



IMMORTAL LONGINGS

A One-Round D&D® Living Greyhawk™ Core Adventure

Version 1

by R. Michael Hinds

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The agents of the Whispered One are everywhere! Too much is happening around the Flanaess for all things to be merely coincidental. A grand plot has spawned, clawed its way past infancy, and seems ready for a horrific emergence. The Voice of Vecna has gained in power—what is next? A one-round Core adventure set throughout the Flanaess for Characters level 10-18 (APLs 10 to 16).

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

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a *Living Greyhawk* Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk, the Ataphad Islands in the Drawmidj Ocean and Tovag Baragu. All characters pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

This adventure is the final installment in a series describing the exploits of Pacanan, a very successful servant of Vecna. Pacanan began his exploits as far back as CY 591 in *COR1-05 Brendingund's Bride*. Ultimately, his plans to obtain the *necklace of the forlorn cairn* were

thwarted, but this did not stop him from pursuing his goals. During this time, he kidnapped a young woman, Fiona Maynem.

Pacanan found refuge in the Grand Duchy of Geoff at what appeared to be a ruined tower. This tower had been the home of two powerful wizards, Magus Aedan and Maga Elspet. Pacanan gathered together a band of disaffected youth to help him explore and exploit the treasures contained within catacombs beneath the tower. He gained an acolyte among these youth, Maldwyn ap Talvan. Much to Pacanan's dismay, Maldwyn proved entirely too unstable. Adventurers raided the undertower demesne and drove Maldwyn out, creating a trail to Pacanan.

Pacanan had used a magical device created by Magus Aedan to teleport himself to the Handmaiden, Oerth's second moon. Pacanan had found clues within the many tomes contained with the libraries of the two wizards, which suggested there was a structure on the moon built solely to contain various artifacts of Vecna.

The structure was a combination temple, shrine, and vault dedicated to Tharizdun, an ancient evil power whose worshippers were repressed and subjugated during the time of Vecna's Empire. There Pacanan found all he needed but could not obtain alone. The temple had a fearsome guardian. He then turned his minion's blunder to his advantage—the erstwhile adventurers would defeat the temple's guardian and either take the trinkets Pacanan desired or leave them be for his taking. Either way, Pacanan had his contingencies.

True to their nature, the adventurers defeated the Sleeper in the Void and stole everything that was not nailed down. Upon their return to Oerth, Pacanan used his skills to fool them into handing over the trinkets he desired.

Despite turning Maldwyn's stupidity to his advantage, Pacanan felt his acolyte had to be punished. He sent Maldwyn away to far off Hepmonaland to prepare for his arrival. There, deep in the jungle, was an ancient temple, now dedicated to the Olman god of death. Maldwyn was to prepare the temple and its worshippers, teaching them new ways to propitiate the favors of their god, ways which were actually supplication to Vecna. Pacanan, meanwhile, went on a personal quest of great danger and obtained the *Hand of Vecna*.

Pacanan arrived in Hepmonaland with Fiona Maynem. Fiona was a personal project, a subject to be molded for a dire purpose. Using her as a lure, Pacanan attracted the attention of her father, Hender of Hardby. Pacanan needed a willing sacrifice for his ritual. Despite having succeeded in preparing and exploring the temple, Pacanan treated Maldwyn savagely, possibly driven by the cruel desires of the *Hand of Vecna*.

Despite all Pacanan's planning, adventurers again arrived. They were unable to stop Pacanan's plan: his transformation into the Voice of Vecna. Pacanan, using the *Hand's* power, escaped the adventurers, leaving Fiona and Maldwyn to their fates. Fiona was returned to Hender and her mother, Gynarch Rotanna Maynem of Hardby, while Maldwyn was cured of his insanity and

returned to Geoff. There he has slowly rebuilt his life with his father, Baron Talvan of Midwood.

Curiously, Pacanan gained a new follower. A gnomish sorcerer from Verbobonc, Wilf Hewitt, lured by the prospect of power, entranced by the *Hand of Vecna*, rebelled against his fellow adventurers and followed after Pacanan. Pacanan has molded Wilf into a dedicated follower. Pacanan does have his concerns about Wilf, as the gnome is prone to fits of irrational behavior and has a strange affection for footwear.

With the help of his new acolyte, Pacanan has acquired the penultimate object required for his goal, the *Eye of Vecna*. This has cemented him firmly as the Voice of Vecna. Even the Heart of Vecna, the Most Enigmatic Excellency, Sublime Mistress of the Whispered One, Diraq Malcinex, has conceded his power. She has brought with her the Eye and Hand as well as the Thoughts of Vecna to Tovag Baragu to receive the Voice and participate in his final ritual.

To complete the final ritual, Pacanan needs the infamous *Sword of Kas*. While this weapon has historically passed from one despot to the next, for some time now its presence has not been felt. The sword has come into the possession of Blarsooarrlep, an aboleth. When the last despot to own the sword, driven from his domain by rebellion, sought refuge in the pirate laden Ataphads, he chose poorly in thinking the northernmost island was a safe haven. To his dismay, he found the island to be well-inhabited by humanoid abominations serving their horrific sea god. In his battle to escape, the sword, as it so often has throughout its long history, withdrew its might and reveled in its owner's slaughter. The skum inhabitants (descendants of ancient Baklunish who fled to the islands after the devastation of their lands) gave the sword to their sea god (the aboleth) in tribute to his power over the invader. The aboleth has been studying the sword ever since, intrigued by its ties to the imprisoned deity Tharizdun. Blarsooarrlep stores the sword in an inner sanctum of a temple dedicated to him by the skum of the island.

With his new found powers of *Eye* and *Hand*, Pacanan has located the sword, but cannot actually go himself to retrieve it for fear of awakening its power too early. Instead he has entrusted Wilf to obtain the sword. In fact, he has *geased* him to do so; such is the importance of this task.

All through his endeavors, Pacanan has been dogged by a druidess of the Old Faith, Meleri. Whether she interferes due to some misguided morality (in Pacanan's opinion) or in penance for the atrocities the Old Faith committed during the Reign of Vecna, Pacanan does not care. This woman has beset him with obstacles time and again. He has placed Wilf in charge of seeing to her end so that Pacanan may complete his final ritual. In actuality, Pacanan is counting on her interference.

Wilf, using his uncanny abilities of disguise and obfuscation, sprinkled rumors in places sure to attract the ear of Druidess Meleri. He led her first to Ekbir. Then, after hiring a pirate ship for transportation, led her to the northern island in the Ataphad archipelago. Wilf slew the crew of the pirate ship, went ashore, then took the

place of one of the less tainted skum inhabitants (using a combination of a disguise augmented with *alter self*) and waited for Meleri. Wilf surprised Meleri and captured her once she arrived on the island. The sorcerer bound her to silence with a pair of cursed shoes, secured her with manacles that prevented her from changing form, and threw her into a half-flooded disused room of the ancient Baklunish keep the degenerate villagers use as a surface home.

Wilf underestimated Meleri, however, as he did not know she could perform some of her druidic rituals even while silenced. Wilf has since taken steps to ensure she cannot cause any further mischief.

The island inhabitants, while conforming to the base statistics of the skum as described in the *Monster Manual*, are not all as outwardly aberrant as the specimen shown in the entry. Their appearance ranges from nearly human, perhaps having bulging eyes, a slight green tint to the skin, or small gill slits in their neck, to the horrific creature pictured in the *Monster Manual*. The village does trade with other islands, mostly by supplying large catches of fish and exotic jewelry and shells. In return, they receive timber and other commodities in short supply on their tiny island or difficult to find under the sea. Most, however, avoid this island out of fear and loathing for its tainted inhabitants.

ADVENTURE SUMMARY

Introduction

While in the Free City of Greyhawk, the PCs are attracted to a boisterous demonstration at the Temple of Boccob. The demonstrator, a student activist from Grey Collage, recounts his concerns on an apparent increase in activities by the Cult of Vecna. As the student really starts to work himself up, a strange bird drops from the sky at the feet of a PC. The bird bears important information for those PCs discerning enough to determine.

Encounter 1: The Island

The PCs reach a remote island in the Ataphad archipelago. After some preliminary investigation, they find a recent shipwreck not far from shore. The ship did not meet a natural end, but was attacked viciously, its crew slaughtered. Perhaps the dead hold the secret to the perpetrator?

Encounter 2: The Village

Not far from the shipwreck, on the northern tip of the island, is an ancient Baklunish fortress. This crumbling structure is occasional home to the tainted descendants of a tribe of Bakluni who fled the devastation of their homeland a thousand years ago. One among the villagers is not what he seems, for it is Wilf Hewitt, servant of the Voice of Vecna, come to steal a very important object.

Encounter 3: The Reliquary

The main hall of the fortress has been converted into a shrine dedicated to Blarsooarrlep, the aboleth master. In addition, the dread *Sword of Kas* is stored here by

Blarrsoarrlep, primarily for his safety. Wilf Hewitt steals the *Sword of Kas*, provoking Blarrsoarrlep into attacking.

Encounter 4: The Rescue

The minions of Blarrsoarrlep are not amused with the turn of events and harass the PCs as they attempt to rescue Druidess Meleri.

Encounter 5: The Ascension

The PCs travel to Tovag Baragu, an ancient Baklunish site in the Dry Steppes. There they confront Pacanan and attempt to stop whatever diabolical plan he has set into motion.

PREPARATION FOR PLAY

Those PCs from regions bordering or very near the Dramidj Ocean (Ekbir and Tusmit) are apt to be far more familiar with the area, the flora and fauna, and the Ataphad archipelago than PCs from other regions. PCs from the aforementioned regions gain a +2 circumstance bonus to all Knowledge checks concerning the Ataphads and their surroundings, unless otherwise noted.

This adventure uses source material from such classic adventures as *WGA4 Vecna Lives!*, *Die Vecna Die!* and various general GREYHAWK source material such as *Greyhawk Adventures* and the *Living Greyhawk Journal*. The structure of the Cult of Vecna is described in detail in *WGA4 Vecna Lives!*.

Care should be taken to limit the knowledge gained by various divination spells. While some useful information can be gleaned (and specific cases are outlined in the adventure), having a single spell reveal all defeats much of the point of playing the adventure. The events unfolding in this adventure have been scripted, to some extent, by a god. The machinations of the Whispered One are his alone and other deities are not privy to his secrets.

Scrying does not work on Pacanan or anyone or anything located at Tovag Baragu. Tovag Baragu cannot be scried upon. Similar spells which ask for information pertaining to Pacanan or his minions likewise fail.

Introduction

The following introduction may need modification depending upon the predominant region represented by the PCs at the table. Those PCs from regions bordering or very near the Dramidj Ocean (Ekbir and Tusmit) gain a +2 circumstance bonus to Knowledge checks about the bird and the coral token.

The adventure begins in the City of Greyhawk. A disturbance in Clerksburg has drawn all the PCs to approximately the same place.

Read the following:

A bird hurtles across the landscape, flying alone. The bird is an incongruity among the local wildlife. This animal has traveled far from

somewhere. Days pass as this animal continues its long flight.

Pause

The sun is bright this afternoon of Patchwall in the Free City of Greyhawk. Though term has begun for the students of Grey College, some still have found the time to cause a disturbance at the Temple of Boccob, filling the street between it and the School of Clerkship. Some students have climbed over the back fence of the temple and have piled up crates to stand upon from which to shout their message.

“Why do these men of magic sit by and ignore the signs?! The Hand of the Whispered One has shown itself everywhere! In the vile city of Eastfair is uncovered an active temple to the Old One—something not tolerated even where Hextorites roam freely! Rumors tell of an entire hidden shrine buried in the muck of the Rushmoors and agents of the Whispered One seeking to plunder it! And what of the strange ties between a merchant in nearby Hardby with evil doings in far off Hepmonaland? All of these events and more point to a resurgence in the activities of the minions of the Master of the Spider Throne! Yet these bastions of magic, the followers of Boccob, are as uncaring as their deity! They refuse to –”

A bird, with a strangled cry, drops from the sky at your feet.

The bird is an Ataphad cormorant (a sea crow from the Ataphad island chain), identifiable as such with a successful DC 15 Knowledge (nature) check. A sea bird, it has glossy black plumage, a long, undulating neck, hooked bill, webbed feet, and a three-foot wingspan. The bird is completely exhausted. A DC 15 Heal check determines the bird's condition. A *lesser restoration* (or similar effect) is required, at minimum, to improve the bird's condition from exhausted to fatigued. A DC 10 Spot check allows a PC examining the bird to notice it has a small object tied to one of its legs. The object is made of an unusual beige stone, requiring a DC 15 Knowledge (architecture and engineering) check to identify as coral. Dwarves may add their stonemasonry bonus. A DC 20 Knowledge (geography) check after the successful identification of the stone as coral, suggests this type of coral is unique to the Ataphad archipelago in the Drawmidj Ocean. If magic is detected for on the stone, a DC 21 Spellcraft check indicates moderate conjuration magic is present. *Identify* or *analyze dweomer* reveals the token contains a one use only *transport via plants* spell.

The token depicts a raised “face” surrounded by unusual cuneiform-like markings. The face is a cross between a fish and a frog, with a toothy maw. A DC 30 Knowledge (dungeoneering) check suggests it may be a depiction of a skum (see *Monster Manual* page 228). The markings are undecipherable.

Should the party be absent any of these skills there are always the facilities of the Free City to call upon. By calling in various favors and spending a total of 1,000 gold pieces, all of the above information may be learned.

Another option is asking the bird. If the bird is revived, it may be questioned, as it has been *awakened*. The bird calls itself Sea Raider, after a ship it saw soon after being *awakened*. The bird speaks Common. Sea Raider has a strange and stunted diction and often relates his information via description. For example instead of saying human or dwarf, Sea Raider would say upright tall mammal or short, stocky mammal. *Detect thoughts* operating while the bird tells his story adds greatly to interpretation, as it provides rough pictures of what he saw. The bird knows the following relevant information:

- Sea Raider's life prior to his *awakening* is something of a blur. He vaguely recalls picking at a snail. Something was cooing to him, what he thought was a female sea crow. Then there was a long period of darkness.
- Sea Raider is continually amazed, during his conversation, of how he suddenly knows so many things.
- After the darkness, he awoke to an entirely different world. There to share it with him was what he used to instinctually fear—a bipedal mammal. This one, however, was kind and spoke to him, but not as he is speaking now. She drew in the sand—words, pictures, and concepts.
- He and the mammal were in a small, hot room. There was a single barred window from which he could hear the sea. A portion of the room was filled with brackish water. There was a door, but he only saw the door open once.
- He understood this mammal (Sea Raider thinks it is female) needed him to take the coral token far from her to any of several specific mammals. She made pictures appear in the brackish water of the mammals she wished for him to deliver the token. She then made some gestures, rattled some bones around her neck and touched him. At once, Sea Raider knew exactly where and how to reach the mammals he saw in the water.
- Sea Raider can describe the female mammal. PCs having played either *COR3-18 Through Nature to Eternity* or *COR4-13 A Wretched Soul* recognize the description as that matching Druidess Meleri.
- Just as the female mammal had finished tying the coral token to his leg, the door burst open. Startled, Sea Raider flew out through the door, just passing through the space between the door and the mammal standing in it. Behind him, he heard a great deal of shouting and harsh language—the tongue was unfamiliar to him. If pressed for more detail, Sea Raider says it sounded like croaking frogs.
- Sea Raider knows the stone token is made of “sea rock”. He has seen a similar substance when

he dives for fish in the ocean. He does not know the significance of the markings on the token.

- If specifically asked, Sea Raider does reiterate the female mammal never made a single sound or spoke to him.

Sea Raider can also give a rough description of the island; most importantly he does know the island is the northernmost in the Ataphad archipelago.

ENCOUNTER 1: THE ISLAND

Provided the PCs wish to continue the adventure, they must somehow get to this mysterious island in the Ataphads. Although not specifically stressed in the “Introduction”, speed is important as the machinations of Vecna's minions of Vecna progress. Should the PCs decide to use mundane travel, not only does this take an extraordinary long time, but by the time the PCs reach the island, too much has transpired and the forces of Vecna have succeeded in their plans. Only some form of magical travel allows the PCs to reach the island in time to try to halt the schemes of the Whispered One.

There are several ways for the PCs to quickly travel to the island:

- Through use of *teleport*, *greater teleport*, or similar spells. The destination is 1,800 miles away, so multiple *teleports* are likely to be necessary, unless *greater teleport* is used. For *teleport*, treat the island as “seen casually”, unless the PC has direct knowledge of the Ataphads. If the PCs do not have access to *teleport* and have not yet found the enchantment on the coral, they may visit the Wizard's Guildhall in Greyhawk and pay for *teleport* spells at standard prices. Standard *teleport* cost equals 50 gp x caster level but only has a range of 100 miles per caster level; thus several may be required. Standard *greater teleport* cost equals 70 gp x caster level.
- The token contains a one use *transport via plants* spell. A DC 15 Gather Information check or a DC 12 Knowledge (local-Core) check reveals there are places in the City of Greyhawk where plants, like those in the Ataphads, do exist (the City Botanical Gardens and Well located in the Garden Quarter of the City).
- While *wind walk* is fast, traveling this way would still take several days, as multiple spells would be needed.

As long as the PCs make a good attempt to reach the island in an expedient as possible manner, they arrive at the island. If asked, Sea Raider would not mind coming along. He'd rather not fly all the way back. Sea Raider also urges the PCs to be swift in their travel, for who know what may happen to Druidess Meleri if they delay.

After the PCs have committed themselves to travel and performed whatever steps necessary to reach the island, read the following:

You arrive on the island. Hopefully this is the correct island. You stand near the shore on a short rocky beach. The sea is filled with mist—a result of the warm water and cooler air. Pelor, hanging unusually low in the sky, is obscured by the haze.

The island itself has abundant semi-tropical vegetation but is small, perhaps one to two miles wide as your vantage point permits only an estimate. No docks or other structures are visible.

The place is quiet. A breeze passes now and then through the vegetation.

The island is a rough oval, some two-miles long and a mile wide. On the northern tip is an ancient Baklunish settlement, built by the descendants of the current inhabitants (see DM Map 1). The island has a good amount of game (mostly birds and rodents). The sun is low in the sky due to the island's location in the far northern latitudes.

Should PCs wish to send out *prying eyes* to examine the island the sensors can certainly find the fortress on the northern end of the island, though from their current location, the fortress is at the outermost limit for the spell. The temple within the fortress is protected from scrying (including being sensed by the *prying eyes*) in much the same fashion as a *Mordenkainen's private sanctum*. For example, a *prying eye* peering into the temple opening sees only a dark, foggy mass within. The entire temple is the subject of a *nondetection* spell, requiring a DC 31 caster level check to pierce.

If Sea Raider is with the party, he can direct them toward the structure where he first encountered Druidess Meleri. Otherwise, a DC 20 Survival check by someone with the Track feat finds a light trail heading north along the coast of the island. The tracks are varied on the trail and there are signs whatever made the tracks made attempts to hide their trail. This has erased any solid identifying features as what, precisely, made the trail.

In addition to the trail heading north, some simple scouting and a successful DC 10 Spot check finds a column of smoke rising into the air to the north, coming from the sea.

Read the following:

After topping a rocky dune, you see the rest of the narrow beach unfold before you. In addition, just offshore, are the remains of a ship, still smoldering and sending tendrils of smoke into the clear sky.

The ruined ship is 300 feet from the shore. If the PCs investigate, they may learn the following:

- The ship's name, written in Baklunish, is *Al Nasir* (The Eagle).
- A DC 15 Knowledge (architecture and engineering) check suggests the ship was subjected to an exterior incendiary force. A

follow-up DC 22 Spellcraft check confirms the telltale effects of multiple *scorching ray* impacts on the outer hull. In addition, if the previous Spellcraft check reached DC 26, the PC recognizes the gaps in the hull (which were primarily responsible for her sinking) were caused by *disintegrate*.

- Many of the ship's crew were torn to pieces. Some are horribly burned. A DC 20 Heal check suggests these are electrical burns. A DC 23 Spellcraft check, determines the burns are from a *lightning bolt*. Should the Spellcraft check be DC 26 or higher, the PC can tell by the pattern of corpses that it was a *chain lightning* which felled most of the crew.
- Overall, the depraved indifference to the lives of the crew is appalling.
- Only one corpse is intact enough for such rituals as *speak with dead*. The Will save bonus of the corpse's spirit is +4. The spirit recalls the horrific battle and the passenger they transported from Ekbir. The passenger was a gnome. This spirit did not know the gnome's name. The captain was quite happy to take the strange passenger, for the pay was excellent, despite the destination. The spirit recalls being irritated by the gnome's footwear—wooden clogs which caused a mighty racket when the gnome walked on the deck. Once the *Al Nasir* had reached the island, the gnome said nothing but flew into the air and began to laugh. The laughing continued while he rained down thunderbolts and horrific creatures appeared. Portions of the ship were lit with a ghostly green fire then disappeared. The spirit's last thought was of his daughter in Ekbir. The spirit does know of the village on the island as the ship has passed this way before. No one ever left the ship though to go into the village and rarely do they see the villagers. Usually the goods for trade are set out down by the shore. In the spirit's reckoning, the *Al Nasir* was south of the village.
- A successful DC 15 Knowledge (local-Velverdyva Trade Route) check recognizes such wooden shoes, as the spirit described, are often seen in Verbobonc.

ENCOUNTER 2: THE VILLAGE

Continuing along the coast, nearing the northern tip of the island, you see a large decrepit stone structure on a barren slope—a crumbling fortress harkening back to some bygone era.

No one is visible outside the fortress.

Wilf Hewitt has posted his screech owl, Sage, on watch. The owl is hiding on a parapet. Should a PC declare they

are taking a serious look around or have a familiar do likewise, Sage's Hide check bonus is +11. The owl's Spot check bonus is +16, due to the low light levels of the never-setting sun. When Sage spots anything that is not a skum approaching the fortress, he alerts his master.

Wilf has been carefully searching the village for the *Sword of Kas*. Wilf has used a disguise augmented with *alter self* and *nondetection* to pass as a relatively normal-looking skum. In this arrangement, his Disguise check bonus is +22.

As the PCs arrive, Wilf has just found the sword, but after some magical examination (at a distance), he realizes his current disguise cannot get him past the wards in place around the sword. The Voice of Vecna foresaw this potentiality and equipped Wilf with a *scroll of shapechange*. Wilf uses the scroll, caster level 18 (3 hour duration), when Sage alerts him to the presence of the PCs or he directly obtains knowledge of their presence. Once *shapechanged*, Wilf is indistinguishable from any of the villagers and detects as an aberration. *True seeing* does still reveal his actual form (an adult gnome with unkempt white hair and blue eyes), provided a DC 26 caster level check is made to bypass the *nondetection*. While any distraction occurs, such as the PCs interrogating the Speaker (see below), Wilf casts a *silent still greater invisibility* and enters the temple.

Once the PCs enter the fortress, read the following:

The square, squat fortress has long since passed its prime as a defensive structure. The sea has claimed the shore and laps at the northern wall. There are breaches in the western defensive wall where portions have collapsed, roofs on the upper sections have caved-in, and the south-facing gates stand wide open. A severely rusted portcullis hangs askew above the open gate.

Inside the walls, things do not improve. Many of the interior structures are leaning. The top portion of a minaret has fallen some time ago into the courtyard where marram grass pokes up through the rubble and grows in scattered clumps.

There is one structure within that seems to have completely weathered the passage of time. At the north end of the courtyard is a large, temple-like structure. The circular opening into the building is flanked by stylized golden sphinxes. Unusual mosaics, in a green-blue stone, form a frieze around the top of the building.

As you take all this in, figures begin emerging from the ramshackle buildings—humanoid figures. They peer at you, many look very surprised. All about arises an odd series of frog-like croaking, high-pitched whistling, and guttural grating grunts.

This ancient place is alive, but with what?

For details of the layout of the interior of the fortress, see DM Map 2. Should the PCs immediately initiate hostile

action, proceed to "Encounter 3: The Reliquary." Otherwise, continue with this encounter.

One of the figures comes forward, moving across the courtyard with an awkward gait. The humanoid looks human, but his eyes seem to bulge a bit much and his mouth is over-wide with full, thick moist lips. He is dressed in a simple cotton robe with a high collar. Around his neck is a gold chain bearing a large abalone carving. The man speaks, in a surprisingly normal voice:

"What do you want here? This is not the time of trade—that has passed. Be gone and leave us be, so say we all."

The rest of the villagers respond with some nonsensical utterance that sounds like "Blarrsoarrlep".

The vocalizations of the other villagers may be recognized as a dialect of Aquan.

The opening of the temple is filled with a dark, foggy mass that cannot be penetrated (as per *Mordenkainen's private sanctum*).

The temple frieze is not part of the original construction. This may be determined with a DC 20 Knowledge (architecture and engineering) check. The designs on the mosaic panels are suggestive of aquatic scenes but some contain images of grotesque giant octopi or squid and other things largely unrecognizable. A successful DC 25 Knowledge (dungeoneering) check allows a PC to discover one of the mosaics is a highly stylized aboleth. Another symbol in the mosaic frieze is a gaping maw surrounded by red-ringed lidless eyes. A DC 30 Knowledge (religion) check identifies this as the symbol of the terrible deity known as the Patient One. The Patient One is patron to a number of aberrant races, such as aboleths, cloaklers, and chuuls and is an elder power similar to Tharzdun.

The courtyard is strewn with debris. Crossing any section touched by debris counts as difficult terrain. The interiors of collapsed buildings count as difficult terrain as well.

Should a PC speak to the village spokesman, he is reluctant to become embroiled in an extended dialogue and provides short responses to questions. He is very careful not to talk with his hands, as his fingers are webbed. This requires a DC 20 Spot check by a PC conversing with the Speaker to notice, as the Speaker is very careful about revealing his aberrant nature. Should a PC see this detail, they may make (if they have the skill) a DC 20 Knowledge (dungeoneering) check to recognize that the Speaker is not human, but some kind of aberration, although the exact type is impossible to determine without a complete vivisection. During any conversation with the PCs, the Speaker is in telepathic communication with his master, Blarrsoarrlep.

- He does not give a name if asked. He simply states he is the village Speaker.

- If asked about the wrecked ship south of the village, the Speaker says: ***“Many such vessels are destroyed by the power of the sea. This is as it has always been. So say we all.”*** The strange utterance of ***“Blarrsoarrlep”*** is murmured by the surrounding villagers. If confronted with evidence the ship was not destroyed through natural causes, the Speaker is nonplussed and says nothing.
- If asked what it is the villagers are saying in response to some of the Speaker’s words, he says: ***“You are not meant to know, speak, or otherwise become associated with whatever it is which may or may not have been said. This place is not for you.”*** The word does not have any significance in Aquan.
- If asked about the general decay of the fortress, the Speaker says: ***“This place serves our needs. We need no more nor less. You should leave, now.”***
- If asked about the temple, the Speaker says: ***“That place is forbidden to the likes of you and your companions. No more shall I say on that. What may be contained within is best left within. I believe our time together is at an end.”***
- If the Speaker is asked about Druidess Meleri, he responds: ***“The Outlander has trespassed upon that which was not for her. Her imprisonment pleases those which you are not meant to hear. So say we all.”*** The strange utterance of ***“Blarrsoarrlep”*** is murmured by the surrounding villagers. During his talk, the Speaker gestured to a building on the north wall, near the temple.

Proceed to Encounter 3 after the PCs have either exhausted the Speaker’s bullet points or are about to take hostile action by either entering the temple or trying to rescue Druidess Meleri.

ENCOUNTER 3: THE RELIQUARY

A shrill, piercing whistle erupts from the temple. Every single villager turns and stares toward the shrieking building.

The Speaker, eyes bulging in fury, exclaims, “A deception! You distract us with pointless talk so one of you pitiful mammals can steal the Master’s treasure?!”

As the Speaker turns to run to the temple, several villagers run out of its darkened opening, only to be struck down from behind by great bolts of lightning.

The crowd moving to the temple stops. As one, they throw their heads back and issue forth a hideous croaking ululation followed by a deafening bellow—“Blarrsoarrlep!”

The PCs may either investigate the happenings inside the temple or attempt to rescue Druidess Meleri. DM Map 3 provides a layout of the interior of the temple.

Should the PCs avoid the temple, proceed to “Encounter 4: The Rescue”. Should some PCs go to the temple and others try to rescue Druidess Meleri, both encounters occur together.

The villagers make no move, at this time, to halt the PCs should they advance on the temple. The skum are locked in telepathic contact with Blarrsoarrlep, providing him with a situation report from each individual’s perspective. Every single skum in the village is treated as being enslaved by the aboleth. At any time, the aboleth may direct an individual skum into action. The skum cannot resist the aboleth’s mental commands nor may they be freed by application of *protection from evil* or similar spells; such is their nature as a servitor race. The skum were wholly created specifically by the aboleth as servitors. The aboleth configured them such they have no resistance to the mental domination of any aboleth and are, in addition, particularly sensitive to the effect. There is no limit to the amount of time or number of skum that may be under an aboleth’s control via its enslave ability. The aboleth must suspend this contact if it attempts to enslave something other than a skum. Reestablishing contact with the skum is a free action.

Blarrsoarrlep, during the conversation between the PCs and the Speaker, has gathered gear and moved to the base of a water-filled, slime encrusted tunnel connecting his alien aboleth citadel with the temple. Once all the servitors raise a cry of alarm, Blarrsoarrlep makes its way to the surface via the tunnel. The tunnel is 300 feet long, plunging a total of 200 feet into the sea at an angle of 40 degrees.

The entrance to the temple is not trapped in any way, just occluded. PCs cannot see inside unless they step through the threshold.

Read the following once any PCs pass through into the temple:

The interior of the temple is cool and damp. All about are images reminiscent of the sea and its creatures, but with disturbing undertones. A great pool of water dominates the center of the chamber, merging into the rear wall. The bottom and sides of the pool are filled with colorful tiles which shift and blend into obscene patterns with the gently rippling water. Around the outer wall, evenly spaced, are large pedestals holding various objects, most of which are books or scrolls. Two pedestals hold identical urns, themselves tiled in green and blue hues matching the temple interior. One pedestal, opposite and to the left of the entrance, is conspicuously empty. Bodies of half a dozen villagers lie strewn about the

tiled floor, burned and charred beyond recognition. No immediate sign of their attacker can be seen.

Wilf Hewitt has already teleported away from the temple by the time the PCs enter. Allow the first PC that enters the temple a DC 20 Spot check to notice a villager disappearing from near the empty pedestal. The PCs have a total of two rounds to investigate (counting the round they enter the temple) before Blarrsoarrlep activates the *programmed image* on the pool (see Tactics section below).

The various articles of written material are quite ancient. A DC 20 Knowledge (history) check suggests some may date back to the Baklunish Empire. Despite their apparent age, they are in remarkably good shape, having been painstakingly preserved by Blarrsoarrlep in his pursuit of what it thinks of as modern history.

The empty pedestal was the resting place of the *Sword of Kas*, now stolen by Wilf Hewitt. Blarrsoarrlep was wary of the sword's power and instead of having the sword brought down to the aboleth citadel, interred it here to avoid any complications. His servants, already under his complete domination, were free from its influence. To guard his treasure from potential thieves, Blarrsoarrlep placed an aboleth glyph stone upon the pedestal (see DM Map 3 for affected area). This glyph stone is a magical device simulating a standard *glyph of warding* (see Appendix 2: New Rules, Craft Aboleth Glyph). The device does not trigger in the presence of aberrations. If a non-aberration and an aberration were to both enter the area of effect, the glyph would trigger, but only the non-aberration would be affected.

APL 10

↗ ***Aboleth Glyph***: magical device; spell trigger; automatic reset (1 minute refresh); *wither limb** (arms) to any within 5-feet of the pedestal, DC 16 Fortitude save negates; Search DC 28; Aboleth glyphs cannot be disabled as they are not magical traps but magic items. *See DM Aid 1.

APL 12

↗ ***Aboleth Glyph***: magical device; spell trigger; automatic reset (1 minute refresh); *wrack** to any within 5-feet of the pedestal, DC 19 Fortitude save negates; Search DC 28; Aboleth glyphs cannot be disabled as they are not magical traps but magic items.

APL 14

↗ ***Aboleth Glyph***: magical device; spell trigger; automatic reset (1 minute refresh); *feeblemind* to any within 5-feet of the pedestal, DC 21 Will save negates; Search DC 28; Aboleth glyphs cannot be disabled as they are not magical traps but magic items.

APL 16

↗ ***Aboleth Glyph***: magical device; spell trigger; automatic reset (1 minute refresh); *flesh to stone* to any within 5-feet of the pedestal, DC 22 Fortitude save

negates; Search DC 28; Aboleth glyphs cannot be disabled as they are not magical traps but magic items.

Additionally, at APLs 14 and 16, an aboleth master glyph, *glyph of the slave's glory*, has been placed on the floor near the front of the pool (see DM Map 3). See Appendix 2 for the glyph's effects. Any skum entering the temple gains the benefits of the *glyph of slave's glory*, as does any PC enslaved by Blarrsoarrlep.

The pool is uniformly 10 feet deep and filled with sea water. There is a camouflaged sliding doorway in the bottom of the pool near the back wall which connects to the aboleth's underwater tunnel. The door is quite difficult to spot while opened or closed, requiring a DC 30 Search check. Note, a PC performing this Search check would need to be in the pool and partially submerged.

Once the PCs have spent enough time in the temple to trigger Blarrsoarrlep's actions in the tunnel (see Tactics section below), read the following:

The temple pool suddenly begins to froth and boil, clouding the waters. Amid this tumult rises a hideous shape from the dark water—a creature out of nightmare. Three great red eyes with no visible iris or pupil, arranged vertically, stare forth from a vaguely piscine visage. Tentacles flail about its slimy body, something that recalls the more repulsive aspects of fish, squid, and eel.

A gurgling, retching noise precedes an exhalation of mucus into the surrounding water as the thing speaks:

“Who has defiled my temple?! Who tests the patience of Blarrsoarrlep!”

Something in the creature's manner suggests the questions are rhetorical.

APL 10 (EL 12)

➤ ***Blarrsoarrlep***: aboleth (amphibious variant) wizard 5; hp 120; see Appendix 1.

APL 12 (EL 14)

➤ ***Blarrsoarrlep***: aboleth (amphibious variant) wizard 7; hp 136; see Appendix 1.

APL 14 (EL 16)

➤ ***Blarrsoarrlep***: aboleth (amphibious variant) wizard 9; hp 152; see Appendix 1.

APL 16 (EL 18)

➤ ***Blarrsoarrlep***: aboleth (amphibious variant) wizard; hp 168; see Appendix 1.

Tactics: On the round PCs are entering the temple, Wilf teleports away from inside the temple. While the temple does have certain shielding, dimensional travel is not blocked. Blarrsoarrlep moves up the tunnel such that it is well in range to use its *project image* spell-like ability through a small opening in the bottom of the pool. This places the aboleth 240 feet from the bottom of the temple pool. On the second round, Blarrsoarrlep activates a

previously placed *programmed illusion* (as a free action) which causes the pool above to appear to froth and boil. From within the tumult rises an aboleth identical to Blarrsoarrlep. As a standard action, Blarrsoarrlep uses his *project image* spell-like ability to overlap with the *programmed illusion*. At APL 16, Blarrsoarrlep may use his *rod of lesser quicken spell* to cast *drown* on any nearby opponent, preferably a spellcaster.

Each round, Blarrsoarrlep swims up the ramp, reaching the top in 6 rounds. On the fifth round, Blarrsoarrlep uses a standard action to activate a lever which opens a sliding panel in the bottom of the pool. This opening is large enough for the aboleth to fit through but the opening is camouflaged. The tunnel below the opening is worked in the same exact mosaic as the pool and is kept free of slime.

Blarrsoarrlep remains below the water, using its *projected image* to combat the PCs. Should a PC investigate the pool, Blarrsoarrlep attempts to enslave them, or failing that, engulf the PC in its mucus cloud and/or taint them with its touch.

Blarrsoarrlep is an intelligent combatant in a commanding position while in the water. Despite being an amphibious aboleth, Blarrsoarrlep does not, willingly, give up its advantage of being underwater. In addition, the aboleth may drag off grappled PCs to its citadel for experimentation and vivisection. Blarrsoarrlep does not care if the PC drowns in the interim.

This battle may happen simultaneously with the battle described in Encounter 4. The new EL for the combined encounter is APL+4.

During the combat, the normal skum villagers do not enter the temple. If combat is taking place outside the temple, the villagers stand in place, watching and provide data on the combat to Blarrsoarrlep. If Blarrsoarrlep is slain, the normal skum villagers bolt for the sea. In either case, they are non-combatants.

Development: Should a PC be dragged down to the aboleth citadel, the party may elect to recover the body. Should they attempt a rescue, they are automatically successful but must expend an additional time unit (TU). The time taken to recover the body (and the PC's items) and combat the forces of the aboleth citadel allows Pacanan to complete his ritual. Druidess Meleri has escaped and played her part in the rise of Vecna. The adventure is over and the PCs receive Conclusion A. If the PCs decide not to recover the body before continuing the adventure, the body is unrecoverable and any return to existence must take this into account. The PC loses any equipment carried but no gold unless the PC specifically said they carry their entire fortune with them when going adventuring.

Proceed to Encounter 4 provided the PCs have not earned Conclusion A.

ENCOUNTER 4: THE RESCUE

Sea Raider knows where Druidess Meleri is being held. The PCs may have also gained this information from

questioning the Speaker. She is in a building on the north wall, east of the temple. A pool of sea water lies about the northern end of the building. This pool undermines a portion of the northern wall and connects to a sea cave. A ledge, five feet below the surface of the pool, extends along the pool's southern edge. Beyond this ledge, the pool is quite deep and drops at an incline. Tidal pressure keeps the pool filled, though its level does vacillate with the changing of the tides.

This encounter may happen at the same time as Encounter 3, depending upon PC actions. The total EL of the combined encounter is APL+4.

Read the following as the PCs approach the building holding Druidess Meleri:

The only other intact building in the compound squats near the temple on its east side. A pool of brackish water undermines the northern half of the building, continuing out into the courtyard and merging with the rear wall of the compound. An open doorway, barred only by a flapping hide, is on the western face, just south of the pool.

Before you can enter the building, shapes rise up from the brackish pool. Some are humanoid in appearance, villagers who seem to have been tainted by whatever foul influences reside in this cursed place. Behind them are chitinous horrors, great ropy tentacles squirming from a crablike maw.

The tainted villagers burst forth with a familiar ululation: "Blarrsoarrlep!"

APL 10 (EL 10)

- **Chuul:** hp 93; see *Monster Manual* page 35.
- **Skum Defiler Druid 4:** hp 90; see Appendix 1.
- **Skum Guardian Monk 2 (2):** hp 72, 72; see Appendix 1.

APL 12 (EL 12)

- **Chuul (2):** hp 93, 93; see *Monster Manual* page 35.
- **Skum Defiler Druid 4 (2):** hp 90, 90; see Appendix 1.
- **Skum Guardian Monk 4 (2):** hp 90, 90; see Appendix 1.

APL 14 (EL 14)

- **Chuul (4):** hp 95, 95, 95, 95; see *Monster Manual* page 35.
- **Skum Defiler Druid 7 (2):** hp 117, 117; see Appendix 1.
- **Skum Guardian Monk 6 (2):** hp 108, 108; see Appendix 1.

APL 16 (EL 16)

- **Chuul (advanced) (4):** hp 178, 178, 178, 178; see Appendix 1.
- **Skum Defiler Druid 9 (2):** hp 135, 135; see Appendix 1.

➤ **Skum Guardian Monk 8 (2):** hp 126, 126; see Appendix 1.

Tactics: The defilers do their best to buff (*barkskin*, *magic fang* and similar spells) and heal the guardians during the fight, taking time for offensive action when appropriate. The chuul are loyal servants of the aboleth but are not under the same domination as the skum.

The brackish pool does extend into the building holding Druidess Meleri, taking up most of the northern half of the building. Enemy forces may use this as a way to flank PCs.

During the combat, the normal skum villagers stand in place, watching the battle. They are providing information on the PCs capabilities to Blarsoarrlep. If Blarsoarrlep is slain, the normal skum villagers bolt for the sea. In either case, they are non-combatants.

Development: Once the skum and chuul are defeated, the PCs can enter the building and free Druidess Meleri.

Read the following once PCs enter the building:

The interior of the building is replete with the worst odors the sea can muster. The floor is damp, mildewed earth. In the southern corner of the building, chained hand and foot, is a small plain-looking Flan female. Her black hair is crusted with salt and what remain of her Old Faith accoutrements hang loosely about her. One oddity is the shoes, shiny wooden clogs, on her feet.

She looks up at you, a look of elation straining the mask of dirt and grime on her face.

Sea Raider flies to the woman, landing on her shoulder and brushes his feathery cheek against hers. He begs for her release.

Any PC having played *COR3-18 Through Nature to Eternity* or *COR4-13 A Wretched Soul*, immediately recognizes the woman as Druidess Meleri.

Druidess Meleri is under two different forms of magical restraint. The manacles at her hands and feet prevent her from using her *wildshape* ability. They are made of cold iron and the cuffs have numerous mystical symbols ringing them, placed there apparently by dribbling molten metal into the desired shapes. The shoes on her feet, a “gift” from Hewitt, prevent her from speaking. The shoes are made of birch and are painted yellow. On each shoe is a design of three small monkeys. One is holding his paws to his mouth, one to his ears, and the last over his eyes. While everything about the shoes is colorful and festive, the monkeys have a distinctly fiendish appearance, complete with bat-like wings.

Both the manacles and shoes radiate magic. Should *detect magic* be used on the manacles, the caster detects two magical auras. A DC 18 Spellcraft check indicates the first is a moderate divination aura (*discern shapechanger*), and a DC 20 Spellcraft check indicates the second aura is moderate abjuration aura (*break enchantment*). The manacles prevent anything bound by them from

changing shape or disguising their true form through any means. The manacles have an effective 50% arcane spell failure. The manacles may simply be manually removed after speaking a command word: *apalasso*. *Dispel magic* and *remove curse* have no effect. *Mordenkainen's disjunction* works against the manacles as per the spell, using the Druidess's Will save modifier.

The shoes, being a cursed item, do not reveal their true properties so easily. A simple *detect magic* spell yields a misleading aura and strength—a DC 17 Spellcraft check indicates an aura of faint transmutation (*levitate*). An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item. If the item's true aspect is discerned, the item has a strong enchantment aura (*geas*). The cursed functioning of the shoes is to prevent the wearer from speaking or making any sound or attempt at verbal communication until the shoes are removed. A *remove curse* spell allows removal of the shoes by the current wearer with no ill effects. The caster must be at least equal in level to Wilf Hewitt per the APL. *Break enchantment* does not work, but *limited wish*, *miracle*, and *wish* do automatically. Should anyone but Druidess Meleri remove the shoes once the curse on her is lifted, the shoes immediately displace that PC's footwear and place them under the silence curse. Once Meleri has physically removed the shoes, only by actually donning them can the curse again be activated.

Once the shoes are removed from Druidess Meleri, read the following:

“I thank you my rescuers. I can only hope you have captured the skum who imprisoned me here. Though, I suspect the creature was more than it seemed.”

She pauses.

“I was led here. There was some purpose served by my imprisonment. I have not divined what it may be. Under my bonds I only had access to some of my abilities.”

“I suspect, however, the temple in this place held a item of great evil. Whoever led me here was certainly after that item but why provide me with breadcrumbs?”

The Druidess' voice seems to give out. “Do not worry,” she croaks. “I am just in need of a proper drink of water.”

After being given water and food, the Druidess relates the following additional information. The Druidess is upset and a successful Sense Motive check, versus her Bluff, suggests she is wracked by guilt.

- The skum who imprisoned her was a potent master of the arcane arts. It seemed to take tremendous glee in imprisoning her.
- Her captor bound her to silence with the wooden shoes, explaining to her they were a present it made in her honor.

- The manacles prevented her from using her wild shape ability.
- Once, she saw a very small owl perched on the skum's shoulder. The owl was impervious to her attempts at influence. The skum called the owl "Sage".
- She was led here by following a trail of clues, some easy, some obscure. She was concerned it may be a trap, but given a possible connection to the plots of the Whispered One, she was compelled to investigate.
- Though she is still a follower of the Old Faith, her immediate hierarchy has removed here due to the mistakes in the past. She continues her mission, however, to make sure the Whispered One does not gain a new foothold on Oerth.
- Druidess Meleri has heard the Cult of Vecna led a massive effort, spreading across many nations, to recover the dread *Eye of Vecna*. She has no doubt the Voice of Vecna is now in possession of both artifacts.
- She does not know where her skum captor has gone. It took great delight in taunting her but provided not a shred of useful information. His taunting and interruptions prevented her from preparing any rituals she could use while bound.
- A guard was posted after her primary captor discovered she had done some magic even while under the influence of the shoes.
- The Druidess asks for time to prepare her daily allotment of rituals.
- If asked directly why she is upset, she casts her eyes about the hovel she's been imprisoned in and fixes the PC with a "why do you think?" look. A successful Sense Motive check versus this Bluff reveals she is wracked with guilt. If confronted with questions about her guilt, she becomes quite angry and demands quiet for meditation. Should PCs persist in bothering her, she takes it in silence, but feels taunted. In the upcoming battle, those PCs who taunted her receive no assistance from Druidess Meleri.

Druidess Meleri's guilt stems from two primary sources. The first is her unfortunate hand in actually assisting Pacanan in his goals. Despite her attempts to thwart him, he continues to turn her actions to his advantage. The second is the role the Old Faith played in Vecna's original rise to power—how Vecna himself, then mortal, used the druidic ceremony to become Brenin of Gyruuff in a twisted and vile way which tainted the land and provided him with immense power.

Should PCs wish to search the building, they find a pile of equipment in one corner which Druidess Meleri identifies as the rest of her belongings. This includes a set of fine leather armor adorned with designs of stags, an *ironwood* quarterstaff, a silver sickle, and a few mundane articles. Many of her other belongings are missing.

A Search check, DC 10 + APL, allows a PC to notice the ground under Meleri's equipment is devoid of mildew. Provide a +5 circumstance bonus to the Search

check if her equipment has already been moved from the area. A DC 12 Knowledge (nature) check suggests such a thing would not have occurred simply by placing items on ground already besotted by mildew. Should any PC dig in this area, they discover a piece of oil cloth wrapped around a heavy object. Read the following description of the object:

Pulling back the oil cloth reveals a parched piece of stone. Most of the stone is quite smooth, though one area is jagged and a slightly darker shade of dun than the rest of the stone. Strange glyphs mark one side, but they are incomplete, terminating abruptly at the jagged edge.

Any race with stonemasonry gains that bonus to any roll involving the strange stone. A DC 12 Knowledge (architecture and engineering) check identifies the stone as sandstone. A DC 18 Knowledge (architecture and engineering) check suggests the stone's smoothness is not due to polishing but weathering, perhaps by blowing sand. A DC 25 Knowledge (geography) check suggests this type of stone may have originated from the Dry Steppes. A DC 25 Knowledge (arcane) check suggests the glyphs on the stone are reminiscent of those associated with the ancient Baklunish Empire.

The following checks may only be made if the PCs have determined the stone may have originated from the Dry Steppes. A DC 25 Knowledge (local-Core) check or bardic knowledge check recalls stories of the Dry Steppes nomads worshiping or holding sacred an ancient stone circle near Lake Udrunkankar. A DC 25 Knowledge (history) check recalls stories of a structure, with the Bakluni name of Tovag Baragu ("Navel of the Oerth"). The structure is a large and composed of massive blocks of sandstone. A DC 25 Knowledge (religion) check recalls this site being somehow connected to the worship of Vecna or important to that deity's cult in some way. A DC 20 Spellcraft check suggests perhaps Meleri's captor used this stone to focus a *teleport*.

All of the above information on the stone can be gleaned using a single *legend lore* spell. Since the object is at hand, the spell takes 1d4 × 10 minutes to cast.

There is no prohibition to teleporting near Tovag Baragu. However, all teleportation and other forms of planar travel not controlled by the ancient site are blocked within its confines.

If the PCs do not have access to *teleport* and have not used the enchanted coral found in the Introduction, they may use this to get to Tovag Baragu. Otherwise, Druidess Meleri can cast another *transport via plants*, provided she is sufficiently rested and not still under the effects of the cursed shoes.

ENCOUNTER 5: THE ASCENSION

Tovag Baragu is an ancient site. The site has long been important to the Cult of Vecna and is revered as holy by

the nomads of the Dry Steppes. These forces, plus the random element of the PCs combine here to determine the fate of Pacanan's hideous plan.

The site is a large paved area next to the remains of Lake Udrukankar. At irregular intervals are concentric circles of stone pillars, some of which are capped, forming crude archways. There are also roads of white stone, raised a foot above the pale sandstone paving of the site, leading between stone circles, some travel all the way to the Central Ring. The site is approximately 900 feet in diameter (measuring from the outermost stone circle). The artist's rendition shown in DM's Map 5, shows an area devoid of stone circles extending much farther out. This conflicts with the tactical map (DM Map 4). Original source material, however, describes the circle as being "nearly a mile in diameter". To reconcile these depictions, the tactical map does not show this additional paved area and said area does not extend out into the salt flat. See DM Map 4 and 5 for details.

The Central Ring is fifty feet in diameter and circumscribed by 18 stone archways. Each archway is roughly nine feet wide. The perimeter, where the stone archways stand, is 10-feet wide. Five stone roads end at the Central Ring, each terminating at a stone archway.

Read the following when the PCs first arrive near Tovag Baragu:

An enormous stone circle, paved in pale sandstone blocks, squats against the shore of the dead Lake Udrukankar. The paved area is perhaps a mile in diameter, hugging and intersecting with the salt flat. Farther in, stone pillars rise up, some joined with cap stones forming crude archways at sometimes haphazard intervals. The pillars form perfect circles. There are five such circles, at irregular intervals but all the circles are concentric. The center circle is somewhat occluded from view.

Joining and intersecting these circles at strange intervals are roads made of bright white stone raised perhaps a foot above the sandstone pavestones.

The detritus of time, sand, and salt has not reduced the grandeur of this place.

Dark clouds swirl overhead, jagged streaks of lightning arc between the clouds. The epicenter of the storm hovers over the Central Ring of Tovag Baragu.

The PCs arrive on the southeastern side of Tovag Baragu.

A DC 50 Spot check allows PCs to see figures moving about in the Central Ring. A second such Spot check notices a cloud of dust on the horizon, to the east, apparently moving toward Tovag Baragu. The Eye (see Appendix 2) has been set to watch for the arrival and approach of the PCs and provides an alert to the cultists.

The storm above is producing a strong wind. At ground level, the wind is of moderate strength. Twenty feet off the ground, the wind strength rises to strong. Above thirty feet, the wind is severe. See Appendix 2 for adjudicating wind effects. Remember that flying

creatures are considered one size category lower for purposes of wind effects.

While within the confines of Tovag Baragu, no spell or item whose function mimics a spell with the teleportation descriptor may operate. If such a spell is attempted (but not item activation), the caster may immediately make a DC 20 Knowledge (the planes) check. If successful, the caster realizes some kind of spell failure or disruption is imminent due to the strange forces of the circle and may choose to cast another spell instead. If the caster fails, cannot perform the check or does so and decides to cast the spell anyway, or an item is activated using such an effect, have the player roll d100 and consult the following table:

d100	Result
01	Character is shunted to the Astral Plane, per the spell <i>plane shift</i> . The PC may return using any means at their disposal or await rescue.
02-05	Character is shunted to the Ethereal Plane, per the spell <i>ethereal jaunt</i> . The PC may return to the Material Plane by succeeding on a DC 22 Concentration check.
05-94	Spell or item activation fails.
95-99	Character is shunted to the extreme outer edge of Tovag Baragu. Character is wracked with hideous pain as bits of his person teleport away and then return. The effect is per the <i>wrack</i> spell and persists for a number of rounds equal to the spell level of the attempted teleportation effect. No save is allowed for this effect. See DM Aid 1 for details on the <i>wrack</i> spell.
00	

Already assembled in the Central Ring (see DM Map 4) are Pacanan (the Voice of Vecna), Wilf Hewitt (now elevated to a Thought of Vecna), Dariq Malcinex (The Heart of Vecna) and various forces of the Cult of Vecna. This includes the Eye and the Hand, detailed in Appendix 2. These entities are abominations created through horrific ritual upon a willing cult member. Refer to DM Map 6 for placement of opponents.

Currently, the Central Ring archways are "powered down" and do not display gateways to other realms.

Pacanan stands off-center before a stone altar. The stone altar has been placed on a 20-foot diameter stone dais. The stone of the altar and the dais is not of the same type as that making up either the archways or road stones. The top of the altar is etched with hundreds of intricate runes. Displayed on this runic framework is the *Sword of Kas*. The runes' effect is to allow the sword to attempt domination of any suitable humanoid by merely being near it and to amplify its domination power should anything actually take hold of the weapon. At this juncture, the sword forgoes any of its usual requirements for wielders (the Martial Weapon Proficiency requirement is waived—see DM Aid 1). The *Sword of Kas* is well aware of what stands before it (an individual bearing the dread *Hand* and *Eye of Vecna*) and is wailing in frustration at its lack of a wielder. The wailing manifests as a faint vibration along the length of the

fullblade. Those approaching the altar may make a DC 15 Listen check to hear the vibration. The sword has tried, and failed, to possess Wilf and Dariq. Both are protected by *mind blank*, cast by Pacanan from scrolls. Due to its nature, the sword is unable to dominate Pacanan. The Eye and Hand are likewise immune to the sword's influence. Anyone approaching within five feet of the sword in its current state must make a DC 27 Will save or be compelled to pick up the sword (taking 2d20 points of damage) and stab Pacanan. Sadly, the weapon, due to its curse, is enfeebled near Pacanan as he possesses the *Eye and Hand of Vecna*.

Pacanan's familiar, Mardu the imp, is perched atop one of the stone arches, *invisible* and actively hiding. Mardu has some idea of what's about to happen and realizes the immense boost in power and prestige this will bring to him. The creature is very interested in seeing the ceremony completed.

Wilf Hewitt placed his familiar, Sage, on watch duty, as he so often does. The owl sits on an archway on the outermost ring, looking for intruders. Sage alerted the cultists to the approaching Dry Steppe horde.

Diraq Malcinex keeps Slither close to her. The viper is coiled in her bosom, enjoying the warmth of her body. Slither does not hesitate to lash out and strike those in melee combat with his mistress.

As the PCs approach the Central Ring, riders from the Dry Steppes are also entering Tovag Baragu from the opposite side. The riders have whipped themselves into a righteous religious fervor at seeing their holy site invaded by such a large force of infidels. They make no distinction between the cultists and the PCs—all are not welcome. During the combat with the PCs, the forces of the Dry Steppes clash with the Multitude of Vecna Pacanan has brought with him to witness the event.

Druidess Meleri casts *freedom of movement* upon herself and wild shapes into an eagle once the PCs arrive at Tovag Baragu.

Read the following as PCs near the Central Ring. If however the PCs are chopping to get into the action simply paraphrase each of the figures standing around the altar.

The ancient surface of Tovag Baragu, choked with sand and debris, passes underneath you as you approach the Central Ring. The stones and archways demarcating this area provide good cover for those inside, as only glimpses of the figures are seen.

Strangely, you can just make out a large group of figures moving away from the Central Ring toward the northwest.

Upon reaching the Central Ring stones you receive your first good look at the evil assembled here. Off-center to the Central Ring is a 20-foot diameter stone dais. Arrayed around and on the dais are several figures. One is a wild-haired humanoid, apparently a gnome, but his physique smacks strongly of dwarven influence—no doubt due to some unspeakable arcane ritual. The evil little gnome is wearing

an outlandish pair of wooden clogs. The gnome is grinning wildly, apparently quite pleased and amused by the entire situation. Another is a striking tall Baklunish woman, slender and well-proportioned, dressed in crimson silk robes bearing the sign of the Hand clutching the Eye. Her dark picturesque face holds no smile, but her eyes smolder with desire and pulchritude. Behind these two is a tall figure, perhaps seven feet, in a green hooded robe trimmed in crimson. The trim is embroidered with eyes in golden thread.

[Add in this next paragraph only at APLs 12—16]

Opposite the tall hooded figure is a short squat fellow, dwarfish in stature and build, dressed in a pleated kilt, decorated with colorful swirls and jagged stripes. A bandolier of daggers crosses its broad chest. A blue-green robe with a large hood hides most of its features, but the face is seems scarred and weatherworn. The hood moves and undulates in the strong wind.

[Read this paragraph, all APLs]

Near the center of the dais is a stone altar, its surface inscribed with intricate arcane symbols in many hues. Atop the altar is a very large sword, nearly a foot-and-a-half longer than a typical greatsword. In the center of the steel blade runs a vein of gold from sharp tip into the hilt. The hilt is wrapped in crimson leather flecked with gold. The guard of the sword is fashioned from an obscenity—polished pieces of unicorn horn. The pommel is composed of a leering, bearded face, forming a small basket at the bottom of the hilt.

At the center of all this is a small man in plain gray robes. From the sleeves snake forth strands of linen bandage which whip in the wind like living things. His left hand is a blackened withered claw, the right hand is little more than liver spot ridden parchment stretched too thin over protruding bones. The creature's hood flies back in the wind, uncovering the face. The hair has gone white, the cheekbones too pronounced, but it is the hideous right eye—a blackened bloodshot thing glowing from within, spurring forth crimson light onto the dead face. Pacanan, the Voice of Vecna, has gathered the final portion of his Lord.

"Once more you assist me in my plans! Come, join us for the descent! His Heart and Thought stand with me. Let us all bathe in the glory of the Lich King! Let us all worship the secrets of Vecna!"

PCs may make a DC 25 Knowledge (arcana), DC 30 Knowledge (local-Core), DC 32 Knowledge (history), or

DC 27 bardic knowledge check to identify the sword on the altar as the *Sword of Kas*. No skill check allows the PCs any information on the sword's powers. If the above Knowledge (history) check is successful, they know the sword has passed from warlord to warlord for time on end since the dissolution of the Spider Throne.

APL 10 (EL 14)

➤ **Pacanan, The Voice of Vecna:** hp 79; see Appendix 1.

➤ **Dariq Malcinex, The Heart of Vecna:** hp 90; see Appendix 1.

➤ **Wilf Hewitt, A Thought of Vecna:** hp 61; see Appendix 1.

➤ **The Eye:** hp 66; see Appendix 1 and DM Aid 1.

APL 12 (EL 16)

➤ **Pacanan, The Voice of Vecna:** hp 93; see Appendix 1.

➤ **Dariq Malcinex, The Heart of Vecna:** hp 65; see Appendix 1.

➤ **Wilf Hewitt, A Thought of Vecna:** hp 79; see Appendix 1.

➤ **The Eye:** hp 66; see Appendix 1 and DM Aid 1.

➤ **The Hand:** hp 97; see Appendix 1 and DM Aid 1.

APL 14 (EL 18)

➤ **Pacanan, The Voice of Vecna:** hp 107; see Appendix 1.

➤ **Dariq Malcinex, The Heart of Vecna:** hp 69; see Appendix 1.

➤ **Wilf Hewitt, A Thought of Vecna:** hp 85; see Appendix 1.

➤ **The Eye:** hp 66; see Appendix 1 and DM Aid 1.

➤ **The Hand:** hp 97; see Appendix 1 and DM Aid 1.

APL 16 (EL 20)

➤ **Pacanan, The Voice of Vecna:** hp 107; see Appendix 1.

➤ **Dariq Malcinex, The Heart of Vecna:** hp 73; see Appendix 1.

➤ **Wilf Hewitt, A Thought of Vecna:** hp 91; see Appendix 1.

➤ **The Eye:** hp 66; see Appendix 1 and DM Aid 1.

➤ **The Hand:** hp 97; see Appendix 1 and DM Aid 1.

Tactics: All of the enemy combatants have had time to cast preparatory spells prior to the arrival of the PCs due to the powers of the Eye abomination. These spells are factored into the NPC stats in Appendix 2, but due to the complexity, they are again listed here, by APL, for convenience. Other notable ongoing effects from items are also listed. In addition, Pacanan, by virtue of the *Hand* and *Eye of Vecna*, has a spell resistance of 30.

APL 10

Pacanan: bear's endurance, detect thoughts, foresight, moment of prescience, protection from energy (electricity) (84), resist energy (fire) (20), true seeing, wind wall

Dariq Malcinex: blur, cat's grace, freedom of movement, light fortification (25%), mind blank, shield, spell immunity (scorching ray, fireball)

Wilf Hewitt: fly, mage armor, mind blank, protection from energy (acid) (120), protection from energy (cold) (120), protection from energy (electricity) (120), protection from energy (fire) (120), see invisibility, shield

The Eye: greater magic weapon (+3)

APL 12

Pacanan: bear's endurance, detect thoughts, foresight, moment of prescience, protection from energy (acid) (108), protection from energy (electricity) (108), resist energy (fire) (20), true seeing, wind wall

Dariq Malcinex: blur, cat's grace, freedom of movement, light fortification (25%), mind blank, resist energy (acid) (10), shield, spell immunity (scorching ray, fireball)

Wilf Hewitt: fly, mage armor, mind blank, protection from energy (acid) (120), protection from energy (cold) (120), protection from energy (electricity) (120), protection from energy (fire) (120), see invisibility, shield

The Eye: greater magic weapon (+3)

The Hand: greater magic weapon (+3)

APL 14

Pacanan: bear's endurance, detect thoughts, foresight, moment of prescience, protection from energy (acid) (120), protection from energy (electricity) (120), resist energy (fire) (30), true seeing, wind wall

Dariq Malcinex: blur, cat's grace, freedom of movement, light fortification (25%), mind blank, resist energy (acid) (10), shield, spell immunity (scorching ray, fireball), spell resistance (SR 22)

Wilf Hewitt: fly, limited wish (freedom of movement), mage armor, mind blank, protection from energy (acid) (120), protection from energy (cold) (120), protection from energy (electricity) (120), protection from energy (fire) (120), see invisibility, shield

The Eye: greater magic weapon (+3)

The Hand: greater magic weapon (+3)

APL 16

Pacanan: bear's endurance, detect thoughts, freedom of movement, foresight, moment of prescience, protection from energy (acid) (120), protection from energy (electricity) (120), resist energy (fire) (30), true seeing, wind wall

Dariq Malcinex: blur, cat's grace, freedom of movement, light fortification (25%), mind blank, protection from energy (electricity) (120), resist energy (acid) (10), shield, spell immunity (scorching ray, fireball), spell resistance (SR 22)

Wilf Hewitt: fly, limited wish (freedom of movement), mage armor, mind blank, protection from energy (acid) (120), protection from energy (cold) (120), protection from energy (electricity) (120), protection from energy (fire) (120), see invisibility, shield

The Eye: greater magic weapon (+3)

The Hand: *greater magic weapon* (+3)

Any PCs who, despite all good sense to the contrary, still possess the *Robe of Vecna*, must make a DC 40 Will save or fall into the thrall of Pacanan, as if under the effects of a *dominate person* spell. Each round after the first a PC is under the effect, a new Will save is permitted, but with a +2 cumulative bonus. Should the PC succeed in making the Will save, the *Robe of Vecna* bursts into violet fire, scorching the wearer with profane energies for 2d10 points of damage (no save). The *Robe* disintegrates and becomes useless and the PC permanently loses a point of Constitution and Intelligence. These points may not be regained through any means. Such is the price of toying with evil.

The combatants are all intelligent and bent on the completion of Pacanan's task—to have Druidess Meleri stab Pacanan with the *Sword of Kas*; or a PC stab Pacanan with the *Sword of Kas*. If either of these events occurs, skip immediately to Conclusion B. Pacanan only attacks if attacked—unless that attack is with the *Sword of Kas*.

Anyone coming within five feet of the *sword of Kas* is subject to being dominated. A DC 27 Will save is needed to resist. Anyone actually picking up the *sword of Kas* is automatically dominated the first round, but may make a save every round thereafter or until the sword is somehow removed from that PC.

Druidess Meleri is intent on destroying Pacanan. As such, she is at risk from being possessed by the *sword of Kas*. Should this happen, her next actions are to attack Pacanan with the sword. The same is true for any PC possessed by the sword. Druidess Meleri does help other PCs (not those who taunted her in Encounter 4, however) unless such help keeps her from directly engaging Pacanan. In other words, Meleri does not spend a full action helping any PC.

At APL 12 and higher, on the first round of combat, Wilf casts *greater invisibility* and Diraq casts *displacement* on the Hand, unless one or the other are directly threatened by PCs, in which case they use offensive spells.

The Hand directs its vengeance against archers, as does the Eye, with its gaze attack.

Development: The PCs can achieve success by keeping Pacanan from being stabbed by either killing Pacanan; restraining Druidess Meleri; or fleeing Tovag Baragu. The only successful way to flee is to either incapacitate or kill Druidess Meleri. Killing her is a highly questionable act as the end never justifies the means. Fleeing merely postpones Pacanan's triumph as he, no doubt, will dupe another group bearing the correct properties into performing his ritual. If the PCs have killed Pacanan, go to Conclusion C. If the PCs have fled, go to Conclusion D.

CONCLUSION

Any PC who had the *Robe of Vecna* is bereft of it as detailed in Encounter 5 and earns the Curse of the *Robe of Vecna*.

Conclusion A: No One Left Behind

You have successfully retrieved the body of your comrade from the vile clutches of Blarrsoarrlep and the aboleth citadel. The action was not without struggle—the citadel was heavily guarded and mind-bendingly treacherous.

Your companion's body was largely intact. Blarrsoarrlep had not much time to begin his vivisection work and it had not disposed of your friend's belongings.

Once back to the surface, away from the slime encrusted ramps of the citadel, you find Druidess Meleri is no longer in the village. Sea Raider lands at your feet, gulping air.

"The female mammal is gone! She escaped after the battle, as the villagers not look at her. I followed her to a tree. Without a word she grabbed me and ran into the tree! Sky change, much change! Big stone circle and a lot of sand. Other mammals at stone circle. Much squawking."

"Terrible things Sea Raider saw. Female mammal take up a black metal thing, like a long straight talon, and hurt another mammal with it. The hurt mammal just laughed and much darkness came. Laughter very loud. I started to fly away. So scared was Sea Raider."

Should the PCs search Meleri's former prison, they may find the stone from Tovag Baragu Wilf planted. Should they attempt to decipher the stone's meaning, they may uncover where Druidess Meleri went and what possibly may have happened.

Should the PCs travel to Tovag Baragu, they find evidence of a large battle (the cultists versus the Dry Steppe horde) and the Central Ring sealed off by a black-tinged purple dome of eldritch power which cannot be breached. Should the PCs search around the outside the Central Ring, they find the headless corpse of Druidess Meleri.

Should the PCs return her body to the Old Faith of Gyruuff, they earn the Favor of the Old Faith. In addition, they earn the Favor of Vecna.

A PC who has the *Robe of Vecna* and visits Tovag Baragu is strangely drawn to the dome of eldritch power, toward to a specific archway. A choice is communicated to the PC—pass through the dome or fight back against the power of Vecna and throw off his shackle. If the PC chooses to pass through the dome they may do so, but this choice comes with a terrible cost. This PC has earned Thrall of Vecna. Otherwise the PC may rip the *Robe of Vecna* from his body, be free of the temptation, but earns the Curse of the *Robe of Vecna*.

Conclusion B: Vecna Descends

Read the following if Druidess Meleri stabs Pacanan with the *Sword of Kas*:

The Sword of Kas plunges into the midsection of the Voice of Vecna! Pacanan looks down at the blade, its gold vein seeming to drink in his life's blood. He then begins to chuckle. The chuckle builds and builds until he is wracked by a spasm of hideous laughter.

Suddenly, black-tinged violet thunderbolts erupt from the storm above and strike Pacanan. The energy travels down the sword, engulfing Druidess Meleri. Bolts of profane arcana arc out and strike the air in the center of every archway surrounding the Central Ring. Gates erupt into existence—each one showing a different place and perhaps time.

Still grasping the Sword of Kas, Meleri tries to plunge it in further, but the energy has reached her. Her head explodes and her body collapses, a scream of utter agony nearly lost in the tumult.

Pacanan's features change. His look is more skeletal, more menacing than before. His body bears now far more resemblance to the terrible Hand and Eye.

The Thing which was Pacanan grasps the Sword of Kas with its left hand and draws it forth from betwixt its ribs. Green fire erupts out of the sword, pouring forth into the various gateways coupled with a wail of agony and anger so intense some of the flagstones shatter. Dull and pitted, the sword is tossed aside; discarded, apparently bereft of the power it once held.

All of the remaining cultists of Vecna, returning from their battle with Dry Steppe riders, have prostrated themselves in the dust before this figure. The being looks up. Its voice is like thunder, painful, tearing, deafening:

"I have returned! I, the Lich King, the Ruler of the Spider Throne, the Whispered One! I Vecna, have returned to take back what was mine!"

The creature gestures and a powerful wave of force thrusts you violently outside the Central Ring.

Through a purple-black haze you see the self-proclaimed deity pass from the dais into one of the archway portals, its followers trailing behind it.

Read the following if a PC stabs Pacanan with the *Sword of Kas*:

The Sword of Kas plunges into the midsection of the Voice of Vecna! Pacanan looks down at the blade, its gold vein seeming to drink in his life's blood. He then begins to chuckle. The chuckle builds and builds until he is wracked by a spasm of hideous laughter.

Suddenly, black-tinged violet thunderbolts erupt from the storm above and strike Pacanan. The energy travels down the sword, striking

[insert PC name] and tossing [him/her] through the air like a pebble. Bolts of the profane arcana arc out and strike the air in the center of every archway surrounding the Central Ring. Gates erupt into existence—each one showing a different place and perhaps time.

Pacanan's features change. His look is more skeletal, more menacing than before. His body bears now far more resemblance to the terrible Hand and Eye.

The Thing which was Pacanan grasps the Sword of Kas with its left hand and draws it forth from betwixt its ribs. Green fire erupts out of the sword, pouring forth into the various gateways coupled with a wail of agony and anger so intense some of the flagstones shatter. Dull and pitted, the sword is tossed aside; discarded, apparently bereft of the power it once held.

All of the remaining cultists of Vecna, returning from their battle with Dry Steppe riders, have prostrated themselves in the dust before this figure. The being looks up. Its voice is like thunder, painful, tearing, deafening:

"I have returned! I, the Lich King, the Ruler of the Spider Throne, the Whispered One! I Vecna, have returned to take back what was mine!"

The creature gestures and powerful wave of force thrusts you violently outside the Central Ring.

Through a purple-black haze you see the self-proclaimed deity pass from the dais into one of the archway portals, its followers trailing behind it.

In either case, the corpse of Druidess Meleri is also expelled from the Central Ring. PCs may wish to return her remains to the Old Faith of Gyruuff. Doing so earns the party the Favor of the Old Faith plus the Favor and Taint of Vecna.

The Central Ring cannot now be entered. The remains of the *Sword of Kas* cannot be found; after the fight it has seemingly disappeared. If a PC somehow grabbed the sword during the melee but did not use it against Pacanan he discovers the weapon gone the next morning no matter how it was stored.

The PCs cannot earn the Favor of the Old Faith if they killed Druidess Meleri.

Conclusion C: Pacanan's Plot is Foiled

Pacanan's body slumps onto the dais. Black-tinged purple bolts of lightning erupt from the storm overhead, thrusting all from the dais and engulfing it. Bolts of profane arcana arc out from the dais and strike the air in the center of every archway surrounding the Central Ring. Gates erupt into existence—each one showing a different place and perhaps time.

The energy dissipates no sooner than it had arrived. There is little trace of Pacanan's body, save for a few trinkets. Of the hideous Hand, Eye, and the dread Sword, no trace can be found.

If Druidess Meleri was killed by the PCs they earn Blood on Your Hands. The PCs earn, regardless of how the plot was foiled, the Curse of Vecna.

Conclusion D: Flee for Your Lives!

The forces of the Whispered One have overwhelmed your every effort. Rather than stay and die, you have fled Tovag Baragu.

Have you foiled Pacanan's plot? What was his plot? Given his intricate machinations of the past, you have, at best postponed the inevitable.

If Druidess Meleri is merely incapacitated, she eventually returns to her senses and leaves the PCs at the first opportunity. Despite the danger, she confronts Pacanan and unwittingly completes his ritual. In this case, the PCs earn the Favor of Vecna. Anyone who had the *Robe of Vecna* earns the Curse of the *Robe of Vecna*.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat or escape from Blarrsooarrlep:

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 4

Defeat the skum guarding Druidess Meleri:

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 5

Defeat the Heart and Voice of Vecna and their minions:

APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

Story Award

Rescue Druidess Meleri:

APL 10	120 XP
APL 12	135 XP
APL 14	150 XP
APL 16	165 XP

Prevent the Descent of Vecna:

APL 10	150 XP
APL 12	180 XP
APL 14	210 XP
APL 16	240 XP

Total possible experience:

APL 10	1,300 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot

take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 3: The Reliquary

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 2916 gp—*cloak of resistance +2* (333 gp), *headband of intellect +2* (333 gp), *ring of protection +1* (167 gp), *ring of evasion* (2083 gp)

APL 12: Loot: 0 gp; Coin: 50 gp; Magic: 4854 gp—*cloak of resistance +2* (333 gp), *headband of intellect +4* (1333 gp), *ring of protection +1* (167 gp), *ring of evasion* (2083 gp), *wand of slow* (938 gp)

APL 14: Loot: 0 gp; Coin: 50 gp; Magic: 7938 gp—*cloak of resistance +3* (750 gp), *headband of intellect +6* (3000 gp), *ring of protection +1* (167 gp), *ring of evasion* (2083 gp), *wand of slow* (938 gp), *ring of energy resistance (minor)* (fire) (1000 gp)

APL 16: Loot: 0 gp; Coin: 50 gp; Magic: 16772 gp—*cloak of resistance +3* (750 gp), *headband of intellect +6* (3000 gp), *ring of protection +1* (167 gp), *ring of evasion* (2083 gp), *wand of slow* (938 gp), *ring of energy resistance (greater)* (fire) (1000 gp), *metamagic rod of quicken spell (lesser)* (2917 gp), *amulet of natural armor +3* (1500 gp), *wand of charm monster* (1750 gp).

Encounter 4: The Rescue

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 1333 gp—*periapt of wisdom +4* (1333 gp)

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 1333 gp—2 *periapts of wisdom +4* (1333 gp each)

APL 14: Loot: 16 gp; Coin: 0 gp; Magic: 1333 gp—2 *periapts of wisdom +4* (1333 gp each)

APL 16: Loot: 0 gp; Coin: 50 gp; Magic: 6000 gp—2 *periapts of wisdom +6* (3000 gp each)

Encounter 5: The Ascension

APL 10: Loot: 26 gp—masterwork heavy mace (26 gp); Coin: 0 gp; Magic: 8287 gp—2 *vests of resistance +2* (333 gp each), *cloak of charisma +2* (333 gp), 2 *rings of protection +2* (667 gp each), *mithral chain shirt of light fortification +1* (438 gp), *cloak of resistance +2* (333 gp), *ring of force shield* (708 gp), *cloak of charisma +4* (1333 gp), *+1 adamantine dagger* (417 gp), *belt of dwarvenkind* (1242 gp), *gloves of dexterity +2* (333 gp), 2 *periapts of wisdom +2* (333 gp each), *slippers of spider climb* (400 gp), *bag of holding (type II)* (417 gp)

APL 12: Loot: 26 gp—masterwork heavy mace (26 gp); Coin: 0 gp; Magic: 9287 gp—2 *vests of resistance +2* (333 gp each), *cloak of charisma +2* (333 gp), 2 *rings of protection +2* (667 gp each), *mithral chain shirt of light fortification +1* (438 gp), *cloak of resistance +2* (333 gp), *ring of force shield* (708 gp), *cloak of charisma +4* (1333 gp), *+1 adamantine dagger* (417 gp), *belt of dwarvenkind* (1242 gp), *gloves of dexterity +2* (333 gp), 2 *periapts of wisdom +2* (333 gp each), *slippers of spider climb* (400 gp), *bag of holding (type II)* (417 gp), *ring of energy resistance (minor) (acid)* (1000 gp)

APL 14: Loot: 26 gp—masterwork heavy mace (26 gp); Coin: 0 gp; Magic: 10287 gp—2 *vests of resistance +2* (333 gp each), 2 *cloaks of charisma +4* (1333 gp each), 2 *rings of protection +2* (667 gp each), *mithral chain shirt of light fortification +1* (438 gp), *cloak of resistance +2* (333 gp), *ring of force shield* (708 gp), *+1 adamantine dagger* (417 gp), *belt of dwarvenkind* (1242 gp), *gloves of dexterity +2* (333 gp), 2 *periapts of wisdom +2* (333 gp each), *slippers of spider climb* (400 gp), *bag of holding (type II)* (417 gp), *ring of energy resistance (minor) (acid)* (1000 gp)

APL 16: Loot: 26 gp—masterwork heavy mace (26 gp); Coin: 0 gp; Magic: 11456 gp—2 *vests of resistance +2* (333 gp each), 2 *cloaks of charisma +4* (1333 gp each), *ring of protection +2* (667 gp each), *ring of protection +3* (1500 gp), *mithral chain shirt of light fortification +1* (438 gp), *cloak of resistance +2* (333 gp), *ring of force shield* (708 gp), *+1 adamantine dagger* (417 gp), *belt of dwarvenkind* (1242 gp), *gloves of dexterity +2* (333 gp), 2 *periapts of wisdom +2* (333 gp each), *slippers of spider climb* (400 gp), *bag of holding (type II)* (417 gp), *ring of energy resistance (minor) (acid)* (1000 gp)

Total Possible Treasure

APL 10: Loot: 26 gp; Coin: 0 gp; Magic: 12536 gp - Total: 12562 gp (2,300 gp max)

APL 12: Loot: 26 gp; Coin: 0 gp; Magic: 16808 gp - Total: 16834 gp (3,300 gp max)

APL 14: Loot: 26 gp; Coin: 0 gp; Magic: 20892 gp - Total: 20918 gp (6,600 gp max)

APL 16: Loot: 26 gp; Coin: 0 gp; Magic: 34228 gp - Total: 34254 gp (9,900 gp max)

Special

‡ **Blood on Your Hands:** You have intentionally killed Druidess Meleri. For this act, the Old Faith curses you. You are not welcome in the lands where the Old Faith holds sway. All druids of the Old Faith have an initial attitude of Hostile toward you and followers of the Old Faith are Unfriendly. This curse of blood may be removed by successfully completing *atonement*, per the spell. Due to the nature of the act needing atonement, the spell costs the caster 500 XP.

‡ **Curse of Vecna:** For foiling his latest scheme, Vecna, as the Keeper of Secrets, has cursed you and made your brain addled. For the next 10 adventures, all Knowledge checks (and even bardic and loremaster knowledge checks) suffer a -5 profane penalty.

‡ **Curse of the Robe of Vecna:** You have been freed from the taint of the robe, despite your best efforts. The item's evil was pervasive and its removal has been costly. You permanently lose a point of Constitution and Intelligence. These points may not be regained through any means. Such is the price of toying with evil.

‡ **Favor of Vecna:** Vecna is pleased with the role you have played in his plot. For your work on his behalf, as the Keeper of Secrets, you gain a +20 profane bonus on a single Knowledge check.

‡ **Taint of Vecna:** Your presence at the culmination of Vecna's plot has left a mark. For the next 10 adventures, you suffer a -2 profane penalty to Bluff, and Diplomacy and Handle Animal checks, but gain a +2 bonus to Intimidate checks. Creatures can just sense the taint.

‡ **Thrall of Vecna:** You have decided to throw your lot in with the forces of the Whispered One. Your soul now belongs to the Lich King. Please inform your Triad and turn in your PC to them.

‡ **Favor of The Old Faith of Gyruuff:** For returning the body of Druidess Meleri to the Old Faith of Gyruuff and informing them of what has transpired, they offer to 1) make good on any previous favor Druidess Meleri had offered; 2) provide Any access to items marked with an * on this AR; 3) provide access to a special set of *ironwood full plate +1*.

☛ **Ironwood Full Plate +1:** This is a wooden suit of full plate, created in exacting detail by the Gyric Old Faith. Unlike an item normally fashioned by the ironwood spell, the enchantment on this item is permanent. The rituals involved in its creation are known only to the elder druids of the Old Faith of Gyruuff. The suit of armor behaves in all respects as a suit of metal full

plate, except it is freely useable by druids without penalty, aside from those normally associated with wearing heavy armor, as if the druid had Armor Proficiency (Heavy). You may only purchase one suit of armor.

Price: 37,650 gp; Cannot be crafted. Access: Any.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 10:

- *+1 adamantine dagger* (Adventure; DMG; 5,001 gp)
- *Belt of dwarvenkind* (Adventure; DMG; 14,900)
- *Bag of holding (type II)* (Adventure; DMG; 5,000 gp)
- *Cloak of charisma +4* (Adventure; DMG; 16,000 gp)
- *Cloak of resistance +3* (Adventure; DMG; 4,000 gp)
- *Mithral chain shirt of light fortification* (Adventure; DMG; 5,250 gp)
- *Periapt of wisdom +4* (Adventure; DMG 16,000 gp)*
- *Ring of evasion* (Adventure; DMG; 25,000 gp)
- *Ring of force shield* (Adventure; DMG; 8,500 gp)
- *Slippers of spider climbing* (Adventure; DMG; 4,800 gp)
- *Vest of resistance +2* (Adventure, Complete Arcane; 4,000 gp)

APL 12 (all of APL 10 plus the following):

- *Headband of intellect +4* (Adventure; DMG; 16,000 gp)
- *Ring of energy resistance (minor) (acid)* (Adventure; DMG 12,000 gp)*
- *Wand of slow* (Adventure, DMG; 11,250 gp)

APL 14 (all of APLs 2-4 plus the following):

- *Headband of intellect +6* (Adventure; DMG; 36,000 gp)

APL 16 (all of APLs 10-14 plus the following):

- *Amulet of natural armor +3* (Adventure; DMG; 18,000 gp)*
- *Metamagic rod of quicken spell (lesser)* (Adventure; DMG; 25,000 gp)
- *Periapt of wisdom +6* (Adventure; DMG 36,000 gp)*
- *Ring of energy resistance (greater) (fire)* (Adventure; DMG; 44,000 gp)*
- *Ring of protection +3* (Adventure; DMG; 18,000 gp)*
- *Wand of Charm Monster* (Adventure; DMG 21,000 gp)

APPENDIX 1: NPCs AND MONSTER STATISTICS

APL 10

ENCOUNTER 3

➤ **Blarrsoarrlep:** aboleth (amphibious variant¹) wizard 5; CR 12; Huge aberration (aquatic); HD 8d8 plus 5d4+65; hp 120; Init +5; Spd 20 ft., swim 40 ft.; AC 23, touch 10, flat-footed 22; Base Atk +8; Grp +24; Atk +14 melee (1d6+8 plus slime, tentacle); Full Atk +14/+14/+14/+14 melee (1d6+8 plus slime, tentacles); Space/Reach 15 ft./10 ft.; SA Enslave, psionics, slime, spells; SQ Amphibious, aquatic subtype, darkvision 60 ft., evasion, mucus cloud; AL LE; SV Fort +10, Ref +6, Will +15; Str 26, Dex 12, Con 20, Int 18, Wis 17, Cha 17.

Languages: Aboleth, Ancient Baklunish, Aquan, Common, Draconic, Undercommon.

Skills and Feats: Concentration +20, Decipher Script +8, Knowledge (arcana) +8, Knowledge (architecture and engineering) +8, Knowledge (geography) +8, Knowledge (history) +15, Knowledge (nature) +8, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +16, Spellcraft +12, Spot +16, Swim +8; Aquatic Spellcasting², Craft Aboleth Glyph³, Eschew Materials, Improved Initiative, Quick Recovery⁴, Scribe Scroll⁵, Spell Focus (enchantment).

Wizard Spells Prepared (4/4/3/2; base DC = 14 + spell level, 15 + spell level for enchantments): 0—*acid splash*, *daze*, *mage hand*, *open/close*; 1st—*charm person*, *lesser orb of acid*⁶, *magic missile*, *shield*; 2nd—*sap strength*⁶, *scorching ray*, *wither limb*⁷; 3rd—*evil eye*⁸, *greater mage armor*⁹.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 19 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or

begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: *Cloak of resistance* +2 (on tail behind flukes), *headband of intellect* +2 (tentacle), *ring of evasion* (tentacle), *ring of protection* +1 (tentacle), tiny platinum shield (worth 25 gp).

¹*Lords of Madness* page 20 or Appendix 2.

²*Lords of Madness* page 178 or Appendix 2.

³*Lords of Madness* page 22 or Appendix 2.

⁴*Lords of Madness* page 181 or Appendix 2.

⁵*Complete Arcane* page 115 or Appendix 2.

⁶*Book of Vile Darkness* page 103 or Appendix 2.

⁷*Book of Vile Darkness* page 110 or Appendix 2.

⁸*Book of Vile Darkness* page 94 or Appendix 2.

⁹*Complete Arcane* page 114 or Appendix 2.

ENCOUNTER 4

➤ **Skum Defiler:** female skum (advanced) Druid 4; CR 6; Large aberration (aquatic); HD 10d8+40; hp 90; Init +3; Spd 20 ft., swim 40 ft.; AC 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw) or +13 melee (3d6+7, bite); Full Atk +13 melee (3d6+7, bite) and +8/+8 melee (1d6+3, claws); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, spells; SQ Darkvision 60 ft., amphibious, resist nature's lure (+2), trackless step, wild empathy, woodland stride; AL NE; SV Fort +10, Ref +6, Will +13; Str 24, Dex 16, Con 19, Int 12, Wis 19, Cha 6.

Languages: Aquan, Common, Druidic.

Skills and Feats: Concentration +7, Handle Animal +2, Heal +8, Knowledge (nature) +7, Listen +12, Move Silently +10, Spellcraft +5, Spot +12, Survival +7, Swim +15; Combat Casting, Eschew Materials, Rapid Spell¹, Track.

Druid Spells Prepared (5/4/3; base DC = 14 + spell level): 0—*create water*, *cure minor wounds* (2),

guidance, resistance; 1st—animate water², cure light wounds, magic fang, faerie fire; 2nd—barkskin, fog cloud, resist energy.

Rake (Ex): Attack bonus +8 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Periapt of wisdom +4.

¹*Complete Divine* page 84 or Appendix 2.

²*Complete Arcane* page 96 or Appendix 2.

☛ **Skum Guardian:** male skum (advanced) monk 2; CR 6; Large aberration (aquatic); HD 8d8+32; hp 72; Init +3; Spd 20 ft., swim 40 ft.; AC 18 (-1 size, +3 Dex, +4 natural, +2 Wis), touch 14, flat-footed 15; Base Atk +5; Grp +20; Atk +12 melee (1d8+7, claw) or +12 melee (3d6+7, bite); Full Atk +12 melee (3d6+7, bite) and +10/+10 melee (1d8+3, claw); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, flurry of blows (-2); SQ Darkvision 60 ft., amphibious, evasion; AL LE; SV Fort +9, Ref +8, Will +10; Str 24, Dex 16, Con 19, Int 12, Wis 15, Cha 6.

Languages: Aquan, Common.

Skills and Feats: Balance +6, Climb +7, Hide +6, Jump +9, Knowledge (religion) +2, Listen +12, Move Silently +11, Spot +12, Swim +15, Tumble +9; Alertness, Deflect Arrows^B, Dodge, Improved Grapple^B, Multiattack.

Rake (Ex): Attack bonus +10 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 5

☛ **Pacanan:** Male human cleric 3/ wizard 7; CR 10; Medium humanoid (human); HD 3d8 plus 7d4+40; hp 79; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +5; Grp +12; Atk +13 melee (1d4+7, masterwork dagger); SA Spells, *Eye of Vecna, Hand of Vecna*, SQ Familiar, *Eye of Vecna, Hand of Vecna, bear's endurance, detect thoughts, foresight, moment of prescience, protection from energy (electricity)* (84), *resist energy (fire)* (20), *true seeing, wind wall*, SR 30; AL NE; SV Fort +11, Ref +5, Will +13; Str 24, Dex 10, Con 18, Int 15, Wis 17, Cha 12.

Skills and Feats: Bluff +10, Concentration +14, Decipher Script +2, Disguise +2, Gather Information +3, Heal +4, Intimidate +3, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (local) +7,

Knowledge (the planes) +7, Knowledge (religion) +10, Listen +5, Sense Motive +3, Spellcraft +12, Spot +5; Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell¹.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance; 1st—command, detect secret doors*, entropic shield, shield of faith; 2nd—bear's endurance, detect thoughts*, sound burst.*

*Domain spell. *Deity:* Vecna; *Domains:* Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Wizard Spells Prepared (4/5/4/2/1; base DC = 12 + spell level): 0—*acid splash, flare, ghost sound, touch of fatigue; 1st—charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement; 2nd—magic missile (silent), resist energy (fire), scorching ray, web; 3rd—sleet storm, ~~protection from energy (electricity); 4th—touch of idiocy (reach).~~*

Arcane Shield (Su): The bearer is protected from *magic missiles* as per the *shield* spell and gains a +4 deflection bonus. This power is continuously active.

Might of the Undying (Su): The bearer's left arm is empowered with tremendous strength. Melee attacks with this arm are treated as if the wielder had Strength score of 24 (+7 to hit and damage).

Spell-like Abilities: At will—*cause fear* (DC 13 + Int modifier), *cause light wounds* (DC 13 + Int modifier), *clairaudience, clairvoyance, comprehend languages, deeper darkness, detect magic, light, nondetection, protection from good, pyrotechnics* (DC 15 + Int modifier), *slay living* (DC 17 + Int modifier), *true seeing; 1/day—dominate monster* (DC 21 + Int modifier), *foresight, moment of prescience; 3/day—eyebite* (DC 18 + Int modifier); 5/day—*alter self, cause serious wounds* (DC 15 + Int modifier), *color spray* (DC 13 + Int modifier); 3/day—*animate object, hypnotic pattern* (DC 14 + Int modifier); 1/day—*disintegrate* (DC 18 + Int modifier), *time stop; 1/week—vision*. Caster level 20th. Save DCs are Intelligence-based and the *Hand* and *Eye* possess the appropriate Spell Focus and Greater Spell Focus for each effect.

Spell Resistance (Su): The owner of both the *Eye* and *Hand* is granted spell resistance 30.

Withering Touch (Su): The *Hand of Vecna* may be used to deliver a withering touch 3/day, equivalent to the *blight* spell. Caster level 10th. The save DC is Intelligence-based (DC 16 + Int modifier).

Possessions: *ring of force shield*, masterwork dagger, *Eye of Vecna*², *Hand of Vecna*², *cloak of resistance +2, ~~scroll of wind wall~~*, silver holy symbol of Vecna (divine focus), spell component pouch, scholar's outfit.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

¹*Complete Divine* page 84 or Appendix 2.

²Appendix 2.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 10; hp 29; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +5; Grp -3; Atk/Full Atk +10 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

➤ **Wilf Hewitt, Thought of Vecna:** male gnome sorcerer 12; CR 12; Small humanoid (gnome); HD 12d4+36; hp 73; Init +2; Spd 20 ft.; AC 23, touch 19, flat-footed 21; Base Atk +6; Grp +0; Atk +7 melee (1d3-1/19-20, +1 *adamantine dagger*); Full Atk +7/+2 melee (1d3-1/19-20, +1 *adamantine dagger*); SA Spells, spell-like abilities, magic items; SQ Low-light vision, familiar, *fly, mage armor, mind blank, protection from energy (acid)* (120), *protection from energy (cold)* (120), *protection from energy (electricity)* (120), *protection from energy (fire)* (120), *see invisibility, shield*; AL CE; SV Fort +9, Ref +8, Will +10; Str 6, Dex 14, Con 16, Int 12, Wis 10, Cha 25.

Languages: Common, Dwarven, Gnome.

Skills and Feats: Bluff +19, Concentration +18, Craft (cobbler) +13, Diplomacy +9, Disguise +7, Gather Information +7, Hide +6, Intimidate +9, Jump -8, Knowledge (arcana) +4, Listen +4, Move Silently +2, Spellcraft +4, Spot +2; Craft Wondrous Item, Eschew Materials, Extra Spell (3rd)¹, Silent Spell, Still Spell.

Spell-like Abilities: 1/day—*speak with animals, dancing lights, ghost sound, prestidigitation*.

Sorcerer Spells Know (6/7*/7*/1*/7/6/4; base DC 17 + spell level, DC 18 + spell level for all illusions): 0—*acid splash, arcane mark, detect magic, disrupt undead, light, mage hand, message, open/close, read magic*; 1st—*feather fall, mage armor, magic missile, protection from evil, shield*; 2nd—*alter self, knock, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fly, greater magic weapon, haste, protection from energy*;

4th—*confusion, greater invisibility, shout*; 5th—*teleport, wall of force*; 6th—*chain lightning*.

*Spells per day reduced to reflect casting of prep spells.

Possessions: +1 *adamantine dagger, bag of holding* (Type II), *belt of dwarvenkind, cloak of charisma +4, gloves of dexterity +2, periapt of wisdom +2, ring of protection +2, slippers of spider climb, vest of resistance +2*, disguise kit, masterwork artisan's toolkit, spell component pouch, artisan's outfit.

¹*Complete Arcane* page 79 or Appendix 2.

²*Compleat Arcane* page 150 or Appendix 2.

➤ **Sage:** male owl familiar; CR -; Tiny magical beast (augmented animal); HD 12; hp 36; Init +3; Spd 10 ft., fly 40 ft. (average); AC 23, touch 15, flat-footed 20; Base Atk +6; Grp -5; Atk +11 melee (1d4-3, talon); Space/Reach 2-½ ft./0 ft.; SA Deliver touch spells; SQ Empathic link, grants master +3 bonus to Spot in shadows, improved evasion, low-light vision, share spells, speak with master, speak with avians, SR 17; AL N; SV Fort +4, Ref +7, Will +10; Str 4, Dex 17, Con 10, Int 11, Wis 14, Cha 4.

Skills and Feats: Bluff +9, Listen +16, Move Silently +17, Spellcraft +3, Spot +8*; Alertness, Weapon Finesse^B.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks.

*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

➤ **Diraq Malcinex, Heart of Vecna:** female human (Bakluni) cleric 5/ sorcerer 4/ mystic theurge 3; CR 12; Medium humanoid (human); HD 7d4 plus 5d8+12; hp 61; Init +1 (*cat's grace*); Spd 30 ft.; AC, touch 17, flat-footed 21; Base Atk +6; Grp +5; Atk +6 melee (1d8-1, masterwork heavy mace); Full Atk +6/+1 melee (1d8-1, masterwork heavy mace); SA Spells; SQ light fortification (25%), familiar (tiny viper), *blur, cat's grace, freedom of movement, mind blank, shield, spell immunity (scorching ray, fireball)*; AL LE; SV Fort +9, Ref +6, Will +17; Str 8, Dex 13 (*cat's grace*), Con 12, Int 12, Wis 18, Cha 16.

Languages: Common, Ancient Baklunish.

Skills and Feats: Bluff +10, Concentration +15, Diplomacy +7, Knowledge (arcana) +12, Knowledge (history) +5, Knowledge (religion) +12, Listen +6, Sense Motive +8, Spellcraft +11, Spot +6; Extra Turning (2) [14 rebuke attempts], Empower Spell, Divine Metamagic¹ (Empower Spell), Divine Metamagic¹ (Reach Spell), Reach Spell.

Cleric Spells Prepared (6/5/4/4/3, caster level 8, base DC 14 + spell level, DC 15 + spell level for compulsions): 0—*cure minor wounds* (3), *guidance, mending, slash tongue*²; 1st—*bane, command, command**, *cure light wounds, doom, sorrow*³; 2nd—*calm emotions, cure moderate wounds, darkbolt⁴, enthrall**, *wither limb*⁵; 3rd—*bestow curse, blindness, dispel magic**, *invisibility purge, wrack*⁶; 4th—*fear**, *freedom of movement, repel vermin, spell immunity* (*scorching ray, fireball*).

*Domain spell. *Deity*: Vecna; *Domains*: Magic (May use spell completion or spell trigger devices as a 5-level wizard). Tyranny⁷ (Add +1 to the save DC of any compulsion spell you cast).

Sorcerer Spells Known (6/5*/6*/5, caster level 7, base DC 13 + spell level, DC 14 + spell level for compulsions): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *flare*, *message*, *touch of fatigue*; 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*blur*, *cat's grace*, *glitterdust*; 3rd—*displacement*, *slow*.

*Spells per day reduced to reflect casting of *shield*, *blur*, and *cat's grace*.

Possessions: +1 *light fortification mithral chain shirt*, masterwork heavy mace, *cloak of charisma +2*, *ring of protection +2*, *vest of resistance +2*⁸, *mithral chain shirt of light fortification +1*, silver holy symbol of Vecna (divine focus), spell component pouch, explorer's outfit.

¹*Complete Divine* page 80 (modified by errata) or Appendix 2.

²*Book of Vile Darkness* page 103 or Appendix 2.

³*Book of Vile Darkness* page 104 or Appendix 2.

⁴*Lords of Madness* page 210 or Appendix 2.

⁵*Book of Vile Darkness* page 110 or Appendix 2.

⁶*Complete Divine* page 109 or Appendix 2.

⁷*Complete Warrior* page 115 or Appendix 2.

⁸*Complete Arcane* page 150 or Appendix 2.

☛ **Slither**: viper familiar; CR -; Tiny Magical Beast; HD 12; hp 30; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (+3 Dex, +2 size, +4 natural), touch 15, flat-footed 16; Base Atk +6; Grp -5; Atk +11 melee (1 + poison, bite); SA Poison; SQ Deliver touch spells, empathic link, improved evasion, scent, share spells; AL N; SV Fort +6, Ref +6, Will +12; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +7, Move Silently +3, Sense Motive +5, Spellcraft +6, Spot +7, Swim +5; Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. Fortitude save DC 16. The save DCs are Constitution-based.

☛ **The Eye**¹: Medium aberration; HD 12d8+12; hp 66; Init +10; Spd 30 ft.; AC 19 (+6 Dex, +3 natural), touch 16, flat-footed 19; Base Atk +9; Grp +9; Atk +18 melee (1d4+3/19-20, +3 dagger); Full Atk +16/+11 melee (1d4+3/19-20, +3 dagger) and +16 melee (1d4+3/19-20, +3 dagger); SA Gaze, spell-like abilities; SQ All-around vision, darkvision 60 ft., immunity to illusion spells, telepathy 100 ft., uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +10; Str 10, Dex 22, Con 12, Int 14, Wis 14, Cha 16.

Skills and Feats: Decipher Script +10, Gather Information +13, Knowledge (arcana) +6, Listen +18, Search +12, Sense Motive +10, Spot +18; Alertness, Danger Sense², Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

All-Around Vision (Ex): The Eye is able to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking an Eye.

Gaze (Su): The gaze power of the Eye is both a weapon and means to sustain its aberrant existence. The gaze draws forth life force upon which the Eye feeds. The gaze is always in effect and the Eye may spend a standard action to target an opponent with its gaze. Any opponent failing a Will save, DC 19, gains 1d4 negative levels as the Eye drains away a portion of the creature's soul. The Eye consumes the life force, regaining lost hit points (5 hit points per negative level bestowed). The Eye does not gain any temporary hit points (hit points in excess of its maximum) from bestowed negative levels; instead it stores them for future consumption. Should an Eye be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a restoration spell with respect to the energy drain. In all other ways, for the creature drained, the negative levels gained act as normal. The save DC is Charisma-based.

Psychic Tracking (Su): Once the Eye has seen an intelligent being, either directly or through scrying, it can sense that creature's aura over large distances. The range depends on the abilities of the creature. Those creatures without spell-casting (or spell-like) abilities can be detected only within a one-mile radius. Those with any spell-casting (or spell-like) abilities are detectable at a radius in miles equal to the highest level spell the creature can cast. Spells and items which shield an individual from scrying also befuddle the psychic tracking ability of the Eye.

Spell-like Abilities: At will—*clairvoyance*, *detect magic*, and *find traps*; 3/day—*true seeing*. Caster level 12th. The save DCs are Charisma-based.

Possessions: 2 +3 daggers.

¹Appendix 2.

²*Complete Adventurer* page 106 or Appendix 2.

☛ **Druidess Meleri**: female human (Flan) druid 12; CR 12; Medium humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +9; Grp +9; Atk +10 melee (1d6+1, +1 ironwood quarterstaff); Full Atk +10/+5 melee (1d6+1, +1 ironwood quarterstaff); SA Spells, spontaneously cast *summon nature's ally* spells; SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure (+4), wild shape (4/day; animal, plant, tiny to large), venom immunity; AL N; SV Fort +10, Ref +5, Will +12; Str 10, Dex 13, Con 14, Int 12, Wis 18, Cha 10.

Languages: Common, Flan, Druidic.

Skills and Feats: Concentration +16, Decipher Script +2, Diplomacy +6, Handle Animal +15, Heal +11, Knowledge (history) +8, Knowledge (nature) +15, Listen +9, Spellcraft +8, Spot +8, Survival +8, Swim +2; Blindsight¹, Eschew Materials, Fast Wild Shape², Hawk's Vision¹, Natural Spell, Silent Spell.

Druid Spells Prepared (6/6/5/5/4/3/2, base DC 14 + spell level): 0—*create water*, *cure minor wounds* (2),

flare (2), *mending*; 1st—*camouflage*³, *cure light wounds*, *entangle*, *faerie fire*, *longstrider*, *sandblast*⁴; 2nd—*barkskin*, *brambles*⁵, *cat's grace*, *resist energy*, *scent*⁶; 3rd—*cure moderate wounds* (2), *greater magic fang*, *sleet storm*, *spike growth*; 4th—*arc of lightning*⁷, *cure serious wounds*, *freedom of movement*, *rusting grasp*; 5th—*baleful polymorph*, *call lightning storm*, *wall of fire*; 6th—~~*ironwood*~~, *energy immunity*.

Possessions: +2 *wild leather armor*, +1 *ironwood quarterstaff*, sprig of mistletoe (divine focus), traveler's outfit.

¹*Complete Adventurer* page 114 or Appendix 2.

²*Complete Divine* page 81 or Appendix 2.

³*Complete Divine* page 157 or Appendix 2.

⁴*Complete Divine* page 178 or Appendix 2.

⁵*Complete Divine* page 156 or Appendix 2.

⁶*Complete Divine* page 178 (modified by errata) or Appendix 2.

⁷*Complete Arcane* page 97 or Appendix 2.

ENCOUNTER 3

☛ **Blarrsoarrlep:** aboleth (amphibious variant¹) wizard 7; CR 14; Huge aberration (aquatic); HD 8d8 plus 7d4+75; hp 136; Init +5; Spd 20 ft., swim 40 ft.; AC 23, touch 10, flat-footed 22; Base Atk +9; Grp +25; Atk +15 melee (1d6+8 plus slime, tentacle); Full Atk +15/+15/+15/+15 melee (1d6+8 plus slime, tentacles); Space/Reach 15 ft./10 ft.; SA Enslave, psionics, slime, spells; SQ Amphibious, aquatic subtype, darkvision 60 ft., evasion, mucus cloud; AL LE; SV Fort +11, Ref +7, Will +16; Str 26, Dex 12, Con 20, Int 20, Wis 17, Cha 17.

Languages: Aboleth, Ancient Baklunish, Aquan, Common, Draconic, Undercommon.

Skills and Feats: Concentration +20, Decipher Script +10, Knowledge (arcana) +10, Knowledge (architecture and engineering) +10, Knowledge (geography) +10, Knowledge (history) +18, Knowledge (nature) +10, Knowledge (religion) +9, Knowledge (the planes) +9, Listen +16, Spellcraft +17, Spot +16, Swim +8; Aquatic Spellcasting², Craft Aboleth Glyph³, Eschew Materials, Improved Initiative, Quick Recovery⁴, Scribe Scroll⁵, Spell Focus (enchantment).

Wizard Spells Prepared (4/6/4/3/2; base DC = 15 + spell level, 16 + spell level for enchantments): 0—*acid splash*, *daze*, *mage hand*, *open/close*; 1st—*charm person*, *chill touch*, *critical strike*⁵, *lesser orb of acid*⁶, *magic missile*, *shield*; 2nd—*glitterdust*, *sap strength*⁷, *scorching ray*, *wither limb*⁸; 3rd—*evil eye*⁹, *greater mage armor*¹⁰, *hold person*; 4th—*confusion*, *crushing despair*.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 20 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 22 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 22 Fortitude save or begin to transform over the next 1d4+1 minutes, the

skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: *Cloak of resistance* +2 (on tail behind flukes), *headband of intellect* +4 (tentacle), *ring of evasion* (tentacle), *ring of protection* +1 (tentacle), *wand of slow* (DC 18) (50 charges), tiny platinum shield (worth 25 gp).

¹*Lords of Madness* page 20 or Appendix 2.

²*Lords of Madness* page 178 or Appendix 2.

³*Lords of Madness* page 22 or Appendix 2.

⁴*Lords of Madness* page 181 or Appendix 2.

⁵*Complete Adventurer* page 145 or Appendix 2.

⁶*Complete Arcane* page 115 or Appendix 2.

⁷*Book of Vile Darkness* page 103 or Appendix 2.

⁸*Book of Vile Darkness* page 110 or Appendix 2.

⁹*Book of Vile Darkness* page 94 or Appendix 2.

¹⁰*Complete Arcane* page 114 or Appendix 2.

ENCOUNTER 4

☛ **Skum Defiler:** female skum (advanced) druid 4; CR 6; Large aberration (aquatic); HD 10d8+40; hp 90; Init +3; Spd 20 ft., swim 40 ft.; AC 16, touch 12, flat-footed 13; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw) or +13 melee (3d6+7, bite); Full Atk +13 melee (3d6+7, bite) and +8/+8 melee (1d6+3, claws); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, spells; SQ Darkvision 60 ft., amphibious, resist nature's lure (+2), trackless step, wild empathy, woodland stride; AL NE; SV Fort +10, Ref +6, Will +13; Str 24, Dex 16, Con 19, Int 12, Wis 19, Cha 6.

Languages: Aquan, Common, Druidic.

Skills and Feats: Concentration +7, Handle Animal +2, Heal +8, Knowledge (nature) +7, Listen +12, Move Silently +10, Spellcraft +5, Spot +12, Survival +7, Swim +15; Combat Casting, Eschew Materials, Rapid Spell¹, Track.

Druid Spells Prepared (5/4/3; base DC = 14 + spell level): 0—*create water*, *cure minor wounds* (2),

guidance, resistance; 1st—animate water², cure light wounds, magic fang, faerie fire; 2nd—barkskin, fog cloud, resist energy.

Rake (Ex): Attack bonus +8 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Periapt of wisdom +4.

¹*Complete Divine* page 84 or Appendix 2.

²*Complete Arcane* page 96 or Appendix 2.

☛ **Skum Guardian:** male skum (advanced) Monk 4; CR 8; Large aberration (aquatic); HD 10d8+40; hp 90; Init +3; Spd 30 ft., swim 50 ft.; AC 18 (-1 size, +3 Dex, +4 natural, +2 Wis), touch 14, flat-footed 15; Base Atk +7; Grp +22; Atk +14 melee (2d6+7, claw) or +14 melee (3d6+7, bite); Full Atk +14 melee (3d6+7, bite) and +12/+12 melee (2d6+3, claw); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, flurry of blows, *ki* strike (magic); SQ Darkvision 60 ft., amphibious, evasion, fast movement (+10 ft.), slow fall (20 ft.), still mind; AL LE; SV Fort +10, Ref +9, Will +11; Str 24, Dex 16, Con 19, Int 12, Wis 15, Cha 6.

Languages: Aquan, Common.

Skills and Feats: Balance +8, Climb +7, Hide +8, Jump +13, Knowledge (religion) +2, Listen +14, Move Silently +13, Spot +14, Swim +15, Tumble +11; Alertness, Deflect Arrows^B, Dodge, Improved Grapple^B, Mobility, Multiattack.

Rake (Ex): Attack bonus +12 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 5

☛ **Pacanan:** Male human cleric 3/ wizard 7/mystic theurge 2; CR 12; Medium humanoid (human); HD 3d8 plus 9d4+48; hp 93; Init +4; Spd 30 ft.; AC 20, touch 14, flat-footed 20; Base Atk +6; Grp +13; Atk +14 melee (1d4+7, masterwork dagger); Full Atk +14/+9 melee (1d4+7, masterwork dagger); SA Spells, *Eye of Vecna, Hand of Vecna*; SQ Familiar, *Eye of Vecna, Hand of Vecna, bear's endurance, detect thoughts, foresight, moment of prescience, protection from energy (acid)* (108), *protection from energy (electricity)* (108), *resist energy (fire)* (20), *true seeing, wind wall*, SR 30; AL NE; SV Fort +12, Ref +6, Will +17; Str 24, Dex 10, Con 18, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +16, Decipher Script +3, Disguise +5, Gather Information +5, Heal +4, Intimidate +5, Knowledge (arcana) +11, Knowledge (history) +9, Knowledge (local) +8, Knowledge (the planes) +8, Knowledge (religion) +11, Listen +5, Sense Motive +7, Spellcraft +14, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell¹.

Cleric Spells Prepared (5/4+1/3+1/2+1; caster level 5, base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance, virtue*; 1st—*command, detect secret doors**, *entropic shield, sanctuary, shield of faith*; 2nd—*bear's endurance, detect thoughts**, *silence, sound burst*; 3rd—*dispel magic**, *protection from energy (acid), wind wall*.

*Domain spell. *Deity:* Vecna; *Domains:* Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Wizard Spells Prepared (4/5/5/4/2/1; caster level 9, base DC = 13 + spell level): 0—*acid splash, flare, ghost sound, touch of fatigue*; 1st—*charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement*; 2nd—*magic missile (silent), mirror image, resist energy (fire)*, *scorching ray, web*; 3rd—*deep slumber, protection from energy (electricity), sleet storm, suggestion*; 4th—*orb of force², touch of idiocy (reach)*; 5th—*vampiric touch (reach)*.

Arcane Shield (Su): The bearer is protected from *magic missiles* as per the *shield* spell and gains a +4 deflection bonus. This power is continuously active.

Might of the Undying (Su): The bearer's left arm is empowered with tremendous strength. Melee attacks with this arm are treated as if the wielder had Strength score of 24 (+7 to hit and damage).

Spell-like Abilities: At will—*cause fear* (DC 13 + Int modifier), *cause light wounds* (DC 13 + Int modifier), *clairaudience, clairvoyance, comprehend languages, deeper darkness, detect magic, light, nondetection, protection from good, pyrotechnics* (DC 15 + Int modifier), *slay living* (DC 17 + Int modifier), *true seeing*; 1/day—*dominate monster* (DC 21 + Int modifier), *foresight, moment of prescience*; 3/day—*eyebite* (DC 18 + Int modifier); 5/day—*alter self, cause serious wounds* (DC 15 + Int modifier), *color spray* (DC 13 + Int modifier); 3/day—*animate object, hypnotic pattern* (DC 14 + Int modifier); 1/day—*disintegrate* (DC 18 + Int modifier), *time stop*; 1/week—*vision*. Caster level 20th. Save DCs are Intelligence-based and the *Hand* and *Eye* possess the appropriate Spell Focus and Greater Spell Focus for each effect.

Spell Resistance (Su): The owner of both the *Eye* and *Hand* is granted spell resistance 30.

Withering Touch (Su): The *Hand of Vecna* may be used to deliver a withering touch 3/day, equivalent to the *blight* spell. Caster level 10th. The save DC is Intelligence-based (DC 16 + Int modifier).

Possessions: ring of force shield, masterwork dagger, cloak of resistance +3, Eye of Vecna³, Hand of

*Vecna*³, holy symbol of Vecna (divine focus), spell component pouch, scholar's outfit.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

¹*Complete Divine* page 84 or Appendix 2.

²*Complete Arcane* page 116 or Appendix 2.

³Appendix 2.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 12; hp 34; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +6; Grp -2; Atk/Full Atk +11 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +5, Ref +6, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

➤ **Wilf Hewitt, Thought of Vecna:** male gnome sorcerer 13; CR 13; Small humanoid (gnome); HD 13d4+39; hp 79; Init +2; Spd 20 ft.; AC 23, touch 19, flat-footed 21; Base Atk +7; Grp +0; Atk +7 melee (1d3-1/19-20, +1 *adamantine dagger*); Full Atk +7/+2 melee (1d3-1/19-20, +1 *adamantine dagger*); SA Spells, spell-like abilities, magic items; SQ Low-light vision, familiar, scry on familiar, *fly, mage armor, mind blank, protection from energy (acid)* (120), *protection from energy (cold)* (120), *protection from energy (electricity)* (120), *protection from energy (fire)* (120), *see invisibility, shield*; AL CE; SV Fort +9, Ref +8, Will +10; Str 6, Dex 14, Con 16, Int 12, Wis 10, Cha 25.

Languages: Common, Dwarven, Gnome.

Skills and Feats: Bluff +20, Concentration +19, Craft (cobbler) +14, Diplomacy +9, Disguise +7, Gather Information +7, Hide +6, Intimidate +9, Jump -8, Knowledge (arcana) +4, Listen +4, Move Silently +2, Spellcraft +4, Spot +2; Craft Wondrous Item, Eschew Materials, Extra Spell (3rd)¹, Silent Spell, Still Spell.

Spell-like Abilities: 1/day—*speak with animals, dancing lights, ghost sound, prestidigitation*.

Sorcerer Spells Known (6/7*/7*/1*/7/7/5; base DC 17 + spell level, DC 18 + spell level for all illusions): 0—*acid splash, arcane mark, detect magic, disrupt undead, light, mage hand, message, open/close, read magic*; 1st—*feather fall, mage armor, magic missile, protection from evil, shield*; 2nd—*alter self, knock, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fly, greater magic weapon, haste, protection from energy*; 4th—*confusion, greater invisibility, mass enlarge person, shout*; 5th—*greater blink, teleport, wall of force*; 6th—*chain lightning, disintegrate*

*Spells per day reduced to reflect casting of prep spells.

Possessions: +1 *adamantine dagger, bag of holding* (Type II), *belt of dwarvenkind, cloak of charisma +4, gloves of dexterity +2, periapt of wisdom +2, slipper of spider climb, vest of resistance +2*, disguise kit, masterwork artisan's toolkit (cobbler), spell component pouch, artisan's outfit.

¹*Complete Arcane* page 79 or Appendix 2.

²*Complete Arcane* page 150 or Appendix 2.

➤ **Sage:** male owl familiar; CR -; ¼; Tiny magical beast (augmented animal); HD 13; hp 39; Init +3; Spd 10 ft., fly 40 ft. (average); AC 24, touch 15, flat-footed 21; Base Atk +6; Grp -5; Atk +11 melee (1d4-3, talon); Space/Reach 2-½ ft./0 ft.; SA Deliver touch spells; SQ Empathic link, grants master +3 bonus to Spot in shadows, improved evasion, low-light vision, share spells, speak with master, speak with avians, SR 18; AL N; SV Fort +4, Ref +7, Will +10; Str 4, Dex 17, Con 10, Int 12, Wis 14, Cha 4.

Skills and Feats: Bluff +10, Listen +16, Move Silently +17, Spellcraft +4, Spot +8*; Alertness, Weapon Finesse³.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks.

*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

➤ **Diraq Malcinex, Heart of Vecna:** female human (Bakluni) cleric 5/ sorcerer 4/ mystic theurge 4; CR 13; Medium humanoid (human); HD 8d4 plus 5d8+13; hp 65; Init +1; Spd 30 ft.; AC 22, touch 17, flat-footed 21; Base Atk +7; Grp +6; Atk +7 melee (1d8-1, masterwork heavy mace); Full Atk +7/+2 melee (1d8-1, masterwork heavy mace); SA Spells; SQ acid resistance 10, light fortification (25%), familiar (tiny viper), *blur, cat's grace, freedom of movement, mind blank, shield, spell immunity (scorching ray, fireball)*; AL LE; SV Fort +9, Ref +6, Will +18; Str 8, Dex 13 (cat's grace), Con 12, Int 12, Wis 18, Cha 16.

Languages: Common, Ancient Baklunish.

Skills and Feats: Bluff +11, Concentration +15, Diplomacy +9, Knowledge (arcana) +12, Knowledge (history) +5, Knowledge (religion) +12, Listen +6, Sense Motive +8, Spellcraft +13, Spot +6; Extra Turning (2) [14 rebuke attempts], Empower Spell, Divine Metamagic¹ (Empower Spell), Divine Metamagic¹ (Reach Spell), Reach Spell.

Cleric Spells Prepared (6/5/5/4/3/1, caster level 9, base DC 14 + spell level, DC 15 + spell level for compulsions): 0—*cure minor wounds* (3), *guidance*, *mending*, *slash tongue*²; 1st—*bane*, *command*, *command**, *cure light wounds*, *doom*, *sorrow*³; 2nd—*calm emotions*, *cure moderate wounds*, *darkbolt*⁴, *enthrall**, *wither limb* (2)⁵; 3rd—*bestow curse*, *blindness*, *dispel magic**, *invisibility purge*, *wrack*⁶; 4th—*fear**, ~~*freedom of movement*~~, *repel vermin*, ~~*spell immunity*~~ (*scorching ray*, *fireball*); 5th—*greater command**, *morality undone*⁷

†Domain spell. *Domains*: Magic (May use spell completion or spell trigger devices as a 5-level wizard). Tyranny⁸ (Add +1 to the save DC of any compulsion spell you cast).

Sorcerer Spells Known (6/5‡/6‡/6/3, caster level 8, base DC 13 + spell level, DC 14 + spell level for compulsions): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *flare*, *message*, *ray of frost*, *touch of fatigue*; 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*blur*, *cat's grace*, *glitterdust*; 3rd—*displacement*, *slow*; 4th—*orb of force*⁹.

‡Spells per day reduced to reflect casting of *shield*, *blur*, and *cat's grace*.

Possessions: +1 *light fortification mithral chain shirt*, masterwork heavy mace, *cloak of charisma* +2, *minor ring of energy resistance (acid)*, *ring of protection* +2, *vest of resistance* +2¹⁰, spell component pouch, silver holy symbol of Vecna (divine focus), explorer's outfit.

¹*Complete Divine* page 80 (modified by errata) or Appendix 2.

²*Book of Vile Darkness* page 103 or Appendix 2.

³*Book of Vile Darkness* page 104 or Appendix 2.

⁴*Lords of Madness* page 210 or Appendix 2.

⁵*Book of Vile Darkness* page 110 or Appendix 2.

⁶*Complete Divine* page 109 or Appendix 2.

⁷*Book of Vile Darkness* page 99 or Appendix 2.

⁸*Complete Warrior* page 115 or Appendix 2.

⁹*Complete Arcane* page 116 or Appendix 2.

¹⁰*Complete Arcane* page 150 or Appendix 2.

☛ **Slither**: viper familiar; CR -; Tiny magical beast (augmented animal); HD 13; hp 32; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (+3 Dex, +2 size, +4 natural), touch 15, flat-footed 16; Base Atk +7; Grp -4; Atk +12 melee (1 + poison, bite); SA Poison; SQ Deliver touch spells, empathic link, improved evasion, scent, share spells; AL N; SV Fort +6, Ref +6, Will +13; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +7, Move Silently +3, Sense Motive +5, Spellcraft +8, Spot +7, Swim +5; Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. Fortitude save DC 16. The save DCs are Constitution-based.

☛ **The Eye**¹: Medium Aberration; HD 12d8+12; hp 66; Init +10; Spd 30 ft.; AC 19, touch 16, flat-footed 19; Base Atk +9; Grp +9; Atk +18 melee (1d4+3/19-20, +3

dagger); Full Atk +16/+11 melee (1d4+3/19-20, +3 *dagger*) and +16 melee (1d4+3/19-20x, +3 *dagger*); SA Gaze, spell-like abilities; SQ All-around vision, darkvision 60 ft., immunity to illusion spells, telepathy 100 ft., uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +10; Str 10, Dex 22, Con 12, Int 14, Wis 14, Cha 16.

Skills and Feats: Decipher Script +10, Gather Information +13, Knowledge (arcana) +6, Listen +18, Search +12, Sense Motive +10, Spot +18; Alertness, Danger Sense², Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

All-Around Vision (Ex): The Eye is able to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking an Eye.

Gaze (Su): The gaze power of the Eye is both a weapon and means to sustain its aberrant existence. The gaze draws forth life force upon which the Eye feeds. The gaze is always in effect and the Eye may spend a standard action to target an opponent with its gaze. Any opponent failing a Will save, DC 19, gains 1d4 negative levels as the Eye drains away a portion of the creature's soul. The Eye consumes the life force, regaining lost hit points (5 hit points per negative level bestowed). The Eye does not gain any temporary hit points (hit points in excess of its maximum) from bestowed negative levels; instead it stores them for future consumption. Should an Eye be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a restoration spell with respect to the energy drain. In all other ways, for the creature drained, the negative levels gained act as normal. The save DC is Charisma-based.

Psychic Tracking (Su): Once the Eye has seen an intelligent being, either directly or through scrying, it can sense that creature's aura over large distances. The range depends on the abilities of the creature. Those creatures without spell-casting (or spell-like) abilities can be detected only within a one-mile radius. Those with any spell-casting (or spell-like) abilities are detectable at a radius in miles equal to the highest level spell the creature can cast. Spells and items which shield an individual from scrying also befuddle the psychic tracking ability of the Eye.

Spell-like Abilities: At will—*clairvoyance*, *detect magic*, and *find traps*; 3/day—*true seeing*. Caster level 12th. The save DCs are Charisma-based.

Possessions: 2 +3 *daggers*.

¹Appendix 2.

²*Complete Adventurer* page 106 or Appendix 2.

☛ **The Hand**¹: Medium aberration; HD 13d8+39; hp 97; Init +3; Spd 30 ft.; AC 25, touch 13, flat-footed 22; Base Atk +9; Grp +16; Atk +19 melee (1d10+10/19-20, +3 *bastard sword*) or +12 ranged (1d4+7/19-20, *dagger*) or +16 melee (1d10+7, *slam*); Full Atk +15/+10 melee (1d10+10/19-20, +3 *bastard sword*) and +15/+10 (1d10+10/19-20, +3 *bastard sword*) and +11 melee (1d10+3, *slam*) or +12/+7 ranged (1d4+7/19-20, *dagger*); SA Constrict, improved grab, strength drain; SQ

Blindsight 60 ft, immunity to all spells and effects involving visual or auditory sense; AL LE; SV Fort +7, Ref +7, Will +7; Str 24, Dex 17, Con 16, Int 8, Wis 8, Cha 10.

Skills and Feats: Disguise +6, Listen +4, Spot +4; Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Defense², Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

Constrict (Ex): The Hand can crush an opponent, dealing bludgeoning damage, after making a successful grapple check with the head appendage, dealing 1d10+3 points of damage.

Improved Grab (Ex): If the Hand hits an opponent with its head appendage, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The Hand can grapple a Medium sized creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. The Hand deals constriction damage and possibly Strength drain as well.

Strength Drain (Su): Creatures grappled by the head appendage, in addition to constriction damage, are drained 1d6 points of Strength requiring a Fortitude save, DC 16, to avoid. The Hand consumes the drained Strength as sustenance, healing 5 hit points per point of Strength drained. The Hand does not gain any temporary hit points (hit points in excess of its maximum) from drained strength; instead it stores it for future consumption. Should a Hand be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a *restoration* spell with respect to the ability drain. This power has an unusual effect on objects. Objects grabbed and held by the Hand in its head appendage take 1d6 hit points of damage per round. This damage bypasses hardness. The item so drained appears to be aging rapidly. The save is Charisma-based.

Possessions: +2 *bastard sword*, bandolier of daggers.

¹Appendix 2.

²*Complete Warrior* page 101 or Appendix 2.

☞ **Druidess Meleri:** female human (Flan) druid 12; CR 12; Medium humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +9; Grp +9; Atk +10 melee (1d6+1, +1 *ironwood quarterstaff*); Full Atk +10/+5 melee (1d6+1, +1 *ironwood quarterstaff*); SA Spells, spontaneously cast *summon nature's ally* spells; SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure (+4), wild shape (4/day; animal, plant, tiny to

large), venom immunity; AL N; SV Fort +10, Ref +5, Will +12; Str 10, Dex 13, Con 14, Int 12, Wis 18, Cha 10.

Languages: Common, Flan, Druidic.

Skills and Feats: Concentration +16, Decipher Script +2, Diplomacy +6, Handle Animal +15, Heal +11, Knowledge (history) +8, Knowledge (nature) +15, Listen +9, Spellcraft +8, Spot +8, Survival +8, Swim +2; Blindsight¹, Eschew Materials, Fast Wild Shape², Hawk's Vision¹, Natural Spell, Silent Spell.

Druid Spells Prepared (6/6/5/5/4/3/2, base DC 14 + spell level): 0–*create water, cure minor wounds* (2), *flare* (2), *mending*; 1st–*camouflage*³, *cure light wounds, entangle, faerie fire, longstrider, sandblast*⁴; 2nd–*barkskin, brambles*⁵, *cat's grace, resist energy, scent*⁶; 3rd–*cure moderate wounds* (2), *greater magic fang, sleet storm, spike growth*; 4th–*arc of lightning*⁷, *cure serious wounds, freedom of movement, rusting grasp*; 5th–*baleful polymorph, call lightning storm, wall of fire*; 6th–~~*ironwood*~~, *energy immunity*.

Possessions: +2 *wild leather armor*, +1 *ironwood quarterstaff*, sprig of mistletoe (divine focus), traveler's outfit.

¹*Complete Adventurer* page 114 or Appendix 2.

²*Complete Divine* page 81 or Appendix 2.

³*Complete Divine* page 157 or Appendix 2.

⁴*Complete Divine* page 178 or Appendix 2.

⁵*Complete Divine* page 156 or Appendix 2.

⁶*Complete Divine* page 178 (modified by errata) or Appendix 2.

⁷*Complete Arcane* page 97 or Appendix 2.

ENCOUNTER 3

☛ **Blarrsoarrlep:** aboleth (amphibious variant¹) wizard 9; CR 16; Huge aberration (aquatic); HD 8d8 plus 9d4+85; hp 152; Init +5; Spd 20 ft., swim 40 ft.; AC 23, touch 10, flat-footed 22; Base Atk +10; Grp +26; Atk +16 melee (1d6+8 plus slime, tentacle); Full Atk +16/+16/+16/+16 melee (1d6+8 plus slime, tentacles); Space/Reach 15 ft./10 ft.; SA Enslave, psionics, slime, spells; SQ Amphibious, aquatic subtype, darkvision 60 ft., evasion, mucus cloud, resistance to fire 10; AL LE; SV Fort +13, Ref +9, Will +18; Str 26, Dex 12, Con 20, Int 22, Wis 17, Cha 18.

Languages: Aboleth, Ancient Baklunish, Aquan, Common, Draconic, Undercommon.

Skills and Feats: Concentration +20, Decipher Script +11, Knowledge (arcana) +12, Knowledge (architecture and engineering) +12, Knowledge (geography) +12, Knowledge (history) +20, Knowledge (nature) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +16, Spellcraft +20, Spot +16, Swim +8; Aquatic Spellcasting², Craft Aboleth Glyph³, Eschew Materials, Greater Spell Focus (enchantment) Improved Initiative, Insightful Reflexes⁴, Quick Recovery⁵, Scribe Scroll⁶, Spell Focus (enchantment).

Spells Prepared (Wizard) (4/6/6/4/3/2; base DC = 16 + spell level, 18 + spell level for enchantments): 0—acid splash, daze, mage hand, open/close, 1st—charm person, chill touch, critical strike⁶, lesser orb of acid⁷, magic missile, shield; 2nd—glitterdust, resist energy, sap strength⁸, see invisibility, scorching ray, wither limb⁹; 3rd—drown¹⁰, evil eye¹¹, greater mage armor¹², hold person; 4th—confusion, crushing despair, wrack¹³; 5th—feblemind, mind fog.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 22 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 23 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 23 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Cloak of resistance +3 (on tail behind flukes), headband of intellect +6 (tentacle), ring of protection +1 (tentacle), ring of evasion (tentacle), ring of energy resistance (minor) (fire) (tentacle), ring of evasion (tentacle), wand of slow (DC 18) (50 charges), tiny platinum shield (25 gp).

¹Lords of Madness page 20 or Appendix 2.

²Lords of Madness page 178 or Appendix 2.

³Lords of Madness page 22 or Appendix 2.

⁴Complete Adventurer page 101 or Appendix 2.

⁵Lords of Madness page 181 or Appendix 2.

⁶Complete Adventurer page 145 or Appendix 2.

⁷Complete Arcane page 115 or Appendix 2.

⁸Book of Vile Darkness page 103 or Appendix 2.

⁹Book of Vile Darkness page 110 or Appendix 2.

¹⁰Book of Vile Darkness page 93 or Appendix 2.

¹¹Book of Vile Darkness page 94 or Appendix 2.

¹²Complete Arcane page 114 or Appendix 2.

¹³Complete Divine page 109 or Appendix 2.

ENCOUNTER 4

☛ **Skum Defiler:** female skum (advanced) druid 7; CR 8; Large aberration (aquatic); HD 13d8+52; hp 117; Init +3; Spd 20 ft., swim 40 ft.; AC 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13; Base Atk +9; Grp +20; Atk +15 melee (1d6+7, claw) or +15 melee (3d6+7, bite); Full Atk +15 melee (3d6+7, bite) and +10/+10 melee (1d6+3, claws); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, spells; SQ Darkvision 60 ft., amphibious, resist nature's lure (+4), trackless step, wild empathy, wild shape, woodland stride; AL NE; SV Fort +11, Ref +7, Will +15; Str 24, Dex 16, Con 19, Int 12, Wis 20, Cha 6.

Languages: Aquan, Common, Druidic.

Skills and Feats: Concentration +10, Handle Animal +5, Heal +12, Knowledge (nature) +12, Listen +13, Move Silently +10, Spellcraft +8, Spot +13, Survival +13, Swim +15; Combat Casting, Eschew Materials, Natural Spell, Rapid Spell¹, Track.

Druid Spells Prepared (6/6/4/3/2; base DC = 15 + spell level): 0—*create water, cure minor wounds (x2), flare, guidance, resistance*; 1st—*animate water², cure light wounds, entangle, longstrider, magic fang, faerie fire*; 2nd—*barkskin, fog cloud, warp wood, resist energy*; 3rd—*call lightning, cure moderate wounds, sleet storm*; 4th—*cure serious wounds, flame strike*.

Rake (Ex): Attack bonus +10 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: *Periapt of wisdom* +4.

¹*Complete Divine* page 84 or Appendix 2.

²*Complete Arcane* page 96 or Appendix 2.

☛ **Skum Guardian:** male skum (advanced) Monk 6; CR 10; Large aberration (aquatic); HD 12d8+48; hp 108; Init +3; Spd 40 ft., swim 60 ft.; AC 20, touch 16, flat-footed 17; Base Atk +8; Grp +23; Atk +15 melee (2d6+7, claw) or +15 melee (3d6+7, bite); Full Atk +15 melee (3d6+7, bite) and +13/+13 melee (2d6+3, claw); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, flurry of blows, *ki* strike (magic); SQ Darkvision 60 ft., amphibious, evasion, fast movement (+20 ft.), purity of body, slow fall (30 ft.), still mind; AL LE; SV Fort +11, Ref +10, Will +13; Str 24, Dex 16, Con 19, Int 12, Wis 16, Cha 6.

Languages: Aquan, Common.

Skills and Feats: Balance +10, Climb +7, Hide +10, Jump +17, Knowledge (religion) +2, Listen +16, Move Silently +15, Spot +16, Swim +15, Tumble +13; Alertness, Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Multiattack, Spring Attack.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 5

☛ **Pacanan:** Male human cleric 3/ wizard 7/ mystic theurge; CR 14; Medium humanoid (human); HD 3d8 plus 11d4+56; hp 107; Init +4; Spd 30 ft.; AC 20, touch

14, flat-footed 20; Base Atk +7; Grp +14; Atk +15 melee (1d4+7, masterwork dagger); Full Atk +15/+10 melee (1d4+7, masterwork dagger); SA Spells, *Eye of Vecna, Hand of Vecna*; SQ Familiar, *Eye of Vecna, Hand of Vecna, bear's endurance, detect thoughts, foresight, moment of prescience, protection from energy (acid)* (120), *protection from energy (electricity)* (120), *resist energy (fire)* (30), *true seeing, wind wall*, SR 30; AL NE; SV Fort +14, Ref +8, Will +19; Str 24, Dex 10, Con 18, Int 16, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +18, Decipher Script +5, Disguise +7, Gather Information +5, Heal +4, Intimidate +5, Knowledge (Arcana) +12, Knowledge (History) +9, Knowledge (Local) +8, Knowledge (Planes) +8, Knowledge (Religion) +12, Listen +5, Sense Motive +8, Spellcraft +15, Spot +5; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Reach Spell¹.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; caster level 7, base DC = 13 + spell level): 0—*cure minor wounds (2), detect magic, guidance, resistance, virtue*; 1st—*command, cure light wounds, detect secret doors*, entropic shield, sanctuary, shield of faith*; 2nd—~~*bear's endurance, cure moderate wounds, detect thoughts**~~, *silence, sound burst*; 3rd—~~*dispel magic**~~, *meld into stone, ~~protection from energy (acid), wind wall~~*; 4th—*air walk, divination**.

*Domain spell. *Deity:* Vecna; *Domains:* Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Wizard Spells Prepared (4/5/5/5/3/2/1; caster level 11, base DC = 13 + spell level): 0—*acid splash, flare, ghost sound, touch of fatigue*; 1st—*charm person, expeditious retreat, ~~mage armor~~, magic missile, ray of enfeeblement*; 2nd—*magic missile (silent), mirror image, ~~resist energy (fire)~~, scorching ray, web*; 3rd—*deep slumber, ~~nondetection, protection from energy (electricity)~~, sleet storm, suggestion*; 4th—*Evard's black tentacles, orb of force², touch of idiocy (reach)*; 5th—*dominate person, vampiric touch (reach)*; 6th—*mass suggestion*.

Arcane Shield (Su): The bearer is protected from *magic missiles* as per the *shield* spell and gains a +4 deflection bonus. This power is continuously active.

Might of the Undying (Su): The bearer's left arm is empowered with tremendous strength. Melee attacks with this arm are treated as if the wielder had Strength score of 24 (+7 to hit and damage).

Spell-like Abilities: At will—*cause fear* (DC 13 + Int modifier), *cause light wounds* (DC 13 + Int modifier), *clairaudience, clairvoyance, comprehend languages, deeper darkness, detect magic, light, nondetection, protection from good, pyrotechnics* (DC 15 + Int modifier), *slay living* (DC 17 + Int modifier), *true seeing*; 1/day—*dominate monster* (DC 21 + Int modifier), *foresight, moment of prescience*; 3/day—*eyebite* (DC 18 + Int modifier); 5/day—*alter self, cause serious wounds* (DC 15 + Int modifier), *color spray* (DC

13 + Int modifier); 3/day—*animate object, hypnotic pattern* (DC 14 + Int modifier); 1/day—*disintegrate* (DC 18 + Int modifier), *time stop*; 1/week—*vision*. Caster level 20th. Save DCs are Intelligence-based and the *Hand* and *Eye* possess the appropriate Spell Focus and Greater Spell Focus for each effect.

Spell Resistance (Su): The owner of both the *Eye* and *Hand* is granted spell resistance 30.

Withering Touch (Su): The *Hand of Vecna* may be used to deliver a withering touch 3/day, equivalent to the *blight* spell. Caster level 10th. The save DC is Intelligence-based (DC 16 + Int modifier).

Possessions: *ring of force shield*, masterwork dagger, *cloak of resistance +4*, *Eye of Vecna*³, *Hand of Vecna*³, silver holy symbol of Vecna (divine focus), spell component pouch, scholars's outfit.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

¹*Complete Divine* page 84 or Appendix 2.

²*Complete Arcane* page 116 or Appendix 2.

³Appendix 2.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 14; hp 39; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +7; Grp -1; Atk/Full Atk +12 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +6, Ref +7, Will +13; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14. **Skills and Feats:** Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

➤ **Wilf Hewitt, Thought of Vecna:** male gnome sorcerer 14; CR 14; Small humanoid (gnome); HD 14d4+42; hp 85; Init +2; Spd 20 ft.; AC 23, touch 19, flat-footed 21; Base Atk +7; Grp +1; Atk +8 melee (1d3-1/19-20, +1 *adamantine dagger*); Full Atk +8/+3 melee (1d3-1/19-20, +1 *adamantine dagger*); SA Spells, spell-like abilities, magic items; SQ Low-light vision, familiar, scry on familiar, *fly*, *limited wish* (*freedom of movement*), *mage armor*, *mind blank*, *protection from energy* (*acid*) (120), *protection from energy* (*cold*)

(120), *protection from energy* (*electricity*) (120), *protection from energy* (*fire*) (120), *see invisibility, shield*; AL CE; SV Fort +9, Ref +8, Will +11; Str 6, Dex 14, Con 16, Int 12, Wis 10, Cha 25.

Languages: Common, Dwarven, Gnome.

Skills and Feats: Bluff +21, Concentration +20, Craft (cobbler) +15, Diplomacy +9, Disguise +7, Gather Information +7, Hide +6, Intimidate +9, Jump -8, Knowledge (arcana) +4, Listen +4, Move Silently +2, Spellcraft +4, Spot +2; Craft Wondrous Item, Eschew Materials, Extra Spell (3rd)¹, Silent Spell, Still Spell.

Spell-like Abilities: 1/day—*speak with animals, dancing lights, ghost sound, prestidigitation*.

Spells Known (Sorcerer) (6/7*/7*/1*/7/7/7/6/3*; base DC 17 + spell level, DC 18 + spell level for all illusions): 0—*acid splash, arcane mark, detect magic, disrupt undead, light, mage hand, message, open/close, read magic*; 1st—*feather fall, mage armor, magic missile, protection from evil, shield*; 2nd—*alter self, knock, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fly, greater magic weapon, haste, protection from energy*; 4th—*confusion, greater invisibility, mass enlarge person, shout*; 5th—*greater blink, teleport, wall of force*; 6th—*chain lightning, disintegrate*; 7th—*limited wish*.

*Spells per day reduced to reflect casting of prep spells.

Possessions: +1 *adamantine dagger*, *bag of holding* (type II), *belt of dwarvenkind*, *gloves of dexterity +2*, *periap of wisdom +2*, *slippers of spider climb*, *vest of resistance +2*, disguise kit, masterwork artisan's toolkit (cobbler), spell component pouch, artisan's outfit.

¹*Complete Arcane* page 79 or Appendix 2.

²*Compleat Arcane* page 150 or Appendix 2.

➤ **Sage:** male owl familiar; CR ; Tiny magical beast (augmented animal); HD 14; hp 42; Init +3; Spd 10 ft., fly 40 ft. (average); AC 24, touch 15, flat-footed 21; Base Atk +7; Grp -4; Atk +12 melee (1d4-3, talon); Space/Reach 2-½ ft./0 ft.; SA Deliver touch spells; SQ Empathic link, grants master +3 bonus to Spot in shadows, improved evasion, low-light vision, share spells, speak with master, speak with avians, SR 19; AL N; SV Fort +4, Ref +7, Will +11; Str 4, Dex 17, Con 10, Int 12, Wis 14, Cha 4.

Skills and Feats: Bluff +11, Listen +16, Move Silently +17, Spellcraft +3, Spot +8*; Alertness, Weapon Finesse^B.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

➤ **Diraq Malcinex, Heart of Vecna:** female human (Bakluni) cleric 5 / sorcerer 4 / mystic theurge 5; CR 14; Medium humanoid (human); HD 9d4 plus 5d8+14; hp 69; Init +1; Spd 30 ft.; AC 22, touch 17, flat-footed 21; Base Atk +7; Grp +6; Atk +7 melee (1d8-1, masterwork heavy mace); Full Atk +7/+2 melee (1d8-1, masterwork heavy mace); SA Spells; SQ acid resistance

10, light fortification (25%), familiar (tiny viper), *blur*, *cat's grace*, *freedom of movement*, *mind blank*, *shield*, *spell immunity* (*scorching ray*, *fireball*), *spell resistance* (SR 22); AL LE; SV Fort +9, Ref +6, Will +18; Str 8, Dex 13 (cat's grace), Con 12, Int 12, Wis 18, Cha 18.

Languages: Common, Ancient Baklunish.

Skills and Feats: Bluff +12, Concentration +18, Diplomacy +10, Knowledge (arcana) +12, Knowledge (history) +5, Knowledge (religion) +12, Listen +6, Sense Motive +8, Spellcraft +14, Spot +6; Extra Turning (2) [15 rebuke attempts], Empower Spell, Divine Metamagic (Empower Spell)¹, Divine Metamagic (Reach Spell)¹, Reach Spell.

Cleric Spells Prepared (6/5/5/4/4/2, caster level 10, base DC 14 + spell level, DC 15 + spell level for compulsions): 0—*cure minor wounds* (3), *guidance*, *mending*, *slash tongue*²; 1st—*bane*, *command*, *command**, *cure light wounds*, *doom*, *sorrow*³; 2nd—*calm emotions*, *cure moderate wounds*, *darkbolt*⁴, *enthrall**, *wither limb* (2)⁵; 3rd—*bestow curse*, *blindness*, *dispel magic**, *invisibility purge*, *wrack*⁶; 4th—*cure critical wounds*, *fear**, *freedom of movement*, *repel vermin*, *spell immunity* (*scorching ray*, *fireball*); 5th—*greater command**, *morality undone*⁷, *spell resistance*.

*Domain spell. *Deity*: Vecna; *Domains*: Magic (May use spell completion or spell trigger devices as a 5-level wizard). Tyranny⁸ (Add +1 to the save DC of any compulsion spell you cast).

Sorcerer Spells Known (6/5[‡]/6[‡]/7/5, caster level 9, base DC 14 + spell level, DC 15 + spell level for compulsions): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *flare*, *message*, *ray of frost*, *touch of fatigue*; 1st—*charm person*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*blur*, *cat's grace*, *glitterdust*, *scorching ray*; 3rd—*displacement*, *slow*, *suggestion*; 4th—*greater invisibility*, *orb of force*⁹.

‡Spells per day reduced to reflect casting of *shield*, *blur*, and *cat's grace*.

Possessions: +1 *light fortification mithral chain shirt*, masterwork heavy mace, *cloak of charisma*, *minor ring of energy resistance (acid)*, *ring of protection* +2, *vest of resistance* +2¹⁰, *spell component pouch*, *silver holy symbol of Vecna (divine focus)*, *explorer's outfit*.

¹*Complete Divine* page 80 (modified by errata) or Appendix 2.

²*Book of Vile Darkness* page 103 or Appendix 2.

³*Book of Vile Darkness* page 104 or Appendix 2.

⁴*Lords of Madness* page 210 or Appendix 2.

⁵*Book of Vile Darkness* page 110 or Appendix 2.

⁶*Complete Divine* page 109 or Appendix 2.

⁷*Book of Vile Darkness* page 99 or Appendix 2.

⁸*Complete Warrior* page 115 or Appendix 2.

⁹*Complete Arcane* page 116 or Appendix 2.

¹⁰*Complete Arcane* page 150 or Appendix 2.

➤ **Slither**: viper familiar; CR -; Tiny magical beast (augmented animal); HD 14; hp 34; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19 (+3 Dex, +2 size, +4 natural), touch 15, flat-footed 16; Base Atk +7; Grp -4;

Atk +12 melee (1 + poison, bite); SA Poison; SQ Deliver touch spells, empathic link, improved evasion, scent, share spells; AL N; SV Fort +6, Ref +6, Will +13; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +7, Move Silently +3, Sense Motive +5, Spellcraft +9, Spot +7, Swim +5; Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. Fortitude save DC 17. The save DCs are Constitution-based.

➤ **The Eye**¹: Medium aberration; HD 12d8+12; hp 66; Init +10; Spd 30 ft.; AC 19 (+6 Dex, +3 natural), touch 16, flat-footed 19; Base Atk +9; Grp +9; Atk +18 melee (1d4+3/19-20, +3 dagger); Full Atk +16/+11 melee (1d4+3/19-20, +3dagger) and +16 melee (1d4+3/19-20, +3 dagger); SA Gaze, spell-like abilities; SQ All-around vision, darkvision 60 ft., immunity to illusion spells, telepathy 100 ft., uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +10; Str 10, Dex 22, Con 12, Int 14, Wis 14, Cha 16.

Skills and Feats: Decipher Script +10, Gather Information +13, Knowledge (arcana) +6, Listen +18, Search +12, Sense Motive +10, Spot +18; Alertness, Danger Sense², Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

All-Around Vision (Ex): The Eye is able to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking an Eye.

Gaze (Su): The gaze power of the Eye is both a weapon and means to sustain its aberrant existence. The gaze draws forth life force upon which the Eye feeds. The gaze is always in effect and the Eye may spend a standard action to target an opponent with its gaze. Any opponent failing a Will save, DC 19, gains 1d4 negative levels as the Eye drains away a portion of the creature's soul. The Eye consumes the life force, regaining lost hit points (5 hit points per negative level bestowed). The Eye does not gain any temporary hit points (hit points in excess of its maximum) from bestowed negative levels; instead it stores them for future consumption. Should an Eye be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a restoration spell with respect to the energy drain. In all other ways, for the creature drained, the negative levels gained act as normal. The save DC is Charisma-based.

Psychic Tracking (Su): Once the Eye has seen an intelligent being, either directly or through scrying, it can sense that creature's aura over large distances. The range depends on the abilities of the creature. Those creatures without spell-casting (or spell-like) abilities can be detected only within a one-mile radius. Those with any spell-casting (or spell-like) abilities are detectable at a radius in miles equal to the highest level spell the creature can cast. Spells and items which shield an individual from scrying also befuddle the psychic tracking ability of the Eye.

Spell-like Abilities: At will—*clairvoyance*, *detect magic*, and *find traps*; 3/day—*true seeing*. Caster level 12th. The save DCs are Charisma-based.

Possessions: 2 +3 daggers.

¹Appendix 2

²*Complete Adventurer* page 106 or Appendix 2.

The Hand¹: Medium aberration; HD 13d8+39; hp 97; Init +3; Spd 30 ft.; AC 25 (+3 Dex, +2 shield, +10 natural), touch 13, flat-footed 22; Base Atk +9; Grp +16; Atk +19 melee (1d10+10/19-20, +3 *bastard sword*) or +12 ranged (1d4+7/19-20) or +16 melee (1d10+7, slam); Full Atk +15/+10 melee (1d10+10/19-20, +3 *bastard sword*) and +15/+10 (1d10+10/19-20, +3 *bastard sword*) and +11 melee (1d10+3, slam) or +12/+7 ranged (1d4+7/19-20, dagger); SA Constrict, improved grab, strength drain; SQ Blindsight 60 ft., immunity to all spells and effects involving visual or auditory sense; AL LE; SV Fort +7, Ref +7, Will +7; Str 24, Dex 17, Con 16, Int 8, Wis 8, Cha 10.

Skills and Feats: Disguise +6, Listen +4, Spot +4; Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Defense², Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

Constrict (Ex): The Hand can crush an opponent, dealing bludgeoning damage, after making a successful grapple check with the head appendage, dealing 1d10+3 points of damage.

Improved Grab (Ex): If the Hand hits an opponent with its head appendage, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The Hand can grapple a Medium sized creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. The Hand deals constriction damage and possibly Strength drain as well.

Strength Drain (Su): Creatures grappled by the head appendage, in addition to constriction damage, are drained 1d6 points of Strength requiring a Fortitude save, DC 16, to avoid. The Hand consumes the drained Strength as sustenance, healing 5 hit points per point of Strength drained. The Hand does not gain any temporary hit points (hit points in excess of its maximum) from drained strength; instead it stores it for future consumption. Should a Hand be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a *restoration* spell with respect to the ability drain. This power has an unusual effect on objects. Objects grabbed and held by the Hand in its head appendage take 1d6 hit points of damage per round. This damage bypasses hardness. The item so

drained appears to be aging rapidly. The save is Charisma-based.

Possessions: +3 *bastard sword*, bandolier of daggers.

¹Appendix 2.

²*Complete Warrior* page 101 or Appendix 2.

Druidess Meleri: female human (Flan) druid 12; CR 12; Medium humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +9; Grp +9; Atk +10 melee (1d6+1, +1 *ironwood quarterstaff*); Full Atk +10/+5 melee (1d6+1, +1 *ironwood quarterstaff*); SA Spells, spontaneously cast *summon nature's ally* spells; SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure (+4), wild shape (4/day; animal, plant, tiny to large), venom immunity; AL N; SV Fort +10, Ref +5, Will +12; Str 10, Dex 13, Con 14, Int 12, Wis 18, Cha 10.

Languages: Common, Flan, Druidic.

Skills and Feats: Concentration +16, Decipher Script +2, Diplomacy +6, Handle Animal +15, Heal +11, Knowledge (history) +8, Knowledge (nature) +15, Listen +9, Spellcraft +8, Spot +8, Survival +8, Swim +2; Blindsense¹, Eschew Materials, Fast Wild Shape², Hawk's Vision¹, Natural Spell, Silent Spell.

Druid Spells Prepared (6/6/5/5/4/3/2, base DC 14 + spell level): 0—*create water*, *cure minor wounds* (2), *flare* (2), *mending*; 1st—*camouflage*³, *cure light wounds*, *entangle*, *faerie fire*, *longstrider*, *sandblast*⁴; 2nd—*barkskin*, *brambles*⁵, *cat's grace*, *resist energy*, *scent*⁶; 3rd—*cure moderate wounds* (2), *greater magic fang*, *sleet storm*, *spike growth*; 4th—*arc of lightning*⁷, *cure serious wounds*, *freedom of movement*, *rusting grasp*; 5th—*baleful polymorph*, *call lightning storm*, *wall of fire*; 6th—~~*ironwood*~~, *energy immunity*.

Possessions: +2 *wild leather armor*, +1 *ironwood quarterstaff*, sprig of mistletoe (divine focus), traveler's outfit.

¹*Complete Adventurer* page 114 or Appendix 2.

²*Complete Divine* page 81 or Appendix 2.

³*Complete Divine* page 157 or Appendix 2.

⁴*Complete Divine* page 178 or Appendix 2.

⁵*Complete Divine* page 156 or Appendix 2.

⁶*Complete Divine* page 178 (modified by errata) or Appendix 2.

⁷*Complete Arcane* page 97 or Appendix 2.

APPENDIX 4: APL 16

ENCOUNTER 3

☛ **Blarrsoarrlep:** aboleth (amphibious variant¹) wizard 11; CR 18; Huge Aberration (aquatic); HD 8d8 plus 11d4+95; hp 168; Init +5; Spd 20 ft., swim 40 ft.; AC 26, touch 10, flat-footed 25; Base Atk +11; Grp +27; Atk +17 melee (1d6+8 plus slime, tentacle); Full Atk +17/+17/+17/+17 melee (1d6+8 plus slime, tentacles); Space/Reach 15 ft./10 ft.; SA Enslave, psionics, slime, spells; SQ Amphibious, aquatic subtype, darkvision 60 ft., evasion, mucus cloud, resistance to fire 10; AL LE; SV Fort +13, Ref +14, Will +19; Str 26, Dex 12, Con 20, Int 22, Wis 17, Cha 18.

Languages: Aboleth, Ancient Baklunish, Aquan, Common, Draconic, Undercommon.

Skills and Feats: Concentration +20, Decipher Script +12, Knowledge (arcana) +13, Knowledge (architecture and engineering) +13, Knowledge (geography) +13, Knowledge (history) +22, Knowledge (nature) +13, Knowledge (religion) +13, Knowledge (the planes) +13, Listen +16, Spellcraft +22, Spot +16, Swim +8; Aquatic Spellcasting², Craft Aboleth Glyph³, Craft Wondrous Item⁴, Eschew Materials, Greater Spell Focus (enchantment), Improved Initiative, Quick Recovery⁵, Scribe Scroll⁶, Spell Focus (enchantment).

Wizard Spells Prepared (4/6/6/5/4/3/2; base DC = 16 + spell level, 18 + spell level for enchantments): 0—*acid splash*, *daze*, *mage hand*, *open/close*; 1st—*charm person*, *chill touch*, *critical strike*⁵, *lesser orb of acid*⁶, *magic missile*, *shield*; 2nd—*glitterdust*, *resist energy*, *sap strength*⁷, *see invisibility*, *scorching ray*, *wither limb*⁸; 3rd—*drown*⁹, *evil eye*¹⁰, *greater mage armor*¹¹, *hold person*, *vampiric touch*; 4th—*confusion*, *crushing despair*, *Evard's black tentacles*, *wrack*¹²; 5th—*baleful polymorph*, *feeblemind*, *mind fog*; 6th—*control water*, *repulsion*.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 23 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 24 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude

save continues the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 24 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: *Amulet of natural armor* +3 (embedded in slimy flesh on top of head), *cloak of resistance* +3 (on tail behind flukes), *headband of intellect* +6 (tentacle), *metamagic rod of quicken spell (lesser)*, *ring of energy resistance (greater) (fire)* (tentacle), *ring of evasion* (tentacle), *ring of protection* +1 (tentacle), *wand of charm monster* (DC 19) (50 charges), *wand of slow* (DC 18) (50 charges), tiny platinum shield (worth 25 gp).

¹*Lords of Madness* page 20 or Appendix 2.

²*Lords of Madness* page 178 or Appendix 2.

³*Lords of Madness* page 22 or Appendix 2.

⁴*Lords of Madness* page 181 or Appendix 2.

⁵*Complete Adventurer* page 145 or Appendix 2.

⁶*Complete Arcane* page 115 or Appendix 2.

⁷*Book of Vile Darkness* page 103 or Appendix 2.

⁸*Book of Vile Darkness* page 110 or Appendix 2.

⁹*Book of Vile Darkness* page 93 or Appendix 2.

¹⁰*Book of Vile Darkness* page 94 or Appendix 2.

¹¹*Complete Arcane* page 114 or Appendix 2.

¹²*Complete Divine* page 109 or Appendix 2

ENCOUNTER 4

☛ **Chuul (Advanced):** CR 9; Huge aberration (aquatic); HD 17d8+102; hp 178; Init +7; Spd 30 ft., swim 20 ft.; AC 24, touch 11, flat-footed 21; Base Atk +12; Grp +29; Atk +21 melee (3d6+9, claw); Full Atk +21/+21 melee (3d6+9, claw); Space/Reach 15 ft./10 ft.; SA Constrict 4d6+9, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison;

AL CE; SV Fort +11, Ref +8, Will +12; Str 28, Dex 16, Con 22, Int 10, Wis 14, Cha 5.

Languages: Common.

Skills and Feats: Hide +15, Listen +14, Spot +14, Swim +17; Alertness, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 24 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 2d6+4 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

☛ **Skum Defiler:** female skum (advanced) druid 9; CR 10; Large aberration (aquatic); HD 15d8+60; hp 135; Init +3; Spd 20 ft., swim 40 ft.; AC 16, touch 12, flat-footed 13; Base Atk +10; Grp +21; Atk +16 melee (1d6+7, claw) or +16 melee (3d6+7, bite); Full Atk +16 melee (3d6+7, bite) and +11/+11 melee (1d6+3, claws); Space/Reach 10 ft./10 ft.; SA Rake 1d8+3, spells; SQ Darkvision 60 ft., amphibious, resist nature's lure (+4), trackless step, venom immunity, wild empathy, wild shape, woodland stride; AL NE; SV Fort +12, Ref +8, Will +17; Str 24, Dex 16, Con 19, Int 12, Wis 22, Cha 6.

Languages: Aquan, Common, Druidic.

Skills and Feats: Concentration +12, Handle Animal +7, Heal +15, Knowledge (nature) +14, Listen +14, Move Silently +10, Spellcraft +10, Spot +14, Survival +16, Swim +15; Combat Casting, Eschew Materials, Fast Wild Shape¹, Natural Spell, Rapid Spell², Track.

Druid Spells Prepared (6/6/6/4/3/2; base DC = 15 + spell level): 0—create water, cure minor wounds (2), flare, guidance, resistance; 1st—animate water³, cure light wounds, entangle, longstrider, magic fang, faerie fire; 2nd—barkskin, bear's endurance, fog cloud, warp wood, resist energy, summon swarm; 3rd—call lightning, cure moderate wounds, poison, sleet storm; 4th—arc of lightning⁴, cure serious wounds, flame strike; 5th—baleful polymorph, stoneskin.

Rake (Ex): Attack bonus +11 melee, damage 1d8+3. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Periapt of wisdom +6.

¹Complete Divine page 81 or Appendix 2

²Complete Divine page 84 or Appendix 2.

³Complete Arcane page 96 or Appendix 2.

⁴Complete Arcane page 97 or Appendix 2.

☛ **Skum Guardian:** male skum (advanced) monk 8; CR 12; Large aberration (aquatic); HD 14d8+56; hp 126; Init +3; Spd 40 ft., swim 60 ft.; AC 20, touch 16, flat-footed 17; Base Atk +10; Grp +25; Atk +17 melee (2d8+7, claw) or +17 melee (3d6+7, bite); Full Atk +17 melee (3d6+7, bite) and +15/+15 melee (2d8+4, claw); Space/Reach 10 ft./10 ft.; SA Rake 1d8+4, flurry of blows, ki strike (magic); SQ Darkvision 60 ft., amphibious, improved evasion, fast movement (+20 ft.), purity of body, slow fall (40 ft.), still mind, wholeness of body (16 hp); AL LE; SV Fort +12, Ref +11, Will +14; Str 24, Dex 16, Con 19, Int 12, Wis 16, Cha 6.

Languages: Aquan, Common.

Skills and Feats: Balance +12, Climb +7, Hide +12, Jump +17, Knowledge (religion) +2, Listen +19, Move Silently +17, Spot +19, Swim +15, Tumble +15; Alertness, Deflect Arrows^B, Dodge, Improved Disarm^B, Improved Grapple^B, Mobility, Multiattack, Spring Attack.

Rake (Ex): Attack bonus +15 melee, damage 1d8+4. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ENCOUNTER 5

☛ **Pacanan:** Male human cleric 3/ wizard 7/ mystic thurge 6; CR 16; Medium humanoid (human); HD 3d8 plus 13d4+64; hp 121; Init +4; Spd 30 ft.; AC 16, touch 12, flat-footed 16; Base Atk +8; Grp +15; Atk +16 melee (1d4+7/19-20, masterwork dagger); Full Atk +16/+11 melee (1d4+7/19-20, masterwork dagger); SA Spells, Eye of Vecna, Hand of Vecna; SQ Familiar, Eye of Vecna, Hand of Vecna, bear's endurance, detect thoughts, freedom of movement, foresight, moment of prescience, protection from energy (acid) (120), protection from energy (electricity) (120), resist energy (fire) (30), true seeing, wind wall, SR 30; AL NE; SV

Fort +16, Ref +10, Will +21; Str 24, Dex 10, Con 18, Int 17, Wis 17, Cha 12.

Skills and Feats: Bluff +11, Concentration +20, Decipher Script +5, Disguise +11, Gather Information +5, Heal +4, Intimidate +5, Knowledge (arcana) +13, Knowledge (history) +9, Knowledge (local) +8, Knowledge (planes) +8, Knowledge (religion) +14, Listen +5, Sense Motive +10, Spellcraft +16, Spot +6; Deceitful, Improved Familiar, Improved Initiative, Persuasive, Silent Spell, Skill Focus (Bluff), Skill Focus (Disguise), Reach Spell¹.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; caster level 9, base DC = 13 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st—*command*, *cure light wounds*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd—~~*bear's endurance*~~, *cure moderate wounds*, ~~*detect thoughts*~~*, *silence*, *sound burst* (2); 3rd—*cure serious wounds*, *dispel magic**, *meld into stone*, ~~*protection from energy (acid)*~~, ~~*wind wall*~~; 4th—*air walk*, *death ward*, *divination**, ~~*freedom of movement*~~; 5th—*greater command*, *spell resistance**, *plane shift*.

*Domain spell. **Deity:** Vecna; **Domains:** Knowledge (All Knowledge skills are class skills. Divinations are cast at +1 caster level); Magic (May use spell completion or spell trigger devices as a 5-level wizard).

Wizard Spell Prepared (4/5/5/5/4/3/3; caster level 13, base DC = 13 + spell level): 0—*acid splash*, *flare*, *ghost sound*, *touch of fatigue*; 1st—*charm person*, *expeditious retreat*, ~~*mage armor*~~, *magic missile*, *ray of enfeeblement*; 2nd—*magic missile (silent)*, *mirror image*, ~~*resist energy (fire)*~~, *scorching ray*, *web*; 3rd—*deep slumber*, ~~*nondetection*~~, ~~*protection from energy (electricity)*~~, *sleet storm*, *suggestion*; 4th—*Evard's black tentacles*, *greater invisibility*, *orb of force*², *touch of idiocy* (reach); 5th—*dominate person* (2), *vampiric touch* (reach); 6th—*bestow curse* (reach), *disintegrate*, *mass suggestion*.

Arcane Shield (Su): The bearer is protected from *magic missiles* as per the *shield* spell and gains a +4 deflection bonus. This power is continuously active.

Might of the Undying (Su): The bearer's left arm is empowered with tremendous strength. Melee attacks with this arm are treated as if the wielder had Strength score of 24 (+7 to hit and damage).

Spell-like Abilities: At will—*cause fear* (DC 13 + Int modifier), *cause light wounds* (DC 13 + Int modifier), *clairaudience*, *clairvoyance*, *comprehend languages*, *deeper darkness*, *detect magic*, *light*, *nondetection*, *protection from good*, *pyrotechnics* (DC 15 + Int modifier), *slay living* (DC 17 + Int modifier), *true seeing*; 1/day—*dominate monster* (DC 21 + Int modifier), *foresight*, *moment of prescience*; 3/day—*eyebite* (DC 18 + Int modifier); 5/day—*alter self*, *cause serious wounds* (DC 15 + Int modifier), *color spray* (DC 13 + Int modifier); 3/day—*animate object*, *hypnotic pattern* (DC 14 + Int modifier); 1/day—*disintegrate* (DC 18 + Int modifier), *time stop*; 1/week—*vision*. Caster level 20th. Save DCs are Intelligence-based and

the *Hand* and *Eye* possess the appropriate Spell Focus and Greater Spell Focus for each effect.

Spell Resistance (Su): The owner of both the *Eye* and *Hand* is granted spell resistance 30.

Withering Touch (Su): The *Hand of Vecna* may be used to deliver a withering touch 3/day, equivalent to the *blight* spell. Caster level 10th. The save DC is Intelligence-based (DC 16 + Int modifier).

Possessions: *ring of force shield*, masterwork dagger, *cloak of resistance* +5, *Eye of Vecna*³, *Hand of Vecna*³, silver holy symbol of Vecna (divine focus), spell component pouch, scholar's outfit.

Notes: Pacanan speaks Common, Draconic, and Undercommon. He has a permanent *Rary's telepathic bond* with his familiar.

¹*Complete Divine* page 84 or Appendix 2.

²*Complete Arcane* page 116 or Appendix 2.

³Appendix 2.

➤ **Mardu, imp familiar:** Tiny outsider (evil, lawful, extraplanar); HD 17; hp 47; Init +3, Spd 20 ft., fly 50 ft. (perfect); AC 24, touch 15, flat-footed 21; Base Atk +8; Grp +0; Atk/Full Atk +13 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, speak with master, granted abilities; AL LE; SV Fort +7, Ref +8, Will +14; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d4 Dex, secondary damage 2d4 Dex. The DC is Constitution-based and includes a +2 racial bonus.

Spell-like Abilities (Sp): At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week an imp can use *commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As polymorph, caster level 12th, except that an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

➤ **Wilf Hewitt, Thought of Vecna:** male gnome sorcerer 15; CR 15; Small humanoid (gnome); HD 15d4+45; hp 91; Init +2; Spd 20 ft.; AC 23, touch 19, flat-footed 21; Base Atk +7; Grp +1; Atk +8 melee (1d3-1/19-20, +1 adamantine dagger); Full Atk +8/+3 melee (1d3-1/19-20, +1 adamantine dagger); SA Spells, spell-like abilities, magic items; SQ Low-light vision, familiar, scry on familiar, *fly*, *limited wish* (*freedom of movement*), *mage armor*, *mind blank*, *protection from energy (acid)* (120), *protection from energy (cold)* (120), *protection from energy (electricity)* (120), *protection from energy (fire)* (120), *see invisibility*,

shield; AL CE; SV Fort +10, Ref +9, Will +11; Str 6, Dex 14, Con 16, Int 12, Wis 10, Cha 25.

Languages: Common, Dwarven, Gnome.

Skills and Feats: Bluff +25, Concentration +21, Craft (cobbler) +16, Diplomacy +12, Disguise +10, Gather Information +10, Hide +6, Intimidate +12, Jump -8, Knowledge (arcana) +4, Listen +4, Move Silently +2, Spellcraft +4, Spot +2; Craft Wondrous Item, Eschew Materials, Extra Spell (3rd)¹, Extra Spell (5th)¹, Silent Spell, Still Spell.

Spell-like Abilities: 1/day—*speak with animals, dancing lights, ghost sound, prestidigitation.*

Sorcerer Spells Known (6/7*/7*/1*/7/7/7/4*; base DC 17 + spell level, DC 18 + spell level for all illusions): 0—*acid splash, arcane mark, detect magic, disrupt undead, light, mage hand, message, open/close, read magic*; 1st—*feather fall, mage armor, magic missile, protection from evil, shield*; 2nd—*alter self, knock, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fly, greater magic weapon, haste, protection from energy*; 4th—*confusion, greater invisibility, mass enlarge person, shout*; 5th—*cone of cold, greater blink, telekinesis, teleport, wall of force*; 6th—*acid fog, chain lightning, disintegrate*; 7th—*limited wish, project image*. *Spells per day reduced to reflect casting of prep spells.

Possessions: +1 adamantite dagger, bag of holding (type II), belt of dwarvenkind, circlet of persuasion, cloak of charisma +4, gloves of dexterity +2, ring of counterspells (dispel magic), ring of protection +2, slippers of spider climb, disguise kit, masterwork artisan's toolkit (cobbler), artisan's outfit.

¹Complete Arcane page 79 or Appendix 2.

➤ **Sage**: male owl familiar; CR; Tiny magical beast (augmented animal); HD 15; hp 45; Init +3; Spd 10 ft., fly 40 ft. (average); AC 25 (+3 Dex, +2 size, +10 natural), touch 15, flat-footed 22; Base Atk +7; Grp -4; Atk +12 melee (1d4-3, talon); Space/Reach 2-½ ft./0 ft.; SA Deliver touch spells; SQ Empathic link, grants master +3 bonus to Spot in shadows, improved evasion, low-light vision, share spells, speak with master, speak with avians, SR 20; AL N; SV Fort +5, Ref +8, Will +11; Str 4, Dex 17, Con 10, Int 13, Wis 14, Cha 4.

Skills and Feats: Bluff +12, Listen +16, Move Silently +17, Spellcraft +4, Spot +8*; Alertness, Weapon Finesse^B.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

➤ **Diraq Malcinex, Heart of Vecna**: female human (Bakluni) cleric 5 / sorcerer 4 / mystic theurge 6; CR 15; Medium humanoid (human); HD 10d4 plus 5d8+15; hp 73; Init +1; Spd 30 ft.; AC 23, touch 18, flat-footed 22; Base Atk +8; Grp +7; Atk +8 melee (1d8-1, masterwork heavy mace); Full Atk +8/+3 melee (1d8-1, masterwork heavy mace); SA Spells; SQ acid resistance 10, light fortification (25%), familiar (tiny viper), blur,

cat's grace, freedom of movement, mind blank, protection from energy (electricity) (120 points), *shield, spell resistance* (SR 22); AL LE; SV Fort +10, Ref +7, Will +20; Str 8, Dex 13 (cat's grace), Con 12, Int 12, Wis 20, Cha 18.

Languages: Common, Ancient Baklunish.

Skills and Feats: Bluff +12, Concentration +19, Diplomacy +10, Knowledge (arcana) +13, Knowledge (history) +5, Knowledge (religion) +13, Listen +7, Sense Motive +9, Spellcraft +15, Spot +7; Extra Turning (x3) [19 rebuke attempts], Empower Spell, Divine Metamagic (Empower Spell)¹, Divine Metamagic (Reach Spell)¹, Reach Spell.

Cleric Spells Prepared (6/7/5/5/4/3/1, caster level 11, base DC 15 + spell level, DC 16 + spell level for compulsions): 0—*cure minor wounds (3), guidance, mending, slash tongue*²; 1st—*bane, command, command**, *cure light wounds (2), doom, sanctuary, sorrow*³; 2nd—*calm emotions, cure moderate wounds, darkbolt⁴, enthrall**, *wither limb (2)*⁵; 3rd—*bestow curse, blindness, dispel magic**, *invisibility purge, protection from energy (electricity), wrack*⁶; 4th—*cure critical wounds, fear**, *freedom of movement, repel vermin, spell immunity* (scorching ray, fireball); 5th—*greater command**, *morality undone*⁷, *slay living, spell resistance*; 6th—*antimagic field**, *blade barrier*. †Domain spell.

* Domain Spell; *Deity*: Vecna; *Domains*: Magic (May use spell completion or spell trigger devices as a 5-level wizard). Tyranny⁸ (Add +1 to the save DC of any compulsion spell you cast).

Sorcerer Spells Known (6/5‡/6‡/7/6/3, caster level 10, base DC 14 + spell level, DC 15 + spell level for compulsions): 0—*acid splash, daze, detect magic, detect poison, flare, mending, message, ray of frost, touch of fatigue*; 1st—*charm person, magic missile, ray of enfeeblement, shield, true strike*; 2nd—*blur, cat's grace, glitterdust, scorching ray*; 3rd—*displacement, slow, suggestion*; 4th—*greater invisibility, orb of force*⁹; 5th—*dominate person*.

‡Spells per day reduced to reflect casting of *shield, blur* and *cat's grace*.

Possessions: +1 light fortification mithral chain shirt, masterwork heavy mace, cloak of charisma +4, minor ring of energy resistance (acid), ring of protection +2, vest of resistance +2¹⁰, spell component pouch, silver holy symbol of Vecna (divine focus), explorer's outfit.

¹Complete Divine page 80 (modified by errata) or Appendix 2.

²Book of Vile Darkness page 103 or Appendix 2.

³Book of Vile Darkness page 104 or Appendix 2.

⁴Lords of Madness page 210 or Appendix 2.

⁵Book of Vile Darkness page 110 or Appendix 2.

⁶Complete Divine page 109 or Appendix 2.

⁷Book of Vile Darkness page 99 or Appendix 2.

⁸Complete Warrior page 115 or Appendix 2.

⁹Complete Arcane page 116 or Appendix 2.

¹⁰Complete Arcane page 150 or Appendix 2.

☛ **Slither:** viper familiar; CR -; Tiny magical beast (augmented animal); HD 15; hp 36; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 15, flat-footed 16; Base Atk +8; Grp -3; Atk +13 melee (1 + poison, bite); SA Poison; SQ Deliver touch spells, empathic link, improved evasion, scent, share spells; AL N; SV Fort +7, Ref +7, Will +14; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +7, Move Silently +3, Sense Motive +5, Spellcraft +10, Spot +7, Swim +5; Weapon Finesse (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. Fortitude save DC 17. The save DCs are Constitution-based.

☛ **The Eye**¹: Medium aberration; HD 12d8+12; hp 66; Init +10; Spd 30 ft.; AC 19, touch 16, flat-footed 19; Base Atk +9; Grp +9; Atk +18 melee (1d4+3/19-20, +3 dagger); Full Atk +16/+11 melee (1d4+3/19-20, +3 dagger) and +16 melee (1d4+3/19-20x2, +3 dagger); SA Gaze, spell-like abilities; SQ All-around vision, darkvision 60 ft., immunity to illusion spells, telepathy 100 ft., uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +10; Str 10, Dex 22, Con 12, Int 14, Wis 14, Cha 16.

Skills and Feats: Decipher Script +10, Gather Information +13, Knowledge (arcana) +6, Listen +18, Search +12, Sense Motive +10, Spot +18; Alertness, Danger Sense², Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

All-Around Vision (Ex): The Eye is able to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking an Eye.

Gaze (Su): The gaze power of the Eye is both a weapon and means to sustain its aberrant existence. The gaze draws forth life force upon which the Eye feeds. The gaze is always in effect and the Eye may spend a standard action to target an opponent with its gaze. Any opponent failing a Will save, DC 19, gains 1d4 negative levels as the Eye drains away a portion of the creature's soul. The Eye consumes the life force, regaining lost hit points (5 hit points per negative level bestowed). The Eye does not gain any temporary hit points (hit points in excess of its maximum) from bestowed negative levels; instead it stores them for future consumption. Should an Eye be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a restoration spell with respect to the energy drain. In all other ways, for the creature drained, the negative levels gained act as normal. The save DC is Charisma-based.

Psychic Tracking (Su): Once the Eye has seen an intelligent being, either directly or through scrying, it can sense that creature's aura over large distances. The range depends on the abilities of the creature. Those creatures without spell-casting (or spell-like) abilities can be detected only within a one-mile radius. Those with any spell-casting (or spell-like) abilities are detectable at a radius in miles equal to the highest level

spell the creature can cast. Spells and items which shield an individual from scrying also befuddle the psychic tracking ability of the Eye.

Spell-like Abilities: At will—*clairvoyance*, *detect magic*, and *find traps*; 3/day—*true seeing*. Caster level 12th. The save DCs are Charisma-based.

Possessions: 2 +3 daggers.

¹Appendix 2

²*Complete Adventurer* page 106 or Appendix 2.

☛ **The Hand**¹: Medium Aberration; HD 13d8+39; hp 97; Init +3; Spd 30 ft.; AC 25 (+3 Dex, +2 shield, +10 natural), touch 13, flat-footed 22; Base Atk +9; Grp +16; Atk +19 melee (1d10+10/19-20, +3 bastard sword) or +12 ranged (1d4+7/19-20x2) or +16 melee (1d10+7, slam); Full Atk +15/+10 melee (1d10+10/19-20, +3 bastard sword) and +15/+10 (1d10+10/19-20, +3 bastard sword) and +11 melee (1d10+3, slam) or +12/+7 ranged (1d4+7/19-20, dagger); SA Constrict, improved grab, strength drain; SQ Blindsight 60 ft., immunity to all spells and effects involving visual or auditory sense; AL LE; SV Fort +7, Ref +7, Will +7; Str 24, Dex 17, Con 16, Int 8, Wis 8, Cha 10.

Skills and Feats: Disguise +6, Listen +4, Spot +4; Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Defense², Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting.

Constrict (Ex): The Hand can crush an opponent, dealing bludgeoning damage, after making a successful grapple check with the head appendage, dealing 1d10+3 points of damage.

Improved Grab (Ex): If the Hand hits an opponent with its head appendage, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The Hand can grapple a Medium sized creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. The Hand deals constriction damage and possibly Strength drain as well.

Strength Drain (Su): Creatures grappled by the head appendage, in addition to constriction damage, are drained 1d6 points of Strength requiring a Fortitude save, DC 16, to avoid. The Hand consumes the drained Strength as sustenance, healing 5 hit points per point of Strength drained. The Hand does not gain any temporary hit points (hit points in excess of its maximum) from drained strength; instead it stores it for future consumption. Should a Hand be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a restoration spell with respect to the ability drain. This power has an unusual effect on objects. Objects grabbed and held by the Hand in its

head appendage take 1d6 hit points of damage per round. This damage bypasses hardness. The item so drained appears to be aging rapidly. The save is Charisma-based.

Possessions: heavy steel shield, +3 *bastard sword*, bandolier of daggers.

¹Appendix 2

²*Complete Warrior* page 101 or Appendix 2.

☞ **Druidess Meleri:** female human (Flan) druid 12; CR 12; Medium humanoid (human); HD 12d8+24; hp 87; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +9; Grp +9; Atk +10 melee (1d6+1, +1 *ironwood quarterstaff*); Full Atk +10/+5 melee (1d6+1, +1 *ironwood quarterstaff*); SA Spells, spontaneously cast *summon nature's ally* spells; SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure (+4), wild shape (4/day; animal, plant, tiny to large), venom immunity; AL N; SV Fort +10, Ref +5, Will +12; Str 10, Dex 13, Con 14, Int 12, Wis 18, Cha 10.

Languages: Common, Flan, Druidic.

Skills and Feats: Concentration +16, Decipher Script +2, Diplomacy +6, Handle Animal +15, Heal +11, Knowledge (history) +8, Knowledge (nature) +15, Listen +9, Spellcraft +8, Spot +8, Survival +8, Swim +2; Blindsight¹, Eschew Materials, Fast Wild Shape², Hawk's Vision¹, Natural Spell, Silent Spell.

Druid Spells Prepared (6/6/5/5/4/3/2, base DC 14 + spell level): 0—*create water*, *cure minor wounds* (2), *flare* (2), *mending*; 1st—*camouflage*³, *cure light wounds*, *entangle*, *faerie fire*, *longstrider*, *sandblast*⁴; 2nd—*barkskin*, *brambles*⁵, *cat's grace*, *resist energy*, *scen*⁶; 3rd—*cure moderate wounds* (2), *greater magic fang*, *sleet storm*, *spike growth*; 4th—*arc of lightning*⁷, *cure serious wounds*, *freedom of movement*, *rusting grasp*; 5th—*baleful polymorph*, *call lightning storm*, *wall of fire*; 6th—~~*ironwood*~~, *energy immunity*.

Possessions: +2 *wild leather armor*, +1 *ironwood quarterstaff*, sprig of mistletoe (divine focus), traveler's outfit.

¹*Complete Adventurer* page 114 or Appendix 2.

²*Complete Divine* page 81 or Appendix 2.

³*Complete Divine* page 157 or Appendix 2.

⁴*Complete Divine* page 178 or Appendix 2.

⁵*Complete Divine* page 156 or Appendix 2.

⁶*Complete Divine* page 178 (modified by errata) or Appendix 2.

⁷*Complete Arcane* page 97 or Appendix 2.

APPENDIX 2: NEW RULES

DOMAINS

TYRANNY DOMAIN

Complete Warrior page 115

Deities: Hextor, Vecna, Wee Jas.

Granted Power: Add +1 to the save DC of any compulsion spell you cast.

Tyranny Domain Spells

- 1 *Command*
- 2 *Enthrall*
- 3 *Discern Lies*
- 4 *Fear*
- 5 *Command, Greater*
- 6 *Geas/Quest*
- 7 *Bigby's Grasping Hand*
- 8 *Charm Monster, Mass*
- 9 *Dominate Monster*

FEATS

AQUATIC SPELLCASTING

Lords of Madness page 178.

You know how to cast spells that work equally well in or out of water.

Benefit: Water does not impede your spells. Creatures partially or completely submerged do not gain cover or total cover when you cast a spell from outside the water. The surface does not block line of effect for any spell, including spells with the fire descriptor. You need not make a Spellcraft check to cast a fire spell underwater.

Normal: Partially or completely submerged creatures gain improved or total cover against attacks from land. The water surface blocks line of effect for fire spells. Fire spells do not function underwater unless the caster succeeds on a Spellcraft check (DC 20 + spell level).

BLINDSENSE [WILD]

Complete Adventurer page 114.

You can sense creatures that you cannot see.

Prerequisite: Wild shape class feature, Listen 4 ranks.

Benefit: You can expend one daily use of wild shape to gain blindsense for 1 minute per Hit Die, enabling you to pinpoint the location of a creature within 30 feet if you have line of effect to that creature (see page 306 of the *Monster Manual*). You retain this benefit regardless of what form you are in.

CRAFT ABOLETH GLYPH [ITEM CREATION]

Lords of Madness page 22

An aboleth with this feat can create glyphs that store spells or have specialized effects of their own.

Prerequisites: Aboleth, caster level 5th.

Benefit: The creature can create a permanent *glyph of warding* effect that automatically recharges and replenishes its own energy after a short period of inactivity after it is triggered. Crafting an aboleth glyph takes one day for each 1,000 gp in its base price. The base price of an aboleth glyph is its caster level x spell level x 1,000 gp. To create the glyph, the creature must spend 1/25 of the base price in XP and use up raw materials costing one-half of the base price.

A newly created glyph functions exactly as if the creature had cast *glyph of warding* on the affected area, except that the glyph automatically reappears 1 minute after it is discharged. Similarly, if the glyph is dispelled, it reforms as good as new 1 minute later. An aboleth glyph can be destroyed only in the same manner that a magic item can be destroyed—*Mordenkainen's disjunction*, physical destruction of the glyph, and so on.

Alternatively, the aboleth can create a master glyph. Each master glyph is a unique glyph with specific effects and base costs; several sample master glyphs are detailed in *Lords of Madness*.

DANGER SENSE

Complete Adventure page 106

You are one twitchy individual.

Prerequisite: Improved Initiative

Benefit: Once per day, you can reroll an initiative check you just made. You use the better of your two rolls. You must decide to reroll before the round starts.

DIVINE METAMAGIC [DIVINE]

Complete Divine page 80 (modified by errata).

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn or rebuke undead.

Benefit: When you take this feat that you have, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take energy from turning or rebuking undead and use it to apply a metamagic feat to a divine spell that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

EXTRA SPELL

Complete Arcane page 79.

You learn an additional spell.

Prerequisite: Caster level 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand her repertoire. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest level of spell you can cast.

FAST WILD SHAPE [WILD]

Complete Divine page 81.

You assume your wild shape faster and more easily than you otherwise would.

Prerequisites: Dex 13, ability to use wild shape.

Benefit: You gain the ability to use wild shape as a move action.

Normal: A druid uses wild shape as a standard action.

HAWK'S VISION [WILD]

Complete Adventurer page 114.

You can improve your visual acuity.

Prerequisites: Wild shape, Spot 4 ranks.

Benefit: You can expend one of your daily uses of wild shape to gain a +8 bonus on your Spot checks for 1 hour per Hit Die. While this benefit is in effect, you take only half the normal penalty for range increment (-1 on ranged attacks per range increment instead of -2), and you take a -1 penalty on Spot checks per 20 feet of distance (rather than per 10 feet). You retain these benefits regardless of what form you are in.

IMPROVED TWO-WEAPON DEFENSE [GENERAL]

Complete Warrior page 101.

You gain significant defensive advantage while fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Defense, Two-Weapon Fighting, base attack bonus +6.

Benefits: When wielding two weapons, (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your Armor Class. When you are fighting defensively or using the total defense action, this shield bonus increases to +4.

Special: A fighter may select Improved Two-Weapon Defense as one of his fighter bonus feats.

INSIGHTFUL REFLEXES

Complete Adventurer page 101.

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

QUICK RECOVERY

Lords of Madness page 181.

It's hard to keep you down for long. You have a talent for shaking off effects that leave others unable to act.

Benefit: Whenever you begin your turn stunned or dazed, you can make a new saving throw at the original DC of the effect that stunned or dazed you in an attempt to recover. Recovering from being stunned or dazed in this way is a move action. If the effect that caused you to become stunned or dazed did not allow a saving throw, you can recover by succeeding on a Will save (DC 10 + ½ HD or caster level of originator of effect + relevant ability modifier, or Cha modifier if there is not an obvious ability linked to the effect).

Normal: You are stunned or dazed as long as the effect calls for, and do not have an opportunity to recover early.

RAPID SPELL [METAMAGIC]

Complete Divine page 84.

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time of greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

REACH SPELL [METAMAGIC]

Complete Divine page 84.

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

ITEMS

ABOLETH MASTER GLYPHS

Aboleths that learn the Craft Aboleth Glyph feat can use their knowledge of magic to create powerful magic glyphs. Most of these glyphs merely duplicate the effect of a *glyph of warding* spell. Aboleths that have the knowledge and power can learn to craft much more potent, powerful glyphs known as master glyphs. Each master glyph is a unique glyph with specific effects.

Master glyphs affect a creature upon its initial entry into the glyph's range. Beneficial glyphs apply their effects immediately. Hostile glyphs typically

grant a saving throw to negate or reduce their effects; in this case, a creature need only make the save upon entering the glyph's range. The effect of a glyph ends immediately after a creature leaves the glyph's area of effect, but the creature must make a new saving throw immediately upon reentering the glyph's range.

The effects of multiple master glyphs do not stack. In a case where more than one master glyph would have an effect on a specific area, the master glyph with the highest caster level suppresses the other glyphs. In the case of multiple glyphs of the same caster level overlapping, the most recently created glyph suppresses the older glyphs. A master glyph always suppresses the effect of a *glyph of warding*, *greater glyph of warding*, or *elder glyph of warding*.

Glyph of Slave's Glory: All creatures within 30 feet of this glyph and currently under the effect of an aboleth's enslave ability are filled with feelings of pride for and loyalty to their aboleth masters. The creatures gain a +2 morale bonus on Strength, Constitution, and Will saving throws. If a slave attacks another aboleth while within the area of this glyph, he takes 10d6 points of force damage (DC 16 Reflex save for half) and immediately loses all benefits of the glyph until he leaves the area and reenters it.

Moderate transmutation; CL 9th; Craft Aboleth Glyph, *rage*; Price 40,000 gp.

EYE OF VECNA

The *Eye of Vecna* appears to be nothing more than a small withered pebble or clot. It radiates a powerful aura of magic, if this is checked for. No indication of the type of magic can be discerned. The *Eye's* powers can be learned only by trial and error, although it reveals its capabilities once it has successfully dominated its owner. The *Eye* is thoroughly and irredeemably evil, but it does not radiate evil if this is checked.

The *Eye of Vecna* can be used only after it is set in the empty eye socket of a humanoid creature. Once this happens, the *Eye* can be commanded to function. The powers must be learned by guessing or research if the character hopes to use these. At the same time, the *Eye* begins to exert its influence over its owner. Once placed, the *Eye* cannot be removed by magical means.

The great danger of the *Eye* is that it eventually dominates its owner, first forcing its victim to obey the *Eye's* will and finally convincing the person that he is Vecna. The alignment of the owner of the *Eye* shifts to neutral evil.

The *Eye* has many powers, fragments of the abilities once possessed by Vecna in his corporeal form. These are listed below.

Spell-like Abilities: At will—*clairvoyance*, *true seeing*; 3/day—*eyebite* (DC 18 + Int modifier); 1/day—*dominate monster* (DC 21 + Int modifier), *foresight*, *moment of prescience*; 1/week—*vision*. Caster level 20th. Save DCs are Intelligence-based and the *Eye* possesses the appropriate Spell Focus and Greater Spell Focus for each effect.

HAND OF VECNA

This legendary artifact holds immense power for those foolish enough to hack off their own left hand and attach the black, withered, mummified claw-like appendage to their bloody stump. This thing was once the left hand of the powerful archlich Vecna. While the *Hand* does radiate strong magic of some unidentifiable school, it gives no indication of good or evil—but make no mistake, the *Hand of Vecna* is thoroughly evil.

Once grafted into place, the *Hand* cannot be removed unless the current owner is slain. Nothing short of deity level magic can budge the *Hand* from its new owner, and most deities are loathe to interfere with the Undying One's magic. The *Hand*, once attached, provides great power to its wielder, but always remains a black and withered. This cannot be concealed by magic. The *Hand's* evil is overpowering. The bearer's alignment immediately shifts to neutral evil. The *Hand's* powers are invoked through complex gestures and the intelligence of the bearer. The *Hand* provides the following benefits and powers:

Arcane Shield (Su): The bearer is protected from *magic missiles* as per the *shield* spell and gains a +4 deflection bonus. This power is continuously active.

Might of the Undying (Su): The bearer's left arm is empowered with tremendous strength. Melee attacks with this arm are treated as if the wielder had Strength score of 24 (+7 to hit and damage).

Withering Touch (Su): The *Hand of Vecna* may be used to deliver a withering touch 3/day, equivalent to the *blight* spell. Caster level 10th. The save DC is Intelligence-based (DC 16 + Int modifier).

Spell-like Abilities: At will—*cause fear* (DC 13 + Int modifier), *cause light wounds* (DC 13 + Int modifier), *light*, *deeper darkness*, *pyrotechnics* (DC 15 + Int modifier), *slay living* (DC 17 + Int modifier); 5/day—*alter self*, *cause serious wounds* (DC 15 + Int modifier), *color spray* (DC 13 + Int modifier); 3/day—*animate object*, *hypnotic pattern* (DC 14 + Int modifier); 1/day—*disintegrate* (DC 18 + Int modifier), *time stop*. Caster level 20th. Save DCs are Intelligence-based and the *Hand* possesses the appropriate Spell Focus and Greater Spell Focus for each effect.

Resonating Powers of the Eye and Hand of Vecna

One great secret of the *Eye* and the *Hand* is the existence of additional powers when the two artifacts are brought together. When the same being has both the *Eye* and the *Hand* in place, the following powers are gained:

Spell-like Abilities: At will—*clairaudience*, *comprehend languages*, *detect magic*, *nondetection*, *protection from good*.

Spell Resistance (Su): The owner of both the *Eye* and *Hand* is granted spell resistance 30.

FULLBLADE

Arms and Equipment Guide page 7.

A fullblade is 18 inches longer than a greatsword and is too large for a Medium creature to use with two hands without special training; thus, it is an exotic weapon. (Medium creatures cannot use a fullblade one-handed at all).

A Large creature could use the fullblade with one hand, but it would be assessed the standard -4 non-proficiency penalty on its attack rolls; Large creatures can use the fullblade in two hands as a martial weapon. A Large creature with the Exotic Weapon Proficiency (fullblade) feat can use the fullblade in one hand, but a Medium-size creature must use both hands even if it has the relevant feat. A fullblade is also called an ogre's greatsword.

Exotic Weapon— Melee	Cost	Dmg (M)	Crit	Weight	Type
Fullblade	100 gp	2d8	19- 20/x2	23 lb	Slash ing

Sword of Kas

Fashioned by Vecna himself, this sword is a powerful weapon. The sword is a fullblade (see *Arms and Equipment* guide, page 7, or above). The magical endowments of the *Sword of Kas* allow it to be handled by any warrior with grace and ease, albeit with two hands.

The blade is in the flame or water style, the edge of the blade rippled with iridescent undulations. A vein of magically hardened gold forms the center spine. The hilt is wrapped in red leather, flecked with gold. The guards are fashioned from polished pieces of unicorn horn. The pommel is a leering, bearded face, designed so it forms a small basket at the bottom of the hilt.

The sword radiates magic, although the type of magic changes each time the sword is checked. It does not radiate good or evil, although the sword is thoroughly evil.

In some ways, the *Sword of Kas* is quite different from other artifacts of Vecna. Much like a standard intelligent sword, the *Sword of Kas* communicates telepathically with its owner. Aside from a committed desire to destroy Vecna and his artifacts, the *Sword of Kas* displays no personality. It does reveal some (but not all) of its powers.

The *Sword of Kas* was fashioned during the height of Vecna's power in unlife. Seeing that his empire was growing too vast, Lord Vecna chose one of his faithful, Kas, to serve as his right hand. To mark the symbol of Kas's office, the Whispered One fashioned a sword and filled it with power. Unbeknownst to Vecna, the followers of Tharizdun, under the protection of their fell god, warped the intelligence in the sword, causing it to instill envy and desire in its wielder.

Eventually, Kas grew tired of his role as an underling. His pride and arrogance grew until he believed he could rule in Lord Vecna's place. Urged on by the sword, Kas led an assault on the Spider Throne.

Only then did Kas discover that Vecna had built safeguards into the powerful weapon. Designed by his

own hand, the sword was powerless against Vecna, its maker.

Although Kas was somehow able to destroy Vecna's body in the battle, the warrior was also annihilated.

Only the *Sword of Kas* and the *Eye* and the *Hand* remained.

However, in death Kas imparted his rage and hatred of Vecna to the sword—his contribution to the artifact's personality.

Since that time, the *Sword of Kas* has surfaced throughout the Flanaess. Each time its wielder has risen to great power as a warrior, but he has been obsessed with finding the artifacts of Vecna. After reaching the highest peaks of his career, the warrior sets out on a quest in search of Vecna, only to disappear forever.

The *Sword of Kas* can be used by any creature possessing a Martial Weapon Proficiency feat. So powerful are the enchantments on it, however, that when first touched it causes 2d20 points of damage. Thereafter the sword can be handled freely by that possessor. Although evil, the *Sword of Kas* makes no distinction according to alignment—all who handle it are slowly changed to neutral evil.

If the would-be possessor is not killed by initial contact with the sword, he remains its sole possessor until he is slain or freely gives it over to another person. The *Sword of Kas* is not a fickle weapon, as it functions for anyone who holds it. However, characters are not likely to give it away, since one of the detriments of the weapon is that it makes its owner possessive, forcing the same loyalty as it gives.

The other major problem with the sword is its hatred of Vecna. Normally this animosity lies dormant until the owner becomes aroused against Vecna in some way. That emotion triggers a reaction in the sword. Slowly it begins to feed that hatred with secret suggestions and urgings. Using its powers, the sword attempts to lead the character to Vecna (or his artifacts) so the Whispered One's final destruction can be wrought.

Unfortunately for its possessor, the *Sword of Kas* cannot use its powers against Vecna or the artifacts. Even though it has led brave warriors to the goal more than once (only to see them destroyed), the sword has no knowledge of its own limitations.

The *Sword of Kas* has lesser and greater powers. Both sets of powers are in effect only while the sword is gripped. The sword never reveals the existence of the greater powers. With the exception of the *defending* quality (which must be discovered by trial and error), the greater powers automatically come into effect whenever the situation arises. The lesser powers are revealed to the sword's owner as soon as he holds the sword.

Sword of Kas: +5 bane (*Outsiders*, good) *defending keen fullblade*; AL NE; Int 16, Wis 10, Cha 16; Telepathy, hearing; Ego Score 27.

Lesser Powers: *Curse water* at will, *ghoul touch* 3/day, *shield* 3/day, grants Exotic Weapon Proficiency (fullblade) feat.

Greater Powers: *Moment of prescience* 3/day, grants immunity to *fear*, *charm*, and *hold* spells. Compulsion effects which simulate these types of spells are also powerless against the wielder.

Curse of the Sword of Kas (Su): When a suitable wielder (a creature with a Martial Weapon Proficiency) first picks up the sword, he suffers 2d20 points of damage. If the would-be wielder is not slain, the *Sword of Kas* telepathically informs the wearer that it believes he is a fit wielder for it, and then reveals all of its powers to the user. It promises to aid the wielder in whatever quests he or she chooses to undertake.

Until the character dies or voluntarily gives the sword to another potential wielder, the sword states that it considers itself and the character a team, both of them devoted to the same goals.

In truth, while the *Sword of Kas* keeps its promises, it also subtly influences the thoughts of the wielder to make the wielder consider Vecna's existence a personal threat.

Should the bearer ever become enraged against Vecna, the sword works to turn that rage into hatred and encourages the character to seek out Vecna and slay him before it is too late.

Unfortunately for its possessor, the *Sword of Kas* cannot use any of its powers, greater or lesser, within 30 feet of Vecna or the *Eye* and *Hand*. Even though it has led many brave warriors against the Whispered One (only to see each of them destroyed), the sword does not realize that its powers cease to work. If its wielder tries to back out of the final confrontation with Vecna, the Sword attempts to dominate the wielder and force the final confrontation. The Sword of Kas has a potent Intelligence and an Ego of 27, but it does not reveal this to the wielder or attempt domination until a confrontation with Vecna is at hand; any other developments are too petty for it to consider.

Vest of Resistance (*Complete Arcane* page 150): These garments offer magic protections in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creators caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

SPELLS

ANIMATE WATER

Complete Arcane page 96

Transmutation [Water]

Level: Druid 1, wu jen 1 (water)

Components: V, S, M

Casting Time: 1 round

Range: Close

Target: Up to a 5-ft. cube of water

Duration: Concentration, up to 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *animate wood*, but you can animate a quantity of water up to the maximum volume. Water animated by this spell has hardness 0, but has double the normal hit points that an animated object of the same size would have.

Material Component: A vial of pure spring water mixed with cinnabar oil.

ANIMATE WOOD

Complete Arcane page 96.

Transmutation

Level: Druid 1, wu jen 1 (wood)

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One Small or smaller wooded object

Duration: Concentration, up to 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell imbues a Small or smaller wooden object with mobility and a semblance of life, then causes it to immediately attack whomever or whatever you initially designate. Statistics for the animated wood are as for a Small animated object and can be found on page 13 of the Monster Manual. Wooden objects animated by this spell have hardness 5. The spell cannot animate objects carried or worn by a creature.

Material Component: A mixture of powdered cinnabar and ground peach pit.

ARC OF LIGHTNING

Complete Arcane page 97

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warmage 5, wu jen 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close

Target: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

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

Arcane Material Component: Two small iron rods.

BRAMBLES

Complete Divine page 156.

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals additional +1 points of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, and arrow or a metal mace.

Material Component: A small thorn.

CAMOUFLAGE

Complete Divine page 157.

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

CRITICAL STRIKE

Complete Adventurer page 145.

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of keen edge), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

DARKBOLT

Lords of Madness page 210.

Evocation [Darkness, Evil]

Level: Cleric 2, sorcerer/wizard 2, Vile Darkness 2

Components: V, S

Casting Time: 1 standard action

Range: Close

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster makes a ranged touch attack against a foe, launching a bolt of cold darkness from his left hand. The bolt deals 1d8 points of damage per two caster levels (maximum 5d8). Half the damage is cold, and the other has no specific type. When struck, the foe must also succeed on a Fortitude save or be stunned for 1 round, overwhelmed by the evil charge of the *darkbolt*.

DROWN

Book of Vile Darkness page 93

Conjuration (Creation) [Evil]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Medium

Target: One humanoid

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's lungs fill with water if the subject fails a Fortitude saving throw. To avoid drowning, the subject can hold his breath (see Drowning, page 304 of the *Dungeon Master's Guide*). The subject gains a new save (to expel the water) every 2 rounds after the first. While holding his breath with water-filled lungs, a character cannot talk or cast spells with verbal components, and he takes a -2 circumstance penalty on attack rolls, saving throws, ability checks, and skill checks.

EVIL EYE

Book of Vile Darkness page 94

Enchantment [Evil]

Level: Mortal Hunter 2, sorcerer/wizard 3

Components: S

Casting Time: 1 standard action

Range: Close

Target: One creature

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

The caster focuses malevolent wishes through her gaze and curses someone with bad luck. The subject takes a -4 luck penalty on all attack rolls, saves, and checks. The spell ends at the next sunrise, when dismissed, when a *remove curse* is cast on the subject, or when the caster takes at least 1 point of damage from the subject.

MAGE ARMOR, GREATER

Complete Arcane page 114.

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

MORALITY UNDONE

Book of Vile Darkness page 99.

Enchantment [Evil, Mind-Affecting]

Level: Bard 5, cleric 5, corruption 4, mortal hunter 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close

Target: One nonevil creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster turns one creature evil. The chaotic/neutral/lawful component of the subject's alignment is unchanged. The subject retains whatever outlook, and allegiances it had before, so long as they do not conflict with the new alignment. Otherwise, it acts with its new selfish, bloodthirsty, cruel outlook on all things.

For example, a wizard might not immediately turn on her fighter companion for no apparent reason, particularly in the middle of a combat when they're fighting on the same side. But she might try to steal the fighter's bag of gems, even using applicable spells (*charm person*, *suggestion*, and *invisibility*, for instance) against her friend. She might even eventually decide to betray or attack her friend if there is some potential gain involved.

Using this spell in conjunction with a spell such as *dominate person* or *suggestion* is particularly useful, because it changes what acts are against the subject's nature.

Arcane Material Component: A powdered holy symbol.

ORB OF ACID, LESSER

Complete Arcane page 115.

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

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

ORB OF FORCE

Complete Arcane page 116.

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Medium

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

SANDBLAST

Complete Divine page 178.

Evocation

Level: Druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: Semicircular burst of sand 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1d6 points of nonlethal damage to creatures in the arc. Any creature that fails its Reflex save is also stunned for 1 round.

SAP STRENGTH

Book of Vile Darkness page 103

Enchantment [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates
Spell Resistance: Yes

The caster drains the personal well-being from the subject, who becomes exhausted. After 1 hour of complete rest, characters become fatigued rather than exhausted. A fatigued character becomes exhausted again if she does something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Material Component: A long needle and a tiny glass bottle.

SCENT

Complete Divine page 178 (modified by errata)

Transmutation

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows the target to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The target can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple range.

When the target detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint the source.

A target with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Those tracking by scent ignore the effects of surface conditions and poor visibility.

Arcane Material Component: A sprinkle of mustard and pepper, and a drop of sweat.

SLASH TONGUE

Book of Vile Darkness page 103

Transmutation [Evil]

Level: Cleric 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close

Target: One living creature with a tongue

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's tongue gets a thin cut. The subject takes 1 point of damage and takes a -1 penalty on attack rolls, saving throws, skill checks, and ability checks on the following round due to the annoying pain.

SORROW

Book of Vile Darkness page 104

Enchantment [Evil, Mind-Affecting]

Level: Bard 1, cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Grief and sadness overcome the subject. She takes a -3 morale penalty on attack rolls, saving throws, ability checks, and skill checks.

Material Component: A tear.

WITHER LIMB

Book of Vile Darkness page 110.

Necromancy [Evil]

Level: Cleric 2, mortal hunter 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close

Target: One humanoid creature with limbs

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster chooses to wither either the arms or the legs of the subject. Withered legs force a character to fall prone and make it impossible for her to move more than 5 feet per round. Withered arms make it impossible for a character to use objects or cast spells with somatic components, and the subject must drop anything she was holding. At the end of the spell's duration, the limbs return to normal.

WRACK

Complete Divine page 109.

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close

Target: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

MONSTER VARIANT

Amphibious Aboleth: Aboleths spend their entire lives underwater. They have little interest in exploring the surface world to any great extent; that's what slaves are for. Yet some aboleths, particularly those that become stranded after caverns collapse behind them or that are forced to flee their home city for some reason, must dwell in areas that aren't ideal for their physiology. Aboleths trapped in dry areas quickly succumb to the long dreaming, but those stuck in areas with at least some water, such as in a large swamp or fen, can adapt over time. These amphibious aboleth are identical to their aquatic kin, except that their land speed increases to 20 feet, their swim speed decreases to 40 ft., and they gain the amphibious special quality (meaning they can breathe air as well as water). They can survive indefinitely on land, and they dry out and succumb to the long dreaming only if they take enough nonlethal damage from thirst or starvation to be rendered unconscious.

THE EYE

	Medium Aberration
Hit Dice:	12d8+12 (66 hp)
Initiative:	+10
Speed:	30 ft. (6 squares)
Armor Class:	19 (+6 Dex, +3 natural), touch 16, flat-footed 19
Base Attack/Grapple:	+9/+9
Attack:	Dagger +15 melee (1d4/19-20 x2)
Full Attack:	Daggers +13/+8 melee (1d4/19-20 x2) and +13 melee (1d4/19-20x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Gaze, spell-like abilities
Special Qualities:	All-around vision, darkvision 60 ft., immunity to all illusion spells, telepathy 100 ft., uncanny dodge
Saves:	Fort +5, Ref +10, Will +10
Abilities:	Str 10, Dex 22, Con 12, Int 14, Wis 14, Cha 16
Skills:	Decipher Script +10, Gather Information +13, Knowledge (arcana) +6, Listen +18, Search +12, Sense Motive +10, Spot +18
Feats:	Alertness, Danger Sense, Improved Initiative, Two-Weapon Fighting, Weapon Finesse
Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	—

The Eye is one of the chief lieutenants of the Cult of Vecna. Although only one has ever been seen, it is impossible to be certain that there is only one of these creatures. The Eye is a creation of Vecna's and, thus, it is entirely possible that more than one exists.

The Eye stands seven feet tall. Once it was human, but to become the Eye it has been transformed. Its head has been replaced by a giant eyeball. Its body is slender and moves with a quick, light grace. The Eye normally dresses in long green robes trimmed with red. Eyes, embroidered in golden thread, decorate the hems. In public, it covers its robes with a gray cloak, and its head is concealed by a deep hood.

The Eye is a creation of the wizard-priests of the Cult of Vecna, possibly through the intercession of Vecna himself. The process of creating the Eye is unknown to all but the highest ranking members of the cult, but it involves *wish* and other high-level spells. Because the process is difficult, time-consuming, and dangerous, there is believed to be only one Eye at a



time. Whatever the process is, it strips the Eye of all humanity. The Eye feels no emotional bonds or noble virtues, and it displays several peculiar mannerisms.

Limited precognition causes the Eye to finish the sentences of others before they have a chance to say them. The Eye surrounds itself by mirrors and is fascinated by reflections. Sadistically cruel, the Eye purges its own pain and frustrations on helpless victims.

According to the cult priests, the Eye's purpose is to be Vecna's senses on the Prime Material plane.

All-Around Vision (Ex): The Eye is able to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking an Eye.

Gaze (Su): The gaze power of the Eye is both a weapon and means to sustain its aberrant existence. The gaze draws forth life force upon which the Eye feeds. The gaze is always in effect and the Eye may spend a standard action to target an opponent with its gaze. Any opponent failing a Will save, DC 19, gains 1d4 negative levels as the Eye drains away a portion of the creature's soul. The Eye consumes the life force, regaining lost hit points (5 hit points per negative level bestowed). The Eye does not gain any temporary hit points (hit points in excess of its maximum) from bestowed negative levels; instead it stores them for future consumption. Should an Eye be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a restoration spell with respect to the energy drain. In all other ways, for the creature drained, the negative levels gained act as normal. The save DC is Charisma-based.

Psychic Tracking (Su): Once the Eye has seen an intelligent being, either directly or through scrying, it can sense that creature's aura over large distances. The range depends on the abilities of the creature. Those creatures without spell-casting (or spell-like) abilities can be detected only within a one-mile radius. Those with any spell-casting (or spell-like) abilities are detectable at a radius in miles equal to the highest level spell the creature can cast. Spells and items which shield an individual from scrying also befuddle the psychic tracking ability of the Eye.

Spell-like Abilities: At will—*clairvoyance*, *detect magic*, and *find traps*; 3/day—*true seeing*. Caster level 12th. The save DCs are Charisma-based.

THE HAND

	Medium Aberration
Hit Dice:	13d8+39 (97 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	25 (+3 Dex, +2 shield, +10 natural), touch 13, flat-footed 22
Base Attack/Grapple:	+9/+16
Attack:	Bastard Sword +16 melee (1d10+7/19-20 x2) or Dagger +12 ranged (1d4+7/19-20 x2) or Slam +16 melee (1d10+7, head appendage)
Full Attack:	Bastard Swords +12/+7 melee (1d10+7/19-20x2) and +12/+7 melee (1d10+3/19-20x2) and Slam +11 melee (1d10+3) or Dagger +12/+7 ranged (1d4+7/19-20 x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict, improved grab, strength drain
Special Qualities:	Blindsight 60 ft., immunity to all spells and effects involving visual or auditory senses
Saves:	Fort +7, Ref +7, Will +7
Abilities:	Str 24, Dex 17, Con 16, Int 8, Wis 8, Cha 10
Skills:	Disguise +6, Listen +4, Spot +4
Feats:	Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting
Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	—

The Hand is the second of the cult of Vecna's two lieutenants, the other being the Eye. Like the Eye, the Hand is a created being, a human modified by powerful spells to become what it is today. Only one has ever been identified, and given the difficulty of creating the Hand, it is likely that only one exists. The Hand is a squat, heavily-muscled humanoid, almost dwarven in size and shape. As part of the transformation, the Hand no longer has a head. Instead, a giant hand sprouts from its neck. There are no indications of mouth or sensory organs, yet the Hand does not seem impaired for the lack of these. The Hand dresses in a pleated kilt, decorated with colorful swirls and jagged stripes. A thick leather girdle, festooned with daggers, is its only

other garb. In public it wears a blue-green robe with a large hood. It grips an embossed leather mask to hide its "face."

The Hand was created, through spells, by the wizard-priests of Vecna. The process is incredibly complex and torturously painful—indeed, so much so, that it peels the essence of humanity away from its subject. What is left is a barely intelligent, bestial thing. Unable to speak, the Hand can only express its rages through mute gestures. Like the Eye, the Hand is marked by strange behaviors. Fawning submissiveness, gently stroking a friendly hand, suddenly becomes hysterical rage, as he blindly flings itself at walls. Even when calm, the Hand is never still, trembling and twitching uncontrollably.



Constrict (Ex): The Hand can crush an opponent, dealing bludgeoning damage, after making a successful grapple check with the head appendage, dealing 1d10+3 points of damage.

Improved Grab (Ex): If the Hand hits an opponent with its head appendage, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The Hand can grapple a Medium sized creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. The Hand deals constriction damage and possibly Strength drain as well.

Strength Drain (Su): Creatures grappled by the head appendage, in addition to constriction damage, are drained 1d6 points of Strength requiring a Fortitude save, DC 16, to avoid. The Hand consumes the drained Strength as sustenance, healing 5 hit points per point of Strength drained. The Hand does not gain any temporary hit points (hit points in excess of its maximum) from drained strength; instead it stores it for future consumption. Should a Hand be killed that contains stored energy from an opponent within the last 24 hours, that energy floods back to the drained creature, acting as a *restoration* spell with respect to the ability drain. This power has an unusual effect on objects. Objects grabbed and held by the Hand in its head appendage take 1d6 hit points of damage per round. This damage bypasses hardness. The item so drained appears to be aging rapidly. The save is Charisma-based.

WIND EFFECTS

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	-4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

² Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

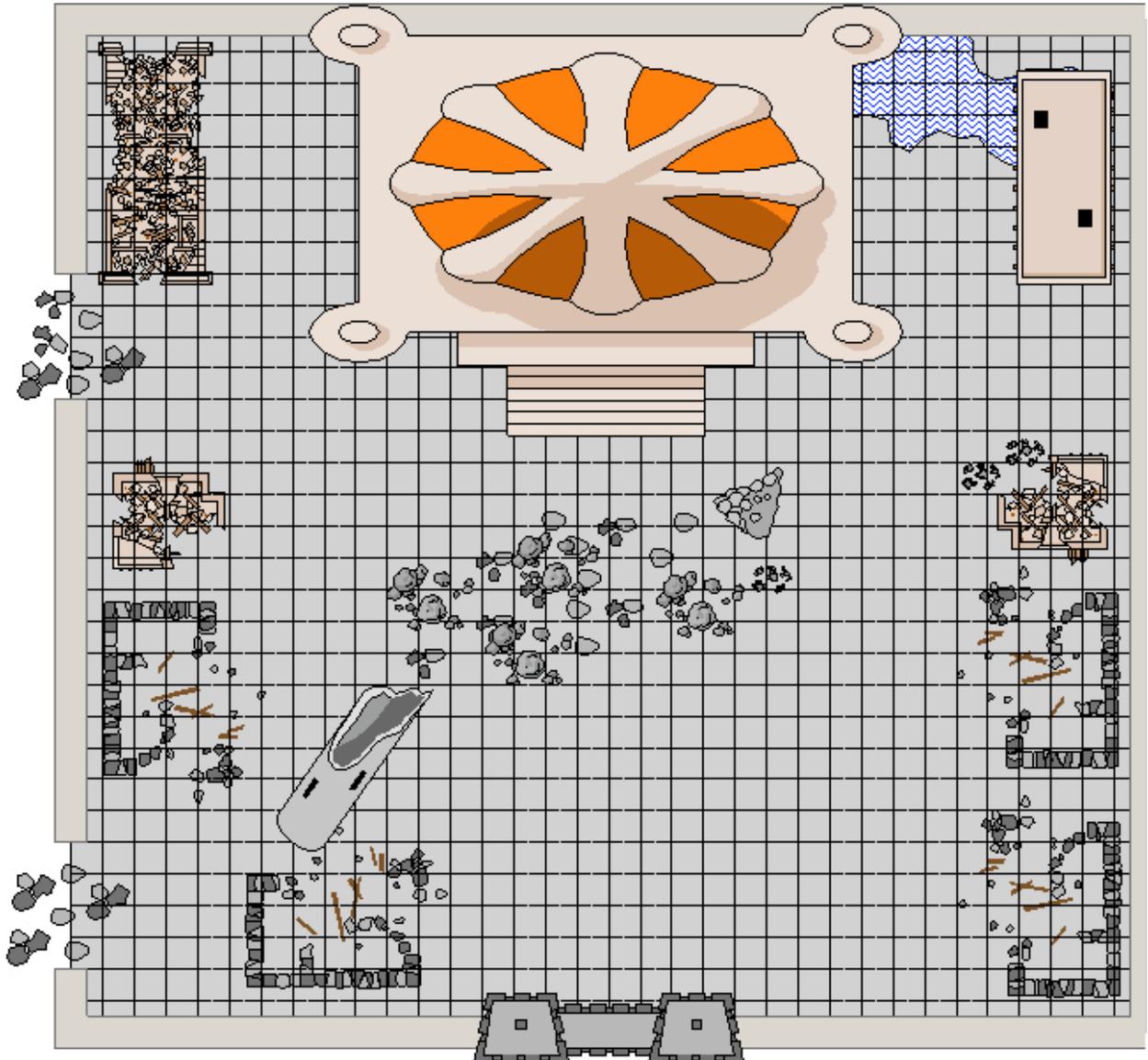
Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

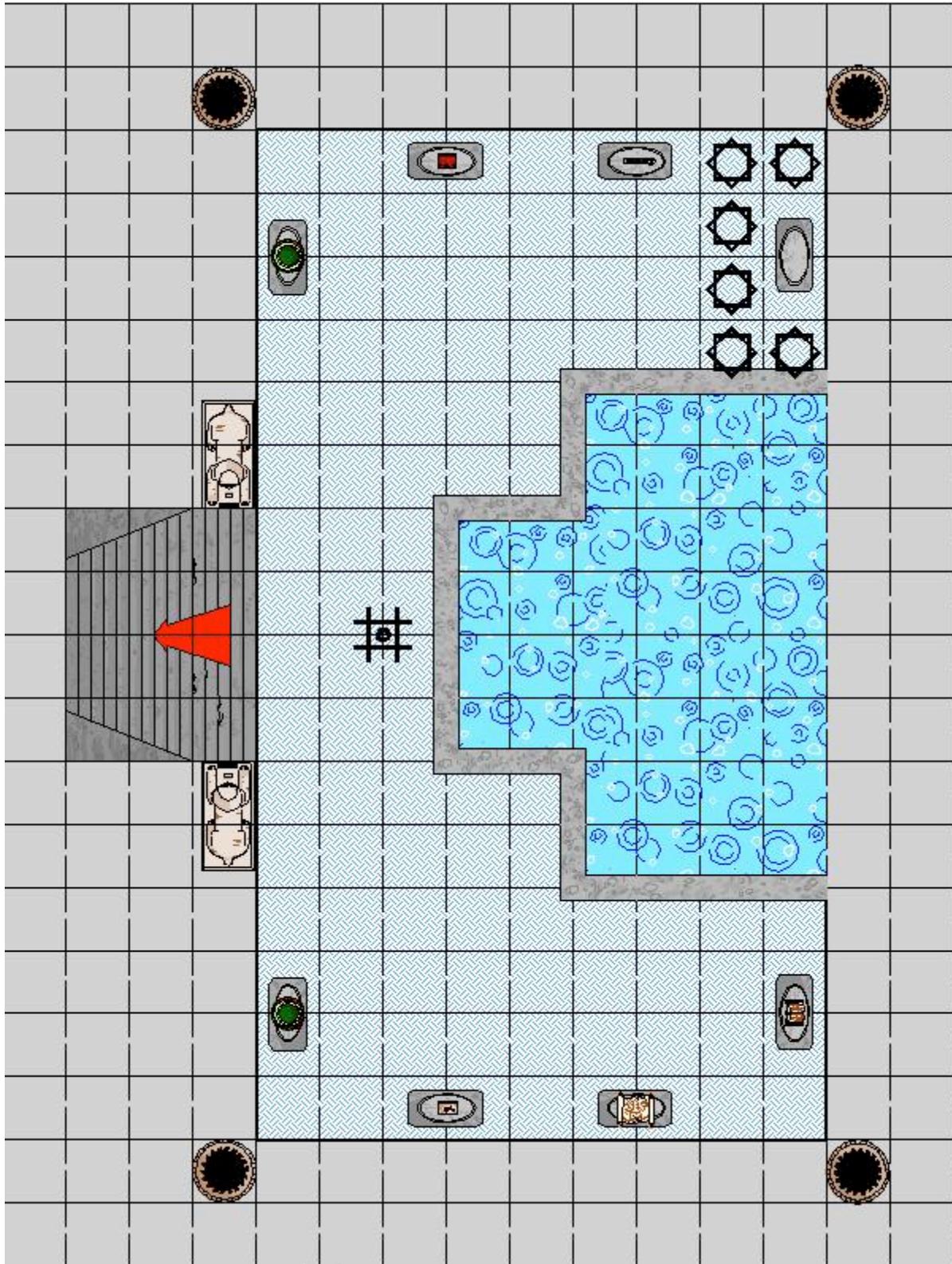
DM MAP 1: THE ISLAND



DM MAP 2: THE FORTRESS



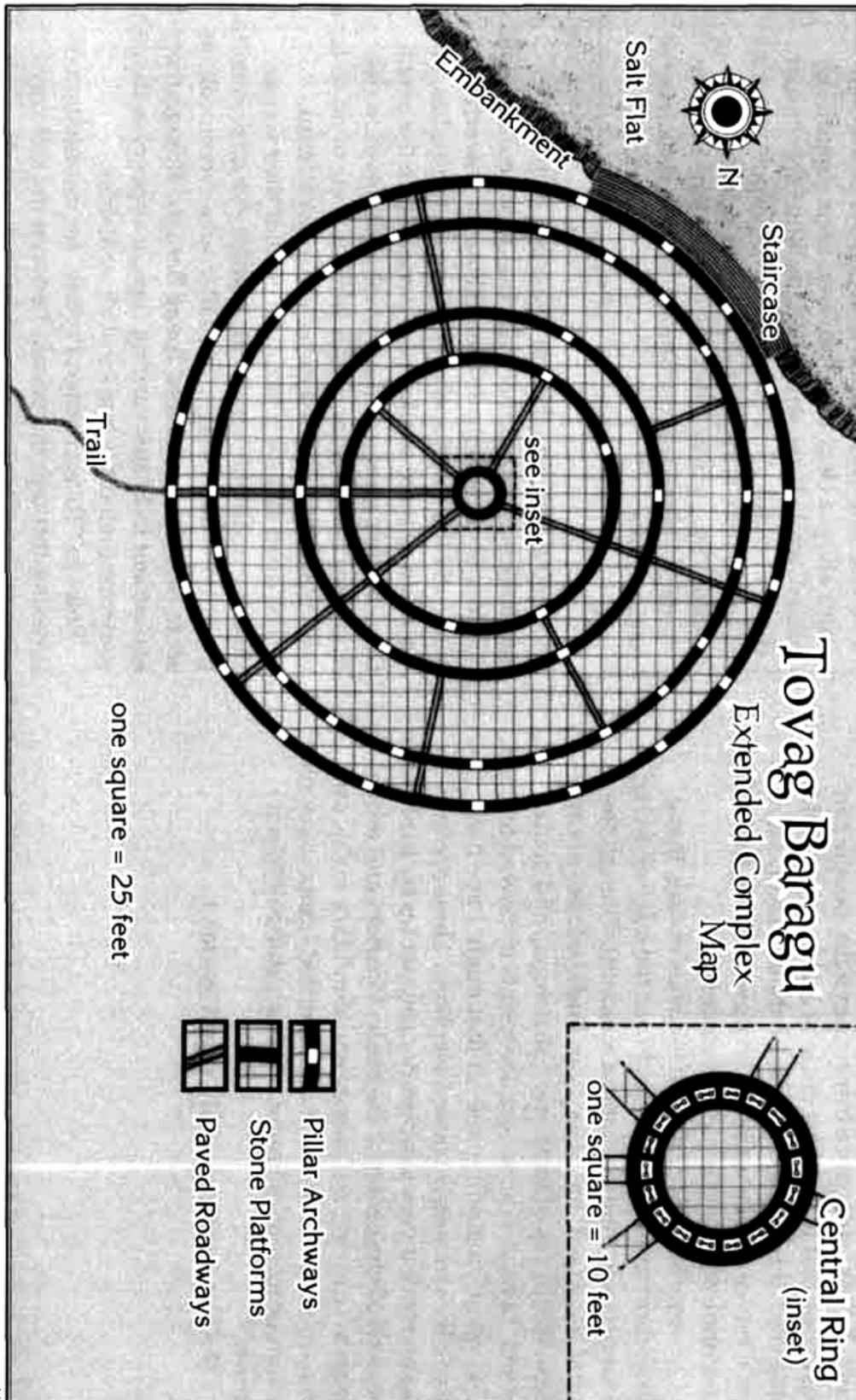
DM MAP 3: THE TEMPLE



 *Aboleth Glyph*

 *Glyph of Slave's Glory*

DM MAP 4: TOVAG BARAGU AND ENVIRONS (TACTICAL)



DM MAP 5: TOVAG BARAGU AND ENVIRONS (CONCEPTUAL)



DM MAP 6: CENTRAL RING

