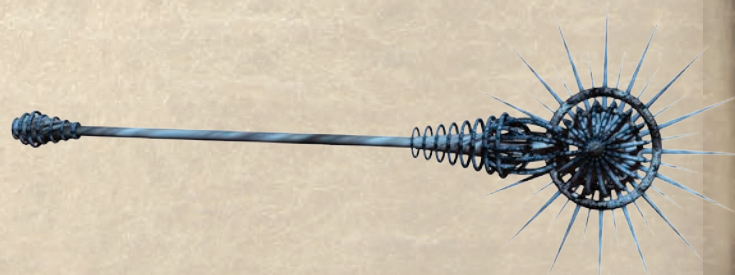
Any and all evidence brought from House Loihtia will be presented to me and be under my charge from that point onwards. These items will be the only allowable evidence at any further hearing. It will be officially stamped as required by the Rule of Law and this ruling in particular. Any further items produced as evidence will be dismissed and a charge of wasting the time of the court may be placed on the individual or individuals concerned.

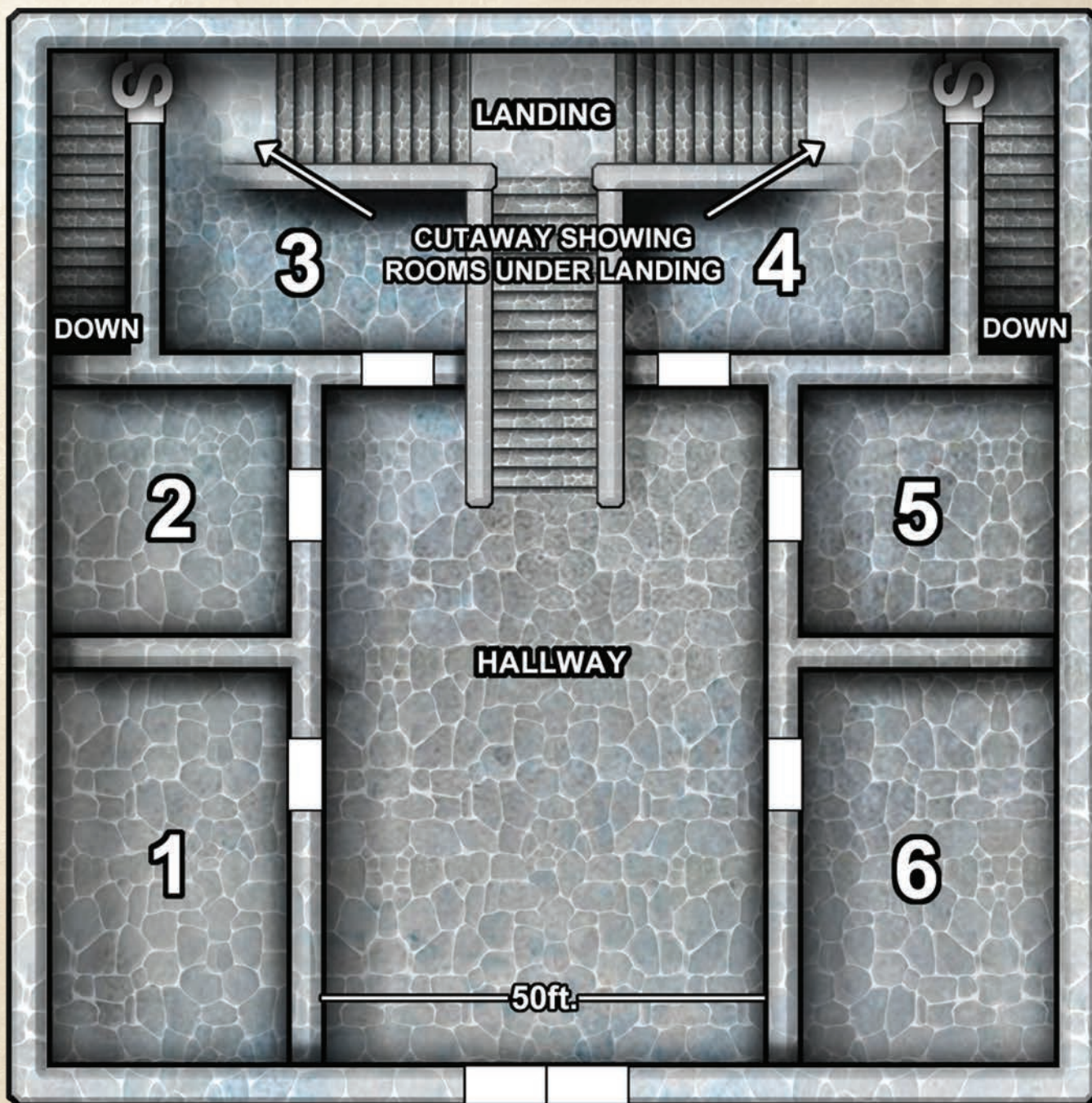
I and my troop will remain impartial throughout the next hour. We cannot and will not represent any one person or side during this time, unless that individual removes himself or herself entirely from the process of enacting the ruling. This applies to those on either side of the ruling. Your hour will start at my signal. May the Rule of Law prevail as the gods allow!"

The last sentence is truly shouted, and a roar goes up from those around you. The cleric leans in towards you as the sound rolls around the buildings and speaks much more privately.

"All of this is important, citizens. We - I - will support you every step of the way if you act within the Rule of Law. If you step out of line, we - I - will punish you as the law allows me. I cannot stress enough how use of teleportation is viewed dimly by everyone involved with this process. It is too easy for those who feel themselves beyond the Rule of Law to use it to travel elsewhere and fabricate evidence. We - I - will not allow it. Remember, you have full support of the court if you keep to this straightforward rule. The speed of the gods and the law to you all."

At that, she draws a wand from her armor and fires a single fireball into the sky. It explodes, and the hour begins.





GROUND FLOOR LEVEL

GROUND LEVEL

PATHWAY TO THE FRONT DOORS

The permit from the court allows the PCs to approach to house along the path, not stray into the grounds. The path is slabs of rock, rather than worked stone, fitted closely together except for moss-filled 4 inch by 4 inch squares spaced regularly along its length. It is a gentle “S” shape that has a massive tree in each of the bends to prevent a direct line of sight between the gate and the front doors (although that isn’t relevant at the moment as another trap is in place).

The path is approximately 170 feet long and 10 feet wide. The whole of it is one huge trap; stepping on it sets off an antipathy trap aimed at Lawful Good individuals.

Antipathy Trap

CR 10; magic device; **trigger** proximity (*detect lawful good*);

reset automatic;

Spell effect (*antipathy*, 17th level druid, DC 23 Will save partial)

Search/Perception DC 34, **Disable Device** DC 34

The party will also find that the path is lined by permanent *walls of force*, including overhead and all the way to the door into the house. Once the party is half way along the path, the entrance to it will also be closed by another *wall of force*. At this point, two *clenched fists* will appear and move towards the party. The trap can be disabled at a point in the exact middle of the pathway (85 feet along the path, 5 feet from either side).

Clenched Fists Trap

CR 11; magic device; **trigger** location; **reset** automatic;

Spell effect (*clenched fist* x 2, 15th level wizard, +29 to hit, 1d8+11 damage, Fort DC 22 to avoid being stunned)

Search/Perception DC 35, **Disable Device** DC 35

Arvoitus Loihtia casts a *screen* spell as soon as she is aware of the PCs’ approach to the house. This is powerful enough to completely affect the ground floor, first floor, second floor and basement. All rooms, when viewed through *scrying* (or similar), or seen for the first time and if the required Will save DC 24 is failed, appear to be identical, with wooden walls, heavy bookshelves full of business ledgers, and a scattering of tables and chairs throughout each room to read the ledgers from.

However, only one room is actually like this, Room 10, which is the model for all the others. But by the time they reach that room, the PCs will probably have got into the habit of disbelieving what they see, and spend valuable time trying to disbelieve what is really in front of them.



FRONT DOORS

Two massive stone doors, the exact material proving a mystery without a **Knowledge (the planes)** DC 35 or **Knowledge (architecture and engineering)** DC 40 roll, are made of Black Smoker Chimney rock from the greatest depths of a poisoned sea on Stygia. They are featureless and have no items such as a knocker or handle on them.

Carved in the lintel above the door is the House Loihtia motto; “Everywhen Shall We Give, If Thanks Is Given Everywhere”. This phrase needs to be repeated as part of the process to disarm or avoid traps throughout the house.

The doors are 12 inches thick. They each have 20 hit points per inch of thickness and hardness 10. Despite their infernal nature, they don’t have any general spell resistance, although they are invulnerable to cold damage or damage based on water. They only automatically open to those who have an invitation from a member of House Loihtia; all others have to find a way through them for themselves.

However, touching them perilous, as they deal automatic *coldfire* damage of 4d6 per round. A Reflex DC 30 save is required for half damage and to avoid becoming frozen to the door, which then means taking continuous damage until pulled free with a Strength check DC 25. This freezing effect is strong enough to get through up to 2 inches of material such as metal or cloth, rendering most armor and clothing useless as protection.

Being ripped from the door reduces the use of the relevant (e.g.) hand, arm or foot (if kicked) for 6d10 minutes. This means that either Dex is reduced by 2 (hand, arm) or movement by 10 feet per round (foot, leg).

If an item is used to touch the doors, it freezes and becomes brittle in 3 rounds or 3 blows. For every magical “plus” bonus the item has, the number of rounds or blows increases by 1. Once frozen and brittle, there is a cumulative 25% chance per round that the item will shatter into thousands of harmless pieces and simply melt away in 2 rounds.

Getting through these doors and into House Loihtia is a **CR 8 encounter**.

A *cure serious wounds* spell or higher level healing will remove this injury in just 6d10 rounds - the infernal nature of the numbing effect of the wounds take a little time to fully disappear. A *limited wish*, *wish* or *miracle* spell removes all effects immediately.

This area is 50 feet wide by 70 feet long. At the far end, a central stairway that is 20 feet wide leads up to the next floor. 6 doors lead off of this hallway. The floor is a rich mosaic of semi-precious tiles, depicting eventual order (at the edges) from chaos (a central, churning whirlpool of colour).

The centre of this mosaic is a trap, designed to keep any would-be thieves in place until guards can respond to the noise. The *mass hold monster* covers most of the hallway and is triggered when a creature gets within 10 feet of the centre of it without saying the words of the house motto. The *meteor swarm* concentrates the 4 spheres in a square in the centre of the hallway, with the blast from all of them covering the entire space and some way up the stairs.

Mass Hold Monster and Meteor Swarm Trap

CR 12; magic device; **trigger** proximity (*alarm*); **reset** automatic;

Spell effect (*hold monster*, *mass* and *meteor swarm*, 18th level sorcerer, DC 23 Will save and 4 DC 23 Reflex saves if Will save made, otherwise none)

Search/Perception DC 36, **Disable Device** DC 36 for both elements. The mass hold monster component also needs the house motto to be recited.



This area is approximately 40 feet by 25 feet, with a heavy oak door in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving food.

On the wall above the door is a mosaic of the letter "H" which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on all 4 of the cupboards in Room 20.

Around the room are shelves with hundreds of glass and clay jars, leather and silk bags, bone and wood coffers and paper packets. Each container actually has the name of its contents on it, written in the language of the source plane, but these names and contents can not be seen unless the tattoo from Room 7 and the four items from Rooms 31, 32, 33 and 34 have been obtained.

Once the name has been spoken, opening the container will reveal the appropriate kind of herb, spice, dried meat or fruit, vegetable, seasoning or bread. Some of the jars radiate faint transmutation magic; these storage vessels are found to contain liquids such as milk, wine, mead or olive oil, the magic being employed to keep them fresh. The material component for any spell that requires some kind of foodstuff to work can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt.



Players may ask if there is/why there wasn't another way to find the items, such as Knowledge (arcana). The idea here is that there is a lot to go through, rather than that there is any great mystery about what is in the container. The initial DC of the roll reflects the time need to conduct the search thoroughly rather than "knowledgeably" coming across something. It is just a long job. This applies to all of the rooms on this floor.

The initial high roll is because of the hundreds and hundreds of storage vessels in the room. Each jar will produce sufficient quantity of the contents to satisfy 6 people. It will then appear empty for the next 30 days to all who have taken or eaten the contents, unless they are a family member of House Loihtia. Unless a payment is made into an innocuous-looking fruit crate, which empties as soon as the coins, gems or whatever hits the bottom of it, (how much is left to the GM's discretion), the door out of the room remains locked, with an **Open Lock DC 32** roll required to bypass it.

As the party moves around the room, they will attacked by a pair of creatures that have positioned themselves amongst the dry goods; 2 fully advanced salt mephits sorcerers.

Combat

(2) Advanced Salt Mephit Sorcerers pg 90



ROOM 2

This area is approximately 30 feet by 25 feet, with a heavy metal door in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving gems.

On the wall above the door is a mosaic of the letter "O" which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on 2 of the cupboards (numbers 1 and 2) in Room 20.

This room is full of shelves holding plain wooden boxes of hundreds of different sizes. Each box actually has a serial number on it, but these can not be seen unless the tattoo from Room 8 and the appropriate items from Rooms 31, 32, 33 and 34 have been obtained.

Once the serial number has been quoted, opening the box boxes will find some kind of highly-worked jewel, a gem, or a rough precious stone. Some of the boxes radiate faint conjuration (summoning) magic; these storage boxes are found to contain unworked precious stones that are made of the "stuff" of various elemental planes. The material component for any spell that requires some kind of gem to work can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of storage boxes in the room. Finding a box containing an item made from elemental material is never lower than DC 40, however, as so few exist; 3 of any given element, in fact. Finding one of these stones means it can be used to replicate the material component of a spell needing the appropriate elemental material AND will act as the feat Greater Spell Penetration.

As the PCs search the room, they will find that they attract the attention of 2 fully advanced, fiendish, LE cloaklers.

Combat

(2) Advanced Fiendish Cloakers pg 90



ROOM 3

This area is approximately 45 feet by 30 feet, with a door of ironwood studded with steel in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving weapons and armour, containing an example of virtually every basic type of armor, weapon and ammunition, whether simple, martial or exotic.

On the wall above the door is a mosaic of the letter "E" which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 3) in Room 20.

However, these can not be seen, felt or heard (if struck by someone who can interact with them) unless the tattoo from Room 9 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the walls have nothing but empty hooks embedded in them or unused shelves fixed to them - the weapons and armor simply don't exist without the required items.

Once the relevant items have been gathered together by an individual, the northern wall is found to hold one example of every basic kind of armour and shield, so there are 21 items hanging from hooks embedded into the walls. The contents include an example of a:

- Armor Spikes (set)
- Banded Mail
- Breastplate
- Buckler
- Chain Shirt
- Chainmail
- Full Plate
- Half-plate
- Heavy Steel Shield
- Heavy Wooden Shield
- Hide
- Leather
- Light Steel Shield
- Light Wooden Shield
- Locked Gauntlet
- Padded
- Scale Mail
- Shield Spikes (set)
- Splint Mail
- Studded Leather
- Tower Shield

The eastern wall has an example of every kind of ranged weapon and ammunition either hanging on the wall or set on a narrow shelf.

The western wall has an example of every type of one-handed weapon resting on pairs of hooks, facing point downwards

The southern wall, which has the door in it, hold two displays. The wall nearest the eastern end of the room contains an example of each type of light melee weapon, resting on pairs of hooks, point downwards if appropriate, whilst the display closest to the western end of the room is of every type of two-handed weapon.

All items are solidly attached to the walls and cannot be moved. They all radiate a strong transmutation aura. Every item has been treated in the same way an Immovable Rod would be, so that without a code phrase to release the item (instead of a button), it stays in place. A Strength check DC 35 is required to move any item 10 feet

Immediately underneath each item is a small metal shelf with a slot cut into the middle of it, rather like the top of a voting box or a collection box. These all radiate strong conjuration (teleportation) magic if analysed. If an item is stated aloud and then the value of it is placed in the slot (as listed in the 3.5E PHB/PF CRB), one appears hovering in front of the purchaser. The time taken for the item to arrive depends on the type paid for, as follows:

Standard item = 10 rounds

Masterwork item = 100 rounds

+1 item = 1,000 rounds

+2 item = 10,000 rounds

+3 item = 100,000 rounds

+4 item = 250,000 rounds

+5 item = 500,000 rounds

Doubling the amount paid for an item cuts the time taken for it to appear by 25%.

If the PCs spend too long in this room, they attract the attention of the blacksmith that is making the items for House Loihtia; it appears through one of the slots furthest from the party. It is an advanced efreeti, but appears as a red-headed female dwarf. It won't immediately attack, but will begin to bargain with the PCs, offering exorbitant sums for their weapons and armor. If this tactic is unsuccessful it will attempt to sunder items and then steal them, fleeing back to its forge on the Elemental Plane of Fire.

Combat

(1) Advanced Efreeti pg 91

The secret door in the northwestern corner can be found with a Search/Perception DC 32 check. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is 5 feet wide and 7 feet high.

ROOM 4

This area is approximately 45 feet by 30 feet, with a door made of exotic teaks and mango woods, studded with examples of the most common metals, in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving woods and metals, of which there are many hundreds of examples pinned to the wall in the shape of plaques, each exactly 1 inch by 2 inches.

On the wall above the door is a mosaic of the letter "N" which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 3) in Room 20.

However, these can not be handled unless the tattoo from Room 11 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the pieces have an almost ethereal quality, fading out of existence and seeming to retreat from a PC who looks directly at a plaque and tries to touch it.

Once the relevant items have been obtained, it becomes possible to interact the metals and woods; touching any one of these pieces will sound an entirely individual note, many of which are completely "otherworldly" in their tone and pitch. Any bard that touches 6 or more pieces of metal, and then stays in this room for more than 2 minutes, will have to make a Will save DC 25. If the save is made, she will find that a random spell from those she has used that day has re-entered her mind; it becomes a spell the bard can cast in addition to her daily limit. If the save is failed, a random spell from those she has memorised for the day will have left her mind.

Some of the pieces of metal radiate faint divination magic; these pieces are formed of the "stuff" of various elemental planes. A substitute material component for any divination spell that requires some kind of mirror or reflective surface to work, or any spell that requires plant material as a component or divine focus, can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of pieces of metal and wood in the room, but there are enough examples of "otherplane" material, particularly from the elemental plane of earth and the layers of Acheron, detritus from the endless wars.

If the PCs spend more than 8 rounds in this room, they will attract the attention of 2 advanced elder xorn with 21 HD. These creatures are keen to eat magical metal and will do so at a prodigious rate, given the chance. They concentrate their attacks on the PCs with the armor giving off the most obvious magical aura or seeming to offer the greatest protection.

Combat

(2) Advanced Elder Xorn pg 92

The secret door in the northeastern corner can be found with a Search/Perception DC 32 check. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is 5 feet wide and 7 feet high.

ROOM 5

This area is approximately 30 feet by 25 feet, with a door made out of hardened translucent glass that glows with the seven prismatic colors in the middle of the wall linking the room to the hallway. This room is “windowless”, and the light is a soft ultraviolet that is used to keep the contents fresh. It is a trading room, dedicated to deals involving alchemical substances.

On the wall above the door is a mosaic of the letter “A” which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 4) in Room 20.

The room is full of hundreds of diminutive *floating disc*-type saucers, each with a different substance on it. Each of these is generally in liquid or powdered form, although there are some gases as well, perhaps 1 in 50 items. Many of them are materials that even high-level PCs may not have come across, as they are from dozens (possibly hundreds) of other planes. However, these discs can not be handled or experienced in any way unless the tattoo from Room 12 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the discs and their contents simply don’t exist for an individual, although they may do so for a companion standing right next to him.

After the relevant items have been collected, a PC is able to touch the saucers that bob gently in the air. A dish can be grasped and the contents poured into a receptacle - a vial, a bottle, even straight into someone’s mouth. If the substance is tipped straight onto the floor, it somehow seeps into the fabric of the house after just 1 round. Once the saucer is released, it floats back to its original position and sits there. Its contents will reappear in 12d4 hours.

(The effect of any particular substance can be up to the GM, but much of what is here will act like a random potion once it comes into contact with liquid. Bear in mind that the result of coming into contact with water may well be very different to that of coming into contact with, say, alcohol. Be creative if your players begin to experiment.)

If 2 substances are introduced to a creature’s body, there is two thirds-to-one third chance that the result will be equal to either a *cure minor wounds* or *inflict light wounds*. 3 substances is equal to *cure light wounds* or *inflict moderate wounds*; 4 substances equals *cure moderate wounds* against *inflict serious wounds*; 5 substances is equal to *cure serious wounds* against *inflict critical wounds*. Any more than 5 substances leads to the need to roll a Fortitude save DC 35 of the PC falls unconscious for a number of rounds equal to twice the amount the roll was missed by. The mix of substances only takes effect 2 rounds after the last item is introduced to the body (i.e. there needs to be 2 rounds free of substance ingestion before the mix of other substances produces an effect.). ALL these effects are the same if a PC mixes items into water/another liquid and turns them into a potion, no matter what the usual effect of combining items might be. It takes real time and effort to use them to make accurate potions, and just combining components on the spot produces effects as listed above.

The material component for any alchemical endeavor can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of saucers in the room.

If the PCs disturb more than 10 saucers without initially quoting the house motto, they begin a chain reaction within the room. Firstly, the substances produce an invisible miasma, a contagious power that has an independent life of its own and immediately assaults the PCs and imbues the PCs with their own nightmare. The creature then interacts with the doorway; this triggers a room-filling trap of light. Finally, the results of the first 2 traps combine to give the creature physical form, that of a phasm, which exists for just 5 rounds before dissipating, but fights ferociously during that time.

Weird and Heightened Prismatic Spray Trap



CR 12; magic and alchemical device; **trigger** inhaled; **reset** partial manual (*weird*), partial automatic (*heightened prismatic spray*);

Spell effect *weird* and *prismatic spray* (*heightened* to 9th level), 18th level sorcerer, DC 23 Will save (*weird*) and various DC 23 saves (*prismatic spray*)

Perception DC 36, Disable Device DC 36 for both elements. The *weird* component also needs the house motto to be recited.

Combat



(1) Advanced Phasm pg 93



ROOM 6

This area is approximately 40 feet by 25 feet, with a door of bone studded with pieces of claw and horn in the middle of the wall linking the room to the hallway. This room is “windowless”, and the light is a cold glow from hundreds of translucent cubes of ice that are used to keep the contents fresh. It is a trading room, dedicated to deals involving parts of creatures.

On the wall above the door is a mosaic of the letter “T” which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 4) in Room 20.

The first 3 feet from the walls of the room, which is just below the freezing point of water, are full of hundreds of diminutive, translucent, floating ice cubes, each with a 12-inch stem hanging from it which seems to act as a keel. Every cube has a different piece of a creature in it. Each of these contents is generally in its original physical or liquid condition, although there are some gases and powders as well, perhaps within 1 in 100 cubes. Many of them are creature parts that even high-level PCs may not have come across, as they are from dozens (possibly hundreds) of other planes.

However, these contents can not be handled or experienced in any way unless the tattoo from Room 13 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the contents simply don’t exist for an individual, although they may do so for a companion standing right next to him.

If tested, each cube radiates faint necromantic magic, as a variation of *gentle repose* keeps all of the pieces of creatures fresh and useable. The material component for any spell that requires some kind of piece of creature to work can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of ice cubes in the room.

Two events can be encountered in this room, depending on what items have been previously collected. If a PC can only experience the cubes, then after 10 rounds in the room, each of the hundreds of cubes fires off a small portion of itself towards the middle of the room. This trap acts as a cross between a *blade barrier* and an *ice storm*.

Blade Barrier and Ice Storm Trap

CR 10; magic device; **trigger** timed location; **reset** automatic;

Spell effect (variation of *blade barrier* and *ice storm*, 15th level water cleric, 8d6 slashing, 7d6 cold; DC 20 Reflex save (slashing damage), none for cold damage)

Perception DC 32, Disable Device DC 32. The house motto to be recited as part of the disabling process.

If a PC can experience the cubes and their contents, then after 10 rounds in the room, each of the hundreds of cubes excretes a tiny amount of its contents, which flow towards the middle of the room in 2 rounds and form into a fully advanced flesh golem (27 HD). This acts as *summon monster IX* trap. It was originally designed to have multiple uses, but is now limited to only one reset per day. There is also one of these creatures in Area 22.

Summon Monster IX Trap

CR 10; magic device; **trigger** timed location; **reset** automatic (once per day only);

Spell effect (*summon monster IX*, 18th level sorcerer, fully advanced flesh golem (27 HD), no save)

Perception DC 32, Disable Device DC 32. The house motto needs to be recited as part of the disabling process

Combat

Advanced Flesh Golem pg 94



STAIRWAY

This stairway starts about 60 feet from the front door. At its base it is 10 feet wide, but by the landing, it has become 20 feet wide, with deep treads and a rich, purple carpet. Once it reaches through to the next floor, it sweeps to both the left and right, so that the walkway above can be accessed in either direction.

These stairs are the first place that the players will encounter Arvoitus Loihtia's *guards and wards* spell, which extends onto the landing at the top of these stairs and then to the walkway around the rooms on the 1st floor.

The stairs are covered in thick web, as per the spell. Once a PC moves 10 feet into the web, or is 20 feet from the landing, she triggers an *incendiary cloud* trap that has been placed there by Arvoitus Loihtia, who used a scroll.

Incendiary Cloud Trap

CR 10; magic device; **trigger** proximity (*alarm*); **reset** automatic;

Spell effect (*incendiary cloud*, 18th level sorcerer, 4d6/round for 18 rounds, DC 23 Reflex save for half damage)

Perception DC 34, **Disable Device** DC 34

This ignites the web for additional potential damage to PCs on the stairs. The smoke from this blends with the obscuring fog from the *guards and wards*.

SECRET STAIRWAY 1

The secret door onto the stairway from the northwestern corner of Room 3 can be found with a **Perception check DC 30**. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is about 5 feet wide and 7 feet high.

The stairway descends about 15 feet to a narrow walkway that is pitch black. The walls are smooth and featureless on a cursory inspection, although the method to switch off the various traps along the stairway are embedded into it.

The 2nd, 3rd, 5th, 7th, 11th and 13th stairs are all trapped in exactly the same way. However, whilst they are fairly easily spotted, they are difficult to disarm and are designed to waste time more than anything.

Fusillade of Greenblood Oil Darts Trap

CR 7; mechanical; **trigger** location; **reset** manual;

Attack +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 5-ft.-by-20-ft. area);

Perception DC 20, **Disable Device** DC 30

Anyone who decides to jump to the bottom of the stairs to avoid these traps is in for a surprise; floating in the the 5 feet-by-15 feet area immediately in front of the stairs is a dread wraith, laying parallel with the floor.

Combat

Dread Wraith pg 94

SECRET STAIRWAY 2

The secret door onto the stairway from the northwestern corner of Room 3 can be found with a Search/Perception DC 30 check. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is about 5 feet wide and 7 feet high.

The stairway descends about 15 feet to a narrow walkway that is pitch black. The walls are smooth and featureless on a cursory inspection, although the method to switch off the various traps along the stairway are embedded into it.

The 4nd, 6th, 8th, 12th, 14th and 15th stairs are all trapped in exactly the same way. However, whilst they are fairly easily spotted, they are difficult to disarm and are designed to waste time more than anything.

Fusillade of Greenblood Oil Darts Trap

CR 7; mechanical; **trigger** location; **reset** manual;

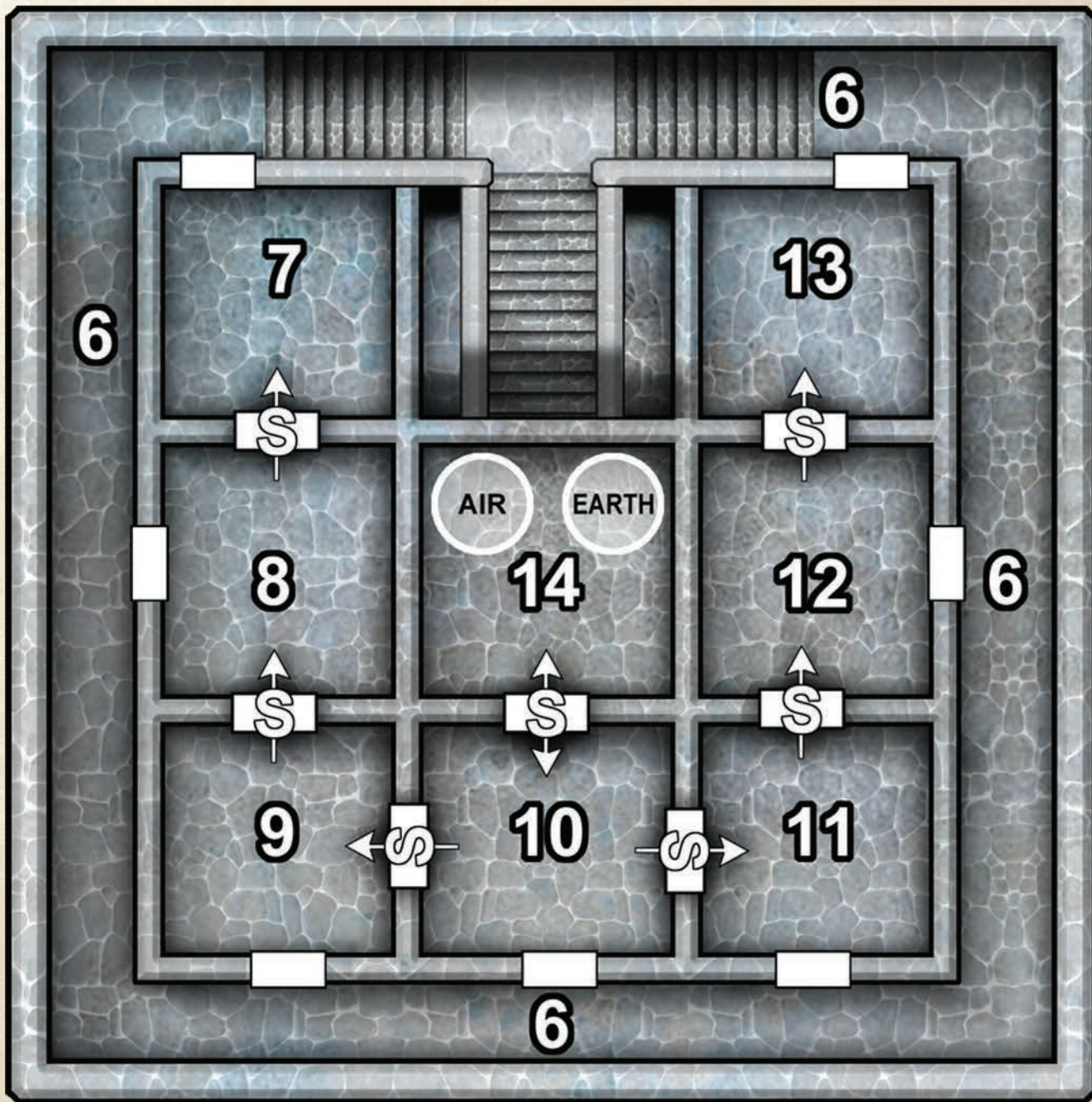
Attack +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 5-ft.-by-20-ft. area);

Perception DC 20, **Disable Device** DC 30

Anyone who decides to jump to the bottom of the stairs to avoid these traps is in for a surprise; floating in the 5 feet-by-15 feet area immediately in front of the stairs is a dread wraith, laying parallel with the floor.

Combat

Dread Wraith pg 94



FIRST FLOOR



FIRST FLOOR LANDING

This is the site of the proximity trigger for the *incendiary cloud* trap that explodes on the stairway. It is also the site that is subject to the *confusion* component of the *guards and wards* spell, so some PCs may well turn in the wrong direction, with the subsequent conversation taking up precious time.

When the effects of the *incendiary cloud* trap begin to clear, and the party begins to deal with the *guards and wards*, a fully advanced dark naga will begin to attack them from a permanently invisible platform at roof level above the landing. The creature wears a *tailbracer of invisibility* and is shrouded in darkness unless the PCs have a strong source of light, making the origin of its attacks difficult to establish in the distracting circumstances. If the party inadvertently splits as a result of the *confusion*, the naga will follow the group with fewest members.

Combat

(1) Advanced Dark Naga pg 95



WALKWAY

Will-o-Wisp The western, southern and eastern walkways are all obscured by the *fog* element of the *guards and wards* spell. The eastern and western corridors have the *stinking cloud* component of the *guards and wards* spell set up exactly half way along them

All the doors leading off of the walkways are affected by the *arcane lock* and lost elements of the *guards and wards* spell.

A full string of will-o'-wisps live on the walkways. When first viewed, a party may mistake them for the *dancing lights* element of the *guards and wards* spell.

Combat

(4) Will-o'-Wisp pg 96



Rooms 7 to 13 are permanently under the effect of a powerful illusion. They each seem to be part of a much larger open air environment, one that represents the countryside around Mohkba. The illusion is so powerful that, given time, a person can walk from one area to another and reappear in another room - this is an unintended side effect of the magic that no-one has been able to properly explain; it is as if the arcane energy needed to complete the original illusionary requirements was sufficient to make a permanent link to the demi-plane of illusion and/or dreams, if one exists...



There seems to be no way to "disbelieve" the illusion "out of existence"; *wishes* and *miracles* have been tried in individual rooms, but the other 6 seem to bleed their energy back into the one that is being affected immediately the *wish* or *miracle* is cast and dispels the illusion. No one has attempted to cast 7 *wishes* or *miracles* simultaneously in all 7 rooms. If they did, the casters would find themselves transported to Ondtland on Gehenna. This is the realm of Loviatar, whom Arvoitus Loihtia worships. The GM can use this information for further adventures if she wishes.

In almost all of these rooms, the PCs have the initiative - the creatures are used to strangers appearing, although they are usually accompanied by Arvoitus Loihtia, and are quite curious. Whilst this doesn't mean they willingly hand themselves over, they don't attack the PCs. The exceptions to this are the dire lions, as detailed in Room 10.

ROOM 7

This square, stone room is just over 25 feet per side and 15 feet high. The door in the north wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**.

The secret door can only be found by a PC when all 6 tattoos have been gathered. It appears as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped ebony scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of an orchard containing apple and pear trees, stretching into the distance. The pieces of ebony change to fallen fruit that is partially rotten, and from this dozens of silver flies begin to rise.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable rock) and the orchard becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

ROOM 8

If the PCs are curious about the flies, a **Perception DC 15** roll reveals that they are all about an inch long and silver in color. If a **Perception DC 28** roll is made, the PC can see that one fly is ebony. The flies are disturbed by the presence of the PCs, but don't attack in any way, preferring to try and land on the now many pieces of partially rotten fruit. The fruit is illusionary, but appears real.

What the PCs need to do is each catch hold of the *ebony fly*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful, unless a tool or magic are employed - in this instance, there is no attack of opportunity chance, although a touch attack is required.

If they scan the cloud of flies, the *ebony fly* radiates magic (moderate transmutation), and they can use this technique to pinpoint the required *ebony fly's* position in the cloud. Once it is caught, a PC needs to take hold of it firmly; when they do, a tattoo of it appears above their lips, the point food enters the body. Once caught, it can be passed from PC to PC.

This tattoo is required to see items in Room 1. It can only be seen on a person by someone else who has the tattoo themselves.

The *ebony fly* has the following statistics relevant to the encounter:

Size/Type: Fine Vermin

Hit Dice: 1/8 d8 (1 hp)

Armor Class: 21 (+8 size, +5 Dex), touch 21, flatfooted 18

Base Attack/Grapple: +0/-21

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 1, Dex 21, Con 10, Int 2, Wis 10, Cha 1

Skills: Hide +21, Listen +6*, Move Silently +9, Spot +6*

Feats: Alertness

*A fly has a +4 racial bonus on Spot and Listen checks

It is the symbol they need to view the items in Room 1. However, the *ebony fly* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the food items in Room 1.

If the PCs walk in any direction for three minutes, they find themselves in the illusion that covers Room 8. Of course, it is quicker to leave this area, go back to the original room and find the next door, but the players aren't to know this when they first move around the illusion.

This square, stone room is just over 25 feet per side and 15 feet high. The door in the west wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. they each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped onyx scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a light woodland of birch trees, stretching into the distance. The pieces of onyx change to partially-chewed bones, and moving towards them are about a dozen or so dogs.

If the party leaves the door to the room open, the image stays hazy and just out of reach,. If the door is closed, it disappears behind the last person (becoming part of a large, memorable oak that seems out of place here) and the light woodland becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the animals, a **Perception DC 15** roll reveals that they are all about the size of a riding dog and chocolate brown in color. If a **Perception DC 28** roll is made, the PC can see that one is dark onyx in hue. The dogs are curious about the presence of the PCs, but don't attack in any way, preferring to sniff at the bones to choose the right one. The bones are illusionary, but appear real.

What the PCs need to do is stroke the *onyx dog*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful - in this instance, there is no attack of opportunity chance but a touch attack is required (and rather than just a touch attack, the grapple/stroke has to be a definite action, not a fleeting caress) - unless a tool or magic are employed. If they scan the pack of dogs, the *onyx dog* radiates magic (moderate transmutation), and they can use this technique to pinpoint the required dog's position in the pack. Once it is identified, a PC needs to stroke it; when they do, a tattoo of fur appears over the 4 fingers of both their hands, between the knuckles and the next joints, in the place where bejeweled rings might be worn.

This tattoo is required to see items in Room 2. It can only be seen on a person by someone else who has the tattoo themselves.

The *onyx dog* has the following statistics relevant to the encounter:

Size/Type: Medium Animal

Hit Dice: 2d8+4 (13 hp)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+3

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*

Feats: Alertness, TrackB

It is the symbol they need to view the items in Room 2. However, the *onyx dog* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the gems, jewels and unworked stones in Room 2.

If the PCs walk in any direction north of the west-east line for three minutes, they find themselves in the illusion that covers Room 7; south of this line for the same period takes them to the illusion that covers Room 9. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

ROOM 9

This square, stone room is just over 25 feet per side and 15 feet high. The door in the south wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the east wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped marble scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a savannah of extremely tall grasses, more than 15 feet high, stretching into the distance. The pieces of marble change to chunks of crushed armor and weapon handles; moving through the grass is a memory of elephants, about a dozen strong.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable termite mound

that appears out of nowhere) and the tall grass of the savannah becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the elephants, a **Perception DC 15** roll reveals that they are all gray in color. If a **Perception DC 28** roll is made, the PC can see that just one is a mix of white and gray in hue. The elephants are nervous about the presence of the PCs, but don't attack in any way, preferring to move around the armor and weaponry in order to search for fresh grass to eat. The martial items are just illusionary, but appear real.

What the PCs need to do is grasp the trunk of the *marble elephant*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful, unless a tool or magic are employed - in this instance, there is no attack of opportunity chance but a touch attack is required. Approaching the elephant with a clump of grass or other suitable food in hand gives the PC a +5 bonus to the grapple check. If they scan the memory of elephants, the *marble elephant* radiates magic (moderate transmutation), and they can use this technique to pinpoint the required elephant's position in the memory. Once it is identified, a PC needs to grasp it; when they do, a tattoo of it appears over their entire backs and shoulders, where protective armor would be worn and the largest weapons carried.

This tattoo is required to see items in Room 3. It can only be seen on a person by someone else who has the tattoo themselves.

The *marble elephant* has the following statistics relevant to the encounter:

Size/Type: Huge Animal

Hit Dice: 11d8+55 (104 hp)

Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+26

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Skills: Listen +12, Spot +10

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

It is the symbol they need to view the items in Room 3. However, the *marble elephant* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the arms and armor in Room 3.

If the PCs walk in any direction north of the west-east line for three minutes, they find themselves in the illusion that covers Room 8; walking east of the north-south line for the same period takes them to the illusion that covers Room 10. Any other direction leads them into an endless plain of tall grass. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

Room 10

This square, stone room is just over 25 feet per side and 15 feet high. The door in the south wall is also made of stone and requires a **Strength check DC 22** to open. The secret doors in the east and west walls can be opened from this room at any time after each has been found with a **Perception check DC 25**. The secret door in the north wall can be opened from this room, but requires a **Perception roll DC 28** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of bone scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a scrubby desert, stretching into the distance. The pieces of bone remain just that, although they appear to have a more humanoid form. As the party stand and watch, a full pride of dire lions appears.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable baobab tree that appears out of nowhere) and the scrubby undergrowth of the desert-like conditions becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the lions, a **Perception DC 15** roll reveals that they are all sandy in color. If a **Perception DC 28** roll is made, the PC can see that two are more golden in hue. The lions are unhappy about the presence of the PCs, and seem to be making ready to attack. The bones are mostly illusionary, but appear real. However, a handful are genuine, the remains of the last victim.

What the PCs need to do is distract all of the non-figurine creatures and claim the resultant treasure, a pair of *golden lions*, which consists of two traditional *figurines of wondrous power*. If they scan the family of lions, it radiates magic (moderate transmutation), and they can use this technique to pinpoint the required lions' position in the pride. Once the pair is identified, the PCs need to distract the living lions and touch the two that are *figurines*. The moment they do, the *figurines* become just under 2 inches long. When both *figurines* are this size, the rest of the pride withdraws. However, before then, the living lions will attempt to grapple with anyone who attempts to touch the full-sized *figurines*, whilst the two lions that are the *figurines* will move to have the rest of the pride positioned between them and the PCs.



Combat

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If the *golden lions* are taken, they are replaced within 2d2 plus 3 hours. The remaining real dire lions are replaced 2d2 plus 3 minutes, but they won't follow the PCs if the party decides to walk on through the landscape.

If the PCs walk in any direction west of the north-south line for three minutes, they find themselves in the illusion that covers Room 9; walking east of the north-south line for the same period takes them to the illusion that covers Room 11. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

ROOM 11

This square, stone room is just over 25 feet per side and 15 feet high. The door in the south wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the west wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of silver hanging in the air. As they walk further into the room, the walls begin to fade away and another scene appears, that of the branches of a colossal fir tree, somewhere towards the top of it. The pieces of silver change to twigs and needles in the tree, seemingly made of the thinnest metals and wood, thin enough to bend and flutter in a breeze; flying through the air around these topmost branches is a storytelling of ravens, about 30 or so strong.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of the tree trunk close to the branch the party is standing on) and the branches of the tree become much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the ravens, a **Perception DC 15** roll reveals that they are all light black in color. If a **Perception DC 28** roll is made, the PC can see that just one is silver in hue. The ravens are nervous about the presence of the PCs, but don't attack in any way, preferring to move around the branches in order to search for insects to eat. The whole scene is illusionary, but appears very real, including the 200 feet between where the PCs are standing and the ground. Unless a PC begins to worry over the potential fall, they don't need to make an **Acrobatic check**; the moment they do start to think about it, they have to make a check that is DC 5 + the number of rounds he has been considering it. The check is made every round the potential fall or height above ground is mentioned. If a PC fails the save, he believes he has fallen - taking 20d6 damage! What actually happens is that the PC "shocks" himself into believing he's taken the damage and his brain shuts down; he will be unconscious/comatose for 10 minutes minus his Con bonus, appearing to be dead. Only a *wish* or *miracle* will bring them round.

What the PCs need to do is momentarily grasp the tail feathers of the *silver raven*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful - in this instance, there is no attack of opportunity chance but a touch attack is required. (and rather than a touch attack, the grapple/grasp has to be a definite action, not a fleeting caress) - unless a tool or magic are employed. If they scan the storytelling of ravens, the *silver raven* radiates magic (faint enchantment and transmutation), and they can use this technique to pinpoint the

required raven's position in the storytelling. Once it is identified, a PC needs to touch the tail; when they do, a tattoo of it appears over base of their entire hands and feet. Once grasped it can be passed from PC to PC.

This tattoo is required to see items in Room 4. It can only be seen on a person by someone else who has the tattoo themselves.

The *silver raven* has the following statistics relevant to the encounter:

Size/Type: Tiny Animal

Hit Dice: ¼ d8 (1 hp)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-13

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +5, Spot +7

Feats: Alertness, Weapon FinesseB

It is the symbol they need to view the items in Room 4. However, the *silver raven* isn't an actual figurine; its enchantment and transmutation energies are maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the other forces are now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the woods and metals in Room 4.

If the PCs walk in any direction north of the west-east line for three minutes, they find themselves in the illusion that covers Room 12; walking west of the north-south line for the same period takes them to the illusion that covers Room 10. Any other direction means they continue to walk in an endless forest of fir trees. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

ROOM 12

This square, stone room is just over 25 feet per side and 15 feet high. The door in the east wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped serpentine scattered across the floor. As they walk further into the room, the walls begin to

fade away and another scene appears, that of a thick wood at dusk, stretching into the distance. The pieces of serpentine change to small woodland creatures that are feeding in the undergrowth. If the PCs look up, they see an owl ghosting through the trees towards them.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable termite mound that appears out of nowhere) and the woodland becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the owl a **Perception DC 25** roll reveals that it is a mix of olive green and a deep, dark blue in color, although individual feathers display further hues. Once it lands, the owl is curious about the presence of the PCs, but doesn't attack in any way, preferring to watch the undergrowth for something to eat. The rodents are illusionary, but appear real, not least because they all quickly begin to scurry away when the owl settles on the branch above the PCs' heads.

What the PCs need to do is each feed the *serpentine owl* one of the serpentine rodents. The owl is actually a variation of the traditional *figurine of wondrous power*, whilst the rodents are illusionary, as stated. If they scan the owl, it radiates magic (moderate transmutation).

The PCs need to grab a serpentine rodent in order to feed the owl. This DOES need a touch attack (which provokes an attack of opportunity) and then a grapple check to be successful, as the creatures scurry about and use the undergrowth as cover, unless a tool or magic are employed. If they scan the rodents, they also radiate magic, but only faint illusion. However, they can use this technique to pinpoint the required rodents' position in the undergrowth, remembering that they have to believe the creatures are real; if they disbelieve them, they instantly disappear and another has to be found. Once a rodent is identified, a PC needs to grasp it and feed it to the owl, which will willingly take it from a PC; when the owl does eat it, a tattoo of it appears over the PC's entire head.

This tattoo is required to see items in Room 5. It can only be seen on a person by someone else who has the tattoo themselves.

A rodent that each PC needs to feed to the *serpentine owl* has the following statistics relevant to the encounter:

Size/Type: Tiny Animal

Hit Dice: ¼ d8 (1 hp)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-12

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Balance +10, Climb +12, Hide +16, Move Silently +10, Swim +10

Feats: Stealthy, Weapon FinesseB

It is the symbol the PCs need to view the items in Room 5. However, the *serpentine owl* isn't an actual *figurine*; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the discs and their contents in Room 5.

If the PCs walk in any direction north of the west-east line for 3 minutes, they find themselves in the illusion that covers Room 13; walking south of the west-east line for the same period takes them to the illusion that covers Room 11. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.



ROOM 13

This square, stone room is just over 25 feet per side and 15 feet high. The door in the north wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**.

The secret door can only be found by a PC when all 6 tattoos have been gathered. It appears as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped bronze scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a mountain path heading out of a thick forest at the tree line and onto a ledge before the path narrows to a goat trail. The range of mountains stretches into the distance. The pieces of bronze change to individual feathers and scraps of fur; flying above the ledge is a full pride of griffons, heading towards three nests. The pride is made up of 1 male, 3 females and 6 cubs.

If the party leaves the door to the room open, the image stays hazy and just out of reach, but if the door is closed, it disappears behind the last person (becoming part of a large, memorable sequoia that somehow marks the boundary of the tree line) and the nests on the ledge much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the griffons, a **Perception DC 15** roll reveals that they are all golden in color. If a **Perception DC 28** roll is made, the PC can see that just one is actually bronze in hue - the male, in fact. The griffons are curious about the presence of the PCs, but don't attack in any way, preferring to settle on the nests and eat what they have in their claws. The feathers and fur scattered about the ledge are illusionary, but appear real.

What the PCs need to do is each gain a feather from the *bronze griffon*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful, unless a tool or magic are employed - in this instance, there is no attack of opportunity chance but a touch attack is required. When they go to do this, the entire pride rises into the air and flies around the players, buffeting them with wings and chests, but not harming them. If they scan the pride of griffons, it radiates magic (moderate transmutation), and they can use this technique to pinpoint the required griffon's position in the pride. Once it is identified, a PC needs to grab a wing feather; when they do, a tattoo of it appears over their entire arms.

This tattoo is required to see items in Room 6. It can only be seen on a person by someone else who has the tattoo themselves.

The *bronze griffon* has the following statistics relevant to the encounter:

Size/Type: Large Animal

Hit Dice: 7d10+21 (59 hp)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +7/+15

Saves: Fort +8, Ref +7, Will +5

Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8

Skills: Jump +8, Listen +6, Spot +10

Feats: Iron Will, Multiattack, Weapon Focus (bite)

It is the symbol they need to view the items in Room 6. However, the *bronze griffon* isn't an actual *figurine*; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the arms and armor in Room 6.

If the PCs walk in any direction for three minutes, they find themselves in the illusion that covers Room 12. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

Rooms 14, 15 and 21 have teleporters in them to get to other floors in the house. Whilst teleportation doesn't work into or out of the house, nor within many of the rooms due to their magical protection, these transporters always work, unless magically disabled by *mage's disjunction* or similar.



Room 14

This square, stone room is just over 25 feet per side and 15 feet high. Once it has been found with a **Perception check DC 25**, the secret door in the south wall can be opened from this room at any time with an **Disable Device check DC 25**.

The secret door can only be found by a PC when all 6 tattoos have been gathered, but this should've been done before entering Room 14.

When the party first looks into this room, it is completely bare. Only when the secret door has been closed, and it automatically re-locks, does anything become apparent. Embedded in the floor against the north wall are two symbols, one representing air and one representing earth.

The air symbol is a transporter out of this room and into Room 15. A PC who stands on it and recites the house motto will find herself on the earth symbol in Room 15, which is directly above Room 14.

Any PC that steps onto the air symbol without reciting the house motto will activate an *elemental swarm (air)* trap after 1 round.

Elemental Swarm (Air) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (air)*), 17th level druid, air elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32



The earth symbol is the transporter into this room from Room 15. If anyone steps off of it after coming from Room 15, nothing happens. However, anyone who steps onto it having come into the room by any way other than the air transporter from Room 15 immediately activates an *elemental swarm (earth)* trap.

Elemental Swarm (Earth) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (earth)*), 17th level druid, earth elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32



Top Floor

Room 15

This square, stone room is just about 30 feet per side and 15 feet high. Once it has been found with a **Perception check DC 30**, the secret door in the north wall can be opened from this room at any time with an **Disable Device check DC 30**.

When the party first arrives into this room on the earth symbol in the north-eastern corner, it is completely bare. Only when a PC steps off the earth symbol, does anything become apparent. Embedded in the floor against the north-western wall is an air symbol, identical to the one in Room 14. There is a single door made of cold iron in the east and west walls, and two made of adamantine in the south wall. Each of the doors is *arcane locked* as well as having an established lock that requires an **Disable Device check DC 30** to open.

The air symbol is a transporter out of this room and into Room 21. A PC who stands on it and recites the house motto will find herself on the earth symbol in Room 21, which is directly above Room 15.

Any PC that steps onto the air symbol without reciting the house motto will activate an *elemental swarm (air)* trap after 1 round.

Elemental Swarm (Air) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (air)*), 17th level druid, air elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32



The earth symbol is the transporter into this room from Room 15 and the way out to Room 14. If anyone steps off of it after coming from Room 15, nothing happens. If anyone arrives on it from Room 21 and just stands there for 2 rounds, they get taken to Room 14. However, anyone who steps onto it without reciting the house motto activates an *elemental swarm (earth)* trap after 1 round.

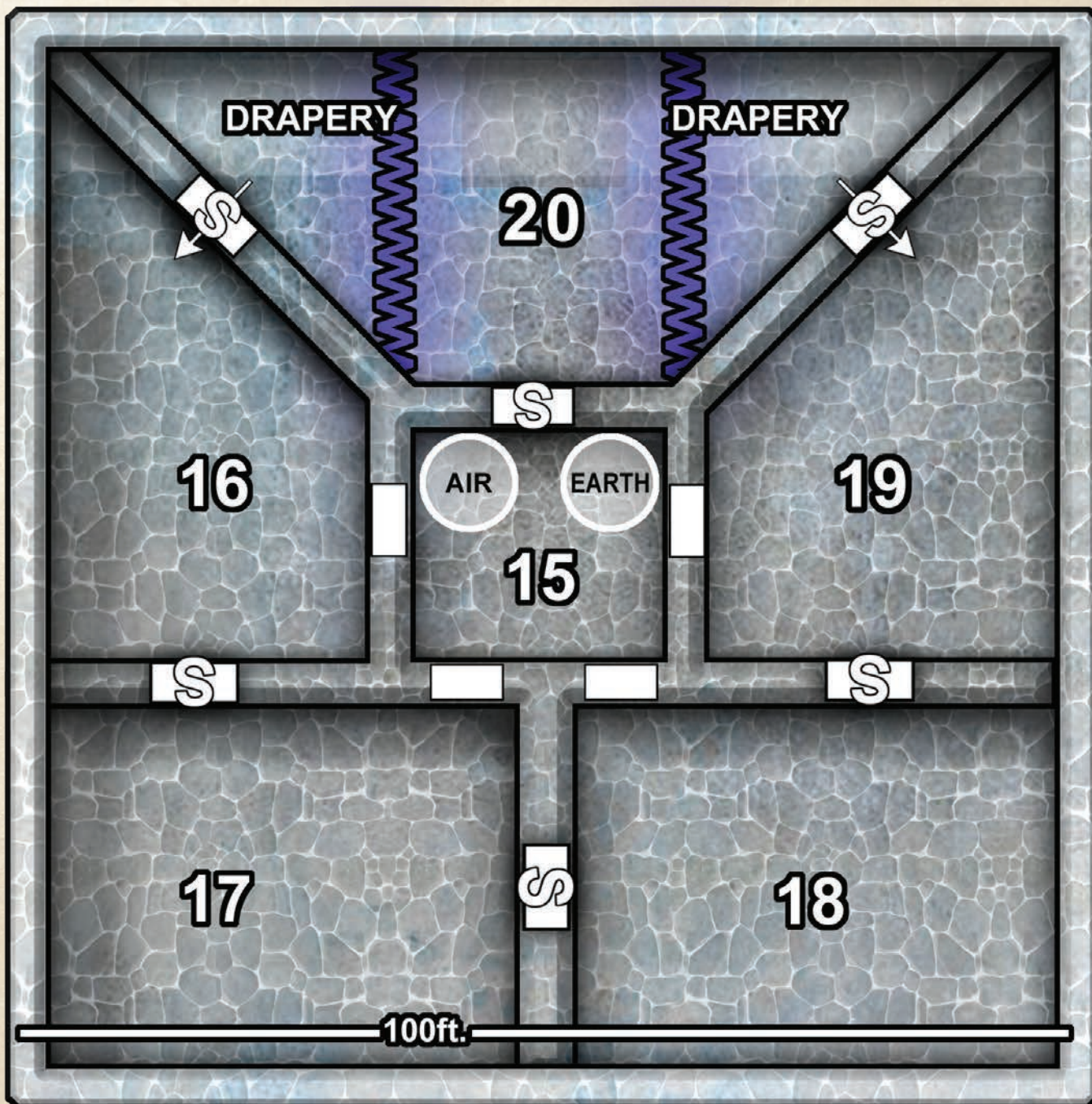
Elemental Swarm (Earth) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (earth)*), 17th level druid, earth elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32





TOP FLOOR

ROOM 16

This room is clearly a chamber of rest and relaxation. It is clean, tidy, and quite luxuriously appointed. Two large bookcases are against the south wall, one filled with scrolls, tablets and woodblocks that have a vast range of songs and stories on. These seem to have mostly been produced by one hand and are made of myriad materials that must have been imported to Mohkba at no little expense. However, some items are clearly from other planes, if the various languages, symbols, colors and musical notation are anything to go by. The other bookcase has fewer items on 4 shelves; just 4 books, 1 per shelf, their front covers facing outwards from individual bookstands, and 4 lyres, 1 per shelf. The whole display radiates strong magic of a variety of types, with specific items proving to be the following if closely analysed:

Top Shelf

Book 1

This book is a minor artifact named “The Songs of Storms” and contains seven long songs that have an influence over weather. The first 4 songs are called “Spring Sou’wester,” “Summer Storm,” “Autumn Aiolooses” and “Winter Whiteout” and are able to produce effects identical to *control weather* when played on the appropriate instrument (late winter is not covered by the songs in the way a *control weather* spell does). Each can be used once in a 48 hour period.

The final 3 songs are called “Storm of the Seas,” “Storm of the Sands” and “Storm of the Stones” and are the means to produce the same effects as *storm of vengeance* but over or under the sea, over deserts, and over mountains respectively. Each can be used once per month.

All seven songs only work when played on a “Stormy Lyre”.

Strong conjuration and transmutation; CL 20th; Weight 2 lbs

Lyre 1 - Stormy Lyre

Picking this lyre up reveals its name via a mental message from the item.

This instrument is a minor artifact made from a mixture of dull white, mottle gray, tarnished black woods, with strings of vibrant yellow sinew and keys of electrum. It radiates strong transmutation and conjuration magic, as it has storm of vengeance and control weather cast into it during its manufacture, which allows it to be used to play tunes from “The Songs of Storms”. At all times, it give a +5 bonus to Perform (string instruments).

Strong conjuration and transmutation; CL 20th; Weight 4 lbs



These aren't the only potential problems in this room. Clinging to the ceiling is a Paragon Darkmantle, which attacks the first PC it sees carrying light. This creature will almost certainly surprise the party before and during any encounter with it.

Combat

(1) Advanced Paragon Darkmantle pg 97

SECOND SHELF

Book 2

This book is a minor artifact named “The Tone Poems of Ilma Luft” and is as light as a feather despite being made of some type of grey-white and green hide (this is ethereal filcher skin) and containing about 60 pages, each made of solidified essence of aerial servants. The book is a series of poems that require accompaniment (as opposed to songs). Each allows a bard to produce effects similar to a number of divine spells.

There is a title page followed by 3 pages of explanatory notes at the beginning of the book, and a page with an image of the instrument required to play when accompanying the poems. Each poem is 5 pages long (made up of a title page and 4 pages of poem) and there is a blank page between each one.

The final page has an image of a bard on what looks like the elemental plane of air (a **Knowledge (the planes)** DC 20 roll confirms this, as will any cleric with Air as a domain).

The spells in the books are as follows:

- 1 - Create Air (new spell)
- 2 - Produce Cutting Winds (new spell)
- 3 - Gust of Wind
- 4 - Wind Wall
- 5 - Air Walk
- 6 - Control Winds
- 7 - Air Tell (new spell)
- 8 - Wind Walk
- 9 - Whirlwind

All nine poems only act as spells when accompanied on a “Blustering Lyre”.

Strong evocation and transmutation; CL 20th; **Weight** 1 oz

Create Air

Conjuration (Creation) [Air]

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Up to 2 gallons (9 liters) of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates fresh, breathable air, just like cool, crisp mountain air. Air can be created in an area as small as will actually contain the gas, or in an area three times as large—possibly creating a “bubble” or filling many small receptacles.

Note: Conjuration spells can’t create substances or objects within a creature. One cubic foot of air contains roughly 8 gallons/36 liters. The average total lung capacity of an adult human adventurer is about 1.33 gallons/6 liters of air, but only a small amount of this capacity (0.11 gallons/0.5 liters) is used during normal breathing. The average medium humanoid respiratory rate is roughly 12-20 breaths per minute in adults. This means that each 2 gallons/9 liters of air created will last roughly between 55 and 90 seconds for 1 medium humanoid adult that is active (fighting, running, casting spells, etc.), and 4 times this long if they are passive.

Produce Cutting Winds

Evocation (Air)

Level: Air 2, Drd 1

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Rapidly swirling ball of air in your hands

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A ball of viciously swirling air appears in your open hand. The air damages neither you nor your equipment.

In addition to providing the ability to move fogs and clouds, such as *stinking cloud*, the ball of air can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing air (slashing) damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the ball of air up to 120 feet as a thrown weapon. When doing so, you make a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the ball of air than a new ball appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Air Tell

Evocation (Air)

Level: Brd 6, Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level (D)

You gain the ability to speak with the very air of a sealed room, a long-forgotten crypt, an underground cavern with little access to the outside world, a space that needs to be *teleported* into or similar and has been infrequently visited, which relates to you who or what has been there as well as revealing what been said or done in that space. The air relates complete descriptions if asked. The air's perspective, perception, and knowledge may prevent the air from providing the details you are looking for.

You can only speak with air that is natural or usual for a given plane. It takes 1 minute to speak with the air that fills a 5,000 cubic feet volume (e.g. a 25 x 20 x 10 feet room or a 50 x 10 x 10 corridor). After that time, the air is exhausted and has drifted away. The level of sound it makes reduces to nothing as the minute draws to an end.

Lyre 2 - Blustering Lyre

Picking this lyre up reveals its name via a mental message from the item.

This instrument is a minor artifact made from the bones of an elder arrowhawk with strings made from the sinews of a couatl. It radiates strong transmutation (air) and evocation magic, as it has *windwalk* and *control weather* cast into it during its manufacture, which allows it to be used to accompany poems from "The Tone Poems of Ilma Luft". At all times, it give a +5 bonus to Perform (string instruments).

Strong evocation and transmutation; CL 20th; Weight 1 lb

Book 3

This book is a minor artifact named "'Fall Spree!' Tenn Says" and is made from the skins of a mimic (the cover) and a doppelganger (the pages). It is written by someone called Tenn Kalava. A **Knowledge (history; local; royalty and nobility)** or **Bardic Knowledge DC 30** check reveals this person was a notorious heartbreaker who was court bard of a minor kingdom many years ago, although no-one was ever able to confirm if they were male or female, as the person appeared in both forms at various times. When studied, the book gives very clear instruction on how to improve your ability to cast Enchantment (charm) spells. If read by a bard, which takes a total of 48 hours over a minimum of six days, he gains an inherent ability to cast enchantment (charm) spells at 2 levels higher than his current level or 4 levels higher if he is using a "Charming Lyre". If anyone else reads it, they find they are able to use a "Charming Lyre" as a replacement for any required material component or as a divine focus when casting enchantment (charm) spells.

Strong enchantment (charm); CL 20th; Weight 3 lbs

Harp 3 - Charming Lyre

Picking this lyre up reveals its name via a mental message from the item.

This instrument is a minor artifact made from various parts from a quasit and an imp, although it is hard to tell what comes from what. It radiates strong enchantment (charm) magic, as it has *mass charm monster* cast into it during its manufacture, which allows it to be used by spellcasters to cast improved enchantment (charm) spells after reading "'Fall Spree!' Tenn Says". At all times, it give a +5 bonus to Perform (string instruments).

Strong enchantment (charm); CL 20th; Weight 3 lbs



BOTTOM SHELF

Book 4

This book is a minor artifact named "Scene As it Should Be" and is made from the skins of a gold dragon (the cover) and a guardian naga (the pages). It is written by someone called Koko Totuus. A **Knowledge (history; local; royalty and nobility)** or **Bardic Knowledge DC 30** check reveals this person was a bard who assisted clerics in their search for divine truths. When studied, the book gives very clear instruction on how to improve your ability to cast divination spells for either good or lawful purposes. If read by a bard, which takes a total of 48 hours over a minimum of six days, he gains an inherent ability to cast divination spells (for either good or lawful purposes) at 2 levels higher than his current level or 4 levels higher if he is using a "Truthful Lyre". If anyone else reads it, they find they are able to use a "Truthful Lyre" as a replacement for any required material component or as a divine focus when casting divination spells for either good or lawful purposes.

Strong enchantment (charm); CL 20th; Weight 3 lbs

Harp 4 - Truthful Lyre

Picking this lyre up reveals its name via a mental message from the item.

GM's note - each of the PCs will have needed to touch this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the eastern wall, just above the secret door, in Room 20 (Number 1). Once touched, a ghostly image of the lyre rests on the PC's right shoulder, and can be seen by anyone else who has touched it.

This instrument is a minor artifact made from the rib cage of a hound archon, whilst the strings seem to be the essence of a lantern archon. It radiates strong divination magic, as it has *discern location* and *zone of truth* cast into it during its manufacture, which allows it to be used to accompany poems from "Scene As it Should Be". At all times, it give a +5 bonus to Perform (string instruments).

Strong divination; CL 20th; Weight 3 lbs

What really catches the eye are the many hundreds of floating heads in this room, each of them translucent light blue and wearing a thin silver circlet. The faces on the heads clearly look like purveyors of every craft and profession known across the planet, and indeed, if a PC calls out the name of a craft, profession or activity, a head will float towards the PC. Each circlet contains the spirit of a 20th level expert in that craft, profession or activity.

When the floating head is about 12 inches in front of the PC, the thin silver circlet on it will glow. The head hovers in front of the PC and dips forward slightly; the PC will find that she can remove the circlet if she so wishes. She can then place it on her own head; if she does put it on her head and leaves it there for 2 rounds, she gains a +1 insight bonus into that craft, profession or activity. Leaving it there for another 3 rounds adds a second +1 insight bonus; another 4 rounds adds another +1; another 5 rounds add a fourth and finally another 6 rounds adds a fifth and final +1 bonus, for a +5 insight bonus in total after 2 minutes/20 rounds.

If she doesn't place the circlet on her head within 2 rounds, it disappears from her grip, or wherever she has put it, and reappears on the floating head in front of her, which then proceeds to rejoin the many hundreds of others circling the room. As soon as she removes it and 2 rounds pass, it does the same. If she removes it after gaining the first +1 bonus and then replaces it, it takes 5 rounds for the second +1 bonus to mentally materialise, and so on. A PC can only gain from a circlet once.

As the PCs watch the heads floating by, there is a cumulative 1% chance per PC per round that they will see a head with a deeply burnished gold circlet on it. Engraved on the front of each of these will be one of the following names; however, each one actually has a different effect, as listed after the bold name on the circlet. Roll a d% to see what appears. Each circlet only appears once. If a circlet is repeated, move down the list to the next one that hasn't been seen. The effects of a circlet come into play after it has been worn for 2 rounds. A circlet only has a benefit if specifically listed, rather than bestowing the benefits of what it appears to be. There is no save for any of these changes, as they are effectively curses.



ROOM 17

This room is clearly a chamber of study and learning once the PCs have entered it and given it even a cursory look around. It is clean, tidy, and quite luxuriously appointed, with expensive chairs, and pads of vellum next to assorted exotic writing instruments and inks on valuable tables.

01-03	Golem Manual - clay - Character's hair grows 1 inch longer per 10 minutes. <i>Limited wish, wish or miracle</i> stops this.
04-06	Golem Manual - flesh - Character either shrinks ½ inch (01-50 on d%) or grows that much taller (51-100) per 10 minutes. <i>Limited wish, wish or miracle</i> stops this.
07-09	Golem Manual - iron - Temperature around character is 10°F cooler than normal per 10 minutes. <i>Limited wish, wish or miracle</i> stops this. Appropriate actions to warm the character can balance this, but don't stop it.
10-12	Golem Manual - stone - Temperature around character is 10°F warmer than normal per 10 minutes. <i>Limited wish, wish or miracle</i> stops this. Appropriate actions to cool the character can balance this, but don't stop it.
13-15	Golem Manual - stone, greater - Character's hair material changes. Equal chance it becomes earth, wood, ice or low grade copper (worth 1 cp per pound).
16-18	Headband of Intellect +2 - Character's skin material changes. Equal chance it becomes earth, wood, ice or low grade copper (worth 1 cp per pound).
19-21	Headband of Intellect +4 - Character now glows in the dark.
22-24	Headband of Intellect +6 - Character's gender changes.
25-27	Tome of Clear Thought - Character's kind changes, with an equal chance of becoming any other humanoid type.
28-30	Tome of Leadership and Influence - Character is afflicted with a random disease that cannot be cured.
31-33	Tome of Understanding - Character's alignment changes randomly to either true neutral, one step clockwise or one step anti-clockwise on the alignment wheel (equal chance for each).
34-36	Virtuous Grammar - actually acts as a <i>Vacuous Grimoire</i> (see below)
37-39	Knowledge - arcana - +2 insight bonus gained. Character continually emits a disturbing sound (equal chance per round from moaning, weeping, screaming, cursing, insults, whistling, cackling, snarling).
40-42	Knowledge - architecture and engineering - +2 insight bonus gained. Character looks ridiculous (garishly colored, silly shape, glows bright pink, ...)
43-45	Knowledge - dungeoneering - +2 insight bonus gained. Character becomes selfishly possessive about everything he owns or borrows from another PC.

46-48	Knowledge - geography - +2 insight bonus gained. Character becomes paranoid about losing everything he owns and becomes afraid of damage occurring to any of it.
49-51	Knowledge - history - +2 insight bonus gained. Character must attack nearest creature (5% chance [01-05 on d%] each day at 8 p.m.)
52-54	Knowledge - local - +2 insight bonus gained. Character is stunned for 1d4 rounds 1/day at 8 p.m.
55-57	Knowledge - nature - +2 insight bonus gained. Character's vision is blurry (-2 penalty on attack rolls, saves, and skill checks requiring vision).
58-60	Knowledge - nobility and royalty - +2 insight bonus gained. Character gains one negative level.
61-63	Knowledge - religion - +2 insight bonus gained. Character gains two negative levels.
64-66	Knowledge - the planes - +2 insight bonus gained. Character must make a Will save DC 25 each day or take 1 point of Intelligence damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
67-69	Perform - act - +2 insight bonus gained. Character must make a Will save DC 25 each day or take 1 point of Wisdom damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
70-72	Perform - comedy - +2 insight bonus gained. Character must make a Will save DC 25 each day or take 1 point of Charisma damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
73-75	Perform - dance - +2 insight bonus gained. Character must make a Fort save DC 25 each day or take 1 point of Strength damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
76-78	Perform - keyboard instruments - +2 insight bonus gained. Character must make a Fort save DC 25 each day or take 1 point of Dexterity damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
79-81	Perform - oratory - +2 insight bonus gained. Character must make a Fort save DC 25 each day or take 1 point of Constitution damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
82-84	Perform - percussion instruments - +2 insight bonus gained. Character is <i>polymorphed</i> into a specific creature - use the <i>reincarnation</i> list to establish what this creature is (5% chance [01-05 on d%] each day at 8 p.m.). The change lasts 2d12 hours.

ROOM 18

85-87	Perform - sing - +2 insight bonus gained. Character must make a Will save DC 25 each day at 8 p.m., or finds she cannot cast arcane spells or benefit from arcane spells that are cast directly on her.
88-90	Perform - string instruments - +2 insight bonus gained. Character must make a Will save DC 25 each day at 8 p.m., or finds she cannot cast divine spells or benefit from divine spells that are cast directly on her.
91-93	Perform - wind instruments - +2 insight bonus gained. Character must make a Will save DC 25 each day at 8 p.m., or finds she cannot cast any spells or benefit from any spells that are cast directly on her.
94-96	Helm of Comprehend Languages - +2 insight languages gained. Also acts as a <i>Helm of Opposite Alignment</i>
The final item on the list is the following. It is clearly different from every other circlet, as it is a combination of hemp and bark when on its floating head, but becomes a normal, soft felt hat when the circlet is removed from it.	
97-100	Hat of Disguise - adds a +2 insight bonus to all disguise checks.

GM's note - each of the PCs will have needed to wear this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the northern wall closest to the eastern wall in Room 20 (Number 2). Once 1 PC has found it, it can be handed to the others without difficulty. Once worn, a ghostly image of the lyre rests over the PC's head and can be seen by anyone else who has touched it.

Vacuous Grimoire

A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves.

The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting remove curse. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

This room is clearly a chamber of restoration and healing. It is clean, tidy, and quite luxuriously appointed, with massage benches and cabinets full of potions, tablets, and similar natural and magical medicines.

Once per day, a creature can pick up a potion vessel, imagine what they want it to be, and if they recite the house motto, it becomes that potion. Any vessel that is capable of that is made of copper. Once the potion has been drunk, the vessel simply vanishes.

If the potion is drunk without the house motto being recited, it has the exact reverse effect of the stated potion.

There are some specific potions and salves floating around, and these are in silver vessels. As the PCs search through the vessels, there is a cumulative 1% chance per PC per round that they will find one of these silver jars. Engraved on the front of each of these will be one of the following names; however, each one actually has a different effect, as listed after the bold name on the vessel. Roll a d% to see what appears. Each vessel only appears once. If a vessel is repeated, move down the list to the next one that hasn't been seen. The contents of a vessel only has a benefit if specifically listed, rather than bestowing the benefits of what it appears to be. There is no save for any of these changes, as they are effectively curses.

01-05	Body Oil of Invocation - Character must eat twice as much as normal for one month.
06-10	Body Oil of Truth - Character must sleep twice as much as normal for one month.
11-15	Body Powder of Appearance - Character must undergo a specific quest to present himself to the king, within one month.
16-20	Body Powder of Disappearance - Character gains +1 Dex but must sacrifice (destroy) 100 gp worth of valuables per day during this month or suffer -1 Dex for the same period.
21-25	Body Powder of Dryness - Character gains +1 Con for one month but must sacrifice (destroy) 2,000 gp worth of magic items each week during this month or suffer -1 Con for the same period.
26-30	Body Powder of Illusion - Character must swear fealty to a particular noble or his family that is currently out of favor with the king.
31-35	Body Powder of Timelessness - Character gains +1 to every ability for 10 minutes but must discard all magic items for the same period of time.
36-40	Elixir of Fire Breath - Character must worship Loviatar. The usual methods can reverse this, but they won't happen whilst in the House.
41-45	Elixir of Hiding - Character claims to be an entirely different class, and at the next opportunity attempts to show that they were never really the class everyone thought they were by using skills, feats and special abilities associated with the new class. This lasts for 1 day per level of the character.

46-50	Elixir of Love - Character changes her name to that of the person she loves, demands to be called that name by everyone else, and refuses to do anything unless another PC says, "Please (insert new name), will you (insert action) for us?" This lasts for 1 hour.
51-55	Elixir of Sneaking - Character's skill ranks, as listed, all move on two places, making some skills better and some worse. This lasts for 20 minutes.
56-60	Elixir of Swimming - Character must be cleansed with holy/unholy water every 5 minutes for the next 30 minutes or he spontaneously combusts.
61-65	Elixir of Truth - Character must kill a living creature in the next 5 minutes or she attacks a party member. She knows this the moment she samples the elixir and can tell the other party members. Remember, humanoid opponents are only meant to be subdued.
66-70	Elixir of Vision - Main weapons or suit of armour need to be used within the next 5 minutes, otherwise they can't see the point of their existence and shit down for a number of minutes equal to 5 multiplied the magical bonus.
71-75	Incense of Meditation - Characters armor and weapons all suddenly ask to be blessed, otherwise any magical bonus they possess will be suppressed for 5 minutes per "plus of magical bonus (i.e. a +2 suit of armor will lose that +2 bonus for 10 minutes)
76-80	Restorative Ointment - Character must sacrifice some part of her life energy (2 points of any ability, choose at random) one time. If the character gets the ability points back (such as from a restoration spell), another 2 points disappear at random. If the character receives an ability increase caused by level gain, a <i>wish</i> or <i>miracle</i> , or the use of a magic item, then the another loss doesn't occur. At the end of 24 hours, the original 2 points reappear either on the original ability OR on a randomly selected on, at the GM's discretion.
81-85	Salve of Slipperiness - Character must place a drop of his own blood on every item he owns, otherwise after 10 rounds each one will slip from his person at a rate 1 per round (select randomly)
86-90	Stone Salve - Character is suddenly bathed in volcanic lava 10 minutes after touching the salve. This cleanses the character of all possessions (magic items are allowed a Fort save DC 20 to resist) and leaves her standing naked in the middle of a 20 feet radius pool.
The final item on the list is the following. It is clearly different from every other vessel as it is a combination of white gold and platinum. When opened, the unguent is deep black flecked with silver motes that twinkle like stars.	

91-00	Unguent of Timelessness - will save the PC from 1 month of aging.
GM's note - each of the PCs will have needed to daubed themselves with a little of this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the northern wall closest to the western wall in Room 20 (Number 3). Once 1 PC has found it, it can be handed to the others without difficulty. Once daubed, a ghostly image of the unguent can be seen on wherever the PC's placed it, and can be seen by anyone else who has done the same it.	

ROOM 19

This room is clearly a chamber of dressing and preparation. It is clean, tidy, and quite luxuriously appointed, with 4 spacious wardrobes against the east wall at its southern end, and 4 mirrors on the south and west walls, either side of the doors. At present they aren't reflecting any light. There are also 4 tables dotted around, each with an assortment of clothes brushes on them.

The wardrobes are 5 feet deep, but if anyone opens the doors of any one of them, a 25 feet long rail shoots across the room, acting as a trap, as any impact deals significant damage. This rail is 5 lengths of metal, each 5 feet long, that sit one inside the other and extend outwards under the power of a spring. This means that 20 feet of rail sticks out into the room, whilst 5 feet is anchored inside the wardrobe. They are also electrified and light up, so that anything that is hanging from them is illuminated.

The rails are currently rigged so that anyone opening a wardrobe who is unauthorised to do so will trigger the trap. They can be safely opened by anyone reciting the house motto 1 round before doing so.

Rapidly Moving, Electrified Rail Trap

CR 8; mechanical; **trigger** location (open doors); **reset** manual (close doors);

Effect Atk +25 ranged (5d6 bludgeoning, 5d6 electrical), one metal rail 4 inches by 4 inches, multiple targets in a 5 feet wide line 20 feet in front of the wardrobes,

Perception DC 27, **Disable Device** DC 18

Each wardrobe contains items of clothing, which are suspended from the rail, one per 5 feet long section. There is an electric buzz as they come to a standstill, and then light floods down from the rail onto the clothing. The clothing can be tried on, and even taken away, but all have a condition on them for operating. Most of these conditions are very restrictive.

Clothing item 1 is in the wardrobe, item 5 is furthest from it when the rail is fully extended.

All items appear to work normally for 3 rounds, then automatically have their major effect occur for 1 round (if it has one), then cease to work unless their particular criteria is met.

WARDROBE 1

1 - *Cape of the Mountebank* - only works in temperatures below -15 oC (5 oF)

2 - *Cloak of the Arachnida* - only works in temperatures above 55 oC (131oF)

3 - *Cloak of the Bat* - only works during the day between 30 minutes before midday and 30 minutes after it.

4 - *Cloak of Charisma* - only works during the night between 30 minutes before midnight and 30 minutes after it.

5 - *Cloak of Major Displacement* - only works in direct sunlight

WARDROBE 2

1 - *Cloak of Elvenkind* - only works in areas of pitch black

2 - *Cloak of Etherealness* - only works out of water

3 - *Cloak of the Manta Ray* - only works in precipitation of any kind

4 - *Cloak of Resistance* +3 - only works underground, 1,000 feet from anyone or anything friendly

5 - *Mantle of Faith* - only works above ground, 1,000 feet away from anyone else of faith

WARDROBE 3

1 - *Mantle of Spell Resistance* - only works when within 100 feet of a creature with Intelligence 1 or lower

2 - *Black Robe of the Archmagi* - only works when within 100 feet of dwarven men

3 - *Robe of Blending* - only works with 100 feet of a creature with 12 or more ranks in Spot/Perception

4 - *Robe of Bones* - only works within 100 feet of an undead creature

5 - *Robe of Eyes* - only works when within 100 feet of someone who is blindfolded



WARDROBE 4

1 - *Robe of Scintillating Colors* - only works when in rooms that are totally gray/gray tones

2 - *Robe of Stars* - only works for someone of Lawful Evil alignment

3 - *Robe of Useful Items* - works as stated

GM's note - each of the PCs will have needed to wear this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the western wall, just above the secret door, in Room 20 (Number 4). Once 1 PC has found it, it can be handed to the others without difficulty. Once worn, a ghostly image of the robe covers the PC's body, and can be seen by anyone else who has worn it.

4 - *Robe of Powerlessness* - Only works within 100 feet of a giant

5 - *Robe of Vermin* - Only works when within 100 feet of a cat

ROOM 20

This is the room of Arvoitus Loihtia. She is a half-fiend sorcerer (16th level) and determined to keep Hakija and "his cronies" away from any evidence. She will do her utmost to delay the PCs and put them on the back foot; the spells she knows have always been defensive and are there to make sure she gets the maximum out of life with the minimum risk. It is so much more straightforward to pay someone less than you earn to risk their life for you, is the way she thinks.

Arvoitus has all of the tattoos and all of the ghostly images about her body. Of course, none of these can be seen unless another person has gone through the same processes to gain them, unless a *wish* or *miracle* is used to reveal them.

Arvoitus Loihtia (Sorcerer, 16th level, half-fiend)

Arvoitus Loihtia understands the ruling of “*Riittava Epaily*”, or “Sufficient Suspicion”, and “*Sovittaa Yhteen*”, or “Combined Atonement”, very well, having lived through a number of them in the past and having never lost a case. She will not attack the PCs unless they attack her, instead offering to help them but instead delaying them for as long as possible. The only person she will show any sign of anger with is Kosto Hakija; she has always been unable to maintain a complete mask of indifference when face-to-face with those who have brought cases against her. There is a cumulative 1% chance per round of contact with Hakija that she will attempt to subdue him. This will quickly become a contest of magic between two powerful casters. The GM can use this to remove Hakija from events if the PCs are having an easy time of things and/or are using Hakija and his iron golem a little too frequently.

CupBOARD 1

The cupboard on the eastern wall, just above the secret door (**cupboard number 1**), contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has held the *truthful lyre* whilst reciting the house motto in Room 16, and items from Rooms 1,2 and 21 (containing the letters “H”, “O” and “W”). If a PC has done the above, they will find that the scrolls contain plans describing **how** creatures have been and will be “relieved” of items. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the plan comes to fruition.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

CupBOARD 2

The cupboard on the northern wall closest to the eastern wall (**cupboard number 2**) contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has worn the *hat of disguise* whilst reciting the house motto in Room 17, and the appropriate items from Rooms 21, 1 and 2 (containing the letters “W”, “H” and “O”). If a PC has done the above, they will find that the scrolls contain details of **who** the creatures that have been and will be “relieved” of items. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the creature has the item taken from it.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

CupBOARD 3

The cupboard on the northern wall closest to the western wall (**cupboard number 3**) contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has daubed himself with some *unguent of timelessness* whilst reciting the house motto in Room 18, and the appropriate items from Rooms 21, 1, 3 and 4 (containing the letters “W”, “H”, “E” and “N”). If a PC has done the above, they will find that the scrolls contain plans describing **when** creatures have been and will be “relieved” of items. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the plan comes to fruition.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

CupBOARD 4

The cupboard on the western wall, just above the secret door (**cupboard number 4**), contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has worn the *robe of useful items* whilst reciting the house motto in Room 19 and the appropriate items from Rooms 21, 1, 5 and 6 (containing the letters “W”, “H”, “A” and “T”). If a PC has done the above, they will find that the scrolls contain plans describing **what** items creatures have been and will be “relieved” of. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the plan comes to fruition.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

To gain the full evidence they need to prove what happened to Hakija, the PCs will need to find all 4 scrolls relating to the plan to trick him. Without some form of magic, the roll to find the first scroll relating to him from any one of the 4 cupboards is **Perception DC 100**, reduced by 5 for each person looking in addition to the main PC. This chance then decreases by 1 per round for each person looking until the scroll is found.

As an example of the above, a party of 4 (including Hakija) enters the room and each of them has the required symbols and items to search for all the scrolls. The initial roll will be DC 100 minus 15 for the three helpers, making DC 85. The roll will then decrease by 4 each round, because 4 people are looking, making the DC for successive rounds 81, 77, 73, 69 and so on.

Once the first scroll is found, the party can either use the code number as a way to immediately call forth the three relevant scrolls from the other cupboards, or they have to repeat the process. However, the initial roll decreases by 10 for each of the next cupboards, being DC 90, 80 and 70 respectively.



ROOF SPACE

A *limited wish* or *discern location* will reveal one scroll, a *wish* or *miracle* 2 scrolls, if they are used to draw them forth.

ROOF SPACE

ROOM 21

The PCs will arrive in a random square in this area after using the “up” transport plate in Room 15. To get out of the area, they need to use “down” transport plate of the floor in the centre of the west wall.

On the floor, next to the Earth symbol used for transport, is a mosaic of the letter “W” which can be clearly seen at all times by anyone. PCs will need to have gained an item from this room in order to see the contents of the scrolls stored on all 4 of the cupboards in Room 20.

This dry, dusty space is the home of a pair of colossal fiendish monstrous scorpions. When the first member of the party enters, they will be on the ceiling of the roof space, but will quickly move towards this PC down the north and south walls, flanking her with their first attack.

Combat

(2) Fiendish Colossal Monstrous Scorpions pg 98

In the centre of the space, appearing to be a support prop 10 feet in diameter, is a variety of roper that has evolved to live in urban environments. Its immunities, resistances and vulnerabilities have adapted over time, as has the damage dealt by its strands. The creature’s 50-foot long strands can reach any part of the area, including deep into the corners.



Combat

(1) Urban Roper pg 98

Hanging from the roof around the roper are 12 chests, each one about 5 feet from the floor. These can only be seen and handled if a PC is carrying one of the miniature chests from Room 32 in the sub-basement. A character without a miniature chest won't know that they are there, even if told by someone who can see them. Each chest is 2 feet by 2 feet by 4 feet, no matter what they contain.

The chests contain the following:

Chest 1

2,315 platinum pieces. These are cursed and will double in weight every 10 minutes they are out of the chest.

Chest 2

A *wand of restoration* with 7 charges. However, the 5th charge is cursed, and doubles the damage it is being used to restore.

Chest 3

3 *potions of neutralize poison* and 3 *cursed potions of neutralize poison* that double the effect they are meant to be curing (**Fort DC 28** to resist). They are indistinguishable from each other without testing.

Chest 4

A *necklace of strangulation*

Chest 5

One platinum ring from a pair of *rings of friend shield*. The other is in Room 33 (SBR3)

Chest 6

An intelligent +3 *dagger* (Int 13, Wis 10, Cha 13; 60 ft vision and hearing [Common and Infernal]; 10 ranks in Spot; *cure moderate wounds* [2d8+3] 3/day)

Chest 7

A chest trapped with an *energy drain trap*, set off when someone looks inside

Energy Drain Trap

CR 10; magic device; **trigger** visual (*true seeing*); **reset** automatic;

Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates)

Perception DC 34, **Disable Device** DC 34

Chest 8

A Rod of Alertness

Chest 9

A huge, 24HD invisible stalker. it will only leave the chest for Arvoitus Loihtia OR someone with: all the tattoos from rooms 7, 8, 9, 11, 12 and 13; all the images from rooms 16, 17, 18 and 19; items from sub-basement rooms 31, 32, 33 and 34; a material from rooms 1, 2, 3, 4, 5, and 6; a question mark from chest 12; evidence that they have killed Arvoitus Loihtia. Otherwise it stays in the chest, but will answer questions from the PCs. If they attack it, it retreats deep into the chest. If any PC follows it, he finds himself in a micro-pocket of the Elemental Plane of Air, with all the issues that entails. Re-finding the chest is a task left to the GM; for the sake of simplicity, there is a cumulative 1% chance per hour that a PC comes across it again. If you want to add the event to the timescale of the adventure, make it 1% per minute or round, so the PC has a chance of re-entering the adventure. However, it is there as a reminder not to chase after everything you see when you only have a little time at your disposal.

Chest 10

Food; it smells delicious. If sampled, a **Will save** DC 30 is required to resist sitting and eating for a number of minutes equal to your Constitution score.

Chest 11

A 15 feet long *Lance of Puncturing*

Three times per day, this +2 *wounding lance* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; **CL** 13th; Craft Magic Arms and Armor, harm; **Price** 50,310 gp; **Cost** 25,310 gp + 2,000 XP.

Chest 12

This chest has the letter "W" carved into its surface hundreds of times, although each one is entirely clear if the chest is concentrated on. Inside are dozens of carved question marks - "?" - made from innumerable materials that represent all of the types of items that House Loihtia deals in. **Each PC needs to take 1 of these question marks in order to be able to see the contents of any of the scrolls in Room 20.**

There is also a *wand of gaseous form* with 50 charges

BASEMENT

This level is a straightforward fight. House Loihtia has done a LOT of deals over the years and has a good grasp of the entire range of creatures that exist over the multiplanes. Each room represents a plane of alignment, and there are created and summoned creatures that represent these planes within them. However, each room does have a clear way in and out (albeit that they are secret) and these creatures do not follow the PCs or NPCs. Fighting defensively whilst the secret doors are found and opened is as good a tactic as attempting to destroy everything on this level, which is time consuming and could be costly. Sometimes words are mightier than weapons as well.

The doors are all found on a **Perception** DC 32 roll.

ROOM 22

This room has a Neutral Evil air - gray, gloomy, soulless, with a sense of hopelessness, strong enough for other neutral or good creatures to take -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a creature originally created by the second trap in Room 6, a fully advanced flesh golem (27 HD). It has been placed here to guard the entrance way around the mini-maze of secret rooms, although its component parts each have a sliver of individual sentience, and if given the chance, will take to golem back towards Room 6. If the PCs flee in that direction, it will appear as if the golem is following them. This sentience also means that the pieces will push the golem in the direction the PCs go when they begin to work their way through this level; again, this will make it look like the golem is aggressively pursuing them, when in fact the parts know that where other creatures go, it usually means the way back to the Hallway and therefore Room 6.

Combat

(1) **Advanced Flesh Golem** pg 94

The secret doors in the east and west walls can both be opened from this room. The secret door in the north wall can't be opened from this room.

STAIRS FROM 4



BASEMENT ROOMS

ROOM 23

This room has a Lawful Evil air - elements of ash, ice and frozen rock can be felt, along with a sense of dominating cruelty, strong enough for good or chaotic creatures to take -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *barbed devil* that stands ready to delay the party with its life.

A character that is Lawful Evil can strike a temporary “peaceful passage pact” on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Evil PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Lawful Evil can Intimidate the creature.

If a fight ensues, the devil disappears when it reaches zero hit points.

Combat

(1) Barbed Devil pg 99

The secret door in the north wall can be opened from this room. The secret door in the east wall can't be opened from this room.

ROOM 24

This room has a Lawful Neutral air - a sense of order, planning and measured control, strong enough for other neutral or chaotic creatures to take -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *kolyarut* that stands ready to delay the party with its life.

A character that is Lawful Neutral can strike a temporary “peaceful passage pact” on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Neutral PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Lawful Neutral can Intimidate the creature.

If a fight ensues, the inevitable disappears when it reaches zero hit points.

Combat

Kolyarut Inevitable pg 100

The secret doors in the north and south walls can both be opened from this room.



ROOM 25

This room has a Lawful Good air - it is clean perfectly proportioned, in excellent decor and has a sense of beauty and calm, strong enough for evil or chaotic creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *trumpet archon* that stands ready to delay the party with its life.

A character that is Lawful Good can strike a temporary “peaceful passage pact” on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Lawful Good can Intimidate the creature.

If a fight ensues, the archon disappears when it reaches zero hit points.

Combat

(1) Trumpet Archon pg 100

The secret doors in the south and east walls can both be opened from this room.



ROOM 26

This room has a Chaotic Evil air - it is intensely uncomfortable to walk on, disorganised, ugly and has an oppressive, unforgiving air, strong enough for lawful or good creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *glabrezu* that stands ready to delay the party with its life.

A character that is Chaotic Evil can strike a temporary “peaceful passage pact” on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Chaotic Evil can Intimidate the creature.

If a fight ensues, the demon disappears when it reaches zero hit points.

Combat

Glabrezu Demon pg 101

The secret door in the north wall can be opened from this room. The secret door in the west wall can't be opened from this room.

ROOM 27

This room has a Chaotic Neutral air - it is mismatched, random, seemingly shifting imperceptibly, and has a sense of roiling change, strong enough for other neutral or lawful creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *chaotic hill giant dire wereboar*, in hybrid form, that stands ready to delay the party with its life.

A character that is Chaotic Neutral can strike a temporary “peaceful passage pact” on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Chaotic Neutral PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Chaotic Neutral can Intimidate the creature.

If a fight ensues, the lycanthrope disappears when it reaches zero hit points.

Combat

(1) Chaotic Hill Giant Dire Wereboar pg 102

The secret doors in the north and south walls can both be opened from this room.

ROOM 28

This room has a Chaotic Good air - it is worked stone, yet clearly reflects the natural beauty of the rock, both the calmness of a peaceful day and the power of a chaotic storm, and does so strongly enough for lawful or evil creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *ghaele* that stands ready to delay the party with its life.

A character that is Chaotic Good can strike a temporary “peaceful passage pact” on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Chaotic Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Chaotic Good can Intimidate the creature.

If a fight ensues, the ghaele disappears when it reaches zero hit points.

Combat

(1) Ghaele pg 102

The secret doors in the west and south walls can both be opened from this room.

ROOM 29

This room has a Neutral Good air - the colors of the stone seem alive, more vibrant even idyllic, strong enough for other neutral or evil creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a *leonal* that stands ready to delay the party with its life.

A character that is Neutral Good can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Neutral Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Neutral Good can Intimidate the creature.

If a fight ensues, the guardinal disappears when it reaches zero hit points.

Combat

(1) *Leonal* pg 103



The secret doors in the east, west and south walls can all be opened from this room.

ROOM 30

This room has a True Neutral air - it is empty, with no distinguishing marks on the ceiling or walls. When the doors close, they are virtually impossible to find, although making a definite effort reveals them as previously stated. The air is still and quiet, and atmosphere is of balance and harmony, with no deviation, in a way that is strong enough for anything non-True Neutral to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here. There isn't a creature in this room. There is a 30-charge *wand of reduce person, double*, that is placed on a permanent *floating disc*.

Reduce Person, Double

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

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

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell resistance: Yes



With an urgent need to keep items that are particularly private and valuable out of the way of prying eyes, Arvoitus Loihtia decided that "less would be more", so placed everything down very narrow shafts.

However, she knew that in order to get past her own defences, she would need to enhance magic that already existed, making it more potent and breaking through one of the known tenets of a particular spell; that you couldn't be affected by two reduce person spells at the same time. So she worked on enhancing the original spell, bending the related spell reduce person, mass to her own will, and eventually found a way to make 2 of the spells work in tandem. She has never been able to make more than 2 work; each time she has tried more, her subjects have either winked out of existences or collapsed into a pool of rubberised bones and intestinal gore.

This spell causes instant diminution of a humanoid creature, quartering its height, length, and width and dividing its weight by 64. This decrease changes the creature's size category to the second smaller one (e.g. huge becomes medium, medium becomes tiny). The target gains a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum of 1), and a +2 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Diminutive has a space of 11/4feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Small has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack, so this spell can not be used on a person twice.

Reduce person (double) counters and dispels enlarge person.

Reduce person (double) can be made permanent with a permanency spell.

Material Component

A pinch of powdered lead.

If anyone walks towards the walls without looking for the secret doors, they find their gravitational direction changes so that they can stand on them. The same then goes for the ceiling. Every 5 rounds that a PC spends in this room makes the Search/Perception check to find the doors go up by one. After 4 minutes, when the **Perception check is DC 40**, the room appears to be the inside of a sphere and the DC to find the way out increases by 2 for every additional 5 rounds the PC spends in here. Once the **Perception check is DC 50**, only a *wish* or *miracle* will get the PC out from within the room, as it now appears to be getting bigger and bigger. During all this time, if someone opens the door in the north wall, this process immediately ceases.

The only clear difference between the walls ceiling and floor are 4 holes in the floor, each about 6 inches across. If anyone checks them, a **Perception DC 10** roll reveals them to be lead tubes, which descend vertically, as far as anyone can tell. The airlocks and valves within the tubes are also made of lead.

Each of these tubes lead firstly to an airlock valve, about 10 feet down. At this point, the tubes widen to about 12 inches across in a section 12 inches high. There is a small wheel, about 4 inches across, at the base of each of these cylindrical chambers. In all 4 cases, the wheel is attached to a hatch that raises and grants access to an airlock. These chambers are also about 12 inches in diameter but 18 inches in length. There is a wheel at the top and bottom of each of the airlocks. The bottom hatches will not open unless the top hatches are closed, and vice versa.

Once the bottom hatch is open in each tube, it reveals another tube that is 6 inches in diameter. This is identical for all 4 tubes. These too descend 10 feet and opens out into the rooms below, Rooms 31, 32, 33 and 34.

SUB-BASEMENT

Each of these 4 rooms, all sized 30 by 30 by 20 feet, is set up in an almost identical way, although they contain different items. There are two sets of shelves, each full of the listed item for that room. If a PC takes one of the items another replaces it, as there are an apparently infinite number of them available.

All of the items are individually tuned to the PC or NPC that gains them. They are not interchangeable, as the items that a character gains have responded to the answers they gave. However, 1 character could polymorph into another character, give the correct answers and gather all the items for the party this way.

The rooms themselves are made of lead; the floors, walls and ceilings are entirely this material, 20 feet thick, as the rooms are actually carved out of a block that is 100 by 100 by 60 feet in size. They are all flawless, as Arvoitus Loihtia smooths any sign of damage away with magic and/or someone else's elbow grease, as required.

Each room also has a floor trap; these can be avoided by not touching the floors, as they all have touch triggers. If anything is dropped on the floor, it triggers the trap.

ROOM 31 (SBR1)

The 2 shelving units in this room each have handles on them on the front of every shelf. They are seen on a Spot/Perception DC 25 roll if light is taken into the room.

If a PC touches the floor in this room, she sets off a trap. If she sets this first trap off, she will hit the ceiling and will set an identical second trap off. A Reflex save is needed every round to avoid damage unless the PC states they are trying to grab the handles on the shelf to stop the "falling" in each direction.

Reverse Gravity Trap on floor and ceiling



CR 11; magic device; trigger touch (the floor and ceiling); **reset** automatic;

Spell effect (*reverse gravity* 15th level druid, repeats for 15 rounds before reset, 2d6 fall [upon hitting the ceiling of the 20-ft.- high room], then 2d6 fall [upon falling 20 ft. to the floor when the trap switches], DC 22 Ref save avoids damage, DC 30 allows a PC to grab the handles on the shelves, stop the movement and take no further damage)

Perception DC 32, Disable Device DC 32 For top and bottom trap. Both need the house motto to be recited as part of the disabling process.

Additionally, every 5 blows that the physical armor a PC is wearing takes reduces its effectiveness by 1 AC point.

The 2 sets of shelves in this room are crammed with blank scrolls, each made from thick vellum and bound with a silk ribbon sealed with a wax crest of House Loihtia. There are thousands upon thousands of scrolls, each 1 inch in diameter and 12 inches in length when rolled. If anyone tries to take one without answering the question, the scrolls all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

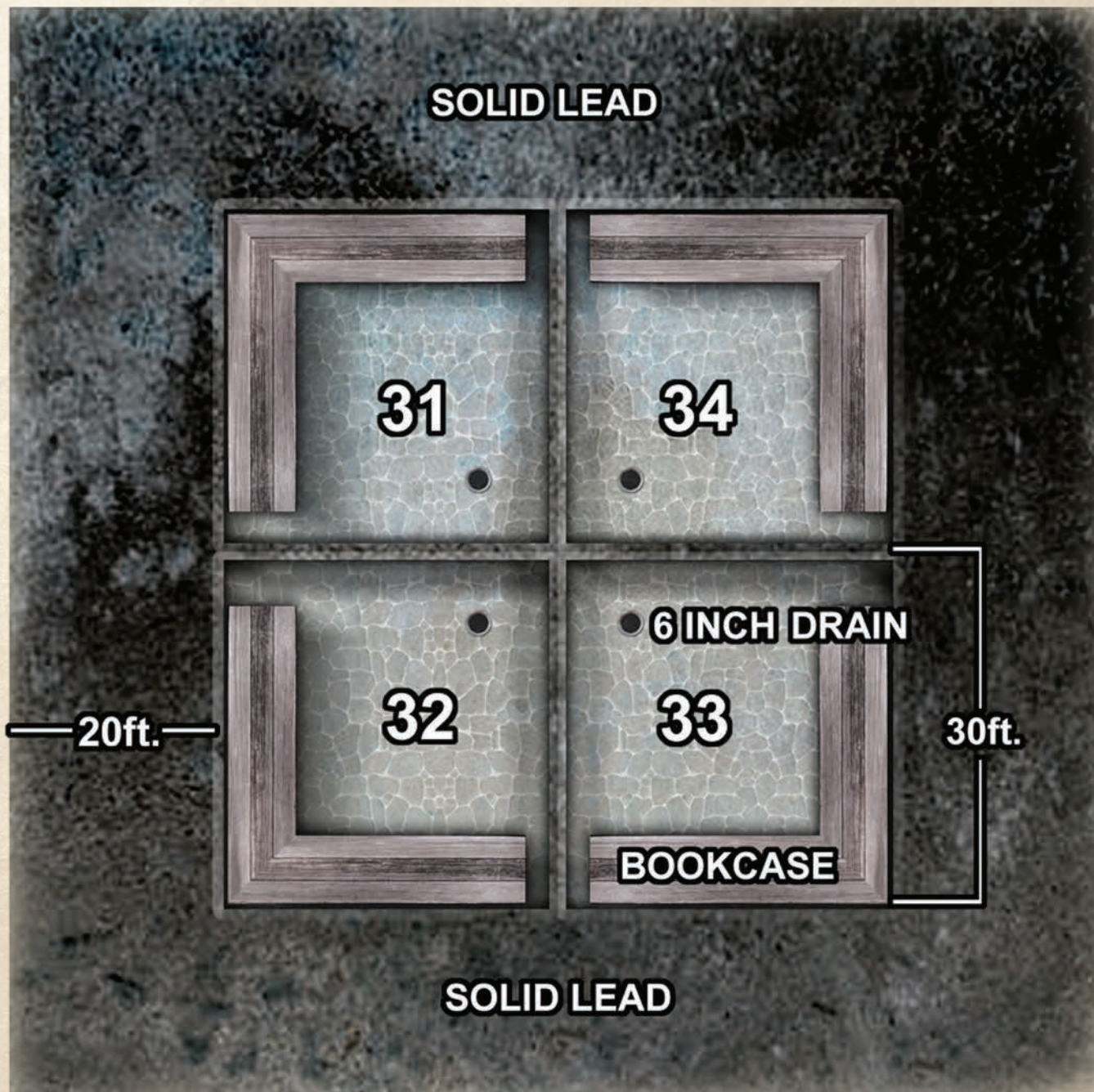
Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"How do you spend your days?"

The answer is the PC's class(es) - bard, ranger, wizard, and so on. When the correct answer is given, one of the blank scrolls floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a scroll, it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a scroll in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5 and 6.**



LOWER BASEMENT ROOMS

ROOM 32 (SBR2)

The 2 shelving units in this room each have 5 mithril taps on top of them. They are seen on a **Perception DC 20** roll if light is taken into the room, **DC 35** if not. If checked, the taps have a storage tank behind them.

If a PC touches the floor in this room, he sets off a trap. If the PC fails the Reflex save, the *heightened grease* spell sends him onto his back. If this happens, a shallow grave-like depression opens up in the floor and the 10 mithril taps direct cold liquid lead at the character. This coats the character from head to foot, leaving a vague impression and outline of the PC on show, but effectively *imprisoning* him.

Heightened Grease (9th level spell) and Imprisonment Trap

CR 12; magic device; **trigger** touch (the floor); **reset** automatic;

Spell effect (*heightened grease* (9th level spell) and *imprisonment*, 17th level wizard, DC 23 Ref save against the *heightened grease* and DC 23 Will save if Ref save failed)

Perception DC 36, Disable Device DC 36 for both elements. Both components need the house motto to be recited to disable.

The 2 sets of shelves in this room are crammed with painting/writing sticks (think calligraphy), each made from a 8 inches long shaft with a 1 inch long nib, and with a bone crest of House Loihtia embedded in it as a guide for an index finger. There are thousands upon thousands of sticks, but if anyone tries to take one without answering the question, the sticks all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"Who do you pledge your mind, body and soul to?"

The answer is the PC's deity and therefore alignment. When the correct answer is given, one of the fresh painting sticks floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a painting stick it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a painting stick in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5, 6 and 21**

ROOM 33 (SBR3)

If a PC touches the floor in this room, he sets off a trap. The *heightened polymorph any object* turns the PC into a crystalline version of herself, then the *heightened shout, greater* deal damage as per the spell.

Heightened Polymorph Any Object and Heightened Shout, Greater Trap

CR 11; magic device; **trigger** touch (the floor); **reset** automatic;

Spell effect (*heightened polymorph any object* and *heightened shout, greater*, 17th level wizard, transformation to a crystalline creature, then 17d6 damage (sonic), DC 23 Fort save against the *heightened polymorph any object* and DC 23 Fort save for partial if original save made, otherwise no second save)

Perception DC 36, Disable Device DC 36 for both elements. Both components need the house motto to be recited to fully disable them.

The 2 sets of shelves in this room are crammed with calendar candles, each 12 inches long and made from tallow or wax (although it isn't always clear what creature the material is from - as GM, give any answer you wish to reflect the nature of your game), and with a inked-in crest of House Loihtia embedded in it as a guide for halfway along its length. There are thousands upon thousands of candles, but if anyone tries to take one without answering the question, the sticks all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"When did you become part of history?"

The answer is the PC's date of birth. When the correct answer is given, one of the calendar candles floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a candle it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a calendar candle in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5 and 6**

There is also one platinum ring from a pair of *rings of friend shield*. The other is in Room 21 (Chest 5). This is here by chance, as a previous litigant got this far only to succumb to the floor trap. No one has cleaned it back to chest 5 in Room 21.

Room 34 (SBR4)

The 2 shelving units in this room each have 5 black sapphires on top of them. They are seen on a **Perception DC 20** roll if light is taken into the room, **DC 35** if not. If checked, the sapphires are each worth 20,000gp.

If the PCs touch the floor in this room, they set off a trap.

Implosion and Soul Bind Trap

CR 12; magic device; **trigger** touch (the floor); **reset** automatic;

Spell effect (*implosion* and *soul bind*, 17th level cleric, DC 23 Fort save and DC 23 Will save if Fort save failed)

Perception DC 36, Disable Device DC 36 for both elements. Both components need the house motto to be recited to disable.



The 2 sets of shelves in this room are crammed with miniature chests, each made from ironwood and bound with adamantine. There are thousands upon thousands of chests, each 1 inch by 1 inch by 2 inches in size. If anyone tries to take on without answering the question, the chests all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"What are your roots?"

The answer is the PC's species (race) - human, half-elf, dwarf, and so on. When the correct answer is given, one of the miniature chests floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a chest, it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a chest in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5 and 6**.



CONCLUSION

The PCs need to be out of House Loihtia in an hour. The cleric and escort troop is waiting for you, and will take you and the golems (any that remain) back to the court. If you do not return by the end of an hour, the court will find in favor of House Loihtia; if you do, you will be able to present any evidence that you have been able to find. If you do not intend to play the rest of the adventure path, the court case is a formality in whichever direction the discovered evidence points.

However, if you do intend to play the other installments of the adventure path, the next adventure, "Shall We Not Revenge," details the action that takes place as the PCs return to court and are harrassed by House Loihtia forces all the way. The third and final installment, "The Best Laid Schemes," takes the PCs away from Mohkba to defeat House Loihtia forces on other planes, before returning them to the court for final judgement.

DEFENDERS

DEFENDERS OF HOUSE LOIHTIA

The PCs will find themselves summoned by *word of recall* spells cast from scrolls by Arvoitus Loihtia. They may or may not know each other; in any circumstance, Arvoitus will have little chance to explain what is happening other than to say that Hakija and his allies are approaching and that there are various creatures and traps that the PCs have control over and can place as they wish. They will have have the time it takes for Hakija's party to reach the front door to do this, which probably won't be long!

The party defending House Loihtia will have the following creatures available to position around the building:

2 x fully advanced salt mephit sorcerers (level 6)

2 x fully advanced, fiendish, LE cloaklers

1 x advanced elder xorn (21 HD)

1 x fully advanced flesh golem (27HD) - made from components out of Room 6 gathered by Arvoitus Loihtia. Wherever it is initially placed, this creature will try to move back towards Room 6 whenever it can.

1 x dread wraith

1 x fully advanced dark naga

2 x will-o'-wisps

1 x paragon darkmantle

1 x colossal fiendish monstrous scorpion

There will be the following magic and traps that can be activated by a rogue or appropriate PC reading a scroll with the final components on it, although the rogue will only be successful if a Use Magic Device roll is made, as indicated by "UMD DC XX". Arvoitus will state that the *Antipathy* trap must be placed first.

A. *Guards and Wards* components. Arvoitus Loitia will cast this on the walkway of the first floor, but will leave it up to the PCs to decide where the following components are placed:

- where exactly the fog fills
- which doors are subject to arcane lock
- whether the side stairs as well as the main stairs are subject to the web effect
- where the confusion is placed
- which doors, if any, are lost
- which of the five possible additional effects is placed and where.

B. *Antipathy* Trap (UMD DC 37)



***Antipathy* Trap**

CR 10; magic device; **trigger** proximity (*detect lawful good*); **reset** automatic;

Spell effect (*antipathy*, 17th level druid, DC 23 Will save partial)

Search DC 34, **Disable Device** DC 34

C. *Incendiary Cloud* Trap (UMD DC 38)



***Incendiary Cloud* Trap**

CR 10; magic device; **trigger** proximity (alarm); **reset** automatic;

Spell effect (*incendiary cloud*, 18th level sorcerer, 4d6/round for 18 rounds, DC 23 Reflex save for half damage)

Perception DC 34, **Disable Device** DC 34

D. Fast Moving, Electrified Rail Traps (in wardrobes in Room 19. Wardrobes 1, 2 and 3 can be positioned anywhere in the house that is visible, number 4 stays where it is)

Rapidly Moving, Electrified Rail Traps (UMD DC 34)



***Rapidly Moving, Electrified Rail* Trap**

CR 8; mechanical; **trigger** location (open doors); **reset** manual (close doors);

Effect Atk +25 ranged (5d6 bludgeoning, 5d6 electrical), one metal rail 4 inches by 4 inches, multiple targets in a 5 feet wide line 20 feet in front of the wardrobes,

Perception DC 27, **Disable Device** DC 18

The defending party will know that Hakija has 3 clay golems and 2 stone golems available for his investigating NPC party to take control of during the search. An NPC party member is able to control just one golem. There will be one NPC party member with one golem for each of the PCs defending House Loihtia, plus Hakija. Hakija has control of an iron golem, although it does not have the poisonous gas breath weapon.

As the PCs gather within the house and get there instructions, read the following.

As you all arrive in the House, the court orb that delivered the ruling suddenly activates again. Hakija and his party are arriving outside. The escort troop halts and its leader turns to face them. There is a sizable crowd watching, as the execution of the law is considered of highest importance in Mohkba. An event such as this is infrequent, but people are knowledgeable enough to recognize what is going on and will await the outcome. Indeed, bets will almost certainly be placed.

The cleric unfurls a scroll and speaks directly to the group, although her voice is loud enough to be heard by all those around, troop and crowd alike. It reverberates around the room in which you are standing

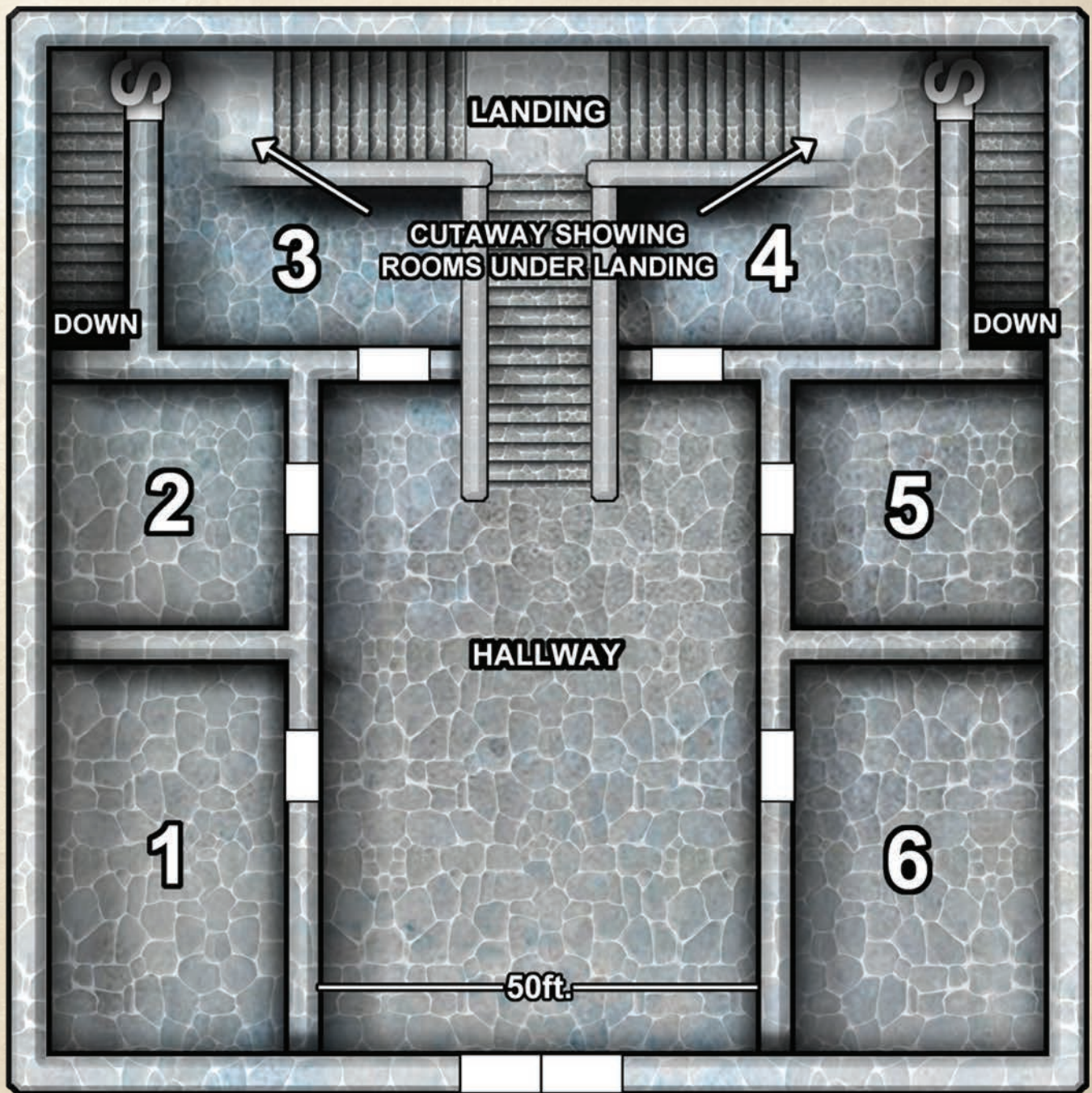
"The Rule of Law is hereby enacted. You are granted entry to House Loihtia for 1 hour and no more. My troop and I will wait here to escort you back to the courthouse at the end on the aforementioned hour. If you do not return to us at that time, you will be considered in breach of the ruling and a charge of guilt will be placed upon you and reparation to House Loihtia expected and demanded.

Use of teleportation into and out of the grounds is forbidden as control of movement and destinations visited are under my immediate control and control of the court more generally. If any member of the group leaves the grounds by any means within the hour's provision, they will forfeit any right to re-entry into either the grounds or the house.

At the end of exactly 1 hour, we will escort you back through the streets of Mohkba to the courthouse, so the citizens can see the Rule of Law being fully enacted. You will be under the direct observation of me and my troop during this return. Any use of teleportation from this point to the courthouse will be in breach of the ruling, as control of movement and destinations visited is under my immediate control and control of the court more generally. A charge of guilt will be placed upon you and reparation to House Loihtia expected and demanded.

Any and all evidence brought from House Loihtia will be presented to me and be under my charge from that point onwards. These items will be the only allowable evidence at any further hearing. It will be officially stamped as required by the Rule of Law and this ruling in particular. Any further items produced as evidence will be dismissed and a charge of wasting the time of the court may be placed on the individual or individuals concerned.

I and my troop will remain impartial throughout the next hour. We cannot and will not represent any one person or side during this time, unless that individual removes himself or herself entirely from the process of enacting the ruling. This applies to those on either side of the ruling. Your hour will start at my signal. May the Rule of Law prevail as the gods allow!"



GROUND FLOOR LEVEL

The last sentence is truly shouted, and a roar goes up from those around you. The cleric rolls the scroll back up and leans in towards the group as the sound rolls around the buildings, but what she says cannot be heard. She steps back, draws a wand from her armor, and fires a single fireball into the sky. It explodes, and the hour begins.

GROUND LEVEL

PATHWAY TO THE FRONT DOORS

The permit from the court allows the PCs to approach to house along the path, not stray into the grounds. The path is slabs of rock, rather than worked stone, fitted closely together except for moss-filled 4 inch by 4 inch squares spaced regularly along its length. It is a gentle “S” shape that has a massive tree in each of the bends to prevent a direct line of sight between the gate and the front doors.

The path is approximately 170 feet long and 10 feet wide. it can be used to position several traps

Arvoitus has ensured the path can be lined by permanent *walls of force*, including overhead and all the way to the door into the house. Once the npc party is half way along the path, the entrance to it will also be closed by another *wall of force*. At this point, two *clenched fists* will appear and move towards the party. The trap can be disabled at a point in the exact middle of the pathway (85 feet along the path, 5 feet from either side).

The defenders can use this time to place other items around the house or construct rough-and-ready traps of their own.

Clenched Fists Trap

CR 11; magic device; **trigger** location; **reset** automatic;

Spell effect (*clenched fist* x 2, 15th level wizard, +29 to hit, 1d8+11 damage, Fort DC 22 to avoid being stunned)

Perception DC 35, **Disable Device** DC 35



Arvoitus Loihtia casts a screen spell as soon as she is aware of the NPCs' approach to the house. This is powerful enough to completely affect the ground floor, first floor, second floor and basement. All rooms, when viewed through scrying (or similar), or seen for the first time and if the required Will save DC 24 is failed, appear to be identical, with wooden walls, heavy bookshelves full of business ledgers, and a scattering of tables and chairs throughout each room to read the ledgers from.

However, only one room is actually like this, Room 10, which is the model for all the others. But by the time they reach that room, the NPCs will probably have got into the habit of disbelieving what they see, and spend valuable time trying to disbelieve what is really in front of them.

FRONT DOORS

Two massive stone doors, the exact material proving a mystery without a **Knowledge (the planes)** DC 35 or **Knowledge (architecture and engineering)** DC 40 roll, are made of Black Smoker Chimney rock from the greatest depths of a poisoned sea on Stygia. They are featureless and have no items such as a knocker or handle on them.

Carved in the lintel above the door is the House Loihtia motto; “Everywhen Shall We Give, If Thanks Is Given Everywhere”. This phrase needs to be repeated as part of the process to disarm or avoid traps throughout the house.

The doors are 12 inches thick. They each have 20 hit points per inch of thickness and hardness 10. Despite their infernal nature, they don't have any general spell resistance, although they are invulnerable to cold damage or damage based on water. They only automatically open to those who have an invitation from a member of House Loihtia; all others have to find a way through them for themselves.

However, touching them perilous, as they deal automatic *coldfire* damage of 4d6 per round. A Reflex DC 30 save is required for half damage and to avoid becoming frozen to the door, which then means taking continuous damage until pulled free with a Strength check DC 25. This freezing effect is strong enough to get through up to 2 inches of material such as metal or cloth, rendering most armor and clothing useless as protection. Being ripped from the door reduces the use of the relevant (e.g.) hand, arm or foot (if kicked) for 6d10 minutes. This means that either Dex is reduced by 2 (hand, arm) or movement by 10 feet per round (foot, leg). If an item is used to touch the doors, it freezes and becomes brittle in 3 rounds or 3 blows. For every magical “plus” bonus the item has, the number of rounds or blows increases by 1. Once frozen and brittle, there is a cumulative 25% chance per round that the item will shatter into thousands of harmless pieces and simply melt away in 2 rounds.

Getting through these doors and into House Loihtia is a **CR 8 encounter**.

A *cure serious wounds* spell or higher level healing will remove this injury in just 6d10 rounds - the infernal nature of the numbing effect of the wounds take a little time to fully disappear. A *limited wish*, *wish* or *miracle* spell removes all effects immediately.

The door can affect the players as well as the NPCs if the motto isn't spoken. If it is spoken on the inside of the doors, they will open. Another trap could be placed here.

HALLWAY

This area is 50 feet wide by 70 feet long. At the far end, a central stairway that is 20 feet wide leads up to the next floor. 6 doors lead off of this hallway. The floor is a rich mosaic of semi-precious tiles, depicting eventual order (at the edges) from chaos (a central, churning whirlpool of colour).

The centre of this mosaic is a trap, designed to keep any would-be thieves in place until guards can respond to the noise. The mass hold monster covers most of the hallway and is triggered when a creature gets within 10 feet of the centre of it without saying the words of the house motto. The meteor swarm concentrates the 4 spheres in a square in the centre of the hallway, with the blast from all of them covering the entire space and some way up the stairs.

Mass Hold Monster and Meteor Swarm Trap

CR 12; magic device; **trigger** proximity (*alarm*); **reset** automatic;

Spell effect (*hold monster*, *mass* and *meteor swarm*, 18th level sorcerer, DC 23 Will save and 4 DC 23 Reflex saves if Will save made, otherwise none)

Perception DC 36, **Disable Device** DC 36 for both elements. The *mass hold monster* component also needs the house motto to be recited.



A creature could be placed here, although it could be affected by the trap.

ROOM 1

This area is approximately 40 feet by 25 feet, with a heavy oak door in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving food.

On the wall above the door is a mosaic of the letter “H” which can be clearly seen at all times by anyone. PCs and NPCs alike will need to have gained an item from this room in order to see the contents of the scrolls stored on all 4 of the cupboards in Room 20.

Around the room are shelves with hundreds of glass and clay jars, leather and silk bags, bone and wood coffers and paper packets. Each container actually has the name of its contents on it, written in the language of the source plane, but these names and contents can not be seen unless the tattoo from Room 7 and the four items from Rooms 31, 32, 33 and 34 have been obtained.

Once the name has been spoken, opening the container will reveal the appropriate kind of herb, spice, dried meat or fruit,

vegetable, seasoning or bread. Some of the jars radiate faint transmutation magic; these storage vessels are found to contain liquids such as milk, wine, mead or olive oil, the magic being employed to keep them fresh. The material component for any spell that requires some kind of foodstuff to work can be found here on a **Perception** DC 50 roll, a roll that can be repeated and reduces by 5 for each attempt.



Players may ask if there is/why there wasn't another way to find the items, such as Knowledge (arcana).

The idea here is that there is a lot to go through, rather than that there is any great mystery about what is in the container. The initial DC of the roll reflects the time need to conduct the search thoroughly rather than “knowledgeably” coming across something. It is just a long job. This applies to all of the rooms on this floor.

The initial high roll is because of the hundreds and hundreds of storage vessels in the room. Each jar will produce sufficient quantity of the contents to satisfy 6 people. It will then appear empty for the next 30 days to all who have taken or eaten the contents, unless they are a family member of House Loihtia. Unless a payment is made into an innocuous-looking fruit crate, which empties as soon as the coins, gems or whatever hits the bottom of it, (how much is left to the GM's discretion), the door out of the room remains locked, with an **Open Lock** DC 32 roll required to bypass it.

A creature, trap or party member(s) could be placed here.



ROOM 2

This area is approximately 30 feet by 25 feet, with a heavy metal door in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving gems.

On the wall above the door is a mosaic of the letter “O” which can be clearly seen at all times by anyone. PCs and NPCs alike will need to have gained an item from this room in order to see the contents of the scrolls stored on 2 of the cupboards (numbers 1 and 2) in Room 20.

This room is full of shelves holding plain wooden boxes of hundreds of different sizes. Each box actually has a serial number on it, but these can not be seen unless the tattoo from Room 8 and the appropriate items from Rooms 31, 32, 33 and 34 have been obtained.

Once the serial number has been quoted, opening the box boxes will find some kind of highly-worked jewel, a gem, or a rough precious stone. Some of the boxes radiate faint conjuration (summoning) magic; these storage boxes are found to contain unworked precious stones that are made of the “stuff” of various elemental planes. The material component for any spell that requires some kind of gem to work can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of storage boxes in the room. Finding a box containing an item made from elemental material is never lower than DC 40, however, as so few exist; 3 of any given element, in fact. Finding one of these stones means it can be used to replicate the material component of a spell needing the appropriate elemental material AND will act as the feat Greater Spell Penetration.

A creature, trap or party member(s) could be placed here.

ROOM 3

This area is approximately 45 feet by 30 feet, with a door of ironwood studded with steel in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving weapons and armour, containing an example of virtually every basic type of armor, weapon and ammunition, whether simple, martial or exotic.

On the wall above the door is a mosaic of the letter “E” which can be clearly seen at all times by anyone. PCs and NPCs alike will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 3) in Room 20.

However, these can not be seen, felt or heard (if struck by someone who can interact with them) unless the tattoo from Room 9 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the walls have nothing but empty hooks embedded in them or unused shelves fixed to them - the weapons and armor simply don't exist without the required items.

Once the relevant items have been gathered together by an individual, the northern wall is found to hold one example of every basic kind of armour and shield, so there are 21 items hanging from hooks embedded into the walls. Their contents include an example of a:

- Armor Spikes (set)
- Banded Mail
- Breastplate
- Buckler
- Chain Shirt
- Chainmail
- Full Plate
- Half-plate
- Heavy Steel Shield
- Heavy Wooden Shield
- Hide
- Leather
- Light Steel Shield
- Light Wooden Shield
- Locked Gauntlet
- Padded
- Scale Mail
- Shield Spikes (set)
- Splint Mail
- Studded Leather
- Tower Shield

The eastern wall has an example of every kind of ranged weapon and ammunition either hanging on the wall or set on a narrow shelf.

The western wall has an example of every type of one-handed weapon resting on pairs of hooks, facing point downwards.

The southern wall, which has the door in it, holds two displays. The wall nearest the eastern end of the room contains an example of each type of light melee weapon, resting on pairs of hooks, point downwards if appropriate, whilst the display closest to the western end of the room is of every type of two-handed weapon.

All items are solidly attached to the walls and cannot be moved. They all radiate a strong transmutation aura. Every item has been treated in the same way an Immovable Rod would be, so that without a code phrase to release the item (instead of a button), it stays in place. A **Strength check DC 35** is required to move any item 10 feet

Immediately underneath each item is a small metal shelf with a slot cut into the middle of it, rather like the top of a voting box or a collection box. These all radiate strong conjuration (teleportation) magic if analysed. If an item is stated allowed and then the value of it is placed in the slot (as listed in the 3.5E PHB/PF CRB), one appears hovering in front of the purchaser. The time taken for the item to arrive depends on the type paid for, as follows:

Standard item = 10 rounds

Masterwork item = 100 rounds

+1 item = 1,000 rounds

+2 item = 10,000 rounds

+3 item = 100,000 rounds

+4 item = 250,000 rounds

+5 item = 500,000 rounds

Doubling the amount paid for an item cuts the time taken for it to appear by 25%.

If the PCs or NPCs spend too long in this room, they attract the attention of the blacksmith that is making the items for House Loihtia; it appears through one of the slots furthest from the party. It is an advanced efreeti, but appears as a red-headed female dwarf. It won't immediately attack, but will begin to bargain with the PCs, offering exorbitant sums for their weapons and armor. If this tactic is unsuccessful it will attempt to sunder items and then steal them, fleeing back to its forge on the Elemental Plane of Fire. Those defending House Loihtia can recite the house motto 3 times to placate the efreeti.

A party member could be placed here - the efreeti will dispose of any other creature or trap as it doesn't want its work damaged.

Combat

(1) Advanced Efreeti pg 91

The secret door in the northwestern corner can be found with a **Perception DC 32 check**. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is 5 feet wide and 7 feet high.



ROOM 4

This area is approximately 45 feet by 30 feet, with a door made of exotic teaks and mango woods, studded with examples of the most common metals, in the middle of the wall linking the room to the hallway. There is an illusion of a barred window in the wall facing the doorway, and the ceiling gives off *continuous light*. It is a trading room, dedicated to deals involving woods and metals, of which there are many hundreds of examples pinned to the wall in the shape of plaques, each exactly 1 inch by 2 inches.

On the wall above the door is a mosaic of the letter "N" which can be clearly seen at all times by anyone. PCs and NPCs alike will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 3) in Room 20.

However, these can not be handled unless the tattoo from Room 11 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the pieces have an almost ethereal quality, fading out of existence and seeming to retreat from a PC who looks directly at a plaque and tries to touch it.

Once the relevant items have been obtained, it becomes possible to interact the metals and woods; touching any one of these pieces will sound an entirely individual note, many of which are completely "otherworldly" in their tone and pitch. Any bard that touches 6 or more pieces of metal, and then stays in this room for more than 2 minutes, will have to make a Will save DC 25. If the save is made, she will find that a random spell from those she has used that day has re-entered her mind; it becomes a spell the bard can cast in addition to her daily limit. If the save is failed, a random spell from those she has memorised for the day will have left her mind.

Some of the pieces of metal radiate faint divination magic; these pieces are formed of the “stuff” of various elemental planes. A substitute material component for any divination spell that requires some kind of mirror or reflective surface to work, or any spell that requires plant material as a component or divine focus, can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of pieces of metal and wood in the room, but there are enough examples of “otherplane” material, particularly from the elemental plane of earth and the layers of Acheron, detritus from the endless wars.

If the PCs spend more than 8 rounds in this room, they will attract the attention of an advanced elder xorn with 21 HD. This creature is keen to eat magical metal and will do so at a prodigious rate, given the chance. It concentrates its attacks on the PCs with the armor giving off the most obvious magical aura or seeming to offer the greatest protection.

Combat

(2) Advanced Elder Xorn pg 92

The secret door in the northeastern corner can be found with a **Perception DC 32 check**. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is 5 feet wide and 7 feet high.

A trap or party member could be placed here.



Room 5

This area is approximately 30 feet by 25 feet, with a door made out of hardened translucent glass that glows with the seven prismatic colors in the middle of the wall linking the room to the hallway. This room is “windowless”, and the light is a soft ultraviolet that is used to keep the contents fresh. It is a trading room, dedicated to deals involving alchemical substances.

On the wall above the door is a mosaic of the letter “A” which can be clearly seen at all times by anyone. PCs and NPCs alike will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 4) in Room 20.

The room is full of hundreds of diminutive *floating disc*-type saucers, each with a different substance on it. Each of these is generally in liquid or powdered form, although there are some gases as well, perhaps 1 in 50 items. Many of them are materials that even high-level PCs may not have come across, as they are from dozens (possibly hundreds) of other planes. However, these discs can not be handled or experienced in any way unless the tattoo from Room 12 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the discs and their contents simply don’t exist for an individual, although they may do so for a companion standing right next to him.

After the relevant items have been collected, a PC is able to touch the saucers that bob gently in the air. A dish can be grasped and the contents poured into a receptacle - a vial, a bottle, even straight into someone’s mouth. If the substance is tipped straight onto the floor, it somehow seeps into the fabric of the house after just 1 round. Once the saucer is released, it floats back to its original position and sits there. Its contents will reappear in 12d4 hours.

(The effect of any particular substance can be up to the GM, but much of what is here will act like a random potion once it comes into contact with liquid. Bear in mind that the result of coming into contact with water may well be very different to that of coming into contact with, say, alcohol. Be creative if your players begin to experiment.)

If 2 substances are introduced to a creature’s body, there is two thirds-to-one third chance that the result will be equal to either a *cure minor wounds* or *inflict light wounds*. 3 substances is equal to *cure light wounds* or *inflict moderate wounds*; 4 substances equals *cure moderate wounds* against *inflict serious wounds*; 5 substances is equal to *cure serious wounds* against *inflict critical wounds*. Any more than 5 substances leads to the need to roll a Fortitude save DC 35 of the PC falls unconscious for a number of rounds equal to twice the amount the roll was missed by. The mix of substances only takes effect 2 rounds after the last item is introduced to the body (i.e. there needs to be 2 rounds free of substance ingestion before the mix of other substances produces an effect.). ALL these effects are the same if a PC mixes items into water/another liquid and turns them into a potion, no matter what the usual effect of combining items might be. It takes real time and effort to use them to make accurate potions, and just combining components on the spot produces effects as listed above.

The material component for any alchemical endeavor can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of saucers in the room.

If the PCs disturb more than 10 saucers without initially quoting the house motto, they begin a chain reaction within the room. Firstly, the substances produce an invisible miasma, a contagious power that has an independent life of its own and immediately assaults the PCs and imbues the PCs with their own nightmare. The creature then interacts with the doorway; this triggers a room-filling trap of light. Finally, the results of the first 2 traps combine to give the creature physical form, that of a phasm, which exists for just 5 rounds before dissipating, but fights ferociously during that time.

Weird and Heightened Prismatic Spray Trap

CR 12; magic and alchemical device; **trigger** inhaled; **reset** partial manual (*weird*), partial automatic (*heightened prismatic spray*);

Spell effect *weird* and *prismatic spray* (*heightened* to 9th level), 18th level sorcerer, DC 23 Will save (*weird*) and various DC 23 saves (*prismatic spray*)

Perception DC 36, **Disable Device** DC 36 for both elements. The *weird* component also needs the house motto to be recited.

Combat

(1) **Advanced Phasm** pg 93

ROOM 6

This area is approximately 40 feet by 25 feet, with a door of bone studded with pieces of claw and horn in the middle of the wall linking the room to the hallway. This room is “windowless”, and the light is a cold glow from hundreds of translucent cubes of ice that are used to keep the contents fresh. It is a trading room, dedicated to deals involving parts of creatures.

On the wall above the door is a mosaic of the letter “T” which can be clearly seen at all times by anyone. PCs and NPCs alike will need to have gained an item from this room in order to see the contents of the scrolls stored on 1 of the cupboards (number 4) in Room 20.

The first 3 feet from the walls of the room, which is just below the freezing point of water, are full of hundreds of diminutive, translucent, floating ice cubes, each with a 12-inch stem hanging from it which seems to act as a keel. Every cube has a different piece of a creature in it. Each of these contents is generally in original physical or liquid, although there are some gases and powders as well, perhaps within 1 in 100 cubes. Many of them are creature parts that even high-level PCs and NPCs may not have

come across, as they are from dozens (possibly hundreds) of other planes. However, these contents can not be handled or experienced in any way unless the tattoo from Room 13 and the four items from Rooms 31, 32, 33 and 34 have been obtained. Until this is done, the contents simply don't exist for an individual, although they may do so for a companion standing right next to him.

If tested, each cube radiates faint necromantic magic, as a variation of *gentle repose* keeps all of the pieces of creatures fresh and useable. The material component for any spell that requires some kind of piece of creature to work can be found here on a **Perception DC 50** roll, a roll that can be repeated and reduces by 5 for each attempt. The initial high roll is because of the hundreds and hundreds of ice cubes in the room.

Two events can be encountered in this room, depending on what items have been previously collected. If a PC or NPC can only experience the cubes, then after 10 rounds in the room, each of the hundreds of cubes fires off a small portion of itself towards the middle of the room. This trap acts as a cross between a *blade barrier* and an *ice storm*.

Blade Barrier and Ice Storm Trap

CR 10; magic device; **trigger** timed location; **reset** automatic;

Spell effect (variation of *blade barrier* and *ice storm*, 15th level water cleric, 8d6 slashing, 7d6 cold; DC 20 Reflex save (slashing damage), none for cold damage)

Perception DC 32, **Disable Device** DC 32. The house motto to be recited as part of the disabling process.

If a PC can experience the cubes and their contents, then after 10 rounds in the room, each of the hundreds of cubes excretes a tiny amount of its contents, which flow towards the middle of the room in 2 rounds and form into a fully advanced flesh golem (27 HD). This acts as *summon monster IX* trap. It was originally designed to have multiple uses, but is now limited to only one reset per day.

When fully formed, this creature will go wherever it is told to go. However, after 15 minutes, the component parts will start to want to go home, so the creature will move about. The defending party can fall prey to the trap unless it is extremely careful.

Summon Monster IX Trap

CR 10; magic device; **trigger** timed location; **reset** automatic (*once per day only*);

Spell effect (*summon monster IX*, 18th level sorcerer, fully advanced flesh golem (27 HD), no save)

Perception DC 32, **Disable Device** DC 32. The house motto needs to be recited as part of the disabling process

Combat

Advanced Flesh Golem pg 94

STAIRWAY

This stairway starts about 60 feet from the front door. At its base it is 10 feet wide, but by the landing, it has become 20 feet wide, with deep treads and a rich, purple carpet. Once it reaches through to the next floor, it sweeps to both the left and right, so that the walkway above can be accessed in either direction.

These stairs are the first place that the players and NPCs will encounter Arvoitus Loihtia's *guards and wards* spell, which extends onto the landing at the top of these stairs and then to the walkway around the rooms on the 1st floor.

The stairs are covered in thick web, as per the spell.

SECRET STAIRWAY 1

The secret door onto the stairway from the northwestern corner of Room 3 can be found with a **Perception check DC 30**. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is about 5 feet wide and 7 feet high.

The stairway descends about 15 feet to a narrow walkway that is pitch black. The walls are smooth and featureless on a cursory inspection, although the method to switch off the various traps along the stairway are embedded into it.

The 2nd, 3rd, 5th, 7th, 11th and 13th stairs are all trapped in exactly the same way. However, whilst they are fairly easily spotted, they are difficult to disarm and are designed to waste time more than anything.

Fusillade of Greenblood Oil Darts Trap

CR 7; mechanical; **trigger** location; **reset** manual;

Attack +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 5-ft.-by-20-ft. area);

Perception DC 20, **Disable Device** DC 30

Anyone who decides to jump to the bottom of the stairs to avoid these traps is in for a surprise; floating in the the 5 feet-by-15 feet area immediately in front of the stairs is a dread wraith, laying parallel with the floor.

Combat

Dread Wraith pg 94

SECRET STAIRWAY 2

The secret door onto the stairway from the northwestern corner of Room 3 can be found with a **Perception DC 30 check**. The door is 3 feet wide and 5 feet high, whilst the stairway beyond is about 5 feet wide and 7 feet high.

The stairway descends about 15 feet to a narrow walkway that is pitch black. The walls are smooth and featureless on a cursory inspection, although the method to switch off the various traps along the stairway are embedded into it.

The 4nd, 6th, 8th, 12th, 14th and 15th stairs are all trapped in exactly the same way. However, whilst they are fairly easily spotted, they are difficult to disarm and are designed to waste time more than anything.

Fusillade of Greenblood Oil Darts Trap

CR 7; mechanical; **trigger** location; **reset** manual;

Attack +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 5-ft.-by-20-ft. area);

Perception DC 20, **Disable Device** DC 30

FIRST FLOOR LANDING

Aside from some *web* from the *guards and wards* webs on the stairway, the only item that might interest the PCs is that there is a permanently invisible platform at roof level above the landing.

A creature, trap or party member(s) could be placed here.

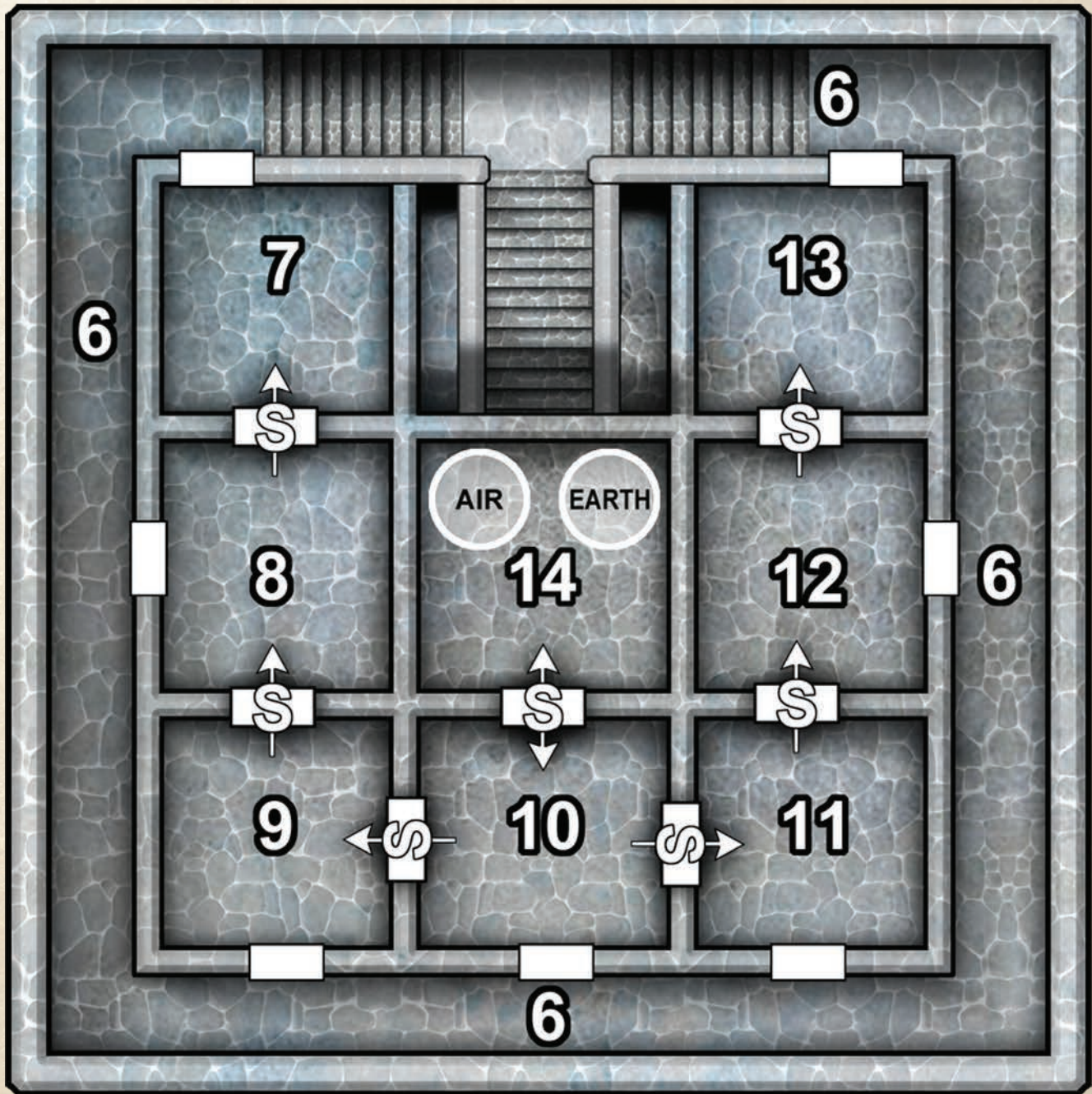
WALKWAYS

Two out of a full string of will-o'-wisp live on the walkways. When first viewed, a party may mistake them for the dancing lights element of the *guards and wards* spell as they make themselves appear to be as humanoid as possible in shape.

A creature, trap or party member(s) could be placed here.

Combat

(4) Will-o'-Wisp pg 96



FIRST FLOOR



ROOM 7

Rooms 7 to 13 are permanently under the effect of a powerful illusion. They each seem to be part of a much larger open air environment, one that represents the countryside around Mohkba. The illusion is so powerful that, given time, a person can walk from one area to another and reappear in another room - this is an unintended side effect of the magic that no-one has been able to properly explain; it is as if the arcane energy needed to complete the original illusionary requirements was sufficient to make a permanent link to the demi-plane of illusion and/or dreams, if one exists...

There seems to be no way to “disbelieve” the illusion “out of existence”; *wishes* and *miracles* have been tried in individual rooms, but the other 6 seem to bleed their energy back into the one that is being affected immediately the *wish* or *miracle* is cast and dispels the illusion. No one has attempted to cast 7 *wishes* or *miracles* simultaneously in all 7 rooms. If they did, the casters would find themselves transported to Ondtland on Gehenna. This is the realm of Loviatar, whom Arvoitus Loihtia worships. The GM can use this information for further adventures if she wishes.

In almost all of these rooms, the PCs have the initiative - the creatures are used to strangers appearing, although they are usually accompanied by Arvoitus Loihtia, and are quite curious. Whilst this doesn't mean they willingly hand themselves over, they don't attack the PCs. The exceptions to this are the dire lions, as detailed in Room 10.

A creature, or party member(s) could be placed in any of these rooms, but they will eventually be attacked by at least the dire lion pride.

Although they are defending the House, there is nothing stopping the PCs from making use of the items around the house to help in this task. Therefore they will have to go through the same process as the NPCs in order to gain access to every items.



This square, stone room is just over 25 feet per side and 15 feet high. The door in the north wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**.

The secret door can only be found by a PC when all 6 tattoos have been gathered. It appears as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped ebony scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of an orchard containing apple and pear trees, stretching into the distance. The pieces of ebony change to fallen fruit that is partially rotten, and from this dozens of silver flies begin to rise.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable rock) and the orchard becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the flies, a **Perception DC 15** roll reveals that they are all about an inch long and silver in color. If a **Perception DC 28** roll is made, the PC can see that one fly is ebony. The flies are disturbed by the presence of the PCs, but don't attack in any way, preferring to try and land on the now many pieces of partially rotten fruit. The fruit is illusionary, but appears real.

What the PCs need to do is each catch hold of the *ebony fly*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful, unless a tool or magic are employed - in this instance, there is no attack of opportunity chance, although a touch attack is required.

If they scan the cloud of flies, the *ebony fly* radiates magic (moderate transmutation), and they can use this technique to pinpoint the required *ebony fly's* position in the cloud. Once it is caught, a PC needs to take hold of it firmly; when they do, a tattoo of it appears above their lips, the point food enters the body. Once caught, it can be passed from PC to PC.

This tattoo is required to see items in Room 1. It can only be seen on a person by someone else who has the tattoo themselves.

The *ebony fly* has the following statistics relevant to the encounter:

Size/Type: Fine Vermin

Hit Dice: 1/8 d8 (1 hp)

Armor Class: 21 (+8 size, +5 Dex), touch 21, flatfooted 18

Base Attack/Grapple: +0/-21

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 1, Dex 21, Con 10, Int 2, Wis 10, Cha 1

Skills: Hide +21, Listen +6*, Move Silently +9, Spot +6*

Feats: Alertness

*A fly has a +4 racial bonus on Spot and Listen checks

It is the symbol they need to view the items in Room 1. However, the *ebony fly* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the food items in Room 1.

If the PCs walk in any direction for three minutes, they find themselves in the illusion that covers Room 8. Of course, it is quicker to leave this area, go back to the original room and find the next door, but the players aren't to know this when they first move around the illusion.

ROOM 8

This square, stone room is just over 25 feet per side and 15 feet high. The door in the west wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. they each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped onyx scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a light woodland of birch trees, stretching into the distance. The pieces of onyx change to partially-chewed bones, and moving towards them are about a dozen or so dogs.

If the party leaves the door to the room open, the image stays hazy and just out of reach,. If the door is closed, it disappears behind the last person (becoming part of a large, memorable oak that seems out of place here) and the light woodland becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the animals, a **Perception DC 15** roll reveals that they are all about the size of a riding dog and chocolate brown in color. If a **Perception DC 28** roll is made, the PC can see that one is dark onyx in hue. The dogs are curious about the presence of the PCs, but don't attack in any way, preferring to sniff at the bones to choose the right one. The bones are illusionary, but appear real.

What the PCs need to do is stroke the *onyx dog*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful - in this instance, there is no attack of opportunity chance but a touch attack is required (and rather than just a touch attack, the grapple/stroke has to be a definite action, not a fleeting caress) - unless a tool or magic are employed. If they scan the pack of dogs, the *onyx dog* radiates magic (moderate transmutation), and they can use this technique to pinpoint the required dog's position in the pack. Once it is identified, a PC needs to stroke it; when they do, a tattoo of fur appears over the 4 fingers of both their hands, between the knuckles and the next joints, in the place where bejeweled rings might be worn.

This tattoo is required to see items in Room 2. It can only be seen on a person by someone else who has the tattoo themselves.

The *onyx dog* has the following statistics relevant to the encounter:

Size/Type: Medium Animal

Hit Dice: 2d8+4 (13 hp)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+3

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*

Feats: Alertness, TrackB

It is the symbol they need to view the items in Room 2. However, the *onyx dog* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the gems, jewels and unworked stones in Room 2.

If the PCs walk in any direction north of the west-east line for three minutes, they find themselves in the illusion that covers Room 7; south of this line for the same period takes them to the illusion that covers Room 9. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

ROOM 9

This square, stone room is just over 25 feet per side and 15 feet high. The door in the south wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the east wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped marble scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a savannah of extremely tall grasses, more than 15 feet high, stretching into the distance. The pieces of marble change to chunks of crushed armor and weapon handles; moving through the grass is a memory of elephants, about a dozen strong.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable termite mound that appears out of nowhere) and the tall grass of the savannah becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the elephants, a **Perception DC 15** roll reveals that they are all gray in color. If a **Perception DC 28** roll is made, the PC can see that just one is a mix of white and gray in hue. The elephants are nervous about the presence of the PCs, but don't attack in any way, preferring to move around the armor and weaponry in order to search for fresh grass to eat. The martial items are just illusionary, but appear real.

What the PCs need to do is grasp the trunk of the *marble elephant*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful, unless a tool or magic are employed - in this instance, there is no attack of opportunity chance but a touch attack is required. Approaching the elephant with a clump of grass or other suitable food in hand gives the PC a +5 bonus to the grapple check. If they scan the memory of elephants, the *marble elephant* radiates magic (moderate transmutation), and they can use this technique to pinpoint the required elephant's position in the memory. Once it is identified, a PC needs to grasp it; when they do, a tattoo of it appears over their entire backs and shoulders, where protective armor would be worn and the largest weapons carried.

This tattoo is required to see items in Room 3. It can only be seen on a person by someone else who has the tattoo themselves.

The *marble elephant* has the following statistics relevant to the encounter:

Size/Type: Huge Animal

Hit Dice: 11d8+55 (104 hp)

Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+26

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Skills: Listen +12, Spot +10

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

It is the symbol they need to view the items in Room 3. However, the *marble elephant* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the arms and armor in Room 3.

If the PCs walk in any direction north of the west-east line for three minutes, they find themselves in the illusion that covers Room 8; walking east of the north-south line for the same period takes them to the illusion that covers Room 10. Any other direction leads them into an endless plain of tall grass. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.



ROOM 10

This square, stone room is just over 25 feet per side and 15 feet high. The door in the south wall is also made of stone and requires a **Strength check DC 22** to open. The secret doors in the east and west walls can be opened from this room at any time after each has been found with a **Perception check DC 25**. The secret door in the north wall can be opened from this room, but requires a **Perception roll DC 28** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of bone scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a scrubby desert, stretching into the distance. The pieces of bone remain just that, although they appear to have a more humanoid form. As the party stand and watch, a full pride of dire lions appears.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable baobab tree that appears out of nowhere) and the scrubby undergrowth of the desert-like conditions becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the lions, a **Perception DC 15** roll reveals that they are all sandy in color. If a **Perception DC 28** roll is made, the PC can see that two are more golden in hue. The lions are unhappy about the presence of the PCs, and seem to be making ready to attack. The bones are mostly illusionary, but appear real. However, a handful are genuine, the remains of the last victim.

What the PCs need to do is distract all of the non-figurine creatures and claim the resultant treasure, a pair of *golden lions*, which consists of two traditional *figurines of wondrous power*. If they scan the family of lions, it radiates magic (moderate transmutation), and they can use this technique to pinpoint the required lions' position in the pride. Once the pair is identified, the PCs need to distract the living lions and touch the two that are figurines. The moment they do, the *figurines* become just under 2 inches long. When both *figurines* are this size, the rest of the pride withdraws. However, before then, the living lions will attempt to grapple with anyone who attempts to touch the full-sized *figurines*, whilst the two lions that are the *figurines* will move to have the rest of the pride positioned between them and the PCs.

Combat

(8) Dire Lion pg 96



If the *golden lions* are taken, they are replaced within 2d2 plus 3 hours. The remaining real dire lions are replaced 2d2 plus 3 minutes, but they won't follow the PCs if the party decides to walk on through the landscape.

If the PCs walk in any direction west of the north-south line for three minutes, they find themselves in the illusion that covers Room 9; walking east of the north-south line for the same period takes them to the illusion that covers Room 11. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

ROOM 11

This square, stone room is just over 25 feet per side and 15 feet high. The door in the south wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the west wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of silver hanging in the air. As they walk further into the room, the walls begin to fade away and another scene appears, that of the branches of a colossal fir tree, somewhere towards the top of it. The pieces of silver change to twigs and needles in the tree, seemingly made of the thinnest metals and wood, thin enough to bend and flutter in a breeze; flying through the air around these topmost branches is a storytelling of ravens, about 30 or so strong.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of the tree trunk close to the branch the party is standing on) and the branches of the tree become much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the ravens, a **Perception DC 15** roll reveals that they are all light black in color. If a **Perception DC 28** roll is made, the PC can see that just one is silver in hue. The ravens are nervous about the presence of the PCs, but don't attack in any way, preferring to move around the branches in order to search for insects to eat. The whole scene is illusionary, but appears very real, including the 200 feet between where the PCs are standing and the ground. Unless a PC begins to worry over the potential fall, they don't need to make an **Acrobatic check**; the moment they do start to think about it, they have to make a check that is DC 5 + the number of rounds he has been considering it. The check is made every round the potential fall or height above ground is mentioned. If a PC fails the save, he believes he has fallen - taking 20d6 damage! What actually happens is that the PC "shocks"

himself into believing he's taken the damage and his brain shuts down; he will be unconscious/comatose for 10 minutes minus his Con bonus, appearing to be dead. Only a *wish* or *miracle* will bring them round.

What the PCs need to do is momentarily grasp the tail feathers of the *silver raven*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful - in this instance, there is no attack of opportunity chance but a touch attack is required. (and rather than a touch attack, the grapple/grasp has to be a definite action, not a fleeting caress) - unless a tool or magic are employed. If they scan the storytelling of ravens, the *silver raven* radiates magic (faint enchantment and transmutation), and they can use this technique to pinpoint the required ravens' position in the storytelling. Once it is identified, a PC needs to touch the tail; when they do, a tattoo of it appears over base of their entire hands and feet. Once grasped it can be passed from PC to PC.

This tattoo is required to see items in Room 4. It can only be seen on a person by someone else who has the tattoo themselves.

The *silver raven* has the following statistics relevant to the encounter:

Size/Type: Tiny Animal

Hit Dice: ¼ d8 (1 hp)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-13

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +5, Spot +7

Feats: Alertness, Weapon FinesseB

It is the symbol they need to view the items in Room 4. However, the *silver raven* isn't an actual figurine; its enchantment and transmutation energies are maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the other forces are now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the woods and metals in Room 4.

If the PCs walk in any direction north of the west-east line for three minutes, they find themselves in the illusion that covers Room 12; walking west of the north-south line for the same period takes them to the illusion that covers Room 10. Any other direction means they continue to walk in an endless forest of fir trees. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

Room 12

This square, stone room is just over 25 feet per side and 15 feet high. The door in the east wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**. The secret door in the north wall can be opened from this room, and requires a **Perception roll DC 23** to discover it.

The secret doors can only be found by a PC when all 6 tattoos have been gathered. They each appear as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped serpentine scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a thick wood at dusk, stretching into the distance. The pieces of serpentine change to small woodland creatures that are feeding in the undergrowth. If the PCs look up, they see an owl ghosting through the trees towards them.

If the party leaves the door to the room open, the image stays hazy and just out of reach. If the door is closed, it disappears behind the last person (becoming part of a large, memorable termite mound that appears out of nowhere) and the woodland becomes much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the owl a **Perception DC 25** roll reveals that it is a mix of olive green and a deep, dark blue in color, although individual feathers display further hues. Once it lands, the owl is curious about the presence of the PCs, but doesn't attack in any way, preferring to watch the undergrowth for something to eat. The rodents are illusionary, but appear real, not least because they all quickly begin to scurry away when the owl settles on the branch above the PCs' heads.

What the PCs need to do is each feed the *serpentine owl* one of the serpentine rodents. The owl is actually a variation of the traditional *figurine of wondrous power*, whilst the rodents are illusionary, as stated. If they scan the owl, it radiates magic (moderate transmutation).

The PCs need to grab a serpentine rodent in order to feed the owl. This DOES need a touch attack (which provokes an attack of opportunity) and then a grapple check to be successful, as the creatures scurry about and use the undergrowth as cover, unless a tool or magic are employed. If they scan the rodents, they also radiate magic, but only faint illusion. However, they can use this technique to pinpoint the required rodents' position in the undergrowth, remembering that they have to believe the creatures are real; if they disbelieve them, they instantly disappear and another has to be found. Once a rodent is identified, a PC needs to grasp it and feed it to the owl, which will willingly take it from a PC; when the owl does eat it, a tattoo of it appears over the PC's entire head.

This tattoo is required to see items in Room 5. It can only be seen on a person by someone else who has the tattoo themselves.

A rodent that each PC needs to feed to the *serpentine owl* has the following statistics relevant to the encounter:

Size/Type: Tiny Animal

Hit Dice: ¼ d8 (1 hp)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-12

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Balance +10, Climb +12, Hide +16, Move Silently +10, Swim +10

Feats: Stealthy, Weapon FinesseB

It is the symbol the PCs need to view the items in Room 5. However, the *serpentine owl* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the discs and their contents in Room 5.

If the PCs walk in any direction north of the west-east line for 3 minutes, they find themselves in the illusion that covers Room 13; walking south of the west-east line for the same period takes them to the illusion that covers Room 11. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

ROOM 13

This square, stone room is just over 25 feet per side and 15 feet high. The door in the north wall is also made of stone and requires a **Strength check DC 22** to open. The secret door in the south wall can not be opened from this room although it may be found with a **Perception check DC 28**.

The secret door can only be found by a PC when all 6 tattoos have been gathered. It appears as a floating rectangle in the illusionary landscape.

On stepping through the door, the PCs can observe a change beginning to happen to what they can see in front of them. At first, there is nothing but the plain stone walls, floor and ceiling, with a few pieces of worked-and-shaped bronze scattered across the floor. As they walk further into the room, the walls begin to fade away and another scene appears, that of a mountain path heading out of a thick forest at the tree line and onto a ledge before the path narrows to a goat trail. The range of mountains stretches into the distance. The pieces of bronze change to individual feathers and scraps of fur; flying above the ledge is a full pride of griffons, heading towards three nests. The pride is made up of 1 male, 3

females and 6 cubs.

If the party leaves the door to the room open, the image stays hazy and just out of reach, but if the door is closed, it disappears behind the last person (becoming part of a large, memorable sequoia that somehow marks the boundary of the tree line) and the nests on the ledge much more real, something that can be interacted with. The door can be rediscovered with a **Perception roll DC 25**.

If the PCs are curious about the griffons, a **Perception DC 15** roll reveals that they are all golden in color. If a **Perception DC 28** roll is made, the PC can see that just one is actually bronze in hue - the male, in fact. The griffons are curious about the presence of the PCs, but don't attack in any way, preferring to settle on the nests and eat what they have in their claws. The feathers and fur scattered about the ledge are illusionary, but appear real.

What the PCs need to do is each gain a feather from the *bronze griffon*, which is actually a variation of the traditional *figurine of wondrous power*. This needs a grapple attack to be successful, unless a tool or magic are employed - in this instance, there is no attack of opportunity chance but a touch attack is required. When they go to do this, the entire pride rises into the air and flies around the players, buffeting them with wings and chests, but not harming them. If they scan the pride of *griffons*, it radiates magic (moderate transmutation), and they can use this technique to pinpoint the required *griffon's* position in the pride. Once it is identified, a PC needs to grab a wing feather; when they do, a tattoo of it appears over their entire arms.

This tattoo is required to see items in Room 6. It can only be seen on a person by someone else who has the tattoo themselves.

The *bronze griffon* has the following statistics relevant to the encounter:

Size/Type: Large Animal

Hit Dice: 7d10+21 (59 hp)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +7/+15

Saves: Fort +8, Ref +7, Will +5

Abilities: Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8

Skills: Jump +8, Listen +6, Spot +10

Feats: Iron Will, Multiattack, Weapon Focus (bite)

It is the symbol they need to view the items in Room 6. However, the *bronze griffon* isn't an actual figurine; its transmutation energy is maintaining the illusion in a previously unknown arcane hybrid. The illusion energy was so ingrained in the stone that the transmutation force is now able to maintain the change.

Anyone who doesn't gain this tattoo is unable to experience the arms and armor in Room 6.

If the PCs walk in any direction for three minutes, they find themselves in the illusion that covers Room 12. Of course, it is quicker to leave this area, go back to the original room and find the appropriate doors, but the players aren't to know this when they are experimenting with moving around the illusion.

Rooms 14, 15 and 21 have teleporters in them to get to other floors in the house. Whilst teleportation doesn't work into or out of the house, nor within many of the rooms due to their magical protection, these transporters always work, unless magically disabled by *mage's disjunction* or similar.

Arvoitus Loihtia will have told the defending party about the teleporters, so they are unlikely to set the trapped component off. However, they may walk in on the NPCs as they deal with a swarm OR they may deliberately set the traps off to delay everyone involved with the process of finding evidence.

Room 14

This square, stone room is just over 25 feet per side and 15 feet high. Once it has been found with a **Perception check DC 25**, the secret door in the south wall can be opened from this room at any time with an **Disable Device check DC 25**.

The secret door can only be found by a PC when all 6 tattoos have been gathered, but this should've been done before entering Room 14.

When the party first looks into this room, it is completely bare. Only when the secret door has been closed, and it automatically re-locks, does anything become apparent. Embedded in the floor against the north wall are two symbols, one representing air and one representing earth.

The air symbol is a transporter out of this room and into Room 15. A PC who stands on it and recites the house motto will find herself on the earth symbol in Room 15, which is directly above Room 14.

A creature, trap or party member(s) could be placed here.

Any PC or NPC that steps onto the air symbol without reciting the house motto will activate an *elemental swarm (air)* trap after 1 round.

Elemental Swarm (Air) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (air)*), 17th level druid, air elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32

The earth symbol is the transporter into this room from Room 15. If anyone steps off of it after coming from Room 15, nothing happens. However, anyone who steps onto it having come into the room by any way other than the air transporter from Room 15 immediately activates an *elemental swarm (earth)* trap.

Elemental Swarm (Earth) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (earth)*), 17th level druid, earth elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32

Top Floor Room 15

This square, stone room is just about 30 feet per side and 15 feet high. Once it has been found with a Search/Perception check DC 30, the secret door in the north wall can be opened from this room at any time with an **Disable Device check DC 30**.

When the party first arrives into this room on the earth symbol in the north-eastern corner, it is completely bare. Only when a PC steps off the earth symbol, does anything become apparent. Embedded in the floor against the north-western wall is an air symbol, identical to the one in Room 14. There is a single door made of cold iron in the east and west walls, and two made of adamantine in the south wall. Each of the doors is arcane locked as well as having an established lock that requires an **Disable Device check DC 30** to open.

A creature, trap or party member(s) could be placed here.

The air symbol is a transporter out of this room and into Room 21. A PC or NPC who stands on it and recites the house motto will find herself on the earth symbol in Room 21, which is directly above Room 15.

Any PC that steps onto the air symbol without reciting the house motto will activate an *elemental swarm (air)* trap after 1 round.

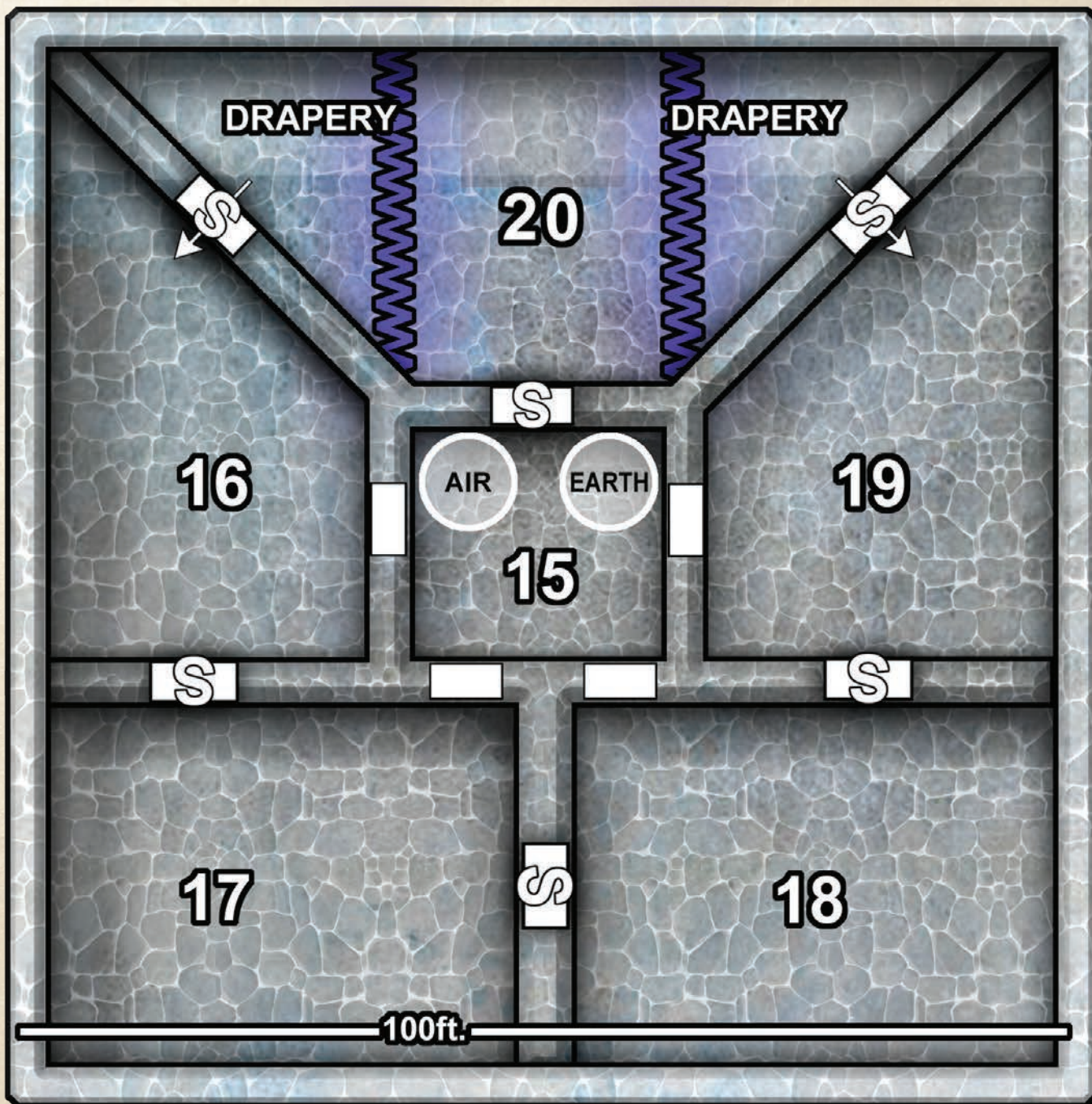
Elemental Swarm (Air) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (air)*), 17th level druid, air elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, Disable Device DC 32

The earth symbol is the transporter into this room from Room 15 and the way out to Room 14. If anyone steps off of it after coming from Room 15, nothing happens. If anyone arrives on it from Room 21 and just stands there for 2 rounds, they get taken to Room 14. However, anyone who steps onto it without reciting the house motto activates an *elemental swarm (earth)* trap after 1 round.



TOP FLOOR

Elemental Swarm (Earth) Trap

CR 10; magic device; **trigger** location; **reset** manual;

Spell effect (*elemental swarm (earth)*), 17th level druid, earth elementals appear in this room as described and will look for foes on this level only if they can find the secret door, no save)

Perception DC 32, **Disable Device** DC 32

Rooms 16 to 19 contain items that the PCs may want to use and will possibly want to hide from the NPCs. The ruling states that everything needed to gather evidence must be on show and not hidden away. This doesn't mean the defending PCs can move items around within their displays and make it difficult for the NPCs. Items that can definitely be moved to somewhere else are the wardrobes numbered 1, 2 and 3. The fourth one has to stay where it is as part of the conditions.

It also doesn't mean that the defending party can't use non-necessary items as well.

ROOM 16

A creature, trap or party member(s) could be placed here.

This room is clearly a chamber of rest and relaxation. It is clean, tidy, and quite luxuriously appointed. Two large bookcases are against the south wall, one filled with scrolls, tablets and woodblocks that have a vast range of songs and stories on. These seem to have mostly been produced by one hand and are made of myriad materials that must have been imported to Mohkba at no little expense. However, some items are clearly from other planes, if the various languages, symbols, colors and musical notation are anything to go by. The other bookcase has fewer items on 4 shelves; just 4 books, 1 per shelf, their front covers facing outwards from individual bookstands, and 4 lyres, 1 per shelf. The whole display radiates strong magic of a variety of types, with specific items proving to be the following if closely analysed:



Top Shelf

Book 1

This book is a minor artifact named "The Songs of Storms" and contains seven long songs that have an influence over weather. The first 4 songs are called "Spring Sou'wester," "Summer Storm," "Autumn Aiolooses" and "Winter Whiteout" and are able to produce effects identical to *control weather* when played on the appropriate instrument (late winter is not covered by the songs in the way a *control weather* spell does). Each can be used once in a 48 hour period.

The final 3 songs are called "Storm of the Seas," "Storm of the Sands" and "Storm of the Stones" and are the means to produce the same effects as *storm of vengeance* but over or under the sea, over deserts, and over mountains respectively. Each can be used once per month.

All seven songs only work when played on a "Stormy Lyre".

Strong conjuration and transmutation; CL 20th; **Weight** 2 lbs

Lyre 1 - Stormy Lyre

Picking this lyre up reveals its name via a mental message from the item.

This instrument is a minor artifact made from a mixture of dull white, mottle gray, tarnished black woods, with strings of vibrant yellow sinew and keys of electrum. It radiates strong transmutation and conjuration magic, as it has storm of vengeance and control weather cast into it during its manufacture, which allows it to be used to play tunes from "The Songs of Storms". At all times, it give a +5 bonus to Perform (string instruments).

Strong conjuration and transmutation; CL 20th; **Weight** 4 lbs

SECOND SHELF



Book 2

This book is a minor artifact named “The Tone Poems of Ilma Luft” and is as light as a feather despite being made of some type of grey-white and green hide (this is ethereal filcher skin) and containing about 60 pages, each made of solidified essence of aerial servants. The book is a series of poems that require accompaniment (as opposed to songs). Each allows a bard to produce effects similar to a number of divine spells.

There is a title page followed by 3 pages of explanatory notes at the beginning of the book, and a page with an image of the instrument required to play when accompanying the poems. Each poem is 5 pages long (made up of a title page and 4 pages of poem) and there is a blank page between each one.

The final page has an image of a bard on what looks like the elemental plane of air (a **Knowledge (the planes)** DC 20 roll confirms this, as will any cleric with Air as a domain).

The spells in the books are as follows:

- 1 - Create Air (new spell)
- 2 - Produce Cutting Winds (new spell)
- 3 - Gust of Wind
- 4 - Wind Wall
- 5 - Air Walk
- 6 - Control Winds
- 7 - Air Tell (new spell)
- 8 - Wind Walk
- 9 - Whirlwind

All nine poems only act as spells when accompanied on a “Blustering Lyre”.

Strong evocation and transmutation; CL 20th; **Weight** 1 oz

Create Air

Conjuration (Creation) [Air]

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Up to 2 gallons (9 liters) of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No



This spell generates fresh, breathable air, just like cool, crisp mountain air. Air can be created in an area as small as will actually contain the gas, or in an area three times as large—possibly creating a “bubble” or filling many small receptacles.

Note: Conjuration spells can’t create substances or objects within a creature. One cubic foot of air contains roughly 8 gallons/36 liters. The average total lung capacity of an adult human adventurer is about 1.33 gallons/6 liters of air, but only a small amount of this capacity (0.11 gallons/0.5 liters) is used during normal breathing. The average medium humanoid respiratory rate is roughly 12-20 breaths per minute in adults. This means that each 2 gallons/9 liters of air created will last roughly between 55 and 90 seconds for 1 medium humanoid adult that is active (fighting, running, casting spells, etc.), and 4 times this long if they are passive.

Produce Cutting Winds

Evocation (Air)

Level: Air 2, Drd 1

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Rapidly swirling ball of air in your hands

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A ball of viciously swirling air appears in your open hand. The air damages neither you nor your equipment.

In addition to providing the ability to move fogs and clouds, such as *stinking cloud*, the ball of air can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing air (slashing) damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the ball of air up to 120 feet as a thrown weapon. When doing so, you make a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the ball of air than a new ball appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.



Air Tell

Evocation (Air)

Level: Brd 6, Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level (D)

You gain the ability to speak with the very air of a sealed room, a long-forgotten crypt, an underground cavern with little access to the outside world, a space that needs to be *teleported* into or similar and has been infrequently visited, which relates to you who or what has been there as well as revealing what been said or done in that space. The air relates complete descriptions if asked. The air's perspective, perception, and knowledge may prevent the air from providing the details you are looking for.

You can only speak with air that is natural or usual for a given plane. It takes 1 minute to speak with the air that fills a 5,000 cubic feet volume (e.g. a 25 x 20 x 10 feet room or a 50 x 10 x 10 corridor). After that time, the air is exhausted and has drifted away. The level of sound it makes reduces to nothing as the minute draws to an end.

Lyre 2 - Blustering Lyre

Picking this lyre up reveals its name via a mental message from the item.

This instrument is a minor artifact made from the bones of an elder arrowhawk with strings made from the sinews of a couatl. It radiates strong transmutation (air) and evocation magic, as it has *windwalk* and *control weather* cast into it during its manufacture, which allows it to be used to accompany poems from "The Tone Poems of Ilma Luft". At all times, it give a +5 bonus to Perform (string instruments).

Strong evocation and transmutation; CL 20th; Weight 1 lb

THIRD Shelf

Book 3

This book is a minor artifact named "'Fall Spree!'Tenn Says" and is made from the skins of a mimic (the cover) and a doppelganger (the pages). It is written by someone called Tenn Kalava. A **Knowledge (history; local; royalty and nobility)** or **Bardic Knowledge DC 30** check reveals this person was a notorious heartbreaker who was court bard of a minor kingdom many years ago, although no-one was ever able to confirm if they were male or female, as the person appeared in both forms at various times. When studied, the book gives very clear instruction on how to improve your ability to cast Enchantment (charm) spells. If read by a bard, which takes a total of 48 hours over a minimum of six days, he gains an inherent ability to cast enchantment (charm) spells at 2 levels higher than his current level or 4 levels higher if he is using a "Charming Lyre". If anyone else reads it, they find they are able to use a "Charming Lyre" as a replacement for any required material component or as a divine focus when casting enchantment (charm) spells.

Strong enchantment (charm); CL 20th; Weight 3 lbs

Harp 3 - Charming Lyre

Picking this lyre up reveals its name via a mental message from the item.

This instrument is a minor artifact made from various parts from a quasit and an imp, although it is hard to tell what comes from what. It radiates strong enchantment (charm) magic, as it has *mass charm monster* cast into it during its manufacture, which allows it to be used by spellcasters to cast improved enchantment (charm) spells after reading "'Fall Spree!'Tenn Says". At all times, it give a +5 bonus to Perform (string instruments).

Strong enchantment (charm); CL 20th; Weight 3 lbs

BOTTOM SHELF

Book 4

This book is a minor artifact named "Scene As it Should Be" and is made from the skins of a gold dragon (the cover) and a guardian naga (the pages). It is written by someone called Koko Totuus. A **Knowledge (history; local; royalty and nobility)** or **Bardic Knowledge DC 30** check reveals this person was a bard who assisted clerics in their search for divine truths. When studied, the book gives very clear instruction on how to improve your ability to cast divination spells for either good or lawful purposes. If read by a bard, which takes a total of 48 hours over a minimum of six days, he gains an inherent ability to cast divination spells (for either good or lawful purposes) at 2 levels higher than his current level or 4 levels higher if he is using a "Truthful Lyre". If anyone else reads it, they find they are able to use a "Truthful Lyre" as a replacement for any required material component or as a divine focus when casting divination spells for either good or lawful purposes.

Strong enchantment (charm); CL 20th; Weight 3 lbs

Harp 4 - Truthful Lyre

Picking this lyre up reveals its name via a mental message from the item.

GM's note - each of the PCs will have needed to touch this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the eastern wall, just above the secret door, in Room 20 (Number 1). Once touched, a ghostly image of the lyre rests on the PC's right shoulder, and can be seen by anyone else who has touched it.

This instrument is a minor artifact made from the rib cage of a hound archon, whilst the strings seem to be the essence of a lantern archon. It radiates strong divination magic, as it has *discern location* and *zone of truth* cast into it during its manufacture, which allows it to be used to accompany poems from "Scene As it Should Be". At all times, it give a +5 bonus to Perform (string instruments).

Strong divination; CL 20th; Weight 3 lbs

ROOM 17

A creature, trap or party member(s) could be placed here.

This room is clearly a chamber of study and learning once the PCs have entered it and given it even a cursory look around It is clean, tidy, and quite luxuriously appointed, with expensive chairs, and pads of vellum next to assorted exotic writing instruments and inks on valuable tables.

What really catches the eye are the many hundreds of floating heads in this room, each of them translucent light blue and wearing a thin silver circlet. The faces on the heads clearly look like purveyors of every craft and profession known across the planet, and indeed, if a PC calls out the name of a craft, profession or activity, a head will float towards the PC. Each circlet contains the spirit of a 20th level expert in that craft, profession or activity.

When the floating head is about 12 inches in front of the PC, the thin silver circlet on it will glow. The head hovers in front of the PC and dips forward slightly; the PC will find that she can remove the circlet if she so wishes. She can then place it on her own head; if she does put it on her head and leaves it there for 2 rounds, she gains a +1 insight bonus into that craft, profession or activity. Leaving it there for another 3 rounds adds a second +1 insight bonus; another 4 rounds adds another +1; another 5 rounds add a fourth and finally another 6 rounds adds a fifth and final +1 bonus, for a +5 insight bonus in total after 2 minutes/20 rounds.

If she doesn't place the circlet on her head within 2 rounds, it disappears from her grip, or wherever she has put it, and reappears on the floating head in front of her, which then proceeds to rejoin the many hundreds of others circling the room. As soon as she removes it and 2 rounds pass, it does the same. If she removes it after gaining the first +1 bonus and then replaces it, it takes 5 rounds for the second +1 bonus to mentally materialise, and so on. A PC can only gain from a circlet once.

As the PCs watch the heads floating by, there is a cumulative 1% chance per PC per round that they will see a head with a deeply burnished gold circlet on it. Engraved on the front of each of these will be one of the following names; however, each one actually has a different effect, as listed after the bold name on the circlet. Roll a d% to see what appears. Each circlet only appears once. If a circlet is repeated, move down the list to the next one that hasn't been seen. The effects of a circlet come into play after it has been worn for 2 rounds. A circlet only has a benefit if specifically listed, rather than bestowing the benefits of what it appears to be. There is no save for any of these changes, as they are effectively curses.

01-03	Golem Manual - clay - Character's hair grows 1 inch longer per 10 minutes. <i>Limited wish, wish or miracle</i> stops this.
04-06	Golem Manual - flesh - Character either shrinks ½ inch (01-50 on d%) or grows that much taller (51-100) per 10 minutes. <i>Limited wish, wish or miracle</i> stops this.
07-09	Golem Manual - iron - Temperature around character is 10°F cooler than normal per 10 minutes. <i>Limited wish, wish or miracle</i> stops this. Appropriate actions to warm the character can balance this, but don't stop it.
10-12	Golem Manual - stone - Temperature around character is 10°F warmer than normal per 10 minutes. <i>Limited wish, wish or miracle</i> stops this. Appropriate actions to cool the character can balance this, but don't stop it.

13-15	Golem Manual - stone, greater - Character's hair material changes. Equal chance it becomes earth, wood, ice or low grade copper (worth 1 cp per pound).
16-18	Headband of Intellect +2 - Character's skin material changes. Equal chance it becomes earth, wood, ice or low grade copper (worth 1 cp per pound).
19-21	Headband of Intellect +4 - Character now glows in the dark.
22-24	Headband of Intellect +6 - Character's gender changes.
25-27	Tome of Clear Thought - Character's kind changes, with an equal chance of becoming any other humanoid type.
28-30	Tome of Leadership and Influence - Character is afflicted with a random disease that cannot be cured.
31-33	Tome of Understanding - Character's alignment changes randomly to either true neutral, one step clockwise or one step anti-clockwise on the alignment wheel (equal chance for each).
34-36	Virtuous Grammar - actually acts as a <i>Vacuous Grimoire</i> (see below)
37-39	Knowledge - arcana - +2 insight bonus gained. Character continually emits a disturbing sound (equal chance per round from moaning, weeping, screaming, cursing, insults, whistling, cackling, snarling).
40-42	Knowledge - architecture and engineering - +2 insight bonus gained. Character looks ridiculous (garishly colored, silly shape, glows bright pink, ...)
43-45	Knowledge - dungeoneering - +2 insight bonus gained. Character becomes selfishly possessive about everything he owns or borrows from another PC.
46-48	Knowledge - geography - +2 insight bonus gained. Character becomes paranoid about losing everything he owns and becomes afraid of damage occurring to any of it.
49-51	Knowledge - history - +2 insight bonus gained. Character must attack nearest creature (5% chance [01-05 on d%] each day at 8 p.m.)
52-54	Knowledge - local - +2 insight bonus gained. Character is stunned for 1d4 rounds 1/day at 8 p.m.
55-57	Knowledge - nature - +2 insight bonus gained. Character's vision is blurry (-2 penalty on attack rolls, saves, and skill checks requiring vision).
58-60	Knowledge - nobility and royalty - +2 insight bonus gained. Character gains one negative level.
61-63	Knowledge - religion - +2 insight bonus gained. Character gains two negative levels.

64-66	Knowledge - the planes - +2 insight bonus gained. Character must make a Will save DC 25 each day or take 1 point of Intelligence damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
67-69	Perform - act - +2 insight bonus gained. Character must make a Will save DC 25 each day or take 1 point of Wisdom damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
70-72	Perform - comedy - +2 insight bonus gained. Character must make a Will save DC 25 each day or take 1 point of Charisma damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
73-75	Perform - dance - +2 insight bonus gained. Character must make a Fort save DC 25 each day or take 1 point of Strength damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
76-78	Perform - keyboard instruments - +2 insight bonus gained. Character must make a Fort save DC 25 each day or take 1 point of Dexterity damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
79-81	Perform - oratory - +2 insight bonus gained. Character must make a Fort save DC 25 each day or take 1 point of Constitution damage. The lost point returns at midnight and the next roll is made at 1 minute past midnight.
82-84	Perform - percussion instruments - +2 insight bonus gained. Character is <i>polymorphed</i> into a specific creature - use the <i>reincarnation</i> list to establish what this creature is (5% chance [01-05 on d%] each day at 8 p.m.). The change lasts 2d12 hours.
85-87	Perform - sing - +2 insight bonus gained. Character must make a Will save DC 25 each day at 8 p.m., or finds she cannot cast arcane spells or benefit from arcane spells that are cast directly on her.
88-90	Perform - string instruments - +2 insight bonus gained. Character must make a Will save DC 25 each day at 8 p.m., or finds she cannot cast divine spells or benefit from divine spells that are cast directly on her.
91-93	Perform - wind instruments - +2 insight bonus gained. Character must make a Will save DC 25 each day at 8 p.m., or finds she cannot cast any spells or benefit from any spells that are cast directly on her.
94-96	Helm of Comprehend Languages - +2 insight languages gained. Also acts as a <i>Helm of Opposite Alignment</i>

The final item on the list is the following. It is clearly different from every other circlet, as it is a combination of hemp and bark when on its floating head, but becomes a normal, soft felt hat when the circlet is removed from it.

97-100	Hat of Disguise - adds a +2 insight bonus to all disguise checks.
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GM's note - each of the PCs will have needed to wear this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the northern wall closest to the eastern wall in Room 20 (Cupboard Number 2). Once 1 PC has found it, it can be handed to the others without difficulty. Once worn, a ghostly image of the lyre rests over the PC's head and can be seen by anyone else who has touched it.

Vacuous Grimoire

A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves.

The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting remove curse. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

Room 18

A creature, trap or party member(s) could be placed here.

This room is clearly a chamber of restoration and healing. It is clean, tidy, and quite luxuriously appointed, with massage benches and cabinets full of potions, tablets, and similar natural and magical medicines.

Once per day, a creature can pick up a potion vessel, imagine what they want it to be, and if they recite the house motto, it becomes that potion. Any vessel that is capable of that is made of copper. Once the potion has been drunk, the vessel simply vanishes.

If the potion is drunk without the house motto being recited, it has the exact reverse effect of the stated potion.

There are some specific potions and salves floating around, and these are in silver vessels. As the PCs search through the vessels, there is a cumulative 1% chance per PC per round that they will find one of these silver jars. Engraved on the front of each of these will be one of the following names; however, each one actually has a different effect, as listed after the bold name on the vessel. Roll a d% to see what appears. Each vessel only appears once. If a vessel is repeated, move down the list to the next one that hasn't been seen. The contents of a vessel only has a benefit if specifically listed, rather than bestowing the benefits of what it appears to be. There is no save for any of these changes, as they are effectively curses.

01-05	Body Oil of Invocation - Character must eat twice as much as normal for one month.
06-10	Body Oil of Truth - Character must sleep twice as much as normal for one month.
11-15	Body Powder of Appearance - Character must undergo a specific quest to present himself to the king, within one month.
16-20	Body Powder of Disappearance - Character gains +1 Dex but must sacrifice (destroy) 100 gp worth of valuables per day during this month or suffer -1 Dex for the same period.
21-25	Body Powder of Dryness - Character gains +1 Con for one month but must sacrifice (destroy) 2,000 gp worth of magic items each week during this month or suffer -1 Con for the same period.
26-30	Body Powder of Illusion - Character must swear fealty to a particular noble or his family that is currently out of favor with the king.
31-35	Body Powder of Timelessness - Character gains +1 to every ability for 10 minutes but must discard all magic items for the same period of time.
36-40	Elixir of Fire Breath - Character must worship Loviatar. The usual methods can reverse this, but they won't happen whilst in the House.
41-45	Elixir of Hiding - Character claims to be an entirely different class, and at the next opportunity attempts to show that they were never really the class everyone thought they were by using skills, feats and special abilities associated with the new class. This lasts for 1 day per level of the character.
46-50	Elixir of Love - Character changes her name to that of the person she loves, demands to be called that name by everyone else, and refuses to do anything unless another PC says, "Please (insert new name), will you (insert action) for us?" This lasts for 1 hour.
51-55	Elixir of Sneaking - Character's skill ranks, as listed, all move on two places, making some skills better and some worse. This lasts for 20 minutes.
56-60	Elixir of Swimming - Character must be cleansed with holy/unholy water every 5 minutes for the next 30 minutes or he spontaneously combusts.
61-65	Elixir of Truth - Character must kill a living creature in the next 5 minutes or she attacks a party member. She knows this the moment she samples the elixir and can tell the other party members. Remember, humanoid opponents are only meant to be subdued.
66-70	Elixir of Vision - Main weapons or suit of armour need to be used within the next 5 minutes, otherwise they can't see the point of their existence and shit down for a number of minutes equal to 5 multiplied the magical bonus.

71-75	Incense of Meditation - Characters armor and weapons all suddenly ask to be blessed, otherwise any magical bonus they possess will be suppressed for 5 minutes per “plus of magical bonus (i.e. a +2 suit of armor will lose that +2 bonus for 10 minutes)
76-80	Restorative Ointment - Character must sacrifice some part of her life energy (2 points of any ability, choose at random) one time. If the character gets the ability points back (such as from a restoration spell), another 2 points disappear at random. If the character receives an ability increase caused by level gain, a <i>wish</i> or <i>miracle</i> , or the use of a magic item, then the another loss doesn't occur. At the end of 24 hours, the original 2 points reappear either on the original ability OR on a randomly selected on, at the GM's discretion.
81-85	Salve of Slipperiness - Character must place a drop of his own blood on every item he owns, otherwise after 10 rounds each one will slip from his person at a rate 1 per round (select randomly)
86-90	Stone Salve - Character is suddenly bathed in volcanic lava 10 minutes after touching the salve. This cleanses the character of all possessions (magic items are allowed a Fort save DC 20 to resist) and leaves her standing naked in the middle of a 20 feet radius pool.
The final item on the list is the following. It is clearly different from every other vessel as it is a combination of white gold and platinum. When opened, the unguent is deep black flecked with silver motes that twinkle like stars.	
91-00	Unguent of Timelessness - will save the PC from 1 month of aging.
GM's note - each of the PCs will have needed to daubed themselves with a little of this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the northern wall closest to the western wall in Room 20 (Number 3). Once 1 PC has found it, it can be handed to the others without difficulty. Once daubed, a ghostly image of the unguent can be seen on wherever the PC's placed it, and can be seen by anyone else who has done the same it.	

ROOM 19

A creature, trap or party member(s) could be placed here.

This room is clearly a chamber of dressing and preparation. It is clean, tidy, and quite luxuriously appointed, with at least 1 (but up to 4) spacious wardrobes against the east wall at its southern end, and 4 mirrors on the south and west walls, either side of the doors. At present they aren't reflecting any light. There are also 4 tables dotted around, each with an assortment of clothes brushes on them.

The wardrobes are 5 feet deep, but if anyone opens the doors of any one of them, a 25 feet long rail shoots across the room, acting as a trap, as any impact deals significant damage. This rail is 5 lengths of metal, each 5 feet long, that sit one inside the other and extend outwards under the power of a spring. This means that 20 feet of rail sticks out into the room, whilst 5 feet is anchored inside the wardrobe. They are also electrified and light up, so that anything that is hanging from them is illuminated.

The rails are currently rigged so that anyone opening a wardrobe who is unauthorised to do so will trigger the trap. They can be safely opened by anyone reciting the house motto 1 round before doing so.



Rapidly Moving, Electrified Rail Trap

CR 8; mechanical; **trigger** location (open doors); **reset** manual (close doors);

Effect Atk +25 ranged (5d6 bludgeoning, 5d6 electrical), one metal rail 4 inches by 4 inches, multiple targets in a 5 feet wide line 20 feet in front of the wardrobes,

Perception DC 27, **Disable Device** DC 18

Each wardrobe contains items of clothing, which are suspended from the rail, one per 5 feet long section. There is an electric buzz as they come to a standstill, and then light floods down from the rail onto the clothing. The clothing can be tried on, and even taken away, but all have a condition on them for operating. Most of these conditions are very restrictive.

Clothing item 1 is in the wardrobe, item 5 is furthest from it when the rail is fully extended.

All items appear to work normally for 3 rounds, then automatically have their major effect occur for 1 round (if it has one), then cease to work unless their particular criteria is met.

WARDROBE 1

1 - *Cape of the Mountebank* - only works in temperatures below -15 oC (5 oF)

2 - *Cloak of the Arachnida* - only works in temperatures above 55 oC (131oF)

3 - *Cloak of the Bat* - only works during the day between 30 minutes before midday and 30 minutes after it.

4 - *Cloak of Charisma* - only works during the night between 30 minutes before midnight and 30 minutes after it.

5 - *Cloak of Major Displacement* - only works in direct sunlight

WARDROBE 2

- 1 - *Cloak of Elvenkind* - only works in areas of pitch black
- 2 - *Cloak of Etherealness* - only works out of water
- 3 - *Cloak of the Manta Ray* - only works in precipitation of any kind
- 4 - *Cloak of Resistance +3* - only works underground, 1,000 feet from anyone or anything
- 5 - *Mantle of Faith* - only works above ground, 1,000 feet away from anyone else of faith

WARDROBE 3

- 1 - *Mantle of Spell Resistance* - only works when within 100 feet of a creature with Intelligence 1 or lower
- 2 - *Black Robe of the Archmagi* - only works when within 100 feet of dwarven mon
- 3 - *Robe of Blending* - only works with 100 feet of a creature with 12 or more ranks in Spot/Perception
- 4 - *Robe of Bones* - only works within 100 feet of an undead creature
- 5 - *Robe of Eyes* - only works when within 100 feet of someone who is blindfolded

WARDROBE 4

- 1 - *Robe of Scintillating Colors* - only works when in rooms that are totally gray/gray tones
 - 2 - *Robe of Stars* - only works for someone of Lawful Evil alignment
 - 3 - *Robe of Useful Items* - works as stated
- GM's note** - each of the PCs will have needed to wear this item whilst reciting the house motto in order to be able to see the contents of the scrolls in the cupboard on the western wall, just above the secret door, in Room 20 (Cupboard Number 4). Once 1 PC has found it, it can be handed to the others without difficulty. Once worn, a ghostly image of the robe covers the PC's body, and can be seen by anyone else who has worn it.
- 4 - *Robe of Powerlessness* - Only works within 100 feet of a giant
 - 5 - *Robe of Vermin* - Only works when within 100 feet of a cat



Top Floor Room 20

Arvoitus will wish to remain alone during any conversation with the NPCs

This is the room of Arvoitus Loihtia. She is a half-fiend sorcerer (16th level) and determined to keep Hakija and "his cronies" away from any evidence. She will do her utmost to delay the NPCs and put them on the back foot; the spells she knows have always been defensive and are there to make sure she gets the maximum out of life with the minimum risk. It is so much more straightforward to pay someone less than you earn to risk their life for you, is the way she thinks.

Arvoitus has all of the tattoos and all of the ghostly images about her body. Of course, none of these can be seen unless another person has gone through the same processes to gain them, unless a wish or miracle is used to reveal them.

Arvoitus Loihtia (Sorcerer, 16th level, half-fiend)

Arvoitus Loihtia understands the ruling of "*Riittäva Epaily*", or "Sufficient Suspicion", and "*Sovittaa Yhteen*", or "Combined Atonement", very well, having lived through a number of them in the past and having never lost a case. She will not attack the NPCs unless they attack her, instead offering to help them but instead delaying them for as long as possible. The only person she

will show any sign of anger with is Kosto Hakija; she has always been unable to maintain a complete mask of indifference when face-to-face with those who have brought cases against her. There is a cumulative 1% chance per round of contact with Hakija that she will attempt to subdue him. This will quickly become a contest of magic between two powerful casters. The GM can use this to remove Hakija from events if the NPCs are having an easy time of things against the players because of Hakija and his iron golem a little too frequently.

The following information is there to explain what Hakija and his NPC party will be doing when they enter this room. It is unlikely to greatly influence what the PCs do unless they decide to defend one of the cupboards or make it harder to deal with. Remember, the law states that items on show at the time of the ruling must be on show throughout the hour. However, that doesn't mean they can't be further protected.

CupBOARD 1

The cupboard on the eastern wall, just above the secret door (**Cupboard Number 1**), contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has held the *truthful lyre* whilst reciting the house motto in Room 16, and items from Rooms 1, 2 and 21 (containing the letters "H", "O" and "W"). If a PC or NPC as done the above, they will find that the scrolls contain plans describing **how** creatures have been and will be "relieved" of items. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the plan comes to fruition.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

CupBOARD 2

The cupboard on the northern wall closest to the eastern wall (**Cupboard Number 2**) contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has worn the *hat of disguise* whilst reciting the house motto in Room 17, and the appropriate items from Rooms 21, 1 and 2 (containing the letters "W", "H" and "O"). If a PC or NPC as done the above, they will find that the scrolls contain details of **who** the creatures that have been and will be "relieved" of items. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the creature has the item taken from it.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

CupBOARD 3

The cupboard on the northern wall closest to the western wall (**Cupboard Number 3**) contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has daubed himself with some *unguent of timelessness* whilst reciting the house motto in Room 18, and the appropriate items from Rooms 21, 1, 3 and 4 (containing the letters "W", "H", "E" and "N"). If a PC or NPC has done the above, they will find that the scrolls contain plans describing **when** creatures have been and will be "relieved" of items. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the plan comes to fruition.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

CupBOARD 4

The cupboard on the western wall, just above the secret door (**Cupboard Number 4**), contains hundreds of magical scrolls and pieces of parchment neatly stacked inside boxes made of thicker, stiffer paper. These will appear to be blank unless the person looking at them has worn the *robe of useful items* whilst reciting the house motto in Room 19 and the appropriate items from Rooms 21, 1, 5 and 6 (containing the letters "W", "H", "A" and "T"). If a PC or NPC has done the above, they will find that the scrolls contain plans describing **what** items creatures have been and will be "relieved" of. There is a 1% chance per round when looking at a particular scroll that is written in the future tense of it turning to the past tense, as the plan comes to fruition.

Each scroll also has a number on it; this is a code that contains information relating to the place where the event will or did happen and which member of the house will be or was involved.

To gain the full evidence they need to prove what happened to Hakija, the NPCs will need to find all 4 scrolls relating to the plan to trick him. Without some form of magic, the roll to find the first scroll relating to him from any one of the 4 cupboards is **Perception DC 100**, reduced by 5 for each person looking in addition to the main NPC. This chance then decreases by 1 per round for each person looking until the scroll is found.

As an example of the above, a party of 4 (including Hakija) enters the room and each of them has the required symbols and items to search for all the scrolls. The initial roll will be DC 100 minus 15 for the three helpers, making DC 85. The roll will then decrease by 4 each round, because 4 people are looking, making the DC for successive rounds 81, 77, 73, 69 and so on.

Once the first scroll is found, the party can either use the code number as a way to immediately call forth the three relevant scrolls from the other cupboards, or they have to repeat the process. However, the initial roll decreases by 10 for each of the next cupboards, being DC 90, 80 and 70 respectively.

A *limited wish* or *discern location* will reveal one scroll, a wish or miracle 2 scrolls, if they are used to draw them forth.



ROOF SPACE

ROOF SPACE

ROOM 21

The PCs and NPCs will arrive in a random square in this area after using the “up” transport plate in Room 15. To get out of the area, they need to use “down” transport plate of the floor in the centre of the west wall.

On the floor, next to the Earth symbol used for transport, is a mosaic of the letter “W” which can be clearly seen at all times by anyone. Both the PCs and NPCs will need to have gained an item from this room in order to see the contents of the scrolls stored on all 4 of the cupboards in Room 20.

This dry, dusty space is the home of a colossal fiendish monstrous scorpion. When the first member of the party enters, it will be on the ceiling of the roof space, but will quickly move towards this PC down the north and wall, flanking her with its first attack by using the roper

Combat

(1) Fiendish Colossal Monstrous Scorpion pg 98

In the centre of the space, appearing to be a support prop 10 feet in diameter, is a variety of roper that has evolved to live in urban environments. Its immunities, resistances and vulnerabilities have adapted over time, as has the damage dealt by its strands. The creature’s 50-foot long strands can reach any part of the area, including deep into the corners.

Combat

Urban Roper pg 98



Hanging from the roof around the roper are 12 chests, each one about 5 feet from the floor. These can only be seen and handled if a PC or NPC is carrying one of the miniature chests from Room 32 in the sub-basement. A character without a miniature chest won’t know that they are there, even if told by someone who can see them. Each chest is 2 feet by 2 feet by 4 feet, no matter what they contain.

The chests contain the following:

Chest 1

2,315 platinum pieces. These are cursed and will double in weight every 10 minutes they are out of the chest.

Chest 2

A *wand of restoration* with 7 charges. However, the 5th charge is cursed, and doubles the damage it is being used to restore.

Chest 3

3 *potions of neutralize poison* and 3 *cursed potions of neutralize poison* that double the effect they are meant to be curing (Fort DC 28 to resist). They are indistinguishable from each other without testing.

Chest 4

A *necklace of strangulation*

Chest 5

One platinum ring from a pair of *rings of friend shield*. The other is in Room 33 (SBR3)

Chest 6

An intelligent +3 *dagger* (Int 13, Wis 10, Cha 13; 60 ft vision and hearing [Common and Infernal]; 10 ranks in Spot; *cure moderate wounds* [2d8+3] 3/day)

Chest 7

A chest trapped with an *energy drain trap*, set off when someone looks inside

Energy Drain Trap

CR 10; magic device; **trigger** visual (*true seeing*); **reset** automatic;

Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates)

Perception DC 34, **Disable Device** DC 34

Chest 8

A Rod of Alertness

Chest 9

A huge, 24HD invisible stalker. It will only leave the chest for Arvoitus Loihtia OR someone with: all the tattoos from rooms 7, 8, 9, 11, 12 and 13; all the images from rooms 16, 17, 18 and 19; items from sub-basement rooms 31, 32, 33 and 34; a material from rooms 1, 2, 3, 4, 5, and 6; a question mark from chest 12; evidence that they have killed Arvoitus Loihtia. Otherwise it stays in the chest, but will answer questions from the PCs and NPCs. If they attack it, it retreats deep into the chest. If any PC follows it, he finds himself in a micro-pocket of the Elemental Plane of Air, with all the issues that entails. Re-finding the chest is a task left to the GM; for the sake of simplicity, there is a cumulative 1% chance per hour that a PC comes across it again. If you want to add the event to the timescale of the adventure, make it 1% per minute or round, so the PC has a chance of re-entering the adventure. However, it is there as a reminder not to chase after everything you see when you only have a little time at your disposal.

Chest 10

Food; it smells delicious. If sampled, a **Will save** DC 30 is required to resist sitting and eating for a number of minutes equal to your Constitution score.

Chest 11

A 15 feet long *Lance of Puncturing*

Three times per day, this +2 *wounding lance* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; **CL** 13th; Craft Magic Arms and Armor, harm; **Price** 50,310 gp; **Cost** 25,310 gp + 2,000 XP.

Chest 12

This chest has the letter "W" carved into its surface hundreds of times, although each one is entirely clear if the chest is concentrated on. Inside are dozens of carved question marks - "?" - made from innumerable materials that represent all of the types of items that House Loihtia deals in. **Each PC needs to take 1 of these question marks in order to be able to see the contents of any of the scrolls in Room 20.**

There is also a *wand of gaseous form* with 50 charges that can be used, but has to be left on show if moved. Arvoitus will ask the PCs to leave it here as she knows the NPCs will have to go from top to bottom and back again to prove anything, even with this item.

BASEMENT

This level is a straightforward fight. House Loihtia has done a LOT of deals over the years and has a good grasp of the entire range of creatures that exist over the multiplanes, which do work in mysterious ways. Each room represents a plane of alignment, and there are created and summoned creatures that represent these planes within them. However, each room does have a clear way in and out (albeit that they are secret) and these creatures do not follow the PCs or NPCs. Fighting defensively whilst the secret doors are found and opened is as good a tactic as attempting to destroy everything on this level, which is time consuming and could be costly. Sometimes words are mightier than weapons as well.

The doors are all found on a **Perception** DC 32 roll.

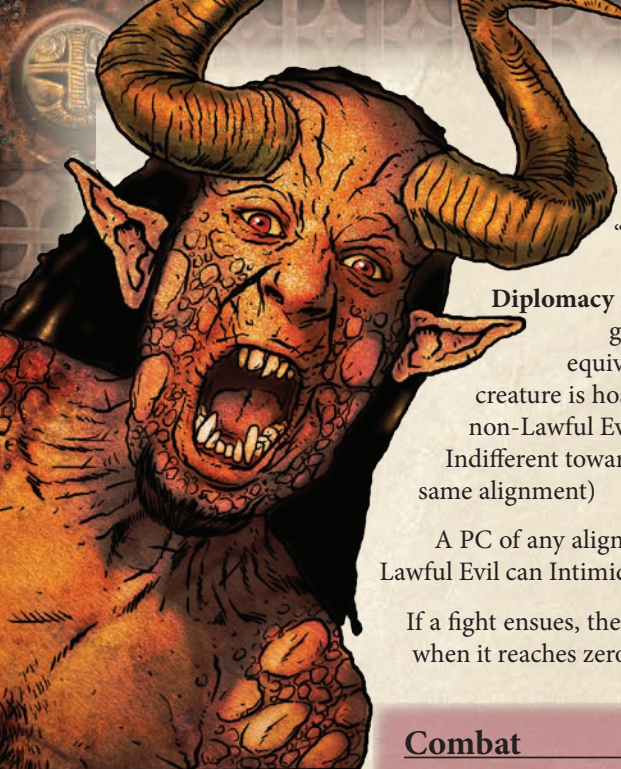
ROOM 22

This room has a Neutral Evil air - gray, gloomy, soulless, with a sense of hopelessness, strong enough for other neutral or good creatures to take -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here. It is otherwise empty.

A creature, trap or party member(s) could be placed here.

ROOM 23

This room has a Lawful Evil air - elements of ash, ice and frozen rock can be felt, along with a sense of dominating cruelty, strong enough for good or chaotic creatures to take -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a barbed devil that stands ready to delay the party with its life.



A character that is Lawful Evil can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Evil PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Lawful Evil can Intimidate the creature.

If a fight ensues, the devil disappears when it reaches zero hit points.

Combat

(1) Barbed Devil pg 99



The secret door in the north wall can be opened from this room. The secret door in the east wall can't be opened from this room.

ROOM 24

This room has a Lawful Neutral air - a sense of order, planning and measured control, strong enough for other neutral or chaotic creatures to take -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a kolyarut that stands ready to delay the party with its life.

A character that is Lawful Neutral can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Neutral PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Lawful Neutral can Intimidate the creature.

If a fight ensues, the inevitable disappears when it reaches zero hit points.

Combat

Kolyarut Inevitable pg 100



The secret doors in the north and south walls can both be opened from this room.

ROOM 25

This room has a Lawful Good air - it is clean perfectly proportioned, in excellent decor and has a sense of beauty and calm, strong enough for evil or chaotic creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a trumpet archon that stands ready to delay the party with its life.

A character that is Lawful Good can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Lawful Good can Intimidate the creature.

If a fight ensues, the archon disappears when it reaches zero hit points.

Combat

(1) Trumpet Archon pg 100



The secret doors in the south and east walls can both be opened from this room.

ROOM 26

This room has a Chaotic Evil air - it is intensely uncomfortable to walk on, disorganised, ugly and has an oppressive, unforgiving air, strong enough for lawful or good creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a glabrezu that stands ready to delay the party with its life.

A character that is Chaotic Evil can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Lawful Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Chaotic Evil can Intimidate the creature.

If a fight ensues, the demon disappears when it reaches zero hit points.

Combat

Glabrezu Demon pg 101



The secret door in the north wall can be opened from this room. The secret door in the west wall can't be opened from this room.



ROOM 27

This room has a Chaotic Neutral air - it is mismatched, random, seemingly shifting imperceptibly, and has a sense of roiling change, strong enough for other neutral or lawful creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a chaotic hill giant dire wereboar, in hybrid form, that stands ready to delay the party with its life.

A character that is Chaotic Neutral can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Chaotic Neutral PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Chaotic Neutral can Intimidate the creature.

If a fight ensues, the lycanthrope disappears when it reaches zero hit points.

Combat

(1) Chaotic Hill Giant Dire Wereboar pg 102

The secret doors in the north and south walls can both be opened from this room.

ROOM 28

This room has a Chaotic Good air - it is worked stone, yet clearly reflects the natural beauty of the rock, both the calmness of a peaceful day and the power of a chaotic storm, and does so strongly enough for lawful or evil creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a ghaele that stands ready to delay the party with its life.

A character that is Chaotic Good can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Chaotic Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Chaotic Good can Intimidate the creature.

If a fight ensues, the ghaele disappears when it reaches zero hit points.

Combat

(1) Ghaele pg 102

The secret doors in the west and south walls can both be opened from this room.

ROOM 29

This room has a Neutral Good air - the colors of the stone seem alive, more vibrant even idyllic, strong enough for other neutral or evil creatures to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here - and contains a leonal that stands ready to delay the party with its life.

A character that is Neutral Good can strike a temporary "peaceful passage pact" on a Diplomacy DC 30 roll and a gift of 5,000 gp or equivalent (whilst the creature is hostile towards any non-Neutral Good PC, it starts as Indifferent towards anyone of the same alignment)

A PC of any alignment other than Neutral Good can Intimidate the creature.

If a fight ensues, the guardinal disappears when it reaches zero hit points.

Combat

(1) Leonal pg 103

The secret doors in the east, west and south walls can all be opened from this room.

Room 30

This room has a True Neutral air - it is empty, with no distinguishing marks on the ceiling or walls. When the doors close, they are virtually impossible to find, although making a definite effort reveals them as previously stated. The air is still and quiet, and atmosphere is of balance and harmony, with no deviation, in a way that is strong enough for anything non-True Neutral to take a -2 penalty on Charisma, Intelligence and Wisdom-based checks whilst in here. There isn't a creature in this room. There is a wand of reduce person, double, that is placed on a permanent floating disc.

Reduce Person, Double

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

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

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell resistance: Yes

With an urgent need to keep items that are particularly private and valuable out of the way of prying eyes, Arvoitus Loihtia decided that "less would be more", so placed everything down very narrow shafts.

However, she knew that in order to get past her own defences, she would need to enhance magic that already existed, making it more potent and breaking through one of the known tenets of a particular spell; that you couldn't be affected by two reduce person spells at the same time. So she worked on enhancing the original spell, bending the related spell reduce person, mass to her own will, and eventually found a way to make 2 of the spells work in tandem. She has never been able to make more than 2 work; each time she has tried more, her subjects have either winked out of existences or collapsed into a pool of rubberised bones and intestinal gore.

This spell causes instant diminution of a humanoid creature, quartering its height, length, and width and dividing its weight by 64. This decrease changes the creature's size category to the second smaller one (e.g. huge becomes medium, medium becomes tiny). The target gains a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum of 1), and a +2 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Diminutive has a space of 1 1/4 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Small has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.



All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack, so this spell can not be used on a person twice.

Reduce person (double) counters and dispels enlarge person.

Reduce person (double) can be made permanent with a permanency spell.

Material Component

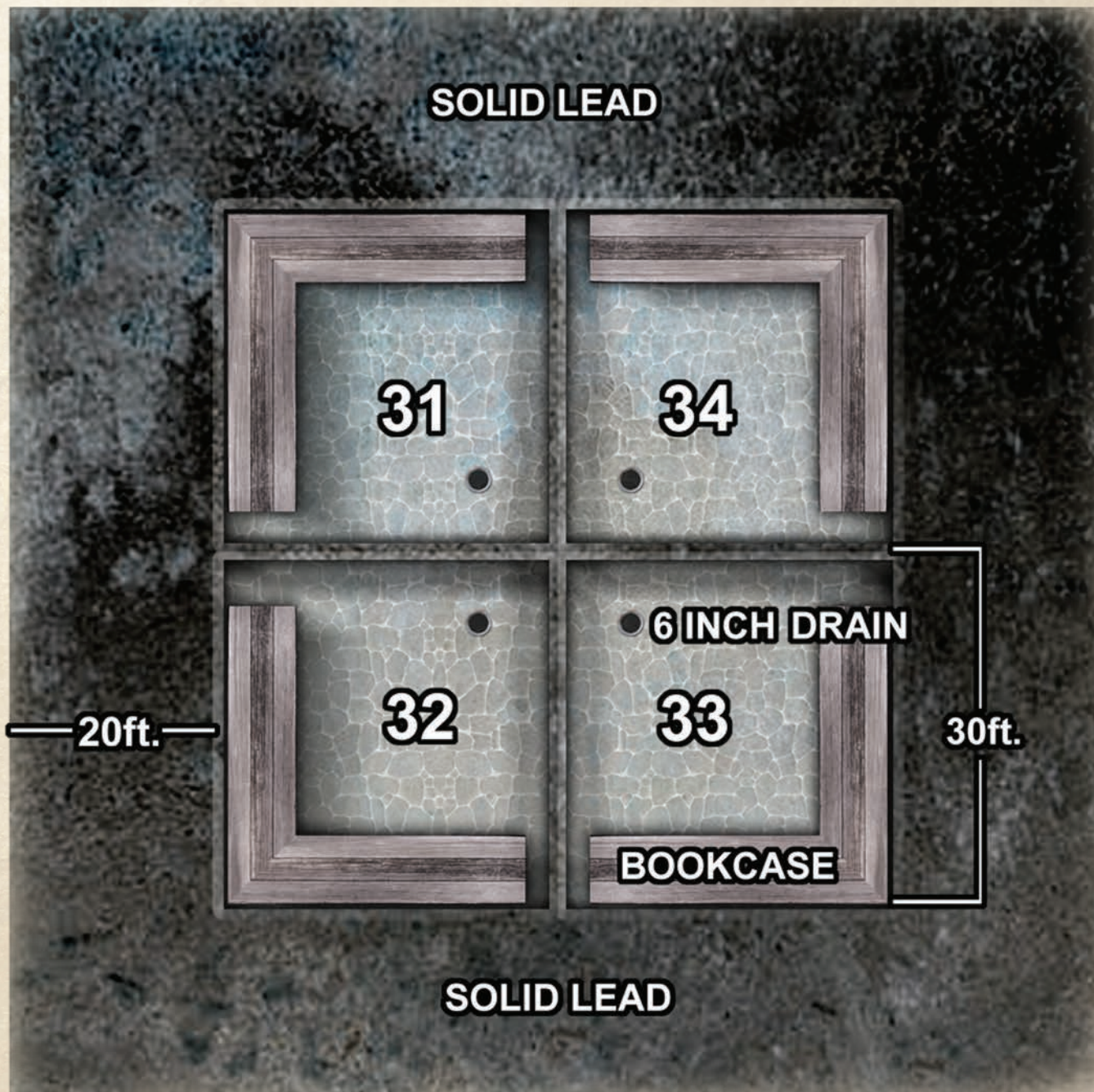
A pinch of powdered lead.

If anyone walks towards the walls without looking for the secret doors, they find their gravitational direction changes so that they can stand on them. The same then goes for the ceiling. Every 5 rounds that a PC spends in this room makes the Search/Perception check to find the doors go up by one. After 4 minutes, when the **Perception check is DC 40**, the room appears to be the inside of a sphere and the DC to find the way out increases by 2 for every additional 5 rounds the PC spends in here. Once the **Perception check is DC 50**, only a *wish* or *miracle* will get the PC out from within the room, as it now appears to be getting bigger and bigger. During all this time, if someone opens the door in the north wall, this process immediately ceases.

The only clear difference between the walls ceiling and floor are 4 holes in the floor, each about 6 inches across. If anyone checks them, a **Perception DC 10** roll reveals them to be lead tubes, which descend vertically, as far as anyone can tell. The airlocks and valves within the tubes are also made of lead.

Each of these tubes lead firstly to an airlock valve, about 10 feet down. At this point, the tubes widen to about 12 inches across in a section 12 inches high. There is a small wheel, about 4 inches across, at the base of each of these cylindrical chambers. In all 4 cases, the wheel is attached to a hatch that raises and grants access to an airlock. These chambers are also about 12 inches in diameter but 18 inches in length. There is a wheel at the top and bottom of each of the airlocks. The bottom hatches will not open unless the top hatches are closed, and vice versa.

Once the bottom hatch is open in each tube, it reveals another tube that is 6 inches in diameter. This is identical for all 4 tubes. These too descend 10 feet and opens out into the rooms below, Rooms 31, 32, 33 and 34.



LOWER BASEMENT ROOMS

SUB-BASEMENT

The information is given for this level because the defending party may want to get items for themselves in order to help in greater depth.

Each of these 4 rooms, all sized 30 by 30 by 20 feet, is set up in an almost identical way, although they contain different items. There are two sets of shelves, each full of the listed item for that room. If a PC takes one of the items another replaces it, as there are an apparently infinite number of them available.

All of the items are individually tuned to the PC or NPC that gains them. They are not interchangeable, as the items that a character gains have responded to the answers they gave. However, 1 character could polymorph into another character, give the correct answers and gather all the items for the party this way.

The rooms themselves are made of lead; the floors, walls and ceilings are entirely this material, 20 feet thick, as the rooms are actually carved out of a block that is 100 by 100 by 60 feet in size. They are all flawless, as Arvoitus Loihtia smooths any sign of damage away with magic and/or someone else's elbow grease, as required.

Each room also has a floor trap; these can be avoided by not touching the floors, as they all have touch triggers. If anything is dropped on the floor, it triggers the trap.

ROOM 31 (SBR1)

The 2 shelving units in this room each have handles on them on the front of every shelf. They are seen on a Spot/Perception DC 25 roll if light is taken into the room.

If a PC touches the floor in this room, she sets off a trap. If she sets this first trap off, she will hit the ceiling and will set an identical second trap off. A Reflex save is needed every round to avoid damage unless the PC states they are trying to grab the handles on the shelf to stop the "falling" in each direction.

Reverse Gravity Trap on floor and ceiling

CR 11; magic device; **trigger** touch (the floor and ceiling); **reset** automatic;

Spell effect (*reverse gravity* 15th level druid, repeats for 15 rounds before reset, 2d6 fall [upon hitting the ceiling of the 20-ft.- high room], then 2d6 fall [upon falling 20 ft. to the floor when the trap switches], DC 22 Ref save avoids damage, DC 30 allows a PC to grab the handles on the shelves, stop the movement and take no further damage)

Perception DC 32, **Disable Device** DC 32 For top and bottom trap. Both need the house motto to be recited as part of the disabling process.

Additionally, every 5 blows that the physical armor a PC is wearing takes reduces its effectiveness by 1 AC point.



The 2 sets of shelves in this room are crammed with blank scrolls, each made from thick vellum and bound with a silk ribbon sealed with a wax crest of House Loihtia. There are thousands upon thousands of scrolls, each 1 inch in diameter and 12 inches in length when rolled. If anyone tries to take on without answering the question, the scrolls all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"How do you spend your days?"

The answer is the PC's class(es) - bard, ranger, wizard, and so on. When the correct answer is given, one of the blank scrolls floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a wish or miracle spell is used to gain a scroll, it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a scroll in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5 and 6.**

ROOM 32 (SBR2)

The 2 shelving units in this room each have 5 mithril taps on top of them. They are seen on a **Perception** DC 20 roll if light is taken into the room, DC 35 if not. If checked, the taps have a storage tank behind them.

If a PC touches the floor in this room, he sets off a trap. If the PC fails the Reflex save, the *heightened grease* spell sends him onto his back. If this happens, a shallow grave-like depression opens up in the floor and the 10 mithril taps direct cold liquid lead at the character. This coats the character from head to foot, leaving a vague impression and outline of the PC on show, but effectively *imprisoning* him.

Heightened Grease (9th level spell) and Imprisonment Trap

CR 12; magic device; **trigger** touch (the floor); **reset** automatic;

Spell effect (*heightened grease* (9th level spell) and *imprisonment*, 17th level wizard, DC 23 Ref save against the *heightened grease* and DC 23 Will save if Ref save failed)

Perception DC 36, **Disable Device** DC 36 for both elements. Both components need the house motto to be recited to disable.

The 2 sets of shelves in this room are crammed with painting/writing sticks (think calligraphy), each made from a 8 inches long shaft with a 1 inch long nib, and with a bone crest of House Loihtia embedded in it as a guide for an index finger. There are thousands upon thousands of sticks, but if anyone tries to take on without answering the question, the sticks all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)



Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"Who do you pledge your mind, body and soul to?"

The answer is the PC's deity and therefore alignment. When the correct answer is given, one of the fresh painting sticks floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a painting stick it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a painting stick in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5, 6 and 21**

ROOM 33 (SBR3)

If a PC touches the floor in this room, he sets off a trap. The heightened polymorph any object turns the PC into a crystalline version of herself, then the heightened shout, greater deal damage as per the spell.

Heightened Polymorph Any Object and Heightened Shout, Greater Trap

CR 11; magic device; **trigger** touch (the floor); **reset** automatic;

Spell effect (*heightened polymorph any object* and *heightened shout, greater*, 17th level wizard, transformation to a crystalline creature, then 17d6 damage (sonic), DC 23 Fort save against the heightened polymorph any object and DC 23 Fort save for partial if original save made, otherwise no second save)

Perception DC 36, **Disable Device** DC 36 for both elements. Both components need the house motto to be recited to fully disable them.

The 2 sets of shelves in this room are crammed with calendar candles, each 12 inches long and made from tallow or wax (although it isn't always clear what creature the material is from - as GM, give any answer you wish to reflect the nature of your game), and with a inked-in crest of House Loihtia embedded in it as a guide for halfway along its length. There are thousands upon thousands of candles, but if anyone tries to take on without answering the question, the sticks all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"When did you become part of history?"

The answer is the PC's date of birth. When the correct answer is given, one of the calendar candles floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a candle it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a calendar candle in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5 and 6**

There is also one platinum ring from a pair of *rings of friend shield*. The other is in Room 21 (Chest 5). This is here by chance, as a previous litigant got this far only to succumb to the floor trap. No one has cleaned it back to chest 5 in Room 21.

ROOM 34 (SBR4)

The 2 shelving units in this room each have 5 black sapphires on top of them. They are seen on a **Perception** DC 20 roll if light is taken into the room, DC 35 if not. If checked, the sapphires are each worth 20,000gp.

If the PCs touch the floor in this room, they set off a trap.

Implosion and Soul Bind Trap

CR 12; magic device; **trigger** touch (the floor); **reset** automatic;

Spell effect (*implosion* and *soul bind*, 17th level cleric, DC 23 Fort save and DC 23 Will save if Fort save failed)

Perception DC 36, **Disable Device** DC 36 for both elements. Both components need the house motto to be recited to disable.

The 2 sets of shelves in this room are crammed with miniature chests, each made from ironwood and bound with adamantine. There are thousands upon thousands of chests, each 1 inch by 1 inch by 2 inches in size. If anyone tries to take on without answering the question, the chests all shrink back from whatever is trying to grasp them (hand, tentacle, claw, etc.)

Once a PC has been in this room for 1 round, a *magic mouth* appears in mid-air and a voice asks;

"What are your roots?"

The answer is the PC's species (race) - human, half-elf, dwarf, and so on. When the correct answer is given, one of the miniature chests floats towards the PC and stops about an arms length in front of him at chest level; it can now be held and stored.

If a *wish* or *miracle* spell is used to gain a chest, it stays in the possession of the PC concerned for 1 round and then crumbles to dust.

Once a PC has gained a chest in the correct way, they have one of the 4 items required to see the items in **Rooms 1, 2, 3, 4, 5 and 6**

CONCLUSION

The attacking NPCs need to be out of House Loihtia in an hour. The cleric and escort troop is waiting for them, and will take them and their golems (any that remain) back to the court. If they do not return by the end of an hour, the court will find in favor of House Loihtia, but remember, nothing you do as the defending force can FORCE them to remain inside. If they want to leave, they can. If they do leave within the hour, they will be able to present any evidence that they have been able to find, whether conclusive or not.

If you do not intend to play the rest of the adventure path, the court case is a formality in whichever direction the discovered evidence points.

However, if you do intend to play the other installments of the adventure path, the next adventure, "Shall We Not Revenge," details the action that takes place as the NPCs return to court and you, as House Loihtia forces, try to stop them. The third and final installment, "The Best Laid Schemes," takes you and the NPCs away from Mohkba to other planes, before returning them to the court for final judgement.

INDEX



Kosto Hakija

CR 17

Kosto Hakija - wizard, 18th level (mostly interested in Conjuraction, Enchantment and Transmutation)

XP 102,400

Male Human Wizard 18

CG Medium Humanoid (human)

Init +2; Senses -; Perception +21

DEFENSE

AC 17, touch 12, flat-footed 15 (*amulet of natural armor* +3, *bracers of armor* +2, +2 Dex)

hp 87 (18d6+18+3)

Fort +7, Ref +8, Will +14

OFFENSE

Speed 30 ft.

Melee +10 quarterstaff (1d6+1)

Ranged +12 light crossbow (1d8+1/19-20)

Wizard Spells Prepared (CL 18):

9 (2/day) *hold monster*, *mass* (DC 27), *time stop*

8 (3/day) *discern location*, *mass charm monster* (DC 26), *power word stun*

7 (3/day) *banishment* (DC 23), *greater teleport*, *mass hold person* (DC 25)

6 (5/day) *disintegrate* (DC 22), *greater dispel magic*, *greater heroism*, *greater legend lore*, *mass fox's cunning*

5 (5/day) *dismissal* (DC 21), *dominate person* (DC 23), *feeblemind* (DC 23), *hold monster* (DC 23), *telekinesis*

4 (5/day) *charm monster* (DC 22), *dimension door*, *fear* (DC 20), *locate creature*, *minor creation*

3 (5/day) *dispel magic*, *fly*, *protection from energy*, *suggestion* (DC 21), *tongues*

2 (6/day) *fox's cunning*, *locate object*, *levitate*, *resist energy*, *see invisibility*, *spider climb*

1 (6/day) *animate rope*, *endure elements*, *hypnotism* (DC 19), *jump*, *mage armor*, *magic missile*

0 (at will) *daze* (DC 18), *flare* (DC 18), *light*, *mage hand*

STATISTICS

Str 12, Dex 15, Con 12, Int 23, Wis 17, Cha 16

Base Atk +9; CMB +10; CMD 22

Feats Arcane Strike, Combat Casting, Craft Construct, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Greater Spell Focus (Enchantment), Greater Spell Penetration, Magical Aptitude, Persuasive, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration

Skills Appraise +23, Diplomacy +25, Fly +15, Intimidate +17, Knowledge (arcana) +27, Knowledge (engineering) +19, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (nobility) +16, Linguistics +27, Perception +21, Sense Motive +13, Spellcraft +31

Languages Abyssal, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ettin, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sasquatch, Treant, Undercommon

SQ arcane bonds (arcane bond [toad]), arcane familiar nearby, deliver touch spells through familiar, empathic link with familiar, hand of the apprentice (9/day), metamagic mastery (6/day), scry on familiar (1/day), share spells with familiar, speak with animals, speak with familiar, specialized schools (universalist)



Arvoitus Loihitia - Mistress of the House CR 18

XP 153,600

Half-Fiend Human Sorcerer 16

LE Medium Outsider (native)

Init +7; Senses darkvision 60 ft., Perception +1

DEFENSE

AC 24, touch 18, flat-footed 20 (+5 armor, +4 Dex, +3 deflection, +1 dodge, +1 natural)

hp 120 (16d6+64)

Fort +9, Ref +9, Will +12; +4 bonus vs. poison

DR 10/magic; Immune poison; Resist acid, cold, electricity, fire 10, infernal resistances; SR 30

OFFENSE

Speed 30 ft., fly 60 ft.

Melee Rod of alertness +11/+6 (1d6+2/x2)

Melee 2 claws +11 (1d4+2) and bite +6 (1d6+2)

Special Attacks hellfire (1/day) (DC 24), smite good (+16 damage)

Spell-like Abilities (CL 16)

1/day - blasphemy, contagion, desecrate, horrid wilting, unhallow, unholy blight

3/day - darkness, poison, unholy aura

Sorcerer Spells Known (CL 17):

8 (3/day) maze

7 (5/day) greater teleport, phase door, ethereal jaunt

6 (7/day) antimagic field, greater dispel magic, planar binding (DC 24), wall of iron (DC 24)

5 (7/day) break enchantment (DC 23), passwall, dominate person (DC 24), false vision (DC 23), teleport

4 (7/day) charm monster (DC 25), confusion (DC 23), dimension door, resilient sphere (DC 23), stone shape

3 (7/day) magic circle against good, protection from energy, stinking cloud (DC 21), suggestion (DC 22), wind wall

2 (8/day) alter self, arcane lock, blindness/deafness (DC 20), blur, gust of wind (DC 20), scorching ray

1 (8/day) animate rope, charm person (DC 22), color spray (DC 19), disguise self, endure elements, protection from good

0 (at will) arcane mark, dancing lights, daze (DC 19), detect magic, flare (DC 18), ghost sound (DC 16), message, open/close (DC 18), resistance

STATISTICS

Str 14, Dex 19, Con 18, Int 18, Wis 14, Cha 27

Base Atk +8; CMB +10; CMD 26

Feats Arcane Strike, Combat Casting, Deceitful, Dodge, Eschew Materials, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Persuasive, Spell Focus (Enchantment), Spell Penetration, Toughness +16

Skills Bluff +31, Diplomacy +31, Disguise +10, Intimidate +29, Knowledge (arcana) +23, Spellcraft +23, Survival +10, Use Magic Device +27

Languages Abyssal, Auran, Common, Dwarven

SQ bloodlines (infernal), corrupting touch (8 rds) (9/day), on dark wings

Other Gear Rod of alertness, Bracers of armor +5, Ioun stone (clear spindle), Ioun stone (orange prism), Ring of protection +3

SPECIAL ABILITIES

Arcane Strike As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Corrupting Touch (8 rds) (9/day) (Sp) Melee touch attack leaves target shaken and radiating evil for 8 rounds.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Hellfire (1/day) (DC 24) (Sp) 1/day, Hellfire column deals 16d6 damage, and shakes good creatures for 16 rounds, range 60', 10' burst.

Improved Counterspell Use a spell of the same school 1+ levels higher to Counterspell.

Infernal +2 DC on Charm spells.

Infernal Resistances (Ex) You gain fire resistance 10 and +4 to saves vs. poison.

Ioun stone (clear spindle) Sustains bearer without food or water.

On Dark Wings (Su) Fly 60' (average)

Spell Focus (Enchantment) Spells from one school of magic have +1 to their save DC.

Rod of Alertness

DESCRIPTION

This rod is indistinguishable from a +1 light mace. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, it enables the wielder to use detect chaos, detect evil, detect good, detect law, detect magic, discern lies, light, or see invisibility. Each different use is a standard action.

If the head of a rod of alertness is planted in the ground and the possessor wills it to alertness (a standard action), the rod senses any creatures within 120 feet that intend to harm the possessor. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of any unfriendly creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an animate objects spell, utilizing any 11 (or fewer) Small objects located roughly around the perimeter of a 5-foot radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

CONSTRUCTION

Requirements Craft Rod, alarm, animate objects, detect chaos, detect evil, detect good, detect law, detect magic, discern lies, light, prayer, see invisibility, **Cost** 42,500 gp

NPC Group

Special Note: If the NPCs are used as the attacking force their alignments change from evil to good.



Reaver Jackal

CR 15

XP 51200

Human Fighter 16

LE Medium Humanoid (human)

Init +5; Senses —; Perception +17

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 141 (16d10+48)

Fort +13, Ref +8, Will +6 (+4 vs. fear)

Defensive Abilities bravery +4; DR 3/—; Resist cold 10

OFFENSE

Speed 30 ft.

Melee +2 Thundering Falchion +26/+21/+16/+11
(2d4+13/15-20/x2+1d8 sonic+deafened)

Ranged composite longbow (+3) +18/13/+8/+3 (1d8+4/x3)

Special Attacks weapon training abilities (axes +2, heavy blades +3, bows +1)

STATISTICS

Str 16, Dex 12, Con 17, Int 10, Wis 12, Cha 10

Base Atk +16; CMB +19 (+23 Sundering); CMD 30 (32 vs. Sunder)

Feats Cleave, Critical Focus, Dazzling Display (Falchion), Great Cleave, Greater Sunder, Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Improved Critical (Falchion), Improved Initiative, Improved Sunder, Intimidating Prowess, Lightning Reflexes, Point Blank Shot, Power Attack -5/+10, Staggering Critical (DC 26), Vital Strike, Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Acrobatics -1, Climb +1, Escape Artist -1, Fly -1, Intimidate +22, Perception +17, Ride -1, Sense Motive +9, Stealth -1, Survival +20, Swim +1

Languages Common

SQ thundering (dc 14)

Other Gear +2 Cold resistance Adamantine Half-plate, +2 Thundering Falchion

SPECIAL ABILITIES

Bravery (Ex) Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd. **Cleave** If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Critical Focus You receive a +4 circumstance bonus on attack rolls made to confirm critical hits

Damage Reduction (3/-) You have Damage Reduction against all attacks.

Damage Resistance, Cold (10) A suit of armor or a shield with this property protects against one type of energy (acid, cold, electricity, fire, or sonic) and is designed with patterns depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take (similar to the resist energy spell).

Dazzling Display (Falchion) While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Greater Sunder You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Improved Sunder You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Staggering Critical (DC 26) Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration. **Thundering (DC 14)** On a critical hit, foe is permanently deafened (Fort neg).

Vital Strike When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total. **Weapon Training (Axes) +2 (Ex) +2 Attack, Damage, CMB, CMD with Axes**

Weapon Training (Blades, Heavy) +3 (Ex) +3 Attack, Damage, CMB, CMD with Heavy Blades

Weapon Training (Bows) +1 (Ex) +1 Attack, Damage, CMB, CMD with Bows



Hawk Valentine

CR 15



XP 51,200

Male Human Barbarian 16

CE Medium Humanoid (human)

Init +7; **Senses** —; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 19 (+6 armor, +3 Dex)

hp 158 (16d12+48)

Fort +13 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +8 (+5 bonus vs. traps), **Will** +6

Defensive Abilities improved uncanny dodge (lv >=20), indomitable will, trap sense; **DR** 4/—

OFFENSE

Speed 40 ft.

Melee +2 Anarchic Greataxe +22/+17/+12/+7 (1d12+8+2d6 vs. Lawful/19-20/x3)

Ranged javelin of lightning (x2) +19/+14 (5d6 electricity/Ref DC 14 half)

Special Attacks rage (43 rounds/day), rage powers (increase damage reduction, intimidating glare, knockback [1/round], mighty swing [1/rage], moment of clarity [1/rage], no escape [1/rage], powerful blow +5 [1/rage], rolling dodge +3 [3 rds])

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 9, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +20; **CMD** 33

Feats Diehard, Endurance, Extra Rage, Greater Vital Strike, Improved Critical (Greataxe), Improved Initiative, Improved Vital Strike, Power Attack -5/+10, Vital Strike

Skills Acrobatics +22 (+26 jump), Intimidate +19, Perception +12, Sense Motive +17, Survival +20, Swim +4 (+8 to resist nonlethal damage from exhaustion)

Languages Common

SQ anarchic, fast movement +10

Other Gear Rhino hide, +2 *Anarchic Greataxe*, 150 GP

SPECIAL ABILITIES

Anarchic Chaos-aligned and +2d6 damage vs Lawful creatures.

Damage Reduction (4/-) You have Damage Reduction against all attacks.

Diehard You are stable and can choose how to act when at negative Hp.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Improved Uncanny Dodge (Lv >=20) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 20+.

Increase Damage Reduction (Ex) While raging, your DR increases by 1.

Indomitable Will (Ex) While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Intimidating Glare (Ex) While raging, use Intimidate to shake your opponents.

Knockback (1/round) (Ex) While raging, can bull rush in place of an att, dealing a little dam.

Mighty Swing (1/rage) (Ex) Automatically confirm a critical while raging.

Moment of Clarity (1/rage) (Ex) Remove the benefits and penalties of a rage for 1 round without ending the rage.

No Escape (1/rage) (Ex) Keep up with a foe who tries to withdraw.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Powerful Blow +5 (1/rage) (Ex) One attack per rage deals extra damage.

Rage (43 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Rolling Dodge +3 (3 rds) (Ex) Gain a +3 dodge bonus to AC vs. ranged attacks while raging.

Trap Sense +5 (Ex) +5 bonus on reflex saves and AC against traps.

Vital Strike Standard action: x2 weapon damage dice.





XP 38,400

Human Rogue 15

LE Medium Humanoid (human)

Init +8; **Senses** —; Perception +18**DEFENSE**

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 101 (15d8+30)**Fort** +9, **Ref** +15 (+5 bonus vs. traps), **Will** +5**Defensive Abilities** improved uncanny dodge, trap sense**OFFENSE****Speed** 20 ft.**Melee** Adamantine dagger +8/+3 (1d4/19-20/x2) and

Sword of Subtlety +10/+5/+0 (1d6+2/17-20/x2)

Ranged Heavy crossbow +10/+5/+0 (1d10/19-20/x2)**Special Attacks** sneak attack +8d6**STATISTICS****Str** 12, **Dex** 18, **Con** 15, **Int** 14, **Wis** 10, **Cha** 12**Base Atk** +11; **CMB** +12; **CMD** 23**Feats** Critical Focus, Great Fortitude, Improved Critical (Shortsword), Improved Initiative, Improved Two-weapon Fighting, Lightning Reflexes, Skill Focus (Acrobatics), Stealthy, Two-weapon Fighting, Weapon Finesse, Weapon Focus (Shortsword)**Skills** Acrobatics +23 (+19 jump), Bluff +19, Climb +5, Disable Device +21, Escape Artist +21, Intimidate +19, Perception +18 (+25 to locate traps), Sense Motive +18, Sleight of Hand +17, Stealth +21, Survival +15, Use Magic Device +19**Languages** Abyssal, Common**SQ** rogue talents (combat trick, crippling strike, defensive roll [1/day], fast stealth, improved evasion, opportunist [1/day], weapon training), trapfinding +7**Other Gear** *Banded mail of luck* (1/week), *Sword of subtlety*, Adamantine dagger, Heavy crossbow, 150 GP**SPECIAL ABILITIES****Banded mail of luck** Ten 100-gp gems adorn this +3 banded mail. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.**Crippling Strike (Ex)** A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.**Critical Focus** You receive a +4 circumstance bonus on attack rolls made to confirm critical hits

Defensive Roll (Ex) With this advanced talent, the rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Fast Stealth (Ex) This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Improved Uncanny Dodge (Ex) A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character. **Opportunist (1/day) (Ex)** A foe who takes a melee hit from another provokes an AoO from you.

Sneak Attack If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage (called "precision damage") anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment. **Trap Sense +5 (Ex)** +5 bonus on reflex saves and AC against traps.

Trapfinding A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Jasmine Puritymourner

CR 14



XP 38,400

Human Cleric 15

LE Medium Humanoid (human)

Init +5; Senses -; Perception +4

DEFENSE

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

hp 129 (15d8+60)

Fort +12, Ref +6, Will +13

Defensive Abilities dispelling touch (2/day)

OFFENSE

Speed 20 ft.

Melee +2 Icy burst Heavy mace +11/+6/+1 (1d8+4+1d6 cold/19-20/x2+1d10 cold)

Ranged +12/+7/+2 light crossbow (1d8/19-20)

Special Attacks scythe of evil (7 rds) (2/day), touch of evil (7 rds) (7/day)

Spell-Like Abilities

Touch of Evil (7 rds) (7/day)

Cleric Spells Prepared (CL 15):

8 (1/day) *unholy aura*, *unholy aura*

7 (2/day) *blasphemy* (DC 21), *destruction* (DC 21), *mass cure serious wounds*

6 (3/day) *antimagic field*, *heal*, *harm* (DC 20), *mass bull's strength*

5 (4/day) *flame strike* (DC 19), *mass cure light wounds*, *righteous might*, *slay living* (DC 19), *spell resistance*

4 (5/day) *cure critical wounds*, *dismissal* (DC 18), *divine power*, *greater magic weapon*, *poison* (DC 18), *unholy blight* (DC 18)

3 (5/day) *bestow curse* (DC 17), *blindness/deafness* (DC 17), *dispel magic*, *magic circle against good*, *magic vestment*, *prayer*

2 (5/day) *aid*, *align weapon*, *align weapon*, *bear's endurance*, *hold person* (DC 16), *owl's wisdom*

1 (5/day) *bless*, *cause fear* (DC 15), *divine favor*, *magic weapon*, *protection from good*, *shield of faith*

0 (at will) *bleed* (DC 14), *detect magic*, *light*, *resistance*

STATISTICS

Str 14, Dex 13, Con 16, Int 12, Wis 18, Cha 13

Base Atk +11; CMB +13; CMD 24

Feats Channel Smite, Combat Casting, Greater Spell Penetration, Improved Critical (Heavy mace), Improved Initiative, Quick Draw, Spell Penetration, Toughness +15, Weapon Focus (Heavy mace)

Skills Acrobatics -6 (-10 jump), Climb -5, Escape Artist -6, Fly -6, Heal +22, Knowledge (planes) +19, Knowledge (religion) +19, Ride -6, Sense Motive +17, Spellcraft +19, Stealth -6, Swim -5

Languages Common, Infernal

SQ aura, cleric channel negative energy 8d6 (4/day) (dc 18), domains (evil, magic), hand of the acolyte (7/day) (7/day), spontaneous casting

Other Gear Dragonhide plate, Heavy steel shield, +2 Icy burst Heavy mace, 150 GP

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Channel Smite Channel energy can be delivered through a Smite attack.

Cleric Channel Negative Energy 8d6 (4/day) (DC 18) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Evil) Granted Powers: You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

Cleric Domain (Magic) Granted Powers: You are a true student of all things mystical, and see divinity in the purity of magic.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dispelling Touch (2/day) (Su) Melee touch attack dispels magic.

Hand of the Acolyte (7/day) (7/day) (Su) Throw the melee weapon you are holding 7/day.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Scythe of Evil (7 rds) (2/day) (Su) A melee weapon you are holding becomes unholy

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Touch of Evil (7 rds) (7/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.



Eden Lorebrand

CR 13



XP 25,600

Human Bard 14

NE Medium Humanoid (human)

Init +8; Senses -; Perception +17

DEFENSE

AC 23, touch 15, flat-footed 18 (+6 armor, +2 shield, +4 Dex, +1 dodge)

hp 81 (14d8+14)

Fort +5, Ref +15, Will +9; +4 vs. bardic performance, sonic, and language-dependant effects

OFFENSE

Speed 30 ft.

Melee rapier of puncturing (3/day) +10/+5 (1d6/18-20/x2)

Ranged +13 light crossbow (1d8/19-20)

Special Attacks bardic performance (swift action) (35 rounds/day), bardic performance: countersong, bardic performance: dirge of doom, bardic performance: distraction, bardic performance: fascinate (5 targets) (DC 22), bardic performance: frightening tune (DC 22), bardic performance: inspire competence +4, bardic performance: inspire courage +3, bardic performance: inspire greatness (2 allies), bardic performance: soothing performance, bardic performance: suggestion (DC 22)

Bard Spells Known (CL 14):

5 (3/day) *false vision*, *mislead*, *shadow evocation* (DC 20)

4 (5/day) *dominate person* (DC 19) *hold monster* (DC 19), *rainbow pattern* (DC 19) *shadow conjuration* (DC 19)

3 (5/day) *confusion* (DC 18), *displacement*, *haste*, *major image* (DC 18), *slow* (DC 18)

2 (6/day) *blur*, *eagle's splendor*, *enthrall* (DC 17), *hypnotic pattern* (DC 17), *misdirection*, *tongues*

1 (7/day) *cause fear* (DC 16), *charm person* (DC 16), *expeditious retreat*, *hideous laughter* (DC 16), *lesser confusion* (DC 16), *sleep* (DC 16)

0 (at will) *dancing lights*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *light*

STATISTICS

Str 11, Dex 18, Con 13, Int 17, Wis 10, Cha 21

Base Atk +10; CMB +10; CMD 25

Feats Acrobatic, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Persuasive, Point Blank Shot, Skill Focus (Perform [sing])

Skills Acrobatics +23, Bluff +28, Diplomacy +26, Escape Artist +12, Intimidate +26, Perception +17, Perform (sing) +28, Sense Motive +28, Spellcraft +20, Stealth +19, Use Magic Device +22

Languages Abyssal, Common, Draconic, Goblin

SQ bardic knowledge, jack of all trades: trained skills, lore master (2/day), versatile performance abilities (acting, dance, singing, string instruments), well versed

Other Gear Elven chain, Darkwood shield, *Rapier of puncturing* (3/day), 150 GP

SPECIAL ABILITIES

Bardic Knowledge +7 (Ex) Add +7 to all knowledge skill checks.

Bardic Performance (swift action) (35 rounds/day) Your performances can create magical effects.

Bardic Performance: Countersong (Su) Counter magical effects that depend on sound.

Bardic Performance: Dirge of Doom (Su) Enemies within 30' are shaken.

Bardic Performance: Distraction (Su) Counter magical effects that depend on sight.

Bardic Performance: Fascinate (5 targets) (DC 22) (Su) One or more creatures becomes fascinated with you.

Bardic Performance: Frightening Tune (DC 22) (Sp) Enemies who hear your performance are frightened (Will neg).

Bardic Performance: Inspire Competence +4 (Su) +2 competence bonus for one ally on a skill check.

Bardic Performance: Inspire Courage +3 (Su) Morale bonus on some saving throws, attack and damage rolls.

Bardic Performance: Inspire Greatness (2 allies) (Su) Grants allies 2 bonus hit dice, +2 to attacks and +1 to fort saves.

Bardic Performance: Soothing Performance (Su) Allies are healed and some conditions are removed.

Bardic Performance: Suggestion (DC 22) (Sp) Make a Suggestion to one Fascinated creature.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Jack of All Trades: Trained skills (Ex) You may use all skills untrained.

Lore Master (2/day) (Ex) Take 10 on knowledge checks, and 1/day take 20 as a standard action.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Rapier of puncturing (3/day) Touch attack does 1d6 Don damage.

Versatile Performance (Acting) +0 (Ex) You may substitute the final value of your Perform: Act skill for Bluff or Disguise checks

Versatile Performance (Dance) +0 (Ex) You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

Versatile Performance (Singing) +28 (Ex) You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

Versatile Performance (String Instruments) +0 (Ex) You may substitute the final value of your Perform: String Instruments skill for Bluff or Diplomacy checks

Well Versed (Ex) +4 save vs. bardic performance, sonic, and language-dependent effects.

Albion Dragondream

CR 13



XP 25,600

Human Sorcerer 14

LE Medium Humanoid (human)

Init +6; **Senses** -; Perception +0

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +3 natural)

hp 80 (14d6+28)

Fort +5, **Ref** +8, **Will** +9; +4 bonus vs. poison

Resist fire 10, infernal resistances

OFFENSE

Speed 35 ft.

Melee Rod of thunder and lightning +9/+4 (1d6+2/x2)

Special Attacks hellfire (1/day) (dc 22)

Sorcerer Spells Known (CL 14):

7 (3/day) *waves of exhaustion*

6 (5/day) *forceful hand*, *globe of invulnerability*, *planar binding* (DC 21)

5 (7/day) *dominate person* (DC 22), *dominate person* (DC 22), *feeblemind* (DC 22), *interposing hand*

4 (7/day) *black tentacles*, *charm monster* (DC 23), *enervation*, *illusory wall* (DC 19), *mass reduce person* (DC 19)

3 (7/day) *dispel magic*, *fireball*, *gaseous form*, *hold person* (DC 20), *suggestion*

2 (7/day) *acid arrow*, *cat's grace*, *fog cloud*, *protection from arrows*, *resist energy*, *scorching ray*

1 (8/day) *burning hands* (DC 16), *chill touch* (DC 16), *grease* (DC 16), *magic weapon*, *protection from good*, *reduce person* (DC 16)

0 (at will) *acid splash*, *detect magic*, *flare* (DC 15), *light message*, *open/close* (DC 15), *touch of fatigue* (DC 15)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 21

Base Atk +7; **CMB** +7; **CMD** 19

Feats Combat Expertise +/-2, Eschew Materials, Fleet, Greater Spell Focus (Enchantment), Greater Spell Penetration, Improved Counterspell, Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment), Spell Penetration, Toughness +14

Skills Bluff +18, Diplomacy +19, Fly +19, Intimidate +22, Knowledge (arcana) +20, Spellcraft +20, Use Magic Device +22

Languages Abyssal, Common, Daemonic, Dwarven

SQ bloodlines (infernal), corrupting touch (7 rds) (8/day)

Other Gear *Rod of thunder and lightning*, *Amulet of natural armor* +3, *Bracers of armor* +2, 150 GP

SPECIAL ABILITIES

Combat Expertise +/-2 Bonus to AC in exchange for an equal penalty to attack.

Corrupting Touch (7 rds) (8/day) (Sp) Melee touch attack leaves target shaken and radiating evil for 7 rounds.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Greater Spell Focus (Enchantment) +1 to the Save DC of spells from one school.

Hellfire (1/day) (DC 22) (Sp) 1/day, Hellfire column deals 14d6 damage, and shakes good creatures for 14 rounds, range 60', 10' burst.

Improved Counterspell Use a spell of the same school 1+ levels higher to Counterspell.

Infernal +2 DC on Charm spells.

Infernal Resistances (Ex) You gain fire resistance 10 and +4 to saves vs. poison.

Spell Focus (Enchantment) Spells from one school of magic have +1 to their save DC.

Rod of Thunder and Lightning



DESCRIPTION

Constructed of iron set with silver rivets, this rod has the properties of a +2 light mace. Its other powers are as follows.

- **Thunder:** Once per day, the rod can strike as a +3 light mace, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this sonic power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

- **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 light mace (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack, then the 2d6 points of electricity damage still apply. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a shout spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.

- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the thunderclap described above with a lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the thunderclap deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft Rod, *lightning bolt*, *shout*; **Cost** 16,500 gp

COMBAT APPENDIX

Clay Golem

CR 10

This lumbering figure is sculpted from soft clay. It wears filthy rags and crude jewelry, and its face is only vaguely humanoid.

XP 9,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

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

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

STATISTICS

Str 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects *function* differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).

A *disintegrate* spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage (no save).

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp.

CL 11th; **Price** 41,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *bless*, *commune*, *prayer*, *resurrection*, creator must be caster level 11th; Skill Craft (sculptures) or Craft (pottery) DC 16; Cost 21,500 gp

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It stands over 8 feet tall and weighs 600 pounds.

Stone Golem

CR 11

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

XP 12,800

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

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

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A transmute rock to mud spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.

A stone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp.

Stone Golem

CL 14th; **Price** 105,000 gp

CONSTRUCTION

Requirements Craft Construct, *antimagic field*, *geas/quest*, *limited wish*, *symbol of stunning*, creator must be caster level 14th; Skill Craft (sculpture) or Craft (stonemasonry) DC 19; Cost 55,000 gp

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Its head is often carved to resemble a helmet or the head of some beast. While it may be sculpted to carry a stone shield or stone weapon such as a sword, these aesthetic choices do not affect its combat abilities.

Like most golems, a stone golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 9 feet tall and weighs around 2,000 pounds.

Iron Golem

CR 13

This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force.

XP 25,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 129 (18d10+30)

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

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +28 (2d10+16/19–20)

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

Special Attacks powerful blows

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

SPECIAL ABILITIES

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as those of a rust monster or a rusting grasp spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Construction

An iron golem's body is sculpted from 5,000 pounds of iron, smelted with rare tinctures costing at least 10,000 gp.

Iron Golem

CL 16th; **Price** 150,000 gp

CONSTRUCTION

Requirements Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th; Skill Craft (armor) or Craft (weapons) DC 21; Cost 80,000 gp

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

An iron golem has a humanoid body made from iron. It can be sculpted into any shape its creator desires, but it almost always displays armor of some sort, from simple and utilitarian to ceremonial and ornate. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a weapon in one hand, though they rarely use these, relying instead on their slam attacks.

An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

Although the practice has fallen out of favor in modern times, the ancients of certain powerful civilizations once took great pride in crafting iron golems of tremendous size and strength. These golems, which are never smaller than Huge, still exist in remote parts of the world, mindlessly following the orders of a long-dead empire.

Advanced Salt Mephitis Sorcerers

CR 12

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

XP 19,200

N Medium outsider (earth)

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +3 natural)

hp 145 (9d10+18 plus 6d6+18 plus 15 toughness); fast healing 2 (works only in arid environments)

Fort +4, **Ref** +6, **Will** +8

DR 5/magic, 10/earth

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +15 (1d4+3)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half), elemental ray (1d6 +3 acid damage; 6/day)

Spell-Like Abilities (CL 6th)

1/day—*summon* (level 2, 1 mephitis of the same type 25%), *glitterdust* 1/hour.

Spells

0 – *acid splash*, *daze* (DC 12), *detect magic*, *flare* (DC 12), *read magic*, *resistance*, *touch of fatigue* (DC 12)

1 – (7/day) *burning hands* (acid damage)* *expeditious retreat*, *mage armor*, *obscuring mist*, *protection from good*

2 – (6/day) *blur*, *resist energy*

3 – (3/day) *protection from energy*

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

Base Atk +12; **CMB** +15; **CMD** 16

Feats Arcane Strike, Combat Casting, Dodge, Improved Initiative, Toughness

Skills Bluff +8, Fly +19, Knowledge (arcane) +3, Knowledge (planes) +3, Perception +6, Stealth +10

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

SQ elemental bloodline

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephitis can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

The breath weapon of a salt mephitis is a cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Dehydrate (Su) Once per day a salt mephitis can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

Elemental Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

Salt mephitis are commonly found on the Plane of Earth. These mephitis are cruel and aloof.

Advanced Fiendish Cloaker

CR 14

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

XP 38,400

LE Huge aberration

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 189 (18d8+108)

Fort +8, **Ref** +4, **Will** +7

Defensive Abilities shadow shift; DR 10/good; **Resist** cold, fire 15; SR 19

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +20 (1d8+9), tail slap +15 (3d6+4)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attacks engulf, moan, smite good

STATISTICS

Str 29, **Dex** 14, **Con** 23, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +12; **CMB** +23; **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (tail slap), Skill Focus (Perception), Skill Focus (Stealth)

Skills Disguise +20 (+28 as cloak), Fly +16, Knowledge (religion) +11, Perception +26, Sense Motive +8, Stealth +13; Racial Modifiers +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

SPECIAL ABILITIES

Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (DC 15, CL 6th, save DC is Charisma-based).

ECOLOGY

Environment Any evil-aligned plane

Organization solitary, pair, mob (3–6), or flock (7–12)

Treasure standard

Resembling hideously evil flying manta rays, cloakers are mysterious and paranoid creatures. A typical specimen has an 8-foot wingspan and weighs 100 pounds.

A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum to undertake all manner of hideous rites and working toward singularly sinister goals.



Advanced Efreeti

CR 17

This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.

XP 104,400

LE Huge outsider (extraplanar, fire)

Init +5; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE

AC 22, touch 11, flat-footed 19 (+2 Dex, +1 dodge, +11 natural, –2 size)

hp 276 (24d10+144)

Fort +11, **Ref** +12, **Will** +11

Immune fire; **Vulnerability** cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +34 (1d8+6 plus 1d6 fire) or mwk falchion +35/+30/+25/+20/+15 (2d6+9/18–20)

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

Special Attacks change size, heat (1d6 fire)

Spell-Like Abilities (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, *quicken scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to non-genies only), *gaseous form*, *permanent image* (DC 18)

STATISTICS

Str 31, **Dex** 15, **Con** 22, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +24; **CMB** +34; **CMD** 37

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved InitiativeB, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (scorching ray), Stealthy

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +2

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, alter self or giant form I)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (mwk falchion, other gear)

The efreet (singular efreeti) are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet have few allies among geniekind. They certainly hate djinn, and attack them on sight. They hold an equally strong enmity for marids, and view the jann as frail and weak. Efreet often work closely with shaitans, yet even then alliances are temporary at best.

Advanced Elder Xorn

CR 13

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

XP 25,600

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 23, touch 10, flat-footed 23 (+13 natural)

hp 178 (21d10+63)

Fort +8, **Ref** +2, **Will** +5

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee bite +24 (6d6+7), 3 claws +19 (1d4+7)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +21; **CMB** +24; **CMD** 24 (26 vs. trip)

Feats Cleave, Improved Bull Rush, Improved Natural Attack (bite), Power Attack, Toughness

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +21; **CMB** +24; **CMD** 24 (26 vs. trip)

Feats Cleave, Improved Bull Rush, Improved Natural Attack (bite), Power Attack, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

Languages Common, Terran

SPECIAL ABILITIES

All-Around Vision (Ex) A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

Earth Glide (Ex) A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Xorns grow in size as they age. The youngest xorns are approximately 3 feet in size, and can be represented by applying the young simple template to the statistics presented here. The most commonly encountered xorns are about 5 feet tall (and wide), while the largest are 8 feet or more and weigh upward of 9,000 pounds. These elder xorns are giant advanced xorns, but some even greater xorns exist as well, with upward of 15 Hit Dice.

Often, an elder xorn possesses class levels as well. These creatures are generally leaders, heroes, or even outcasts or villains in xorn society. A classed elder xorn typically has levels in barbarian or rogue. Xorns aren't particularly religious, but those who do have deep faith are typically druids (though such xorns rarely, if ever, take animal companions, as such followers cannot follow through solid rock, and instead choose to take the Earth domain). Xorn bards and sorcerers are not unheard of either, with bards favoring Perform (sing) as their focus, and sorcerers almost invariably having the Elemental (earth) bloodline.

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or cluster (3–6)

Treasure standard (precious metals, gems, and magic gems or jewelry only)

Strange creatures as big around as they are tall, xorns have little interest in natives of the Material Plane—except for the gems and precious metals they might be carrying. Lurking beneath the surface for what might seem long stretches of time to humans, a xorn might wait months, even years, for the right treat to come along, assaulting the being carrying its favorite meal, such as a certain gemstone or the right sort of silver. Adventurers who frequent regions inhabited by xorns often carry with them small chunks of raw ore or relatively inexpensive gemstones or crystals to use as bribes. While the price of a gemstone or piece of metal is often in direct proportion to the object's flavor and desirability as a meal, most xorns are quite gluttonous and prefer quantity over quality when it comes to food.

Treasure found carried by a xorn or stashed in its lair amounts to little more than snacks set aside for another day. An offering of a particularly delicious (and expensive) jewel or piece of precious metal can swiftly secure a xorn's temporary allegiance. Since xorns can swim through solid rock with ease, they make excellent guides in underground regions.



Advanced Phasm

CR 17

XP 102,400

CN Gargantuan aberration (shapechanger)

Init +6; **Senses** tremorsense 60 ft.; Perception +22

DEFENSE

AC 25, touch 9, flat-footed 23 (+2 Dex, +1 dodge, +16 natural, -4 size)

hp 306 (45d8+104)

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

Defensive Abilities amorphous, resilient

OFFENSE

Speed 30 ft.

Melee slam +20 (3d8+13/19-20)

STATISTICS

Str 36, **Dex** 14, **Con** 27, **Int** 18, **Wis** 15, **Cha** 14

Base Atk +9; **CMB** +28; **CMD** 34 (38 vs. grapple and bull rush; cannot be tripped)

Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Mobility, Power Attack, Vital Strike, Weapon Finesse

Skills Bluff +15, Climb +17, Diplomacy +15, Escape Artist +11, Knowledge (any one) +20, Perception +22, Sense Motive +19, Stealth +7, Survival +18; Racial Modifier +8 to Escape Artist

Languages Common, telepathy 100 ft.

SQ change shape (shapechange, Large or smaller)

SPECIAL ABILITIES

Amorphous (Ex) In its natural form, a phasm is immune to poison, sleep, paralysis, polymorph, and stunning effects. It is not subject to critical hits, sneak attack, or precision damage and cannot be flanked. Also in its natural form, a phasm gains +4 racial bonus to CMB to resist bull rush and grapple attempts and cannot be tripped.

Resilient (Ex) A phasm has a +4 racial bonus to Fortitude and Reflex saves. (Already included in the stat block).

ECOLOGY

Environment any

Organization solitary

Treasure double standard

The phasm is a bizarre aberration. Its normal form is an ovoid blob of protoplasmic material, but it spends most of its life imitating humanoids. In this form, a phasm acts on its whims, exploring, adventuring, stealing, living an existence of aesthetic deprivation or hedonistic indulgence. Each phasm is different, and may change personalities within a single lifetime. A phasm may attempt to take over a kingdom simply for the thrill of the experience, while another might found a religion based on service and generosity. However, all phasms derive the greatest pleasure from fooling other creatures about their true nature.

If discovered, a phasm first attempts to slay those who realize it is not what it appears to be, though it might also negotiate if it believes there is greater benefit to doing so. In combat, a phasm employs whatever weapons and items it has at hand. It only uses its slam attack if unarmed. If it can't defeat opponents in open combat, a phasm resorts to subtler means, such as poison, curses or assassination.

A phasm also uses its ability to change shape to aid itself in combat. Against creatures it intends to slay, a phasm assumes the form of a dragon or other dangerous beast. If it needs to flee it changes shape into a swift animal.

While impersonating a humanoid, a phasm often accrues class levels in fighter, rogue or wizard. Due to its whimsical and mutable nature, a phasm loses these class levels after a few years, especially if it takes up the role of a different individual. The average age of a phasm is 2d4+3 (x100) years, and there is no known limit to how old a phasm can grow. Families of adventurers report engaging in generations-long battles with individual phasms, the creature plaguing grandfathers, fathers and sons.

A phasm weighs about 400 pounds, and appears as an ooze in its natural form. Dark spots on its body indicate the presence of sensory organs.

Lore

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

Knowledge (dungeoneering)

DC	Result
12	Phasms are aberrant shapeshifters that enjoy impersonating humanoid creatures.
17	If discovered, a phasm does not hesitate to slay those who know its true nature.
22	The strange anatomy of a phasm makes it immune to critical hits, sneak attacks, and many mind-affecting spells.
27	Phasms enjoy novel experiences and items, and will bargain with creatures who can offer them such things.

Advanced Flesh Golem

CR 13



A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

XP 25,600

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 6, flat-footed 23; (-2 Dex, +15 natural, -2 size)

hp 188 (27d10+40)

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

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +34 (3d8+9)

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

Special Attacks berserk

STATISTICS

Str 29, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +27; **CMB** +38; **CMD** 36

Languages none

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Construction

The pieces of a flesh golem must come from normal humanoid corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

CL 8th; **Price** 20,500 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 8th; Skill Craft (leather) or Heal DC 13; Cost 10,500 gp

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. Its cadaverous flesh has a sickly green or yellowish tint. A flesh golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. A flesh golem stands 8 feet tall and weighs 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Although most flesh golems are mindless, there are persistent rumors of unusual golems who somehow retain the memories of a previous life. The head (and thus brain) of such flesh golems must be just the right combination of fresh and (in its previous life) strong-willed, and even then luck and chance during the golem's creation seem just as important in retaining the creature's mind. Certainly most who construct flesh golems prefer mindless slaves over free-willed creations, and as a result intelligent flesh golems are rare indeed.



Dread Wraith

CR 13

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

XP 25,600

LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +28

Aura unnatural aura (30 ft.)

DEFENSE

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

hp 184 each (16d8+112)

Fort +12, **Ref** +14, **Will** +15

Defensive Abilities channel resistance +4; incorporeal; Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

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

Special Attacks create spawn

STATISTICS

Str —, **Dex** 28, **Con** —, **Int** 14, **Wis** 20, **Cha** 25

Base Atk +12; **CMB** +22; **CMD** 40

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack

Skills Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24

Languages Common, Infernal, Skald

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure none

Dread wraiths are wraiths that existed long enough and fed on enough life force to undergo an unholy transformation, increasing in size and strength.



Advanced Dark Naga

CR 18

A sharp-featured humanoid head crowns the powerful, sinuous body of this snake-like monstrosity.

XP 153,600

LE Huge aberration

Init +8; **Senses** darkvision 60 ft., detect thoughts; Perception +19

DEFENSE

AC 24, touch 13, flat-footed 19 (+4 Dex, +1 dodge, +11 natural, –2 size)

hp 285 (27d8+162)

Fort +9, **Ref** +9, **Will** +9 (+11 vs. charm effects)

Defensive Abilities guarded thoughts; Immune poison

OFFENSE

Speed 40 ft.

Melee bite +24 (1d6+6), sting +24 (3d6+6 plus poison)

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

Spells Known (CL 7th)

3rd (5/day)—*displacement*, *lightning bolt* (DC 16)

2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*

1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*

0 (at will)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*

STATISTICS

Str 22, **Dex** 19, **Con** 22, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +20; **CMB** +28; **CMD** 34 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Eschew MaterialsB, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (sting), Lightning Reflexes, Stealthy

Skills Bluff +28, Diplomacy +24, Disguise +23, Escape Artist +12, Intimidate +27, Knowledge (arcana) +13, Perception +34, Sense Motive +25, Spellcraft +27, Stealth +28

Languages Common, Infernal

SPECIAL ABILITIES

Detect Thoughts (Su) A dark naga can continuously use detect thoughts as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Dark nagas are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Sting—injury; save Fort DC 19; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Spells Dark nagas cast spells as 7th-level sorcerers.

ECOLOGY

Environment any underground

Organization solitary or nest (2–4)

Treasure standard

Dark nagas covet luxury, wealth, and power over others. With bodies covered by shimmering, eel-like black scales, dark nagas slither deftly through forsaken lands and abandoned ruins, scouring such places for treasures and weaker creatures they might force into service. Their forked tongues spread only lies, and others whom they can't manipulate they destroy with their insidious poison and destructive magical abilities. A typical dark naga measures approximately 12 feet long and weighs upward of 300 pounds.

Arrogant and sybaritic, dark nagas seek to dominate lesser creatures, relishing the fear they inspire and power over other beings. While some manage to carve indulgent fiefdoms from tribes of goblins, orcs, lizardfolk, or other barbarous races, the luster of cosmopolitan fineries proves enticing as well, leading some to infiltrate city sewers and slums to gather an urban following. They particularly relish morbidly crafted jewelry and treasures, often adorning themselves with jeweled bands or taking their ease atop piles of treasure.

Dark nagas hate others of their kind, especially other dark nagas, seeing their brethren as deadly opponents to be dispatched swiftly and mercilessly—often rightly so.

Will-o'-Wisp

CR 6

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

XP 2,400

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, **Ref** +12, **Will** +9

Defensive Abilities natural invisibility; Immune magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +16 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 24

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25

Languages Aklo, Common

SQ feed on fear

ECOLOGY

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

SPECIAL ABILITIES

Environment any swamp

Organization solitary, pair, or string (3–4)

Treasure incidental

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.

Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations. In the wild lands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns (especially if they can set their traps near actual signal lanterns), allowing them

to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim their victims while they float nearby and feast.

Will-o'-wisps can glow any color they choose, but are most frequently yellow, white, green, or blue. They can even vary their luminosity to create patterns—many will-o'-wisps are fond of creating vague skull-like shapes in their glow to further terrify their victims. Their actual bodies are barely visible globes of translucent spongy material 1 foot across and weighing 3 pounds, capable of emitting light from every surface. A will-o'-wisp's light is approximately as bright as a torch, and though they do not seem to use sound to communicate with each other, they hear perfectly and can vibrate their bodies rapidly to simulate speech.

While vilified by most other sentient creatures, will-o'-wisps are actually quite intelligent, if utterly alien in their reasoning. Sometimes organized into groups called "strings," their society and goals remain complete unknowns to outsiders, as do their origins, though they have sometimes been known to strike bargains with those who can offer them vast quantities of appropriately frightened victims. As will-o'-wisps do not age, and are effectively immortal unless killed by violence, particularly ancient will-o'-wisps can serve as fantastic repositories of knowledge from the ancient past, although convincing one of these cruel creatures to cooperate with an interrogation can be a trick in and of itself.

Dire Lion

CR 5

XP 1,600

N Large Animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)

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

Special Attacks pounce, rake (2 claws +13, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +11, Perception +11, Stealth +7 (+11 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or pride (3–8)

Treasure incidental

Dire lions, known locally as spotted lions or cave lions, are immense predators that can grow up to 15 feet long and weigh up to 3,500 pounds. Although they are merely animals, these large creatures seem to take an almost sadistic glee in playing with and tormenting their prey before eventually devouring it. As a result, many tribes view dire lions as the spawn of evil gods, and hunt them down as soon as their presence in a region becomes obvious.



Advanced Paragon Darkmantle

CR 18

As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.

XP 153,600

N Small magical beast

Init +14; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

AC 52, **touch** 45, **flat-footed** 42 (+10 Dex, +12 insight, +12 luck, +7 natural, +1 size)

hp 93 (3d10+27+36); **fast healing** 20

Fort +21, **Ref** +21, **Will** +18

DR 10/+5; **Resist** cold, fire 10; **SR** 37

OFFENSE

Speed 60 ft., fly 90 ft. (poor)

Melee slam +28 (1d4+20 plus grab)

Special Attacks constrict (1d4+4), grab (any size)

Spell-Like Abilities (CL 20th)

1/day—*darkness*

3/day – (CL 15) *greater dispel magic*, *haste*, *see invisibility*

STATISTICS

Str 26, **Dex** 30, **Con** 29, **Int** 17, **Wis** 26, **Cha** 25

Base Atk +3; **CMB** +10 (+5 grapple); **CMD** 20 (can't be tripped)

Feats Improved Initiative, Quicken Spell-Like Ability (*haste*)

Skills Fly +16, Intimidate +20, Perception +15, Stealth +21; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any land and underground

Organization solitary, pair, or clutch (3–12)

Treasure none

A darkmantle's tentacle-span measures just under 5 feet—when attached to a cave roof and disguised as a stalactite, its length varies from 2 to 3 feet. A typical darkmantle weighs 40 pounds. The creatures' heads and bodies are usually the color of basalt or dark granite, but their webbed tentacles can change color to match their surroundings.

The darkmantle isn't a particularly good climber, but it can cling to a cave roof like a bat, hanging by the hooks at the ends of its tentacles so that its dangling body looks nearly indistinguishable from a stalactite. In this hidden position, the darkmantle waits for prey to pass beneath, at which point it drops and swoops down to attack its victim, slamming its body against the foe and attempting to wrap its webbed tentacles around the target. If the darkmantle misses its prey, it swoops back up and drops again until its prey is vanquished or the darkmantle is grievously injured (in which case the creature flutters back up to the roof to hide and hope its "prey" leaves it alone). The darkmantle's inborn ability to cloak the area around it in magical darkness gives it an additional advantage over foes that rely upon light to see.

Darkmantles prefer to dwell and hunt in the caves and passageways that are closest to the surface, as these tend to possess more traffic for the monsters to feed upon. Yet they do not confine themselves to these dark caverns, and can sometimes be found dwelling in ruined fortresses or even in the sewers of bustling cities. Anywhere food is plentiful and there's a ceiling to cling to is a possible den for a darkmantle.

A darkmantle's life cycle is swift—young grow to maturity in a matter of months, and most die of old age after only a few years. As a result, generations of darkmantles quickly accrue, and over the years the evolution of these creatures is similarly swift. In this manner, a cavern's ecosystem can have a significant effect on a group of darkmantles' appearance, abilities, and tactics.

Aquatic caverns might develop darkmantles that can swim, while those beset with volcanism might generate darkmantles with a resistance to fire. Other darkmantle variants might develop much stonier hides, and instead of swooping down to crush prey might simply drop and pierce them through with their stalactite-like lengths. The deepest, darkest caverns are rumored to host darkmantles of incredible size, capable of smothering multiple human-sized foes at once in their leathery folds.

Lore

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

Knowledge (Arcana) or Knowledge (Dungeoneering)

DC	Result
11	This squid-like dark-skinned creature is a darkmantle, a subterranean predator that attacks by dropping onto its prey. This result reveals all magical beast traits.
16	Though small creatures, darkmantles are strong for their size, and make natural grapplers due to their tentacles and cloak-like skin. Typically attacking by dropping from above, a darkmantle that misses will usually fly back up to the roof of its chamber and try again.

- 21 As well as having a natural camouflage that allows them to hide easily in underground caverns, darkmantles can also cause darkness once per day. Darkmantles see easily through this magical darkness through the use of bat-like sonar, though this can be disrupted by the use of the silence spell.

Fiendish Colossal Monstrous

CR 13



Scorpions

XP 25,600

N Colossal Vermin

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.

DEFENSE

AC 26, touch 1, flat-footed 26 (-8 size, -1 Dex, +25 natural)

hp 300 hp (40d8+120)

Fort +25, **Ref** +12, **Will** +13

Defensive Qualities vermin traits; **DR** 10/good; **Resist** cold 15, fire 15; **SR** 18

OFFENSE

Speed 50 ft. (10 squares)

Melee Claw +34 (2d8+12)

Space 40 ft.; **Reach**: 30 ft.

Special Attacks Constrict 2d8+12, grab, poison, smite good

STATISTICS

Str 35, **Dex** 8, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +30; **CMB** +58 (+62 to grapple); **CMD** 57 (68 vs. trip)

Feats: —

Skills: Climb +16, Perception +4, Stealth -12

SPECIAL ABILITIES

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

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

Poison (Ex) Sting—injury; save Fort DC 33; frequency 1 round; initial effect 1d10 Con damage; secondary effect 1d10 Con damage; cure 1 save.

Smite Good (Su) Once per day, the fiendish creature may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

ECOLOGY

Environment: Warm deserts

Organization: Solitary

Treasure None

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.



Urban Roper

CR 12

A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides.

XP 19,200

CE Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 162 (12d8+108)

Fort +13, **Ref** +5, **Will** +13

Immune fire; **Resist** electricity 10; **SR** 27

Weaknesses vulnerability to sonic

OFFENSE

Speed 10 ft.

Melee bite +20 (4d8+18/19-20)

Ranged 6 strands +10 touch (1d6 Dexterity)

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

Special Attacks pull (strand, 5 feet), strands

STATISTICS

Str 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22; **CMD** 33 (can't be tripped)

Feats* Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)

Skills Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); Racial Modifiers +8 Stealth in stony or icy areas

Languages Aklo, Undercommon

SPECIAL ABILITIES

Clumsiness (Ex): A roper's strands can sap an opponent's dexterity. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Dexterity damage. The save DC is Constitution-based.

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–6)

Treasure standard

The roper is an ambush hunter. Capable of altering the coloration and shape of its body, a roper in hiding looks remarkably like a stalagmite of stone or ice (or in low-ceilinged chambers, a stony or icy pillar). In areas without such features to hide among, a roper can compress its body into a much more squat, boulder-like shape. The strands it extrudes are not flesh but a thick, semi-liquid material similar to partially melted wax but with the strength of an iron chain and the ability to numb flesh and sap strength. The roper can manipulate these strands with great finesse, and can fling them as far as 50 feet to snatch objects that attract its attention.

Although alien and monstrous in shape, the roper is in fact one of the most intelligent denizens of the deep caverns of the world. They do not form large societies (although ropers can be found living among some deep-dwelling denizens like the intellect devourers or neothelids, with whom they have been known to sometimes ally), but often congregate in small clusters. Particularly interested in the philosophy of life and death and the finer points of the more cruel and sinister religions of the world, a roper can talk or argue for hours with those it initially sought merely to eat. Stories speak of particularly skilled debaters and philosophers who have been kept for days or even years as pets or conversational companions by roper clusters, but in the end, if such pets don't eventually escape, a roper's appetite always wins out over its intellectual curiosity—especially in cases where pets are constantly outmaneuvering their keeper's wits and patience.

A roper is 9 feet tall and weighs 2,200 pounds.



Barbed Devil (Hamatula)

CR 11

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

XP 12,800

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 138 (12d10+72)

Fort +14, **Ref** +14, **Will** +8

Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (2d8+6/19–20 plus fear and grab)

Special Attacks fear, impale 3d8+9

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

STATISTICS

Str 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 34

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack

Skills Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

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

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Grab (Ex) A barbed devil can use its grab attack against a foe up to Medium size

Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, team (3–5), or squad (6–11)

Treasure standard

Sentinels of the vaults of Hell, jailers of the darkest souls, and living weapons of the infernal forges, barbed devils—known as hamatulas to diabolists—enforce the strictures of the damned and safeguard the nefarious works of greater devils. A hamatula enjoys the feel of warm blood on its spines, and prefers to leap into melee when presented with an opportunity for battle.

Hamatulas are collectors and organizers, and are favorite allies of greedy summoners as they often bring with them tempting treasures from Hell's vaults or know the paths to deadly riches. Left to their own devices, the lairs of these devils often bear the pierced trophies of their past victims, hung like perverse bug collections on bloodied walls. Most barbed devils stand upward of 7 feet tall and weigh 300 pounds, though their leanly muscled bodies appear much larger due to the constantly growing and adjusting spines that protrude from their razor-sharp bodies.

Kolyarut Inevitable

CR 12

Beneath its cloak, this man-shaped creature appears to be part statue and part metallic machine.

XP 19,200

LN Medium outsider (extraplanar, inevitable, lawful)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 158 (12d10+92); regeneration 5 (chaotic)

Fort +14, **Ref** +10, **Will** +11

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 23

OFFENSE

Speed 30 ft.

Melee +2 bastard sword +20/+15/+10 (1d10+8/19–20), slam +13 (2d6+3) or 2 slams +18 (2d6+6)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*discern lies* (DC 17), *disguise self*, *enervation*, *fear* (DC 17), *hold person* (DC 16), *invisibility* (self only), *locate creature*, *suggestion* (DC 16), *vampiric touch*

3/day—*hold monster* (DC 18), *mark of justice*, *quicken suggestion* (DC 16)

1/week—*geas/quest*

STATISTICS

Str 22, **Dex** 19, **Con** 23, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +18; **CMD** 32

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (suggestion)

Skills Diplomacy +22, Disguise +22, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; Racial modifiers +4 Diplomacy, +4 Disguise

Languages truespeech

ECOLOGY

Environment any

Organization solitary, pair, or inquisition (3–6)

Treasure standard (+2 bastard sword, other treasure)

Kolyaruts are enforcers of bargains, traveling to the very edges of the planes in order to punish oath breakers and see that contracts are kept. They care little for the terms of the agreements in question, only that promises are fulfilled, debts are paid, and balance is maintained.

Least conspicuous of the inevitables, even in their natural form, kolyaruts are the size of tall humans, though they weigh far more because of their composition. Capable of using both invisibility and disguise self to pass completely unnoticed through humanoid lands, kolyaruts most frequently appear as cloaked warriors bearing finely crafted bastard swords, allowing others to chalk up any metallic noises to the clanking of hidden armor until the moment when they pull back their hoods and let their quarries look

upon their mechanical faces, understanding only too late the nature of the mysterious strangers.

Perhaps because their missions can be the murkiest and most open to interpretation, kolyaruts are by far the most talkative of the inevitables, naturally possessing a courtly grace and an encyclopedic knowledge of social customs, which they use both to assist them in gathering information on their targets and in issuing challenges (or executing dignified sentences) on the battlefield. Though naturally as solitary as their kindred, kolyaruts are occasionally content to let members of other races tag along and assist them in achieving shared goals, though they have little problem abandoning or even exploiting these “comrades” if it brings them closer to fulfilling their mission.

Trumpet Archon

CR 14

Lithe and beautiful, with skin the color of marble, this being hovers upon powerful, white wings and radiates a sense of serenity.

XP 38,400

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura aura of menace (DC 22), magic circle against evil

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural; +2 deflection vs. evil)

hp 175 (14d10+98)

Fort +16, **Ref** +9, **Will** +14; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 25

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +4 greatsword +23/+18/+13 (2d6+11/19–20)

Special Attacks trumpet

Spell-Like Abilities (CL 14th)

Constant—*magic circle against evil*

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Spells Prepared (CL 14th)

7th—*mass cure serious wounds* (2)

6th—*banishment* (DC 21), *heal* (2)

5th—*dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*

4th—*dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*

2nd—*bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bless, cure light wounds* (3), *divine favor, sanctuary* (DC 16), *shield of faith*

0 (at will)—*detect magic, purify food and drink, stabilize, virtue*

STATISTICS

Str 20, **Dex** 17, **Con** 25, **Int** 16, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +19; **CMD** 32

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (religion) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 greatsword as a free action. Out of the archon's hands, it is a chunk of useless metal.

Spells Trumpet archons can cast divine spells as 14th-level clerics. They do not gain access to domains or other cleric abilities.

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–5)

Treasure standard

Messengers of good deities and mighty celestials, trumpet archons serve as the vanguard of divine armies and rally the legions of heaven to war. When lawful good deities have the need to communicate directly with a group of mortals, they often send trumpet archons to act as their intermediaries. Trumpet archons speak with clear, musical voices. Their otherworldly eyes are white and pupilless.

All trumpet archons carry a gleaming magical trumpet or horn with which they create wondrous music, sound calls to other archons, paralyze enemies, or defend the virtuous. They typically adorn their trumpet with the standard of their liege.

Glabrezu Demon

CR 13

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

XP 25,600

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., true seeing; **Perception** +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic, mirror image, reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun, summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or troop (1 glabrezu, 1 succubus, and 2–5 vrocks)

Treasure standard

Whereas the succubus is a demon that works her wiles by exploiting the physical lusts and needs of her prey, the glabrezu is a tempter of a different sort. Ferocious and bestial in form, the glabrezu is in fact a master of trickery and lies. With its ability to cloak its true form in pleasant illusions, the glabrezu uses its magic to grant wishes to mortal humanoids as a method of rewarding those who succumb to its guile and deceit. A wish granted by a glabrezu always fulfills the wisher's need in the most destructive way possible—although such methods might not be immediately apparent. A struggling weaponsmith might wish for fame and skill at his craft, only to find that his best patron is a cruel and sadistic murderer who uses the weapons to further his destructive desires. A lonely man who wishes for a companion might have his wish granted in the form of a lost love returned to “life” as a vampire, and so on—the glabrezu is nothing if not creative in addressing a mortal's desires.

A glabrezu stands 18 feet tall and weighs just over 6,000 pounds. These treacherous demons form from the souls of the treasonous, the false, and the subversive—souls of mortals who, in life, bore false witness or used treachery and deceit to ruin the lives of others.

Chaotic Hill Giant Dire Wereboar CR 11

XP 12,800

CN Large Giant (Shapechanger)

Init -1; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 8, flat-footed 19 (-1 size, -1 Dex, +11 natural)

hp 223 (12d12+51 plus 7d12+49)

Fort +20, **Ref** +8, **Will** +12

OFFENSE

Speed 40 ft. (8 squares)

Melee greatclub +29 (2d8+22) and gore +23 (1d8+7); or 2 claws +28 melee (1d6+15) and gore +23 melee (1d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Curse of lycanthropy

STATISTICS

Str 41, **Dex** 8, **Con** 25, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +14; **CMB** +33; **CMD** 32

Feats: AlertnessB, Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron WillB, Power Attack, Weapon Focus (greatclub)

Skills: Acrobatics +22, Climb +18, Perception +11

Special Qualities: Alternate form, boar empathy, ferocity, rock catching

ECOLOGY

Environment: Temperate

Organization: Solitary, pair, brood (3-4), or troupe (2-4 plus 1-4 dire boars)

Treasure: Standard

Ghaele

CR 13

This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.

XP 25,600

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +5; **Senses** darkvision 60 ft., detect evil, low-light vision, see invisibility; Perception +20

Aura holy aura

DEFENSE

AC 28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural)

hp 136 (13d10+65)

Fort +17, **Ref** +11, **Will** +16

DR 10/cold iron and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 150 ft. (perfect)

Melee +2 holy greatsword +22/+17/+12 (2d6+12)

Ranged 2 light rays +14 ranged touch (2d12)

Special Attacks gaze

Spell-Like Abilities (CL 13th)

Constant—*detect evil*, *holy aura* (DC 21), *see invisibility*

At will—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Spells Prepared (CL 13th)

7th—*holy word* (DC 21)

6th—*banishment* (DC 20), *heal* (DC 20)

5th—*flame strike* (DC 19), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid*, *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st—*bles*, *command* (DC 15), *divine favor*, *obscuring mist*, *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +13; **CMB** +20; **CMD** 31

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17

Languages Celestial, Draconic, Infernal; truespeech

SQ light form

SPECIAL ABILITIES

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Non-evil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or

SPECIAL ABILITIES

use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray (Ex) A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

Spells Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3–6)

Treasure triple (+2 holy greatsword)

Ghaeles are the most knightly of the azatas, hunting fiends, dragons, and undead with equal vigor. Most appear like idealized humans or elves and are quick to smile—and equally quick to strike against those they perceive as wicked.



Leonal

CR 12

This lion-headed humanoid has golden fur, sharp teeth, and long cat-like claws on its hands and feet.

XP 19,200

NG Medium outsider (agathion, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

Aura protective aura (20 ft.)

DEFENSE

AC 27, touch 14, flat-footed 23 (+3 Dex, +1 dodge, +13 natural) (+4 deflection vs. evil)

hp 147 (14d10+70)

Fort +14, **Ref** +12, **Will** +6; +4 vs. poison, +4 resistance vs. evil

DR 10/evil and silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 23

OFFENSE

Speed 60 ft.

Melee bite +23 (1d8+8 plus grab), 2 claws +23 (1d6+8)

Special Attacks roar, pounce, rake (2 claws +23, 1d6+8)

Spell-Like Abilities (CL 14th; concentration +16)

Constant--*speak with animals*

At will--*detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17)

3/day--*cure critical wounds*, *neutralize poison*, *remove disease*, *wall of force*

1/day--*heal*

STATISTICS

Str 27, **Dex** 17, **Con** 20, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +14; **CMB** +22 (+26 grapple); **CMD** 36

Feats Ability Focus (roar), Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (bite, claw)

Skills Acrobatics +24 (+36 jump), Handle Animal +19, Intimidate +19, Knowledge (any one) +19, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +24; Racial Modifiers +4 Acrobatics, +4 Stealth

Languages Celestial, Draconic, Infernal; speak with animals, truespeech

SQ lay on hands (7d6, 9/day, as a 14th level paladin)

SPECIAL ABILITIES

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals leonal's HD). The defensive benefits from the circle are not included in a leonal's stat block.

Roar (Su) Up to three times per day, a leonal can emit a powerful roar as a standard action. Each roar affects a 60-foot cone with the effects of a holy word spell and also deals 2d6 points of sonic damage to all creatures in the area (DC 21 Fortitude negates). This is a sonic effect. The save DC is Charisma-based.

ECOLOGY

Environment any land (Nirvana)

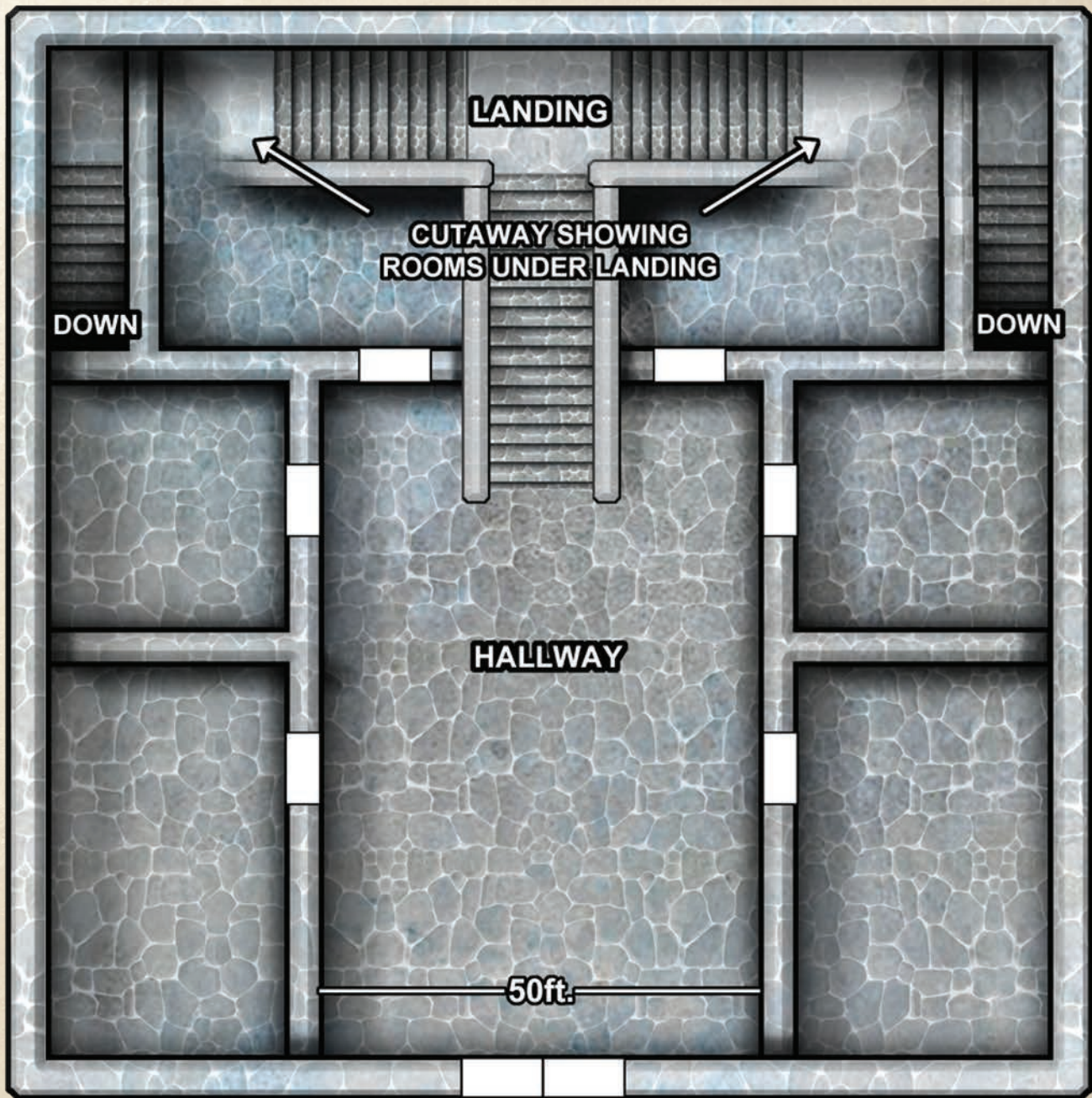
Organization solitary, pair, or pride (3–8)

Treasure standard

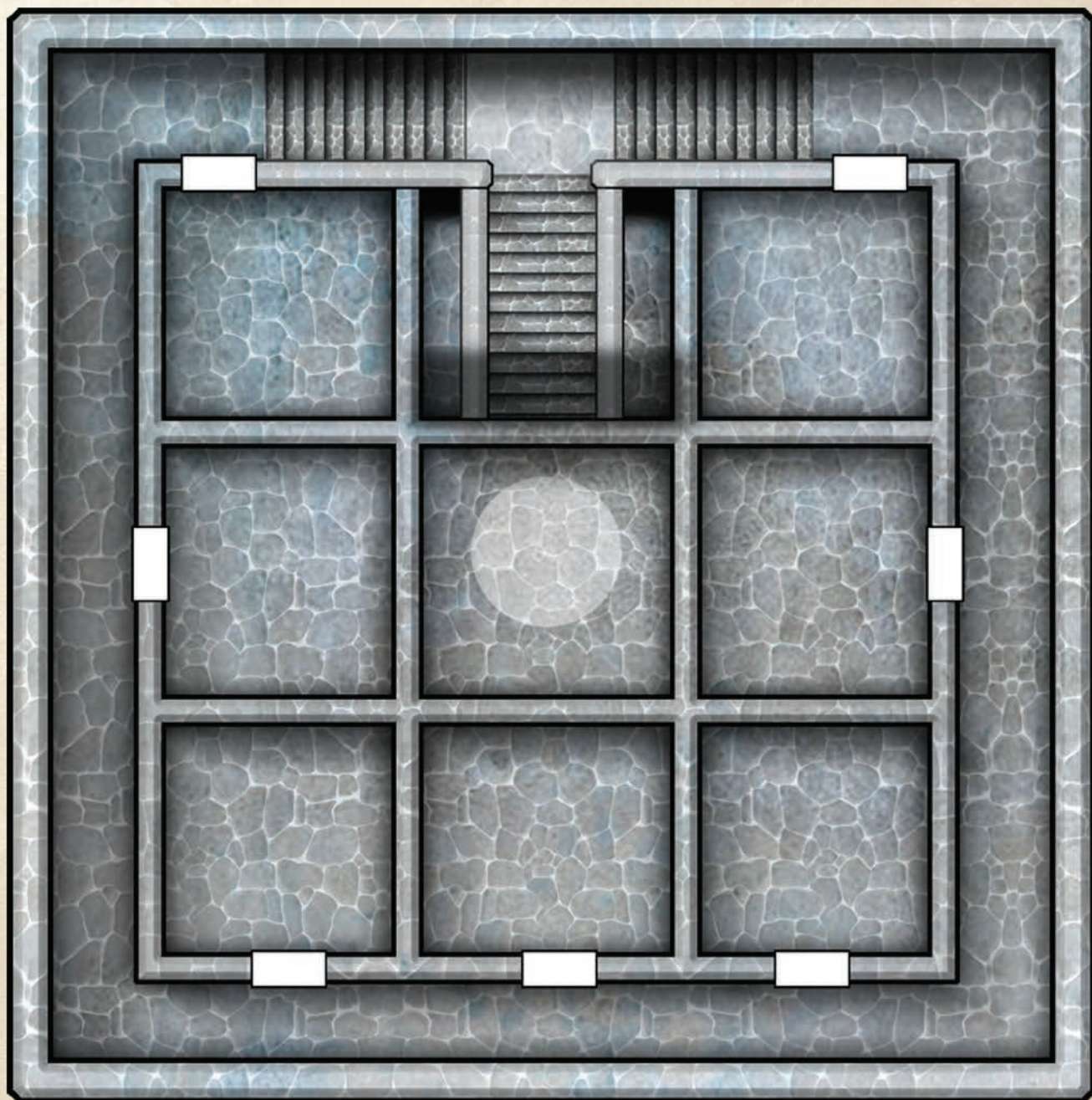
A leonal is a lion-like agathion, noble and fierce. Though gentle with their families and patient with strangers on their home plane, in battle leonals are deadly foes of evil and cruelty. They hunt fiends and other evil monsters, silently tailing their prey until they find the right time to leap and slash. Leonals pride themselves on their hunting prowess, and few land creatures can match their speed. Although capable of using weapons, the majority of leonals prefer to battle evil with tooth and claw.

Leonals like their battles to be straightforward affairs. They begin with a roar to put their foes off balance, then follow up with claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks. They mainly use their magical abilities against large numbers of weaker foes and against those they need to capture or incapacitate without dealing harm to them.

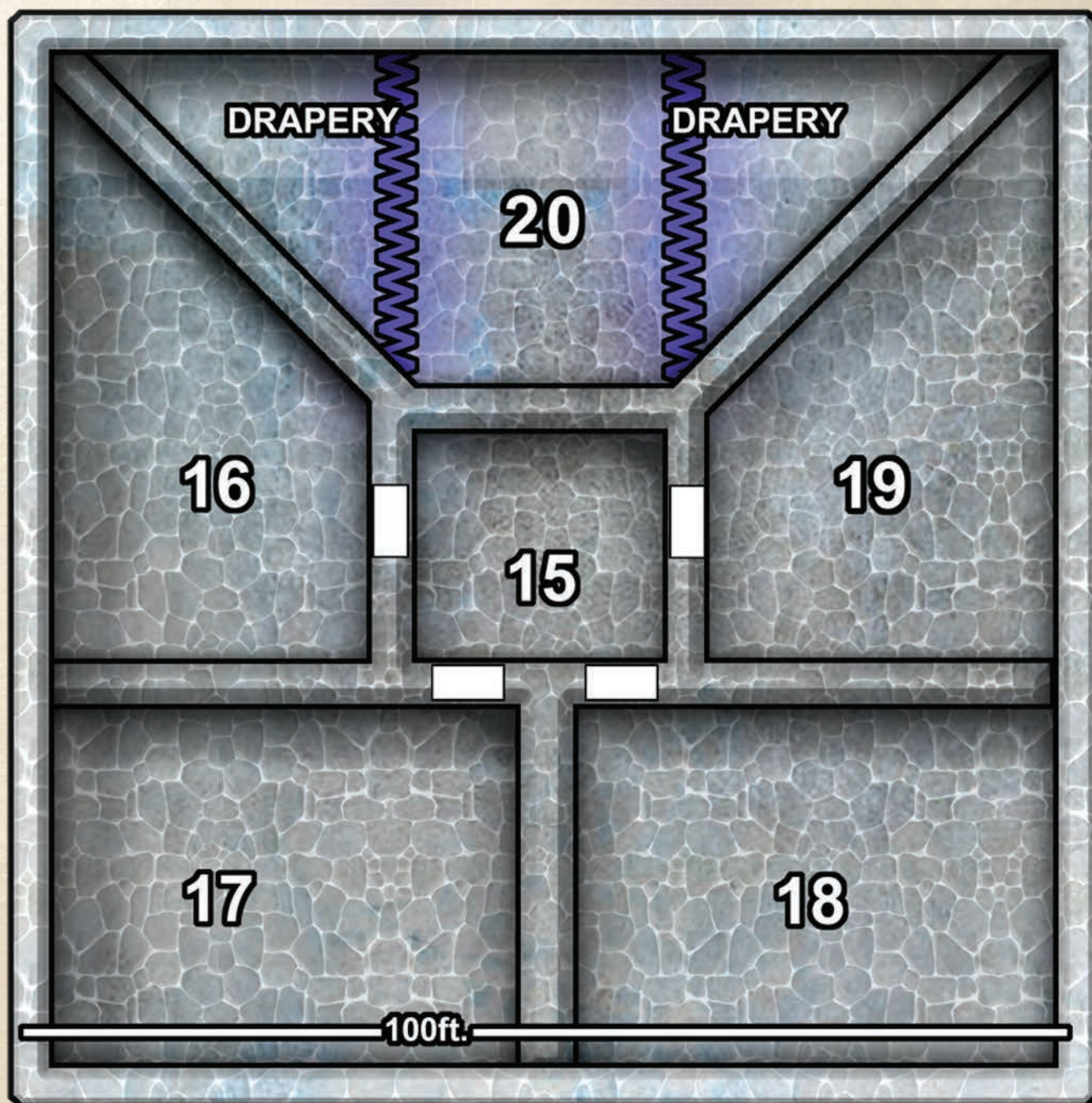
Leonals stand 6 feet tall and weigh 270 pounds on average. Males usually have manes of either dark gold or black hair, which may only surround the head or may extend onto the shoulders and chest. Female leonals do not have manes, but may have longer hair on the back of the neck.



GROUND FLOOR LEVEL



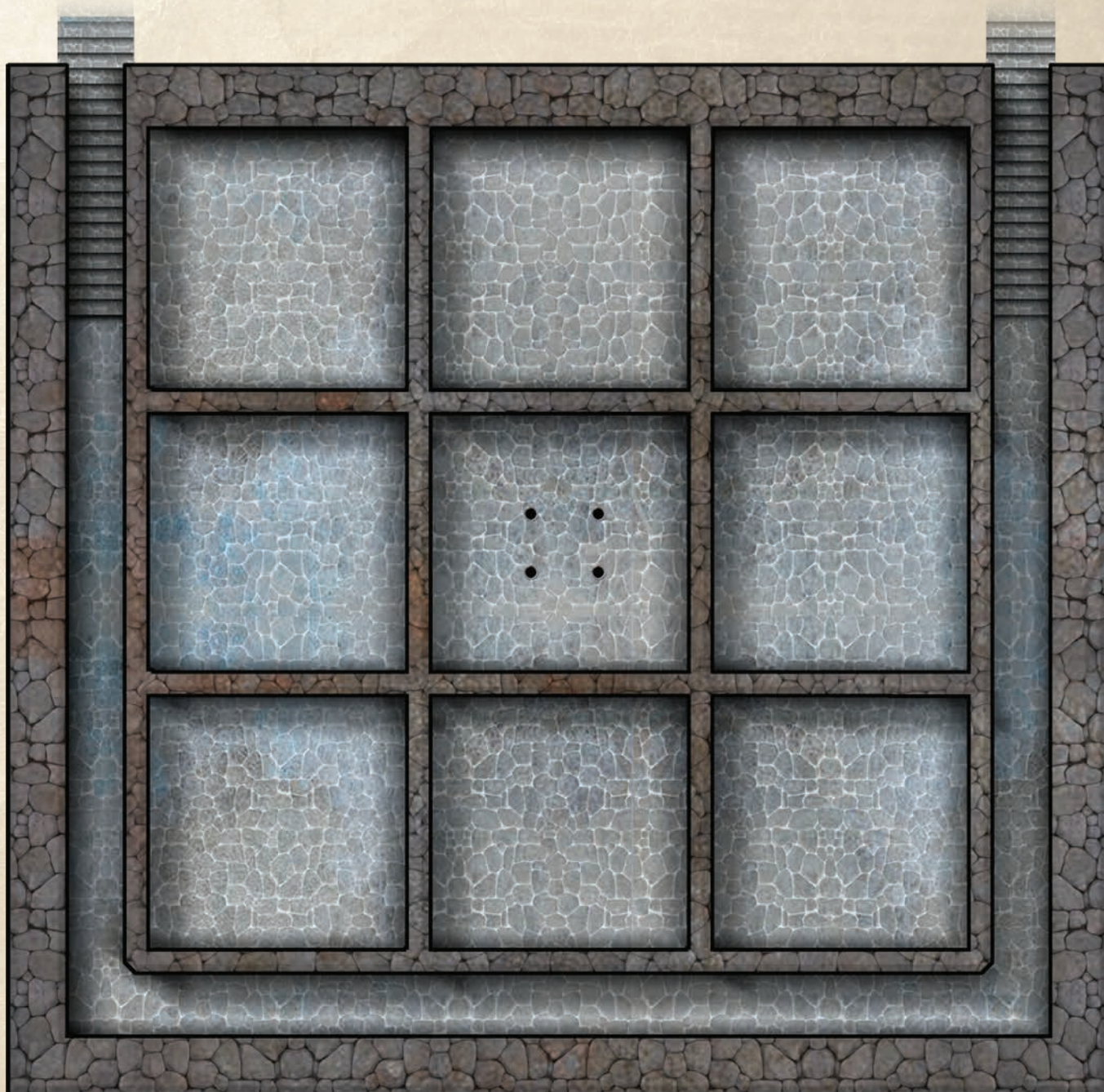
FLOOR LEVEL ONE



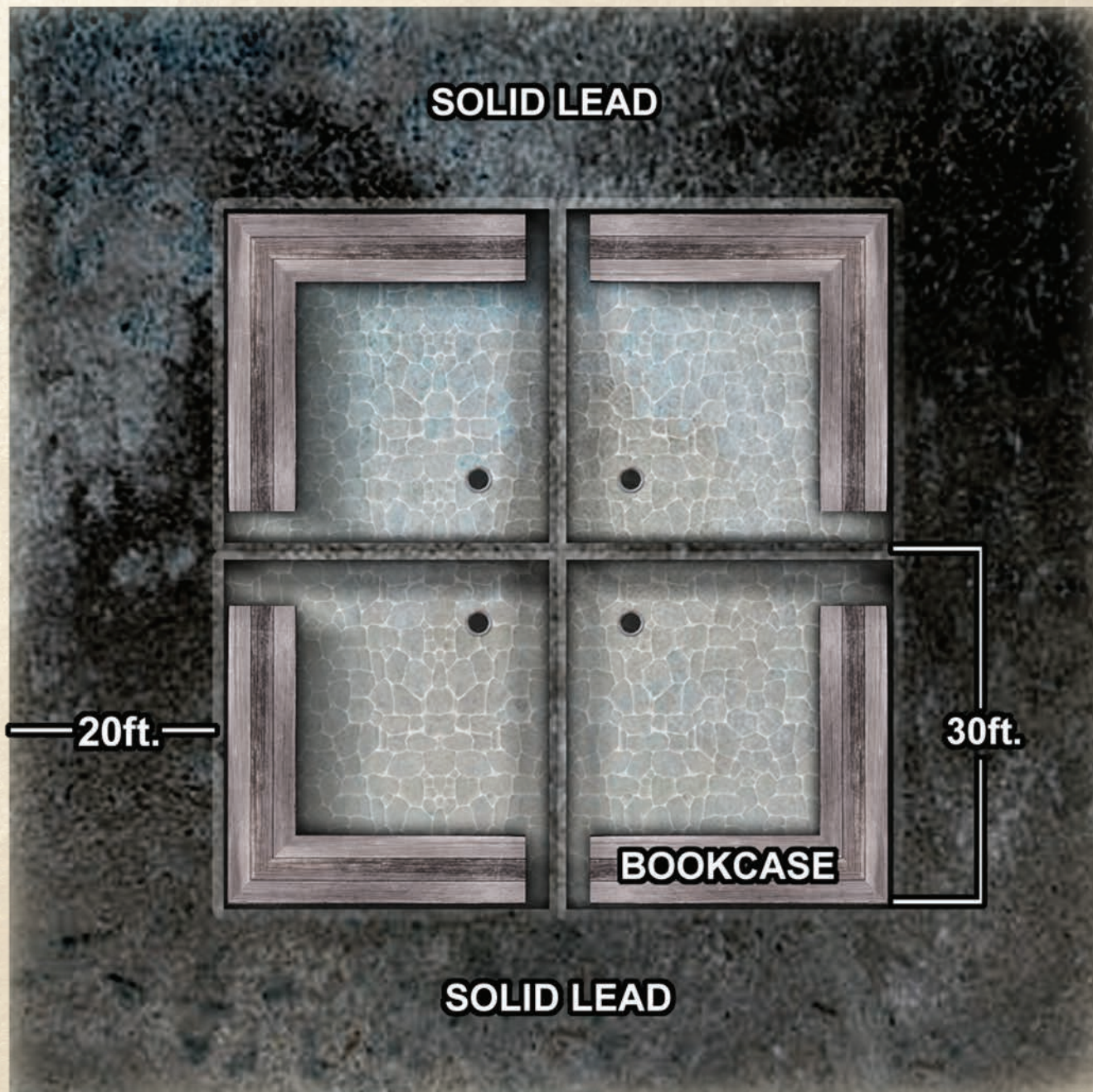
TOP FLOOR



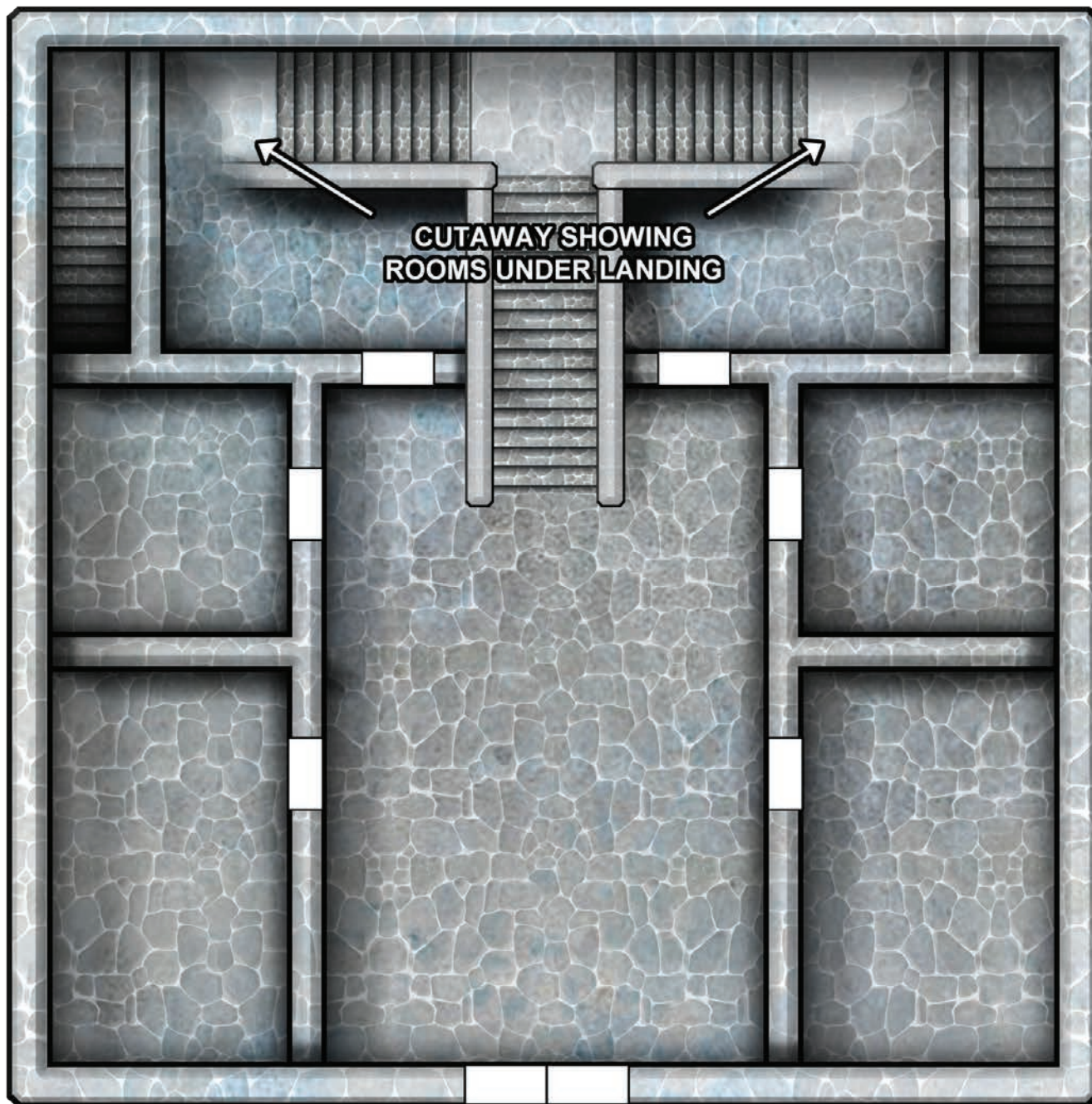
ROOF SPACE



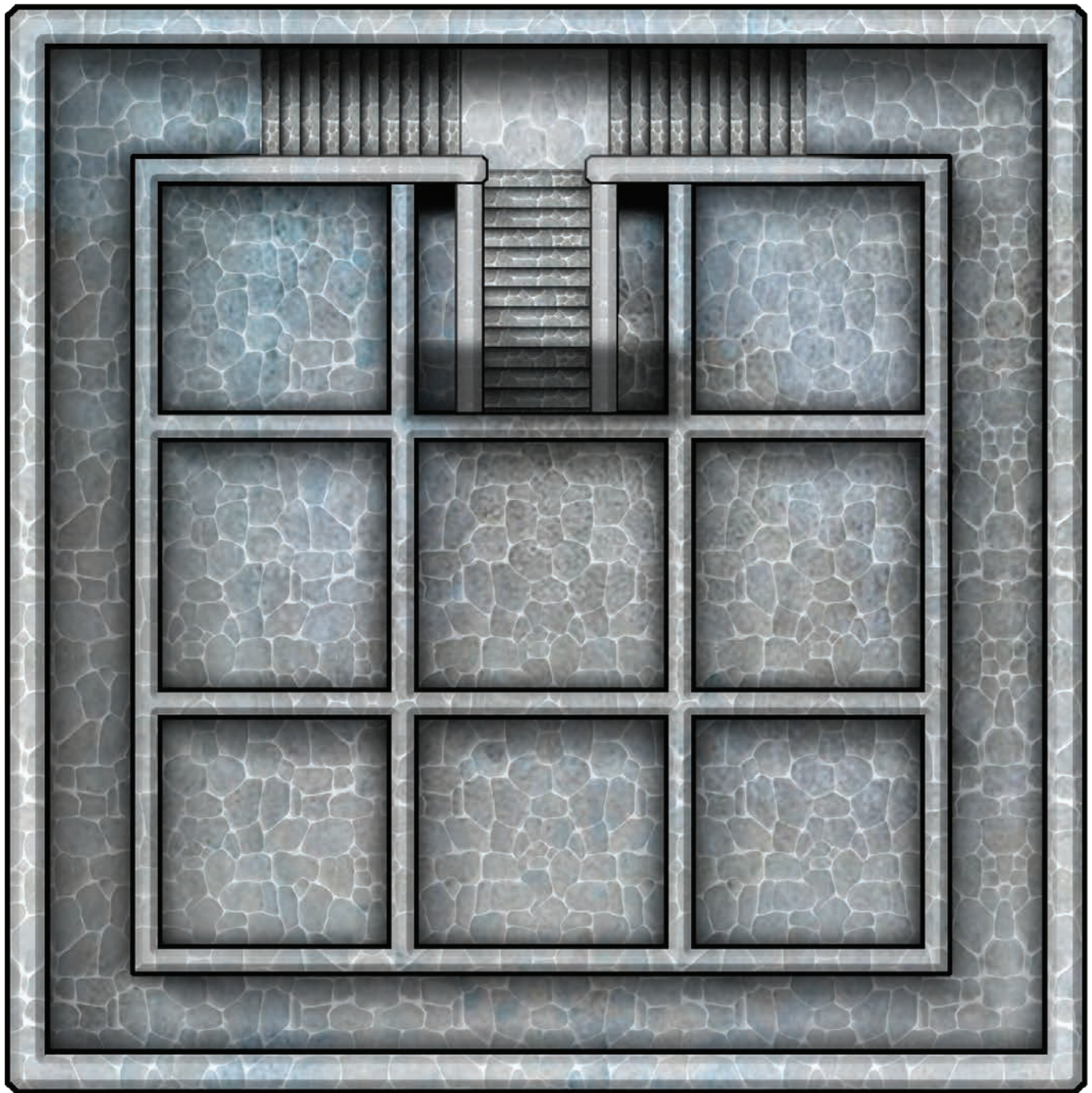
BASEMENT ROOMS



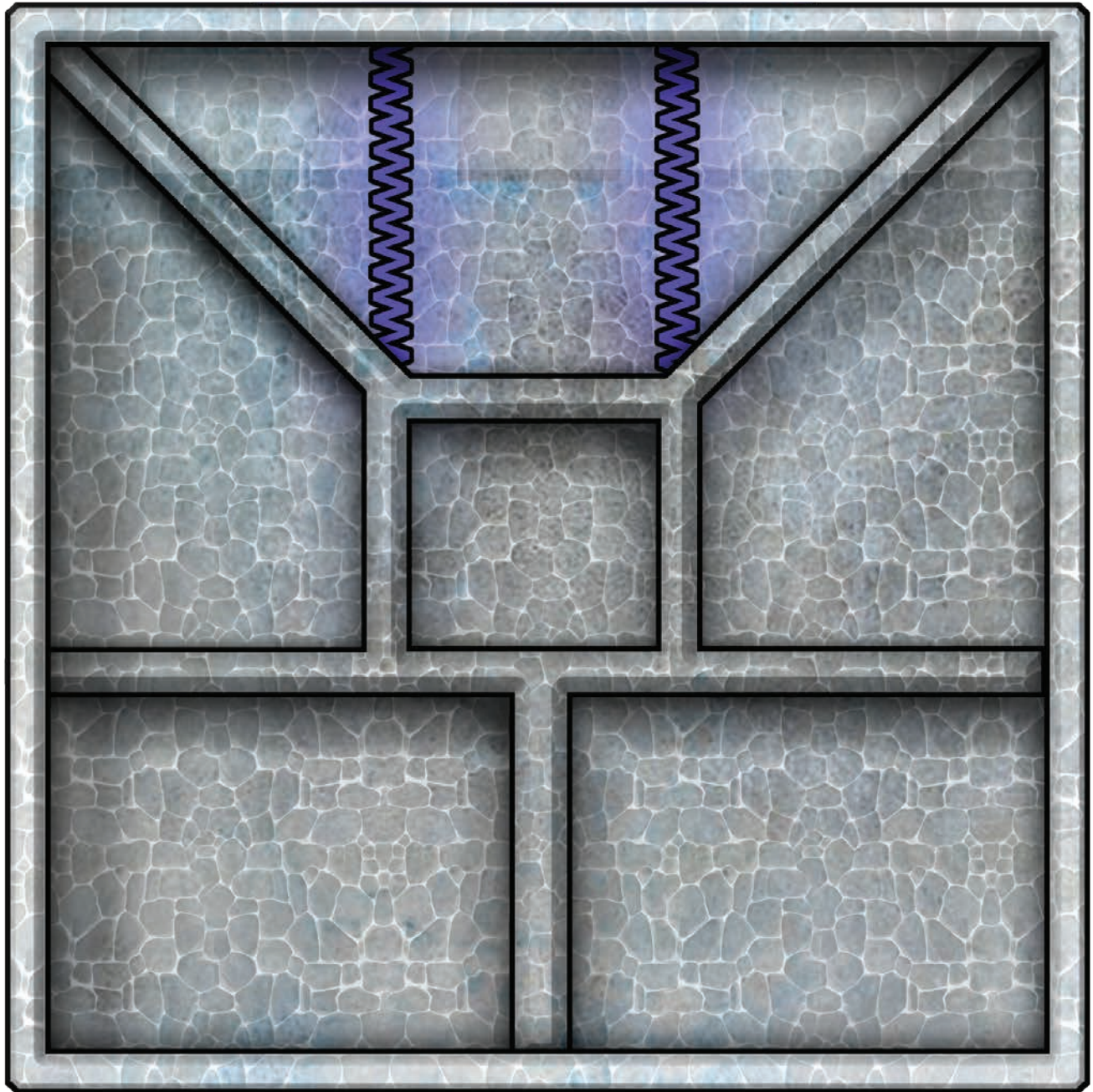
LOWER BASEMENT ROOMS



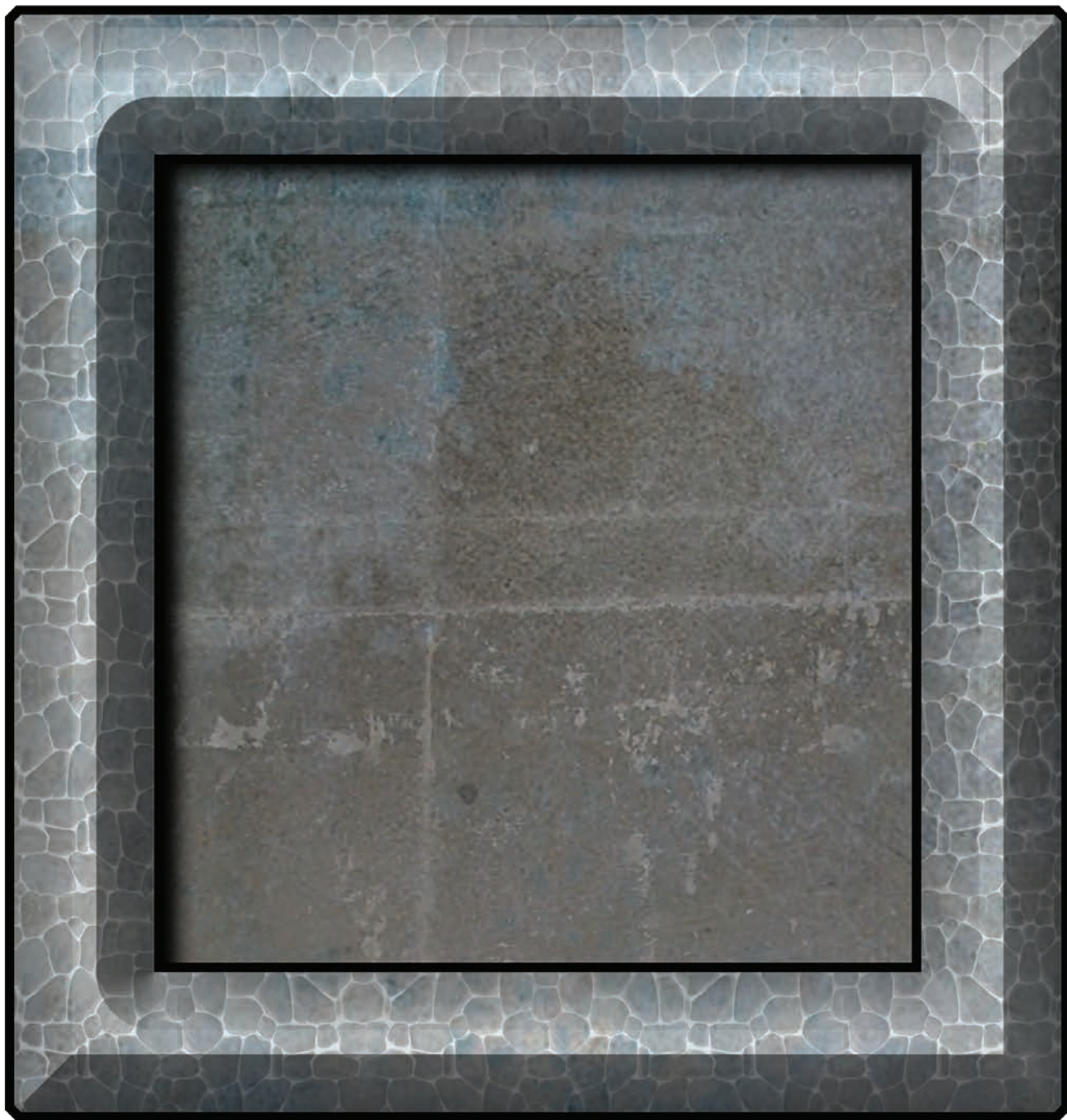
GROUND FLOOR LEVEL



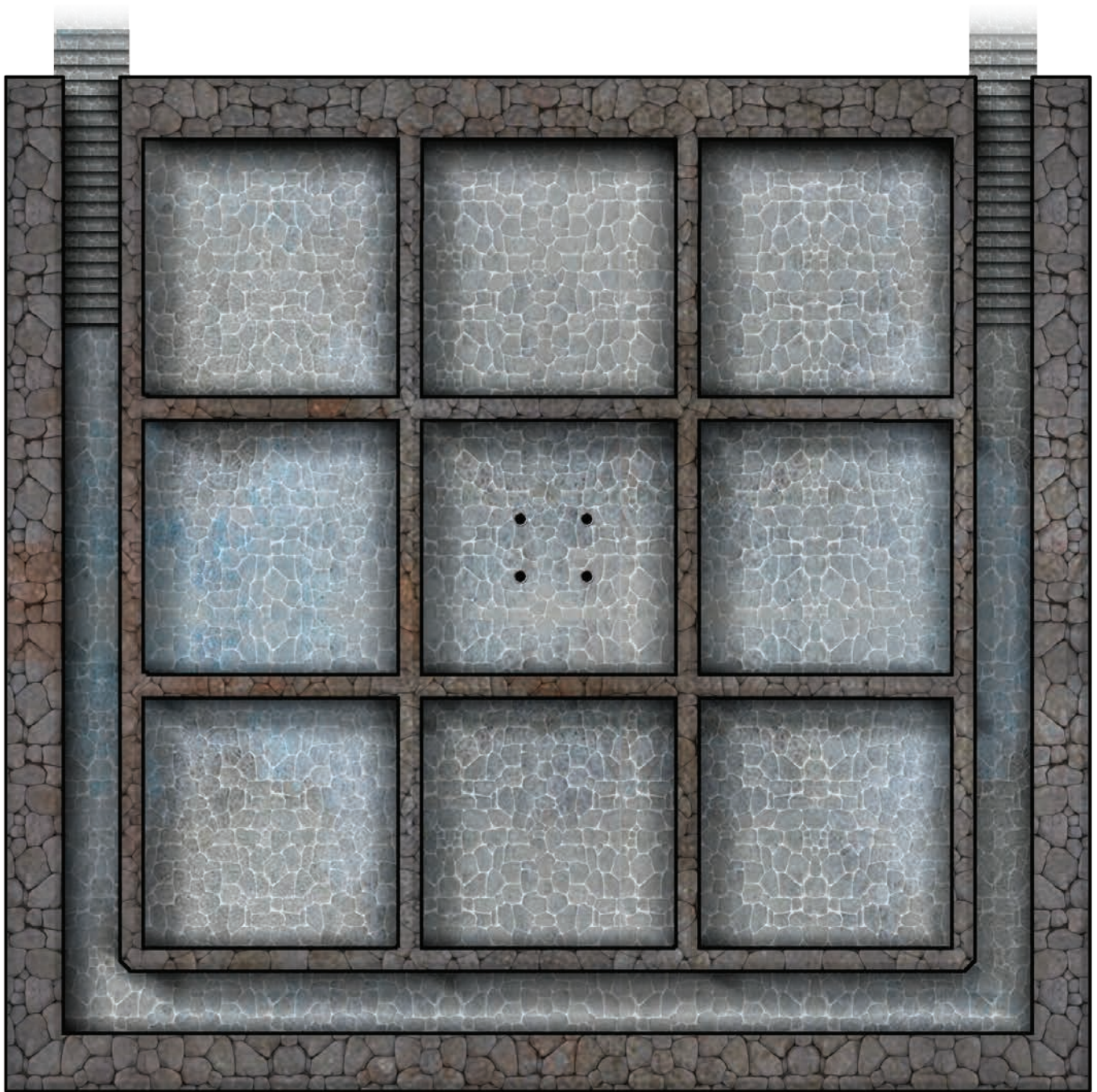
FLOOR LEVEL ONE



FIRST FLOOR LEVEL



ROOF SPACE



BASEMENT ROOMS



LOWER BASEMENT ROOMS

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A Pathfinder Compatible Adventure for 4-5 PCs of levels 14-16

"Order! Order! Court in session. All rise for the judges!"
When the Law speaks, everyone listens closely in Mohkba.

As you become more well-known, you often find that you are called upon to help out in strange situations. And the case of Kosto Hakija versus House Loihtia is definitely strange. The mage Hakija's Protection Golem definitely injured the young daughter of Arvoitus Loihtia as she waved her parasol, but after careful research, Hakija is saying it was self defense. Now he has a chance to prove his case under the grounds of "sufficient suspicion" and the PCs find themselves involved in an assault on a heavily-guarded merchant family's mansion.

But there is magic involved, and lots of it. Hakija is a vastly experienced wizard with a love of golems, Arvoitus Loihtia a sorcerer of outstanding beauty and unfathomable methods; both have reputations for being staggeringly effective in their use of arcane power. The PCs have the opportunity to act as supporters of one side or the other - and the players can choose - and face the force of their opponents. One thing, a small matter really; no-one is allowed to kill anyone else, or you'll find yourself in service at the front lines of Klavek's war against the Vikmordere.

"The Rule of Law" is a complex series of encounters to discover evidence and clear Kosto Hakija's name, -OR- prevent that same evidence being found within a government-sanctioned timescale.

The players must either face gruesome traps, powerful and experienced creatures, and devious puzzles -OR- can place the same things out of harm's way but in plain sight!

Which will they choose, or will they split themselves and play both sides?

An adventure for 4-5 characters of levels 14-16 featuring enhanced creatures, trap combinations, new spells and magic items, and carefully structured solutions which encourage players to use the whole adventure, whether they support Hakija or House Loihtia.

