

Intertwined

A One-Round Dungeons & Dragons® Living Greyhawk™ Highfolk Regional Adventure

Version 0.9

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Three years ago, the paths of many diverged, changing past and future relationships forever. Now, the theft of several precious relics will reveal how intertwined those relationships were, and still are, as the heroes of the Vesve are asked to recover the stolen items. A one-round Highfolk Regional adventure set in the Vesve Forest and its environs for APLs 4-12, continuing threads from *The Coming Dawn*, *Familiarity Breeds Contempt*, *Harvesting Awareness*, *The Keeper of the Word and Deed*, and *Waits and Measures* series.

Resources for this adventure include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquette], *Complete Scoundrel* [Mike McArtor and F.Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiendish Codex II - Tyrants of the Nine Hells* [Robin D. Laws and Robert J. Schwalb], *Lords of Madness: The Book of Aberrations* [Richard Baker, James Jacob, Steve Winter], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Player's Handbook II* [David Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Races of the Wild* [Skip Williams], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to Highfolk pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Onvere Raycaster, archmage and member of the Guildsmen of the High Art, has recently discovered the existence of an object, a Golden Sickle recovered by adventurers several years ago, that could further his goals in Highfolk. He has decided to obtain it regardless of the methods. Therefore, Onvere contacted an old adventuring acquaintance, Larduin Devahr, to obtain the object through theft. Not only did Onvere request Larduin acquire the Golden Sickle but he also asked for two other objects, the Rod of Highfolk and Bark-hide Boots from the Raiment of the Wood, in order to disguise which of the items he was truly after.

Larduin was successful in obtaining the objects that Onvere desired, but decided to make the mission more personally profitable by taking a number of other objects as well. These extra bonuses, however, drew the attention of other forces in Highfolk, which led to Larduin going on the run, and failing to deliver the items to Onvere. In

his attempt to avoid the numerous forces pursuing him, Larduïn was captured along with the items he pilfered.

As the deadline for Larduïn's delivery passes, the archmage becomes worried and decides to seek outside assistance. Forgoing the normal battery of spell-casting he might otherwise utilize because of fears that doing so might attract the attention of some of the more powerful forces in Highfolk, Onvere turns to an old friend and comrade, one of the few he feels he can trust with his issue: Lord Marshal of the Rangers of the Vesve, Leaijrn Greenoak.

Onvere convinces his friend to hire some adventurers to track down, locate Larduïn, and recover the items that are now missing. Leaijrn makes it a point to not ask how Onvere came by these items and the wizard does not volunteer the information, both of them knowing that Leaijrn would feel obligated to report the thefts should he know the details. Onvere then returns to his other duties, allowing Leaijrn to get the recovery of the stolen items started.

After Onvere departs and shortly before Leaijrn is to meet with the PCs, he is met by an old friend, Azlapyn, a hound archon that the Lord Marshal once traveled to the Abyss with. Azlapyn also has a vested interest in making sure the items end up in Onvere's hands and asks Leaijrn if he will 'introduce' him to the PCs, much in the way that they first met. Leaijrn agrees and Azlapyn shifts his form into that of a shepherd dog so that he may accompany the PCs unnoticed.

Unfortunately, Larduïn's absence and activities have been noted by a few other groups, including the Blood Owls, to which he belongs. The Blood Owls have begun investigating his disappearance, and have discovered some of what is going on. Suddenly, where only an archmage and a thief were involved in a simple little robbery, a great many forces are being brought together, including a number of old acquaintances...

ADVENTURE SUMMARY

Introduction: Determine which PCs are Devoted of the Green and White. Each of these PCs receives one of the visions from **Player Handout #1: Devoted Vision(s)** before the start of the module. The rest of this encounter involves the two strange elves trying to bully a small girl into telling them where someone named 'Larduïn' is. Should the PCs intervene, the little girl gives them the note requesting their assistance from Lord Marshal Leaijrn.

Encounter One - A Simple Request: This encounter details the meeting with Leaijrn, where he tells him of the missing Larduïn, the theft of the three items (Golden Sickle, Rod of Highfolk, and Boots of the Raiment of the Wood), and arranges for Azlapyn to

accompany the party. Leaijrn allows the PCs a question and answer session should they desire it after which he suggests the PCs meet with Fraek for divination assistance.

Encounter Two - Tracking the Thief: The PCs go to meet with Fraek for divinations, discovering that he is not at his temple of Pelor, and is instead found visiting Mayor Mordianna (expressing disappointment at the failure of the Helping Hands of Pelor). Fraek agrees to help the PCs and both he and the Mayor allow the PCs to ask questions. Before or after this encounter, the party is able to utilize Bardic Knowledge, Gather Information, and other Knowledge Checks.

Encounter Three - A Word of Caution: Here the PCs meet with Imbria Greyriven-Menanine and her son Kyrian. Imbria has been informed of the truth behind Leaijrn's request of the party, and of Onvere's involvement in arranging for the task. She keeps the source of this information confidential, only revealing that the source is a trusted resident of the Vesve and concerned about the dangers that Onvere's manipulations may cause for the region.

Encounter Four (combat) - Rescuing the Thief: The party travels to the Baklunish Ruins of Delvenbrass in order to find Larduïn (along with the missing items) where, after they do a little exploring, they find him imprisoned in an ancient temple. Upon entering the temple, the PCs are attacked by a shadowy aberration left there to guard the captured rogue. Once the PCs free Larduïn, they have the opportunity to question him about his actions. Larduïn happily agrees and likely tells the PCs more than they want to hear.

Encounter Five - A Dog's Tale: The PCs discover that Azlapyn is more than just a simple dog – in truth, he is a hound archon. He tells them that he arranged to be 'given' to the party through Leaijrn. Azlapyn's major purpose is to make sure that the relics are recovered. After having observed the party for some time, he decides to reveal himself to the party to answer some of their questions and defend Onvere's actions.

Encounter Six - The Carrot Before the Stick: Renae Wenyd, the high priestess of Ehlenestra from the Sacred Home of the Forest Mistress approaches the PCs. She has been sent by the Lady of the Wood to attempt to discover and stop the PCs from assisting Onvere in his current machinations. Instead of force, the Lady of the Wood thought it best to try and convince the party with diplomacy.

Encounter Seven (combat) - Removing a Thorn: Onvere is aware of the difficulty that the party has encountered in rescuing Larduïn and the three items. In response, he has decided to toss aside his previous subterfuge and meet the PCs in private himself. However, an old acquaintance of the archmage has

decided that he is a threat and sends a group of assassins to deal with him. Onvere is poisoned and must rely on the PCs to protect him from the murderous group.

Encounter Eight (combat) - Death in the Family:

Almost as soon as the assassins have been defeated, a new foe appears. The elf named Ioethalengar has been sent to end Onvere's meddling at the behest of the Dawn. Reacting, Onvere breaks a magical token that sends a communication to his guardian, a planetar named Rufus.

During the combat, Rufus appears via teleportation magic and acts to protect the archmage, initially in the guise of Su'Fur, a Baklunish wizard who has been Onvere's apprentice at the Guildsmen of the High Art. Secondly, in the guise of an owl, the druid Calentir Elethiel-Rellen flies outside the room, monitoring the situation.

Encounter Nine - Motivation for Answers: The death of Rufus hits the archmage hard, and it shocks him enough that he has no desire to fend off inquisitive PCs questions. Instead, he takes the time to tell them the answers to any questions they put to him in order to gain their trust and the items they now possess.

Conclusion: Because of the numerous groups attempting to gain control of the three items, the PCs have a wide range of options in whom to give them to. This details possible options and their outcomes.

PREPARATION FOR PLAY

Review the items below before running this adventure:

- The Golden Sickle
- Absence of Responsibility
- Balance of Scales
- Highfolk Special PCs
- Legendary Deeds

THE GOLDEN SICKLE

Please determine if any PCs have acquired the Golden Sickle from HIG4-05 *The Spirit and the Hold*. If any of them do own this particular item, please have them make a DC 48 Spot check. If they succeed on this check, they realize that someone has just attempted to pick their pocket; the sickle remains in the PC's possession for the remainder of the module. If more than one PC possesses the sickle, randomly determine which has it for the purpose of this adventure; only one can exist.

If they fail the needed Spot check, the Golden Sickle is stolen from them and Larduin now is in possession of it. The PCs find it, along with the Rod of Highfolk and the Boots of the Raiment of the Wood, when they find Larduin in Delvenbrass.

ABSENCE OF RESPONSIBILITY

For those PCs who are devoted to the Lady of the Wood or are her green dragon disciples, adventuring with other PCs who are opposed to her may prove difficult if not impossible, especially if the adventure centers on thwarting her.

To accommodate this, the Lady of the Wood is using a powerful artifact to magically disguise her loyal supporters. This magical disguise not only alters the appearance of the PC, but grants them a new identity. This means they are effectively somebody else.

It is suggested the player with the affected PC determine this new identity, including a name. Other players are strongly encouraged to role-play this effect and are discouraged from meta-gaming.

This effect can be dispelled (caster level 20) and spells like *true seeing* can pierce the magical disguise.

It is strongly suggested that any PC devoted to the Lady of the Wood accept this magical disguise before going on an adventure, especially one that is trying to thwart her efforts. The PC may reveal to others involved in the adventure their magical disguise or even refuse it completely.

Those refusing the disguise are forewarned there are consequences to refusing this as well as consequences if the magical disguise is pierced. The table judge determines this consequence.

For this adventure, there is no encounter with more or less danger involved, though certain NPCs will have more positive or negative interactions based on allegiances. In Encounters Three, Five, and Nine, the NPCs involved have less favorable views of these characters. In Encounter Six, Renae has a more positive view of these characters.

Conduct a brief encounter with any PC who is devoted to the Lady of the Wood.

Asked to a secret meeting by an Oronodel elder, she tells you, "If you are asked to perform a task that is opposed to the Lady of the Wood, she asks that you do so. She asks that you conceal your true self and she can grant a power to do so. This magical disguise makes you someone else, but it can be pierced or dispelled by powerful magic and you can also dismiss it yourself. Please accept this gift and report your findings back to me."

Ensure the player knows:

- The magical disguise can be dismissed with a standard action.
- Once dismissed or dispelled, the magical disguise cannot be regained unless otherwise specified in the adventure.

INTRODUCTION

BALANCE OF SCALES

Determine if any PCs have levels of Dragon Disciple or other draconic prestige classes, base classes, feats, or other abilities and do not have Highfolk regional documentation granting them access (that is, they gained access from another region, or took access exercising the core or Open option) or are playing a kobold using the "Sojourner from the Mist Kingdom" Player Rewards card. These PCs should be noted, as they are specifically targeted during Encounter Eight, unless they regional-certed green dragon disciples. Those PCs that do have levels of Dragon Disciple with Highfolk regional documentation should also be noted, as they too may receive special attention, dependent upon their color.

HIGHFOLK SPECIAL PCs

Determine if any PCs are "Born of the Vesve", "Caressed by Angels", "Dargas Mor Dwarf", "Kissed by Devils", or are "Devoted of the Green and White". These PCs should be noted, as they may receive a special encounter or be specifically targeted during **Encounter Seven: Removing a Thorn** (where Devoted characters that comprehend Elven gain a benefit for the combat) and **Encounter Eight: Death in the Family** (where Caressed by Angels PCs are preferred targets of the abishai and those PCs that are Kissed by Devils are ignored for a time). Devoted PCs also receive one of the six Devoted visions, randomly distributed to those PCs, one for each Devoted PC. Last, all of the Special PC options above have a chance to receive a special award on the AR (Trumpet's Shard), depending on how the adventure goes for them.

LEGENDARY DEEDS

At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. These deeds automatically activate (no rolling necessary). At the beginning of this scenario, each player chooses ONE of their unused Legendary Deeds and for the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, if the deed expires, mark it "USED".

HIGHFOLK INFLUENCE CHART

PCs may wish to spend various Regional Influence Points during this adventure. Refer to the Supplemental Highfolk Influence Chart for guidelines.

Before play begins, determine if there are any Devoted PCs at the table, and hand out visions as specified in the Preparations for Play.

The early evening sounds of the Town of Highfolk ring about you; a mother's call for her wayward children to come home for dinner, the clash of a hammer and anvil, and the bustle of the marketplace all dim in the cool air.

Walking along a rather quite stretch of the main road, you hear someone speaking from an alleyway.

Should the PCs choose to investigate, read the following:

Looking into the alleyway, you see three people in what appears to be some sort of argument. An average looking grey elf wearing rather fashionable robes seems to be confronting a small human girl on something. Next to him stands a hulking brute of a high elf, arms crossed and seemingly trying to pay close attention to the conversation at hand.

"Listen," the grey elven man says firmly, his eyes darting nervously about. "Just tell me where he is and we'll be on our merry way." He gives an exasperated sigh and nods at his hulking companion. "You really don't want my Cousin here to get annoyed at you. He is already on the edge." The fashionable man makes some sort of jerky, overly dramatic movements before he prods the thick-bodied man, who just smiles brightly and nods enthusiastically in response. The pert little nose of a sleek mongoose peeks out from underneath the grey elven man's clothing and climbs up to his shoulder.

"I know that you just met with Leajrn; I'm assuming in order to give Larduín his next set of orders. It is an easy thing – where IS that thief?"

"But sir..." the brown-haired girl cowers, her voice quivering in fear. "I don't know who you are talking about; I only am supposed to deliver a message – not for anyone named Laerdwon..."

"Now, Danellaran?" The smiling high elf interrupts excitedly as he steps forward, opening his arms wide; the girl shrinks down, her back pressed against the stone wall.

During this conversation, the PCs may wish to step in on the intimidation of the girl. As soon as they do and the two figures realize that someone is interested in their activities, the elven man casts *teleport* and transports himself and his large companion away. The PCs may try to engage the two figures, but they aren't really interested

in a fight here. Those PCs that make a DC 15 Knowledge (local - Iuz's Border States) recognize the two elven men as having clan Oronodel heraldry, and on a DC 20 check recognize the name 'Danellaran' as belonging to the Ceara family. PCs that belong to this clan make this check automatically. PCs that are Born of the Vesve or Devoted of the Vesve gain a +4 bonus to this check. Members of both groups gain a +8 total bonus.

Those PCs that make a DC 20 Knowledge (local - Iuz's Border States) faintly recognize the name Larduin. PCs that are Born of the Vesve or Devoted of the Vesve gain a +4 bonus to this check. Members of both groups gain a +8 total bonus.

Once the PCs have chased off the ruffians, read the following:

A young human girl of around 12 winters stares up at your group with large, grateful eyes. Her nearly whispered 'thank you' trembles as she attempts to stand. Quickly, she digs into her pocket and thrusts a wrinkled up note bearing the symbol of the Rangers of the Vesve into your hands.

"This is for you, I think."

This is a good point to make PC introductions, as they are all probably gathered together for the first time.

Likely, the PCs begin to question the little girl. Her name is Lillay and she is very frightened because of the 'scary' men. She knows nothing of who this 'Larduin' is, what those men would have wanted with him, or even what the note reads. All she knows is she was asked by the nice man with the scars on his face to deliver a note for him.

If the PCs don't stop her, the girl darts off as soon as possible. She doesn't want to be involved in this mess any more than she has to be.

When the PCs read the note, please give them **Player Handout #2: Leaijrn's Request**.

I: A SIMPLE REQUEST

PCs that accept the notice to meet with the Lord Marshal of the Rangers in Quaalsten have an uneventful trip and are quickly escorted into his personal meeting room. The surroundings include a variety of charts and maps, mostly of the Vesve and surrounding areas. A long, black-feathered spear rests in one corner, near a pair of swords mounted on the wall. The scent of a woman's perfume floats airily through the chamber.

"Thank you for meeting with me. For those of you I have not met previously, my name is Leaijrn Greenoak." The scarred half-elf nods gratefully as he

absent-mindedly stares at the map of the Vesve that is spread out on his table. A brown-coated dog lounges near his feet, its tail casually wagging.

"I am in need of your assistance and discretion with a small matter. A short while ago, I hired an elven man named Larduin Devahr to retrieve some missing items. Unfortunately, Larduin has not returned and I am worried that something may have happened to him. I'm hoping that you will be able to track him down and find out what is delaying him."

If there are any PCs that are Rangers of the Vesve, Leaijrn looks at them specifically and adds:

"This is not an official order; this is a simple request on a personal matter. Do not feel that you need to agree or participate if you do not wish to. It will not be held against you in any way."

Allow the PCs to ask any questions of Leaijrn at this time:

- Couldn't this Larduin just have split with whatever he was getting for you? *"While Larduin can be... the ranger hesitates as he looks for the right word, "...unpredictable. In this instance, I do not believe he would have taken the items for himself, nor do I think he would have run off with the money he was paid for this task. In his strange way, he can be honorable."*
- When was Larduin supposed to return, exactly? *"Larduin is over a month late. He was to meet me here in my office in Quaalsten. There is always the chance of some delay, but a whole month is a bit excessive."*
- What was it that Larduin was supposed to get for you? *"There has been a rash of thefts lately and some very important items were stolen; it is imperative that they be returned to me." Leaijrn almost looks pained. "The items are the Rod of Highfolk, a golden sickle originally taken from Sallow Hold, and a portion of the Raiment of the Wood; Bark-hide Boots, to be exact. Larduin was supposed to find out who'd stolen the items and then retrieve them, bringing them back to me so that they could be returned to their proper owners."*(If Larduin was unable to steal the Golden Sickle from a PC that is in possession of it at the beginning of the module, they may offer it to Leaijrn here. If they do, he gratefully accepts it and continues, asking the PCs to find the missing rogue and remaining items.)
- What does this Larduin look like? *"Larduin is a slender high elven man with blonde hair and a rather unassuming face. He almost always wears*

a small pin on his cloak that is representative of his faith in Olidammara.”

- Why don't you send some Rangers of the Vesve out for this Larduin and these items? *“Unfortunately, I currently do not have the manpower to spare, and I would like to maintain some discretion in this matter. Larduin has some enemies and has had some trouble with the law in the past. I don't want anyone to automatically accuse him of anything, if it isn't true. Additionally, there may be other forces out there that seek these items for their own gain. That's why I'd like you to find out where he is, if he has the items, and to attempt to return them to me.”*
- We don't do things for free – what do we get in return for our assistance? *Leaijrn frowns disapprovingly but sighs and nods. “Having been an adventurer once myself, I know that these things do incur costs. I will give you each 100 solars for undertaking this task.”*
- That's a cool looking spear you have there. Can I take a look at it? *“I would strongly suggest you not touch that dark spear. It is cursed such that it seeks to perpetually taste the blood of the one who wields it.” He glares at it for a moment, “While I am no longer forced to carry it with me, I keep it as a reminder of what once was and to keep it out of the hands of any other innocents.”*
- Once before you asked us to deliver a message to Calentir. What exactly was that all about? *“I'm sure Calentir knew what it meant and who it was for. That's all that I really care about.”*
- What is that scent in this room? It smells...flowery. *Sighing, Leaijrn shrugs. “That would be a bottle of perfume someone I cared deeply for once left here.”*
- What happened to her? Did she die? Who was/is she? *“Our paths diverged sometime ago, though I still love her deeply.” It is obvious by the Lord-Marshal's posture and pained expression that he wishes to change the topic.*

PCs that make a DC 18 sense motive check realize that this topic is extremely painful to the quiet ranger. Should the PCs continue to press and make a DC 20 Diplomacy check, Leaijrn reluctantly offers the following:

“Though I don't know why you would concern yourself with my issues, the perfume belongs to Wynda Ceara.” With these words, the half-elven man makes it clear he will not continue the discussion.

Once the PCs agree to the task, read or paraphrase the following:

The Lord Marshal of the Rangers of the Vesve smiles at you, the first one you've seen on his face all day. “Thank you for your assistance. I believe that the easiest way to find Larduin is to assume he has acquired the relics and to focus on locating those. I would suggest you meet with the cleric, Fraek of Pelor, to help you with his divination spells. I have already spoken to him and he is more than willing to try to find out what he can.”

“Additionally,” he continues, “I will send with you my faithful companion, Azlapyn.” Bending down to the lazing mutt, the half-elven man playfully rubs Azlapyn's ears and face. “He is a faithful hound and might be helpful should you need his nose.”

Azlapyn (az-lah-PIN) appears as a grey-muzzled, brown and black shepherd. Players that make a DC 35 Knowledge: (nature) check realize that Azlapyn's eyes are far more intelligent looking than a normal dog's might be.

As you turn to go, Leaijrn says, “Oh, one more thing – once you have gotten Larduin out of whatever trouble he's likely gotten himself into and have recovered the items, please return them to me here in Quaalsten, as I must remain here due to other business I have to attend to.”

At this point, Leaijrn gives directions to Fraek's house which is in Ashenglade, then bids them good day.

CREATURES

All APLs:

Leaijrn Greenoak: Male half-elf. Ranger 6/Barbarian 1/Pious Templar3/Wildrunner 7.

Traits: loyal, honorable, modest, easy-going. An air of sadness hangs around Leaijrn and at moments he seems distracted. He is quite a capable leader, however, and cares deeply about his Rangers and the people of Highfolk.

TROUBLESHOOTING

Some PCs maybe clever enough to cast *Speak with Animals* on Azlapyn. Should this happen, the spell fails, as Azlapyn is not a valid target for the spell, but refrains from telling the PCs that. Instead, Azlapyn answers the caster in Common; of course, everyone else also understands his responses. Throughout all this, he keeps

up the appearance of as if he were nothing more than a humble hound.

DEVELOPMENT

If the PCs agree to take Azlapyn with them to search for Larduin, the hound archon first chooses a ranger or druid, then a paladin or good-aligned fighter, or finally a good-aligned PC to function as a temporary cohort for. Please give the selected PC Azlapyn's altered stats which are listed as **Player's Handout #3: Azlapyn**. If there are no good-aligned PCs at the table, then Azlapyn accompanies the PCs but tends to keep his distance.

2: TRACKING THE THIEF

Before or after the PCs meet with Fraek, they may wish to do a bit of information gathering. If they do so, allow them to garner the following information, provided they ask the right questions and make the appropriate checks.

All the Gather Information checks, Knowledge (local – Iuz's Border States), Knowledge (history), or Bardic Knowledge Checks and results are listed in **Appendix 3: Who? What? Where? When?**

Once the PCs decide it is time to find the young cleric of Pelor, read the following:

As you approach what is supposed to be Fraek's home, you are greeted with an unusual sight. It seems that Fraek has taken his small abode and turned it into a make-shift shrine to Pelor. A brass sunburst hangs prominently on the wooden structure and a small pebbled path leads up to the open, worn door. A sturdy older human, dressed in the robes of an acolyte, vigorously weeds a wild-looking garden. As you approach, he stops his ministrations and looks up, giving your group a broad smile.

"Welcome, welcome!" He dusts his dirty hands on his white linen robes. "My name is Tolen, what can I do for you this fine day?"

If the PCs answer that they are looking for Fraek, Tolen shares the following:

Ah." Tolen sadly shakes his shaven head. "Unfortunately, he is not here. He has been having a small issue in regards to the Helpinger Hands of Pelor, and has gone to visit with the Mayor to talk to her about it. Perhaps you will find him at her office?"

Regardless of whether the PCs share their intentions or not, Tolen is the friendly sort and offers the PCs food and

drink as well as a sympathetic ear. He happily shares any information he has about the Mayor or Fraek with the PCs should they ask. He has only met Mordianna a handful of times but he believes very strongly in Fraek and if the high priest of Pelor is friends with her, then she must be a very special person indeed. If asked information on anyone or anything else, he pleads ignorance and explains that he has only recently returned to Highfolk town after spending many years adventuring in the Shield Lands.

Tolen gladly gives any PCs that request them directions to the Mayor's residence in the elven district of Highfolk Town. If asked about what the issue is involving the Helpinger Hands, he is unable to answer; he explains that he is only an acolyte, and therefore not privy to such information.

After leaving Tolen and heading to the Mayor's office, the PCs see a strange sign out front. Upon a closer inspection, they notice that it is some sort of death threat against Mordianna that she has mockingly displayed for all to see. It claims that Mordianna is a tyrant and should be killed. If the PCs decide to scout around the building before attempting to enter through the front door, they discover that every window and entrance happens to be locked and trapped as Mordianna does not take chances with such things. Should it become necessary, create a potent trap and difficult locks to deter the PCs from entering the Mayor's office illegally. Should they still attempt to enter or manage to succeed, a very angry Mordianna is waiting for them. She promptly has the PCs arrested and thrown in jail for their break-in. PCs that are arrested in this manner must pay 1,000 gp plus an additional 200 gp per APL played to post bail.

If/once the PCs decide to try to speak to the Mayor via the front door, please read or paraphrase the following:

Arriving at Mayor Mordianna's office in the elven district of Highfolk, you are greeted by a bureaucratic half-elven man.

He rubs his hands together and slowly looks you over before inquiring, "May I help you?"

The man at the door is Milinor Verra, the Highfolk Town secretary. He is vaguely jumpy but if the PCs make it know that they wish to speak with either the Mayor or Fraek, he escorts them inside.

Quickly escorted indoors by Milinor Verra, he leads you to a large but seemingly functional library. Within are three people – a young looking blonde human male, a tiny and pretty blonde high elven female, and a thick-bodied, stern looking elven female.

The small woman steps forward smiling and nodding, waving you in before she speaks, "I have heard that you are looking for Fraek here to have some divinations performed?"

Before the PCs can react, Mordianna continues:

"Oh, how rude of me. I haven't given introductions yet. I am Mordianna Tamarel, this is Fraek of Pelor, and that dour-looking woman there is Gale." Her grin widens upon her description of Gale and the bodyguard rolls her vivid blue eyes.

If any PCs have played HIG6-03 *Heavy Upon a Heart*, Fraek recognizes them as they attempted to help him track down his missing candle. Regardless, both Mordianna and Fraek know the real reasons the PCs are there, as Leajrn has already approached them on the matter. They are both more than eager to assist the PCs and Leajrn.

Note: The woman named Gale is not all that she appears to be. Those PCs with some form of *true seeing* or similar effect active see Gale in her true form.

Gale is, in fact, not elven at all but what appears to be some sort of female-shaped whirlwind. Allow those PCs that see her in this form to make a DC 13 Knowledge (planes) check to recognize Gale as an air mephit.

PCs should also be allowed a DC 23 spot check to notice something amiss about Gale's stance. Those PCs that make this Spot check notice that Gale does not appear to be standing on the floor, but instead hovers an inch above it.

The blonde man smiles warmly, waving you to sit down in one of the plush chairs that decorate Mayor Mordianna's library. "Why don't you tell me exactly what it is you want me to look into and I will see what I can do for you? I would be more than happy to help you as much as I'm able."

Fraek casts any spells he has available for the PCs. As he was expecting them, he has the following spells memorized, with a caster level of 18th:

- *augury* (Clr 2) - learns whether an action will be good or bad
- *commune* (Clr 5) - deity answers one yes-or-no question/level
- *discern location* (Clr 8) - reveals exact location of creature or object
- *divination* (Clr 4) - provides useful advice for specific proposed actions
- *greater scrying* (Clr 7) - as scrying, but faster and longer
- *sending* (Clr 4) - delivers short message anywhere, instantly

The first and most helpful spell that Fraek suggests the PCs utilize is *commune*. Fraek casts the spell but the PCs must come up with the 18 questions. Some possible questions and answers follow.

Note: Any questions that involve the Dawn receive no answer.

- Does Larduin possess the Rod of Highfolk? **No**
- Does Larduin possess the Bark-hide Boots? **No**
- Does Larduin possess the Golden Sickle? **No**
- Did Larduin recover the relics? **Yes**
- Were the items taken from Larduin? **Yes**
- Were the items taken from Larduin by the Dawn? **No response.**
- Is Larduin dead or incarcerated? **Yes**
- Are all three relics together in one location? **Yes**
- Would it be beneficial for Highfolk to recover the relics and return them to Leajrn? **Yes**
- Are the relics in the possession of the Dawn? **No response.**
- Can you answer any questions about the being that took the relics? **Yes**
- Are the relics in the possession of the Old One or his minions? **No**
- Are the relics in the possession of the Dread Mistress? **No**
- Are the plans of the possessor of the items to use them? **Yes**
- Are the plans of the possessor of the items to turn them over to someone else? **No**
- Is this dog Azlapyn more than he appears to be? **Yes**
- Is Larduin dead? **No**
- Is it possible to recover the relics by guile? **Perhaps**

Should the PCs request that Fraek do a *sending* to Larduin, the rogue is quite panicked and tells Fraek that it is Rennik that captured him and is holding him someplace in Delvenbrass.

The information gleaned from Fraek's spells should be enough to send the PCs to the ruins of Delvenbrass, which is about three days' ride from Highfolk Town.

Once it has been determined where the PCs need to go via Fraek's spells, the cleric of Pelor comments on the sickle, but only if no PCs owned the Golden Sickle at the beginning of the module:

The cleric of Pelor smiles ruefully and shakes his head. "Well, that would explain where that sickle of mine went. Not that it was really a big deal, but I was going to sell it for the gold in order to donate the money."

Mordianna rolls her eyes, "Larduín probably could have just asked for the sickle. He never can do things the easy way."

The PCs may not want to get right down to business upon meeting with Mordianna and Fraek, or after the divinations are completed they may have some questions of a more personal nature for the Mayor and the young cleric. Below is a list of possible questions the PCs may ask.

- Fraek, why are you here with the Mayor? *"Ah," answers Fraek, "The Mayor and I are longtime friends. I came here to talk to her about the state of my Helping Hands of Pelor."*
- Fraek, what is wrong with your Helping Hands of Pelor? *"Well, they just aren't doing as well as I'd originally thought they would." He blurts out, his boyish frustrations evident. "Very few people have signed up and out of those have, not many have been able to follow its original tenets." Mordianna pipes up and says dryly, "I suggested to him that next time he try to get a group like this together, he come up with a more unique name." Fraek nods sadly at the Mayor's comment, seemingly missing her playful tone. "I can't believe that is the only reason. I really thought we'd do much better than those Helping Hands of Ehlonna because, well, we'll take anyone that wants to do good. They are far more... selective. Why don't people want to help others just for the sake of helping others?" His youthful face is etched with confusion. "I don't suppose you have any suggestions on how to improve things? Like perhaps even a better name suggestion?" (If the players detail how they think things can be improved with the Helping Hands of Pelor, Fraek gratefully listens to their suggestions as does Mayor Mordianna. Please have the players write down these suggestions and submit them with the Critical Events Summary.)*
- You both know this Larduín fellow? *Mordianna wrinkles her nose, "I have meet Larduín a time or two before though I really don't know him well. He always struck me as the unstable sort and I'd heard about lots of his exploits from Errendai. He was worried about that boy." Fraek states, "I met him once. He seemed like a nice enough fellow though very impatient."*
- Who is Errendai? *Swiftly a look of sadness flickers across the Mayor's face. "Ah, he was an old friend of ours, a cleric of Corellon, who perished many years ago in Dorakaa."* (PCs that make a DC 48 Sense Motive check realize that whatever Mordianna

may feel about Errendai, it seems it was more than just a simple friendship.)

- I have heard it said that that you are both of the same adventuring company, The Stonehouse – as is Releshi Elethiel-Rellen and Wynda Ceara. What is your opinion on them and what they are doing? *Fraek becomes obviously uncomfortable with the mention of Releshi and Wynda. He hesitates, unsure of what to say for a moment before offering, "Wynda and Releshi were part of a small group of childhood friends that grew up together. The two of them became closer after the destruction of their elven homeland and after Releshi lost her twin cousins to the machinations of the Old One." He scrunches his face up, worry plain on his simple face. "I think that they have both lost their way and that while their goals are admirable, their methods are questionable." The Mayor purses her lips, "I have known Releshi for a very, very long time. Rel has had a very hard life and she has been treated very poorly by those that 'supposedly' care about her. Yet even still, she struggles with protecting those that reject her – not for what she has done, but what she might do." She scowls momentarily, "The Knights of the High Forest are a perfect example of that. Regardless, neither Fraek nor I have seen Releshi or Wynda since the Purging."*
- What did the Knights do and why DID they kick her out? *Mordianna frowns deeply and shakes her head. "Perhaps you should ask Yanesh that question. After all, it was he who had her removed, based solely on his fear and prejudice. Releshi was an exemplary Knight and she would never have tarnished their name intentionally. It was her childhood dream to become a member of that prestigious group."*
- What was the Purging? *Mordianna says, "Also known as the Shadow War, the Purging was a massive attempt to finally drive the Old One and his minions from the borders of the Vesve. It was during this time that the sinister Field Marshall Azrin was finally slain. However, not everyone was exclusively concentrating upon the efforts of the Old One. Large groups of adventurers squared off against one another because of a major...disagreement."*
- What disagreement did the adventurers have during the Purging? What exactly happened? *Fraek opens his mouth to speak but the Mayor interrupts. "Let's not talk about old wounds and conflicts."*

- Mayor Mordianna, why is that horrible letter posted outside your office? *“That letter is a death threat that I received on the day that I was elected Mayor. I posted it out there to show my contempt for its author.”*
- Why is your bodyguard floating above the floor? *Mordianna smirks and nods at you. “You have sharp eyes, my friend. Gale is covered with many magical effects in order to better protect me in case of trouble.”*

CREATURES

All APLS:

Mordianna Tamarel: Female High-elf, Rogue 18.

Traits: compassionate, competent, strong-willed, well-spoken. Mordianna is an expert politician and leader who works hard to improve things in Highfolk and in Highfolk Town. She is quite opinionated but almost always the diplomat.

Fraek of Pelor: Male Human (Oeridian), Cleric 6/Radiant Servant of Pelor6/Sacred Exorcist 6.

Traits: helpful, innocent, naïve, overly energetic. Fraek is one of those rare individuals that can see the good in everyone. Not the smartest of fellows, Fraek doesn't let that stop his ministrations to those in need in Highfolk Town and elsewhere.

Gale the Air Mephit: Female mephit (Air), Fighter 6/Dervish 10.

Traits: protective, silent, stern.

Gale is a female air mephit that Mordianna met while she was in the Ruins of Delvenbrass years ago. Gale was impressed with the Mayor enough that she approached Mordianna, offering her assistance as a bodyguard and a friend. Mordianna accepted and Gale is now never far from the Mayor of Highfolk Town. Gale stays relatively quiet and is very protective of Mordianna and her friends.

TROUBLESHOOTING

The PCs may have questions that Fraek or Mordianna cannot address. Attempt to handle them as well as possible given the information in the module, but keep in mind that they are not privy to what is really going on. Another possibility is that the PCs may approach other resources in an attempt to gather more information or get divinations cast by another party. Utilize the Gather Information check in the Appendix for possible

information from other sources, using best judgment and Fraek's guidelines for his divinations and answers for other casters of divinations for the party.

DEVELOPMENT

Once the party is armed with the location of Larduin, they should be ready to head out looking for him. Another party, however, has found out about the current happenings and is sending a friend to intervene in the next encounter.

3: A WORD OF CAUTION

Armed with answers to your prey's location, your preparations complete, your group starts to leave the city to begin the search. Making your way through the crowded streets, you come to a sudden halt as a teenage boy darts out from a nearby crowd, stopping directly in front of your group. The boy eyes your group, squinting as if to get a better look at your features, before turning towards the crowd, cupping his hands in front of his mouth to amplify his shout.

“Over here mum – I found them! Just like you said, they're right here!” The boy turns to the crowd, jumping slightly as if to see over it, then whirls to look at your group again, smiling widely. “You're lucky I found you, as mother said you were on your way to making a big mistake... oh, there she is!”

Glancing over to the crowd, it has parted ways to allow the boy's mother to approach. A dainty grey elven woman, wearing an exquisite courtly gown with her golden hair arranged in the latest style, smiles warmly at your group in greeting, then looks to her son. “Here are a few coins, Kyrian – why not run and get yourself a treat for tracking down these adventurers so well? I have got a few things to talk to them about, so be back in a while, okay?”

Kyrian takes the coins eagerly and darts back into the crowd his mother just appeared from, disappearing from sight quickly. The grey elf watches her son leave, then turns towards your group, blushing slightly. “They do grow up so fast... but where are my manners? I am Lady Imbria Greyriven-Menanine, and I have come to warn you of the fact you are being deceived.”

Any members of Clan Shandareth automatically recognize the elf as a member of their clan. It is also possible that some PCs may have met Imbria in HIGi6-01 Collisions, as she attended the Tanabat celebrations during that interactive. Those who make a DC 15 Knowledge (local – Iuz's Border States) check recognize the grey elf

and know a few things about her; Devoted PCs receive a +4 circumstance bonus to this check; Born of the Vesve PCs also receive a +4 circumstance bonus to this check. PCs who succeed at the check know that Imbria Greyriven-Menanine is a member of Clan Shandareth and a former adventurer; an accomplished sorceress who is also a member of the Guildsmen of the High Art. Imbria retired from adventuring to raise her half-fey son Kyrian, and has become more prominent at the Elven Court in the last few years. It is also known that she is married to Kirdaeth Menanine, a half-fey.

Imbria has been informed of the truth behind Leajrn's request of the party, and of Onvere's involvement in arranging the task. She keeps the source of this information confidential, only revealing that the source is a trusted resident of the Vesve and concerned about the dangers that Onvere's manipulations may cause for the region. Imbria stresses the following points to the party:

- Leajrn was convinced by Onvere to send out a party to search for Larduin and the relics. It was Onvere, not Leajrn, whom hired Larduin to go after the relics in the first place.
- Whatever Onvere wants with the relics is unknown, but his activities since his arrival in Highfolk three years ago are not above suspicion.
- Larduin is a known thief, and possibly more than that. Can a person willing to hire such a brigand truly have the best of intentions?
- Leajrn and Onvere are old friends, though it is likely that Onvere is taking advantage of the Lord Marshal in this matter.
- Onvere has manipulated situations with several groups since his arrival in Highfolk, such as coercing the Guildsmen of the High Art into secretly researching methods of defeating magical protections, and employing others to gather materials to hide his involvement.
- It is a known fact that Onvere considers Calentir and Releshi as close friends, even though she is a wanted criminal by the Knights of the High Forest. He has helped them before, and may be aiding them again. It is possible that their current "disagreement" is nothing more than a ploy to hide Onvere's activities on their behalf, whatever they might be.
- Onvere's allegiances are questionable, considering his past actions. At the Purging, he stood on the side of many long-time allies to deal with Releshi's questionable activities, but when they confronted her and her allies, Onvere employed his magic to freeze time, separating both groups from each other,

even though the one group was only trying to protect the Vesve.

- At the time of the Purging, some claim Onvere had a brilliant green scale upon his cheek, a gift bestowed upon him for his services to a force in the Vesve. Strange that he has never been seen with it since his arrival in Highfolk, as if he is hiding his allegiances.
- Onvere's heritage is also questionable, as his mother is Lust, one of seven Fallen Virtues. Her fiendish blood likely flows through and taints his own, influencing his actions.

Once Imbria relays her concerns to the party, she addresses them with this formal request:

Imbria smiles warmly at your group, then nods to herself. "Given the questionable motives for your current course, I would ask that you still go out and track down Larduin, to make sure the relics are recovered. But, to ensure that they are not used for ill in Highfolk, I ask that you deliver them to me. I can ensure that they are presented to the parties that they were taken from and returned to their rightful owners."

With that, Imbria nods in goodbye to your group, and moves off into the crowd after her son.

CREATURES

All APLS:

Imbria Greyriven-Menanine: Female grey elven Sor13.

Traits: naïve, shy, protective. Imbria has the ability to find beauty in all people, though physical appearance can still slant her interactions slightly. Her time in Court has transformed her into a confident and cunning diplomat who wins people over through her good nature, inherent beauty, and diplomatic skills.

Kyrian Menanine: Male half-fey/half-elf.

Traits: mischievous, playful. Kyrian is a mischievous young teenager, whose fey blood weighs heavily into his personality.

TROUBLESHOOTING

The party may choose to push Imbria for her source, but she does not reveal it. She trusts the information given, as it matches her own observations of the situation. It is possible the party may dismiss her entirely, in which case she does not pursue them to deliver her warnings.

It is also possible that the party may attempt to go back and confront Leajrn on the accusations, but he has already departed on Ranger business and is not available for the rest of the adventure for comment. Those

wishing to track down Onvere to confront him also find the archmage absent from Highfolk, as he is attending to other matters at this time.

If the party so wishes, allow them Gather Information checks again, using the information provided in **Appendix 3: Who? What? Where? When?** to determine what may be learned.

DEVELOPMENT

After the encounter with Imbria, the party can now leave Highfolk and travel into the Vesve to track down and locate Larduin.

4: RESCUING THE THIEF

The trip to Delvenbrass is uneventful and is about three days' travel from Highfolk Town.

As the PCs approach Delvenbrass, they begin to hear unexplained noises, see things moving just at the edge of their sight, and feel a cold chill descend upon them. Wherever the PCs are in Delvenbrass they hear periodic dark and mocking laughter drift out of the fog to them. If they go to search for the source of the laughter, they find nothing.

Because of the taint that surrounds Delvenbrass, paladins feel a dull throbbing in their head the entire time they reside within the ruins. Additionally, any PC who attempts to *detect evil* finds a strong presence surrounding them on all sides, but no specific sources.

The ruins of Delvenbrass lay before you; crumbling stone etched with millennia of wear pile mournfully at your feet, bleached bones are scattered about, while somewhat newer tools, supplies, and equipment languidly rust, having been abandoned in recent years. A strange and eerily thick mist envelopes the area, wrapping you in a damp blanket.

As the PCs look around, describe how the fog seems to hang into every nook and cranny, often making it difficult to see anything for an extended period of time.

With some cursory investigation, the PCs can find what looks to be three somewhat intact ancient buildings, four decrepit towers, a rotting wooden watch tower, a rickety horse and cattle barn, a small barracks, disintegrating pieces of canvas cloth, a courtyard, numerous small holes along with a massive and partially filled hole, and a large rusty portcullis. It also appears to the PCs that a very large battle took place here in the not-so-distant past.

Allow the PCs to explore the various areas, though they find little until they enter the 'Barracks' and 'Ruined Temple.' The 'Barracks' contain a bottle of *universal solvent* buried underneath a pile of old garbage; Larduin is being

held and guarded within the 'Ruined Temple', along with the missing items.

ANCIENT BUILDING 1:

This can only be called a building because a few stones remain to mark a foundation. A sickly green moss grows thick over everything, carpeting the floor with its spongy tendrils.

ANCIENT BUILDING 2:

Cobwebs and spider webs hang tenaciously to everything in this run down building. From the little that remains, it appears that this was once some sort of servants' quarters.

BARRACKS:

This nearly intact building is awash in debris created more from its previous inhabitants than by the ages. Old trash, filth, and foulness still cling to the floor.

Should the PCs decide to take a look around and dig through the filth and garbage that is in this room, have them make a DC17 Search check to discover a small vial with a worn and peeling label. The label is written in Orcish and reads "Universal Solvent." The label is available as **Player's Handout #4: Potion Label**.

COURTYARD:

As you enter what was obviously once a magnificent keep, you stand in the remnants of a courtyard. The surrounding walls have fallen to disrepair, only hinting at the outlines of buildings now long gone.

HORSE AND CATTLE BARN:

This appears to be the remains of an old barn, built long after the original Delvenbrass had crumbled to dust. Old and moldering hay sits in dilapidated stalls, giving the air a rank and musty scent. The bones of livestock poke up through the rotting hay.

VARIOUS HOLES:

A great many holes have been dug throughout the ruins of Delvenbrass. Most of them appear to have been dug 10' down and then abandoned. However, one much larger hole, 20' across, looks to have at one point been dug quite deep. Bones, some fresher than others, line the edges. Whatever once transpired here made someone fill this pit back in. The main shaft has been caved in.

Should the PCs decide to look through the pile of bones, they find that one skeletal hand has a ring on it bearing the image of a grinning skull. PCs can make a DC 10

Knowledge (local – Iuz’s Border States) or Knowledge (religion) to recognize it as the holy symbol of the god Iuz.

RUSTY PORTCULLIS:

Stuck in the down position, this rusty portcullis hangs precariously on its worn hinges. It serves little purpose now, however, as whatever it was once barring entry to has disappeared with time.

SOUTH TOWER:

This crumbling tower was once an archer’s platform. In the remaining walls, tiny slits peer down upon the courtyard.

NORTH TOWER:

A lonely pile of broken stone sits forlornly here; burnt and blackened from some long forgotten fire or blast. Once molten, bits of hardened glass glitter faintly.

EAST TOWER:

This crumbling tower was once an archer’s platform. In the remaining walls, tiny slits peer down upon the courtyard.

WEST TOWER:

This crumbling tower was once an archer’s platform. In the remaining walls, tiny slits peer down upon the courtyard.

WATCH TOWER:

This structure, unlike most of the structures in this area is made of pine wood. However, like everything else, this watch tower has since fallen into disrepair. Taking a look at some of the more intact timbers shows that the structure originally was around 20 ft. high and 10 ft. square.

ANCIENT BUILDING 3: RUINED TEMPLE:

This area appears to have once been the ruined temple to a forgotten god. However, upon entering into the building, it is apparent that it recently has undergone a transformation. Extraneous rubble has been cleared from this building, a thick furred rug sits in the center of the room, and the altar has been lovingly scrubbed clean. The ancient symbols of the unknown god have been defaced or completely removed, and etchings of a dark eye now grace the altar and the inner temple walls. Sitting upon the dark altar are a pair of bark-hide boots, a sickle made of pure gold, a smooth sapphire-blue rod, a strange short sword, a blackened mithral chain shirt, an

Olidamarran mask, and various other odds and ends.

PCs that make a DC 25 Knowledge (religion) check (or have seen such before) realize that the symbols now on the wall and altar are those of the god Tharizdun.

Off in one corner is a cramped iron cage, within which lies an elven man with dirty blonde hair, shackled to the floor with an odd leather mask on his face and a tiny pin depicting the laughing face of Olidammara barely holds a tattered cloak around his shivering body. The leather mask has no eye holes, no mouth holes, and only a small slit from which to breathe out of for his nose.

The dirty elf’s head jerks up at the sound of your entrance and a muffled noise is heard from beneath the mask. He tries to stand but his chains only clash with his efforts.

Once the PCs are all in the Ruined Temple, please read or paraphrase the following:

At that moment, the darkness around you coalesces into a horrible-looking black mound of writhing flesh and oozing eyeballs. Thousands of open and gaping maws chatter at you from within the grotesque mass.

CREATURES

APL 4 (EL 6)

Advanced Gibbering Mouter (1): hp 58; Appendix 1.

APL 6 (EL 8)

Advanced Shadow Gibbering Mouter (1): hp 58; Appendix 1.

APL 8 (EL 10)

Advanced Shadow Gibbering Mouter (1): hp 116; Appendix 1.

APL 10 (EL 12)

Advanced Shadow Gibbering Mouter (1): hp 232; Appendix 1.

APL 12 (EL 14)

Advanced Shadow Gibbering Mouter (1): hp 370; Appendix 1.

Tactics

The gibbering mouter appears in the chamber near the altar when all of the PCs are within the chamber, or if they attempt to remove Larduin from his cage through

extraordinary means. It utilizes its gibbering and spittle as free actions every round, attempting to disable the PCs so it can grapple someone and use its blood drain.

At APL 6 and higher, the shadow creature template gives the gibbering mouther additional abilities. Most of these bonuses are passive, but include the spell-like ability *mirror image* at APL 8 and evasion at APL 10. It also utilizes its shadow blend ability to minimize damage if the combat is going poorly for it.

The layout of the ruined temple is available in **Appendix 4: DM Maps**, for your use.

Gibbering Moulder

Knowledge (dungeoneering) check results:

DC 14 The monstrosity before you is a gibbering moulder, an amorphous mass of flesh, eyes, and mouths, seemingly from a nightmare.

DC 18 A moulder constantly issues a gibbering sound from its mouths; the noise it creates sows confusion in those that hear it.

DC 22 A gibbering moulder can spit an acidic spittle that can blind its prey, making it easier to engulf and drain the victims of their blood.

Shadow Creatures

Knowledge (planes) check results:

DC 15 The creature before you appears darkened and shadowed, born on the Plane of Shadow, infused with powers from that plane.

DC 20 A shadow creature gains abilities, resistances, and immunities that are related to its plane of origin, such as concealing itself within shadows from normal sight.

Once the PCs defeat the gibbering moulder, they are able to retrieve the items on the altar and free Larduin. A DC 20 Search check reveals a set of keys for the cage resting in a small hole in the wall. If the PCs do not find the keys, they can attempt an Open Locks check to open the cage and another to remove his manacles.

If the PCs do not find the keys and are unable to open the locks themselves, Larduin attempts to direct the players to the altar where his set of lockpicks are. If the PCs get any set of lockpicks into his hands, Larduin can easily open the manacles and the cage.

Iron Cage: 1 in. thick bars; hardness 10; hp 30; AC 5; Break DC 25; Open Lock DC 30.

Masterwork Manacles: 1/2 in. thick; hardness 10; hp 10; AC 5; Break DC 28; Escape Artist DC 35 or Open Lock DC 30.

Larduin stumbles out of the cage awkwardly, having been in the tiny space for some time and unable to see due to the mask on his face. Any attempts to remove the mask are met with flailing arms and stifled screams. At this time, any questions the PCs ask of him come out from behind the mask as muffled garbage. Eventually, the thief gets frustrated and makes writing motions with his hands. If he receives something he can write with, Larduin scrawls a quick note about how the mask was applied with *sovereign glue* and he is unable to remove it.

At this point, hopefully the PCs have either found the *universal solvent* or have some themselves. If they do, it is a simple matter of applying it to remove the mask from Larduin's face.

After the mask is removed, Larduin gasps gratefully. He is now ready to answer any questions the PCs have for him, though he first asks for a bit of food.

QUESTIONING THE ROGUE:

Once the PCs get the mask removed, they are able to question Larduin. However, Larduin does NOT want Rennik to return to find the PCs and himself still in the Ruined Temple. He attempts to get the PCs to leave by stressing how apparently insane Rennik now is. The rogue is very nervous the entire time they are in Delvenbrass and continues to interject nasty comments about Rennik.

Below is a list of questions they may ask:

- What are you doing here? Who captured you? *Larduin shudders, a look of fear crossing his face. "I took the Rod of Highfolk from its original thief – Rennik. I didn't know he'd be quite so upset about it, I guess he has some sort of strange fondness for the Rod after his time spent in Arborea. Anyway, Rennik caught me as I tried to take the Rod from him and he brought me here to imprison me. I guess he's made this creepy place his hideout. I never really thought I'd come back to this place nor that I'd see Rennik again. I don't think he was all that fond of me before and it is obvious that our time apart hasn't improved our relations any. I HATE this place! The ruins beneath are even worse..."*
- Who is Rennik? *"An old and infrequent traveling companion who sorta went nuts after the Purging." The blonde man looks uncomfortable for a moment. "Honestly, I think he finally gave in to the horrible whispers of the Elder Elemental Evil that have haunted him for years."* (PCs that make a DC 15 Knowledge (religion) check realize that the Elder Elemental Evil he is referring to is also known as Tharizdun.)

- Where/how did you manage to get all three of the items?

If one of the PCs had the Golden Sickle at the beginning of the adventure and Larduin was able to steal it, he smirks, gives that PC an exaggerated wink, and then explains the following:

“The sickle should be obvious. As for the rest, well, that took some creative problem-solving to get them all. The Rod was being kept by Kirdraeth at Twilight Keep. Having been to Twilight once before, I was somewhat familiar with the layout of the Keep. However, upon arriving I discovered that someone else beat me to acquiring the Rod and had replaced it with a fake. It took me some time to try to figure out where the Rod was now located. And, well...” Embarrassment flushes his face a rosy pink. “That’s how I ended up captured here.”

“In regards to the boots of the Raiment, those were kept in Flameflower. Let’s just say that I have a little bit of experience in raiding temples.” Larduin snickers lightly to himself at his strange joke.

If one of the PCs had the Golden Sickle in the beginning of the module and Larduin was unable to steal it, he explains the following:

“I was unable to acquire the golden sickle.” His face makes it obvious he is disgusted with himself.

“As for the rest, well, that took some creative problem solving to get them all. The Rod was being kept by Kirdraeth at Twilight Keep. Having been to Twilight once before, I was somewhat familiar with the layout of the Keep. However, upon arriving I discovered that someone else beat me to acquiring the Rod and had replaced it with a fake. It took me sometime to try to figure out where the Rod was now located. And, well...” Embarrassment flushes his face a rosy pink. “That’s how I ended up captured here.”

“In regards to the boots of the Raiment, those were kept in Flameflower. Let’s just say that I have a little bit of experience in raiding temples.” Larduin snickers lightly to himself at his strange joke.

If none of the PCs had the Golden Sickle at the beginning of the module and Fraek was in

possession of it then Larduin still smirks and explains it in the following way:

“It took some creative problem solving to get them all. The Rod was being kept by Kirdraeth at Twilight Keep. Having been to Twilight once before, I was somewhat familiar with the layout of the Keep. However, upon arriving I discovered that someone else beat me to acquiring the Rod and had replaced it with a fake. It took me sometime to try to figure out where the Rod was now located. And, well...” Embarrassment flushes his face a rosy pink. “That’s how I ended up captured here.”

“In regards to the boots of the Raiment, those were kept in Flameflower. Let’s just say that I have a little bit of experience in raiding temples.” Larduin snickers lightly to himself at his strange joke.

“The sickle...that was easy. Fraek had that one, and didn’t think it important. He had it lying underneath his bed with a bunch of other junk.”

- Are you a member of the Highfolk Gardening Society? *Larduin wrinkles his nose in disgust. “Do I look like I’m any good at pruning? Why would I belong to a gardening society? Plants are nice enough but I really don’t have a green thumb.”* (PCs that make a DC 38 Sense Motive check realize that this question fills the rogue with amusement and that perhaps he is a better ‘gardener’ than he lets on.)
- Are you a member of the Blood Owls? *Larduin manages to look confused. “Bloody Owls? Why would you ask me about Bloody Owls? What is wrong with them? Are they flesh-eating or something? Do they have some sort of disease? One time, I saw this illness that made people bleed from their pores, it was really foul.”* (PCs that make a DC 38 Sense Motive check realize that this question fills the rogue with amusement and that he is taking their question literally on purpose.)
- We met someone named Imbria who says that this whole thing is Onvere’s doing, not Leaijrn’s. Do you know the truth? *“Ah, Mnem’s puppet spoke to you then?” He snorts and runs a hand through his blonde locks.*
“I don’t know if it WAS Onvere who orchestrated the whole thing or not, but either way, I’d still be helping out. Both of them are old companions of mine. In fact, I once faced down a marilith with a vorpal sword in each of her many hands with Leaijrn at my side.” The

elven man puffs his chest out and tries to look impressive but stops suddenly, giving Azlapyn a long hard look.

In this instance, Larduin is lying to the PCs about not knowing who was behind this whole thing. He knows exactly who it was that hired him. He is attempting a bit of misdirection by mixing in truth with falsehood. He is worried that the PCs will not turn the items over to Onvere if they know it was the wizard who hired him instead of Leaijrn. If the PCs make a Sense Motive check opposed by Larduin's Bluff, they realize that he may know more than he is letting on and that there is something about that fight with the marilith that he is not saying.

As he studies the dog, Larduin asks:

"Is that Leaijrn's..." he hesitates a second, "...dog?"

Once the PCs answer in the affirmative, Larduin continues:

"Strangely enough, this fellow was also with us when we squared off against that marilith, isn't that right, puppy?" The elven man bends down to give the dog a friendly pat. Azlapyn wags his tail in recognition.

"Regardless, you can bet that Imbria met with you because of some hidden agenda of Mnemosyne's. I don't think I'd trust even half of what she said, even if Imbria believes it to be the entire truth."

- What makes you think that Imbria was working for Mnemosyne? *"Because," an amused twinkle enters into the rogue's eyes, "I know Mnem almost as well as I do Leaijrn, if not better. Trust me on this, something else is going on there." Almost as if he cannot help himself, Larduin also throws in, "Just like Mnemosyne knows Calentir and Releshi quite well."*
- Mnemosyne knows Calentir and Releshi? *"Oh yes. Don't think for an instant that their conflicts have only to do with the Shandareth heir issues. Mnem and Rel intensely dislike one another and their feelings are on a personal level. I never really understood it much, since I know they adventured a time or two together. I think it might have something to do with the fact that Mnem was once betrothed to Calentir. She was so angry when she found out that Aramil had married Calentir and Releshi in secret and behind the elven court's back."*

"Hmmm. It could also have to do with Releshi blaming Mnemosyne for Errendai's death. Rel was furious for a long time about that whole mess."

He frowns as he thinks of something, "You know, right around that time is when things with Releshi really started getting out of hand. I know that Errendai was pretty blunt with his little sword-wielding friend and he could make the best of us feel ashamed. Maybe he kept her in line more than we'd realized - I know she had feelings for him..."

- Who is this Errendai fellow? *"Errendai Ardilean was an elven cleric of Corellon and a very good friend of ours who died a few years ago in Dorakaa. Releshi considered him one of her best friends and had a very difficult time after his death. He was a member of clan Oronodel and quite often frustrated with his 'Cousins'."*
- Wait, Releshi had feelings for this Errendai fellow? What about Calentir? *"I don't think that Rel ever told Errendai that she cared for him as more than a friend, especially after Errendai and Mordianna started seeing one another. Of course, this was all before Calentir. I'd always wondered what would have happened if Errendai had lived"*
- Loslain Aramil Oakbow Wintershale performed the wedding ceremony for Calentir and Releshi? The same Aramil who is currently head of the elven church? *"Yup, the very same Aramil. He and Calentir are great friends and they traveled together quite frequently."*
"I have to say, I'm not too sure about that Loslain guy. Did you know that he replaced Talus Wintershale as the Loslain of the Seldarine, shortly after Talus was murdered under mysterious circumstances?" (PCs that make a DC 38 Sense Motive check on this comment pick up a slight trace of smugness. Obviously, the rogue is enjoying this little bit of rumor mongering.)
- Why should we trust anything you say!? You have already admitted to us that you are a thief. *Larduin smiles at you and nods. "Very likely, you won't trust me regardless of what I say but, let me tell you this much. Things are not always as black and white as people want to believe they are. And sometimes the truth comes from the most unlikely of places."*
- If you know Onvere and Leaijrn then do you also know Releshi and/or Calentir? *Finally, the blonde man's face turns serious and grave. "I count Releshi among my friends, though our*

relationship has become strained the past few years. She helped me out when I first started as an adventurer.” Oddly, he shoots your canine companion a strange look. “I even helped rescue her when a minion of the Old One prismatic sprayed her and sent her to one of the layers of the Abyss.” He shakes his head and says softly to himself, “I wonder how things would be now if we never rescued her?”

- Is your relationship with Releshi strained because of her recent actions? *“No, not really. Everyone does things differently and who I am to judge? Honestly, I am more concerned about that stupid red sword that she carries with her, than anything else. Though she denies it, I think it has an unwholesome influence on her. I have seen it bend the will of those who wield it or get near it so that they almost...obsess about it. That, and well...I’m sure she’s still mad at me for ‘relieving’ Purpose from her.”*
- Red sword? What are you talking about? *“Releshi carries with her two elven thinblades. One is made from the silvered bones of a dragon; the handle carved to look like a silver dragon’s head. If I remember correctly, it was a gift from her husband and it is called “Promise” or some gobbley-gook in draconic. The other...”*

“The other sword is known as Marlanwa-laklil, or ‘Purpose’ in the common tongue. A few years ago, it was recovered from the Tower of the Bloodied Kith, Mishar Malainanoth. It was given to Tymir Menanine to use against the grugach that had invaded Flameflower. He had it for almost a year before he misplaced it and it ended up in Rel’s hands.”

Allow the PCs a DC 38 Sense Motive check. If the PCs make the check, they realize that there seems to be something that Larduin is not telling them. If the PCs press Larduin on what is going unsaid, he admits that Releshi had some help in ‘acquiring’ the blade:

Larduin grumbles to himself, and all you can catch is something about Oronodel shadowdancers changing the plans, and how he and Steerpike should have known better. (If Larduin is asked about whom Steerpike is he refers to him in vagaries and says he was a friend.)

Regardless, Larduin continues on his original train of thought:

He sighs, “The more time that weapon spent in her hands, the stranger she got about it. I never was able to place my finger on exactly

what was going on but I know something was. One time, I swear I heard her arguing with it.”

- You stole Marlanwa-laklil from her? What happened? *“I told you already that I and others were worried about its influence – even though we tried to talk to her about it numerous times, she always insisted she was in control and that we were worrying for nothing.” He shrugs, “And maybe we were worrying for nothing but we wanted to make sure. So, I and another friend of hers took the weapon and gave it to a powerful cleric of Wee Jas in order to destroy it, get rid of it, anything.”*

The lanky elf makes a sour face, “Unfortunately, it appears that Wee Jas did not approve of our plans to destroy or imprison the magical item and it was returned to this plane. At that point, Releshi then managed to get her hands back upon it, I think.”

“You may think it foolish, but I fear that weapon almost more than I do the Dawn. That thinblade has been known once before by another name as well – ‘Kinslayer.’

- You know about the Dawn? *“Yes I know about the Dawn. What do you think everyone was REALLY fighting about during at the end of the Purging and the Shadow War? Quite a few lines were drawn in the sand.”*
- What do you exactly know about the Dawn? *“I know that her true goal is to become divine and that she has had her minions collect items of various strengths to help her to grow in power. I know she then destroys them and absorbs their might for her own. I know that she is a rather large,” here Larduin shudders, “green dragon. I know that she is quite a fearsome creature for I have not only seen her destroy, but I have seen her come out of hiding in order to help protect Highfolk from the Old One and the Nightwalker. But that still doesn’t make her much better in my opinion.”*

Once the PCs appear to have finished their questioning of the elven rogue, Larduin tries to convince the PCs to give him the stolen items back. He first asks politely, then he mocks, and if they refuse or continue to insist that they give the items to Leaijrn themselves, Larduin gives in. His thinking is that if they do not end up taking the items back to Leaijrn, he can always track them down later and easily steal the items back.

Once this all transpires, Larduin decides that it is time for him to make his exit. If he is not bound or restrained in any way, read the following to the PCs:

Larduin grins merrily, his long fingered hands waving goodbye to you as he heads back towards Highfolk Town. He pauses suddenly, his smile only broadening. "Oh! One more thing. Please tell Onvere 'hi' for me as well as for Mr. Coldeven. And let him know that Mr. Coldeven would still like to have that lunch date with him. It has been a while since they got together last."

At this point, Larduin winks and suddenly disappears from sight. Any PCs with any scent-related abilities, blindsense, blindsight, or similar capability realize that the rogue is still in the area though rapidly moving away. Larduin has used his hide in plain sight ability to slip away from the party.

If, for some reason, the PCs decide to prevent Larduin from roaming free, he attempts to make his escape on the way back to civilization. Once he gets free, he immediately uses his hide in plain sight ability to get away.

CREATURES

All APLs:

Larduin Devahr: Male high elf, Rogue 10/Assassin 3/Fighter 2/Shadowdancer 1/Temple Raider 1. Skills: Bluff +28, Hide +45, Move Silently +36, Open Locks + 28, Sleight of Hand +37, Sense Motive + 12. Items: ring of mind shielding, Alignment: N/A

Traits: chaotic, easily excitable, friendly, unpredictable. Larduin has a tendency to charge ahead into danger and loves to be in the thick of any excitement which causes him no end of trouble. Coupled with his poor impulse control and sharp tongue, Larduin seems to often be on the run from the law. It is only his quick thinking that usually saves him from any extended jail time.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 0 gp; Coin 0 gp; Magic 4 gp – universal solvent (4 gp); Total 4 gp.

Detect Magic Results: universal solvent (strong transmutation).

TROUBLESHOOTING

Some PCs may decide to leave the captured rogue to his fate within the iron cage. Should they plan to leave him, gently remind them that to do so would be considered an evil act. Leaving a helpless individual to certain death is no way for heroes to act.

DEVELOPMENT

Once the party has received all the information they wish from Larduin and they have retrieved the missing items, the PCs must decide what to do with the items. Regardless, shortly after Larduin leaves, Azlapyn decides to speak to them, followed the next morning by Renae Wenyd. Continue on with the next encounter.

5: A DOG'S TALE

With the rays of the setting sun basking the Vesve in a dark maroon glow, a small clearing presents a suitable campsite for the evening. Relaxing from a long day of travel, you huddle to stay warm from the chilly spring night, unwinding from the day of travel after setting up camp.

"Well now, I think this is a good as any time to talk, don't you think?"

Looking for the source of the unexpected voice, you see no one about the encampment. From his spot lying at the feet of <PC name>, Azlapyn raises his muzzle and stares at each of you in turn, as if trying to get your attention. Noticing that he has managed to secure an audience, the hound sits up, and speaks again.

"Not that you need another opinion, but I thought that someone should maybe clarify what you've actually been dragged into. That is, if you are willing to speak to me on it. Else, I will take my leave."

The hound looks around to the group, awaiting an answer.

Azlapyn arranged to be 'given' to the party through Leaijrn, wanting to observe the group and take measure of them. His major purpose was to make sure that the relics were recovered, but he also knew that Onvere's plans had gone astray and were in some jeopardy. After having observed the party for some time, he has decided to reveal himself to the party to answer some of their questions and defend Onvere's actions. If the party allows him to explain, he shares the following:

- He infiltrated the party to check on their progress of his own initiative, having convinced Leaijrn to arrange for him to accompany the party. Onvere has no idea that Azlapyn has involved himself in the recovery of the relics.
- Leaijrn and Azlapyn had crossed paths before, once both engaged in the rescue of someone from entrapment on a lower plane.
- Onvere means no harm in his actions, regardless of appearances. He is attempting to follow through on

his plans without endangering others or having the plans discovered, hence the misdirection he plotted with Leaijrn. Leaijrn was uncomfortable with his friend's methods, but understood that his intent was good.

- Onvere left the Shield Lands in an attempt to stop the Dawn from obtaining her end goal. However, the archmage is also concerned with ensuring the defeat of the Dawn does not come at a high price to his friends, some of whom he feels are being used by the Dawn.
- Onvere wishes to convince his friends, Calentir and Releshi, that the Dawn is not the answer to ensuring the safety of and protecting the Vesve. Their relationship has been strained for the past few years, as the wizard has worked against the Dawn and his friends have worked with the Dawn, both sides believing that their way will best protect the Vesve.
- Releshi is also known as the Herald of the Emerald Dawn, and is a key agent of the Dawn. The two share a link, though neither Azlapyn nor Onvere totally understand it.
- Releshi was once offered a chance to change her path and be free from her service from the Dawn, but refused, feeling it was her destiny and that she could do more good by working with the entity so she could keep close tabs on the Dawn.
- Onvere is working with Gathil the Wanderer, having offered his services to him at the time of the Purging in combating the Dawn. Their choice of methods does not always mesh well, but both have a common goal, working towards protecting the Vesve.
- Azlapyn also works with Gathil to protect the Vesve and combat the Dawn, as Azlapyn is a holy warrior of Bahamut. Gathil the Wanderer is an ancient silver dragon, who typically travels in disguise as an old elven magic merchant throughout the area.
- Onvere seeks one of the relics, the Golden Sickle, believing it may be key in defeating the Dawn and saving his friends. How it can do so is unknown to both Azlapyn and Onvere.
- Onvere is the son of Lust, the Fallen Virtue, but Azlapyn does not sense any evil in the archmage due to his heritage.
- Delivering the items to Leaijrn puts them in the hands of Onvere, who plans to use them against the Dawn. Leaijrn shares Onvere's hopes and fears, which is why he agreed to assist his friend.

After discussing the topics above with the party, Azlapyn finishes with the following:

Azlapyn yawns, stretching his jaw, and then rises up on all fours. He looks you over and continues.

"It is up to you what you choose to do with the information I've given you. As much as others are attempting to sway the course, it is you who will decide the path of the coming times and events. All I ask is that you do not fall prey to the words of everyone who speaks of others, as even those with the best intentions may be misled in their actions."

With that, Azlapyn stretches out in a canine version of a bow, and then leaves the clearing through the thick foliage, disappearing into the coming night.

CREATURES

All APLS:

Azlapyn the Just: Male hound archon, PALTI (Bahamut).

Traits: competent, honest, loyal. Azlapyn is the dutiful holy warrior, just and loyal. He is, however, discreet and prone to keeping secrets, though he seems to show concern for the well-being of most.

TROUBLESHOOTING

It is possible that the characters may choose to not listen to Azlapyn. He honors their wishes, and departs using the farewell listed after the information he knows. If the PCs attack, Azlapyn teleports away immediately, not wishing to engage the party in combat.

DEVELOPMENT

After Azlapyn reveals himself and discusses Onvere, the party may rest without incident for the night. Continue on with the next encounter.

6: THE CARROT BEFORE THE STICK

Departing your previous night's camp, you head south through the Vesve, on pace to make Quaalsten by nightfall. After a few hours of travel through the wood, you manage to intersect with a trail leading toward the city, making travel much easier than through the wilds.

As the sun begins to reach its zenith for the day, the shelter of the trees along the path opens to your right, revealing a small clearing. A circle of ancient stones stand silently, a few of their number lying tumbled on the ground as if bowing to the passing of time. More surprising, perhaps, is the half-elven woman sitting patiently on one of the stones; her simple robes blending into the Vesve's colors around her. She smiles in your direction, obviously pleased with your arrival.

“I see the Lady of the Wood fated for us to cross paths today, as she had shown to me. Ehlenestra sees your plight and has sent me to advise you of the dangers of the path you walk. Will you allow me to explain?”

The half-elf stands from her make-shift bench, awaiting your answer.

Any members of Clan Lleyuna automatically recognize the elf waiting for them as Renae Wenyd, a member of their clan elders. It is also possible that some PCs may have met Renae Wenyd in HIG6-08 Dusk if they are either a member of the Helping Hands or of the Sacred Home of the Forestmistress, as she had private audiences with members of those organizations during that event. Those who have not met her but make a DC 12 Knowledge (local – Iuz’s Border States) check recognize the half-elf as Renae Wenyd, The Voice of the Whispering Leaves; Devoted PCs receive a +4 circumstance bonus to this check; Born of the Vesve PCs and members of the Helping Hands also receive a +4 circumstance bonus to this check. Renae Wenyd is the high priestess of Ehlenestra from the Sacred Home of the Forest Mistress in Highfolk town, and a supporter of the Oronodel heir to House Rellen. Those who make a DC 18 Knowledge (local – Iuz’s Border States) check also know that Renae supports the old ways of Ehlenestra’s worship, especially regarding her close ties to the natural world and the Vesve in particular. Those who make a DC 15 Knowledge (nobility and royalty) check or a DC 20 Knowledge (religion) check also know that it was Renae who performed the coronation of Aensylorin as the next heir of House Rellen, which has caused a schism in the Ehlonnan religion in Highfolk; Devoted characters get a +4 circumstance bonus and Born of the Vesve also get a +4 circumstance bonus to either of these checks.

Renae has been sent by the Lady of the Wood to discover and stop the PCs from assisting Onvere in his current machinations. It seems his current plans have managed to elude the Lady’s perceptions so far and she wants to make sure that he does not succeed, whatever they might be. Instead of force, the Lady of the Wood thought it best to try diplomacy first, attempting to convince them of their misguided course through Renae.

If allowed to speak her concerns to the party, Renae explains the following:

- The PCs may be doing work that would undermine the safety of the Vesve if carried out to completion.
- Onvere Raycaster is manipulating the party and his old friends with false words and hidden deeds. He employs a known brigand to steal relics, and then sends out others to recover these items without

revealing his involvement openly. Such actions cannot speak highly of his true intentions.

- Onvere’s plans have directly threatened the safety of all in the Vesve by attempting to weaken one of its most powerful protectors in the past, and he is likely doing so again.
- If questioned on her allegiances, Renae explains she is devoted to her goddess, but also to those who would protect the Vesve and all who reside in it. She does not deny that she also follows the Lady of the Wood, as the Lady is a force that wishes only to protect the Vesve and those within it, as she has done in the past.
- Renae especially beseeches those who worship Ehlenestra/Ehlonna, suggesting that it is Ehlenestra’s will that the party not assist Onvere. She attempts to convince those members of Clan Oronodel, Lleyuna, Baelath’sinoth, and Ryganod, and others allied with them in the current conflict to not assist Onvere. She also suggests this to those who swore the Verdant Oath, stating the protection of the Lady could be undermined by the archmage’s actions.
- Renae asks exactly what the party has been sent to do for Onvere. If the party reveals that they were sent out by Leaijrn to find Larduin and the relics, Renae suggests that it would be best to make sure the relics do not make it to Onvere or Leaijrn, as it could endanger the well-being of the Vesve. She even suggests that it may be best that the items are placed in someone else’s care, perhaps even her own. She also mentions that Leaijrn and Larduin are likely victims of Onvere’s manipulations as much as the party is.
- If the party does not seem to trust her with the relics, she suggests the Helping Hands, a clan allied with Oronodel, or the Sacred Home of the Forest Mistress as alternatives to giving the relics to Onvere or his allies.

After relating her warnings to the party, Renae thanks them for their time and suggests that they consider her words carefully. She states that it would be best for all involved if the relics never made it to Onvere or his pawns, and even suggest that those that place the Vesve in danger are in danger of receiving retribution for their actions. With that, she departs the glade and leaves the party with the decision to continue on to Leaijrn with the relics.

CREATURES

All APLS:

Renaë Wenyd, The Voice of the Whispering Leaves: Female half-elf, Clr10 [Ehlenestra].

Traits: calm, nature-oriented, soft-spoken.

Renaë is the high priestess of Ehlenestra from the Sacred Home of the Forest Mistress in Highfolk town, and a supporter of the Oronodel heir to House Rellen. She is a calm woman who supports the old ways of Ehlenestra's worship, especially close ties to the natural world and the Vesse in particular. Her coronation of Aensylorin as the next heir of House Rellen has caused a split in the Ehlonnan religion. The Hearth of the Unicorn's Heart in Quaalsten supports the Shandareth child, Rhynian.

TROUBLESHOOTING

The party may choose to not speak with Renaë, though she attempts to pass her warnings to the party as they depart. Another possibility is that the party delivers the relics to her at this time. The PCs may choose to continue on to Quaalsten to speak with Leaijrn, but do not need to. Traveling anywhere other than Quaalsten means that the party will not be involved in the final two combats, and will lose out on the rewards for those encounters.

It is also possible that the PCs may choose to deliver the relics to another party altogether, rather than turning them in to Onvere, Imbria, or Renaë. To that end, various conclusions are available in the Conclusion section. Again, if the party does not go to Quaalsten for the final two encounters, they lose any rewards possible from those two encounters.

If, for some reason, the party attempts to attack Renaë, she retreats from combat using magic (*tree stride*), as she has no interest in armed conflict with the party.

DEVELOPMENT

If the party decides to continue on to Quaalsten with the relics, either to deliver them to Leaijrn or to take them somewhere else after speaking with Leaijrn, continue on to the next encounter.

If the party delivers the relics to another party and chooses not to continue on to Quaalsten, proceed to the Conclusion, using the proper conclusion based upon the final disposition of the relics.

7: REMOVING A THORN

With the rays of the setting sun disappearing and dusk shadowing the trail, Quaalsten slowly comes into view, the lights from the settlement acting as a beacon to your group as the end of your task draws near. Weaving through the dim streets, you reach the private barracks of the Lord Marshall, and hear a muffled voice respond to your knocking, bidding you to enter.

Opening the door, the aroma of a berry-scented tea fills your nostrils as you enter the room. As the occupant pours hot water from a pot into a cup, his back faces away from you. After returning the pot back over the blaze in the fireplace, he picks up the prepared drink and turns to face you. Instead of the scarred face of the Lord Marshall, an Oeridian man, sips at his tea and looks over your party with a bit of excitement in his hazel eyes. He runs a hand through his silver-streaked brown hair, nodding in welcome. Onvere Raycaster motions to the pot hanging in the fireplace.

"Tea?"

A number of PCs have already met Onvere Raycaster in HIG6-02 *Antipathy*, HIGi7-01 *Dwarrowdeep*, HIG7-09 *Familiar Territory*, or HIGi7-04 *Revelations*. Those that have not met him may recognize him by description with a DC 10 Knowledge (local – Iuz's Border States) check; Devoted PCs receive a +4 circumstance bonus to this roll. Onvere is a high-ranking member of the Guildsmen of the High Art.

Onvere is aware of the difficulty that the party has encountered while performing their task for Leaijrn, and thus decided to make sure that the Golden Sickle was in his hands as soon as possible without being observed in its 'recovery'; as such, he decided to wait for the party's arrival in Leaijrn's quarters to keep the exchange private. It is likely that the party has questions for the archmage, but they will find the answers are shortcoming due to the situation at hand.

Concerned with Onvere's activities, a former companion has decided that he has become a problem and must be dealt with to protect their own interests. This former companion has managed to pinpoint the archmage's location and assembled a group of assassins to kill him, figuring to end Onvere's meddling of once and for all. Knowing the capabilities of the archmage, this former companion paid a hefty sum to acquire a means to enable the assassins to accomplish their task – a potent, refined poison made from white sayles berries that renders the victim unable to speak, making the casting of spells with a verbal component impossible while under its effects. In addition, the poison has been magically enchanted to protect against magical curing, granting the poison SR 30 against magic effects to neutralize.

When someone interacts with Onvere, likely by asking a question of the archmage, respond with the following:

The archmage opens his mouth to respond, pausing a moment before speaking, thinking over his words.
"Well, you see, I..."

The archmage's mouth continues to move, but only a hoarse croak escapes it; his face takes on a look of momentary confusion, then he coughs to clear his throat and starts again.

"As I was saying, I..." Again, Onvere makes barely a whisper, and he becomes more serious and defensive. His eyes dart around the room quickly as he draws a dagger from his belt, takes a step back, and places himself against the Lord Marshall's desk.

Within a second, the windows of the office shatter inwards as a group of dark-clothed individuals make their entrance through them, bearing arms. The archmage takes a defensive stance as a multitude of duplicates of him appear, while a cheery voice fills the room, full of encouragement and optimism.

"Oh! What a wonderful time to practice your martial skills again! If I recall correctly, was it not true that you wanted to be a powerful warrior like your old companions, Rel or Murph?"

Before Onvere can react, a magical conjured ring of steel encompasses the wizard, trapping his arms to the side and causing his dagger to clatter to the floor.

"Well, then again, perhaps not... Wait! You can practice your defensive fighting skills! Colin was always so good at that, and I'm sure you must have learned some tricks from him!"

The archmage rolls his eyes in frustration and the voice from nowhere as the assailants attack...

The assassins have come to end the archmage's life, but did not anticipate others to be with him. The poison has taken hold, leaving Onvere without his spells and spell-like abilities to protect him, and the *bands of steel* spell cast by the attackers have incapacitated him further, making even melee combat impossible for the archmage. It is likely that, without assistance, he will be slain. The assassins ignore the PCs unless they get involved with the struggle, be it by arms or any attempts to protect Onvere.

A DC 15 Heal check on Onvere (requiring a standard action), reveals that he is suffering from the effects of a poison. Anyone detecting magic notices a number of magical auras on the archmage (including one of strong abjuration), magical protections, and discernable enhancements to the poison.

During the combat, feel free to interject positive comments throughout the fight, as Onvere's best protection at the moment continues to give verbal encouragement. The archmage wears an intelligent item, a sentient *cloak of minor displacement* that bears the spirit of a deceased elven explorer; no matter how dire the circumstances this cloak is always positive and looking

on the bright side of things – especially when circumstances are at their worst. The cloak gives encouragement to the party and the archmage, as if the cup is half-full, such as "Oh! That was not as bad as it looks! You can handle that!" for attacks that strike someone or "Oh, I'm sure that will pass very shortly!" for effects hampering someone. Do to this encouragement, any PC that is Devoted and able to comprehend Elven gains a +1 morale bonus to attacks and damage for the duration of this fight.

CREATURES

All APLs:

Onvere Raycaster: Male human (Oeridian) Wizard 7/Fatespinner 2/Initiate of the Sevenfold Veils 7/Archmage 2; hp 160; Appendix I.

Traits: free-spirited, intelligent, and mischievous. He is rather soft-spoken and carries himself quite well in conversation. He appears as if his thoughts are on a great many things at once, although his demeanor suggests he has great concentration on the task at hand.

APL 4 (EL 6)

Andramye: hp 16; Appendix 1.
Kyrenn: hp 28; Appendix 1.
Brokenfang: hp 29; Appendix 1.
Vynesia: hp 34; Appendix 1.
Relinard: hp 25; Appendix 1.

APL 6 (EL 8)

Andramye: hp 27; Appendix 1.
Kyrenn: hp 44; Appendix 1.
Brokenfang: hp 48; Appendix 1.
Vynesia: hp 47; Appendix 1.
Relinard: hp 42; Appendix 1.

APL 8 (EL 10)

Andramye: hp 38; Appendix 1.
Kyrenn: hp 68; Appendix 1.
Brokenfang: hp 65; Appendix 1.
Vynesia: hp 66; Appendix 1.
Relinard: hp 57; Appendix 1.

APL 10 (EL 12)

Andramye: hp 49; Appendix 1.
Kyrenn: hp 86; Appendix 1.
Brokenfang: hp 91; Appendix 1.
Vynesia: hp 85; Appendix 1.
Relinard: hp 72; Appendix 1.

APL 12 (EL 14)

Andramye: hp 60; Appendix 1.
Kyrenn: hp 104; Appendix 1.

Brokenfang: hp 112; Appendix 1.
Vynesia: hp 104; Appendix 1.
Relinard: hp 89; Appendix 1.

Note: The ELs above have been reduced by 2, due to the assassins' focus on Onvere.

Tactics

Since Onvere's *foresight* spell alerted him to the ambush, both sides roll initiative regularly as neither side gains surprise. Due to the poison, Onvere cannot use his spells or spell-like abilities, and the *bands of steel* spell, cast through the window by the wizard responsible for the pre-combat preparations of the assassins, has managed to disable his ability to fight back. For simplicity, this effectively eliminates Onvere as a combatant for the attack – running the Blood Owls will be difficult enough. To speed combat, provide Onvere's hit points, AC, saves, miss chance, and number of *mirror images* to a player to track when the Blood Owls attack him. Onvere's intelligent cloak casts the *mirror image* spell during box text at CL 7, and can cast it one additional time this day, if needed. Also, it is a *cloak of minor displacement*, providing a 20% miss chance to attacks that strike the archmage.

For the course of the combat, Onvere attempts to remove the *bands of steel* from his person, but “fails” his attempt every round. This effect leaves Onvere incapacitated and unable to fight back. There are a few instances, however, that this can change. First, the combat is balanced by the fact that the assassins are after Onvere, and thus are not directly attacking the characters unless needed. If, however, things are going poorly for the party, Onvere can ‘make’ his check to escape to help them out. Use your best judgment on this, but Onvere's presence is used to lower the EL of the combat. Second, the party may choose to dispel or remove the effect of the spell, which frees Onvere to fight in the melee. Reward the party if they manage to free him with his support in the combat. Again, to save your concentration for the Blood Owl assassins, it is recommended the judge provide Onvere's melee attacks and damage to a player to run. Last, the party may attempt to magically conceal or transport the archmage from danger. Onvere does not leave the PCs to fight the assassins alone, as he feels responsible for the possible danger from the Blood Owls, knowing that it is he they are after. Onvere resists any attempts to ‘remove’ him from the combat, if it would effectively eliminate him as a target. He does, however, accept other beneficial spells or abilities that could be used for the purposes of combating the assassins.

The assassins enter the combat from five windows opposite the doorway that the PCs enter from, nearest to the archmage. This effectively places the PCs near the doorway, Onvere in the middle, and the Blood Owls on

the other side of the room. A large meeting table in the center of the chamber creates a barrier that may cause movement issues, disallowing direct charges from the PCs to the assassins at the beginning of the combat. From their starting positions, Kyrenn and Vynesia stay to the sides of the table near Onvere, delaying to act if any of the party attempt to move forward to intercede and attempt to defend Onvere. Brokenfang moves up and begins attacking Onvere directly, as he is the best suited to damage the archmage with his prestige class abilities, granting him bonus damage when attacking spellcasters at higher APLs. Relinard delays the first round also, unless the party has taken hostile attacks towards the assassins, in which case he attempts to down spellcasters by using his skirmish ability against them. Andramye has a vast list of spells and abilities available, several of them requiring only swift or immediate actions, that hinder or disrupt spellcasting, that she uses to impede spells that could hamper the assassins' efforts. She readies to counterspell the first round, unless the party has provoked a more direct response before she gets a chance to do so.

Each of the assassins have several key points to keep in mind when running them – it best to familiarize yourself with their stats, abilities, and prebuffs. Andramye has several pre-cast spells that defend her, numerous spells that grant her protection from possible deadly attacks, and the ability through her Magic Disruption feat to try and interrupt spellcasters, lowering the effectiveness of their spells. Kyrenn is a bladesinger, and has a vast variety of swift and immediate action spells to call upon to make him more potent in melee. Brokenfang is an occult slayer, granting him an extra 1d6 damage to spellcasters and possessing several abilities at higher levels to defend against harmful magic. Vynesia is a tempest, allowing her to make numerous attacks in a single round or spring attack to avoid taking multiple attacks. Relinard is a scout and thief-acrobat, allowing him to avoid direct melee and launching attacks with bonus damage. All of the assassins fight until their chances of killing the archmage appear slim, preferring to retreat the way they came or through magic. The Blood Owls refuse to be captured, preferring death to that fate, as being captured would be a death sentence anyways.

After the combat is over, Onvere finally succeeds in freeing himself from the *bands of steel* spell, as he needs to be free of its effects for the next encounter. End the combat stating that fact.

The layout of the meeting room is available in **Appendix 4: DM Maps**, for your use.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 206 gp; Coin 0 gp; Magic 704 gp; *cloak of resistance +1* (5 @ 84 gp each), *mithral shirt* (3 @ 92 gp each), *scroll of burning hands* (2 @ 2 gp each), *scroll of magic missile* (2 @ 2 gp each); Total 910 gp.

APL 6: Loot 198 gp; Coin 0 gp; Magic 1,073 gp; +1 *chain shirt* (104 gp), *cloak of resistance +1* (5 @ 84 gp each), +1 *mithral shirt* (3 @ 175 gp each), *scroll of burning hands* (CL 3rd) (2 @ 6 gp each), *scroll of magic missile* (CL 3rd) (2 @ 6 gp each); Total 1,271 gp.

APL 8: Loot 20 gp; Coin 0 gp; Magic 2,331 gp; +1 *chain shirt* (104 gp), *cloak of resistance +1* (4 @ 84 gp each), *cloak of resistance +2* (333 gp), +1 *composite shortbow [+2 Strength]* (210 gp), +1 *elven lightblade* (195 gp), +1 *elven thinblade* (200 gp), +1 *greatsword* (195 gp), +1 *longsword* (193 gp), +1 *mithral shirt* (3 @ 175 gp each), *scroll of burning hands* (CL 5th) (2 @ 10 gp each), *scroll of magic missile* (CL 5th) (2 @ 10 gp each); Total 2,351 gp.

APL 10: Loot 20 gp; Coin 0 gp; Magic 3,594 gp; +1 *chain shirt* (104 gp), *cloak of resistance +2* (5 @ 333 gp), +1 *composite shortbow [+2 Strength]* (210 gp), +1 *elven lightblade* (195 gp), +1 *elven thinblade* (200 gp), +1 *greatsword* (195 gp), +1 *longsword* (193 gp), +1 *mithral shirt* (3 @ 175 gp each), *scroll of burning hands* (CL 5th) (2 @ 10 gp each), *scroll of magic missile* (CL 5th) (2 @ 10 gp each), *skirmisher boots* (267 gp); Total 3,614 gp.

APL 12: Loot 20 gp; Coin 500 gp; Magic 4,594 gp; +2 *chain shirt* (354 gp), *cloak of resistance +2* (5 @ 333 gp), +1 *composite shortbow [+2 Strength]* (210 gp), +1 *elven lightblade* (195 gp), +1 *elven thinblade* (200 gp), +1 *greatsword* (195 gp), +1 *longsword* (193 gp), +2 *mithral shirt* (3 @ 425 gp each), *scroll of burning hands* (CL 5th) (2 @ 10 gp each), *scroll of magic missile* (CL 5th) (2 @ 10 gp each), *skirmisher boots* (267 gp); Total 5,114 gp.

Detect Magic Results: +1 *chain shirt* (faint transmutation), +2 *chain shirt* (faint transmutation), *cloak of resistance +1* (faint abjuration), *cloak of resistance +2* (faint abjuration), +1 *composite shortbow [+2 strength]* (faint transmutation), +1 *elven lightblade* (faint transmutation), +1 *elven thinblade* (faint transmutation), +1 *greatsword* (faint transmutation), +1 *longsword* (faint transmutation), +1 *mithral shirt* (faint transmutation), +2 *mithral shirt* (faint transmutation), *scroll of burning hands* (faint evocation), *scroll of magic missile* (faint evocation), *skirmisher boots* (faint transmutation).

TROUBLESHOOTING

Onvere can be a dangerous opponent, but the poison reduces his power significantly. It may occur to the players that curing the poison effect may be a good course of action. Keep in mind that the poison is warded against magical removal, requiring a caster level check to break its SR 30. If the PCs manage to remove the poison, Onvere assists in the combat, attempting to defeat the

assailants using his spells and abilities. The party may choose to retreat from the quarters with Onvere, saving him from the assassins. This also ends the combat, though the party does not then gain any rewards from the combatants from which they fled. If the party does flee, adjust the following section appropriately depending upon their new location and situation. It is also possible that the party may capture or incapacitate the assassins. Unfortunately, there is no time to question them, as the next encounter begins immediately after the Blood Owls are defeated, and if the party retreats successfully from Ioethalengar and his minions, the Blood Owls do not accept teleportation to go with them, taking their chances with the newcomer.

If the party is defeated, they are left to be discovered by Leaijrn or his Rangers after a short time. Any signs of the archmage or the attackers are gone, the final circumstances of what occurred unknown. Skip the next encounter if this occurs and go to the conclusion. In this instance, the PCs receive Imbria's rewards on the AR.

DEVELOPMENT

After the assassins are dealt with, the next encounter starts immediately afterwards. Another old acquaintance arrives to deal with Onvere and his activities on another's behest, once and for all – proceed to **Encounter 8: Death in the Family**.

8: DEATH IN THE FAMILY

At the start of this combat, do your best to ensure that Onvere ends up between Ioethalengar and the PCs, with as much distance between the archmage and the party as possible. If Ioe's entry through the door makes this problematic, have him force his way in through a wall instead using stoneshape, and adjust the box text accordingly:

As the last of the assailants falls to the floor in defeat, Onvere breaks loose from his bonds and visibly relaxes; his shoulders drop in exhaustion and the nervousness in his face lifts. Looking to you and your companions, he smiles and nods his appreciation and acknowledgement of a job well done. Then he frowns and wheels about, his eyes wide in surprise and fear. The wooden door begins to flex, creaking noisily from some unseen tension before it explodes inward in a shower of splinters. The archmage quickly removes a small token from his pocket and breaks it in two, while moving between the door and your group.

Standing, framed as if in a portrait in the now open doorway, is a mahogany-haired elf, clad in

yellow-gold robes and displaying a symbol draped around his neck and his hand still stretched forward as the magic that tore the door from its hinges ends. With confidence, the elf steps through the doorway, contempt and disdain on his face as he stops and looks upon Onvere, who stands stoically before the newcomer. The two stare in silence at each other for a few moments before the elf smirks and speaks.

“Your interference in our affairs is at an end, archmage.” The elf states as if fact. “You should have kept the gift you were given in the first place, but you’ve only proven you were never worthy of Her favor from the start.”

The sounds of popping erupt in the chamber, as the air is filled with the taint of acidic brimstone. Seemingly from nowhere, creatures resembling living gargoyles with scaly green skin circle menacingly, barbed tails whipping behind them as they fly above your group.

“Leave no one,” commands the elf in Draconic to the newly-arrived allies, as he narrows his gaze upon Onvere. “This one is mine – receive the fate of all who oppose the Emerald Dawn...”

If the PCs have played HIG7-07 *Faerly Moot*, it is possible they recognize the newcomer as the grey elf Ioethalenar. A DC 10 Spot check allows a PC to notice the wooden disk around his neck bears the symbol of the Lady of the Wood. A DC 25 Spot check reveals a strange sort of burn in the palm of his right hand, though PCs are unable to make out exact details of it.

Ioethalenar has been sent at the behest of the Dawn to end Onvere’s involvement in matters in the Vesve. Onvere’s activities for the past few years have been an inconvenience to the Dawn, but he has escaped her immediate attention for his activities until recently, for numerous reasons. His involvement in the alliance against her has tipped the scales, especially with his recent activities with Larduin, resulting in her orders to Ioethalenar to end the archmage’s meddling in her affairs.

Onvere, however, is not without allies at this moment. The magical token that Onvere broke has sent a communication to his guardian, a planetar named Rufus, who has served as an ally and protector for the past few years. During the combat, Rufus appears via teleportation magic to protect the archmage. He initially appears in the guise of Su’Fur, a Baklunish wizard who has been Onvere’s apprentice at the Guildsmen of the High Art. This guise was a cover for Rufus’ true identity while he acted as a bodyguard for Onvere. Secondly, in the shape of an owl, the druid Calentir Elethiel-Rellen arrives and flies outside the room, monitoring the

situation within involving his close friend, having caught wind of Ioe’s instructions to kill Onvere. Calentir protects Onvere, using his Natural Spell feat to cast magic in the conflict and remain disguised to conceal his involvement.

The PCs have problems of their own, as Ioethalenar has brought forces to deal with any possible witnesses to the attack on Onvere. Ioethalenar has ordered the abishai to deal attack the onlookers, leaving the PCs to defend their very lives.

For the entire combat, there are two fights occurring simultaneously: the struggle between the NPCs, and the fight of the PCs against the abishai. For the purposes of this encounter, the actions of the NPCs are dictated round-by-round, with their actions and initiative predetermined for ease, as they are only involved in dealing with each other. During the combat, place the actions of the NPCs, one at a time in the order given, after a PC goes in the initiative order. So, the initiative order should be PC #1, Ioethalenar, PC #2, Su’Fur, PC #3, Calentir, PC #4, Onvere, and finally any remaining PCs, depending on the size of the party. When the NPC ‘acts’ in the initiative order, read or summarize the following box text that describes their actions that round – keep in mind that the sequence of certain NPCs actions may change slightly as they act – use the order presented below to keep the action moving correctly. Lastly, if combat appears to be ending before the six rounds are up, increase the number of NPC actions you read, by either reading ahead in between PCs where you were not before, or reading several NPC actions at a time to pace the end of the NPC combat with the end of the PCs fight with the abishai, to try and alleviate having to read most of the follow actions at once.

Round One

PC #1

Ioethalenar: The elf steps through the shattered remains of the doorway, weaving magic as he enters. The streak of a green ray emerges from his outstretched hand, unerringly striking Onvere in the chest. From the point of impact, a shimmering emerald field flows out across the archmage, enveloping his entire body. (A DC 19 Spellcraft check reveals that Ioethalenar has cast *dimensional anchor*; a DC 24 Spellcraft check after Onvere is affected can determine the ongoing spell effect.)

PC #2

Rufus/Su’Fur: A sudden pop in the air serves as an announcement of the arrival of another into the

chamber. The cacophony of falling objects can be heard as the newcomer, a robed Baklunish man, drops a large stack of tomes onto the floor, obviously surprised at the circumstances of his arrival. He glances to Onvere, his face painted with a look of concern, and he steels his gaze upon the elf as if contemplating his next move. (A DC 25 Spellcraft check reveals that 'Su'Fur' arrived by means of a teleport spell. Rufus readies an action to intercept any harmful attack upon Onvere by interposing himself between Ioethalenar and the archmage.)

PC #3

Calentir: Without warning, the archmage's form is covered in a cocoon, glowing with yellow-green energy. Both the Baklunish wizard's and the elf's eyes open in surprise at the occurrence, and their eyes dart in several directions as if looking for an explanation. (A DC 25 Spellcraft check reveals that Onvere has been placed within a *rejuvenation cocoon*; a DC 31 Spot check reveals the presence of a wood owl in a tree just outside an open window. Calentir has determined that Onvere is under the effect of a poison, and has cast the spell to remove it from the archmage while shapeshifted to conceal his presence. Only those with *true seeing* or similar magic are able to determine the owl's true form - that of a half-elven man wearing white-scaled armor and carrying a crystal-headed staff.

PC #4

Onvere: The walls of the cocoon stretch for several moments from movement inside, but stop shortly after, becoming still and peaceful. (Onvere is protected in the cocoon, and being healed by the *rejuvenation cocoon*. The archmage knows what spell was cast upon him and is waiting for it to cure him of his debilitating condition, after his initial surprise at the sudden appearance of the spell.)

PCs #5 and #6 (if present)

Round Two

Ioethalenar: Quirking an eyebrow, the golden-robed elf exhales, a cloud of noxious green gas spewing forth toward Onvere. Confidence and arrogance shine in Ioethalenar's eyes. (A DC 29 Knowledge (arcana) check reveals that Ioethalenar has just released his acidic breath weapon attack on the archmage.)

Rufus/Su'Fur: The eyes of the Baklunish apprentice open wide at the sight of the cloud, and immediately

he reacts. Almost flying across the short distance, the wizard places himself directly in the path of the breath weapon, which briefly engulfs him. His robes burn away in most places, but the wizard seems otherwise unharmed by the deadly attack; as he straightens into a defensive stance, he reaches for a greatsword tucked carefully underneath the remnants of his cloak. (Rufus is immune to the acid of Ioethalenar's breath weapon.)

Calentir: His attack intercepted, the mahogany-haired elf purses his lips, a silent rage evident in his face. (Calentir readies an action this round, to attempt to counterspell the next harmful spell cast by Ioethalenar that has Onvere as its target.)

Onvere: Protected by the armed Baklunish wizard, the cocoon continues to pulse with a gentle energy, its magic continuing its effect upon the archmage inside. (Onvere delays inside the cocoon, waiting for the healing magic to run its course.)

Round Three

Ioethalenar: "Fine then," states the elf, scorn laced throughout his words. "You first, guardian angel." With that, his hand emerges from his robes, casting forth a bunch of holly berries at the Baklunish wizard. (DC 26 Spellcraft check reveals that the holly berries are empowered with a *fire seeds* spell, prepared beforehand by Ioethalenar for the attack on the archmage.)

Rufus/Su'Fur: Seeing the incoming attack, the Baklunish wizard steps back in preparation, uttering a single word that rings with angelic tones. The greatsword shifts in the blink of an eye to a pure silver horn, which the man sets to his lips; unfortunately for him, the berries strike a moment too soon, engulfing him in fiery explosions. (Rufus was attempting to blow his horn to try and incapacitate the elf, but Ioethalenar's attack struck first.)

Calentir: The explosions cease, and a loud thud is heard as the form of a large winged humanoid, burned beyond recognition, falls to the floor where the Baklunish wizard once stood. His trumpet crashes to the floor beside him, shattering into a thousand scorched fragments, its destruction ringing throughout the air like a broken note. (Ioethalenar's spell, reinforced with metamagic, slays Rufus in a single blow, reverting him to his true form. A DC 24 Knowledge (planes) check allows a PC to recognize the slain creature as a planetar. Calentir again

readies an attack to attempt to counterspell the next harmful spell cast by Ioethalenar that has Onvere as its target.)

Onvere: Glowing brightly one final time, the cocoon fades and reveals the archmage, obviously refreshed and healed; he looks about the room, taking stock of what has transpired while trapped in the magical cocoon. His gaze then lowers to the burnt form on the floor, a look of horror and loss in his eyes. "Rufus..." (Onvere emerges from the cocoon, healed of any wounds from the previous fight, if any; the poison that was in his system has been neutralized.)

Round Four

Ioethalenar: The elf grins in satisfaction, looking upon the distracted archmage. "Time to join him, scion of a fallen Virtue." With that, the elf levels his arm directly at the archmage, and a black ray fires from it, heading directly towards Onvere. (A DC 22 Spellcraft check reveals that the ray is a finger of death spell.)

Calentir: As the ray nearly lands upon the archmage, it dissipates into nothingness. The elf growls in frustration, and the loud shriek of a raptor from outside the chamber lifts over the sounds of combat, shaking the archmage from his melancholy. (Calentir successfully counters the finger of death, saving Onvere's life. A DC 11 Knowledge (nature) check allows a PC to recognize the shriek as that of an owl.)

Onvere: Breaking his stare upon his fallen protector, the archmage steps forward towards the elf, weaving an arcane gesture with ease, speaking in a rapid but patient tone. The green glow about Onvere fades away as the archmage faces down his attacker. "Ioethalenar – it's been too long," states the archmage, anger and sarcasm laced throughout his statement. (A DC 21 Spellcraft check reveals that Onvere casts a greater dispel magic, removing the dimensional anchor from himself.)

Round Five

Ioethalenar: Ioethalenar smirks in response to the archmage, his fingers working another spell. "Too long, Onvere, too long. I was so pleased once it was decided your time was to be at its end." With that, the elf completes his spell, but not before a wall of indigo and violet appears, separating Ioethalenar from the rest of the room. (A DC 19 Spellcraft check reveals that Ioethalenar was casting a firestorm spell. A DC 24 Spellcraft check reveals that the wall appears to be a

version of *prismatic wall*, composed of only its two most powerful layers.)

Calentir: "But not long enough," states Onvere, the wrath evident in this voice. The archmage flinches at another shriek from the window, and lowers his shoulders in resignation. (Calentir readies a wall of thorns spell, to be cast if Ioethalenar appears on Onvere's side of the veil. A DC 11 Knowledge (nature) allows a PC to recognize the shriek as that of an owl.)

Onvere: The archmage frowns slightly, but nods his head in understanding. He glances to you, and motions to his location. "If you want to live to see another day, I highly suggest you come to me. The wall will not hold him long, and he's likely to not be in a forgiving mood once I depart." (A DC 5 Sense Motive check reveals that Onvere is deadly serious, and is reading to depart the location by some means. It is obvious that it would be in the PCs best interest to make all haste to him.)

Round Six

Ioethalenar: Seemingly from nowhere, Ioethalenar now appears on the other side of the prismatic wall, a steady rage in his eyes. He glares hard at the archmage before speaking. "You cannot run from me, Onvere. Stop delaying the inevitable and accept your fate." (A DC 20 Spellcraft check reveals that Ioethalenar used a teleport spell to circumvent the wall.)

Calentir: Within moments of his arrival, a wall of thorns erupts from the floor of the chamber around Ioethalenar, pinning him in his location for the moment. Between the thorns, you see his eyes open wide, as if recognizing something, before speaking in a venomous tone towards the window. "Foolish half-breed!" Suddenly, Ioethalenar's handsome elven features alight with a strange joy and dark hope. "You have finally made your mistake...and it will cost you EVERYTHING." Triumph glitters in his almond-shaped gold eyes. "You never were worthy of Her affection." (Calentir casts a wall of thorns spell, attempting to restrain Ioethalenar long enough to allow Onvere and the PCs to escape.)

Onvere: Onvere smirks slightly at the elf and quickly reaches toward the floor, sweeping up a few burnt shards of the shattered trumpet before beginning to weave a spell. "If you were truly close to your sister, she would have told you I don't believe in fate," taunts the archmage. As he completes his spell you feel the sensation of teleportation magic tugging

upon your person. “Another time, perhaps,” states Onvere, the last thing that falls upon your ears before a loud pop fills them.

Once six rounds have passed, Onvere teleports out with any PCs that choose to go with him. It should be made clearly evident that staying behind is suicidal – anyone who does not leave with Onvere is slain by Ioethalengar for their involvement with the archmage, regardless of their intent. If anyone is disabled or unable to move to Onvere to escape due to a magical effect from the abishai, either Calentir or Onvere can cast a *dispel magic* or similar effect to remove the debilitating condition – neither one of the two would leave anyone behind to face Ioethalengar’s wrath. If a PC is down or dead, and no one retrieves him, Onvere moves to a location that allows him to teleport all of the party away, unless they unwisely choose to stay.

CREATURES

All APLs:

Rufus/Su’Fur: Male Planetar; hp 133; MM pages 11-12.
Traits: brave, dedicated, friendly, loyal.

Calentir Elethiel-Rellen: Male half-elf Druid 18.
Traits: friendly, helpful, patient

Ioethalengar: Half-dragon (augmented grey elf), druid 6/ wizard 3/arcane hierophant 10

Traits: arrogant, devoted, driven. Ioethalengar is very driven to complete his various tasks; whatever they maybe. He has given himself over completely to the Emerald Dawn and executes her will as law. He is a very powerful individual, highly favored of the Dawn and has no patience for frivolity or anything that does not involve the Dawn’s ultimate goals.

APL 4 (EL 6)

Green Abishai (1): hp 45; Appendix 1.

APL 6 (EL 8)

Green Abishai (2): hp 45 each; Appendix 1.

APL 8 (EL 10)

Green Abishai (4): hp 45 each; Appendix 1.

APL 10 (EL 12)

Advanced Green Abishai (4): hp 75 each; Appendix 1.

APL 12 (EL 14)

Advanced Green Abishai (4): hp 133 each; Appendix 1.

Tactics

The green abishai land once combat begins, as their flying ability is poor and not well-suited for the low ceiling of the chamber. Initially, the abishai target those that appear to be spellcasters; those with no visible armor or martial weapons and those bearing prominent holy symbols. In the initial round, they utilize their *wrack* spell-like ability to attempt to disable any magical support for the party. They then utilize their remaining spell-like abilities to disable or separate the party, especially those PCs causing the largest problems. As intelligent servants of Tiamat, they attempt to divide and conquer, saving more difficult opponents for later after dealing with their easier companions. Keep in mind the abishais’ damage reduction and regeneration qualities.

During the combat, the abishai attack certain targets over others. Any PCs that are in violation of the Balance of Scales, as determined in Preparations for Play, are specifically targeted over others in this combat. This includes non-regionally certified Dragon Disciples or other draconic prestige classes, base classes, feats, or other abilities, along with Regional-certified Dragon Disciples that are silver, copper, or red. Secondly, any “*Caressed by Angels*” PCs are also specifically targeted during this encounter due to their celestial heritage, whereas any “*Kissed by Devils*” PCs are ignored until last. Lastly, any PCs that have taken the Verdant Oath are also targeted last, and for non-lethal damage by the abishai. This will not matter if the party is rendered unconscious and left for Ioethalengar to deal with, as he kills them as punishment for their interference.

On a final note, if the combat looks to be ending earlier than the six rounds of NPC actions, remember to follow the suggestions provided for making the NPC actions end at roughly the same time as the PCs combat.

Green Abishai

Knowledge (planes) check results:

DC 14 This creature is an abishai. It is an outsider native to the Nine Hells of Baator.

DC 19 The sting of an abishai carries a powerful pulse of energy that damages twice, once when struck and again a few moments later.

Knowledge (religion) check results:

DC 14 Abishai are believed to be devils created by Tiamat. They all swear their fealty to her.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Coin 17 gp; Magic 175 gp; *bracers of armor +1* (84 gp), *oil of magic fang* (4 gp), *potion of aid* (25 gp), *potion of haste* (62 gp); Total 192 gp.

APL 6: Loot 0 gp; Coin 34 gp; Magic 350 gp; *bracers of armor +1* (2 @ 84 gp each), *oil of magic fang* (2 @ 4 gp each), *potion of aid* (2 @ 25 gp each), *potion of haste* (2 @ 62 gp each); Total 384 gp.

APL 8: Loot 0 gp; Coin 68 gp; Magic 700 gp; *bracers of armor +1* (4 @ 84 gp each), *oil of magic fang* (4 @ 4 gp each), *potion of aid* (4 @ 25 gp each), *potion of haste* (4 @ 62 gp each); Total 768 gp.

APL 10: Loot 0 gp; Coin 68 gp; Magic 700 gp; *bracers of armor +1* (4 @ 84 gp each), *oil of magic fang* (4 @ 4 gp each), *potion of aid* (4 @ 25 gp each), *potion of haste* (4 @ 62 gp each); Total 768 gp.

APL 12: Loot 0 gp; Coin 68 gp; Magic 1,384 gp; *amulet of natural armor +1* (4 @ 167 gp each), *bracers of armor +1* (4 @ 84 gp each), *oil of magic fang* (4 @ 4 gp each), *potion of aid* (4 @ 25 gp each), *potion of haste* (4 @ 62 gp each), *potion of mage armor* (4 @ 4 gp each); Total 1,452 gp.

Detect Magic Results: *amulet of natural armor +1* (faint transmutation), *bracers of armor +1* (moderate conjuration), *oil of magic fang* (faint transmutation), *potion of aid* (faint enchantment), *potion of haste* (faint transmutation), *potion of mage armor* (faint conjuration).

TROUBLESHOOTING

It is possible that certain PCs may attempt to get involved in the NPC combat that takes place alongside their own, possibly against one of the NPCs. All four of the NPCs are very dangerous opponents, and all have a great array of abilities and items to call upon along with numerous mundane and magical protections prepared in advance. If the PCs insist on involving themselves, allow them to do so, and adjudicate their actions and their results as best as possible. Regardless of what they do, their actions should not permanently harm or disable any of the NPCs, but make sure it is done in a fair roleplaying manner – use your best judgment. It should be become evident that they have a hard enough time with the abishai sent to deal with them and their companions.

It is also possible that the party chooses to flee. After the six rounds pass, during which the abishai continue their chase, Onvere offers an escape to the individuals or group. After that, they are on their own.

There may be PCs that desire that Ioethalenar get the relics. Should they attempt to give him the artifacts, tell him just what Onvere is up to, or how important the items actually are, Ioethalenar communicates telepathically with the sympathetic individual. Without pausing in his attempted destruction of Onvere, Ioethalenar thanks the PC in question and asks them to make sure the items do not end up in the archmage's hands; he suggests that the PC take all three items to Renae instead. Should the PC agree, the fight with the

abishai takes a different turn. From this point forward and for the remainder of the combat, treat that PC as if he has taken the Verdant Oath.

DEVELOPMENT

Those that choose to leave with Onvere continue on to the next encounter, where they have a chance to decide to deliver the items to the archmage or not. Anyone staying behind gets dealt with by Ioethalenar, who is not in a forgiving mood. Any PC that remains behind and is unable to escape is killed by Ioethalenar, and is found several hours later by Leaijrn, who takes the PC's remains to a temple for possible raising from the dead, and also earns them the AR reward *The Wrath's Touch* for their death at the elf's hands.

9: MOTIVATION FOR ANSWERS

Within the blink of an eye, the surroundings change from the simple furnishings of the Lord Marshall's quarters to that of an elegant decorated chamber, exquisite and expensive. Looking about the chamber, several felt-covered tables are visible, covered with a variety of gambling implements. The archmage looks about the chamber and frowns, motioning you to follow him without a word. He strides to a nearby door, opens it slightly to the sounds of merriment, and gives a tired half-smile. "It'd be best for us to remain in a very public setting for a while."

Entering the busy main room of the Smiling Halls, Onvere looks about for several moments, before motioning towards a table in the center of the room. Weaving your way there, you arrive in time to see the archmage place a small sack in the hands of the dealer there, whispering quietly into his ear. The dealer hefts the sack once to test its weight, nods in agreement, and leaves the table to your escort and group. Onvere motions to the empty seats as he settles into one, then sighs heavily while closing his eyes, obviously sorting his thoughts from the recent events. After a few moments, the archmage opens his eyes and meets your gaze with a tired stare.

"Did you manage to recover what my old friend sent you out for? Were you successful?"

The recent events in Quaalsten have left Onvere exhausted, and the loss of Rufus has hit him quite hard. If he is not questioned on his motives and behavior, Onvere remains on topic, wanting to know if the party was able to track down Larduin and more importantly the items that his old friend stole for him. He asks for the items,

stating in a business-like fashion that he was the one that asked Leaijrn to find a capable group to do so. If the party suggests that he has no proof or reason for doing so, Onvere produces a letter from Leaijrn that states the archmage should be given the items.

He is not immediately willing to reveal the specifics of his actions to the party, not wanting to expose his agenda or possibly endanger the party any more than he already has. A DC 15 Sense Motive reveals that Onvere is guarded right now, obviously attempting to not reveal everything he knows out of fear. If someone in the party calls him out on this behavior, mentions that Azlapyn spoke to them about him, or questions his motives overall, Onvere finally relents, realizing that enough is enough. He then becomes more open on discussing things with the party, though he appears uncomfortable at times, obviously nervous about the reactions of the party. If the party pursues this course, respond with the following:

The archmage opens his mouth to respond, but not a word escapes him, as his eyes measure your group. Onvere sighs heavily, his shoulders dropping, a look of defeat that shows a small bit of relief as well. He gives a slight smile of acceptance as he responds. "What would you like to know?"

At this point, Onvere answers most any questions the party has of him, though he does not necessarily give away information or great elaboration on all topics. The archmage is close to obtaining a critical goal in his plans, and has decided to trust in honesty to hopefully win the day. Possible questions from the PCs, and Onvere's responses, are listed here:

- Why do you want the item(s)/the Golden Sickle? *"Information I have learned in the recent past suggests that one of these items, a golden sickle, may be able to weaken the strength of the Dawn, which could be invaluable in the coming conflict."*
- Weaken the Dawn? How? *"It appears that the sickle may be able to sever a bond that the Dawn has established which would diminish her strength. I'm still working out the exact details of what it's capable of, and how it would work."*
- What about the other relics? *"Well, they should be returned to those they were taken from. Larduin was only supposed to recover the sickle for me; the other relics were to throw anyone else off my true intentions. I'm willing to return the rest of the relics to those they were taken from, as I feel the need to apologize for their theft."*
- Why didn't you hire/approach us directly? *"Well, given recent events, it's been difficult for my activities to go as unnoticed as they used to be. I figured it was best to trust in a good friend to help me. That, and it seems some here feel that my motives may not be trustworthy, due to misunderstandings in the past."*
- You know Leaijrn? *"Leaijrn and I have been friends since we meet a few years ago – actually, Calentir introduced us to each other." The archmage smiles slightly, a look of remembrance in his hazel eyes. "Common interests have only strengthened our friendship since I came to Highfolk permanently over two years ago."*
- What about your friendship with Calentir? *"I count Calentir as one of my closest friends. Unfortunately, enough of a divide exists that we've kept our distance the past few years, as much as it pains me." A look of remorse fills Onvere's face. "It is for the best – I cannot support the path that he travels down, regardless of whether he feels it's for the good of the Vesve."*
- What about your friendship with Releshi? *"Releshi and I traveled together a great many times in the past, comrades in arms. In fact, I saved her life several times, and she mine. Unfortunately, she feels her path is set in stone, destiny. I, on the other hand, do not believe that fate is set in stone. She truly wants to protect the Vesve and those in it, but I fear her path is not the right way. In simple terms, we both see her choices in different degrees of right and wrong."*
- Who was Rufus/Su'Fur/the planetar? *Onvere trembles slightly and swallows hard before speaking. "Rufus was a guardian that I had summoned and worked with for over five years. Originally, I summoned him to assist my old adventuring company, the Halfhanders, when we were in need of assistance. In time, he grew to be a valued ally and companion – he had stoically stood nearby as my bodyguard and assistant since I arrived in Highfolk, taking the guise of Su'Fur, my new apprentice." Onvere pauses for a second, contemplating. "I cannot believe he is gone. I never wanted anything like his death to pass."*
- What about Sjach? *One of Onvere's eyebrows rises at the mention of his familiar. "Snickerdoodle? That rat?" Onvere chuckles, shaking his head in amusement, but obviously slightly saddened at the mention of his companion. "Apparently,*

- Sjach has had issues with some of my activities of late, which confuses me – he seemed to support my path when I first stepped upon it. I've heard he is running with a new crowd, though I'm sure whatever he is doing is for the best. He's always been a bit better than me in making wise choices. I know he is well, though, as our bond remains strong and we still communicate through it."*
- Who is Snickerdoodle? *"Sjach, of course. After years of attempting to correct an old companion that his name wasn't 'Snickerdoodle', she finally wore me down. Tree started it, but the most of my companions followed suit, so he goes by both names."*
 - You know Ioethalenar? *"Yes, I know him." Onvere frowns, his face becoming slightly flushed in anger. "I meet him several years ago at a dinner party hosted by Cal and Rel. Needless to say, it seems our initial reactions to each other have not changed and have only grown more cold. His goals and mine are polar opposites of the spectrum."*
 - You mentioned something about Ioethalenar's sister? Do you know her as well? *Onvere blinks in surprise at the question, then smirks. "You've not seen the resemblance? Ioethalenar and Releshi are siblings, brother and sister."*
 - Besides Rufus, who else was helping you/cast spells against Ioethalenar? *Onvere smiles ever so slightly, and winks once at the question. "As it seems, I had several guardian angels at my time of need." Onvere looks downward in thought, obviously knowing the answer, as he looks back up. "I have my theories, but I cannot say for certain who or what did intervene."*
 - Who is Azlapyn?/What's your relationship with Azlapyn? *"Azlapyn? The hound archon? He and I met during common service to our ally in Highfolk. He has been a good confidant and ally lately. Our end goals are mostly shared, so we have been working together when possible since my move here."*
 - Who is your ally? Who do you work for/with? *"Circumstances near the time of the Purging led me to seek out and ally with one of the good dragons in the Vesve. Through the help of a close friend and a few other noble souls, I managed to offer my services to the silver dragon, sometimes known as Gathil. Though we do not always see eye to eye, we have been able to work together against the Dawn."*
 - You know Keenwyn/Koop/the copper dragon? *"Just a little, unfortunately. Whereas Gathil and I sometimes disagree on methods, I think that Keenwyn and I might get along much better. With the ways things have gone recently, I'm sure I'll cross paths with him again."*
 - What about the Dread Mistress/the red dragon? *"My interactions with the Dread Mistress have been few, and only through the Servant. With the struggle against the Dawn's coming, the Dread Mistress would be a powerful ally, though it would be best to be on guard with her. I feel that only with all sides of the Balance standing against the Dawn is there hope for success."*
 - What about the Dawn/ Lady of the Wood/ green dragon? *A bit of rage fills Onvere's eyes, as his attitude sours. "The Dawn is a menace, a threat to the way of life in the Vesve. She claims to offer protection, guidance, safety...with a requirement of loyalty and devotion to her alone. She has spent a great many years plotting and planning her ascendance into godhood, using and manipulating those she could to further her own power. She rewards those who serve her, but most of her' requests' come with a threat of punishment at failure. I feel she will not rest until she controls all of and in the Vesve, and those who do not follow will be dealt with harshly."*
 - What is the Balance of Scales? *"From what I can tell, it's an ancient agreement between the draconic powers in the area to maintain the status quo in regards to each other, along with making sure that other outside dragons are not allowed to upset that balance. Like an armistice or treaty, with each side maintaining it in their own way. Unfortunately, I have no better answer for you on it."*
 - What about the Marshlord/the deceased black dragon in the swamp? *Onvere frowns. "I cannot say exactly what happened to the Marshlord, but were I a gambling man, I'd wager that Ioethalenar had a hand in his demise. It likely served some purpose in the Dawn's planned ascension."*
 - What about the lizardfolk that serve the Ancient Protector/the Dawn? *"Some of them were likely brought under the sway of the Dawn with their lord's death. Those that the Dawn does not win over with words she tries to claim through action. Though, I do know that a large contingent of the lizardfolk have followed the Ancient Protector for many years before that."*

- What about the alliance against the Dawn? *“Well, obviously it had a rough start. These things do take time, but hopefully when the time is right, we can present a unified front against the Dawn.”*
- Aren't you worried about the motives of some of the alliance members (Dread Mistress, the Old One, Logan Wood) or about Bob? *“Yes, but considering that those against the Dawn plan on assisting with the derailment of the ascension of a powerful, ancient green dragon to godhood, can you blame me for listening to all offers? There are some that I am wary of allying with, but the struggle against the Dawn needs all the support it can get. Considering that all seem now concerned with the Dawn, it seems a unified effort may bring about results.”* The archmage sighs heavily, looking very tired. *“I carry the weight of a great many burdens already; what are a few more?”*
- Ioethalenar mentioned something about you being the “Scion of a Fallen Virtue”? *Onvere smirks. “He was referring to my ‘questionable’ heritage. Let’s just say I share a ‘taint’ that some in the Vesve have, just to a different degree.”*
- So, you are tainted/are you a half-fiend? *Onvere laughs, smiling. “Well, not exactly. Like those in the area that have the touch of the angelic or the taint of the damned, I too have a similar, though weaker, touch from the Planes. My mother was one of the fallen virtues, Self Control, also known as the sin Lust. I can’t exactly tell you what side of the tree, so to speak, she fell upon when she bore me, though I’m certainly not affected in any means that I’ve been able to discover, physically or mentally. I assure you, I’m as normal as the rest of you, just with a perhaps more interesting family tree.”*
- Ioethalenar mentioned something about you being undeserving of “the gift”/“her favor”? What gift? Who’s favor? *The archmage looks downward, sighing, as he collects his thoughts, obviously considering his words. “I aided Calentir several years ago with a matter of personal importance, believing that I was helping a friend in a time of need. My well-intended actions were successful, but I awoke several days later to find a green scale upon my cheek, a sign of the Dawn’s favor in my ‘aid’ to her. It was unknown to me at that time that I would receive this ‘gift.’”*
- Do you still have the scale? Are you allied with her or under her sway perhaps? *“I’d hoped some of my actions would speak for themselves. I was rather shaken with receiving that mark, causing me to reconsider a great many things, and the events from that moment have altered my course to where I am now. After seeking out Gathil, I managed to convince Fraek to assist me in removing the mark from my person; something that I will never be able to properly thank him for. As far as I could tell, the scale allowed the Dawn some type of magical link to me, but I was never able to discern all its properties. Regardless, I was not ready to allow another any measure of control or power over my person.”*
- So what are you trying to do in Highfolk? Why are you here? *Onvere smiles slightly, a slight twinkle in his eye. “A great many reasons. For one, I don’t appreciate those who try to use me or my friends. The Dawn used me, and I feel she has used a great many others for its own gain, promising a great many ‘wonderful’ things for those who do her work. Though, I think her ‘wonderful’ things are laced with poison and threats, if it results in her ascension to godhood. I’ve spent enough of my adulthood fighting one demi-god, and I don’t plan to allow another to ascend on my watch, especially when her methods are no better than those of the Old One.”*
 - *Onvere pauses for a moment, collecting his thoughts, before continuing. “I’m also here for my friends. Releshi and Calentir are my friends, regardless of what they’ve done, and I want to try and help them. I feel that their path is wrong, misguided; just as they feel the same about mine. Hopefully I can convince them of their errors before it’s too late. They only want to protect the Vesve and Highfolk, but I cannot see the Dawn as the savior that they do. They are both good people, but they’re going about things the wrong way.”*
 - What path do Calentir and/or Releshi travel? What issue do you have with them? *“My friend(s) are linked to the coming of the Dawn, and believe that its coming will ensure the safety and protection of the Vesve. Both have noble goals of protecting the region and those in it from outside evils, but I feel they do not see the danger of the path they travel.”*
 - Who were the other assassins that tried to kill you? *Onvere frowns slightly, shrugging in answer. “I cannot say who exactly they could work for; though I’ve crossed enough people, both old friends and enemies, it’s possible that I’ve*

finally gained their ire enough to have them attempt something like this."

- You've crossed people?/You have enemies beside the Dawn? *"I worked for a great many years against the Old One and other vile forces in the region, so its possible one of them wanted to gain some vengeance against me. Also, I made a stand against a group of old companions that wanted to remove Calentir and Releshi as agents of the Dawn during the Purging. Some of them understood my actions, but others felt I betrayed them and Highfolk by protecting my friends. In the end, I could not take that course of action, as I felt there had to be a better way."*
- Who were those other assassins? Do you know who sent them? *Onvere gives a half-smile, nodding. "Given their tactics, I'm thinking they were likely Blood Owls. I cannot say with certain who may have sent them, but I have a few theories. My end goals are not shared by all those in the region."*
- Imbria/Renae stated that they should receive the relics instead of you, that you were untrustworthy? *Onvere frowns, shaking his head in disagreement. "I can only state that my intentions are for the good of the Vesve, and that I'm not attempting to cause any issues by recovering the relics. As for the others, even they have their own agendas in approaching you – keep that in mind. As for if their actions are for good or ill, it is not my place to decide or judge... though I ask you consider their intentions carefully."*
- Do you still trust Calentir and/or Releshi? *Onvere smirks slightly, then shrugs his shoulders in answer. "Yes and no. I expect him/her/them to be honest with me on most subjects. But, we all have our secrets, and those actions that we are not...up front about. Would I trust him/her/them with my life? Yes. On other things, I'm not always sure."*
- Why did you leave us in danger in the Oronodel lands? *Onvere frowns, looking downwards in shame. "I'm very sorry about that. I thought, well, that Rel had control of the situation... I misjudged her followers," the archmage exclaims, sighing heavily. "I was honestly there to protect you, and thought that I would be able to sway Releshi from harming you. I'm sorry that I allowed any harm to you."*
- Larduin mentioned that Releshi carried something called Marlanwa-laklil and expressed his concerns about it. Do you know anything in regards to it?

Onvere frowns deeply, shaking his head in disgust. "As much as I blame the Dawn for tainting my friend, that accursed blade is also responsible for some of her actions. Like my cloak, Releshi's blade is intelligent, having a mind of its own. I and others tried to take the blade from her, but it keeps returning. I fear the blade is evil, and may eventually lead her to actions that may cause the faith in my path to waver." The archmage looks away from the party for a moment, as if burden with some weight.

- Larduin says hello. *Onvere smirks slightly. "Well, I'm glad to hear he was able to do so, thanks to you. I'm sure he'll bother me about this little escapade next time I see him."*
- We were told to tell you that Mr. Coldeven says hello and is still expecting that lunch date sometime. *Onvere's eyes widen slightly in surprise, and then he chuckles slightly. "Well then, that's a date I'll have to keep – wouldn't want to upset an old friend."*
- Is Larduin Mr. Coldeven? *Onvere gives a wry grin. "No, Larduin is not Mr. Coldeven - though I'm sure he knows him quite well. Those two were always peas in a pod."*
- Do you know who Mr. Coldeven is? *"Yes, I do. Having spent so much time dealing with the Dawn, I had not made time to deal with his offer yet. Just as long as it's in very public place, I'm good with meeting my old companion."*

Once the party is done with their questions, Onvere asks for the sickle:

Onvere smiles slightly, obviously a bit nervous, as he looks over your group. He nods once in self-acknowledgement, and then speaks.

"If it is alright with you, I would appreciate it if you would leave the sickle with me. If I can figure out how to use it in the coming struggle against the Dawn, it could be a valuable asset. I realize that my methods were perhaps unorthodox in this matter and others in the past, but I've only tried to survive and succeed in working against the Dawn and am trying to protect those in Highfolk and the Vesve, along with trying to save my friends."

The archmage pauses, biting the bottom of his lip in nervousness, and continues. "I ask for your trust in me to protect and use the sickle properly. I, however, will not take the sickle from you if you decide not to do so – that is not the way I am."

Onvere sighs heavily, and smiles at you group, a bit of hope mixed with worry in his eyes. "Will you give me the sickle?"

The party now has a decision to make on whether or not to give Onvere the Golden Sickle. His request is honest and heartfelt – there is no deception in his request or reasoning. If they decide against giving Onvere the sickle, he is disheartened, but respectful of their decision.

It is possible that the party may decide to give it to one of several groups, depending on their allegiances, and loyalties; one of the several NPCs may have convinced them to turn the sickle (and perhaps the other relics) over to them instead of Onvere.

It should be evident that attempting to keep the sickle would be foolish at best, considering the parties involved and their actions involving its theft and recovery. It is an option, however, and is dealt with in the conclusion.

TROUBLESHOOTING

It is possible that the party may choose to leave immediately after arriving at the Smiling Halls; Onvere attempts to convince to stay, stating that Ioethalenar may be looking for them and their best chance at safety is to remain in public view for the time being. If they leave, Onvere does not follow, as he knows that he needs the safety of a crowded room for a while before leaving and eluding his attacker.

DEVELOPMENT

At this point, the party needs to decide what to do with the Golden Sickle and the rest of the relics. Depending upon the final disposition of the sickle, there are several possible conclusions.

If the party decides to give the sickle to Onvere, go to Conclusion: Onvere.

If the party decides to give the sickle to Renae, go to Conclusion: Renae.

If the party decides to give the sickle to Imbria, go to Conclusion: Imbria.

If the party decides to keep the sickle for themselves, go to Conclusion: Others/Nobody.

CONCLUSION

Depending upon who the party gives the Golden Sickle to determines the conclusion they receive, along with altering their rewards on the AR.

ONVERE

If the party gives the Golden Sickle to Onvere, read the following to the players:

As you hand over the sickle to Onvere, his smile widens fully as he holds up the sickle, looking it over with careful eyes. He shakes his head in amazement at the relic, chuckling slightly, before explaining.

"A great many have seen this item and thought nothing of it, thinking it was just an old item of mundane nature. The fact that it may play into the defeat of the Dawn and the saving of a great many - well, it surprises me. This one item may change the destiny of a great many, even those who thought there was no escaping it. I thank you for your trust in this matter - I promise to ensure that this gift is used for the right reasons. I will make sure that the Rod of Highfolk is given back to its proper owner and I have been granted leave to give you the Boots of the Raiment as thanks for your assistance. It is thought that you may need them in the future."

Onvere nods once in thanks before turning to leave, gratitude in his eyes. "I am in your debt, and will not forget this act. You've given me a token of hope, and I truly appreciate it." With that, the archmage departs, teleporting away.

In thanks, Onvere arranges for the party to get access to some items of power for purchase, granting them regional access to the items on the AR marked with an ^o. Also, he provides Open access to one of the following spells: *baleful transposition*^{SpC}, *greater slide*^{SpC}, *insight of good fortune*^{PH2}. Finally, Onvere speaks highly of those that trusted in him, which translates into an Influence Point with the Guildsmen of the High Art.

If anyone provides the Golden Sickle to Leajrn, Larduin, the Guildsmen, or another ally of Onvere, they receive the rewards as if presented to him directly.

For providing the Golden Sickle to Onvere, PCs lose access to the rewards from both Renae and Imbria, marked with either ^R or ^M.

RENAE

If the party gives the Golden Sickle to Renae, read the following to the players:

Renae smiles gratefully as you hand over the relics to the priestess of Ehlenestra. "You have shown great wisdom and intelligence in this matter. You have my, and more importantly, the Lady of the Wood's gratitude."

She handles the items with utmost reverence as she puts them within a small leather sack. Renae then seems to ponder something before she turns back to you.

“The Lady of the Wood wishes to reward you for your diligence. I am to ask if you would accept Her blessing and pledge yourself to the protection of this Great Forest.”

Should any elven PC accept, Renae takes them off into the woods alone and has them take the Verdant Oath. They receive the regional certificate, “Verdant Oath”.

Those elven PCs that take the Verdant Oath from Renae are granted a temporary magical disguise for the remainder of the event to appear as they wish. Once this adventure is over, they are eligible for the Absence of Responsibility in future adventures.

While PCs that are non-elven are allowed to swear themselves to the Lady of the Wood, they do not receive the official Oath.

Once any dealings involving the Oath are concluded, Renae says the following:

“Please, feel free to visit me anytime and we will speak of the serenity and peace of the Vesve. Now, if you will excuse me.” With those words, Renae winks playfully at you and leaves.

In thanks, Renae arranges for the party to get access to some items of power for purchase, granting them regional access to the items on the AR marked with ^R. Also, she provides Open access to one of the following spells: *alter fortune*^{PH2}, *close wounds*^{SpC}, *mass conviction*^{SpC}. Finally, Renae speaks highly of those that trusted in her, which translates into an Influence Point with the Church of Ehlonna.

Also, if anyone provides the Golden Sickle to Ioethalenar, Clan Oronodel, their allies, or another ally of Renae, they receive the rewards as if presented to her directly.

Also note any PC that takes the Verdant Oath receives a regional certificate noting that they have done so.

For providing the Golden Sickle to Renae, PCs lose access to the rewards from both Onvere and Imbria, marked with either ^O or ^M.

IMBRIA

If the party gives the Golden Sickle to Imbria, read the following to the players:

“Ah!” says Imbria as you hand over the items. “I knew you would not fall for that wizard’s trickery. His lies have led and influenced you for far too long. I promise, not only will we look into the matter of these items and return them to their proper owners but Mnemosyne will have the law look into his

actions.” She shakes her head in disgust. “I cannot believe Onvere would employ such a shady character like Larduin.”

“You have our thanks. It will not be forgotten. Now, I have a great many duties and I must return to them, including returning the Rod of Highfolk to my husband.” Imbria gives you a dazzling smile before having someone escort you out of her home.

In thanks, Imbria arranges for the party to get access to some items of power for purchase, granting them regional access to the items on the AR marked with ^M. Also, she provides Open access to one of the following spells: *hesitate*^{PH2}, *greater rebuke*^{SpC}, *whelm*^{PH2}. Finally, Imbria speaks highly of those that trusted in her, and equivocates to an Influence Point with the Clan Shandareth.

Also, if anyone provides the Golden Sickle to Mnemosyne, Clan Shandareth, the Blood Owls, or another ally of Imbria, they receive the rewards as if presented to her directly.

For providing the Golden Sickle to Imbria, PCs lose access to the rewards from both Onvere and Imbria, marked with either ^O or ^R.

OTHERS/NOBODY

If the party gives the Golden Sickle to others, or to nobody and attempt to keep it on their own, read the following to the players:

Even though you have decided to keep the artifacts for yourself or others rather turn them over to any of the various factions that you have encountered, your trip back home is uneventful.

Those PCs still in possession of the items need to make a DC 56 Listen check the first night they rest. Those that do not succeed have the items stolen from them while they sleep. Read the following for this occurrence:

When you wake, only the Boots of the Raiment remain in their proper place; the Golden Sickle and the Rod of Highfolk are long gone from wherever you were keeping them.

Those PCs that succeed at the DC 56 Listen Check awaken to a strange noise. Have those PCs make a DC 48 Spot Check. Should they succeed they see a shadowy figure near where they are keeping the items. Unless they are quick here, the figure jerks its head up and disappears with the items.

LARDUIN'S THANKS

For his rescue from Delvenbrass, Larduin arranges to make some of his equipment available to the PCs. They gain access to the following equipment: +2 *improved shadow mithral shirt*, *mask of lies*, *ring of mind shielding*, *sword of subtlety*, indicated with an 'L' on the AR.

TRUMPET SHARD

Read the following to any Highfolk regional characters the are *Born of the Vesve*, *Caressed by Angels*, *Dargas Mor Dwarf*, *Kissed by Devils*, or *Devoted of the Green and White*:

Awakening one morning from your recent travels, a burnt shard of silver metal was found near your things. Even scorched as it is, its brilliant shine is visible and it seems to hum with a quite ring, hinting at the power waiting within it, to be used for the last times.

Highfolk special characters receive this item on the AR. They gain access to all abilities that they qualify for, which is two at most, if they are one of the four special character options and *Devoted*.

KILLED BY IOETHALENAR

If a PC dies at Ioethalenar's hand or stayed behind after Onvere's warning, they receive "The Wrath's Touch" on the AR.

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.

4: RESCUING THE THIEF

Rescue Larduin and the three relics.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

7: REMOVING A THORN

Protect Onvere from the assassins.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: DEATH IN THE FAMILY

Survive Ioethalenar's attack and escape.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

STORY AWARD

Recover the Golden Sickle and determine who should receive it:

APL 4	60 XP
APL 6	80 XP
APL 8	100 XP
APL 10	120 XP
APL 12	140 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	75 XP
APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
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.

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

4: RESCUING THE THIEF

All APLs: Loot 0 gp; Coin 0 gp; Magic 4 gp – *universal solvent* (4 gp); Total 4 gp.

7: REMOVING A THORN

APL 4: Loot 206 gp; Coin 0 gp; Magic 704 gp; *cloak of resistance +1* (5 @ 84 gp each), *mithral shirt* (3 @ 92 gp each), *scroll of burning hands* (2 @ 2 gp each), *scroll of magic missile* (2 @ 2 gp each); Total 910 gp.

APL 6: Loot 198 gp; Coin 0 gp; Magic 1,073 gp; +1 *chain shirt* (104 gp), *cloak of resistance +1* (5 @ 84 gp each), +1 *mithral shirt* (3 @ 175 gp each), *scroll of burning hands* (CL 3rd) (2 @ 6 gp each), *scroll of magic missile* (CL 3rd) (2 @ 6 gp each); Total 1,271 gp.

APL 8: Loot 20 gp; Coin 0 gp; Magic 2,331 gp; +1 *chain shirt* (104 gp), *cloak of resistance +1* (4 @ 84 gp each), *cloak of resistance +2* (333 gp), +1 *composite shortbow [+2 Strength]* (210 gp), +1 *elven lightblade* (195 gp), +1 *elven thinblade* (200 gp), +1 *greatsword* (195 gp), +1 *longsword* (193 gp), +1 *mithral shirt* (3 @ 175 gp each), *scroll of burning hands* (CL 5th) (2 @ 10 gp each), *scroll of magic missile* (CL 5th) (2 @ 10 gp each); Total 2,351 gp.

APL 10: Loot 20 gp; Coin 0 gp; Magic 3,594 gp; +1 *chain shirt* (104 gp), *cloak of resistance +2* (5 @ 333 gp), +1 *composite shortbow [+2 Strength]* (210 gp), +1 *elven lightblade* (195 gp), +1 *elven thinblade* (200 gp), +1 *greatsword* (195 gp), +1 *longsword* (193 gp), +1 *mithral shirt* (3 @ 175 gp each), *scroll of burning hands* (CL 5th) (2 @ 10 gp each), *scroll of*

magic missile (CL 5th) (2 @ 10 gp each), *skirmisher boots* (267 gp); Total 3,614 gp.

APL 12: Loot 20 gp; Coin 500 gp; Magic 4,594 gp; +2 *chain shirt* (354 gp), *cloak of resistance +2* (5 @ 333 gp), +1 *composite shortbow [+2 Strength]* (210 gp), +1 *elven lightblade* (195 gp), +1 *elven thinblade* (200 gp), +1 *greatsword* (195 gp), +1 *longsword* (193 gp), +2 *mithral shirt* (3 @ 425 gp each), *scroll of burning hands* (CL 5th) (2 @ 10 gp each), *scroll of magic missile* (CL 5th) (2 @ 10 gp each), *skirmisher boots* (267 gp); Total 5,114 gp.

8: DEATH IN THE FAMILY

APL 4: Loot 0 gp; Coin 17 gp; Magic 175 gp; *bracers of armor +1* (84 gp), *oil of magic fang* (4 gp), *potion of aid* (25 gp), *potion of haste* (62 gp); Total 192 gp.

APL 6: Loot 0 gp; Coin 34 gp; Magic 350 gp; *bracers of armor +1* (2 @ 84 gp each), *oil of magic fang* (2 @ 4 gp each), *potion of aid* (2 @ 25 gp each), *potion of haste* (2 @ 62 gp each); Total 384 gp.

APL 8: Loot 0 gp; Coin 68 gp; Magic 700 gp; *bracers of armor +1* (4 @ 84 gp each), *oil of magic fang* (4 @ 4 gp each), *potion of aid* (4 @ 25 gp each), *potion of haste* (4 @ 62 gp each); Total 768 gp.

APL 10: Loot 0 gp; Coin 68 gp; Magic 700 gp; *bracers of armor +1* (4 @ 84 gp each), *oil of magic fang* (4 @ 4 gp each), *potion of aid* (4 @ 25 gp each), *potion of haste* (4 @ 62 gp each); Total 768 gp.

APL 12: Loot 0 gp; Coin 68 gp; Magic 1,384 gp; *amulet of natural armor +1* (4 @ 167 gp each), *bracers of armor +1* (4 @ 84 gp each), *oil of magic fang* (4 @ 4 gp each), *potion of aid* (4 @ 25 gp each), *potion of haste* (4 @ 62 gp each), *potion of mage armor* (4 @ 4 gp each); Total 1,452 gp.

CONCLUSION

All APLs: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 4 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 206 gp; Coin 17 gp; Magic 883 gp; Total 1,106 gp.

APL 6: Loot 198 gp; Coin 34 gp; Magic 1,427 gp; Total 1,659 gp.

APL 8: Loot 20 gp; Coin 68 gp; Magic 3,035 gp; Total 3,123 gp.

APL 10: Loot 20 gp; Coin 68 gp; Magic 4,298 gp; Total 4,386 gp.

APL 12: Loot 20 gp; Coin 568 gp; Magic 5,982 gp; Total 6,570 gp.

ADVENTURE RECORD

Silent Bark Hide Boots: These high boots are covered in rough, alchemically treated tree bark. They grant a +5 competence bonus to Climb, Hide, and Move Silently checks in forested terrain. In addition, three times per day, the wearer can cast *swift invisibility* as a 1st-level sorcerer by speaking the word 'Ehlenestra'.

The collection benefits for wearing any combination of two parts of the *raiment of the wood* grant the ability to *feather fall* at will; three parts grant the ability to *treeshape* once per day as a 3rd-level druid. This item cannot be crafted and functions only for PCs who are Devoted of the Green and White.

Price (Item Level): 5,370 gp (10th)

Body Slot: Feet

Caster Level: 3rd

Aura: Faint; (DC 17) illusion and transmutation

Activation: - or swift (command)

Weight: 1 lb.

The Receiver's Thanks: You presented the relics to the individual below. As a reward, the NPC circled provides you with Regional access to the marked items in the Items Found box; she also grants access to one of her listed spells (circle now).

Onvere^o: *baleful transposition*^{spc}, *greater slide*^{spc}, *insight of good fortune*^{ph2}

Renae^r: *alter fortune*^{ph2}, *close wounds*^{spc}, *mass conviction*^{spc}

Imbria^m: *hesitate*^{ph2}, *greater rebuke*^{spc}, *whelm*^{ph2}

Trumpet's Shard: This shard of silvery metal, when rubbed shines brilliantly and hums with a quiet ring. This hints at the power waiting within, to be used for desperate times.

If you are a special Highfolk character, you can activate the corresponding spell below as an immediate action; it lasts for one minute and has a CL equal to your character level. If you qualify for multiple options, you gain access for each. When a power is used, cross it off.

Caress of Angels: *shield other* (you take the damage of another)

Kiss of Devils: *false life*

Dargas Mor: *resist energy*

Born of the Vesve: *barkskin*

Devoted of the Green and White: *protection from evil*

The Wrath's Touch: You suffered a horrible death at the hands of Ioethalenar, and have been traumatized by the experience. Whenever you face forces of the Dawn in a combat encounter, make a Will save (DC 10 plus APL at which this adventure was played) or be shaken for the encounter. DC_____.

Legendary Deed: Protected the Archmage (15%). You selflessly protected Onvere Raycaster while his capabilities were impaired, saving him from a sure death by assassins. If recognized for this Legendary Deed, Onvere uses an old trick from his adventuring days and provides the character with a *contingency* spell. The spell used with the *contingency* must be an Open sorcerer/wizard spell of a level no greater than 1/2 of this APL and have no XP or material costs. Both the *contingency* spell

and the accompanying spell are CL 20. Mark this "Used" after one use.

ITEMS FOUND DURING THE ADVENTURE

APL 4-8:

- *Bag of tricks, tan* (Regional; MIC)^r
- *Bracers of repulsion* (Regional; MIC)^o
- *Circlet of persuasion* (Regional; DMG)^m
- *Dimension stride boots* (Regional; MIC)^o
- *Mask of lies* (Adventure; MIC)^l
- *Mithral shirt* (Adventure; DMG)^o
- *Quiver of Ehlonna* (Regional; DMG)^r
- *Ring of mind shielding* (Adventure; DMG)^l
- *Tomebound eye of Boccob* (Regional; MIC)^o
- *Universal solvent* (Adventure; DMG)
- *Wink brooch* (Regional; MIC)^m

APL 8-12 (all of APLs 4-8 plus the following):

- +2 *improved shadow mithral shirt* (Adventure; DMG; 20,100 gp)^l
- *Horn of plenty* (Regional; MIC)^r
- *Metamagic rod of reach, lesser* (Regional; MIC)^o
- *Ring of wizardry II* (Regional; DMG)^o
- *Rod of splendor* (Regional; DMG)^m
- *Skirmisher boots* (Adventure; MIC)
- *Shirt of the fey* (Regional; MIC)^r
- *Sword of subtlety* (Adventure; DMG)^l
- *Wand bracelet* (Regional; MIC)^m

APPENDIX I: ALL APLS

I: A SIMPLE REQUEST

AZLAPYN

CR 16

Male hound archon paladin 11

LG Medium outsider (Archon, Extraplanar, Good, Lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10

Aura Overwhelming good, overwhelming law

Languages Common

AC 30, touch 10, flat-footed 30 (+9 natural, +11 armor)

hp 143 (17 HD); DR 10/evil

Immune electricity, petrification

SR 27

Fort +18 (+22 against poison), **Ref** +11, **Will** +13

Speed 30 ft. in full plate (6 squares), base movement 40 ft.

Melee +2 cold iron greatsword +25/+20/+15/+10 (2d6+9/19-20) and bite +17 (1d8+5) or bite +22 (1d8+5) and slam +17 (1d4+2)

Base Atk +17; **Grp** +22

Atk Options Smite evil (3/day), turn undead (6/day)

Special Actions aura of menace (DC 18), change shape, lay on hands

Paladin Spells Prepared (CL 5th):

2nd—*resist energy*, *remove paralysis*

1st—*divine favor*, *lesser restoration*

Spell-like Abilities (CL 6th):

At will—*aid*, *continual flame*, *detect evil*, *message*

2/week—*remove disease*

Abilities Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16

SQ Aura of courage, divine grace, magic circle versus evil, teleport, tongues

Feats Improved Initiative, Improved Sunder, Leadership, Power Attack, Track, Weapon Focus (Greatsword)

Skills Concentration +20, Diplomacy +19, Hide +2*, Jump +0, Sense Motive +19, Survival +9*

Possessions +2 cold iron greatsword, +3 full plate

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su) A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like animal of the animal type.

Magic Circle against Evil (Su) A magic circle against evil effect always surrounds an archon, with a

caster level equal to the archon's Hit Dice. The effects from the circle are not included in the archon's stats.

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

AZLAPYN (DISGUISED)

CR 16

Male riding dog

LG Medium outsider (Archon, Extraplanar, Good, Lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10

Aura Overwhelming good, overwhelming law

Languages Common

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 143 (17 HD); DR 10/evil

Immune electricity, petrification

SR 27

Fort +18 (+22 against poison), **Ref** +11, **Will** +13

Speed 40 ft. (8 squares), base movement 40 ft.

Melee bite +3 (1d6+3)

Base Atk +1; **Grp** +3

Atk Options Smite evil (3/day)

Special Actions aura of menace (DC 18), change shape

Abilities Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16

SQ Aura of courage, divine grace, magic circle versus evil, teleport, tongues

Feats Improved Initiative, Improved Sunder, Leadership, Power Attack, Track, Weapon Focus (Greatsword)

Skills Concentration +20, Diplomacy +19, Hide +6, Jump +0, Sense Motive +19, Survival +13

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su) A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like animal of the animal type.

Magic Circle against Evil (Su) A magic circle against evil effect always surrounds an archon, with a caster level equal to the archon's Hit Dice. The effects from the circle are not included in the archon's stats.

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

7: REMOVING A THORN

ONVERE RAYCASTER

CR 18

Male human (Oeridian) Wizard 7/Fatespinner 2/Initiate of the Sevenfold Veils 7/Archmage 2

CG Medium humanoid

Init +11; **Senses** Listen +2, Spot +9

Languages Common, Draconic, Dwarven, Elven, Abyssal, Infernal, Orc, Sylvan, Ancient Suloise, Terran, Aquan, Auran, Ignan, Ancient Baklunish, Flan, Old Oeridian

AC 16, **touch** 16, **flat-footed** 11 (+5 Dex, +1 insight)

Miss Chance 20%

hp 145 (18 HD)

Fort +15, **Ref** +17, **Will** +22

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +1 silvered quarterstaff +10/+5 (1d6) or masterwork stiletto +10/+5 (1d4/19-20)

Ranged light crossbow +14 (1d8/19-20)

Base Atk +9; **Grp** +9

Atk Options Arcane reach, kaleidoscopic doom

Special Actions Double warding, fickle finger of fate, reactive warding, spin fate (2 points/day)

Combat Gear 4 potions of cure light wounds, potion of lesser restoration, wand of cure light wounds (50 charges)

Wizard Spells Prepared (CL 20th):

9th—*foresight* \ , *wish*

8th—*maze*, *mind blank* \ , *moment of prescience* \ , *power word stun*

7th—*greater arcane sight*, *greater teleport*, *power word blind*

6th—*chain lightning* (DC 25), *contingency* \ , *disintegrate* (DC25), *greater dispel magic*, *repulsion* (DC 26)

5th—*dismissal* (DC25), *overland flight*, *teleport*, *wall of force*

4th—*detect scrying* \ , *enervation*, *Evard's black tentacles*, *shout* (DC23), *stoneskin* \ , *wall of ice* (DC 23)

3rd—*clairaudience/clairvoyance*, *fly*, *haste*, *lightning bolt* (DC 22), *nondetection* \ , *protection from energy*, *ray of exhaustion* (DC 21), *slow* (DC22), *stinking cloud* (DC 22), *tongues*

2nd—*blindness/deafness* (DC 20), *false life* \ , *glitterdust* (DC 21), *invisibility*, *knock*, *resist*

energy, *scorching ray*, *see invisibility* \ , *web* (DC 21), *whispering wind*

1st—*feather fall*, *grease* (DC 20), *mage armor* \ , *magic missile*, *ray of enfeeblement*, *shield* \

0—*acid splash*, *detect magic*, *message*, *touch of fatigue* (DC 18)

\ Already cast

Abilities Str 10, Dex 21, Con 20, Int 26, Wis 10, Cha 10

SQ Impeachable abjuration, spell power, unanswerable strike +4, veils

Feats Alertness, Craft Wondrous Item, Greater Spell Focus (Abjuration), Greater Spell Penetration, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Abjuration), Spell Focus (Conjuration), Spell Focus (Evocation), Spell Focus (Transmutation), Spell Penetration

Skills Concentration +28, Craft (alchemy) +15, Decipher Script +22, Knowledge (arcana) +25, Knowledge (architecture) +12, Knowledge (dungeoneering) +12, Knowledge (geography) +12, Knowledge (history) +19, Knowledge (local - Core) +12, Knowledge (Local - luz's Border States) +19, Knowledge (nature), Knowledge (nobility and royalty) +12, Knowledge (planes) +19, Knowledge (religion) +12, Profession (gambler) +11, Search +8, Spellcraft +30, Spot +9

Possessions combat gear plus +1 silvered quarterstaff, masterwork stiletto, elven silver dagger, *Zelphar of Harmony* (intelligent cloak of minor displacement), headband of intellect +6, gloves of dexterity +6, amulet of health +6, vest of resistance +4, bracers of the magi, *Jewel's Ring* (ring of wizardry (2nd)), ring of wizardry (3rd), 2 apprentice's rings, eyes of the eagle, stone of good luck, dark blue rhomboid ioun stone, dusty rose ioun stone, orange prism ioun stone, pale green ioun stone, 2 rods of lesser extend spell, 6 pearls of power (1st), pearl of power (2nd), pearl of power (3rd), pearl of power (4th), Heward's handy haversack, 12 spellbooks

Skills Onvere gains a +1 luck bonus and +1 competence bonus to all skill checks due to magical items.

Power-Up Suite (casts *contingency* (upon speaking word - *stoneskin*), *detect scrying*, *false life*, *foresight*, *mage armor*, *mind blank*, *moment of prescience*, *nondetection*, *see invisibility*, *shield*): **Senses** *see invisibility*, **AC** 25, touch 17, flatfooted 25 (+5 Dex, +4 armor, +4 shield, +2 insight), **hp** 160 (15 temporary), **Immune** divinations, mind-affecting.

4: RESCUING THE THIEF

ADVANCED GIBBERING MOUTHER CR 6

N Large aberration

Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +9**Languages** Common, Gibberish**AC** 19, touch 9, flat-footed 19
(-1 size, +10 natural)**hp** 58 (4 HD); amorphous; **DR** 5/bludgeoning**Fort** +9, **Ref** +3, **Will** +5**Speed** 10 ft. (2 squares), swim 20 ft.**Melee** 6 bites +7 (1d2+4)**Ranged** spittle +4 ranged touch (1d6 acid plus blindness)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +3; **Grp** +11**Special Actions** blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole**Abilities** Str 18, Dex 11, Con 26, Int 4, Wis 13, Cha 13**Feats** Lightning Reflexes, Weapon Focus (Spittle)**Skills** Swim +12**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot radius spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Spittle (Ex)** As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 20 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.**Swallow Whole (Ex)** A gibbering mouter can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple

check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Large, 2 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures.

Amorphous (Ex) A gibbering mouter is not subject to extra damage from critical hits. It cannot be flanked.**Skills** Thanks, to their multiple eyes, gibbering mothers have a +4 racial bonus on Spot checks. A gibbering mother has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7: REMOVING A THORN

ANDRAMYE CR 3

Female grey elf wizard (Abjurist) 3

NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +5, Spot +5**Languages** Common, Baklunish, Draconic, Dwarven, Elven, Flan, Old Oeridian, Suloise**AC** 10, touch 10, flat-footed 10**hp** 10 (3 HD)**Immune** magical sleep**Fort** +3, **Ref** +2, **Will** +4 (+6 against enchantment spells and effects)**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** dagger +0 (1d4-1/19-20)**Ranged** light crossbow +1 (1d8/19-20)**Base Atk** +1; **Grp** +0**Combat Gear** 2 scrolls of burning hands, 2 scrolls of magic missile**Wizard Spells Prepared (CL 3rd):**2nd—*dispelling touch*, *glitterdust* (DC 17), *mirror image* ✎1st—*grease* (DC 16), *mage armor* ✎, *magic missile*, *protection from good* ✎, *shield* ✎0—*acid splash*, *detect magic*, *flare* (DC 15), *touch of fatigue* (DC 15)

✎ Already cast

Abilities Str 8, Dex 10, Con 12, Int 20, Wis 10, Cha 10**Feats** Improved Initiative, Scribe Scroll, Spell Focus (abjuration)**Skills** Concentration +7, Decipher Script +11, Knowledge (arcana) +11, Knowledge (planes) +11, Spellcraft +13 (+15 for abjuration spells and effects)

Possessions combat gear plus dagger, light crossbow, 10 bolts, 2 spell component pouches, *cloak of resistance* +1

Power-Up Suite (casts *mage armor*, *mirror image*, *protection from good*, *shield*; receives *bear's endurance*, *bless*, *cat's grace* at caster level 5th): **Init** +6, **AC** 20 (22 vs. good), touch 12 (14 vs. good), flatfooted 18 (20 vs. good) (+2 Dex, +4 armor, +4 shield, +2 deflection vs. good), **hp** 16, **Fort** +5 (+6 vs. good), **Ref** +4 (+5 vs. good), **Will** +4 (+5 vs. good) (+6 (+7 vs. good) against enchantment spells and effects), **Melee** dagger +1 (1d4-1/19-20), **Ranged** light crossbow +4 (1d8/19-20), **Abilities** Dex 14, Con 16, **Skills** Concentration +9.

KYRENN

CR 3

Male high elf fighter 3
LE Medium humanoid (elf)
Init +3; **Senses** low-light vision; Listen +2, Spot +2
Languages Common, Draconic, Dwarven, Elven
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)
hp 22 (3 HD)
Immune magical sleep
Fort +6, **Ref** +5, **Will** +1 (+3 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee masterwork longsword +7 (1d8+2/19-20)

Ranged longbow +6 (1d8/x3)

Base Atk +3; **Grp** +5

Special Actions Combat Casting, Combat Expertise, Dodge

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 8, Cha 8

Feats Combat Casting, Combat Expertise, Dodge, Weapon Focus (longsword)

Skills Concentration +5, Jump +8, Spellcraft +5, Tumble +5

Possessions combat gear plus masterwork longsword, dagger, longbow, quiver w/ 20 arrows, *mithral shirt*, *cloak of resistance* +1

Power-Up Suite (receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 5th): **Init** +5, **AC** 19, touch 15, flatfooted 14 (+5 Dex, +4 armor), **hp** 28, **Fort** +8, **Ref** +7, **Melee** masterwork longsword +10 (1d8+4/19-20), **Ranged** longbow +9 (1d8/x3), **Grp** +7, **Abilities** Str 18, Dex 20, Con 18, **Skills** Concentration +7, Jump +10, Tumble +7.

BROKENFANG

CR 3

Male half-orc barbarian 1/fighter 2
CE Medium humanoid (orc)
Init +6; **Senses** darkvision 60'; Listen +4, Spot +0
Languages Common, Orcish

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 23 (3 HD)

Fort +8, **Ref** +3, **Will** +1

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee masterwork greatsword +9 (2d6+6/19-20)

Ranged javelin +5 (1d6+4)

Base Atk +3; **Grp** +7

Atk Options Power Attack, rage (1/day)

Special Actions Instantaneous rage

Combat Gear tanglefoot bag

Abilities Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6

SQ Fast movement

Feats Improved Initiative, Instantaneous Rage, Power Attack, Weapon Focus (Greatsword)

Skills Jump +8, Knowledge (arcana) +3, Spellcraft +3

Possessions combat gear plus masterwork greatsword, shortsword, 6 javelins, chain shirt, *cloak of resistance* +1

Power-Up Suite (receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 5th): **Init** +8, **AC** 18, touch 14, flatfooted 14 (+4 Dex, +4 armor), **hp** 29, **Fort** +10, **Ref** +5, **Melee** masterwork greatsword +12 (2d6+9/19-20), **Ranged** javelin +8 (1d6+6), **Grp** +9, **Abilities** Str 22, Dex 18, Con 18, **Skills** Jump +10.

Power-Up Suite (Raging): **AC** -2 penalty, **hp** +6, **Fort** +2 bonus, **Melee** +2 to hit, +3 to damage, **Ranged** +2 to damage, **Grp** +2 bonus, **Abilities** Str +4 bonus, Con +4 bonus, **Skills** Str-based skills +2 bonus.

YYNESIA

CR 3

Female half-elf fighter 3
CE Medium humanoid (elf)
Init +3; **Senses** Listen +1, Spot +1
Languages Common, Elven

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)

hp 22 (3 HD)

Immune magical sleep

Fort +6, **Ref** +5, **Will** +2 (+4 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee masterwork thinblade +5 (1d8+2/18-20) or masterwork thinblade +5 (1d8+2/18-20) and masterwork lightblade +5 (1d6+1/18-20)

Ranged longbow +6 (1d8/x3)

Base Atk +3; **Grp** +5

Special Actions Dodge, Mobility

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Feats Dodge, Mobility, Two-Weapon Fighting, Weapon Focus (rapier)

Skills Balance +5, Climb +7, Jump +9, Tumble +6

Possessions combat gear plus masterwork thinblade, masterwork lightblade, dagger, longbow, quiver w/ 20 arrows, *mithral shirt*, *cloak of resistance* +1

Power-Up Suite (receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 5th): **Init** +5, **AC** 19, touch 15, flatfooted 14 (+5 Dex, +4 armor), **hp** 28, **Fort** +8, **Ref** +7, **Melee** masterwork thinblade +8 (1d8+4/18-20) or masterwork thinblade +8 (1d8+4/18-20) and masterwork lightblade +8 (1d6+2/18-20), **Ranged** longbow +9 (1d8/x3), **Grp** +7, **Abilities** Str 18, Dex 20, Con 18, **Skills** Balance +7, Climb +9, Jump +11, Tumble +8.

RELINARD

CR 3

Male human scout 3
NE Medium humanoid

Init +4; **Senses** Listen +7, Spot +7

Languages Common

AC 17, touch 13, flat-footed 17 (+3 Dex, +4 armor)
hp 19 (3 HD)

Fort +5, **Ref** +7, **Will** +3

Speed 40 ft. in mithral shirt (6 squares), base movement 40 ft.

Ranged masterwork composite shortbow +7 (1d6+2/x3) or masterwork composite shortbow within 30' +8 (1d6+3/x3)

Melee shortsword +4 (1d6+2/19-20)

Base Atk +2; **Grp** +4

Atk Options Skirmish (+1d6, +1 AC)

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ Battle fortitude +1, fast movement, trackless step, trapfinding, uncanny dodge

Feats Point Blank Shot, Precise Shot, Weapon Focus (Shortbow)

Skills Balance +11, Climb +8, Escape Artist +9, Jump +10, Sense Motive +7, Tumble +11

Possessions combat gear plus masterwork composite shortbow [Str +2], 2 quivers w/ 20 arrows each, shortsword, dagger, *mithral shirt*, *cloak of resistance* +1

Skirmish (Ex) A scout uses mobility for extra damage and improved defense. He deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scout can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Also, the scout gains a +1 competence bonus to AC during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts till the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a heavy or medium load.

Power-Up Suite (receives *bear's endurance*, *bless*, *cat's grace* at caster level 5th): **Init** +6, **AC** 19, touch 15, flatfooted 19 (+5 Dex, +4 armor), **hp** 25, **Fort** +7, **Ref** +9, **Ranged** masterwork composite shortbow +10 (1d6+2/x3) or masterwork composite shortbow within 30' +11 (1d6+3/x3), **Abilities** Dex 20, Con 18, **Skills** Balance +13, Escape Artist +11, Tumble +13.

8: DEATH IN THE FAMILY

GREEN ABISHAI

CR 6

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** see in darkness; Listen +10, Spot +10

Languages Common, Infernal; telepathy 100 ft.

AC 22, touch 13, flat-footed 19 (+3 Dex, +1 armor, +8 natural)

hp 45 (6 HD); regeneration 3; **DR** 10/good

Immune acid, fire, poison

Resist cold 10; **SR** 17

Fort +8, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares), fly 40 ft. (poor)

Melee sting +8 (1d4+3 plus 2d6 acid and lingering damage) or sting +8 (1d4+3 plus 2d6 acid and lingering damage) and 2 claws each +6 (1d4+1) and bite +6 (1d6+1)

Base Atk +6; **Grp** +8

Special Actions *summon baatezu*

Combat Gear *oil of magic fang*, *potion of aid*, *potion of haste*, *potion of resurgence*

Spell-like Abilities (CL 6th):

At will—*command* (DC 13), *disguise self*

3/day—*charm person* (DC 13), *scare* (DC 14)

1/day—*suggestion* (DC 15), *wrack* (DC 17)

Abilities Str 15, Dex 16, Con 16, Int 11, Wis 13, Cha 14

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Persuasive

Skills Bluff +13, Concentration +12, Diplomacy +4, Disguise +11 (+13 acting), Escape Artist +12, Intimidate +15, Listen +10, Search +9, Spot +10, Use Rope +3 (+5 bindings)

Possessions combat gear plus *bracers of armor* +1, 100 gp

Lingering Damage (Ex) Creatures struck by a green abishai's sting attack must succeed on a DC 16 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1 green

abishai; 1/day; CL 7th. This ability is the equivalent of a 4th-level spell.

Power-Up Suite: (receives *mass bear's endurance*, *mass bull's strength*, *mass cat's grace* at caster level 24th; used oils & potions of *aid*, *haste* (4 rounds remaining), *magic fang*): **Init** +9, **AC** 25, touch 16, flatfooted 19 (+5 Dex, +1 armor, +8 natural, +1 dodge), **hp** 65, **Fort** +10 **Ref** +10, **Will** +6 (+7 vs. fear), **Speed** 60 ft. (12 squares), fly 70 ft. (poor), **Melee** sting +12/+12 (1d4+6 plus 2d6 acid and lingering damage (DC 18)) or sting +12/+12 (1d4+6 plus 2d6 acid and lingering damage) and 2 claws each +10 (1d4+3) and bite +10 (1d6+3), **Grp** +10, **Abilities** Str 19, Dex 20, Con 20, **Skills** Concentration +14, Escape Artist +14, Use Rope +5 (+7 bindings).

4: RESCUING THE THIEF

ADV. SHADOW GIBBERING MOUTHER CR 8

NE Large aberration (Extraplanar)

Init +0; **Senses** low-light vision, darkvision 60 ft.; Listen +4, Spot +9

Languages Common, Gibberish

AC 19, touch 9, flat-footed 19 (-1 size, +10 natural)

hp 58 (4 HD); amorphous; **DR** 5/bludgeoning

Resist cold 9

Fort +11, **Ref** +5, **Will** +7

Speed 15 ft. (2 squares), swim 30 ft.

Melee 6 bites +7 (1d2+4)

Ranged spittle +4 ranged touch (1d6 acid plus blindness)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +11

Special Actions blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole

Abilities Str 18, Dex 11, Con 26, Int 4, Wis 13, Cha 13

SA Shadow Blend

Feats Lightning Reflexes, Weapon Focus (Spittle)

Skills Move Silently +6, Swim +12

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot radius spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex) To use this ability, a gibbering mouter must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spittle (Ex) As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 20 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.

Swallow Whole (Ex) A gibbering mouter can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Large, 2 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures.

Amorphous (Ex) A gibbering mouter is not subject to extra damage from critical hits. It cannot be flanked.

Shadow Blend (Su) in conditions other than full daylight, a shadow creature can disappear into shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Thanks, to their multiple eyes, gibbering mothers have a +4 racial bonus on Spot checks. A gibbering mother has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Shadow creatures gain a +6 racial bonus on Move Silently checks.

7: REMOVING A THORN

ANDRAMYE

CR 5

Female grey elf wizard (Abjurist) 3/master specialist 2 NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +6, Spot +6

Languages Common, Baklunish, Draconic, Dwarven, Elven, Flan, Old Oeridian, Sulioise

AC 10, touch 10, flat-footed 10

hp 17 (5 HD)

Immune magical sleep

Fort +3, **Ref** +2, **Will** +7 (+9 against enchantment spells and effects)

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +1 (1d4-1/19-20)

Ranged light crossbow +2 (1d8/19-20)

Base Atk +2; **Grp** +1

Combat Gear 2 scrolls of burning hands (CL 3rd), 2 scrolls of magic missile (3rd)

Wizard Spells Prepared (CL 5th):

3rd—*energy aegis*, *haste* \ , *lightning bolt* (DC 18)

2nd—*dispelling touch*, *glitterdust* (DC 17), *mirror image* \ , *scorching ray*

1st—*benign transposition*, *grease* (DC 16), *mage armor* \ , *magic missile*, *protection from good* \ , *shield* \

0—*acid splash, detect magic, flare* (DC 15), *touch of fatigue* (DC 15)

✂ Already cast

Abilities Str 8, Dex 10, Con 12, Int 21, Wis 10, Cha 10

Feats Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration)

Skills Concentration +9, Decipher Script +13, Knowledge (arcana) +13, Knowledge (planes) +13, Spellcraft +18 (+20 for abjuration spells and effects)

Possessions combat gear plus dagger, light crossbow, 10 bolts, 2 spell component pouches, *cloak of resistance* +1

Power-Up Suite (casts *haste, mage armor, mirror image, protection from good, shield*; receives *bear's endurance, bless, cat's grace* at caster level 7th): **Init** +6, **AC** 21 (23 vs. good), touch 13 (15 vs. good), flatfooted 18 (20 vs. good) (+2 Dex, +4 armor, +4 shield, +1 dodge, +2 deflection vs. good), **hp** 27, **Fort** +5 (+6 vs. good), **Ref** +5 (+6 vs. good), **Will** +7 (+8 vs. good) (+9 (+10 vs. good) against enchantment spells and effects), **Speed** 60 ft. (12 squares), **Melee** dagger +3/+3 (1d4-1/19-20), **Ranged** light crossbow +6 (1d8/19-20), **Abilities** Dex 14, Con 16, **Skills** Concentration +11.

KYRENN

CR 5

Male high elf fighter 4/wizard 1

LE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Draconic, Dwarven, Elven

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor)

hp 34 (5 HD)

Immune magical sleep

Fort +7, **Ref** +5, **Will** +3 (+5 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee masterwork longsword +8 (1d8+4/19-20)

Ranged longbow +7 (1d8/x3)

Base Atk +4; **Grp** +6

Special Actions Combat Casting, Combat Expertise, Dodge

Combat Gear tanglefoot bag

Wizard Spells Prepared (CL 1st):

1st— *blade of blood, shield* ✂

0— *daze* (DC 12), *detect magic, touch of fatigue* (DC 12)

✂ Already cast

Abilities Str 14, Dex 16, Con 14, Int 15, Wis 8, Cha 8

Feats Combat Casting, Combat Expertise, Dodge, Scribe Scroll, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +5, Concentration +5, Jump +8, Perform (dance) +0, Perform (sing) +0, Spellcraft +5, Tumble +5

Possessions combat gear plus masterwork longsword, dagger, longbow, quiver w/ 20 arrows, +1 *mithral shirt*, 2 spell component pouches, *cloak of resistance* +1

Power-Up Suite (casts *shield* (9 rounds remaining); receives *haste* at caster level 5th, receives *bear's endurance, bless, bull's strength, cat's grace* at caster level 7th): **Init** +5, **AC** 25, touch 16, flatfooted 19 (+5 Dex, +5 armor, +4 shield, +1 dodge), **hp** 44, **Fort** +9, **Ref** +8, **Speed** 60 ft. (12 squares), **Melee** masterwork longsword +12 /+12 (1d8+6/19-20), **Ranged** longbow +11 (1d8/x3), **Grp** +8, **Abilities** Str 18, Dex 20, Con 18, **Skills** Balance +7, Concentration +7, Jump +10, Tumble +7.

BROKENFANG

CR 5

Male half-orc barbarian 2/fighter 2/ranger 1

CE Medium humanoid (orc)

Init +6; **Senses** darkvision 60'; Listen +7, Spot +5

Languages Common, Orcish

AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor)

hp 38 (5 HD)

Fort +11, **Ref** +5, **Will** +1

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee masterwork greatsword +11 (2d6+6/19-20)

Ranged javelin +7 (1d6+4)

Base Atk +5; **Grp** +9

Atk Options Favored enemy (humans) +2, Power Attack, rage (1/day)

Special Actions Instantaneous Rage

Combat Gear tanglefoot bag

Abilities Str 18, Dex 14, Con 15, Int 10, Wis 10, Cha 6

SQ Fast movement, uncanny dodge, wild empathy

Feats Improved Initiative, Instantaneous Rage, Power Attack, Track, Weapon Focus (Greatsword)

Skills Jump +8, Knowledge (arcana) +4, Spellcraft +3

Possessions combat gear plus masterwork greatsword, shortsword, 6 javelins, +1 *chain shirt, cloak of resistance* +1

Power-Up Suite (receives *haste* at caster level 5th, receives *bear's endurance, bless, bull's strength, cat's grace* at caster level 7th): **Init** +8, **AC** 20, touch 15, flatfooted 20 (+4 Dex, +5 armor, +1 dodge), **hp** 48, **Fort** +13, **Ref** +8, **Speed** 70 ft. (14 squares), **Melee** masterwork greatsword +15/+15 (2d6+9/19-20), **Ranged** javelin +11 (1d6+6), **Grp** +11, **Abilities** Str 22, Dex 18, Con 19, **Skills** Jump +10.

Power-Up Suite (Raging): **AC** -2 penalty, **hp** +10, **Fort** +2 bonus, **Melee** +2 to hit, +3 to damage, **Ranged** +2 to damage, **Grp** +2 bonus, **Abilities** Str +4 bonus, Con +4 bonus, **Skills** Str-based skills +2 bonus.

VYNESIA

CR 5

Female half-elf fighter 5
CE Medium humanoid (elf)
Init +3; **Senses** Listen +1, Spot +1
Languages Common, Elven

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor)
hp 37 (5 HD)
Immune magical sleep
Fort +7, **Ref** +5, **Will** +2 (+4 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.
Melee masterwork thinblade +7 (1d8+4/18-20) or masterwork thinblade +7 (1d8+4/18-20) and masterwork lightblade +7 (1d6+3/18-20)
Ranged longbow +8 (1d8/x3)
Base Atk +5; **Grp** +7
Special Actions Dodge, Mobility
Combat Gear tanglefoot bag

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10
Feats Dodge, Mobility, Two-Weapon Fighting, Weapon Focus (rapier), Weapon Specialization (rapier)
Skills Balance +5, Climb +7, Jump +9, Tumble +8
Possessions combat gear plus masterwork thinblade, masterwork lightblade, dagger, longbow, quiver w/ 20 arrows, +1 *mithral shirt*, *cloak of resistance* +1

Power-Up Suite (receives *haste* at caster level 5th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 7th): **Init** +5, **AC** 21, touch 16, flatfooted 15 (+5 Dex, +5 armor, +1 dodge), **hp** 47, **Fort** +9, **Ref** +8, **Speed** 60 ft. (12 squares), **Melee** masterwork thinblade +11/+11 (1d8+6/18-20) or masterwork thinblade +11/+11 (1d8+6/18-20) and masterwork lightblade +11 (1d6+4/18-20), **Ranged** longbow +12 (1d8/x3), **Grp** +9, **Abilities** Str 18, Dex 21, Con 18, **Skills** Balance +7, Climb +9, Jump +11, Tumble +10.

RELINARD

CR 5

Male human scout 5
NE Medium humanoid
Init +8; **Senses** Listen +9, Spot +9
Languages Common

AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor)
hp 32 (5 HD)
Fort +5, **Ref** +8, **Will** +3

Speed 40 ft. in mithral shirt (6 squares), base movement 40 ft.
Ranged masterwork composite shortbow +8 (1d6+2/x3) or masterwork composite shortbow within 30' +9 (1d6+3/x3)
Melee shortsword +5 (1d6+2/19-20)
Base Atk +3; **Grp** +5
Atk Options Skirmish (+2d6, +1 AC)
Combat Gear tanglefoot bag

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8

SQ Battle fortitude +1, evasion, fast movement, trackless step, trapfinding, uncanny dodge
Feats Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (Shortbow)
Skills Balance +13, Climb +10, Escape Artist +11, Jump +12, Sense Motive +9, Tumble +13
Possessions combat gear plus masterwork composite shortbow [Str +2], 2 quivers w/ 20 arrows each, shortsword, dagger, +1 *mithral shirt*, *cloak of resistance* +1

Skirmish (Ex) A scout uses mobility for extra damage and improved defense. He deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scout can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Also, the scout gains a +1 competence bonus to AC during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts till the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a heavy or medium load.

Power-Up Suite (receives *haste* at caster level 5th, receives *bear's endurance*, *bless*, *cat's grace* at caster level 7th): **Init** +6, **AC** 21, touch 16, flatfooted 21 (+5 Dex, +5 armor, +1 dodge), **hp** 42, **Fort** +7, **Ref** +11, **Speed** 70 ft. (14 squares), **Ranged** masterwork composite shortbow +12/+12 (1d6+2/x3) or masterwork composite shortbow within 30' +13/+13 (1d6+3/x3), **Abilities** Dex 21, Con 18, **Skills** Balance +15, Escape Artist +13, Tumble +15.

8: DEATH IN THE FAMILY

GREEN ABISHAI

CR 6

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** see in darkness; Listen +10, Spot +10
Languages Common, Infernal; telepathy 100 ft.

AC 22, touch 13, flat-footed 19 (+3 Dex, +1 armor, +8 natural)
hp 45 (6 HD); regeneration 3; **DR** 10/good
Immune acid, fire, poison
Resist cold 10; **SR** 17
Fort +8, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares), fly 40 ft. (poor)

Melee sting +8 (1d4+3 plus 2d6 acid and lingering damage) or sting +8 (1d4+3 plus 2d6 acid and lingering damage) and 2 claws each +6 (1d4+1) and bite +6 (1d6+1)

Base Atk +6; Grp +8

Special Actions *summon baatezu*

Combat Gear *oil of magic fang, potion of aid, potion of haste, potion of resurgence*

Spell-like Abilities (CL 6th):

At will—*command* (DC 13), *disguise self*

3/day—*charm person* (DC 13), *scare* (DC 14)

1/day—*suggestion* (DC 15), *wrack* (DC 17)

Abilities Str 15, Dex 16, Con 16, Int 11, Wis 13, Cha 14

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Persuasive

Skills Bluff +13, Concentration +12, Diplomacy +4, Disguise +11 (+13 acting), Escape Artist +12, Intimidate +15, Listen +10, Search +9, Spot +10, Use Rope +3 (+5 bindings)

Possessions combat gear plus *bracers of armor* +1, 100 gp

Lingering Damage (Ex) Creatures struck by a green abishai's sting attack must succeed on a DC 16 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1 green abishai; 1/day; CL 7th. This ability is the equivalent of a 4th-level spell.

Power-Up Suite: (receives *mass bear's endurance, mass bull's strength, mass cat's grace* at caster level 24th; used oils & potions of *aid, haste* (4 rounds remaining), *magic fang*): **Init** +9, **AC** 25, touch 16, flatfooted 19 (+5 Dex, +1 armor, +8 natural, +1 dodge), **hp** 65, **Fort** +10 **Ref** +10, **Will** +6 (+7 vs. fear), **Speed** 60 ft. (12 squares), fly 70 ft. (poor), **Melee** sting +12/+12 (1d4+6 plus 2d6 acid and lingering damage (DC 18)) or sting +12/+12 (1d4+6 plus 2d6 acid and lingering damage) and 2 claws each +10 (1d4+3) and bite +10 (1d6+3), **Grp** +10, **Abilities** Str 19, Dex 20, Con 20, **Skills** Concentration +14, Escape Artist +14, Use Rope +5 (+7 bindings).

4: RESCUING THE THIEF

ADV. SHADOW GIBBERING MOUTHER CR 10

NE Large aberration (Extraplanar)

Init +2; **Senses** low-light vision, darkvision 60 ft.; Listen +7, Spot +12

Languages Common, Gibberish

AC 21, touch 11, flat-footed 20
(-1 size, +2 Dex, +10 natural)

hp 116 (8 HD); amorphous; **DR** 5/bludgeoning

Resist cold 13

Fort +14, **Ref** +6, **Will** +8

Speed 15 ft. (2 squares), swim 30 ft.

Melee 6 bites +12 (1d4+6)

Ranged spittle +9 ranged touch (1d6 acid plus blindness)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +16

Special Actions blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole

Spell-like Abilities (CL 5th):

1/day—*mirror image*

Abilities Str 22, Dex 14, Con 30, Int 4, Wis 11, Cha 15

SA Shadow Blend

Feats Improved Natural Attack (Bite), Lightning Reflexes, Weapon Focus (Spittle)

Skills Move Silently +8, Swim +14

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot radius spread must succeed on a DC 16 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex) To use this ability, a gibbering moulder must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spittle (Ex) As a free action every round, a gibbering moulder can fire a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 24 Fortitude save or be blinded for 1d4 rounds.

Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.

Swallow Whole (Ex) A gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering moulder's body can hold 1 Large, 2 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures.

Amorphous (Ex) A gibbering moulder is not subject to extra damage from critical hits. It cannot be flanked.

Shadow Blend (Su) in conditions other than full daylight, a shadow creature can disappear into shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Thanks, to their multiple eyes, gibbering mothers have a +4 racial bonus on Spot checks. A gibbering mother has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Shadow creatures gain a +6 racial bonus on Move Silently checks.

7: REMOVING A THORN

ANDRAMYE CR 7

Female grey elf wizard (Abjurist) 3/master specialist 4
NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +7, Spot +7

Languages Common, Baklunish, Draconic, Dwarven, Elven, Flan, Old Oeridian, Suloise

AC 10, touch 10, flat-footed 10

hp 24 (7 HD)

Immune magical sleep

Fort +5, **Ref** +4, **Will** +9 (+11 against enchantment spells and effects)

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +2 (1d4-1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Base Atk +3; **Grp** +2

Special Actions magic disruption

Combat Gear 2 *scrolls of burning hands* (CL 5th), 2 *scrolls of magic missile* (5th)

Wizard Spells Prepared (CL 7th; Abjuration CL 8th):

4th—*Otiluke's resilient sphere* (DC 19), *stifle spell*, *stoneskin* ✖
3rd—*energy aegis*, *haste* ✖, *lightning bolt* (DC 18), *slow* (DC 18)
2nd—*dispelling touch*, *glitterdust* (DC 17), *mirror image* ✖, *scorching ray*, *see invisibility*
1st—*benign transposition*, *grease* (DC 16), *mage armor* ✖, *magic missile* x2, *protection from good* ✖, *shield* ✖
0—*acid splash*, *detect magic*, *flare* (DC 15), *touch of fatigue* (DC 15)

✖ Already cast

Abilities Str 8, Dex 10, Con 12, Int 21, Wis 10, Cha 10

SQ Minor magic esoterica (abjuration)

Feats Greater Spell Focus (abjuration), Improved Initiative, Magic Disruption, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration)

Skills Concentration +11, Decipher Script +15, Knowledge (arcana) +15, Knowledge (planes) +15, Spellcraft +20 (+22 for abjuration spells and effects)

Possessions combat gear plus dagger, light crossbow, 10 bolts, 2 spell component pouches, *cloak of resistance* +2

Magic Disruption (Su) As long as Andramye has an abjuration spell of 3rd level or higher available to cast, she can attempt to interrupt another spellcaster's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduced by 2 (to a minimum caster level of 1st).

Minor School Esoterica [Abjuration] (Ex)

Andramye gains a competence bonus on dispel checks equal to 1/2 her master specialist level.

Power-Up Suite (casts *haste*, *mage armor*, *mirror image*, *protection from good*, *shield*, *stoneskin*; receives *bear's endurance*, *bless*, *cat's grace* at caster level 9th): **Init** +6, **AC** 21 (23 vs. good), touch 13 (15 vs. good), flatfooted 18 (20 vs. good) (+2 Dex, +4 armor, +4 shield, +1 dodge, +2 deflection vs. good), **hp** 38, DR 10/adamantine (70 points), **Fort** +7 (+8 vs. good), **Ref** +7 (+8 vs. good), **Will** +7 (+8 vs. good) (+9 (+10 vs. good) against enchantment spells and effects), **Speed** 60 ft. (12 squares), **Melee** dagger +4/+4 (1d4-1/19-20), **Ranged** light crossbow +7 (1d8/19-20), **Skills** Concentration +13.

KYRENN

CR 7

Male high elf fighter 4/wizard 2/bladesinger 1

LE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Draconic, Dwarven, Elven

AC 19, touch 14, flat-footed 15 (+3 Dex, +5 armor, +1 dodge)

hp 45 (7 HD)

Immune magical sleep

Fort +7, **Ref** +7, **Will** +6 (+8 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 longsword +10/+5 (1d8+5/19-20)

Ranged longbow +9/+4 (1d8/x3)

Base Atk +6; **Grp** +8

Atk Options Power Critical

Special Actions Combat Casting, Combat Expertise, Dodge

Combat Gear tanglefoot bag

Wizard Spells Prepared (CL 3rd):

2nd—*false life* ✖, *mirror image* ✖

1st—*blade of blood*, *shield* ✖, *stand*

0—*daze* (DC 12), *detect magic*, *flare* (DC 12), *touch of fatigue* (DC 12)

✖ Already cast

Abilities Str 14, Dex 16, Con 14, Int 15, Wis 8, Cha 8

SQ Bladesong Style

Feats Combat Casting, Combat Expertise, Dodge, Power Critical (longsword), Scribe Scroll, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +7, Concentration +6, Jump +10, Perform (dance) +1, Perform (sing) +1, Spellcraft +6, Tumble +10

Possessions combat gear plus +1 longsword, dagger, longbow, quiver w/ 20 arrows, +1 mithral shirt, 2 spell component pouches, *cloak of resistance* +1

Bladesong Style (Ex) When wielding a longsword or rapier in one hand (and nothing else in the other), a bladesinger gains a dodge bonus to AC equal to his class level, up to a maximum of his Intelligence bonus. If the bladesinger wears medium or heavy armor, he loses all benefits of the bladesong style.

Power-Up Suite (casts *false life*, *mirror image*, *shield*; receives *haste* at caster level 7th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 9th): **Init** +5, **AC** 26, touch 17, flatfooted 19 (+5 Dex, +5 armor, +4 shield, +2 dodge), **hp** 68, **Fort** +9, **Ref** +10, **Speed** 60 ft. (12 squares), **Melee** +1 longsword +14/+14/+9 (1d8+7/19-20), **Ranged** longbow +13/+8 (1d8/x3), **Grp** +10, **Abilities** Str 18, Dex 20, Con 18, **Skills** Balance +9, Concentration +8, Jump +12, Tumble +12.

BROKENFANG

CR 7

Male half-orc barbarian 2/fighter 2/ranger 1/occult slayer 2

CE Medium humanoid (orc)

Init +6; **Senses** darkvision 60'; Listen +7, Spot +5

Languages Common, Orcish

AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor)

hp 51 (7 HD)

Fort +11, **Ref** +5, **Will** +4

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee +1 *greatsword* +13/+8 (2d6+7/19-20)

Ranged javelin +9 (1d6+4)

Base Atk +7; **Grp** +11

Atk Options Favored enemy (humans) +2, Power Attack, rage (1/day), vicious strike, weapon bond

Special Actions Instantaneous Rage, Mad Foam Rager, mind over magic (1/day)

Combat Gear tanglefoot bag

Abilities Str 18, Dex 14, Con 15, Int 10, Wis 10, Cha 6

SQ Fast Movement, Magical Defense (+1), Uncanny Dodge, Wild Empathy

Feats Improved Initiative, Instantaneous Rage, Mad Foam Rager, Power Attack, Track, Weapon Focus (*greatsword*)

Skills Jump +8, Knowledge (arcana) +4, Spellcraft +7

Possessions combat gear plus +1 *greatsword*, shortsword, 6 javelins, +1 *chain shirt*, *cloak of resistance* +1

Mind Over Magic (Su) An occult slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions as the *spell turning* spell (caster level equal to the occult slayer levels +5).

Vicious Strike (Ex) At 2nd level, an occult slayer who readies an attack to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su) An occult slayer must choose a particular weapon of at least masterwork quality as the focus of his power. Upon making the selection, he immediately forms a bond with the chosen weapon that imbues it with the force of his hatred for spellcasters. Thereafter, any successful attack he makes with that weapon against a spellcaster or a creature with a spell-like ability deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until he acquires and bonds with another weapon of the same kind of at least masterwork quality.

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, +2 at 3rd level, and to +3 at 5th level.

Power-Up Suite (receives *haste* at caster level 7th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 9th): **Init** +8, **AC** 20, touch 15, flatfooted 20 (+4 Dex, +5 armor, +1 dodge), **hp** 65, **Fort** +13, **Ref** +8, **Speed** 70 ft. (14 squares), **Melee** +1 *greatsword* +17/+17/+12 (2d6+10/19-20), **Ranged** javelin +13 (1d6+6), **Grp** +13, **Abilities** Str 22, Dex 18, Con 19, **Skills** Jump +10.

Power-Up Suite (Raging): **AC** -2 penalty, **hp** +14, **Fort** +2 bonus, **Melee** +2 to hit, +3 to damage, **Ranged** +2 to damage, **Grp** +2 bonus, **Abilities**

Str +4 bonus, Con +4 bonus, **Skills** Str-based skills +2 bonus.

VYNESIA

CR 7

Female half-elf fighter 6/tempest 1

CE Medium humanoid (elf)

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Elven

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 armor, +1 class)

hp 52 (7 HD)

Immune magical sleep

Fort +10, **Ref** +6, **Will** +3 (+5 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *thinblade* +9/+4 (1d8+5/18-20) or +1 *thinblade* +9/+4 (1d8+5/18-20) and +1 *lightblade* +9/+4 (1d6+4/18-20)

Ranged longbow +10/+5 (1d8/x3)

Base Atk +7; **Grp** +9

Atk Options Spring Attack

Special Actions Dodge, Mobility

Combat Gear tanglefoot bag

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10

SQ Tempest defense (+1)

Feats Dodge, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Balance +7, Climb +7, Jump +11, Tumble +11

Possessions combat gear plus +1 *thinblade*, +1 *lightblade*, dagger, longbow, quiver w/ 20 arrows, +1 *mithral shirt*, *cloak of resistance* +1

Tempest Defense (Ex) When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to AC. This bonus increases to +2 at 3rd level and +3 at 5th level.

Power-Up Suite (receives *haste* at caster level 7th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 9th): **Init** +5, **AC** 22, touch 17, flatfooted 16 (+5 Dex, +5 armor, +1 class, +1 dodge), **hp** 66, **Fort** +12, **Ref** +9, **Speed** 60 ft. (12 squares), **Melee** +1 *thinblade* +13/+13/+8 (1d8+7/18-20) or +1 *thinblade* +13/+13/+8 (1d8+7/18-20) and +1 *lightblade* +13/+8 (1d6+5/18-20), **Ranged** longbow +14/+9 (1d8/x3), **Grp** +11, **Abilities** Str 18, Dex 21, Con 18, **Skills** Balance +9, Climb +9, Jump +13, Tumble +13.

RELINARD

CR 7

Male human scout 5/thief-acrobat 2

NE Medium humanoid

Init +8; **Senses** Listen +9, Spot +9

Languages Common

AC 19, touch 14, flat-footed 19 (+3 Dex, +5 armor, +1 dodge)

hp 43 (7 HD)

Fort +5, Ref +11, Will +3

Speed 40 ft. in mithral shirt (6 squares), base movement 40 ft.

Ranged +1 composite shortbow +9 (1d6+3/x3) or +1 composite shortbow within 30' +10 (1d6+4/x3)

Melee shortsword +6 (1d6+2/19-20)

Base Atk +4; Grp +6

Atk Options Agile Fighting (+1/+2), Improved Skirmish (+4d6, +3 AC), Skirmish (+2d6, +1 AC)

Special Actions Kip up

Combat Gear tanglefoot bag

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8

SQ Battle fortitude +1, evasion, fast acrobatics, fast movement, slow fall (20 ft.), steady stance, trackless step, trapfinding, uncanny dodge

Feats Improved Initiative, Improved Skirmish, Point Blank Shot, Precise Shot, Weapon Focus (Shortbow)

Skills Balance +13, Climb +10, Escape Artist +13, Hide +7, Jump +12, Move Silently +7, Sense Motive +9, Tumble +15

Possessions combat gear plus +1 composite shortbow [Str +2], 2 quivers w/ 20 arrows each, shortsword, dagger, +1 mithral shirt, cloak of resistance +1

Agile Fighting (Ex) A whirling, spinning thief-acrobat is a difficult target. At 2nd level, he gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses increase by 1.

In addition, a thief-acrobat takes no penalty to his AC or his melee attack rolls when kneeling, sitting, or prone.

This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Improved Skirmish (Ex) If a scout moves 20 feet instead of 10 feet with this feat while using skirmish, his skirmish damage increases by 2d6 and competence bonus to AC from skirmish improves by 2.

Skirmish (Ex) A scout uses mobility for extra damage and improved defense. He deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scout can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Also, the scout gains a +1 competence bonus to AC during any round in which he moves at least 10

feet. The bonus applies as soon as the scout has moved 10 feet, and lasts till the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a heavy or medium load.

Kip Up (Ex) A thief-acrobat can stand up from prone as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Fast Acrobatics (Ex) A thief-acrobat can avoid the normal penalties for accelerated movement while using his acrobatic talents. He ignores the normal -5 penalty when making a Balance check while moving at full normal speed. He can climb at half his speed as a move action without taking the -5 penalty on his Climb check. Finally, he tumbles at his full speed without taking the normal -10 penalty on his Tumble check.

Slow Fall (Ex) A thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to 30 feet. See the monk class feature, page 41 of the Player's Handbook.

Steady Stance (Ex) A thief-acrobat remains stable on his feet when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and he adds his class level as a bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Power-Up Suite (receives *haste* at caster level 7th, receives *bear's endurance*, *bless*, *cat's grace* at caster level 9th): **Init** +10, **AC** 22, touch 17, flatfooted 22 (+5 Dex, +5 armor, +2 dodge), **hp** 57, **Fort** +7, **Ref** +14, **Speed** 70 ft. (12 squares), **Ranged** +1 composite shortbow +13/+13 (1d6+3/x3) or +1 composite shortbow within 30' +14/+14 (1d6+4/x3), **Abilities** Dex 21, Con 18, **Skills** Balance +15, Escape Artist +15, Hide +9, Move Silently +9, Tumble +17.

8: DEATH IN THE FAMILY

GREEN ABISHAI

CR 6

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** see in darkness; Listen +10, Spot +10

Languages Common, Infernal; telepathy 100 ft.

AC 22, touch 13, flat-footed 19 (+3 Dex, +1 armor, +8 natural)

hp 45 (6 HD); regeneration 3; **DR** 10/good

Immune acid, fire, poison

Resist cold 10; **SR** 17

Fort +8, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares), fly 40 ft. (poor)

Melee sting +8 (1d4+3 plus 2d6 acid and lingering damage) or sting +8 (1d4+3 plus 2d6 acid and lingering damage) and 2 claws each +6 (1d4+1) and bite +6 (1d6+1)

Base Atk +6; Grp +8

Special Actions *summon baatezu*

Combat Gear *oil of magic fang, potion of aid, potion of haste, potion of resurgence*

Spell-like Abilities (CL 6th):

At will—*command* (DC 13), *disguise self*

3/day—*charm person* (DC 13), *scare* (DC 14)

1/day—*suggestion* (DC 15), *wrack* (DC 17)

Abilities Str 15, Dex 16, Con 16, Int 11, Wis 13, Cha 14

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Persuasive

Skills Bluff +13, Concentration +12, Diplomacy +4, Disguise +11 (+13 acting), Escape Artist +12, Intimidate +15, Listen +10, Search +9, Spot +10, Use Rope +3 (+5 bindings)

Possessions combat gear plus *bracers of armor* +1, 100 gp

Lingering Damage (Ex) Creatures struck by a green abishai's sting attack must succeed on a DC 16 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1 green abishai; 1/day; CL 7th. This ability is the equivalent of a 4th-level spell.

Power-Up Suite: (receives *mass bear's endurance, mass bull's strength, mass cat's grace* at caster level 24th; used oils & potions of *aid, haste* (4 rounds remaining), *magic fang*): **Init** +9, **AC** 25, touch 16, flatfooted 19 (+5 Dex, +1 armor, +8 natural, +1 dodge), **hp** 65, **Fort** +10 **Ref** +10, **Will** +6 (+7 vs. fear), **Speed** 60 ft. (12 squares), fly 70 ft. (poor), **Melee** sting +12/+12 (1d4+6 plus 2d6 acid and lingering damage (DC 18)) or sting +12/+12 (1d4+6 plus 2d6 acid and lingering damage) and 2 claws each +10 (1d4+3) and bite +10 (1d6+3), **Grp** +10, **Abilities** Str 19, Dex 20, Con 20, **Skills** Concentration +14, Escape Artist +14, Use Rope +5 (+7 bindings).

4: RESCUING THE THIEF

ADV. SHADOW GIBBERING MOUTHER CR 12

NE Large aberration (Extraplanar)

Init +2; **Senses** low-light vision, darkvision 60 ft.; Listen +10, Spot +16

Languages Common, Gibberish

AC 21, touch 11, flat-footed 20 (-1 size, +2 Dex, +10 natural)

hp 232 (16 HD); fast healing 2; amorphous; **DR** 5/bludgeoning

Resist cold 15

Fort +17, **Ref** +9, **Will** +12

Speed 15 ft. (2 squares), swim 30 ft.

Melee 6 bites +19 (1d4+6)

Ranged spittle +15 ranged touch (1d6 acid plus blindness)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +22

Special Actions blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole

Spell-like Abilities (CL 5th):

1/day—*mirror image*

Abilities Str 22, Dex 14, Con 30, Int 4, Wis 11, Cha 16

SA Shadow Blend

SQ Evasion

Feats Improved Natural Attack (Bite), Lightning Reflexes, Power Attack, Weapon Focus (Bite), Weapon Focus (Spittle)

Skills Move Silently +8, Swim +14

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot radius spread must succeed on a DC 21 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex) To use this ability, a gibbering moulder must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spittle (Ex) As a free action every round, a gibbering moulder can fire a stream of spittle at one opponent within 30 feet. The moulder makes a

ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 28 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.

Swallow Whole (Ex) A gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering moulder's body can hold 1 Large, 2 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures.

Amorphous (Ex) A gibbering moulder is not subject to extra damage from critical hits. It cannot be flanked.

Shadow Blend (Su) in conditions other than full daylight, a shadow creature can disappear into shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Thanks, to their multiple eyes, gibbering moulthers have a +4 racial bonus on Spot checks. A gibbering mother has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Shadow creatures gain a +6 racial bonus on Move Silently checks.

7: REMOVING A THORN

ANDRAMYE CR 9

Female grey elf wizard (Abjurist) 3/master specialist 6 NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +8, Spot +8

Languages Common, Baklunish, Draconic, Dwarven, Elven, Flan, Old Oeridian, Suloise

AC 10, touch 10, flat-footed 10

hp 31 (9 HD)

Immune magical sleep

Fort +6, **Ref** +5, **Will** +10 (+12 against enchantment spells and effects)

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +3 (1d4-1/19-20)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +4; **Grp** +3

Special Actions magic disruption, sudden silent

Combat Gear 2 scrolls of burning hands (CL 5th), 2 scrolls of magic missile (5th)

Wizard Spells Prepared (CL 9th; Abjuration CL 11th):

5th—*duelward* \ , *reciprocal gyre* (DC 23), *teleport*
4th—*greater mirror image* \ , *Otiluke's resilient sphere* (DC 20), *stifle spell*, *stoneskin* \
3rd—*energy aegis*, *fly* \ , *haste* \ , *lightning bolt* (DC 19), *slow* (DC 19)
2nd—*blur* \ , *deflect*, *dispelling touch*, *glitterdust* (DC 18), *scorching ray*, see *invisibility* \ , *web* (DC 18)
1st—*benign transposition*, *grease* (DC 17), *mage armor* \ , *magic missile* x2, *protection from good* \ , *shield* \
0—*acid splash*, *detect magic*, *flare* (DC 16), *touch of fatigue* (DC 16)

\ Already cast

Abilities Str 8, Dex 10, Con 12, Int 22, Wis 10, Cha 10

SQ Minor Magic Esoterica (abjuration)

Feats Greater Spell Focus (abjuration), Improved Initiative, Magic Disruption, Scribe Scroll, Skill Focus (spellcraft), Spell Focus (abjuration), Sudden Silent

Skills Concentration +13, Decipher Script +18, Knowledge (arcana) +18, Knowledge (planes) +18, Spellcraft +23 (+25 for abjuration spells and effects)

Possessions combat gear plus dagger, light crossbow, 10 bolts, 2 spell component pouches, *cloak of resistance* +2

Magic Disruption (Su) As long as Andramye has an abjuration spell of 3rd level or higher available to cast, she can attempt to interrupt another spellcaster's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduce by 2 (to a minimum caster level of 1st).

Minor School Esoterica [Abjuration] (Ex)

Andramye gains a competence bonus on dispel checks equal to 1/2 her master specialist level.

Power-Up Suite (casts *blur*, *duelward*, *fly*, *greater mirror image*, *haste*, *mage armor*, *protection from good*, see *invisibility*, *shield*, *stoneskin*; receives *bear's endurance*, *bless*, *cat's grace* at caster level 11th): **Init** +6, **Senses** see *invisibility*, **AC** 21 (23 vs. good), touch 13 (15 vs. good), flatfooted 18 (20 vs. good) (+2 Dex, +4 armor, +4 shield, +1 dodge, +2 deflection vs. good), **Miss Chance** 20%, **hp** 49, DR 10/adamantine (90 points) **Fort** +8, **Ref** +8, **Speed** 60 ft. (12 squares), fly 90 ft. (good), **Melee** dagger +5/+5 (1d4-1/19-20), **Ranged** light crossbow +8 (1d8/19-20), **Skills** Concentration +15.

KYRENN

CR 9

Male high elf fighter 4/wizard 2/bladesinger 3
LE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Draconic, Dwarven, Elven

AC 21, touch 16, flat-footed 15 (+3 Dex, +5 armor, +3 dodge)

hp 58 (9 HD)

Immune magical sleep

Fort +9, **Ref** +9, **Will** +8 (+10 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *longsword* +12/+7 (1d8+5/17-20)

Ranged longbow +11/+6 (1d8/x3)

Base Atk +8; **Grp** +10

Atk Options Power Critical

Special Actions Combat Casting, Combat Expertise, Dodge

Combat Gear tanglefoot bag

Wizard Spells Prepared (CL 4th):

2nd—*electric vengeance*, *false life* \ , *mirror image* \

1st—*blade of blood*, *shield* \ , *stand*, *swift expeditious retreat*

0—*daze* (DC 13), *detect magic*, *flare* (DC 13), *touch of fatigue* (DC 13)

\ Already cast

Abilities Str 14, Dex 16, Con 14, Int 16, Wis 8, Cha 8

SQ Bladesong style, lesser spellsong

Feats Combat Casting, Combat Expertise, Dodge, Improved Critical (Longsword), Power Critical (Longsword), Scribe Scroll, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Balance +7, Concentration +8, Jump +10, Perform (dance) +1, Perform (sing) +1, Spellcraft +9, Tumble +14

Possessions combat gear plus +1 *longsword*, dagger, longbow, quiver w/ 20 arrows, +1 *mithral shirt*, 2 spell component pouches, *cloak of resistance* +2

Bladesong Style (Ex) When wielding a longsword or rapier in one hand (and nothing else in the other), a bladesinger gains a dodge bonus to AC equal to his class level, up to a maximum of his Intelligence bonus. If the bladesinger wears medium or heavy armor, se loses all benefits of the bladesong style.

Lesser Spellsong (Ex) When wielding a longsword or rapier in one hand (and nothing in the other), a bladesinger of 2nd level or higher can take 10 when making a Concentration check to cast defensively.

Power-Up Suite (casts *false life*, *mirror image*, *shield*; receives *haste* at caster level 9th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 11th): **Init** +5, **AC** 28, touch 19, flatfooted 19 (+5 Dex, +5 armor, +4 shield, +4 dodge), **hp** 86, **Fort** +11, **Ref** +12, **Speed** 60 ft. (12 squares), **Melee** +1 *longsword* +16/+16/+11 (1d8+7/17-20), **Ranged** longbow +15/+15/+10 (1d8/x3), **Grp** +12, **Abilities** Str 18, Dex 20, Con 18, **Skills** Balance +9, Concentration +10, Jump +12, Tumble +16.

BROKENFANG**CR 9**

Male half-orc barbarian 2/fighter 2/ranger 1/occult slayer 4

CE Medium humanoid (orc)

Init +6; **Senses** auravision 60', darkvision 60'; Listen +7, Spot +5**Languages** Common, Orcish**AC** 17, touch 12, flat-footed 17 (+2 Dex, +5 armor)**hp** 73 (9 HD)**Fort** +13, **Ref** +8, **Will** +6**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** +1 *greatsword* +15/+10 (2d6+7/19-20)**Ranged** javelin +11 (1d6+4)**Base Atk** +9; **Grp** +13**Atk Options** Favored Enemy (humans) +2, Power Attack, Rage (1/day), Vicious Strike, Weapon Bond**Special Actions** Instantaneous Rage, Mad Foam Rager, Mind Over Magic (2/day)**Combat Gear** tanglefoot bag**Abilities** Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6**SQ** Auravision, fast movement, magical defense (+2), nondetection cloak, uncanny dodge, wild empathy**Feats** Improved Initiative, Instantaneous Rage, Mad Foam Rager, Power Attack, Reckless Rage, Track, Weapon Focus (*greatsword*)**Skills** Jump +8, Knowledge (arcana) +4, Spellcraft +11**Possessions** combat gear plus +1 *greatsword*, *shortsword*, 6 javelins, +1 *chain shirt*, *cloak of resistance* +2**Mind Over Magic (Su)** An occult slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions as the *spell turning* spell (caster level equal to the occult slayer levels +5).**Vicious Strike (Ex)** At 2nd level, an occult slayer who readies an attack to disrupt a spellcaster deals double damage if the attack hits.**Weapon Bond (Su)** An occult slayer must choose a particular weapon of at least masterwork quality as the focus of his power. Upon making the selection, he immediately forms a bond with the chosen weapon that imbues it with the force of his hatred for spellcasters. Thereafter, any successful attack he makes with that weapon against a spellcaster or a creature with a spell-like ability deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until he acquires and bonds with another weapon of the same kind of at least masterwork quality.**Auravision (Su)** An occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The occult slayer cannot use this ability to determine anything but the number of magical auras present.**Magical Defense (Ex)** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, +2 at 3rd level, and to +3 at 5th level.**Nondetection Cloak (Su)** An occult slayer becomes more difficult to locate through divinations and other detection spells. He gains magical protection from divinations equivalent to a *nondetection* spell (caster level equal to the occult slayer levels), except it only effects the occult slayer and his possessions.**Power-Up Suite** (receives *haste* at caster level 9th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 11th): **Init** +8, **AC** 20, touch 15, flatfooted 19 (+4 Dex, +5 armor, +1 dodge), **hp** 91, **Fort** +15, **Ref** +11, **Speed** 70 ft. (14 squares), **Melee** +1 *greatsword* +19/+19/+14 (2d6+10/19-20), **Ranged** javelin +15 (1d6+6), **Grp** +15, **Abilities** Str 22, Dex 18, Con 20, **Skills** Jump +10.**Power-Up Suite** (Raging): **AC** -4 penalty, **hp** +27, **Fort** +3 bonus, **Melee** +3 to hit, +4 to damage, **Ranged** +3 to damage, **Grp** +3 bonus, **Abilities** Str +6 bonus, Con +6 bonus, **Skills** Str-based skills +3 bonus.**VYNESIA****CR 9**

Female half-elf fighter 6/tempest 3

CE Medium humanoid (elf)

Init +4; **Senses** Listen +1, Spot +1**Languages** Common, Elven**AC** 21, touch 16, flat-footed 17 (+4 Dex, +5 armor, +2 class)**hp** 67 (9 HD)**Immune** magical sleep**Fort** +12, **Ref** +9, **Will** +5 (+7 against enchantment spells and effects)**Speed** 30 ft. in mithral shirt (6 squares), base movement 30 ft.**Melee** +1 *thinblade* +12/+7 (1d8+5/15-20) or +1 *thinblade* +12/+7 (1d8+5/15-20) and +1 *lightblade* +12/+7 (1d6+4/15-20)**Ranged** longbow +12/+7 (1d8/x3)**Base Atk** +9; **Grp** +11**Atk Options** Spring Attack**Special Actions** Dodge, Mobility**Combat Gear** tanglefoot bag**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10**SQ** Ambidexterity (-3/-1), tempest defense (+2), Two-weapon versatility**Feats** Dodge, Improved Critical (rapier), Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (rapier), Weapon Specialization (rapier)**Skills** Balance +7, Climb +7, Jump +11, Tumble +16**Possessions** combat gear plus +1 *thinblade*, +1 *lightblade*, dagger, longbow, quiver w/ 20 arrows, +1 *mithral shirt*, *cloak of resistance* +2

Tempest Defense (Ex) When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to AC. This bonus increases to +2 at 3rd level and +3 at 5th level.

Two-Weapon Versatility (Ex) When a tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats from one weapon to the other weapon as well, as long as those effects can be applied legally. She can use this focus only with the following feats: Improved Critical, Weapon Focus, Weapon Specialization. If the tempest already has the feat with both weapons, she gains no additional effect.

Power-Up Suite (receives *haste* at caster level 9th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 11th): **Init** +6, **AC** 24, touch 19, flatfooted 17 (+6 Dex, +5 armor, +2 class, +1 dodge), **hp** 85, **Fort** +14, **Ref** +12, **Speed** 60 ft. (12 squares), **Melee** +1 *thinblade* +16/+16/+11 (1d8+7/15-20) or +1 *thinblade* +16/+16/+11 (1d8+7/15-20) and +1 *lightblade* +16/+11 (1d6+5/18-20), **Ranged** longbow +14/+9 (1d8/x3), **Grp** +13, **Abilities** Str 18, Dex 22, Con 18, **Skills** Balance +9, Climb +9, Jump +13, Tumble +18.

RELINARD

CR 9

Male human scout 5/thief-acrobat 4
NE Medium humanoid

Init +9; **Senses** Listen +9, Spot +9

Languages Common

AC 21, touch 16, flat-footed 21 (+4 Dex, +5 armor, +2 dodge)

hp 54 (9 HD)

Fort +7, **Ref** +14, **Will** +5

Speed 40 ft. in mithral shirt (6 squares), base movement 40 ft.

Ranged +1 *composite shortbow* +12/+7 (1d6+3/x3) or +1 *composite shortbow* within 30' +13/+8 (1d6+4/x3)

Melee shortsword +8/+3 (1d6+2/19-20)

Base Atk +6; **Grp** +8

Atk Options Acrobatic Charge, Agile Fighting (+2/+3), Improved Skirmish (+4d6, +3 AC), Rapid Shot, Skirmish (+2d6, +1 AC)

Special Actions Defensive Roll (1/day), Kip up

Combat Gear tanglefoot bag

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8

SQ Battle fortitude +1, evasion, fast acrobatics, fast movement, skill mastery, slow fall (30 ft.), steady stance, trackless step, trapfinding, uncanny dodge

Feats Improved Initiative, Improved Skirmish, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow)

Skills Balance +14, Climb +10, Escape Artist +15, Hide +10, Jump +12, Move Silently +10, Sense Motive +9, Tumble +18

Possessions combat gear plus +1 *composite shortbow* [Str +2], 2 quivers w/ 20 arrows each, shortsword, dagger, +1 *mithral shirt*, *cloak of resistance* +2, *skirmisher boots*

Acrobat Charge (Ex) A thief-acrobat can charge in situations where others cannot. He can charge over difficult terrain that normally slows movement or through allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to his target. Depending on the circumstances, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Agile Fighting (Ex) A whirling, spinning thief-acrobat is a difficult target. At 2nd level, he gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses increase by 1.

In addition, a thief-acrobat takes no penalty to his AC or his melee attack rolls when kneeling, sitting, or prone.

This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Improved Skirmish (Ex) If a scout moves 20 feet instead of 10 feet with this feat while using skirmish, his skirmish damage increases by 2d6 and competence bonus to AC from skirmish improves by 2.

Skirmish (Ex) A scout uses mobility for extra damage and improved defense. He deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scout can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Also, the scout gains a +1 competence bonus to AC during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts till the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a heavy or medium load.

Defensive Roll (Ex) Once per day, a thief-acrobat can roll with a potentially lethal blow to take less damage from it than he otherwise would. See the rogue class feature, page 51 of the Player's Handbook.

At 5th level, a thief-acrobat can use this ability twice per day.

Kip Up (Ex) A thief-acrobat can stand up from prone as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Fast Acrobatics (Ex) A thief-acrobat can avoid the normal penalties for accelerated movement while using his acrobatic talents. He ignores the normal -5 penalty when making a Balance check while moving at full normal speed. He can climb at half his speed as a move action without taking the -5 penalty on his Climb check. Finally, he tumbles at his full speed without taking the normal -10 penalty on his Tumble check.

Skill Mastery (Ex) A thief-acrobat has become so confident in the use of certain skills that he can use them reliably even under adverse conditions. When making a Balance, Climb, Jump, or Tumble check, he can take 10 even if stress and distractions would normally prevent him from doing so.

Slow Fall (Ex) A thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this improves to 30 feet. See the monk class feature, page 41 of the Player's Handbook.

Steady Stance (Ex) A thief-acrobat remains stable on his feet when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and he adds his class level as a bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Power-Up Suite (receives *haste* at caster level 9th, receives *bear's endurance*, *bless*, *cat's grace* at caster level 11th): **Init** +11, **AC** 24, touch 19, flatfooted 24 (+6 Dex, +5 armor, +3 dodge), **hp** 72, **Fort** +9, **Ref** +17, **Speed** 70 ft. (14 squares), **Ranged** +1 *composite shortbow* +16/+16/+11 (1d6+3/x3) or +1 *composite shortbow* within 30' +17/+17/+11 (1d6+4/x3), **Abilities** Dex 22, Con 18, **Skills** Balance +16, Escape Artist +17, Hide +12, Move Silently +12, Tumble +20.

8: DEATH IN THE FAMILY

ADVANCED GREEN ABISHAI CR 8

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** see in darkness; Listen +14, Spot +14

Languages Common, Infernal; telepathy 100 ft.

AC 22, touch 13, flat-footed 19
(+3 Dex, +1 armor, +8 natural)

hp 75 (10 HD); regeneration 3; **DR** 10/good

Immune acid, fire, poison

Resist cold 10; **SR** 21

Fort +10, **Ref** +10, **Will** +8

Speed 30 ft. (6 squares), fly 40 ft. (poor)

Melee sting +13 (1d4+4 plus 2d6 acid and lingering damage) or sting +13 (1d4+4 plus 2d6 acid and lingering damage) and 2 claws each +11 (1d4+1) and bite +11 (1d6+1)

Base Atk +10; Grp +13

Special Actions *summon baatezu*

Combat Gear *oil of magic fang*, *potion of aid*, *potion of haste*, *potion of resurgence*

Spell-like Abilities (CL 10th):

At will—*command* (DC 13), *disguise self*

3/day—*charm person* (DC 13), *scare* (DC 14)

1/day—*suggestion* (DC 15), *wrack* (DC 17)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 14

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Hover, Improved Initiative, Multiattack, Persuasive

Skills Bluff +17, Concentration +16, Diplomacy +4, Disguise +15 (+17 acting), Escape Artist +16, Intimidate +19, Listen +14, Search +13, Spot +14, Use Rope +3 (+5 bindings)

Possessions combat gear plus *bracers of armor* +1, 100 gp

Lingering Damage (Ex) Creatures struck by a green abishai's sting attack must succeed on a DC 18 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1 green abishai; 1/day; CL 10th. This ability is the equivalent of a 4th-level spell.

Power-Up Suite: (receives *mass bear's endurance*, *mass bull's strength*, *mass cat's grace* at caster level 24th; used oils & potions of *aid*, *haste* (4 rounds remaining), *magic fang*): **Init** +9, **AC** 25, touch 16, flatfooted 19 (+5 Dex, +1 armor, +8 natural, +1 dodge), **hp** 103, **Fort** +12, **Ref** +12, **Will** +8 (+9 vs. fear), **Speed** 60 ft. (12 squares), fly 70 ft. (poor), **Melee** sting +17/+17 (1d4+8 plus 2d6 acid and lingering damage) or sting +17/+17 (1d4+8 plus 2d6 acid and lingering damage (DC 20)) and 2 claws each +15 (1d4+4) and bite +15 (1d6+4), **Grp** +13, **Abilities** Str 20, Dex 20, Con 20, **Skills** Concentration +18, Escape Artist +18, Use Rope +5 (+7 bindings).

4: RESCUING THE THIEF

ADV. SHADOW GIBBERING MOUTHER CR 14

NE Huge aberration (Extraplanar)

Init +1; **Senses** low-light vision, darkvision 60 ft.; Listen +12, Spot +18

Languages Common, Gibberish

AC 22, touch 9, flat-footed 21

(-2 size, +1 Dex, +13 natural)

hp 370 (20 HD); fast healing 2; amorphous; **DR** 5/magic & bludgeoning

Resist cold 15

Fort +17, **Ref** +8, **Will** +12

Speed 15 ft. (2 squares), swim 30 ft.

Melee 6 bites +26 (1d6+10)

Ranged spittle +17 ranged touch (1d8 acid plus blindness)

Space 15 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +33

Special Actions blood drain, gibbering, ground manipulation, improved grab, spittle, swallow whole

Spell-like Abilities (CL 5th):

1/day—*mirror image*

Abilities Str 30, Dex 12, Con 34, Int 4, Wis 11, Cha 16

SA Shadow Blend

SQ Evasion

Feats Ability Focus (Gibbering), Improved Natural Attack (Bite), Lightning Reflexes, Power Attack, Weapon Focus (Bite), Weapon Focus (Spittle)

Skills Move Silently +7, Swim +14

Blood Drain (Ex) A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Gibbering (Su) As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot radius spread must succeed on a DC 25 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex) To use this ability, a gibbering moulder must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spittle (Ex) As a free action every round, a gibbering moulder can fire a stream of spittle at one opponent within 30 feet. The moulder makes a

ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 32 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution based.

Swallow Whole (Ex) A gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering moulder's body can hold 1 Huge, 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine creatures.

Amorphous (Ex) A gibbering moulder is not subject to extra damage from critical hits. It cannot be flanked.

Shadow Blend (Su) in conditions other than full daylight, a shadow creature can disappear into shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Thanks, to their multiple eyes, gibbering moulthers have a +4 racial bonus on Spot checks. A gibbering mother has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Shadow creatures gain a +6 racial bonus on Move Silently checks.

7: REMOVING A THORN

ANDRAMYE CR 11

Female grey elf wizard (Abjurist) 3/master specialist 8 NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Listen +9, Spot +9

Languages Common, Baklunish, Draconic, Dwarven, Elven, Flan, Old Oeridian, Suloise

AC 10, touch 10, flat-footed 10

hp 38 (11 HD)

Immune magical sleep

Fort +6, **Ref** +5, **Will** +11 (+13 against enchantment spells and effects)

Speed 30 ft. (6 squares), base movement 30 ft.

Melee dagger +4 (1d4-1/19-20)

Ranged light crossbow +5 (1d8/19-20)

Base Atk +5; **Grp** +4

Special Actions magic disruption, sudden silent

Combat Gear 2 scrolls of burning hands (CL 5th), 2 scrolls of magic missile (5th)

Wizard Spells Prepared (CL 11th; Abjuration CL 13th):

- 6th—*disintegrate* (DC22), *greater dispel magic*, *ruby ray of reversal*
5th—*duelward* \ , *indomitability* \ , *reciprocal gyre* (DC 23), *teleport*
4th—*greater mirror image* \ , *Otiluke's resilient sphere* (DC 20), *slashing dispel*, *stifle spell*, *stoneskin* \
3rd—*bands of steel* (DC 19), *energy aegis*, *fly* \ , *haste* \ , *lightning bolt* (DC 19), *slow* (DC 19)
2nd—*blur* \ , *deflect*, *dispelling touch*, *glitterdust* (DC 18), *scorching ray*, *see invisibility* \ , *web* (DC 18)
1st—*benign transposition*, *grease* (DC 17), *mage armor* \ , *magic missile* x2, *protection from good* \ , *shield* \
0—*acid splash*, *detect magic*, *flare* (DC 16), *touch of fatigue* (DC 16)

\ Already cast

Abilities Str 8, Dex 10, Con 12, Int 22, Wis 10, Cha 10

SQ Minor magic esoterica (abjuration), moderate magic esoterica (abjuration)

Feats Greater Spell Focus (Abjuration), Improved Initiative, Magic Disruption, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Abjuration), Sudden Silent

Skills Concentration +15, Decipher Script +20, Knowledge (arcana) +20, Knowledge (planes) +20, Spellcraft +25 (+27 for abjuration spells and effects)

Possessions combat gear plus dagger, light crossbow, 10 bolts, 2 spell component pouches, *cloak of resistance* +2, ruby (500 gp)

Magic Disruption (Su) As long as Andramye has an abjuration spell of 3rd level or higher available to cast, she can attempt to interrupt another spellcaster's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduce by 2 (to a minimum caster level of 1st).

Minor School Esoterica [Abjuration] (Ex)

Andramye gains a competence bonus on dispel checks equal to 1/2 her master specialist level.

Moderate School Esoterica [Abjuration] (Ex)

Whenever Andramye casts a spell from the school of abjuration, this ability is automatically triggered for a number of rounds equal to the spell's level. During that time, if she is subject to a spell that has a partial or half effect on a successful save, she suffers no adverse effect if the save is successfully made.

Power-Up Suite (casts *blur*, *duelward*, *fly*, *greater mirror image*, *haste*, *indomitability*, *mage armor*, *protection from good*, *see invisibility*, *shield*, *stoneskin*; receives *bear's endurance*, *bless*, *cat's*

grace at caster level 13th): **Init** +6, **Senses** see invisibility, **AC** 21 (23 vs. good), touch 13 (15 vs. good), flatfooted 18 (20 vs. good) (+2 Dex, +4 armor, +4 shield, +1 dodge, +2 deflection vs. good), **Miss Chance** 20%, **hp** 60, DR 10/adamantine (110 points), **Fort** +8, **Ref** +8, **Speed** 60 ft. (12 squares), fly 90 ft. (good), **Melee** dagger +6/+6 (1d4-1/19-20), **Ranged** light crossbow +9 (1d8/19-20), **Skills** Concentration +17.

KYRENN

CR 11

Male high elf fighter 4/wizard 2/bladesinger 5
LE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Draconic, Dwarven, Elven

AC 22, touch 16, flat-footed 16 (+3 Dex, +6 armor, +3 dodge)

hp 71 (11 HD)

Immune magical sleep

Fort +9, **Ref** +10, **Will** +9 (+11 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *longsword* +14/+9 (1d8+5/17-20)

Ranged longbow +13/+8 (1d8/x3)

Base Atk +10; **Grp** +12

Atk Options Power Critical

Special Actions Combat Casting, Combat Expertise, Dodge, song of celerity

Combat Gear tanglefoot bag

Wizard Spells Prepared (CL 5th):

3rd—*fly*, *halt* (DC 16)

2nd—*electric vengeance*, *false life* \ , *mirror image* \

1st— *blade of blood*, *shield* \ , *stand*, *swift expeditious retreat*

0— *daze* (DC 13), *detect magic*, *flare* (DC 13), *touch of fatigue* (DC 13)

\ Already cast

Abilities Str 14, Dex 16, Con 14, Int 16, Wis 8, Cha 8

SQ Bladesong style, lesser spellsong

Feats Combat Casting, Combat Expertise, Dodge, Improved Critical (longsword), Power Critical (longsword), Scribe Scroll, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +7, Concentration +12, Jump +10, Perform (dance) +1, Perform (sing) +1, Spellcraft +9, Tumble +18

Possessions combat gear plus +1 *longsword*, dagger, longbow, quiver w/ 20 arrows, +2 *mithral shirt*, 2 spell component pouches, *cloak of resistance* +2

Song of Celerity (Ex) Once per day, a bladesinger of 4th level or higher may quicken a single spell of up to 2nd level, as if he had used the Quicken Spell feat, but without any adjustment to the spell's effective level or casting time. She may only use this ability when wielding a longsword or rapier in one hand (and nothing in the other).

Bladesong Style (Ex) When wielding a longsword or rapier in one hand (and nothing else in the other), a bladesinger gains a dodge bonus to AC equal to his class level, up to a maximum of his Intelligence bonus. If the bladesinger wears medium or heavy armor, he loses all benefits of the bladesong style.

Lesser Spellson (Ex) When wielding a longsword or rapier in one hand (and nothing in the other), a bladesinger of 2nd level or higher can take 10 when making a Concentration check to cast defensively.

Power-Up Suite (casts *false life*, *mirror image*, *shield*; receives *haste* at caster level 13th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 13th): **Init** +5, **AC** 29, touch 19, flatfooted 20 (+5 Dex, +6 armor, +4 shield, +4 dodge), **hp** 104, **Fort** +11, **Ref** +13, **Speed** 60 ft. (12 squares), **Melee** +1 *longsword* +18/+18/+13 (1d8+7/17-20), **Ranged** *longbow* +17/+17/+12 (1d8/x3), **Grp** +14, **Abilities** Str 18, Dex 20, Con 18, **Skills** Balance +9, Concentration +14, Jump +12, Tumble +20.

BROKENFANG

CR 11

Male half-orc barbarian 3/fighter 2/ranger 1/occult slayer 5

CE Medium humanoid (orc)

Init +6; **Senses** *auravision* 60', *darkvision* 60'; Listen +11, Spot +5

Languages Common, Orcish

AC 18, touch 12, flat-footed 18 (+2 Dex, +6 armor)

hp 90 (11 HD)

Immune mind-affecting effects

Fort +13, **Ref** +9, **Will** +7

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee +1 *greatsword* +17/+12/+7 (2d6+7/19-20)

Ranged javelin +13 (1d6+4)

Base Atk +11; **Grp** +15

Atk Options favored enemy (humans) +2, Power Attack, rage (1/day), vicious strike, weapon bond

Special Actions Instantaneous Rage, Mad Foam Rager, mind over magic (2/day)

Combat Gear tanglefoot bag

Abilities Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6

SQ *auravision*, blank thoughts, fast movement, magical defense (+3), nondetection cloak, trap sense +1, uncanny dodge, wild empathy

Feats Improved Initiative, Instantaneous Rage, Mad Foam Rager, Power Attack, Reckless Rage, Track, Weapon Focus (greatsword)

Skills Jump +8, Knowledge (arcana) +4, Spellcraft +13

Possessions combat gear plus +1 *greatsword*, shortsword, 6 javelins, +2 *chain shirt*, *cloak of resistance* +2

Mind Over Magic (Su) An occult slayer can cause a spell or spell-like ability targeted against him to

rebound onto the originator as a free action. This ability functions as the *spell turning* spell (caster level equal to the occult slayer levels +5).

Vicious Strike (Ex) At 2nd level, an occult slayer who readies an attack to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su) An occult slayer must choose a particular weapon of at least masterwork quality as the focus of his power. Upon making the selection, he immediately forms a bond with the chosen weapon that imbues it with the force of his hatred for spellcasters. Thereafter, any successful attack he makes with that weapon against a spellcaster or a creature with a spell-like ability deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until he acquires and bonds with another weapon of the same kind of at least masterwork quality.

Auravision (Su) An occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The occult slayer cannot use this ability to determine anything but the number of magical auras present.

Blank Thoughts (Ex) An occult slayer can induce within himself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). He can suppress or resume this ability as a free action.

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, +2 at 3rd level, and to +3 at 5th level.

Nondetection Cloak (Su) An occult slayer becomes more difficult to locate through divinations and other detection spells. He gains magical protection from divinations equivalent to a *nondetection* spell (caster level equal to the occult slayer levels), except it only affects the occult slayer and his possessions.

Power-Up Suite (receives *haste* at caster level 11th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 13th): **Init** +8, **AC** 21, touch 15, flatfooted 21 (+4 Dex, +6 armor, +1 dodge), **hp** 112, **Fort** +15, **Ref** +12, **Speed** 70 ft. (14 squares), **Melee** +1 *greatsword* +21/+21/+16/+11 (2d6+10/19-20), **Ranged** javelin +17 (1d6+6), **Grp** +17, **Abilities** Str 22, Dex 18, Con 20, **Skills** Jump +10.

Power-Up Suite (Raging): **AC** -4 penalty, **hp** +33, **Fort** +3 bonus, **Melee** +3 to hit, +4 to damage, **Ranged** +3 to damage, **Grp** +3 bonus, **Abilities** Str +6 bonus, Con +6 bonus, **Skills** Str-based skills +3 bonus.

VYNESIA

CR 11

Female half-elf fighter 6/tempest 5

CE Medium humanoid (elf)
Init +4; **Senses** Listen +1, Spot +1
Languages Common, Elven

AC 23, touch 17, flat-footed 19 (+4 Dex, +6 armor, +3 class)

hp 82 (11 HD)

Immune magical sleep

Fort +12, **Ref** +9, **Will** +5 (+7 against enchantment spells and effects)

Speed 30 ft. in mithral shirt (6 squares), base movement 30 ft.

Melee +1 *thinblade* +15/+10/+5 (1d8+5/15-20) or +1 *thinblade* +15/+10/+5 (1d8+5/15-20) and +1 *lightblade* +15/+10 (1d6+4/15-20)

Ranged longbow +14/+9 (1d8/x3)

Base Atk +11; **Grp** +13

Atk Options Spring Attack, Two-Weapon Spring Attack

Special Actions Dodge, Mobility

Combat Gear tanglefoot bag

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10

SQ Ambidexterity (-2/+0), tempest defense (+3), Two-weapon versatility

Feats Dodge, Improved Critical (rapier), Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Balance +7, Climb +7, Jump +11, Tumble +20

Possessions combat gear plus +1 *thinblade*, +1 *lightblade*, dagger, longbow, quiver w/ 20 arrows, +2 *mithral shirt*, *cloak of resistance* +2

Two-Weapon Spring Attack (Ex) When a tempest of 5th level makes a spring attack, she can attack once with two different weapons as an attack action.

Tempest Defense (Ex) When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to AC. This bonus increases to +2 at 3rd level and +3 at 5th level.

Two-Weapon Versatility (Ex) When a tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats from one weapon to the other weapon as well, as long as those effects can be applied legally. She can use this focus only with the following feats: Improved Critical, Weapon Focus, Weapon Specialization. If the tempest already has the feat with both weapons, she gains no additional effect.

Power-Up Suite (receives *haste* at caster level 11th, receives *bear's endurance*, *bless*, *bull's strength*, *cat's grace* at caster level 13th): **Init** +6, **AC** 26, touch 20, flatfooted 19 (+6 Dex, +6 armor, +1 dodge, +3 class), **hp** 104, **Fort** +14, **Ref** +12, **Speed** 60 ft. (12 squares), **Melee** +1 *thinblade* +19/+19/+14/+9 (1d8+7/15-20) or +1 *thinblade* +19/+19/+14/+9 (1d8+7/15-20) and +1 *lightblade* +19/+14 (1d6+5/18-20), **Ranged** longbow +18/+18/+13 (1d8/x3), **Grp** +15, **Abilities** Str 18,

Dex 22, Con 18, **Skills** Balance +9, Climb +9, Jump +13, Tumble +22.

RELINARD

CR 11

Male human fighter 1/scout 5/thief-acrobat 5

NE Medium humanoid

Init +9; **Senses** Listen +9, Spot +9

Languages Common

AC 22, touch 16, flat-footed 22 (+4 Dex, +6 armor, +2 dodge)

hp 67 (11 HD)

Fort +9, **Ref** +14, **Will** +5

Speed 40 ft. in mithral shirt (6 squares), base movement 40 ft.

Ranged +1 *composite shortbow* +13/+8 (1d6+3/x3) or +1 *composite shortbow* within 30' +14/+9 (1d6+4/x3)

Melee shortsword +9/+4 (1d6+2/19-20)

Base Atk +7; **Grp** +9

Atk Options Acrobatic Charge, Agile Fighting (+2/+3), Improved Skirmish (+4d6, +3 AC), Manyshot, Rapid Shot, Skirmish (+2d6, +1 AC)

Special Actions Defensive Roll (2/day), Kip up

Combat Gear tanglefoot bag

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8

SQ Battle Fortitude +1, Improved Evasion, Fast Acrobatics, Fast Movement, Skill Mastery, Slow Fall (30 ft.), Steady Stance, Trackless Step, Trapfinding, Uncanny Dodge

Feats Improved Initiative, Improved Skirmish, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow)

Skills Balance +14, Climb +10, Escape Artist +16, Hide +12, Jump +14, Move Silently +12, Sense Motive +9, Tumble +19

Possessions combat gear plus +1 *composite shortbow* [Str +2], 2 quivers w/ 20 arrows each, shortsword, dagger, +2 *mithral shirt*, *cloak of resistance* +2, *skirmisher boots*

Acrobat Charge (Ex) A thief-acrobat can charge in situations where others cannot. He can charge over difficult terrain that normally slows movement or through allies blocking his path. This ability enables him to charge across a cluttered battlefield, leap down from a ledge, or swing across a chasm to get to his target. Depending on the circumstances, he may still need to make appropriate checks (such as Jump, Tumble, or Use Rope checks) to successfully move over the terrain.

Agile Fighting (Ex) A whirling, spinning thief-acrobat is a difficult target. At 2nd level, he gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses increase by 1.

In addition, a thief-acrobat takes no penalty to his AC or his melee attack rolls when kneeling, sitting, or prone.

This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Improved Skirmish (Ex) If a scout moves 20 feet instead of 10 feet with this feat while using skirmish, his skirmish damage increases by 2d6 and competence bonus to AC from skirmish improves by 2.

Skirmish (Ex) A scout uses mobility for extra damage and improved defense. He deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies to attacks taken during the scout's turn.

The extra damage only applies against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scout can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Also, the scout gains a +1 competence bonus to AC during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts till the start of his next turn.

A scout loses this ability when wearing medium or heavy armor or when carrying a heavy or medium load.

Defensive Roll (Ex) Once per day, a thief-acrobat can roll with a potentially lethal blow to take less damage from it than he otherwise would. See the rogue class feature, page 51 of the Player's Handbook.

At 5th level, a thief-acrobat can use this ability twice per day.

Kip Up (Ex) A thief-acrobat can stand up from prone as a free action that doesn't provoke attacks of opportunity. This ability works only if the thief-acrobat wears light or no armor and carries no more than a light load.

Fast Acrobatics (Ex) A thief-acrobat can avoid the normal penalties for accelerated movement while using his acrobatic talents. He ignores the normal -5 penalty when making a Balance check while moving at full normal speed. He can climb at half his speed as a move action without taking the -5 penalty on his Climb check. Finally, he tumbles at his full speed without taking the normal -10 penalty on his Tumble check.

Skill Mastery (Ex) A thief-acrobat has become so confident in the use of certain skills that he can use them reliably even under adverse conditions. When making a Balance, Climb, Jump, or Tumble check, he can take 10 even if stress and distractions would normally prevent him from doing so.

Slow Fall (Ex) A thief-acrobat reduces the effective distance of falls by 20 feet. At 4th level, this

improves to 30 feet. See the monk class feature, page 41 of the Player's Handbook.

Steady Stance (Ex) A thief-acrobat remains stable on his feet when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and he adds his class level as a bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Power-Up Suite (receives *haste* at caster level 11th, receives *bear's endurance*, *bless*, *cat's grace* at caster level 13th): **Init** +11, **AC** 25, touch 19, flatfooted 25 (+6 Dex, +6 armor, +3 dodge), **hp** 89, **Fort** +11, **Ref** +17, **Speed** 70 ft. (14 squares), **Ranged** +1 *composite shortbow* +17/+17/+12 (1d6+3/x3) or +1 *composite shortbow* within 30' +18/+18/+13 (1d6+4/x3), **Abilities** Dex 22, Con 18, **Skills** Balance +16, Escape Artist +18, Hide +14, Move Silently +14, Tumble +21.

8: DEATH IN THE FAMILY

ADVANCED GREEN ABISHAI **CR 10**

LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +6; **Senses** see in darkness; Listen +17, Spot +17

Languages Common, Infernal; telepathy 100 ft.

AC 23, touch 11, flat-footed 21

(+2 Dex, -1 size, +1 armor, +11 natural)

hp 133 (14 HD); regeneration 3; **DR** 10/good

Immune acid, fire, poison

Resist cold 10; **SR** 25

Fort +14, **Ref** +11, **Will** +11

Speed 30 ft. (6 squares), fly 40 ft. (poor)

Melee sting +20 (1d6+10 plus 2d6 acid and lingering damage) or sting +20 (1d6+10 plus 2d6 acid and lingering damage) and 2 claws each +18 (1d6+3) and bite +18 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +21

Special Actions *summon baatezu*

Combat Gear *oil of magic fang*, *potion of aid*, *potion of haste*, *potion of mage armor*, *potion of resurgence*

Spell-like Abilities (CL 14th):

At will—*command* (DC 13), *disguise self*

3/day—*charm person* (DC 13), *scare* (DC 14)

1/day—*suggestion* (DC 15), *wrack* (DC 17)

Abilities Str 24, Dex 14, Con 20, Int 11, Wis 14, Cha 14

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Ability Focus (Lingering Damage), Hover, Improved Initiative, Multiattack, Persuasive

Skills Bluff +21, Concentration +22, Diplomacy +4, Disguise +19 (+21 acting), Escape Artist +19, Intimidate +23, Listen +18, Search +17, Spot +18, Use Rope +2 (+4 bindings)

Possessions combat gear plus *amulet of natural armor* +1, *bracers of armor* +1, 100 gp

Lingering Damage (Ex) Creatures struck by a green abishai's sting attack must succeed on a DC 24 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1 green abishai; 1/day; CL 10th. This ability is the equivalent of a 4th-level spell.

Power-Up Suite: (receives *mass bear's endurance*, *mass bull's strength*, *mass cat's grace* at caster level 24th; used oils & potions of *aid*, *haste* (4 rounds remaining), *magic fang*): **Init** +8, **AC** 27, touch 15, flatfooted 22 (+4 Dex, +1 armor, +11 natural, +1 dodge), **hp** 161, **Fort** +16, **Ref** +13, **Will** +11 (+12 vs. fear), **Speed** 60 ft. (12 squares), fly 70 ft. (poor), **Melee** sting +24/+24 (1d6+13 plus 2d6 acid and lingering damage) or sting +24/+24 (1d6+13 plus 2d6 acid and lingering damage (DC 26)) and 2 claws each +22 (1d6+5) and bite +22 (1d6+5), **Grp** +23, **Abilities** Str 26, Dex 18, Con 24, **Skills** Concentration +24, Escape Artist +21, Use Rope +4 (+6 bindings).

FEATS

IMPROVED SKIRMISH [GENERAL]

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1 AC.

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn (see the skirmish class feature in the sidebar on page 25).

Special: A scout can select Improved Skirmish as one of her scout bonus feats (Complete Adventurer 13).

Source: Complete Scoundrel 78

INSTANTANEOUS RAGE [GENERAL]

You activate your rage instantly.

Prerequisite: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack but you may be flat-footed.

Normal: You enter a rage only during your turn.

Source: Complete Warrior 102.

MAD FOAM RAGER [GENERAL]

You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisite: Rage or frenzy ability.

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

Source: Player's Handbook II 143.

MAGIC DISRUPTION [RESERVE]

You can use your powers of abjuration to interfere with other casters' spells.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an abjuration spell of 3rd level or higher available to cast, you can attempt to interrupt another character's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduced by 2 (to a minimum caster level of 1st).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

Source: Complete Mage 44

POWER CRITICAL [GENERAL]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Source: Complete Warrior 103

RECKLESS RAGE [GENERAL]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Source: Races of Stone 143.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast with increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

Source: *Complete Arcane* 83

MAGIC ITEMS

SKIRMISHER BOOTS

Price (Item Level): 3,200 gp (8th)

Boot Slot: Feet

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: - and swift (command)

Weight: 1 lb.

These comfortable boots are made from soft doeskin.

Scouts (CA 10) prize *skirmisher boots*, but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started from this turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

Prerequisites: Craft Wondrous Item, haste.

Cost to Create: 1,600 gp, 128 XP, 4 days.

Source: *Magic Item Compendium* 136

SPELLS

BANDS OF STEEL

Conjuration (Creation)

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The interlocking hoops become briefly hot then disappear even as similar, larger bands streak from your outstretched hand toward the creature you indicate. With a satisfying metallic clank, the bands wrap around the indicated creature.

The victim must succeed on a Reflex save or be immobilized and this unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength check DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Strength check DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Source: *Spell Compendium* 24

BENIGN TRANSPOSITION

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Source: *Spell Compendium* 26

BLADE OF BLOOD

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Effect: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Red blood erupts along the weapon's blade, bludgeon, or point. The blood drips to spatter in thick, viscous drops upon the ground.

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: *Player's Handbook II* 103

DEFLECT

Abjuration [Force]

Level: Duskblade 2, wizard 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

This spell functions like *lesser deflect*, except that you gain a shield bonus to AC equal to 1/2 your caster level (round down) against the next attack made against you before the end of your next turn.

Source: *Player's Handbook II* 109

DISPELLING TOUCH

Abjuration

Level: Duskblade 3, wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched creature, object, or spell effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your touch causes one spell to rip free of its source and dissipate into nothingness.

You can use *dispelling touch* to end an ongoing spell that has been cast on a creature or object, or a spell that has a noticeable ongoing effect. You make a dispel check (1d20 + your caster level, maximum +10) against the spell effect with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell or until you fail all your checks. Magic items carried by a creature are not affected.

Source: *Player's Handbook II* 110

DUELWARD

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged (D)

The air around you crackles with magical energy as you finish uttering the last syllables of the spell's formula. You immediately feel as if your link to the arcane somehow has increased, filling you with confidence and a sense of security.

While a *duelward* spell is in effect, counterspelling is an immediate action for you, allowing you to counterspell when it is not your turn without having previously readied an action. You also gain a +4 competence bonus on Spellcraft checks made to identify spells being cast.

The first time you successfully counterspell while the spell is in effect (whether you counterspell as an immediate action or not), *duelward* is discharged.

Material Component: A miniature silk glove.

Source: *Spell Compendium* 75

ELECTRIC VENGEANCE

Evocation [Electricity]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 immediate action

Range: 5 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

As the creature strikes you, an arc of lightning springs from your body and blasts the creature in return.

You can cast this spell only when another creature has just dealt hit point damage to you with a melee attack. When you cast *electric vengeance*, a blast of lightning arcs from your body into the subject's; the arc deals 2d8 points of electricity damage +1 point per caster level (maximum +10).

Source: *Player's Handbook II* 111

ENERGY AEGIS

Abjuration

Level: Cleric 3, duskblade 3, sorcerer/wizard 3

Components: V, DF
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A nigh-invisible ripple of magical energy courses through the creature touched, granting it resistance against one type of energy specified by you during the casting the spell.

When you cast *energy aegis*, specify an energy type (acid, cold, electricity, fire, or sonic). Against the next attack using this energy type that targets the subject, it gains resistance 20.

Source: *Player's Handbook II* 111-112

EXPEDITIOUS RETREAT, SWIFT

Transmutation
Level: Bard 1, sorcerer/wizard 1
Components: V
Casting Time: 1 swift action
Duration: 1 round

In a breathless voice you call out, as if you were already running a race.

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Source: *Spell Compendium* 85

HALT

Transmutation
Level: Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3
Components: V
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

You utter the word "Halt!" and, in that instant, the creature's feet stick to the floor.

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor. The creature must stop moving, and cannot move farther in its current turn. This spell has no effect on creatures that are not touching the ground (such as flying creatures), and the subject can still use a standard action (if it has

one available in this round) to move by means of teleportation magic.

You can cast this spell even when it's not your turn; however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

Source: *Player's Handbook II* 114

INDOMITABILITY

Abjuration
Level: Sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level or until discharged
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

The spell's energy makes you feel impervious to wounds, if only for a limited time.

The *indomitability* spell protects its recipient from the first incapacitating attack the creature suffers during the spell's duration. An incapacitating attack is one that would reduce the recipient to fewer than 1 hit point. The attack must be one that deals damage; the *indomitability* spell offers no protection from nondamaging effects or attacks that kill or destroy without dealing any damage, such as death effects. Regardless of how much damage the attack deals, the recipient of the *indomitability* spell takes only enough damage to be reduced to 1 hp. The remaining damage from the attack is ignored. Once the spell protects the subject in this manner, the spell is discharged.

Source: *Spell Compendium* 121-122

RECIPROCAL GYRE

Abjuration
Level: Sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will half, then Fortitude negates; see text
Spell Resistance: No

You finger the tiny loop of wire in your hands as you complete the spell. You manipulate the magical aura of the target, creating a damaging feedback reaction, and the target explodes with white sparks.

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component: A tiny closed loop of copper wire.

Source: Spell Compendium 170

REJUVENATION COCOON

Conjuration (Healing)

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close Touch

Effect: Willing creature touched

Duration: 2 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You pass your hand over the body of your friend, drawing a cocoon of glowing yellow-green energy about him.

When you cast the spell, the *rejuvenation cocoon* forms around the subject. One round after the cocoon forms, it heals the subject of 0 points of damage per caster level (maximum 150 hit points) and purges the subject of poison and disease. At the end of the second round, the *rejuvenation cocoon* dissipates and the subject emerges, able to move and act freely.

The cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon. The subject can't move from the space it is in while cocooned, however.

The cocoon has hardness 10 and 10 hit points per caster level. If it is destroyed, the spell ends.

Material Component: A cocoon of a butterfly.

Source: Spell Compendium 172

RUBY RAY OF REVERSAL

Abjuration

Level: Sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

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

Target: One natural or magical hazard; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

From your fingertips springs a thin line of bright red light to negate the hazard before you.

Each version of this spell can target one of the hazards described below and "correct" it in the manner described. Unless specifically stated otherwise, this spell affects magical and mundane hazards of the indicated type equally. For example, a *ruby ray of reversal* can eliminate the webs of a monstrous spider or the effect of a *web* spell.

- Any trap targeted by the ray is sprung. This version of the spell can have adverse effects on creatures standing within a trap's area. You must be aware of a trap to cast *ruby ray of reversal* on it.
- The spell unties knots and causes chains, manacles, and similar restraining devices to fall away. *Entangle* and similar magical effects are dispelled. Doors (or chests, drawers, cabinets, and so on) that are locked, barred, or under the effect of an *arcane lock* spell are opened.
- A 5-foot-diameter hole is created in a *wall of force*, *forcecage*, or similar spell or effect. This function does not destroy the targeted effect, but creatures trapped by it might be able to wriggle free.
- A creature that has been polymorphed, turned to stone, or otherwise transformed from its natural state is returned to its natural form.
- A *magic jar* spell is dispelled if a *ruby ray of reversal* targets the crystal holding the caster's soul.
- Webs, slime, grease, and other substances that would hamper movement are destroyed in a 20-foot-radius spread.

Focus: A ruby worth at least 500 gp.

Source: Spell Compendium 177-178

SLASHING DISPEL

Abjuration/Evocation

Level: Duskblade 5, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One creature or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You rip away the spell energy infused within a creature, turning it into a harmful burst of energy that burns into the creature before dissipating.

This spell functions like *dispel magic* (PH 223), except as noted here. Any creature that has a spell effect removed from it takes 2 points of damage per level of the dispelled effect. If a creature loses the effects of multiple spells, it takes damage for each one.

Source: *Player's Handbook II* 125

STAND

Conjuration (Teleportation)

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One willing prone creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

Source: *Player's Handbook II* 125-126

STIFLE SPELL

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

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

Target: One creature casting a spell

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

As the creature casts a spell, you utter a simple magical phrase that momentarily confounds it.

You cast this spell to distract another creature as it attempts to cast a spell. The target must succeed on a Concentration check (DC equal to 14 + your key ability modifier + the level of the spell being cast) to ignore the distraction, or else it loses the spell.

Source: *Player's Handbook II* 126

WRACK

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Source: *Spell Compendium* 243

APPENDIX 3: WHO? WHAT? WHERE? WHEN?

The following information may be shared on a successful check for any of the following Skills:

- Gather Information
- Knowledge (local – Iuz's Border States)
- Knowledge (history)
- Bardic Knowledge

Mayor Mordianna Tamarel

- DC 10 - She is a high elven woman who used to be an adventurer before she retired and was a member of the Stonehouse Adventuring Company.
- DC 10 - She was a member of the Town Council for years before she became the Mayor.
- DC 15 - She was adopted into Clan Shandareth but no one seems to know what her original family ties are.
- DC 15 - She has an elven female bodyguard named Gale who is with her at all times.
- DC 15 - She entered into marriage with Arangil Tamarel but the marriage was short as Arangil's life was ended prematurely by someone named 'Mr. Coldeven'. Mordianna still wears black in mourning.
- DC 20 - It appears that the Mayor may have close ties with the 5th District.
- DC 20 - Is known to be quite the drinker and carouser.
- DC 22 - It is rumored that she often uses body doubles at public functions or for court interactions.
- DC 25 - It is thought that she has an extensive collection of spies as the Mayor is rarely surprised by any information she hears.
- DC 25 - It has been noticed that the Mayor is often found on the arm and in the company of Kashafen Tamarel, Lord of the elves. This causes many whispers behind closed doors.

The Stonehouse Adventuring Company

- DC 10 - A nearly all-female retired adventuring company whose motto was "Here to smite evil at no cost to you!"
- DC 10 - The Stonehouse Adventuring Company has close ties with the Temple of Norebo.
- DC 15 - Notable members include Mayor Mordianna, Fraek of Pelor, Wynda Ceara, and Releshi Elethiel-Rellen.

- DC 17 - There were only two humans in the Stonehouse, Fraek and a human female, while the rest of the company consisted of all elves.

Fraek of Pelor

- DC 10 - Only male member of the Stonehouse Adventuring Company.
- DC 10 - Powerful human cleric of Pelor who shows an overly youthful exuberance for everything he does.
- DC 12 - Can often be found just wandering the streets, seeking out those that need his aid.
- DC 15 - Created the Helper Hands of Pelor to assist those in need, but the group is currently lacking in momentum or success.
- DC 20 - He recently had an artifact known as the Effulgent Candle stolen from him; it was never recovered.

Larduin

- DC 10 - It is unknown what elven clan affiliations he holds, if any.
- DC 15 - Larduin is a rarity in that he is a high elven worshipper of the god, Olidammara.
- DC 20 - Assisted in the recovery and suspected of the subsequent theft of something called 'The Ritual of Everlasting' at Delvenbrass. This 'Ritual' was never recovered, though Larduin was detained and questioned regarding its whereabouts.
- DC 30 - A suspected member of the mysterious organization called the 'Gardeners'.
- DC 35 - A suspected member of a mysterious organization call the Blood Owls.

Releshi Elethiel-Rellen

- DC 5 - She is a member of the elven clan Oronodel.
- DC 10 - Releshi used to be an adventurer and was a member of the Stonehouse Adventuring Company.
- DC 10 - She is married to Calentir Elethiel-Rellen and is mother of Aensylorin, who is one of the contested heirs to the elven clan Shandareth.
- DC 15 - She is an ex-Knight of the High Forest and is currently wanted by the Knights for unknown crimes.
- DC 15 - Currently acting as general of the forces loyal to the Oronodel faction in the Elven Civil War.
- DC 15 - For some time she masqueraded as having copper dragon heritage though she recently

revealed that it was green dragon blood she carried.

- DC 20 - She is a known agent for the mysterious force named 'The Dawn'.

Wynda Ceara

- DC 10 - She is a member of the elven clan Ornodel and is currently serving as the clan's appointed liaison in the Elven Court.
- DC 10 - Wynda used to be an adventurer and was a member of the Stonehouse Adventuring Company.
- DC 15 - She is a member of the Guildsmen of the High Art though she hasn't been seen frequenting its halls with any regularity.
- DC 15 - She is known to be a strong supporter of Releshi and Calentir Elethiel-Rellen, along with their son, Aensylorin.

Imbria Greyriven-Menanine

- DC 10 - Imbria was a member of clan Volmiryth before she became a member of clan Shandareth and married Kidraeth Menanine.
- DC 15 - She is constantly seen in companionship with Mnemosyne Menanine-Rellen and is considered by many to be the Shandareth noble's best friend.
- DC 15 - She is a member of the Guildsmen of the High Art.
- DC 17 - She is the mother of Kyrian, a half-fey child who is nearly grown to adulthood, even though he was only born two years ago.

Mnemosyne Menanine-Rellen

- DC 10 - She was adopted into the elven clan Shandareth and House Menanine before marrying Ixtacious Rellen.
- DC 15 - She is the mother of Rhynian Rellen, who is one of the contested heirs for the elven clan Shandareth.
- DC 20 - She is known to be a close friend of Imbria's – some say a little TOO close.
- DC 20 - She was originally betrothed to Calentir Rellen until it was found that he had already married Releshi Elethiel in secret.
- DC 30 - A suspected member of the organization known as the 'Gardeners'.

Kidraeth Menanine

- DC 10 - He is the current ruler of Twilight Keep, a holding within the Fey Realm.
- DC 15 - Kidraeth is half-fey and half-elven, belonging to the elven Clan Shandareth.

- DC 15 – He is currently married to Imbria Greyriven-Tamarel.
- DC 15 - He is the father of Urien, Inaryn, and Kyrian.
- DC 20 - Originally snatched something called 'The Rod of Highfolk' from an Iuzian that stole it from a group of adventurers shortly after it was found. He then held a special court in order to determine who would end up in possession of the Rod. A young elven man named Lysander ended up with possession of the Rod and determined that it should remain in the care of Kidraeth and Twilight Keep.

Arangil Tamarel

- DC 10 - He was an adventurer before he decided to retire and marry Mayor Mordianna.
- DC 15 - He was a member of the Knights of the High Forest.
- DC 20 - Thought to have been murdered by a brigand named Mr. Coldeven while he was trying to apprehend the highwayman.

Ixtacious Rellen

- DC 5 - He was known as the Voice of the King.
- DC 10 - He originally was married to a woman named Alisnata and they had a son together named Cenet. Unfortunately, Cenet was killed in CY592, thus eliminating the elder heir to the Rellen House. Alisnata took her own life a few years later.
- DC 10 - After the death of his son, Ixtacious adopted a few adventurers into his household naming Calentir Rellen as his new heir.
- DC 15 - Thought to have been assassinated by Mr. Coldeven just before Calentir's and Releshi's public wedding but he was returned to life by Calentir's quick magic.
- DC 15 - In order to promote unity between the Shandareth houses, Ixtacious married Mnemosyne Menanine who, shortly after their union, was announced to be with child.
- DC 20 - Not long after it was announced that Mnemosyne was with child, Ixtacious was slain by a group of devils in the Hells. When resurrection magics were cast upon him, he chose not to return to the land of the living.

Mr. Coldeven

- DC 10 - Little is known about Mr. Coldeven other than he is a brigand and an assassin.
- DC 15 - He is the leader of a group of highway men and he wears a strange pumpkin-shaped helmet with brightly glowing yellow flame eyes. His

group of followers has adopted a similar pumpkin façade.

- DC 17 - Mr. Coldeven is thought to have once murdered Ixtacious Rellen and to have slain Arangil Tamarel when the Knight of the High Forest attempted to arrest him and his band.

Rod of Highfolk

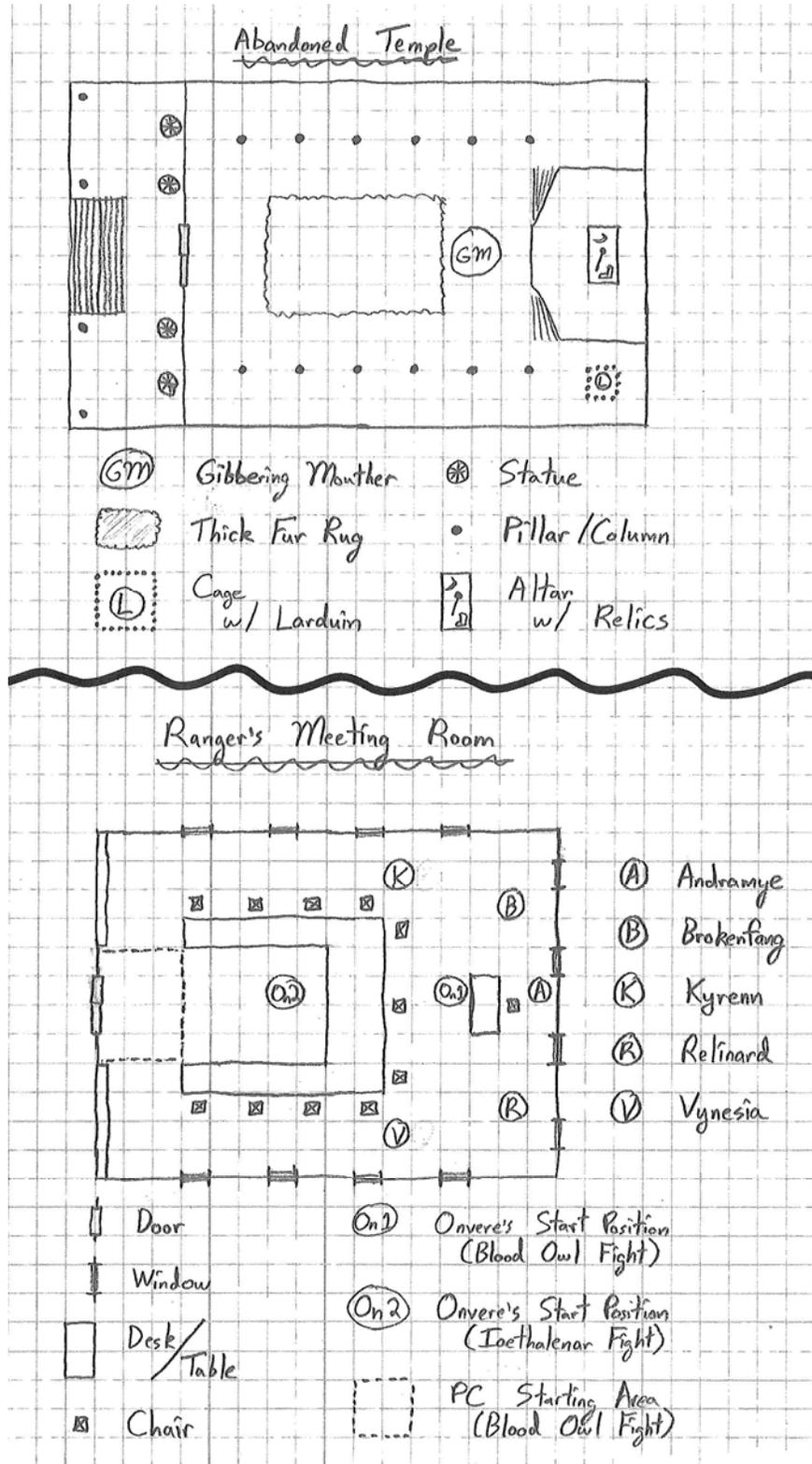
- DC 10 - Story has it that the Rod of Highfolk can be used to summon an army of Celestial Elves to fight for the Vesve but the Rod can only be used by one it finds worthy.
- DC 15 - Originally found by a group of Highfolk adventurers that were rallied to assault an army in service to the Old One that had organized a dig in the Baklunish ruins of Delvenbrass in the year CY593. The Rod was absconded shortly thereafter by an Iuzian spy; it disappeared for perhaps a year or so.
- DC 20 - Recovered by Kidraeth Menanine in CY594, he then held a special court in order to determine who would end up in possession of the Rod. A young elven man named Lysander ended up with rights to the Rod and determined that it should remain in the care of Kidraeth and Twilight Keep.

Golden Sickle

- DC 15 - This sickle was taken from the depths of Sallow Hold. Its blade is made of pure gold, and its hilt is white-leather-wrapped wood.
- DC 20 - When it was recovered from Sallow Hold, it was promptly used by a group of adventurers to free the strange entity known as Har'dro Ilharn, that the grugach had used for their own purposes while they occupied Flameflower in the year CY594.

Raiment of the Wood

- DC 15 - Thought to be comprised of four pieces – a tunic, a pair of gloves, a pair of bark-skin boots, and a mask of leaves.
- DC 20 - Said to have been created by Ehlenestra as she danced within the Vesve and dreamed of how to protect it and those within it.
- DC 25 - It is said that only a great hero can find and join all of the pieces of the Raiment of the Wood, and that it will help the hero stand before a great evil.



PLAYER HANDOUT 1: DEVOTED'S VISIONS

CHOOSING NEITHER SIDE...

Glancing to both sides, you swallow hard, the cacophony of battle strangely absent to your ears even as it wages all around. To your left, one party of companions stands assembled, frozen in time, weapon and spell at the ready. A reflection of the left lies to your right, as another party of companions stands ready, still as statues, unsure of what is to come. Your gaze lingers on the right, looking at the reason for the breaking of old bonds and friendships, as you forcibly push away the last bit of regret and worry from your stomach for the relationships you are about to change.

Within a moment, the sounds of distant battle ring in your ears, and the sudden weight upon your shoulders from two unexpected allies in your decision brings comfort and resolve to your actions. Both groups of former friends stop with your sudden appearance at the center of the field as you begin to speak. "This cannot pass..."

A CLANDESTINE MEETING...

"Mind if I join you, old friend?" the cheery voice asks, a bit of sly playfulness in the voice. The hazel-eyed man smirks as he looks up from his stack of open books, leaning back to view the blonde elf. "I see you got my message – I wasn't sure you'd respond, given how things ended up three years ago. Have you been well?" Pouring a mug of ale for his guest, the mage runs his hand through his silver-streaked hair, awaiting an answer to his inquiry. The elf smiles, accepting the offered beverage, before answering.

"Business is good," states the rogue matter-of-factly, before smiling widely, "though, your message intrigues me...you've finally found something? Are you sure?" Words are not needed, as both men smile, though the mage shrugs once. "I've found something, yes, and it's worth investigating. I do, however, need to have a businessman of your sorts acquire a few things for me, especially one thing in particular..."

CAUGHT RED HANDED...

Glancing about one last time, the elf smirks in satisfaction, as he approaches the ancient altar and sees his prize. He reaches for it, smiling widely when he grasps it. "And that's the last one – hope all this work is worth it for you two. Else, I'll make the mage eat his rat." Carefully examining the rod in his hands, he shakes his head and amends his last comment. "Scratch that – I like the rat."

Turning to leave, the elf's face goes white in fear, and terror fills his eyes. The sound of clattering announces the arrival of the rod against the dust-covered floor, the elf dropping it in his troubled state. Finally, after what seems an eternity, he finally stutters out a response. "You..."

DIFFERING INTERESTS...

The feminine hand finishes scribing the name, mostly concealed within the fold of the parchment; she gently blows upon the ink to dry it, the air escaping her crimson lips. She gives a half-smile, shaking her head in a bit of regret, before cleaning the feathered pen and placing it back in its holder. With grace, she raises the paper and hands it to the man, who nods in acknowledgement.

As the man turns to leave, he looks to the paper, and his mouth separates in surprise, agape at the name inside. Stopping in his tracks, he turns and looks for an explanation from the woman, who only nods once in confirmation to his unvoiced question. The man responds with a single nod, leaving upon his appointed task...

PLAYER HANDOUT 1: DEVOTED'S VISIONS (CONTINUED)

A MOMENT OF PEACE...

An auburn-haired, handsome elf stands looking out at a wooded clearing. The laughter of a small boy rings merrily through the air. A rare ghost of a smile graces the elven man's face and then broadens when a lilting woman's voice joins the boy's.

Brushing mahogany hair from his slanted eyes, a little elven boy hides poorly behind an oaken tree while a beautiful, emerald-scaled woman with massive iridescent wings playfully stalks him.

"Now, where did you go?" the draconic woman cries out. "I'll find you; you can't hide from me, little one! Momma is going to get you!" She tucks some stray red hair behind a pointed ear then growls good-naturedly, wings flaring out behind her.

The golden-robed elf takes a step forward and then stops as he is joined by a half-elven man with bright green eyes. Immediately, the golden-robed elf's posture stiffens and his smile vanishes. A heartbeat of time passes before he says coldly to the newly arrived half-elf, "THEY are perfect." A hint of wonder and pride color his cool tone.

The half-elf frowns at what lies unsaid before nodding in agreement. "They are. I hate to interrupt them as they are having so much fun, but then again, I'd like to join them!" However, before the brown-haired half-elf can think about moving, the auburn-haired elf says firmly to the two in the field, "Enough. We have things we must accomplish. Give the boy to his father."

The woman in the field momentarily ignores the elven man's shout. Quickly, she swoops in on the little boy, picking him up and lavishing kisses upon his face and neck as they both giggle delightedly. The tiny woman then approaches the two awaiting men, and gently hands the little boy to the half-elven man, kissing both as she does so. "Very well," she agrees.

DESTINY...

Two grey elves, one male and one female, stand silently facing one another; their matching auburn hair blowing in the faint breeze. The golden-robed male says something unintelligible to the faintly green-skinned female and she starts in surprise.

"Do this, and you will have life as you desire it – life with a Purpose."

The vision wavers.

Tip first, the elven man slides a red-tinted thinblade into the ground and steps away. With wide arms, he gestures. "Take it," he says, the words barely louder than a whisper. The elegant thinblade glitters in the last glimpse of sunlight and begins to pulse with its own ruddy glow.

The red-headed woman focuses intently on the blade and all it promises. She eyes it seriously, silence enveloping her. Two long fingered hands, scarred with calluses, brush her fluttering hair from her pixyish face.

The young girl closes her eyes, breathing deeply in the process. Heartbeats pass, then unable to help herself the slender woman opens her violet eyes, reaches down and deftly plucks the glinting blade off the ground; taking the sword up as well as everything it represents.

PLAYER HANDOUT 2: LEAIJRN'S REQUEST

Coldeven 13, CY598

I humbly request your presence in order to talk to you about a matter of the utmost importance. Please seek me out in my quarters in Quaalsten and utilize discretion.

*Sincerely,
Leaijrn Greenoak*

PLAYER HANDOUT 3: AZLAPYN

AZLAPYN

Male riding dog

N Medium animal

Init +4; **Senses** low-light vision, scent; Listen +10, Spot +10

AC 23, touch 14, flat-footed 19 (+9 natural)

hp 43

Fort +10, **Ref** +3, **Will** +5

Speed 40 ft. (8 squares), base movement 40 ft.

Melee bite +3 (1d6+3)

Base Atk +1; **Grp** +3

Abilities Str 15, Dex 18, Con 16, Int 2, Wis 12, Cha 6

Feats Track

Skills Hide +6, Survival +13

PLAYER HANDOUT 4: POTION LABEL

UNVRZL
ZULVNT