

HIG4-08

Harmony of a Wicked Fate

A One-Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

by Chris Tulach

The startling discovery made in the hills of the Sepia Uplands leads you back to Highfolk. There, you hope to receive counsel from concerned parties as to your next step along the path of hope. Part 2 of Three Furies, and Part 4 of Blood on the Trees. It is highly recommended that this adventure is played after HIG4-07 *Cult of the Stone Serpent* and before HIG4-09 *The Cauldron of Despair and Hope*. An adventure recommended for characters levels 5-13 (APLs 6-12).

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

	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

with different CRs are added separately.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In the first scenario in this series (HIG4-07 *Cult of the Stone Serpent*), the heroes investigated the disappearances of several gnomes from a small mining community called Marringstone. They found a group of ophidians were abducting the gnomes to use as “sacrifices” to the Stone Serpent, a construct that dwelled in a lost temple.

The PCs found out that the temple had other guardians as well – a covey of three medusae that were quite upset with the party's arrival. After the creatures were defeated, the heroes could attempt to revive some (or all) of the victims-made-statues. The most interesting of them all was a beastfolk named Gnarl Garr, and if revived, he informed the heroes that Elrenn Walthair, the Lord Marshal of the Vesve, was alive and in the clutches of what he called the “Dark Women”. The commander of the Rangers of the Vesve had been missing for about a year, and was presumed dead.

Just as the heroes were leaving the town, one of the residents (a gnome named Jadilstip) gave the heroes an heirloom to remember Marringstone. Unbeknownst to him, the heirloom is actually a hag eye belonging to the aforementioned “Dark Women”. As the heroes prepared to leave, they received a message from Everain the Intrepid, a wizard friend they had helped out a long time ago. He requested their presence in Highfolk town as soon as possible.

Adventure Summary

The heroes have choices to make – do they head for Highfolk to meet with Everain, or do they head right for the beastfolk's home, in the Vesve Forest?

A chimera attacks the heroes along the road, looking for a fulfilling meal. The setup of the encounter depends upon the release of orcs in the first scenario in the series – it's either an ambush, or an encounter on the wing.

Heading to Highfolk, the heroes meet with Everain, who is actually a Shadowclaw agent named Talain (some PCs may know of him from previous interactives). He tells the heroes that he's in need of assistance, and asks them to visit some friends of his who live near the Vesve Forest. The covey of hags, knowing what's happening through the eye, has been in contact with Talain. They wish to have the heroes stopped before they reach the Beastman Forest, and Talain (as Everain) attempts to send them into the waiting clutches of the harpies that live in a cottage called the Home at Forest's Edge.

Leaving Highfolk, the heroes make their way to the harpies' lair. There, they find three women waiting for the opportune time to prey upon them. In the basement of the cottage, the heroes find the most recent victims of

the harpies, along with a nasty surprise – hellwasp swarms.

Once they've done battle with the harpies, the heroes venture into the Vesve, making strides for the Beastman Forest. There, they hope to find the Lord Marshal and rescue him from the “Dark Women”, but that is a story for the next scenario, HIG4-09 *The Cauldron of Despair and Hope*.

Special Play Option

This event while written separately, is part of the “Three Furies” story arc, and has been written for continuous play with the other two parts – HIG4-07 *Cult of the Stone Serpent* and HIG4-09 *The Cauldron of Despair and Hope*. If you, as the DM, are running the same group through all three events in a row without any other scenarios interspersed in-between, all effects (both magical and mundane) can continue between scenario rounds (subject to normal time constraints). In addition, permanent magic items found during the event can remain on the PCs until the conclusion of the series. The players should have made a determination on whether they are playing it as a special play or not at the beginning of the first scenario in the Three Furies story arc. A group cannot choose the special play option if they haven't done so already. If so, there is no upkeep cost for HIG4-08 and HIG4-09. This option is particularly suitable to home game groups, as they are likely to play with the same group of people through all three rounds in the series.

If the players are using this option, find out what the disposition of Gnarl Garr is at the beginning of the scenario (either a stone statue, or revived). If he was left behind, assume the heroes retrieved him, but he's still a statue.

Make certain to keep track of characters that succumbed to the serpentine curse of the ophidians (the text of which can be found in Appendix 2). The changes happen gradually at first, so describe to an afflicted hero the change in complexion, shortening of their legs, etc. Hopefully, the heroes are able to find a cure before it's too late, but it might go on throughout this scenario if they can't figure it out. At the beginning of the scenario, it is considered Day 2 since a hero was afflicted.

DM Notes

At the beginning of this event, you should record each PC's Fortitude, Will save, Spot check and Sense Motive check, for use at any point within the round. Have each player roll 10d20, and record his or her results. That way, a player never has to let you know they're using Sense Motive, as long as their PC is attentive to the situation in which it may apply. Also, this allows you to check Will

saves on PCs without letting on that there's something amiss.

Before beginning, ask if any of the PCs are members of a "Highfolk Gardener's Society". This is a code, and those that say "yes" are part of the Blood Owls, a group of thieves and businesspeople that seek the elimination of Iuz's influence at all costs. This becomes important in Encounter 3.

In addition, please note anyone who possesses the Year 1 Highfolk certificate called the *Favor of Marrgawl*. This is important right away. Also note the location of the aquamarine clasp (from the first scenario in this series), and which character has it at the table. If no PC has the clasp, that's alright; if more than one PC has the clasp, choose one that's wearing it to have it for purposes of the adventure.

If the PCs freed one or more orcs from petrification and let them go (take a poll to see if the majority of the PCs did at their tables if you're not using the special play option), make a note of that. It is important for Encounter 2.

The Aquamarine Clasp

If, for some reason, a hero decides to look at the aquamarine clasp with a *gem of seeing* or a *true seeing* spell, they see it is really a disembodied eye. A bardic knowledge or Knowledge (nature) check at a DC of 20 tells them that this is a hag's eye; a check made at a DC of 25 reveals that a covey of hags can see everything the eye sees, and that destroying it may blind one of them.

Note on Content

When the heroes arrive at the Home at Forest's Edge, please keep in mind the sensibilities and age of the players. The Home at Forest's Edge is essentially a brothel, and the scene involving the dead bodies in the basement could be particularly gruesome, especially to young players. You may wish to gloss over descriptions or details of these two particulars if your players are uncomfortable with these subjects or are minors.

Introduction

Heading down the dusty trail from Marringstone, you take the time to enjoy the coolness of the Ready'reat day, and the company of your fellow travelers.

This morning, when you awoke, you received a magical message – a sending spell. "Please make your way to Highfolk with much haste" said an old friend. It was Everain the Intrepid, a wizard whom you'd helped out before, and his voice bore a strong sense of urgency. What he wants is anyone's guess.

The heroes have just left the town of Marringstone, a small gnome mining community where they helped solve the mystery of the gnomes' abductions. Have the heroes introduce themselves to one another, if they're not playing this event with the special play option. Otherwise, continue right where they last left off.

With the heroes should be a beastfolk named Gnarl Garr. He may still be petrified, or he may be revived and recovered from his ordeal. If the majority of the party did not revive Gnarl Garr from his state in the previous scenario (HIG4-07 *Cult of the Stone Serpent*), or if they did not play the scenario, he is considered to be with the PCs and still in stone form. If the heroes have revived him, or revive him at some point during the scenario, refer to the information below.

Gnarl Garr of the Woodshaper Tribe

Gnarl Garr (male beastfolk, NG, hp 11) is a beastfolk, a race of reclusive furred humanoids that live in a portion of the Vesve Forest. Beastfolk are slender humanoids and have a fine coat of green or olive fur. Underneath the exterior coat of fur lies a coarse black fur that instinctively moves about, to provide him with superior camouflage while hunting in the forest.

Beastfolk speak their own language, which uses some Sylvan, gestures, and changes on the patterns of their fur. It is thus impossible for an outsider to duplicate anything more than the rudiments of their language, and that is only possible if the listener understands Sylvan. More intelligent beastfolk sometimes speak full Sylvan.

Beastfolk are completely distrustful of any magic (and, in fact, have spell resistance 20), and don't believe in deities. They are never spellcasting characters – most beastfolk are either fighters, barbarians, or rogues (their favored class).

If Gnarl Garr is revived, he initially goes into a panic, running about (if he's able), and hiding from the heroes (although he doesn't actually leave their sight, unless they threaten him). He doesn't let himself be touched in any way unless he is certain the PCs are benevolent. Heroes who speak Sylvan can communicate basic information like "hunger", "friend", and so on. A *comprehend languages* spell does not work well on Gnarl Garr, since it only allows the caster to understand what a speak of Sylvan already knows (basic concepts). Also, *comprehend languages* requires the caster to touch the target, and with Gnarl Garr's current disposition (and disbelief in magic), that could be very difficult.

A *tongues* spell is much better, since it allows the hero to understand Gnarl Garr fully, although it only allows the hero to communicate in basic terms (since it doesn't grant the caster the ability to communicate non-verbally).

Gnarlgarr responds immediately well to characters wearing (or showing) the *Favor of Marrgrawl*. This vine necklace is a symbol of greatness among the Woodshaper tribe, of which Gnarlgarr belongs. He carefully extends his hand, touching the PC's arm and caressing the necklace. If he is fully understood, he calls the PC "ranger-friend", and talks almost exclusively to him or her.

Gnarlgarr uses any normal simple weapon the PCs give him, although he only fights when pressed, the party is in trouble, or there's no escape. He does not wear armor, and won't carry any magic items (unless they are infusions, which he regards as normal herbs). He can use a magical simple weapon, so long as the magic of the weapon is subtle (for example, he won't use a *flaming spear* or an *icy burst dagger*, but a *+1 club* or an *impact quarterstaff* are alright).

Gnarlgarr should be played as a cautious hopeful, who wants to believe the PCs can help. Remember that his tribal culture means he cannot communicate certain nuances that civilized characters can; when playing him, speak simply (and never infer anything that has to do with magic, spirits, or gods). If the PCs are able to communicate with him, Gnarlgarr can relate the following (give broad generalities if they only understand Sylvan):

- I am Gnarlgarr, of the Woodshaper Tribe. You must be rangers come to free me. I thank you for your kindness.
- I have been with the snakefeet for a time now. They took me from the Dark Women. They made me do things for them, but not bad things. Helping things. They have a weakness that I see when they are with others. They like to work for others, and they brought me here as a gift for the green-eyed snake. He bit me, and now I'm here with you.
- The Dark Women live in our forest, but we do not go into their lands. They are like you, but not. They have hate in their hearts, and bear us pain, so you are only like them in sight.
- The Dark Women live past the shores of the Lake of Gloom. It is in the center of our forest, and our smiling folk do not speak well of it.
- The smiling folk look like you, but are different. They have been with us since the beginnings, or so the tales say.
- The Black Guardian watches the shores, so few of our tribe go there. He is a horned beast that has sharp claws, and walks as we do.
- The Black Guardian is a great two-legged beast with long horns and a wicked heart. He feasts on the bones of anything he kills.

- (Especially if someone bears the necklace, but eventually Gnarlgarr gets to talking about it) The Dark Women have the first-ranger, our oldest friend among your kind. (If a PC has the necklace) He gave you the favor of our people. They keep him past the lake. No one knows what has become of him. It has been long since we last saw him.
- You, who have the ranger's heart, should help. Together, we can go to my home, and find him. I can be your guide.

Gnarlgarr refers to Elrenn Walthair, Lord Marshal of the Vesve Forest as the "first-ranger". Several heroes may pick up on this from the last time they met with a beastfolk (Marrgrawl); if they do not, they can certainly make a Knowledge (local – Iuz's Border States) check to identify the person Gnarlgarr refers to as Elrenn Walthair. Rangers of the Vesve know this automatically.

The Lord Marshal and leader of the Rangers of the Vesve Forest has been gone for more than a year now, and most have thought him lost to Iuz. The suspicions aren't far from the truth, as the heroes soon learn.

At any rate, Gnarlgarr is far from home, and certainly accompanies the PCs unless they threaten him (in which case, he leaves on his own, complicating things for the heroes in the future). He stays on the outskirts of civilization, preferring to wait and hide while the PCs are in town.

Carrying the Statue of Gnarlgarr

If the PCs need to carry Gnarlgarr because he is still petrified, he weighs 300 pounds in statue form. The PCs have a cart they obtained from the gnomes, and if they wish, they can purchase a draft horse with tack and harness to help pull it

Encounter One: Carnage on the Road

The heroes may have released an orc from his petrified state in HIG4-07 *Cult of the Stone Serpent*. If that's the case, and the orc was left free to go, skip this encounter and go directly to Encounter 2.

If the heroes did not free the orc, or killed him upon freeing him (or the majority of the players never played the first scenario in this series), continue with the following:

In the late afternoon, as you're looking for a good place to camp alongside the Quagflow Road, you see a merchant's wagon in shambles on the road ahead, the contents of which are tossed this way and that along the road and to the brush on the side. It appears that

there are a number of bodies lying motionless around the wagon as well.

A chimera has been plaguing the area of late, and fell upon this hapless group of travelers. As the heroes approach they can find the following while looking about:

- Four humans, three men and one woman, lie in various positions around the wagon. They are all dead, torn into pieces by some creature. A Knowledge (nature) check (DC 15) deduces that the creature or creatures responsible were very large, very strong, and used both claws and bites. Also, some of the people have burn marks on their body, and the wagon is blackened to one side. A successful Craft (alchemy) or Knowledge (arcana) check (DC 12) reveals that these burn marks are from acid, and they seem to coat a large area of the wagon and two of the bodies.
- A tack and harness for two horses is also found, but nothing remains of the beasts of burden except for large pools of blood.
- Two of the people (a husband and wife) were merchants, and are dressed comfortably with no weapons or armor on them. The other two are guards, dressed in chain mail (now destroyed) and armed with longswords, daggers, and longbows (still usable). Their quivers each contain 20 arrows.
- Looking about the area, sacks of milled wheat are everywhere; most are broken open and spilled on the ground. There's little else that can be found in the area, except for a coinpurse (Search check DC 25 to find when searching the wagon) containing 100 solars (gold minted in Highfolk).
- The dead cannot be spoken with via a *Speak with Dead* spell, as they are sufficiently mutilated to provide no answers (any spellcaster capable of casting the spell knows this before making an attempt). By the same token, a *Raise Dead* spell doesn't work.

Once the heroes have surveyed the scene, move along to Encounter 2.

Treasure: The heroes can take the 2 longswords, 2 daggers, and 2 longbows (along with 40 arrows) from the guards. In addition, the coinpurse has 100 gp in it.

Encounter Two: Three Fanged Mouths

This encounter has two different setups, depending on the events of the previous scenario (and whether or not this is part of a special play option).

Chimera Ambush

If the PCs let one or more of the orcs go from the previous scenario, they have set a plan in motion for the PCs' demise. Thinking that the heroes decimated most of their tribe (the Three Fanged Mouths), the orcs head back to the northern Vesve, and find that some of their tribe still exist. The shaman there hears their plight, and summons the tribe's totem – a chimera that lives nearby. The shaman promises a good meal out of the adventurers, and the promise of good hunting for a month thereafter. The chimera accepts, and immediately goes looking for the PCs.

The encounter with the merchant wagon does not occur for this group, as the chimera sets himself up in ambush as the PCs come along down the road. This combat takes place 2 days from the start of the scenario, either as the PCs are closing in on the Home at Forest's Edge (if they chose to go directly to the Beastman Forest), or as they're heading down the Quagflow Road (if they're headed to Highfolk).

Your journey over the last two days has been relatively uneventful. In another day or two you should be at your destination.

The PCs are walking along a trail with several thick trees to either side. 60 feet down the path, to one side of the road, the chimera lies in wait, observing the PCs in a thick stand of trees. You can just draw a trail on a map, with stands of trees all around.

At this distance, have the heroes make Spot checks against the chimera's Hide (+10 circumstance bonus for the thick growth). The chimera springs into action as soon as a hero gets within 60 feet, and the PCs do not act in the surprise round if they fail to notice the creature.

APL 6 (EL 8)

🐉 **Chimera:** hp 76. The chimera's dragon head is green. See the *Monster Manual*, page 34 for statistics.

APL 8 (EL 10)

🐉 **Chimera, Advanced:** hp 157. The chimera's dragon head is green. See Appendix 1 for statistics.

APL 10 (EL 12)

🐉 **Chimera, Advanced:** hp 220. The chimera's dragon head is green. See Appendix 1 for statistics.

APL 12 (EL 14)

🐉 **Chimera, Advanced:** hp 283. The chimera's dragon head is green. See Appendix 1 for statistics.

Tactics: The chimera moves as close as it can get to the heroes in the surprise round, and attempts to melee with as many as possible. If it is greatly injured, it takes to the air, using its breath weapon until it is reduced to less than 20 hit points. At that point, the creature attempts to fly off to seek an easier meal.

Chimera Inbound

If the heroes did not release the orcs, they have the encounter with the merchant wagon, and should be aware that something big and nasty is in the nearby area. In this instance, the chimera is simply out hunting for a good meal, and sets upon the PCs with a great deal more warning.

Find out what character in the party has the highest Spot check. The chimera's base Hide check (since it can't hide in the air) is either -4 (0 - 4 for size for a Large creature) or -8 (0 - 8 for size for a Huge creature). The chimera is 40 feet up in the air. Then, take the Spot check penalty for range (-1 per 10 feet) to find the best result that can be rolled by the highest character. So, for example, a character with a +20 Spot check could roll a 40 for a result. This would allow the character to see a creature at 400 feet away, if it was plainly visible and Medium size. Since the actual check needed is a negative number (either -4 or -8) the character could see the chimera when it is 440 or 480 feet away.

Start the chimera from that distance away, counting 25 feet of the distance as height. Then, have each player roll a Spot check (or, preferably do it secretly using the guidelines established at the beginning of the scenario). If no one succeeds, move the chimera 100 feet closer, and try again. Keep trying until a party member succeeds, or the chimera is within 100 feet.

APL 6 (EL 8)

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APL 12 (EL 14)

🐉 **Chimera, Advanced:** hp 283. The chimera's dragon head is green. See Appendix 1 for statistics.

Tactics: The chimera swoops in, attempting to breathe as soon as it gets close enough. After that, it lands, and attacks the heroes in melee. If it is greatly injured, it takes to the air, using its breath weapon until it is reduced to less than 20 hit points. At that point, the creature attempts to fly off to seek an easier meal.

Once the heroes have defeated the creature, they can journey uninterrupted the remainder of the way. Go to either Encounter 3 (if the heroes are headed to Highfolk), or Encounter 4 (if the heroes are headed directly to the Beastman Forest).

Encounter Three: A Brief Stop in Highfolk

If the heroes decide to head to Highfolk to answer "Everain's" summons, Gnarl Garr does not enter the town (unless he is a statue, in which case the PCs bring him wherever they desire). He waits outside both Ashenglade and Highfolk, hiding in a small woods to the east of the town. When the heroes approach, read the following:

Highfolk, or rather the somewhat dubious community to its north called Ashenglade, is a bustle of activity. A portion of the Perrenland army has arrived, and apparently to the chagrin of the elven forces who claimed much of the former adventurer's town for themselves. It's definitely getting far too crowded here.

The heroes can choose to revive Gnarl Garr, if he is still stoned, at this time. They can do so at "Everain's" establishment, or they can choose to go to the Guildsmen of the High Art, and pay for the *stone to flesh* spell. It costs heroes 660 gp and 6 Influence Points (or an extra 500 gp) with the Guildsmen to bring Gnarl Garr back (the spell works, no matter how the dice fall); a member of the Guildsmen of the High Art can have the Influence Point expenditure waived.

When the heroes enter Highfolk, give any PC that is a member of the Blood Owls Handout 1. All PCs that are members receive the same message.

The Assassin and the Imposter

Talain, an Iuzian sympathizer and now member of the Shadowclaw (a shadowy group of people from all walks of life dedicated to ending the war with Iuz by speeding his victory), has received word from the “Dark Women” that the heroes were arriving in town, and was asked to stop them. Despite the fact that he had been encountered on two different occasions by PCs (surviving an assassination attempt on his life, and nearly foiling a collected group of heroes at the Richfest celebration in Weeping Willow this year), he was willing to return to Highfolk under disguise (using *alter self* spells) and help to thwart the PCs.

Talain asked around and found a relatively nondescript but interesting person that several heroes had once dealt with – a man named Everain the Intrepid, a wizard and alchemist living in Highfolk town. Talain chose to have Everain “disposed of” by Shadowclaw agents (he was abducted from his home, and taken far from Highfolk), and after some “probing”, he took his identity. He sent the missive to the heroes that was received at the end of HIG4-07 *Cult of the Stone Serpent* (and repeated at the beginning of this event) in the hopes of redirecting their efforts to the harpies in the Home at Forest’s End, by orders of the “Dark Women”.

Unfortunately, due to the time constraints placed on him, Talain was rather sloppy. The Blood Owls, a thieves’ guild devoted to destroying Iuz’s influence in Highfolk has found out that he’s back in town, and they mean to finish the job that a group of PCs failed earlier in the year. To ensure success, they’ve brought in one of their best agents, an elven assassin named Kylil.

Kylil has been responsible for many assassinations of political and social leaders in Highfolk, particularly during 591 CY. In that year, he was nearly captured by a group of a dozen heroes while fleeing after the assassination of Telvest Lorewin, a town councilman. The assassin returned later during that year’s election, and struck at other targets. The Blood Owls have been keeping him employed for some time, and while they haven’t used him recently (he’s been given some “cooling off” from Highfolk), the organization feels its time to bring his services to bear once more.

Unfortunately, the heroes really can’t tell who Kylil works for (and, in fact, he’ll really take any job that pays well), and while some characters might have an inkling that Telvest Lorewin wasn’t as upstanding as many in the community made him out to be, there’s no way to prove that he’s mostly worked on the PCs’ side. This holds true again, as he prepares for a strike on Talain, hoping to find a perfect distraction for his attack...

Everain’s home is a bit of a ramshackle affair; it appears he’s once again spent too much time working on the latest formulae in his laboratory, no doubt concocting something that will bring about no good. However, he’s a good-hearted man, and he certainly pays well for services rendered.

You knock a couple of times on the door, and eventually you hear a small voice call to you. “The door’s open, come on in” Everain says.

Heading through his dour but disorganized living area, you make your way downstairs, twisting and turning on the spiral staircase he had installed recently. You come to the landing, and down a short corridor, you find a massive laboratory – filled with books, beakers, flasks, burners, liquids, powders, and all manner of arcane devices. It’s so large that he had a balcony put up twenty feet from the floor, so that it was easier for him to store his various experiments. You find it to be a rather nice-sized miracle that the place hasn’t blown up with all the different chemicals he must be storing and using here.

The thin, balding Suloise man, wearing lavender robes, looks up from stirring an iron flask. “Oh, you’ve made it! Wonderful! I was hoping my sending arrived to your ears without much trouble.” Everain looks about his chamber of research, “Ah ... have a seat ... somewhere.” He attempts to clear some stool spots away, but when a vicious pink liquid threatens to overflow from the flask he stopped stirring, you decide it’s better to stand. After all, who knows what you might sit on.

Talain is doing his best Everain impression, and he’s currently wearing his guise due to a quick application of *alter self* when the heroes entered. If his true form is revealed, it is that of a half-elven male (Everain is human). Any hero who played at the Richfest celebration interactive (Gamefest Milwaukee 2004) and views his true form instantly recognizes him as the villain that escaped the party’s clutches. This is likewise with those Blood Owls that participated in a special interactive adventure entitled “Pruning the Garden”; Talain was the only target to have escaped their grasp.

Talain makes small talk for a few minutes, and heroes who succeed in a Sense Motive check (rolled secretly) get a hunch that something’s not quite right with him. If Gnarlgrarr is with the PCs (in stone form), he offers to revive him with an application of *stone salve* at the cost of only a favor. After a couple of minutes, Talain gets to talking to the heroes about why he (in the guise of Everain) has summoned them.

“Oh, I suppose enough of this chit-chat. You’re busy people, and I hate to waste your time, so on to the

matter of your summons." Everain stops stirring for a moment, and begins.

"I have a few friends who live near the Vesve Forest, in a comfort house known as the Home at Forest's Edge. I've owed them a favor for some time, and they've asked me to deliver some poultices I've whipped up for them. I know you're great adventurers and all, but I need someone who knows the trails and isn't shaken by what they find in the wilds to deliver these to their door. I'll give you your pick of a few choice magic items when you return for your trouble. The Home is easy to find - just head north out of town a half a day, and take the Old Northeast Road directly to them. They're just shy of the great woods. You can ask for Melody, Shalla, or Illadri when you get there. They'll be more than happy to see you, I'm sure."

If the heroes seem annoyed with his summons, and explain to "Everain" that he's keeping them from rescuing Elrenn Walthair, he apologizes profusely, and tells them, "Well this should be on the way, at least".

Talain hands the heroes a small satchel filled with balms and salves, mostly used to soothe aches, and aid in the healing of minor injuries.

Kylil Strikes

This area is easy to map; it is a 40-foot by 40-foot room with a ceiling of 30 feet. 20 feet up, a 10-foot wide balcony rings the entire room, accessible from a staircase near the ground doorway. Up on the balcony, hiding behind the solid oak railing, Kylil has been observing the heroes' interaction with Everain. Once Everain hands the satchel over, he strikes, attacking from his position with his hand crossbow, using a *bolt of elf slaying* coated in black lotus extract (Contact, Fortitude DC 20, initial and secondary damage 3d6 Con). He's also enhanced himself with a *scroll of sniper's eye*, which allows him to death attack from this distance (approximately 30 feet away). This strike is considered the surprise round.

It is possible the party may detect Kylil before he takes his shot; if so, the death of Talain can be averted. No matter what happens, once Kylil makes a move (or is discovered) initiative should be rolled.

APL 6 (EL 8)

🔪 **Kylil, Assassin:** hp 42. See Appendix 1 for statistics.

APL 8 (EL 10)

🔪 **Kylil, Assassin:** hp 52. See Appendix 1 for statistics.

APL 10 (EL 12)

🔪 **Kylil, Assassin:** hp 62. See Appendix 1 for statistics.

APL 12 (EL 14)

🔪 **Kylil, Assassin:** hp 72. See Appendix 1 for statistics.

Tactics: Kylil's tactic is simple – once he's fired his shot, he attempts to escape using his *planejump stone* (which is keyed to Pandemonium). The next round, he pulls out his stone, activates it, drops it in front of him, and takes a 5-foot step onto it to transport him away.

If Talain is still alive after the shot (keep in mind, he has to make three Fortitude saving throws to survive that attack), he immediately *teleports* away, leaving the heroes alone in Everain's lab.

Development: If the PCs manage to subdue or stop Kylil in some manner, he gives up no information unless *dominated* or otherwise coerced by magic (*speak with dead* is another possibility, but he resists). He only knows the following pertaining to this mission:

- He has been hired by a nameless benefactor who uses a series of dead-drops throughout town to give him his missions.
- If asked, Kylil says that he has been responsible for the murder of Telvest Lorewin and several other key personages in the Highfolk area.
- The man he sought to kill today was impersonating Everain with magic.
- Kylil does not know the names or faces of any of his employers here in Highfolk.
- Kylil doesn't really know the man he was sent to assassinate, only that he's recently arrived in town, and has impersonated Everain for some purpose.
- Kylil knows of the Home at Forest's End, and has heard firsthand that it is a place of ill repute, and often visited by the woodsmen who live near it.

If Kylil is brought to the authorities (or Paxana herself), the PCs are lauded as great men and women, and Paxana personally congratulates them on the assassin's capture or death. The word of the heroes' deeds spread around town, and soon, everyone feels more relieved to have a known killer get what's coming to him.

If the PCs kill or capture Kylil, report this to the Highfolk Triad. There is a separate Adventure Record that is not normally available unless the characters manage to defeat the assassin. **Also, PCs only receive XP for this encounter if they successfully defeat Kylil.**

Treasure: Kylil has several items of interest; see the Treasure Summary for details. Note that none of his gear counts towards the treasure totals for the scenario.

What To Do With Talain

If “Everain” is killed, he reverts to the form of Talain. Talain doesn't want to come back to life, and resists any form of communication (such as *speak with dead*). If he's somehow communicated with, he can reveal anything he knows, based on the information given above. He does not know the identity of the “Dark Women”, only that they are powerful and ultimately serve his cause. As for the harpies, all Talain was told is that the heroes “will be dealt with” by them.

Talain, if alive, attempts to *teleport* away at the next available opportunity. PCs might be able to stop him from doing so, but unless he's magically coerced, he tries again as soon as he's able.

PCs can try to take anything on Talain, but should be warned that it might be the property of Everain, and could certainly be considered theft. They may use his items for the remainder of this scenario, and if you're exercising the special play option, permanent items can be brought into the next scenario. None of Talain's items appear on the Adventure Record, and they're not calculated into the Treasure Summary.

Once the heroes have dealt with this situation, they can continue on their way to the Beastman Forest.

Of course, they now have a choice – either visit the Home at Forest's End, and see what was so important, or try and avoid it. If they avoid the home, go directly to the Conclusion. Otherwise, continue with Encounter 4.

Encounter Four: Three Furies

As the heroes make their way to the Home at Forest's End (the journey takes four days on foot), they can attempt to pick up rumors about this place to better prepare themselves for their meeting.

Gathering Information

If the players ask to use Gather Information to get some knowledge of the residents of the Home at Forest's End, let them do so. Most likely, this information is obtained in an inn out in the Highvale, closer to the Vesve Forest (where people may have heard/been to the establishment). An expenditure of 10 gp gives a hero a chance. Below is the information that can be learned about the Home at Forest's End (characters get all the information from each bullet point they surpass as well):

- **DC 15:** Yeah, I've heard of it. Never been there myself, but I hear that those ladies certainly know how to treat a man right.
- **DC 20:** That place is a debauched hive of immorality. Those women are nothing more than foul temptresses.
- **DC 25:** I've been there, and the ladies are really good to you. They take care of everything, and make you feel like a king. Expensive, though. I guess they have fine tastes. Place had a funny flower smell I couldn't place too. I wish there were more places around here like that; it would make my living a lot easier! Of course, I'd be poor then...
- **DC 30:** It's said that those women snatch up men for sacrifice to demons that keep them ageless. I certainly believe it, since I've heard more than one story of a husband who never returned from a day of woodcutting near there.

The Home at Forest's End

When the heroes finally arrive after their journey, read the following:

Ahead on the path is a large cottage, with a beautiful bed of flowers in the front, and a well-tended garden to the left of the building. Smoke lazily curls out of the chimney, and the place looks very quaint in the shadow of the Vesve Forest looming behind it.

The Home itself is part of a terrible curse levied on the inhabitants for their debauched ways. Long ago, it was the home of a retired paladin and his family. They lived a peaceful, yet unfulfilling existence until a caravan of “ladies of the night” passed by one day. That night, the paladin, urged on by the temptresses and overcome by lust, left his wife's side and went to the caravan. His home was raided by orcs, and by the time he was able to make it back, the creatures had killed his wife and children. He fought them valiantly, but he perished in the battle as well. With his dying breath, he cursed the three women who lived there to remain in this place of sorrow for all eternity, and look upon themselves as the monsters they truly were, never again to possess true beauty.

The ladies tried to leave, but were unable to travel more than a few hundred yards from the home. Something compelled them to stay. Over the next few weeks, they gradually underwent a horrific transformation into harpies – hideous beguilers who use their voices to ensnare hapless travelers. After a few decades, they finally coerced a spellcaster powerful enough to provide them with some respite – the interior of the home is enchanted with a *seeming* spell, making

the three women appear as they once were – beautiful, vivacious courtesans. This effect cannot be pierced by normal means (interacting with the illusion); only magic such as *true seeing* is effective (*dispel magic* against a 15th level caster works as well, but only for one round).

However, not even the enchantment is powerful enough to always keep the curse at bay. Occasionally, at inopportune moments, the *seeming* lifts for one or all of the women, and they are revealed for the monsters they have become. This usually happens just as they are about to commit a foul act such as murder or torture.

Meet the Ladies

Use Map 1 for the house and grounds. The heroes may try and sneak around, or do something other than approach from the front – that's fine, the ladies are inside engaging in some of their favorite pursuits when they arrive (Melody is writing a song, Requiem (Illadri) is pinning bugs into her bug collection, and Cacophony (Shalla) is mixing new perfumes). Once the heroes make it to the front door and knock, read the following:

You hear footsteps of people approaching, and a soft, lilting voice calls out, "We'll be there in a moment. We just need to ready ourselves for visitors."

After a few more moments of waiting, the door opens, and three attractive ladies, each with dark hair and green eyes, smile at your assembled group. One woman wears a beautiful gossamer gown, another wears a frill-laced black dress, and the third has on a buttoned shirt with tight-fitting pants and high boots. She has a rapier at her side, but it's not drawn; the other two are unarmed.

The lady in the scintillating gown speaks in a melodic voice. "Oh, so many of you! Well, that's just fine. Come on in. The Home at Forest's End is yours to enjoy for as long as you wish. I assume you brought some coin?"

If the heroes reply to the affirmative, they are given entrance, and can talk with the three ladies. If they pretend that they don't have much money, the ladies are more than willing to take payment for their services in other salable items (magic, weapons, etc.) If asked, they do not mention their price, only that they do require payment (they mention that they'll "settle that later").

The heroes can enter, and enjoy the company of the women. They prepare hot baths for the PCs, give them a good hearty meal to eat, and generally cater to their every whim. The ladies do not discriminate at all between men and women. While the heroes are being pampered, the ladies are more than happy to converse with them. Notes are provided below.

- The house is very tidy, clean, and pleasing to the eye. Each one of the ladies has their own private room and bathing area, and there's a central common area where meals are cooked. A sitting area provides relaxation in the evening hours. A secret door in the home leads into a cellar, but the heroes are forbidden to go there if they discover it (the ladies say its where they keep their best wine stock, and they've had some thefts in the past).
- The heroes generally have the run of the place, if they so choose (the only exception is the cellar, as noted above). When they first walk in the door, all the PCs notice that there's a strange scent mixed in with the soft jasmine smell that lingers in the room. It can't be placed, but it is noticeable in the slightest. After a short time, their noses grow accustomed to it.
- Melody is cheerful and bubbly. She likes songwriting and poetry, and will sing for anyone who'll let her. At higher APLs, she even shows off her singing sword (a *songblade*), and the fact that she's an accomplished fencer. She likes heroes that show kindness and humor. (Melody secretly likes to corrupt the innocent.)
- Illadri (really Requiem) has an astute and focused air about her. She is a bit quirky, as she likes collecting bugs and discussing various trivia. She likes intelligent and witty heroes, especially ones with a more subdued charm. (Requiem secretly loves dead things and undead creatures.)
- Shalla (really Cacophony) is very passionate and forward. She's adventurous and craves excitement, and is an expert at massage. She likes very beautiful heroes, especially ones that are physically fit. (Cacophony secretly loves to bring about violence in others.)
- So long as the ladies stay within the confines of the home, they remain in the *seeming* effect (unless, of course, a hero sees through it). If they leave (either by choice or force) they immediately are revealed for the gruesome creatures they have become. Note that they cannot flee (by air or land) more than 900 feet from the home, due to their curse.

Eventually, the heroes are going to get to the heart of the matter, or the harpies attempt to separate them one at a time to deal with them.

Map Key

Requiem's room is area 11, Melody's is area 12, and Cacophony's room is area 15. There is a secret door

leading down to the cellar right off the main hallway in area 1 (the door on the right-hand side of the hallway by the main entrance is actually a secret door).

The secret door is actually a sliding panel, and it can be found with a successful Search check (DC 18). If the heroes find it, and wish to go down the stairs to the cellar, go to Encounter 5.

The Truth

The harpies know of the heroes' presence, and have been tasked by their allies (the "Dark Women") to dispatch them using whatever means is necessary. Once the harpies are able to get an individual hero in a one-on-one situation, the creature makes its move to kill that PC. Try to manipulate the heroes into situations like that, remembering that all of them are masters of Bluff.

Of course, the heroes probably won't have any of that, and they may either pierce the illusion, or initiate combat for a variety of other reasons (for example, the harpies still detect as evil). The combat may take place in different areas of the house, so you might want to draw out the whole thing and position the PCs and the villains in different rooms.

APL 6 (EL 8)

✦ **Requiem, Sorceress:** hp 38. See Appendix 1 for statistics.

✦ **Melody, Bard:** hp 41. See Appendix 1 for statistics.

✦ **Cacophony, Siren:** hp 41. See Appendix 1 for statistics.

APL 8 (EL 10)

✦ **Requiem, Sorceress:** hp 50. See Appendix 1 for statistics.

✦ **Melody, Bard:** hp 57. See Appendix 1 for statistics.

✦ **Cacophony, Siren:** hp 47. See Appendix 1 for statistics.

APL 10 (EL 12)

✦ **Requiem, Sorceress:** hp 56. See Appendix 1 for statistics.

✦ **Melody, Bard:** hp 65. See Appendix 1 for statistics.

✦ **Cacophony, Siren:** hp 53. See Appendix 1 for statistics.

APL 12 (EL 14)

✦ **Requiem, Sorceress:** hp 62. See Appendix 1 for statistics.

✦ **Melody, Bard:** hp 73. See Appendix 1 for statistics.

✦ **Cacophony, Siren:** hp 59. See Appendix 1 for statistics.

Tactics: It is very important to run the harpy combat with the advice in this section, as it could be very overpowering if done in a "most efficient" way.

Cacophony is the only one of the three that bothers to use her captivating song upon beginning combat (and at higher APLs, she overlays it with another sonic effect). The other harpies are immune to the effects of her singing. Cacophony is pretty much a one-trick pony; she really can only hope to disable/kill heroes with her voice. At APL 8, Cacophony overlays her captivating song with her song of despair; at APLs 10-12, she overlays it with her song of nightmare. If the party contains two or more primary arcane casters, cacophony (at APLs 10-12) utilizes her song of idiocy (for the *feeblemind* effect) instead. Once a PC has saved against her song, they are immune to further songs from Cacophony for the next 24 hours.

Requiem, however, seeks to utilize her spells against the party. At APLs 10 and higher, Requiem also possesses a *portable hole*, which she can use in combat. Inside the *portable hole* are undead creatures she keeps for emergencies. Once she throws down the *portable hole*, the creatures start to climb out, one per round. At APL 10, two ghosts are present inside the hole; at APL 12, two wights linger, waiting for a chance to escape (see the *Monster Manual* for statistics). They all are considered allies of Requiem, and fight at her behest.

Melody utilizes her bardic music, as well as spells to support. She is the most likely to melee with an opponent, but only chooses a weak-looking hero if she has the opportunity.

Requiem and Melody only use their captivating song as a last-ditch defense. All three know they really can't flee anywhere, but if they're getting beaten and have the chance, they'll attempt to take to the air and bring the fight outside.

Development: The three harpies can relate their story such as it is, if coerced. They know little about the "Dark Women", other than they think they're potent spellcasters that live in the Vesve. Occasionally, these women ally with the harpies, sending them new victims or bringing them gifts.

Treasure: All the really valuable things that the harpies own are usually on their person. See the Treasure Summary for information.

If the heroes try to explore the cellar, go to Encounter 5. Otherwise, once they have bested the harpies, and searched the grounds, go to the Conclusion.

Encounter Five: Don't Go Down in the Cellar!

Once the heroes slide open the secret door, read the following:

Sliding open the door, a wooden staircase descends into darkness. A bilious wave of rot offends your senses. Something very dead is definitely down there.

The stairs descend 20 feet down to an open archway; the room is 30 feet wide and 30 feet long. A table is present to one side, upon which lays the remains of previous victims – mostly old clothes and a few trinkets. However, more disconcerting is the remains of four men hanging by a rope from a beam in the center of the room. Read the following once the PCs reach the bottom of the stairs:

At the bottom of the stairs, a room opens up, and the source of the sickening smell is revealed. Four men, long since dead, hang by their necks from ropes in the center of the place. Their empty eye sockets reflect oblivion, and the wounds on their naked flesh are postulant and still dripping with ichor, like a tree running with sap. Lips, ears, and nails are missing from them all, as though torn from their flesh. As you look upon them, you notice that their skin writhes with the motion of tiny bodies just beneath the surface, contorting their limbs and faces, causing the bodies to vibrate in a manner akin to a death throe.

Requiem has used this room to conduct various “experiments” on several woodsmen whom she’s kept. The most distressing part of it all was that the woodsmen were completely helpless and conscious while Requiem mutilated their flesh.

It seems as though her experiments were a success, as she infested one or more bodies with a colony of hellwasp swarms. After the heroes have had a chance to drink in the horror of this room, they burst free of the bodies and attack.

APLS 6–8 (EL 8)

🐛 **Hellwasp Swarm:** hp 93. See the *Monster Manual*, pages 237-239 for statistics.

APL 10 (EL 10)

🐛 **Hellwasp Swarms (2):** hp 93, 112. See the *Monster Manual*, pages 237-239 for statistics.

APL 12 (EL 12)

🐛 **Hellwasp Swarms (4):** hp 85, 93, 104, 112. See the *Monster Manual*, pages 237-239 for statistics.

Once the heroes have defeated the swarms, they can look about the grisly room. Most of the personal effects on the table are mundane and worthless, except for a large leather satchel, which is a magic bag called a *kit of kits*.

Treasure: The *kit of kits* is the only item of interest here; see the Treasure Summary for details.

Conclusion

More than likely, the heroes are now with Gnarl Garr at the border of the Vesve Forest. They are ready to begin the final leg of their journey to save the Lord Marshal, and restore hope to the forces of good massed at Quaalsten.

You stand at the border of the Vesve, gazing into the tangled mass of trees, the final leg of your journey about to begin. Somewhere in there is the Lord Marshal, in need of your help. Somewhere in there is Quaalsten, in need of hope. You walk into the forest, on a quest to find both.

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.

Note that in this event, there is more experience available than can be earned. If the PCs defeat the assassin and all the other combats, they earn maximum XP for the scenario. If the PCs fail to defeat the assassin, the maximum they can earn is 60 XP less than the maximum for their APL. Also, if the PCs defeat the assassin, they can miss the hellwasp swarm encounter and still potentially receive maximum XP for the scenario.

Encounter Two

Defeat the chimera

APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;

APL 12 420 xp.

Encounter Three

Defeat the assassin

APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;

APL 12 420 xp.

Encounter Four

Defeat the harpies

APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;

APL 12 420 xp.

Encounter Five

Defeat the hellwasp swarm

APL 6 240 xp; APL 8 240 xp; APL 10 300 xp;

APL 12 360 xp.

Story Award

PCs learn that they possess the hag's eye

APL 6 60 xp; APL 8 60 xp; APL 10 60 xp;

APL 12 60 xp.

Discretionary roleplaying award

APL 6 120 xp; APL 8 165 xp; APL 10 210 xp;

APL 12 255 xp.

Total possible experience:

APL 6 900 xp; APL 8 1125 xp; APL 10 1350 xp;

APL 12 1575 xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and

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

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

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

Encounter One:

APL 6: L: 15 gp; C: 17 gp; M: 0 gp

APL 8: L: 15 gp; C: 17 gp; M: 0 gp

APL 10: L: 15 gp; C: 17 gp; M: 0 gp

APL 12: L: 15 gp; C: 17 gp; M: 0 gp

Encounter Three:

The gold piece value from the assassin's gear is not included in the treasure totals.

Encounter Four:

APL 6: L: 39 gp; C: 50 gp; M: *scroll of mage armor* (2 gp per character), *scroll of touch of idiocy* (13 gp per character), *scroll of obscuring mist* (2 gp per character), *lesser choker of eloquence** (469 gp per character), *wand of cure light wounds* (63 gp per character).

APL 8: L: 13 gp; C: 50 gp; M: *scroll of mage armor* (2 gp per character), *scroll of false life* (13 gp per character), *scroll of touch of idiocy* (13 gp per character), *scroll of obscuring mist* (2 gp per character), *songblade** (533 gp per character), *lesser choker of eloquence** (469 gp per character), *wand of cure light wounds* (63 gp per character).

APL 10: L: 13 gp; C: 50 gp; M: *portable hole* (1667 gp per character), *scroll of mage armor* (2 gp per character), *scroll of false life* (13 gp per character), *scroll of touch of idiocy* (13 gp per character), *scroll of obscuring mist* (2 gp per character), *scroll of dispel magic* (31 gp per character), *songblade** (533 gp per character), *lesser choker of eloquence** (469 gp per character), *wand of cure light wounds* (63 gp per character).

APL 12: L: 13 gp; C: 50 gp; M: *portable hole* (1667 gp per character), *scroll of mage armor* (2 gp per character),

scroll of false life (13 gp per character), *scroll of touch of idiocy* (13 gp per character), *scroll of obscuring mist* (2 gp per character), *scroll of dispel magic* (31 gp per character), *scroll of Evard's black tentacles* (58 gp per character), *songblade** (533 gp per character), *lesser choker of eloquence** (469 gp per character), *wand of cure light wounds* (63 gp per character), *dragon's mask* (3667 gp per character).

Encounter Five:

APL 6: L: 0 gp; C: 0 gp; M: *kit of kits* (500 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *kit of kits* (500 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *kit of kits* (500 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *kit of kits* (500 gp per character).

Total Possible Treasure

APL 6: L: 54 gp; C: 67 gp; M: 1149 gp –

Total 1,270 gp (maximum 900 gp)

APL 8: L: 15 gp; C: 67 gp; M: 1695 gp –

Total 1,777 gp (maximum 1,300 gp)

APL 10: L: 15 gp; C: 67 gp; M: 3393 gp –

Total 3,475 gp (maximum 2,300 gp)

APL 12: L: 15 gp; C: 67 gp; M: 7118 gp –

Total 7,200 gp (maximum 3,300 gp)

Special

Lesser Choker of Eloquence: Coveted by bards, singers, and public speakers, this beautiful piece of jewelry is carved from ivory and jade. The *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (act, comedy, oratory, and sing) checks.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 5,625 gp; *Weight:* -.

Arms and Equipment Guide, page 131 (updated to v3.5 rules).

Dragon's Mask: An intricate porcelain affair, this mask has a red dragon's face, with a golden frill and horns. This mask allows the wearer to *see invisibility*, as the spell cast by a 6th-level wizard. The mask functions automatically when donned, for as much as 1 hour per day. The time need not be continuous. When the mask is active, the wearer is not subject to a rogue's sneak attack unless the rogue is at least 10th level.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *see invisibility*; *Market Price:* 44,000 gp; *Weight:* 2 lb.

Savage Species, page 56.

Kit of Kits: This large brown leather satchel can provide the user with one of a number of kits up to twice a day. The user simply speaks the name of the kit desired, and when opened, the particulars of the kit can be drawn forth, as if held inside like a *bag of holding*. The kit is considered an extradimensional space. The following kits are available: climber's kit, disguise kit, healer's kit, masterwork artisan's tools (any one craft, selected at time of activation), and masterwork thieves' tools. From the *Arms and Equipment Guide*, the user can select from the following: animal trainer's kit (any one animal, selected at time of activation), forger's kit, jester's kit, navigator's kit, and swimmer's kit. The contents of a kit drawn from the satchel (minus any consumables used) must be returned back to the satchel in order for it to function again.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *Leomund's secret chest*, *fabricate*; *Market Price:* 6,000 gp; *Weight:* 5 lb.

Tongue of a Harpy: When a spellcaster casts any spell with a charm or compulsion effect with this component added, there is a 30% chance the spell's duration is doubled, as if the Extend Spell metamagic feat had been applied. No more than three of these can be found per character, and they can be added to a character's equipment at no cost. Check off as used. [] [] []

Special (Bonus AR)

Deadly Precision: A melee weapon with this ability deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*; *Market Price:* +2 bonus.

Miniatures Handbook, page 40.

Bolts of Elf Slaying: These bolts, made specifically for hand crossbows only, function just like *slaying arrows*. The bolts are only known to be keyed to elves. Creation of these bolts is highly illegal in Highfolk, and is treated as a grave offense for anyone found creating them or possessing them.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *finger of death*; *Market Price:* 2,282 gp; *Weight:* -.

Planejump Stone: This small light grey stone is flat to one side, and always lands with the flat side down when tossed. When held to the light, it scintillates with color from flecks of minerals enhanced by magic. When the stone is activated and tossed (or dropped), it transports

the next creature stepping on it to a keyed plane, as the *plane shift* spell. Once the stone's magic has been activated, it becomes nonmagical. When created, the creator chooses the planar key for the stone, and it cannot be changed.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, creator must possess planar fork for the plane to be keyed, *plane shift*; *Market Price:* 4,500 gp; *Weight:* -.

Legendary Deed (5%), Defeat of Kylil the Elven Assassin: You have stopped a killer that has been at large for a very long time in the Highfolk region. As thanks, when this legendary deed is used, you will receive a pardon for any and all reconcilable and minor offenses committed in Highfolk or Verbeeg Hill for the duration of the adventure. Rules for using legendary deeds can be found on the Highfolk website at www.highfolk.net.

Note here if Kylil was captured or killed:
_____.

+1 *slick spell resistance* (13) *studded leather armor* (Adventure, 12,925 gp, DMG)

APL 10: (All of APLs 6-8 plus the following)

+1 *wounding deadly precision dagger* (Adventure, 50,302 gp, Miniatures Handbook)

+1 *slick spell resistance* (15) *studded leather armor* (Adventure, 19,925 gp, DMG)

APL 12: (All of APLs 6-10 plus the following)

+1 *improved slick spell resistance* (15) *studded leather armor* (Adventure, 31,175 gp, DMG)

Items for the Adventure Record

Item Access

APL 6:

Lesser choker of eloquence (Adventure, 5,625 gp, see above and Arms and Equipment Guide)

Wand of cure light wounds (Adventure, DMG)

Kit of kits (Adventure, see above)

APL 8: (All of APL 6 plus the following)

Songblade (Adventure, Arms and Equipment Guide)

APL 10: (All of APLs 6-8 plus the following)

Portable hole (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

Dragon's mask (Adventure, Savage Species)

Scroll of Evard's black tentacles (Adventure, DMG)

Item Access (Bonus AR)

APL 6:

Planejump stone (Adventure, limit 1, see above)

Bolts of elf slaying (Adventure, limit 2, see above)

+1 *spell resistance* (13) *studded leather armor* (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

+1 *deadly precision dagger* (Adventure, 18,302 gp, Miniatures Handbook)

Handout 1: Message on the Wind

While walking through the wooden gates of Highfolk, you find yourself separated from the group for a few minutes while re-supplying. You feel the wind stir, it ever so slightly changes direction; the hairs on the back of your neck stand up as a feeling of presence blows over you. Then, a whisper, barely audible, comes to your ears; the voice startles you for the briefest of moments. A man's voice states plainly, "the killer is one of ours", and all is quiet once again. You leave the area, and walk back towards the group.

Appendix I: Monsters and NPCs

Gnarlgarr: Male beastfolk; Medium Humanoid; HD 2d8+2; hp 11; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +1/+2; Atk +2 melee (1d6+1, quarterstaff); Full Atk +2 melee (1d6+1, quarterstaff); SQ Low-light vision, spell resistance 20; AL NG; SV Fort +1, Ref +5, Will +3; Str 13, Dex 15, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +2, Hide +4, Move Silently +4; Iron Will.

Encounter 2

APL 8

Chimera, Advanced: CR 10; Huge Magical Beast; HD 15d10+75; hp 157; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 19 (touch 8, flat-footed 19) [-2 size, +11 natural]; BA/G +15/+27; Atk +25 melee (4d6+8, bite); Full Atk +25 melee (4d6+8, bite), +25 melee (3d6+8, bite), +25 melee (2d6+8, gore), and +23 melee (1d8+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +14, Ref +10, Will +8; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide -3*, Listen +12, Spot +12; Alertness, Hover, Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack.

Breath Weapon (Su): 20-foot cone of gas, once every 1d4 rounds, damage 4d8 acid, Reflex DC 22 half. The chimera can use its breath weapon in place of its first bite attack. The save DC is Constitution-based.

*In areas of scrubland or brush a chimera gains a +4 racial bonus on Hide checks.

APL 10

Chimera, Advanced: CR 12; Huge Magical Beast; HD 21d10+105; hp 220; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 19 (touch 8, flat-footed 19) [-2 size, +11 natural]; BA/G +21/+33; Atk +31 melee (4d6+8, bite); Full Atk +31 melee (4d6+8, bite), +31 melee (3d6+8, bite), +31 melee (3d6+8, gore), and +29 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +17, Ref +13, Will +10; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide -3*, Listen +15, Spot +15; Alertness, Hover, Improved Natural Attack (bite, claws, gore), Iron Will, Multiattack, Power Attack.

Breath Weapon (Su): 20-foot cone of gas, once every 1d4 rounds, damage 4d8 acid, Reflex DC 25 half. The chimera can use its breath weapon in place of its first bite attack. The save DC is Constitution-based.

*In areas of scrubland or brush a chimera gains a +4 racial bonus on Hide checks.

APL 12

Chimera, Advanced: CR 14; Huge Magical Beast; HD 27d10+135; hp 283; Init +0; Spd 30 ft., fly 50 ft. (poor); AC 19 (touch 8, flat-footed 19) [-2 size, +11 natural]; BA/G +27/+39; Atk +37 melee (4d6+8/19-20, bite); Full Atk +37 melee (4d6+8/19-20, bite), +37 melee (3d6+8/19-20, bite), +37 melee (3d6+8, gore), and +35 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +20, Ref +16, Will +12; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide -3*, Listen +18, Spot +18; Alertness, Flyby Attack, Hover, Improved Critical (bite), Improved Natural Attack (bite, claws, gore), Iron Will, Multiattack, Power Attack.

Breath Weapon (Su): 20-foot cone of gas, once every 1d4 rounds, damage 4d8 acid, Reflex DC 28 half. The chimera can use its breath weapon in place of its first bite attack. The save DC is Constitution-based.

*In areas of scrubland or brush a chimera gains a +4 racial bonus on Hide checks.

Encounter 3

ALL APLS

Talain, Imposter: Male half-elf Wiz12; Medium Humanoid (Elf); HD 12d4+12; hp 49; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; BA/G +6/+6; Atk +6 melee (1d6, quarterstaff) or +8 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d6, quarterstaff) or +8/+3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Half-elven traits; AL NE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 20, Wis 12, Cha 12.

Skills and Feats: Concentration +16, Craft (alchemy), Knowledge (arcana) +20, Knowledge (local) +14, Knowledge (religion) +20, Scry +6, Spellcraft +20; Greater Spell Focus (evocation), Greater Spell Focus (necromancy), Spell Focus (evocation), Spell Focus (conjunction), Spell Focus (necromancy), Weapon Focus (ray).

Possessions: Quarterstaff, light crossbow, quiver with 20 bolts, *dark blue rhomboid ioun stone*, *wand of magic missile* (3rd level), *amulet of natural armor* +2.

Spells Prepared (4/6/5/5/4/4/2; base DC = 13 + spell level, 15 + spell level for conjuration, necromancy, or evocation): 0—*daze*, *detect magic*, *ray of frost*, *read magic*; 1st—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (x2), *shield*, *spider climb*; 2nd—*alter self* (x2), *flaming sphere*, *glitterdust*, *see invisibility*; 3rd—*dispel magic*, *fireball*, *fly*, *sleet storm*, *stinking cloud*; 4th—*enervation*, *Evard's black tentacles*, *summon*

monster IV, wall of ice, 5th—cone of cold, hold monster, teleport (x2); 6th—chain lightning, circle of death.

APL 6

Kylil, Assassin: Male high elf Rog5/Asn3; Medium Humanoid (Elf); HD 8d6+8; hp 42; Init +10; Spd 30 ft.; AC 22 (touch 17, flat-footed 15) [+6 Dex, +4 *+1 spell resistance* (DC 13) *studded leather armor*, +1 natural, +1 deflection]; BA/G +5/+6; Atk +12 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +12 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); Full Atk +12 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +12 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); SA Death attack (DC 16), poison, sneak attack +5d6, spells; SQ +1 save against poison, elf traits, evasion, improved uncanny dodge, spells, uncanny dodge; AL NE; SV Fort +4, Ref +13, Will +4; Str 12, Dex 22, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Balance +19, Climb +12, Disguise +11, Escape Artist +17, Hide +17, Jump +12, Listen +14, Move Silently +17, Open Lock +9, Search +7, Sense Motive +4, Spot +5, Tumble +19, Use Rope +8; Dodge, Improved Initiative, Weapon Finesse.

Possessions: *+1 dagger*, *+1 hand crossbow*, quiver with 20 bolts, 2 *bolts of elf slaying**, *+1 spell resistance* (13) *studded leather armor*, *+1 ring of protection*, *+1 amulet of natural armor*, *cloak of resistance +1*, *planejump stone**, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of fox's cunning*, *scroll of sniper's eye**, masterwork thieves' tools, 50 feet of silk rope, grappling hook, pack with food, coinpurse with 50 solars (gp).

Spells Known (2/1; base DC = 13 + spell level): 1st—*jump*, *obscuring mist*, *true strike*, 2nd—*swift invisibility**.

*See Appendix 2 for information.

APL 8

Kylil, Assassin: Male high elf Rog5/Asn5; Medium Humanoid (Elf); HD 10d6+10; hp 52; Init +10; Spd 30 ft.; AC 22 (touch 17, flat-footed 15) [+6 Dex, +4 *+1 slick spell resistance* (DC 13) *studded leather armor*, +1 natural, +1 deflection]; BA/G +6/+7; Atk +13 melee (1d4+3/19-20 plus poison, *+1 deadly precision dagger*) or +13 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); Full Atk +13/+8 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +13 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); SA Death attack (DC 18), poison, sneak attack +6d6, spells; SQ +2 save against poison, elf traits, evasion, improved uncanny dodge, spells, uncanny dodge; AL NE; SV Fort +4, Ref +14, Will +4; Str 12, Dex 22, Con 12, Int 16, Wis 12, Cha 10.

Skills and Feats: Balance +21, Climb +13, Disguise +11, Escape Artist +24, Hide +19, Jump +13, Listen +15, Move Silently +19, Open Lock +9, Search +7, Sense Motive +4, Spot +5, Tumble +21, Use Rope +8; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: *+1 deadly precision dagger**, *+1 hand crossbow*, small quiver with 6 bolts, 2 *bolts of elf slaying**, *+1 slick spell resistance* (13) *studded leather armor*, *+1 ring of protection*, *+1 amulet of natural armor*, *cloak of resistance +1*, *planejump stone**, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of fox's cunning*, *scroll of sniper's eye**, masterwork thieves' tools, 50 feet of silk rope, grappling hook, pack with food, coinpurse with 50 solars (gp).

Spells Known (4/3/1; base DC = 13 + spell level): 1st—*disguise self*, *jump*, *obscuring mist*, *true strike*, 2nd—*spider climb*, *swift invisibility**, *undetectable alignment*, 3rd—*false life*, *nondetection*.

*See Appendix 2 for information.

APL 10

Kylil, Assassin: Male high elf Rog5/Asn7; Medium Humanoid (Elf); HD 12d6+12; hp 62; Init +10; Spd 30 ft.; AC 22 (touch 17, flat-footed 15) [+6 Dex, +4 *+1 slick spell resistance* (DC 15) *studded leather armor*, +1 natural, +1 deflection]; BA/G +8/+9; Atk +15 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +15 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); Full Atk +15/+10 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +15 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); SA Death attack (DC 21), poison, sneak attack +7d6, spells; SQ +3 save against poison, elf traits, evasion, improved uncanny dodge, spells, uncanny dodge; AL NE; SV Fort +5, Ref +15, Will +5; Str 12, Dex 23, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +22, Climb +14, Disguise +11, Escape Artist +26, Hide +21, Jump +14, Listen +17, Move Silently +21, Open Lock +9, Search +8, Sense Motive +4, Spot +5, Tumble +23, Use Rope +8; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: *+1 deadly precision wounding dagger**, *+1 hand crossbow*, small quiver with 6 bolts, 2 *bolts of elf slaying**, *+1 slick spell resistance* (15) *studded leather armor*, *headband of intellect +2*, *+1 ring of protection*, *+1 amulet of natural armor*, *cloak of resistance +1*, *planejump stone**, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of fox's cunning*, *scroll of sniper's eye**, masterwork thieves' tools, 50 feet of silk rope, grappling hook, pack with food, coinpurse with 50 solars (gp).

Spells Known (4/4/3/1; base DC = 14 + spell level): 1st—*disguise self*, *jump*, *obscuring mist*, *true strike*; 2nd—*alter self*, *spider climb*, *swift invisibility**, *undetectable alignment*; 3rd—*false life*, *misdirection*, *nondetection*; 4th—*dimension door*, *freedom of movement*.

*See Appendix 2 for information.

APL 12

Kylil, Assassin: Male high elf Rog5/Asn9; Medium Humanoid (Elf); HD 14d6+14; hp 72; Init +10; Spd 30 ft.; AC 22 (touch 17, flat-footed 15) [+6 Dex, +4 *+1 slick spell resistance* (DC 15) *studded leather armor*, +1 natural, +1 deflection]; BA/G +9/+10; Atk +16 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +16 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); Full Atk +16/+11 melee (1d4+3/19-20 plus poison, *+1 dagger*) or +16 ranged (1d4+1/19-20 plus poison, *+1 hand crossbow*); SA Death attack (DC 23), poison, sneak attack +8d6, spells; SQ +4 save against poison, elf traits, evasion, hide in plain sight, improved uncanny dodge, spells, uncanny dodge; AL NE; SV Fort +6, Ref +16, Will +6; Str 12, Dex 23, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +24, Climb +15, Disguise +11, Escape Artist +28, Hide +23, Jump +15, Listen +19, Move Silently +23, Open Lock +9, Search +8, Sense Motive +4, Spot +5, Tumble +25, Use Rope +8; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: *+1 deadly precision wounding dagger**, *+1 hand crossbow*, small quiver with 6 bolts, 2 *bolts of elf slaying**, *+1 improved slick spell resistance* (15) *studded leather armor*, *headband of intellect* +2, *+1 ring of protection*, *+1 amulet of natural armor*, *cloak of resistance* +1, *planejump stone**, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of fox's cunning*, *scroll of sniper's eye**, masterwork thieves' tools, 50 feet of silk rope, grappling hook, pack with food, coinpurse with 50 solars (gp).

Spells Known (4/4/4/1; base DC = 14 + spell level): 1st—*disguise self*, *jump*, *obscuring mist*, *true strike*; 2nd—*alter self*, *spider climb*, *swift invisibility**, *undetectable alignment*; 3rd—*deeper darkness*, *false life*, *misdirection*, *nondetection*; 4th—*dimension door*, *freedom of movement*, *modify memory*.

*See Appendix 2 for information.

Encounter 4

APL 6

Requiem (Illadri), Sorceress: Female harpy Sor2; CR 5; Medium Monstrous Humanoid; HD 7d8 + 2d4; hp 38;

Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +8/+7; Atk +7 melee (1d4-1/19-20, dagger); Full Atk +7/+2 melee (1d4-1/19-20, dagger) and +2 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +8, Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 21.

Skills and Feats: Bluff +19, Concentration +3, Intimidate +9, Listen +8, Perform (sing) +10, Spellcraft +3, Spot +4; Dodge, Flyby Attack, Persuasive, Spell Focus (necromancy).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: *Dagger*, *scroll of mage armor*, *scroll of touch of idiocy*, *scroll of obscuring mist*, fine courtesan's clothing.

Spells Known (6/6; base DC = 15 + spell level, 16 + spell level for necromancy): 0—*mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st—*ray of enfeeblement*, *unseen servant*.

Melody, Bard: Female harpy Brd2; CR 5; Medium Monstrous Humanoid; HD 7d8 + 2d6; hp 41; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +8/+7; Atk +8 melee (1d6-1/18-20, masterwork rapier); Full Atk +8/+3 melee (1d6-1/18-20, masterwork rapier) and +2 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Bardic knowledge (+2), bardic music 2/day (countersong, *fascinate*, inspire courage +1), darkvision 60 ft.; AL NE; SV Fort +2, Ref +11, Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 21.

Skills and Feats: Bluff +19, Gather Information +10, Intimidate +9, Knowledge (local) +5, Listen +4, Perform (sing) +20, Spot +4; Dodge, Flyby Attack, Persuasive, Skill Focus (Perform).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 18 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Masterwork rapier, *lesser choker of eloquence**, *wand of cure light wounds*, fine courtesan's clothing.

Spells Known (3/2; base DC = 15 + spell level): o—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *message*, 1st—*Tasha's hideous laughter*, *ventriloquism*.

*See Appendix 2 for information.

Cacophony (Shalla), Siren: Female harpy Siren1*; CR 5; Medium Monstrous Humanoid; HD 7d8 + 1d4; hp 41; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +7/+6; Atk +6 melee (1d4-1/19-20, dagger); Full Atk +6/+1 melee (1d4-1/19-20, dagger) and +1 melee (1d3-1, 2 claws); SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +8, Will +9; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 21.

Skills and Feats: Bluff +18, Intimidate +15, Listen +4, Perform (sing) +16, Spot +4; Ability Focus (captivating song), Dodge, Flyby Attack, Persuasive, Reverberation*.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 22 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend

themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Dagger, fine courtesan's clothing.

*See Appendix 2 for information.

APL 8

Requiem (Illadri), Sorceress: Female harpy Sor6; CR 7; Medium Monstrous Humanoid; HD 7d8 + 6d4; hp 50; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +10/+9; Atk +9 melee (1d4-1/19-20, dagger); Full Atk +9/+4 melee (1d4-1/19-20, dagger) and +4 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +10, Will +12; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 22.

Skills and Feats: Bluff +20, Concentration +7, Intimidate +10, Listen +8, Perform (sing) +11, Spellcraft +7, Spot +4; Dodge, Flyby Attack, Greater Spell Focus (necromancy), Persuasive, Spell Focus (necromancy).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Dagger, *scroll of mage armor*, *scroll of false life*, *scroll of touch of idiocy*, *scroll of obscuring mist*, fine courtesan's clothing.

Spells Known (6/8/7/4; base DC = 16 + spell level, 18 + spell level for necromancy): o—*detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*, 1st—*chill touch*, *detect good*, *ray*

of enfeeblement, unseen servant; 2nd—command undead, summon swarm; 3rd—vampiric touch.

Melody, Bard: Female harpy Brd6; CR 7; Medium Monstrous Humanoid; HD 7d8 + 6d6; hp 57; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +11/+10; Atk +11 melee (1d6/18-20, *songblade*); Full Atk +11/+6/+1 melee (1d6/18-20, *songblade*) and +5 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Bardic knowledge (+8), bardic music 6/day (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*), darkvision 60 ft.; AL NE; SV Fort +4, Ref +13, Will +12; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 22.

Skills and Feats: Bluff +24, Gather Information +15, Intimidate +13, Knowledge (history) +7, Knowledge (local) +7, Listen +4, Perform (sing) +25, Spot +4; Dodge, Flyby Attack, Mobility, Persuasive, Skill Focus (Perform).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: *Songblade**, *lesser choker of eloquence**, *wand of cure light wounds*, fine courtesan's clothing.

Spells Known (3/5/4; base DC = 16 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *message*, *open/close*; 1st—*alarm*, *silent image*, *Tasha's hideous laughter*, *ventriloquism*; 2nd—*glitterdust*, *mirror image*, *tongues*.

*See Appendix 2 for information.

Cacophony (Shalla), Siren: Female harpy Siren3*; CR 7; Medium Monstrous Humanoid; HD 7d8 + 3d4; hp 47; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +9/+8; Atk +8 melee (1d4-1/19-20, dagger); Full Atk +8/+3 melee (1d4-

1/19-20, dagger) and +3 melee (1d3-1, 2 claws); SA Captivating song, song of despair; SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +9, Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 23.

Skills and Feats: Bluff +20, Intimidate +17, Listen +6, Perform (sing) +18, Spot +4; Ability Focus (captivating song), Dodge, Flyby Attack, Persuasive, Reverberation*.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 23 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Song of Despair (Su): At 2nd level, a siren begins to enhance her already formidable sonic abilities with additional effects. Once per day, she can overlay a despair effect on her sonic attack identical to that of a *crushing despair* spell. Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect. The Will save to resist this effect is 21. The despair effect lasts for 3 rounds.

Possessions: Dagger, fine courtesan's clothing.

*See Appendix 2 for information.

APL 10

Requiem (Illadri), Sorceress: Female harpy Sor8; CR 9; Medium Monstrous Humanoid; HD 7d8 + 8d4; hp 56; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +11/+10; Atk +10 melee (1d4-1/19-20, dagger); Full Atk +10/+5/+0 melee (1d4-1/19-20, dagger) and +5 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +10, Will +13; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 23.

Skills and Feats: Bluff +20, Concentration +9, Intimidate +10, Listen +8, Perform (sing) +11, Spellcraft +9, Spot +4; Dodge, Empower Spell, Flyby Attack, Greater

Spell Focus (necromancy), Persuasive, Spell Focus (necromancy).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Dagger, *portable hole*, *scroll of mage armor*, *scroll of false life*, *scroll of touch of idiocy*, *scroll of obscuring mist*, *scroll of dispel magic*, fine courtesan's clothing.

Spells Known (6/8/8/6/4; base DC = 16 + spell level, 18 + spell level for necromancy): 0—*arcane mark*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*, 1st—*chill touch*, *detect good*, *detect undead*, *ray of enfeeblement*, *unseen servant*, 2nd—*command undead*, *spectral hand*, *summon swarm*, 3rd—*ray of exhaustion*, *vampiric touch*, 4th—*enervation*.

Melody, Bard: Female harpy Brd8; CR 9; Medium Monstrous Humanoid; HD 7d8 + 8d6; hp 65; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +13/+12; Atk +13 melee (1d6/18-20, *songblade*); Full Atk +13/+8/+3 melee (1d6/18-20, *songblade*) and +7 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Bardic knowledge (+10), bardic music 8/day (countersong, *fascinate*, inspire competence, inspire courage +2, *suggestion*), darkvision 60 ft.; AL NE; SV Fort +4, Ref +14, Will +13; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 23.

Skills and Feats: Bluff +26, Gather Information +17, Intimidate +15, Knowledge (history) +9, Knowledge (local) +9, Listen +4, Perform (sing) +27, Spot +4; Dodge, Flyby Attack, Mobility, Persuasive, Skill Focus (Perform), Wingover.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must

succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: *Songblade**, *lesser choker of eloquence**, *wand of cure light wounds*, fine courtesan's clothing.

Spells Known (3/5/5/2; base DC = 16 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *message*, *open/close*, 1st—*alarm*, *silent image*, *Tasha's hideous laughter*, *ventriloquism*; 2nd—*detect thoughts*, *glitterdust*, *mirror image*, *tongues*; 3rd—*slow*.

*See Appendix 2 for information.

Cacophony (Shalla), Siren: Female harpy Siren5*; CR 9; Medium Monstrous Humanoid; HD 7d8 + 5d4; hp 53; Init +7; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +10/+9; Atk +9 melee (1d4-1/19-20, dagger); Full Atk +9/+4 melee (1d4-1/19-20, dagger) and +4 melee (1d3-1, 2 claws); SA Captivating song, song of despair, song of idiocy, song of nightmare; SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +9, Will +10; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 24.

Skills and Feats: Bluff +23, Intimidate +20, Listen +8, Perform (sing) +21, Spot +4; Ability Focus (captivating song), Dodge, Flyby Attack, Improved Initiative, Persuasive, Reverberation.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 24 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated

creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Song of Despair (Su): At 2nd level, a siren begins to enhance her already formidable sonic abilities with additional effects. Once per day, she can overlay a despair effect on her sonic attack identical to that of a *crushing despair* spell. Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect. The Will save to resist this effect is 24. The despair effect lasts for 5 rounds.

Song of Nightmare (Su): At 4th level, a siren gains a new sonic ability. Five times per day, she can overlay a terrifying effect on her sonic attack. This is identical to the effect of a *phantasmal killer* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will and Fortitude saves to resist this effect are 24.

Song of Idiocy (Su): At 5th level, a siren gains a new sonic ability. Five times per day, she can overlay an Intelligence-damaging effect on her sonic attack. This is identical to the effect of a *feeblemind* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will save to resist this effect is 24, and arcane spellcasters and creature that use arcane spell-like abilities take a -4 penalty on their saves.

Possessions: Dagger, fine courtesan's clothing.

*See Appendix 2 for information.

APL 12

Requiem (Illadri), Sorceress: Female harpy Sor10; CR 11; Medium Monstrous Humanoid; HD 7d8 + 10d4; hp 62; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +12/+11; Atk +11 melee (1d4-1/19-20, dagger); Full Atk +11/+6/+1 melee (1d4-1/19-20, dagger) and +6 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +11, Will +14; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 23.

Skills and Feats: Bluff +23, Concentration +11, Intimidate +10, Listen +8, Perform (sing) +11, Spellcraft +11, Spot +4; Dodge, Empower Spell, Flyby Attack, Greater Spell Focus (necromancy), Persuasive, Spell Focus (necromancy).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must

succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: Dagger, *portable hole*, *scroll of mage armor*, *scroll of false life*, *scroll of touch of idiocy*, *scroll of obscuring mist*, *scroll of dispel magic*, *scroll of Evard's black tentacles*, fine courtesan's clothing.

Spells Known (6/8/8/7/6/4; base DC = 16 + spell level, 18 + spell level for necromancy): 0—*arcane mark*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*, 1st—*chill touch*, *detect good*, *detect undead*, *ray of enfeeblement*, *unseen servant*, 2nd—*blindness*, *command undead*, *spectral hand*, *summon swarm*, 3rd—*displacement*, *ray of exhaustion*, *vampiric touch*, 4th—*animate dead*, *enervation*, 5th—*hold monster*.

Melody, Bard: Female harpy Brd10; CR 11; Medium Monstrous Humanoid; HD 7d8 + 10d6; hp 73; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +14/+13; Atk +14 melee (1d6/18-20, *songblade*); Full Atk +14/+9/+4 melee (1d6/18-20, *songblade*) and +8 melee (1d3-1, 2 claws); SA Captivating song, spells; SQ Bardic knowledge (+12), bardic music 10/day (countersong, *fascinate*, inspire competence, inspire courage +2, inspire greatness, *suggestion*), darkvision 60 ft.; AL NE; SV Fort +5, Ref +15, Will +14; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 23.

Skills and Feats: Bluff +28, Gather Information +19, Intimidate +17, Knowledge (history) +11, Knowledge (local) +11, Listen +4, Perform (sing) +29, Spot +4; Dodge, Flyby Attack, Mobility, Persuasive, Skill Focus (Perform), Wingover.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same

harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Possessions: *Songblade**, *lesser choker of eloquence**, *wand of cure light wounds*, fine courtesan's clothing.

Spells Known (3/5/5/3/1; base DC = 16 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *lullaby*, *message*, *open/close*, 1st—*alarm*, *silent image*, *Tasha's hideous laughter*, *ventriloquism*; 2nd—*detect thoughts*, *glitterdust*, *mirror image*, *tongues*; 3rd—*glibness*, *slow*; 4th—*break enchantment*, *modify memory*.

*See Appendix 2 for information.

Cacophony (Shalla), Siren: Female harpy Siren7*; CR 11; Medium Monstrous Humanoid; HD 7d8 + 7d4; hp 59; Init +7; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 11) [+3 Dex, +1 natural]; BA/G +11/+10; Atk +10 melee (1d4-1/19-20, dagger); Full Atk +10/+5 melee (1d4-1/19-20, dagger) and +5 melee (1d3-1, 2 claws); SA Captivating song, song of despair, song of idiocy, song of nightmare, song of weakness; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +10, Will +11; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 26.

Skills and Feats: Bluff +26, Intimidate +23, Listen +10, Perform (sing) +24, Spot +4; Ability Focus (captivating song), Dodge, Flyby Attack, Improved Initiative, Persuasive, Reverberation.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 25 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend

themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Song of Despair (Su): At 2nd level, a siren begins to enhance her already formidable sonic abilities with additional effects. Once per day, she can overlay a despair effect on her sonic attack identical to that of a *crushing despair* spell. Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect. The Will save to resist this effect is 27. The despair effect lasts for 7 rounds.

Song of Nightmare (Su): At 4th level, a siren gains a new sonic ability. Seven times per day, she can overlay a terrifying effect on her sonic attack. This is identical to the effect of a *phantasmal killer* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will and Fortitude saves to resist this effect are 27.

Song of Idiocy (Su): At 5th level, a siren gains a new sonic ability. Seven times per day, she can overlay an Intelligence-damaging effect on her sonic attack. This is identical to the effect of a *feeblemind* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will save to resist this effect is 27, and arcane spellcasters and creature that use arcane spell-like abilities take a -4 penalty on their saves.

Song of Weakness (Su): At 7th level, a siren gains a new sonic ability. Seven times per day, she can overlay a level-draining effect on her sonic attack. This is identical to the effect of an *enervation* spell, except that all creatures within range of the siren's sonic attack are entitled to a Fortitude save to resist the effect, and it has instantaneous duration. The Fortitude save to resist this effect, and to remove the negative levels, has a DC of 27.

Possessions: Dagger, *dragon mask**, fine courtesan's clothing.

*See Appendix 2 for information.

Appendix 2: New Rules

Siren (Prestige Class)

Some harpies hone their mind-affecting songs to add new effects. A harpy siren is an artist who constantly seeks to expand and improve upon her innate sonic ability.

Any creature with a mind-affecting sonic ability could take the prestige class, but few other than harpies are intelligent enough. Cloakers sometimes hone their already impressive sonic abilities. A rare gibbering mouther or yeth hound may follow this path, but only exceptional individuals.

Sirens can be problematic in a party, since their sonic abilities are often indiscriminate. With increasing expertise, however, they can focus their talents to become excellent support for combat specialists, softening up opposition for killing strokes.

Hit Die: d4.

REQUIREMENTS

To qualify to become a siren, a character must fulfill all the following criteria.

Skills: Bluff 6 ranks, Intimidate 6 ranks, Perform 8 ranks (act, comedy, oratory, or sing).

Special: Must possess an innate sonic, mind-affecting ability.

CLASS SKILLS

The siren's class skills (and the key ability for each skill) are Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (any) (Wis), Search (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the siren prestige class.

Weapon and Armor Proficiency: Sirens neither gain nor lose proficiency with any weapons, armor, or shields by gaining levels in this class.

Reverberation: At 1st level, the siren gains Reverberation as a bonus feat.

Song of Despair (Su): At 2nd level, a siren begins to enhance her already formidable sonic abilities with additional effects. Once per day, she can overlay a despair effect on her sonic attack identical to that of a *crushing despair* spell. Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect. The Will save DC to resist this effect is 12 + the siren's level + the siren's Cha modifier. The despair effect lasts 1 round per siren class level.

Song of Nightmare (Su): At 4th level, a siren gains a new sonic ability. Once per day per level in this prestige class, she can overlay a terrifying effect on her sonic attack. This is identical to the effect of a *phantasmal killer* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will and Fortitude saves to resist this effect have a DC of 12 + the siren's level + the siren's Cha modifier.

Song of Idiocy (Su): At 5th level, a siren gains a new sonic ability. Once per day per level in this prestige class, she can overlay an Intelligence-damaging effect on her sonic attack. This is identical to the effect of a *feeblemind* spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will save DC to resist this effect is 12 + the siren's level + the siren's Cha modifier, and arcane spellcasters and creature that use arcane spell-like abilities take a -4 penalty on their saves.

Song of Weakness (Su): At 7th level, a siren gains a new sonic ability. Once per day per level in this prestige class, she can overlay a level-draining effect on her sonic attack. This is identical to the effect of an *enervation* spell, except that all creatures within range of the siren's sonic attack are entitled to a Fortitude save to resist the effect, and it has instantaneous duration. The Fortitude save to resist this effect, and to remove the negative levels, has a DC of 12 + the siren's level + the siren's Cha modifier.

Song of Stone (Su): At 9th level, a siren gains a new sonic ability. Once per day per level in this prestige class, she can overlay a *flesh to stone* effect on her sonic attack. This is identical to the spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Fortitude save to resist this effect has a DC of 12 + the siren's level + the siren's Cha modifier.

Song of Death (Su): At 10th level, a siren's sonic attack reaches its zenith. Once per day, she can overlay a *power word, kill* effect on her sonic attack. This is identical to the spell cast as an area spell and has an instantaneous duration.

Savage Species, pages 84-86 (updated to v3.5 rules).

THE SIREN

LVL	BAB	FORT	REF	WILL	SPECIAL
1	+0	+0	+0	+2	Reverberation
2	+1	+0	+0	+3	Despair
3	+2	+1	+1	+3	Cha +2
4	+3	+1	+1	+4	Nightmare
5	+3	+2	+2	+4	Idiocy
6	+4	+2	+2	+5	Cha +4
7	+5	+3	+3	+5	Weakness

8	+6	+3	+3	+6	Cha +6
9	+6	+4	+4	+6	Stone
10	+7	+4	+4	+7	Death

Serpentine Curse

Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

Fiend Folio, pages 133-134.

Sniper's Eye

Transmutation

Level: Asn 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Personal

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell magically enhances your senses, making you deadly with ranged weapons. When you cast *sniper's eye*, you gain the following benefits:

- *Darkvision* as a spell-like ability, lasting for the duration of *sniper's eye*.
- The ability to make a ranged sneak attack against anyone within 60 feet, rather than the usual 30 feet.
- The ability to make a death attack with a ranged weapon within 30 feet.
- A +15 competence bonus on Spot checks.

Sniper's eye attunes you completely to the vantage point you have when you cast the spell. You understand the nuances of the breeze and every angle and shadow - from that spot. If you move

more than 5 feet from there, you lose the benefits of *sniper's eye* until you return within the spell's duration.

Material component: A magnifying glass lens.

Song and Silence, page 95.

Invisibility, Swift

Illusion (Glamour)

Level: Asn 2, Brd 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

Miniatures Handbook, pages 36-37.

Reverberation [General]

Your sonic attack is more potent than normal.

Prerequisite: Sonic special attack.

Benefit: Add +2 to the DC of all saving throws against your sonic attack.

Special: If you have more than one form of sonic attack, you can take this feat multiple times. Each time, it applies to a different one of your sonic attacks.

Savage Species, page 39.

Deadly Precision

A melee weapon with this ability deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus.

Miniatures Handbook, page 40.

Lesser Choker of Eloquence

Coveted by bards, singers, and public speakers, this beautiful piece of jewelry is carved from ivory and jade. The *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (act, comedy, oratory, and sing) checks.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 5,625 gp; *Weight* -.

Arms and Equipment Guide, page 131 (updated to v3.5 rules).

Songblade

Every move made with this *+1 rapier* fills the air with sweet sounds. While holding the *songblade* unsheathed, the sword's wielder gains a +2 enhancement bonus on Perform checks. A bard wielding the *songblade* may use his bardic music abilities one additional time per day. The blade is scored in a beautiful, intricate pattern, and air moving across this magic etching generates the music of the *songblade*. Thus, the blade's musical qualities do not function underwater, in a vacuum, or in other environments where air cannot freely pass over the blade.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, creator must have the bardic music ability, *sculpt sound*; *Market Price:* 6,400 gp; *Weight:* 2 lb.

Arms and Equipment Guide, page 117.

Dragon's Mask

An intricate porcelain affair, this mask has a red dragon's face, with a golden frill and horns. This mask allows the wearer to *see invisibility*, as the spell cast by a 6th-level wizard. The mask functions automatically when donned, for as much as 1 hour per day. The time need not be continuous. When the mask is active, the wearer is not subject to a rogue's sneak attack unless the rogue is at least 10th level.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *see invisibility*; *Market Price:* 44,000 gp; *Weight:* 2 lb.

Savage Species, page 56.

Bolts of Elf Slaying

These bolts, made specifically for hand crossbows only, function just like *slaying arrows*. The bolts are only known to be keyed to elves. Creation of these bolts is highly illegal in Highfolk, and is treated as a grave offense for anyone found creating them or possessing them.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *finger of death*; *Market Price:* 2,282 gp; *Weight:* -.

Planejump Stone

This small light grey stone is flat to one side, and always lands with the flat side down when tossed. When held to the light, it scintillates with color from flecks of minerals enhanced by magic. When the stone is activated and tossed (or dropped), it transports the next creature

stepping on it to a keyed plane, as the *plane shift* spell. Once the stone's magic has been activated, it becomes nonmagical. When created, the creator chooses the planar key for the stone, and it cannot be changed.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, creator must possess planar fork for the plane to be keyed, *plane shift*; *Market Price:* 4,500 gp; *Weight:* -.

Kit of Kits

This large brown leather satchel can provide the user with one of a number of kits up to twice a day. The user simply speaks the name of the kit desired, and when opened, the particulars of the kit can be drawn forth, as if held inside like a *bag of holding*. The kit is considered an extradimensional space. The following kits are available: climber's kit, disguise kit, healer's kit, masterwork artisan's tools (any one craft, selected at time of activation), and masterwork thieves' tools. From the *Arms and Equipment Guide*, the user can select from the following: animal trainer's kit (any one animal, selected at time of activation), forger's kit, jester's kit, navigator's kit, and swimmer's kit. The contents of a kit drawn from the satchel (minus any consumables used) must be returned back to the satchel in order for it to function again.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *Leomund's secret chest*, *fabricate*; *Market Price:* 6,000 gp; *Weight:* 5 lb.

Tongue of a Harpy

When a spellcaster casts any spell with a charm or compulsion effect with this component added, there is a 30% chance the spell's duration is doubled, as if the Extend Spell metamagic feat had been applied. No more than three of these can be found per character, and they can be added to a character's equipment at no cost. Check off as used. [] [] [] []

Map 1: The Home at Forest's End

