

Lies of Iron

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

Version 0.5

by Greg Marks

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The spider sits at the center of things on her web of iron. The faintest tremors at the corner of her web have long since caught her attention, but still she waits. Foolishly the prey ventures closer, timid at first and then more daring until it is caught. Only now as it struggles does she reveal herself, girded for war, in lies of iron. A one-round Highfolk Regional adventure set in the Vesve for APLs 4-12.

Resources for this adventure include Exemplars of Evil [Robert J. Schwalb], Ghostwalk [Monte Cook & Sean K Reynolds] Libris Mortis [Andy Collins and Bruce R. Cordell], Monster Manual IV [Gwendolyn F.M. Kestrel], Monster Manual V [David Noonan], and Player's Handbook II [David Noonan].

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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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

High Mage Avereen Volmiryth of Clan Volmiryth. The Iron Spider. Grandmother. She has all these names and more since she claimed the mantle of leadership for Clan Volmiryth so many years ago. She is the self-appointed spymaster of the Vesve elves and is quite possibly the most powerful member of the elven court. Few things happen in the Vesve without her notice.

Four years ago, a bright elf named Danellaran Ceara came to her, disillusioned with his own clan (Oronodel). She adopted him into her own family and sent him back to his former cousins as her spy. Since then Danellaran has provided her with invaluable intelligence on their maneuvers, plots, and alliance with a being known as the Ancient Protector.

Now, as things look grim and she needs his council more than ever, he has gone silent. Someone needs to extract her valuable spy if the Volmiryth are going to gather the last bit of crucial information before civil war engulfs the Vesve.

ADVENTURE SUMMARY

Introduction: The PCs are invited to an unusual early morning pie tasting in the Elven District where cloak and dagger is the order of the day, until they meet with their actual contact.

Encounter One: This is a meeting with Avereen Volmiryth during which she fully shows her true espionage acumen and explains that she has had a plant within the Oronodel for several years, and that it is finally time to extract that agent. She requires that the PCs insert themselves behind Oronodel lines and recover her agent Danellaran Ceara, while making it look like they were assassins sent to kill him. Some PCs may be magically compelled to assist.

Encounter Two: The party is sent to the north to investigate one of the towers raised by the Oronodel archmage, Wynda Ceara. Once they arrive, the PCs enter through the top and must bypass or endure a series of traps.

Encounter Three: The party searches the tower for the agent, trying to avoid too many confrontations with the tower guardians while still gathering useful information.

Encounter Four: The party locates Danellaran and helps him escape the tower. He assists in faking his own death.

Encounter Five: The party returns to Highfolk town where they discuss what Danellaran has learned. Avereen decides the time has come to involve Lord Kashafen Tamarel as well as the newly formed Duskblade Marshals.

Conclusion: The PCs, Danellaran, and Avereen meet with Kashafen and he renders a final decision based on the newly acquired information.

PREPARATION FOR PLAY

This section summarizes any information that the judge should determine about the participating PCs prior to the adventure beginning.

ABSENCE OF RESPONSIBILITY

For those PCs who are devoted to the Lady of the Wood, 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 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 their magical disguise or even refuse it completely. Be forewarned there may be consequences for refusing this as well as consequences if the magical disguise is pierced. The table judge may be called upon to determine this consequence.

For this adventure, there is no additional danger to a PC in favor of the Lady of the Wood, unless they choose to forgo acting as their *geas* commands in favor of warning her soldiers. This danger however is present regardless of whether the PC adopts their Absence of Responsibility or not.

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 may receive a special encounter or be specifically targeted during Encounter Three, Room 2; also refer to the Adventure Supplement for this adventure, if present. 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. All those who are copper, red, or silver Highfolk dragon disciples suffer the penalties as well.

PCs with the **Disrespectful** AR notation from HIG8-01 *To a Dead Queen's Court* are not affected in Encounter 3, Room 2 solely because of that AR item. However, if they qualify for another reason, such as being a dragonheart mage or dragon disciple, proceed as normal.

HIGHFOLK SPECIAL PCS

Determine if any PCs are “Born of the Vesve,” “Devoted of the Green and White” or belong to a specific Highfolk elven clan meta-organization, as these may affect both **Encounters 1** and **5**, as well as some AR awards.

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". Note that the Legendary Deed "Ender of Evil Ways" from HIG7-06 *Black Magic Halfling* may only be used once for this purpose; cross this favor off when used, even though the favor states it does not expire.

HIGHFOLK INFLUENCE CHART

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

INTRODUCTION

When the players are ready to begin, give them **Player Handout #1**. Once they have read it, determine if they plan to attend the offer, or if they would like to walk away from the adventure. None of the PCs have heard of Surelle (indeed, the name is made up), and all of them received the invitation via a courier. The young boy who delivered the note does not know the name of the young elven woman that hired him, and he cannot give a very detailed description of her. Proceed with the following read aloud text for this that wish to continue.

There are few people out this late spring morning. Finding your way through the Elven District, you approach the Sweet Roll Bakery as your invitation instructed. No lights are on inside the shop, though somewhere in the bakery the glow of the ovens lends a red cast to the rest of the store. Several others arrive at the same time as you.

Give the PCs a chance to introduce themselves. They have all received the same invitation.

It is up to the PCs to decide what to do, but there is little for them to do but knock. Anyone moving around the sides or rear of the building can look inside and note the baker Othlin (male, elf, com2) is preparing to open the bakery for the day.

Once the PCs get Othlin's attention, he comes to the front door, unlocks it, and inquires as to their business. If they say they are here for the pie tasting, he looks confused, explaining he has no idea what they are referring to. If they show him the note, or claim to have been invited by Surelle, Othlin gets a look of recognition, smiles and invites them right in.

"Ah, THAT pie tasting! Now I understand what you mean. Please follow me." The elven baker leads the way into the rear of bakery to the line of ovens. Reaching for one of the large glowing hot doors with his bare hand, he swings the door wide revealing stairs that descend below. "Just follow the corridor below the street. You'll find all the 'pies' at the end of the hall." And with that he shoos you inside.

Othlin does not want to speak about his magical fake oven, why he has secret stairs in his shop, or where the hidden corridor leads. If the PCs do not seem inclined to follow the secret passage, Othlin becomes concerned they may be imposters. He knows that anyone mentioning that name is supposed to be shown to the secret corridor, but if the PCs do not know it, he wonders if they really are who he thinks them to be. Othlin is paid to let people into the passage, but he does not actually know exactly where it goes and he is no spy. He asks if the PCs are sure they are really here to see Surelle, and he tries to hurry them down below before someone sees them. If they refuse, Othlin says he knows she will be disappointed that the PCs did not want some of her pies, but if they are truly afraid, perhaps its best they leave as they obviously do not belong here.

Assuming curiosity gets the better of them, proceed.

The stairs proceed down into darkness only a few feet. You must be right under the street out front. Following the corridor, indeed there are no other directions; you twist and turn through the darkness losing all sense of direction until you come to another set of stairs going up to a metal door.

The door is unlocked. Once the PCs proceed, move to **Encounter One: Pie Sampler**.

1: PIE SAMPLER

The door opens easily into a small sitting room. A young maid, waiting quietly in the center of the room, shyly casts her eyes downward as you enter. "Please follow me to the mistress' study. After I see you there, I will arrange for your pie."

She opens a door on the other side of the room and motions for you to enter. Though the doorway you can see an elderly elven woman seated in a rocking chair.

The PCs have traveled about one block underneath the Elven District into the estate of Avereen Volmiryth, the venerable matriarch of the Volmiryth clan. If the PCs

have not met her before, a successful DC 10 Knowledge (local) or Bardic Knowledge check suggests who she may be. PCs who are Devoted of the Green and White or who are Born of the Vesve receive a +4 circumstance bonus to this check. Members of the Clan Volmiryth meta-organization automatically succeed.

Being a powerful mage of vast experience in her place of power, assume Avereen has any preparatory spell you deem appropriate. In addition, she has a *true seeing* spell active when the PCs arrive which allows her to see through any PC adopting a disguise via the *Absence of Responsibility*. She is fully aware that these heroes exist, and she expects to cross paths with them; however she does not treat them any differently that she would other PCs. Before that PC leaves however, she privately reminds them of their promise to her and any repercussions of breaking their word (the *geas*). She encourages them to help her so they can hear what Danellaran has to say before they speak with their clanmates.

"Please, young ones, come sit with an old woman. I spent almost the entire day baking and I am dying to know what you think of my pies." The elderly woman gestures toward two comfortable looking divans. In between them there is a stack of plates, glasses, and silverware that sit next to a pitcher of milk. The condensation on the side of the milk pitcher suggests it has been chilled. Several maids enter bearing nearly a dozen pies; they place them on a table between you and the woman who idly fingers her staff.

You should note if any PC specifically says they do not eat the pie, in which case Avereen (much like someone's grandmother) asks if she could get them something more to their liking. If they say they are not hungry, she wonders aloud why they would come to a pie tasting if they did not plan on eating anything.

Avereen offers them a few moments of small talk, discussing the various fruity delicacies, but after a minute or two, or if someone else broaches the subject, she is willing to admit that pies are not the only reason that she has put them through all the subterfuge of this meeting.

"Now that you have had a small snack, breakfast being so important for growing youngsters such as yourselves, we should discuss the other reason for your visit. I need you to pick up a friend of mine who has lost his way and can't get home. He's awfully embarrassed and he doesn't want his other friends to know of his dilemma. Are you willing to

help me with this problem and bring him to me, thus sharing our little secret?"

Avereen will not go on until each PC has answered yes or no. She is casting a Stilled Silent *geas* (15th-level caster) upon PCs using a *rod of chain spell* disguised as her walking staff; those that refuse her request realize they have been the target of a spell, but as it offers no saving throw they are still a legal target. DM Note: As there are generally no 17th-level clerics in Highfolk, this spell cannot be removed during this adventure. Those PCs who know Fraek, possibly by meeting him in HIG6-02 *Heavy Upon a Heart* and joining the Helper Hands of Pelor are unable to contact or locate him, having heard that he was traveling on another plane.

Once all of the PCs agree to assist her she continues. If someone refuses, she continues anyway, but they know they are compelled to obey or be magically punished.

"My nephew Danellaran has fallen in with a bad crowd, and I need you to travel up north and bring him back. Have another piece of pie and I will tell you a story."

PCs that have played HIG8-02 *Intertwined* recognize Danellaran as the elven man in the alley at the beginning of that adventure.

Avereen begins to conversationally relate the follow details, allowing questions if asked. Her manner is more like a storytelling grandmother, rather than the crafty spymaster that her tale might otherwise depict.

- During the incident that brought Dargas Mor to light in CY 594, an Oronodel named Danellaran Ceara assisted me in learning more about a group known as the Blood Owls who at the time were clandestinely fighting the Old One's Shadowclaw. Shortly thereafter, he became conflicted about several members of his clan after they swore an oath to an entity of the deepwood, and he came to me seeking succor.
- The Volmiryth accepted him, and he was made one of our own. He then returned to the Oronodel as a deep cover agent feeding me a near constant stream of disturbing information on the Oronodel in the north.
- I have done what I could to guide our young Lord Kashafen and protect the Vesve, going so far as to ensnare the Stargazers into our politics and create the Duskblade Marshals that enforced the armistice. Sadly my efforts have not been sufficient.
- Now we teeter on the brink of all-out war. Not a war like that we fought against the Old One, a war that unified all the people of the Vesve; but rather a civil

war that will divide us and leave all weakened before a new evil.

- His reports have stopped, and I desperately need his vital information. I need Danellaran extracted from one of the Oronodel towers north of the Deepstil River. He is in the one they call *Sharr Melancholia*, or the Tower of Sadness. He will have a plan to cover his escape but he is waiting for one of my agents to retrieve him. That is why I am sending you.
- You (the PCs) may rest here for the day (allowing them to change spell selections) but may not leave, due to the sensitivity of this mission. Once you are ready I will arrange for near immediate transfer to the tower where you will be dropped onto its roof.
- I will provide each of you with a small talisman that when broken activates a very short term *feather fall* and *invisibility* spell, so it is important that you time it correctly as you are about to touch down upon the roof of the tower.
- You may take any familiars or animal companions capable of sharing spells with you, but mounts or normal animals will not survive the insertion unless you are able to protect them from the fall.
- Once inside locate Danellaran, drawing a minimum of attention to yourselves. If there are any witnesses, you must silence them so they do not give you away. It is likely that several of the Oronodel elders, including Speaker Wynda Ceara the archmage, are in residence and you cannot stand against their power. Stealth is your only choice.
- This mission is extremely dangerous, but the entire Vesve may hang in the balance. I cannot stress how important it is that you do not stray further into the tower than you need to in order to recover Danellaran.
- Once you have found Danellaran, he will have a plan for extraction. Perform as he requires and return here as quickly as you are able. Haste is of the essence.
- I can give you a description of what Danellaran looks like.
- I do know that the tower is protected against *teleportation* and *scrying* effects. While it is likely these effects operate inside the tower, they fail when directed inward.
- Oronodel PCs may question why they have been selected for this mission. Avereen says that she knows not all of that clan are lost and feels that if the PC partakes in the mission and hears all Danellaran has learned, they will see the light and be the voice to bring more of their cousins over the side of sanity. Besides, since they have already agreed to go, it

would be very unhealthy to back out now (a subtle threatening reference to the *geas* spell).

- If anyone asks if they have been the target of a spell cast by her, she admits her deception was necessary to ensure that all present have the same goals, at least until Danellaran is recovered and his information is relayed.

Once the PCs have had their questions answered, she offers them a package that contains the following items to aid in their assault:

- Arcane scroll of *detect secret doors*
- Arcane scroll of *magic weapon*
- Divine scroll of *magic weapon*
- Elixir of *sneaking*
- Potion of *cure light wounds* (x6)
- Potion of *lesser restoration*
- A fresh apple pie

She expects the items returned if they are not used. Once the PCs are ready to continue to the tower, proceed to **Encounter 2: Free Fall**.

2: FREE FALL

It was a troubling experience. Something unspeakable that you could only see out of the corner of your eye undulated behind you and oozed across your back; grasping you with a hundred wet hands, writhing tentacles, and whispering mouths.

And then you moved between the wall, sliding along angles you have never noticed before. In minutes you were under the roots of Vesve trees, soaring above the purple sun, and rubbed raw by the gritty clouds that felt like sand. Perspective stretches and snaps back like a bowstring, and the thing releases you suddenly. You are falling toward a tower that rises from the canopy below.

The pseudonatural creatures have covered the distance between Highfolk town and the Oronodel lands in a matter of minutes, traveling where mundane understandings of length have no meaning. With the letter of their binding fulfilled, the creatures release the PCs and return to the Far Realm. The PCs are freefalling directly above the tower.

FREE FALL

The PCs are falling and must attempt to correctly activate the talismans given to them by Avereen. The PCs are dropped from 500 feet above the tower. Breaking the talisman activates a short duration *feather fall* and *invisibility* spells that target the person breaking the talisman. Both effects last for the time it takes to *feather*

fall 60-ft (1 round). The trick is getting the timing exactly right. Doing so requires a DC 10 Wisdom check. Those who fail the check by 5 or less activate the talisman too soon and the talisman's magic runs out before the PC touches down. Such a character takes 1d6 points of falling damage for every 2 points (round up) by which they failed the check. If the PC fails by more than 5 points, they fail to activate the talisman in time, and suffer the full damage for the fall (20d6 points of damage). Anyone attempting to save a fellow PC (such as by casting a *feather fall* on a PC who fails to activate their talisman in time) must succeed on a second DC 10 Wisdom check with the same consequences as above.

Of course, the ability to cast their own *feather fall* or some items, such as a *safewing emblem*, may negate the need for the Wisdom check. A DC 15 Tumble check can be used to negate 10-ft. of the fall. There are no walls or handholds to use a monk's slow fall ability.

1. THE ROOF

Once the PCs have resolved their insertion, read or paraphrase the following read aloud text.

You stand upon a hexagonal crenellated roof, thirty feet across. A stone door with an ornate lock is in the wall to your southwest. Colorfully painted stone flowers sprout from the door, as if spring itself blooms from inside the tower.

Please see **DM Map #1**. The PCs begin in the middle of the tower. Anyone looking over the side notes that is very far to the ground (200 feet), and there appear to be sentries roaming around the base in the forest, but the trees make it impossible to see them clearly from the party's vantage without giving themselves away.

There are no windows on the sides of the tower and the only obvious way inside is the door. Should the PCs somehow manage to get a better view (flying down while *invisible* or use of *clairvoyance* or similar magic), the sentries are green-skinned Oronodel elves.

DOOR TRAP

The door to the inside of the tower is trapped. Anyone touching the door without unlocking it first causes a cloud of poison dust to spray out from one of the stone flowers. Setting off this trap does not alert anyone inside the tower or on the ground.

Reinforced Stone Door: 4 in. thick; hardness 8; hp 90; AC 5; Break DC 30; Open Locks DC varies (see door trap).

APL 4 (EL 3)

Ungol Dust Vapor Bloom: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); multiple targets (all targets in a 15-ft. cone); never miss; poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 20.

APL 6 (EL 4)

Ungol Dust Vapor Bloom: CR 4; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); multiple targets (all targets in a 15-ft. cone); never miss; poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 27; Disable Device DC 22.

APL 8 (EL 5)

Ungol Dust Vapor Bloom: CR 5; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 30); multiple targets (all targets in a 15-ft. cone); never miss; poison (purified ungol dust, DC 17 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 28; Disable Device DC 24.

APL 10 (EL 6)

Ungol Dust Vapor Bloom: CR 6; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 40); multiple targets (all targets in a 15-ft. cone); never miss; poison (purified ungol dust, DC 17 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 29; Disable Device DC 27.

APL 12 (EL 7)

Ungol Dust Vapor Bloom: CR 7; mechanical; touch trigger; manual reset; lock bypass (Open lock DC 40); multiple targets (all targets in a 15-ft. cone); never miss; poison (rarified ungol dust, DC 19 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 30; Disable Device DC 29.

STAIRS TRAP

Beyond the door, there are stairs descending down.

Beyond the door, the smell of damp earth wafts up from the clean stone stairs. The walls are carved in the likeness of many smiling faces, possibly elven children. A strange echoing of children's playful laughter comes from somewhere unseen, barely covering a woman's weeping. No one can be seen in what little light radiates from the outside.

A closer examination of the children's' faces suggests a malicious glee, rather than innocent playfulness. A DC 12

Knowledge (nature) check reveals that the faces depict not elven children, but rather fey creatures.

Anyone walking down the stairs who is not wearing a holy symbol of the Lady of the Wood is targeted by a devious fey enchantment. Those who wear the holy symbol openly where it can be seen (and not hidden in a bag or beneath clothing) are immune to this encounter trap. The laughter can still be heard on the rooftop so fleeing up does not save the PCs. Only leaving the tower, destroying the trap, disabling the trap, or descending to the next level saves the PCs from its effects. Setting off this trap alerts those NPCs in **Room 2**.

All APLs (EL 3–7)

Despairing Laughter Encounter Trap: See Appendix 1.

At the bottom of the 20 ft. spiral stair is a stone door to the next level. The door displays a heraldic symbol of an owl in front of the two moons of Oerth. A successful DC 10 Knowledge (nobility and royalty) recognizes this as a stylized version of the heraldry for Clan Oronodel. Any PC belonging to a Highfolk Elven Clan automatically succeeds and Devoted of the Green and White or Born of the Vesve PCs receive a +5 circumstance bonus to the roll.

Embedded in each of the owl's eyes is an ornate lock. It requires two successful Open Lock checks to bypass this door.

Reinforced Stone Door: 4 in. thick; hardness 8; hp 90; AC 5; Break DC 30; Open Locks DC varies (same as the DC of the lock on the roof door); requires two separate rolls.

Once the PCs have managed to open the door to the next level, proceed to **Encounter 3: Undercover**.

3: UNDERCOVER

Once through the door, the PCs enter **Room 2**, The Temple.

2. THE TEMPLE

Through the door is a large temple with a grand altar depicting a beautiful elven woman with reptilian wings clothed in a dress of autumn leaves. Torches emitting no heat bathe the room in a pale yellow-green light. In the dim light, you can make out stairs descending behind the altar. Green vines inexplicably grow from the walls.

This room is used in the worship of the Lady of Wood, and a ceremony is in progress when the party begins its insertion. If they triggered the trap protecting the stairs, the ceremony has stopped and the creatures are ready for the PCs.

The walls magically sprout thick green vines that can be used as the target of any plant-based spells. For example, those standing in the squares adjacent to a wall could be subject to an *entangle* spell.

Those PCs who suffer the Balance of Scales described at the beginning of this adventure experience a wave of fear upon glimpsing the statue of the Lady of the Wood. This does not apply to those PCs who have the AR notation **Disrespectful** from HIG8-01 *To a Dead Queen's Court*. This should be treated as dragon fear (MM 69) with a DC 39 Will save. PCs who are green Highfolk dragon disciples or who have taken the Verdant Oath should instead be filled with overwhelming feelings of bravery and receive a +2 morale bonus to Will saving throws while in the temple.

CREATURES

A group of the Lady of the Wood's followers is in the process of celebrating her when the PCs arrive. If the party triggers the stair trap, or batters down either of the doors, the followers are alerted and readied for the PCs with their power-up suites active.

Whether they are warned or not, all of the followers have previously participated in the ritual using Mlorik's Blessing of the Godless feat creating a pool of hit points that each member can draw upon as an immediate action to heal themselves. While each can draw up to their hit dice from the pool, that pool is listed under the description of Mlorik Nather.

APL 4 (EL 5)

Lizardfolk (2): hp 9, 13; MM 169.

Mlorik Nather: male grey elf cleric 4, hp 27; Appendix 1.

APL 6 (EL 7)

Lizardfolk (2): hp 9, 13; MM 169.

Mlorik Nather: male grey elf cleric 4, hp 27; Appendix 1.

Snissleer Hak: male greenspawn zealot, hp 45; Appendix 1.

APL 8 (EL 9)

Lizardfolk Bonecrushers (2): male lizardfolk barbarian 1, hp 19; Appendix 1.

Mlorik Nather: male grey elf cleric 5/divine oracle 1, hp 38; Appendix 1.

Snissleer Hak: male greenspawn zealot knight 2, hp 65; Appendix 1.

APL 10 (EL 11)

Lizardfolk Bonecrushers (2): male lizardfolk barbarian 2/fighter 1, hp 34; *Appendix 1*.

Mlorik Nather: male grey elf cleric 5/divine oracle 3, hp 48; *Appendix 1*.

Snissleer Hak: male greenspawn zealot knight 4, hp 85; *Appendix 1*.

APL 12 (EL 13)

Lizardfolk Bonecrushers (2): male lizardfolk barbarian 2/fighter 2/ranger 1, hp 47; *Appendix 1*.

Mlorik Nather: male grey elf cleric 5/contemplative 1, divine oracle 4, hp 68; *Appendix 1*.

Snissleer Hak: male greenspawn zealot knight 6, hp 105; *Appendix 1*.

Tactics

The lizardfolk rush towards the party trying to eliminate any that might try to slip around the sides to attack Mlorik, who they view as particularly blessed of the Lady of the Wood. They fight to the death to protect him. They rage at the first opportunity. They draw from the Blessed of the Godless hit point pool when appropriate, but are inclined to leave the hit points for Snissleer if he is present and in need.

At those APLs where Snissleer is present he moves directly to the front of the PCs' line, preferably plugging them up right at the entrance of the room with his knight abilities. He challenges dangerous foes so they cannot target Mlorik. If an opponent is particularly hard to hit, he uses his *touch of Tiamat* ability. Snissleer fights to the death.

Mlorik casts the spells listed in the power-up suites before the PCs arrive, provided he is aware of the party's approach. If he is not, he only has those spells that last more than one hour active. Mlorik focuses first on battlefield control, using spells like *entangle*, *wall of thorns*, or *hold person* to eliminate troublesome foes. Once that is accomplished he alternates between attack spells or curing/enhancing his allies. Mlorik tries to fight to the death, but if he is offered the chance to surrender and all of the others have been slain, he accepts unless the odds are good that he can win the battle or could easily slip down to the faerie gate room to make a last stand.

Treasure: The PCs can gain the following treasure here by defeating the worshippers:

APL 4: Loot 29 gp; Magic 576 gp; +1 *agility chain shirt* (96 gp), *periapt of wisdom +2* (333 gp), *rod of sliding* (117 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 605 gp.

APL 6: Loot 56 gp; Magic 619 gp; +1 *agility chain shirt* (96 gp), *periapt of wisdom +2* (333 gp), *rod of sliding* (117 gp),

scroll of remove blindness/deafness (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 675 gp.

APL 8: Loot 148 gp; Magic 912 gp; +1 *agility chain shirt* (96 gp), +1 *heavy mace* (192 gp), *least crystal of energy assault (cold)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of bull strength* (25 gp each), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 1060 gp.

APL 10: Loot 148 gp; Magic 912 gp; +1 *agility chain shirt* (96 gp), +1 *heavy mace* (192 gp), *least crystal of energy assault (cold)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of bull strength* (25 gp each), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 1060 gp.

APL 12: Loot 148 gp; Magic 1079 gp; +1 *agility chain shirt* (96 gp), +1 *everbright heavy mace* (359 gp), *least crystal of energy assault (cold)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of bull strength* (25 gp each), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 1227 gp.

Detect Magic Results: +1 *agility chain shirt* (faint transmutation), +1 *everbright heavy mace* (strong evocation), +1 *heavy mace* (faint transmutation), *least crystal of energy assault (cold)* (faint evocation), *periapt of wisdom +2* (moderate transmutation), , *potion of bull's strength* (faint transmutation), *rod of sliding* (moderate transmutation), *wand of cure moderate wounds* (faint conjuration), *scroll of remove blindness/deafness* (faint conjuration), *scroll of remove paralysis* (faint conjuration).

DEVELOPMENT

Should the PCs successfully capture any of the worshippers alive and in some way compel them to answer questions, all them are devote followers of the Lady of the Wood who believe her to be the personification of the Vesve who will drive the Old One, his followers, and the undead left behind by the Nightwalker, from the woods.

All of them also know that the master of this tower, Danellaran, is present within, and his room is somewhere below; though several of the Oronodel elders are also in residence on the ground floor with many, many elven and fey warriors who will certainly crush the PCs in the Lady's name.

While they answer questions if forced, they do their best to call out and scream a warning to any others who might be on the lower levels of the tower. This is a DC -10 Listen check modified for distance and doors. Thus

the creatures in Room 4 would need a DC 0 Listen check to hear shouting, or the battle.

If the party proceeds down the stairs, they lead to **Room 3, Hall of Ascension**.

3. HALL OF ASCENSION

At the bottom of the stairs, your path veers left into a long hallway with a set of double doors in the eastern wall and a door decorated with a green sunrise directly across from you. There is no light except the faint green light radiated down the stairs from the temple area above. The walls here are decorated with elaborate frescos, and the hall smells of dried leaves, despite no greenery being evident.

This hallway is not lit. Unless the PCs bring additional light, treat this area as shadowy illumination. None of the doors here are locked.

The walls are decorated with beautiful frescos done in an elven style. PCs who are Devoted of the Green and White or Born of the Vesve receive a +4 competence bonus to any skill checks made to identify the events depicted in the frescos. They depict the follow events:

Northwestern wall: A small wood-walled forest city is depicted with a great shadow falling over it. (A DC 10 Knowledge (local) suggests the artist is painting the town of Quaalsten.)

Western wall: A darkly cloaked Baklunish man is walking out the woods in the company of several shambling undead creatures. He looks back over his shoulder with hatred at the woods with eyes that have a cast of faint red. (If any PC has previously met him during the previous Highfolk story arc, they recognize the Nightwalker, a vampiric necromancer, who once plagued the Vesve. A DC 15 Bardic Knowledge or Knowledge (history) suggests the same.)

Southwestern wall: An elderly woman lies askew in her bed, her last breath escaping from her lips. A beautiful woman with glowing green eyes pets the elderly woman's forehead with an expression of love and caring. The younger woman looks similar to the statue in the temple above. (If any PC has previously met her in HIG6-08 *Dusk* or earlier, they recognize the elderly woman as Maegla the Dreamer, an Ehlonnian seer who has gone missing and is presumed captured or dead. A DC 15 Bardic Knowledge or Knowledge (history) suggests the same.)

Southern door: The door is laminated with painted green wood and ceramics to show the hints of a green sunrise just barely cresting over the horizon.

Eastern wall: The fresco here shows an elven man in druidic garb laying low a fierce black dragon in a swamp.

An owl with acid-green eyes sits on a nearby branch with its fell glowing gaze directed towards the battle. (Those that have met the druid Ioethalengar Elethiel in HIG7-07 *Faerly Moot* or HIG8-02 *Intertwined* recognize him.)

Eastern doors: The eastern doors show the beautiful elven woman with glowing green eyes walking through an idyllic forest scene. Smiling, she approaches a ring of seven mushrooms that faintly glow with a silvery light of their own.

If the PCs proceed down the stairs behind the southern door, go to **Encounter 4: Extraction** and see **Room 6, Stairs to Doom**.

4. CAVERNS OF SHADOWS LURKING

Beyond the striking doors, the next room looks like the inside of a cavern. Rough, natural stone covers the walls and the faint sound of dripping water can be heard coming from some distant corner. Stalactites hang from the ceiling; in some cases almost reaching to the ground and making it hard for you to see a chained silver door at the far end of the room.

This room is the last step before the fey gate, and as such little pieces of that realm bleed over into this plane. The room is filled with a nondescript moonlight that provides shadowy illumination. Spells with the [Light] descriptor of 4th-level or lower cannot overcome this effect, though higher level spells will.

The darkness is filled with shadows, cast from no particular object. They seem to move when one's gaze is turned, and occasional faint incomprehensible whispers come and go, giving the overall impression of being stalked by some unseen menace. Animals and magical beasts with an Intelligence of less than 5 must succeed on a DC 11 Will save or be shaken and refuse to enter the room; this is a Fear effect. Animal companions with two Attack tricks (to attack the unnatural) can be forced into the room despite being shaken. More intelligent creatures (such as the PCs) may be disturbed but can force themselves to overcome their fear.

CREATURES

A fey joystaler, Etheus, and his deceased Oronodel companion, Aelen, have been charged with guarding this gate to the fey realm alongside the allips. They wait here endlessly, wallowing in insanity for the chance to drain the emotions from someone unlucky enough to enter. Occasionally, Danellaran tosses some unlucky animals into the room to keep them from wandering through the rest of the tower.

Due to their tortured insanities, neither Etheus nor Aelen are affected by the allips' babble attack.

APL 4 (EL 7)

Allip: hp 26 (each); MM 10.

Etheus Emptyheart: male joystealer, hp 27; Appendix 1.

Aelen Elethiel: female spectral lyrist, hp 39; Appendix 1.

APL 6 (EL 9)

Allip (2): hp 26 (each); MM 10.

Etheus Emptyheart: male joystealer hexblade 2, hp 41; Appendix 1.

Aelen Elethiel: female advanced spectral lyrist dirgesinger 1, hp 71; Appendix 1.

APL 8 (EL 11)

Alarming Allip (2): advanced allip lurking terror 1, hp 54 (each); Appendix 1.

Etheus Emptyheart: male joystealer hexblade 4, hp 55; Appendix 1.

Aelen Elethiel: female advanced spectral lyrist dirgesinger 3, hp 79; Appendix 1.

APL 10 (EL 13)

Alarming Allip (2): advanced allip lurking terror 3, hp 68 (each); Appendix 1.

Etheus Emptyheart: male joystealer fighter 2/hexblade 4, hp 69; Appendix 1.

Aelen Elethiel: female advanced spectral lyrist dirgesinger 5, hp 87; Appendix 1.

APL 12 (EL 15)

Alarming Allip (3): advanced allip lurking terror 3, hp 96 (each); Appendix 1.

Etheus Emptyheart: male joystealer fighter 2/hexblade 4/ranger 2, hp 81; Appendix 1.

Aelen Elethiel: female advanced spectral lyrist dirgesinger 5/sorcerer 2, hp 93; Appendix 1.

Tactics

The allips begin by babbling in an attempt to eliminate some threats, while hiding in plain sight if this adventure is being played at an APL where they have that ability. They then use their incorporeal touch on the same target, choosing one who isn't fascinated. If a PC tries to turn or rebuke undead, they become the new favored target. The allips fight until dead.

Etheus likes to target a heavily armored, slow moving, likely low Will save fighter type; particularly one who seems to be suffering the effect of ungol dust or the *despairing joy* trap. He then uses his hexblade curse, dark companion, and *phantom threat* upon the same individual and attacks, possibly concentrating on the same target as

Aelen if advantageous. Etheus cannot feel emotion, and so has no fear of death.

Aelen starts by offensively using a bardic music or dirgesong ability (which is best varies with APL), but is particularly fond of her *song of horror*. After that she helps Etheus to the best of her ability, likely attacking the same target. If available at the APL, and if they are warned of the PCs approach by combat on the floor above, she uses her *song of bolstering* to aid her and the allips before the PCs arrive.

Treasure: The PCs can gain the following treasure here by defeating the guards of the faerie gate:

APL 10: Magic 947 gp; +1 *stygian falchion* (697 gp), *chronocharm of the horizon walker* (42 gp), *counterstrike bracers* (208 gp); Total 947 gp.

APL 12: Magic 1776 gp; +1 *hunting stygian short sword* (1526 gp), *chronocharm of the horizon walker* (42 gp), *counterstrike bracers* (208 gp); Total 1776 gp.

Detect Magic Results: +1 *hunting stygian short sword* (moderate abjuration, moderate necromancy), +1 *stygian falchion* (moderate necromancy), *chronocharm of the horizon walker* (faint transmutation), *counterstrike bracers* (faint transmutation).

If the PCs proceed through the silver door, see **Room 5**, the Fey Gate.

5. FEY GATE

The door of silver is covered in extensive scrollwork, creating whirls and gentle curves. A slight silver chain is wrapped around the door, appearing to pass through the jamb, then behind the door only to wrap again around to the front. A small lock holds the two ends of the chain together.

This door is an entrance to the faerie realm, though it has been sealed by powerful magic. No power currently available to the PCs can open this door, though if they spend more than a few moments examining the door, its lock, or chains they discover they are not alone. Someone or something gently tries the knob, causing it to twist back and forth slightly. After that there is a faint knock on the door, like a child cautiously tapping on the other side. A childlike boyish voice calls out such that all in the room can hear him, *"Hello? Is anyone there? It's ever so dark in here. Can you please open the door? Please. I'm scared."* Whatever the creature is, it speaks Common, Elven, and Sylvan. It pleads to be set free, and when the PCs are unable to comply, the voice becomes deep, inhuman, and angry and something heavy begins throwing itself against the door, which holds fast despite its slight appearance. The creature does not identify itself,

and given that it is on another plane, it is out of the range of the divination spells available to most PCs. Should they somehow be able to scry upon it, they see only a misty darkness.

4: EXTRACTION

Once the PCs make it three floors down, they have a brief measure of respite, as there are no foes to be fought and they may even find a sanctuary.

6. STAIRS TO DOOM

To the south, a wide stair leads down to another floor, with the sounds of dozens of voices echoing up from below. A small door is on the eastern wall.

This stair leads to the ground floor and the lower halls of the Tower Melancholia. It is clear there are many people congregating on the next level and descending down the stairs is a poor idea. The DM should remind any PC who wishes to continue not only of the extreme danger, but also that to do so threatens the rest of the PCs' mission.

If the PC persists, tell them they can see many green-skinned elves, fey creatures, and draconic creatures. Anyone continuing hears the door open behind them and Danellaran warns them against continuing.

TROUBLESHOOTING

If PCs still persist, Danellaran immediately flees the scene via the fey gate. The soldiers on the bottom floor attack any PCs they do not recognize as members of Clan Oronodel (and not just people wearing Oronodel colors; since Oronodel is a small clan and they are all related, they know who their cousins are). Oronodel PCs are held until they can be questioned at length (giving other PCs a chance to flee).

If it is necessary to run a combat, start by having Archmage Wynda Ceara (18th-level) cast *prismatic spray* (DC 26), followed by a quickened *fireball* (DC DC 23), followed by her owl familiar performing a movement that triggers her *contingency* to *teleport* away. Then the rest of the enemies with the same combat statistics as double the creatures found in Encounter 3, Room 2 come up the stairs. In the next round, add a nymph (MM197) to the enemies along with six green-skinned elves (use the same statistics for the elves as the lizardfolk). If the PCs manage to defeat all of these enemies, they find a stairwell going down to a level below the ground but it is warded somehow against their passage and they cannot pass.

7. THE SPIES' ROOM

An unlocked door leads to a large room. A sleeping area with bed and wardrobe dominates the rear, with the closer area covered in books, scrolls, and arcane apparatuses.

This room belongs to Danellaran and when he sees the PCs, he is wary and asks who they are; once he knows that they are they to assist in his rescue, he smiles slyly and says that it is about time.

He has a plan to escape but needs someone to help him enact it. He drags a locked footlocker out from underneath his bed and opens it. Inside is a body, dressed in similar clothes, that looks just like Danellaran. He explains that it is an inactive *clone* and the PCs should attack it as if they were killing him. He instructs that they should use spell effects, blades, arrows, or whatever else the PCs have used in the tower while defeating the other inhabitants. It needs to look like the PCs came here to assassinate him. He cannot do it himself in case divination spells are used, it needs to appear that he was murdered. Once done, he asks one of the PCs to draw a holy symbol of the Old One on the wall. His run-ins against the Shadowclaw are well known among his Oronodel cousins, so Iuz's minions coming for him would be a believable reason for his death.

Once done, he produces a slender silver key which he says unlocks the fey gate on the floor above. Danellaran plans to walk through the faerie realm to another Vesve gate and come back to the Prime Material. He is unaware of any danger on the other side of it and is quite curious if the PCs have any story about hearing something trying to get inside. In the end, it is the only way out and he believes it more plausible if some horror breaks into the tower.

TROUBLESHOOTING

If the party has come straight to Danellaran without encountering the creatures guarding the gate, Danellaran asks that the PCs go up and deal with them. He cannot risk accompanying them because if one should escape, they could identify him as still being alive.

He warns the PCs that the guardians are some kind of incorporeal monsters that drain one's will, though he does not deal with them other than to toss animals inside the room to feed them. They were put here prior to his arrival and assuming control of the tower.

THROUGH THE GATE

Once the party has done their best to fake Danellaran's death, he leads them up to the fey gate.

Danellaran produces the slim silver key and fits it into the slender lock. Before turning it, he gives the door one last listen, and hearing nothing he unlocks the chains and swings the door wide. On the other side of the door, the cavern continues to a yawning mouth that opens up to a moonlit sky. Danellaran waves you through, "Let's go."

As the PCs travel, they quickly find themselves in a moonlit, primeval forest that looks much like the Vesve, gone even more wild and ancient than it already is. Danellaran seems to know where he is going and he leads the party quickly through the trees.

Those characters that are Born of the Vesve, belong to Clan Oronodel, Clan Lleyuna, Clan Bælath'sinoth, Clan Ryanod, or have taken the Verdant Oath hear a child's crying. Do NOT tell the players what requirements were necessary for this encounter. Despite his oath and clan membership, Danellaran does not hear the crying. If no PCs in the party fit any of these criteria, simply skip this part of the encounter and proceed directly to **Exiting Faerie**.

Sitting on a fallen tree is a small elven girl. She is sobbing into her hands, and does not notice your approach. Her dress is dirty and torn, and her feet are bare. Twigs and leaves are snarled in her long blonde hair.

Allow the PCs a chance to decide what to do. If they simply pass her by, she does not stop them. Danellaran and any PCs who do not fit the requirements listed above do not see or hear her. If questioned on it, Danellaran assumes some fey creature is playing a prank on the PCs and urges them to move along.

If the PCs interact with the small girl, she stops crying and looks up at them.

The girl's sobs abate as she looks up at you. "Can you see me?" she asks. "Won't you please help me? I just want to go home, but I can't find my way."

The small girl claims to be Sharaliss and says she was separated from her family while walking in the woods this morning and now it's dark and she can't find her way home. The woods seems strange to her, and not like the Vesve she remembers. She has twice seen some other people here, both some dark men as well as some faerie creatures, but all of them behaved as if they could not see or hear her, and so she is quite happy that someone can actually see her. She just wants them to take her back to Flameflower so she can be with her family. In all ways the PCs might think to check, she seems just a scared little girl in need of help.

She begs any PC capable of seeing her to help her and if they refuse, tears well up in her wide green eyes and she begins sobbing again. If anyone agrees, she hugs them tightly and takes their hand. If multiple PCs are capable of helping her, the DM should be clear if some PCs are helping her and some are refusing to.

EXITING FAERIE

After Danellaran's direction the PCs find their way to a ring of glowing mushrooms that look disturbingly like those depicted in the fresco in **Room 3**.

Danellaran begins rushing through the bushes. "This is it. It will take us back to Oerth somewhere in the northern wood." In a hilltop clearing you find a ring of seven mushrooms that are faintly glowing with a silvery light of their own.

Danellaran plans to step through unless the PCs stop him. If others are concerned about returning via this particular faerie circle, Danellaran believes that it is simply a coincidence that it is similar to the painting, though he does not know who the artist was or from where they drew their inspiration. He once again affirms his intention to pass through the circle. If the PCs are truly dead set against passing through this portal, he stresses the need for the timely return of his report. If that still does not convince them, Danellaran agrees to seek another portal. Unless the PCs are capable of casting *plane shift* themselves, they lose 6 TUs searching for another way home.

If the PCs step through the gate, they are transported back to the Vesve.

Stepping into the circle is like plummeting into a pool of cold beer. Bubbles tickle your nose, and your head swims with a rushing sensation. Though they are right beside you, it is hard to see your companions and you cannot see anything behind them.

Then, all at once, you are lying in dew-covered grass atop a hill that reaches above trees of Vesve green. You are home.

All PCs that have traveled through the faerie gate receive **Touched by the Fey** upon their AR. If Sharaliss is accompanying any helpful PCs, add this additional text.

As your eyes clear, you see little blonde Sharaliss smiling up at you, green eyes beaming. She squeezes your hand tightly and then there is pop like the bursting of a soap bubble and she is gone. Despite her disappearance, you hear the echo of her childish

giggling and little legs running through the underbrush. You feel the faintest childlike grip still on your hand.

All PCs that helped Sharaliss receive **Hand in Hand** on their AR.

5: DEBRIEFING

This encounter begins after Danellaran has led the PCs through the woods and into Flameflower.

The Volmiryth manor in Flameflower bespeaks of age and secrets. You are seated in a grand dining hall, in the dim light of hundreds of candles. Dozens of pies rest upon crystal plates on the marble topped table. Avereen gestures to the table, "Don't be shy, help yourselves to a piece of pie while we talk. Danellaran, why don't you fill us in on what you have uncovered?"

Danellaran launches into a long report, but the DM should feel free to make this encounter as interactive as possible, answering questions put to him by the PCs rather than simply speaking at length while they only watch.

"I suppose I should start at the beginning. I have long suspected that something was amiss at the heart of my family. When I discovered the Volmiryth's dedication to routing out the cancers that infest our kind, I knew that I had found allies in the fight for the elves of the Vesve. Since then I have been gathering information on the Oronodel and their patron, the Ancient Protector. The Protector is known by many names such as the Emerald Dawn and the Lady of the Wood, but in truth she is Shardantheiss, a green dragon as old as the Vesve itself. Indeed she may be the first green dragon, and her power is tied directly to the health of the forest. In many ways they are one and the same. As such, she is a great foe of the Old One and of the Reaper, whose followers have both caused the Vesve harm.

Millennia ago, when the Oronodel first came to the northern Vesve, she offered the elders of our clan great power over the northern Vesve in exchange for a part of their souls. Unknowingly, many of the Oronodel became her first worshippers in her quest to become one of the divine. Since then, she has orchestrated a complex plan in which she amassed items and beings of great power and added their essence to her own. I can confirm that she has subsumed a piece of the tripartite artifact known as

the Gloom, the Effulgent Candle of Pelor, the Timeless Tree that was home of the Seer of All Time, her son the druid Ioethalenar Elethiel (though that appears unintentional), the Ehlonnan seer Maegla the Dreamer, the living artifact known as the Tree of the Arclight, the essences of the fallen celestials Love and Generosity, and the Air Key from Thamek Mor, as well as a Nerullian runecircle in the Clatspurs. There are no doubt more.

Soon she will have amassed enough power to finish her ascension. Time is short, a month, maybe two at the most and she will begin the ritual. I was unable to uncover the details of the planned ritual. I believe that I am no longer trusted within the inner circle.

That said, I do know where it will occur; likely before one of the faerie gates north of the Deepstil near the Oronodel's Garden of Memory. During a ritual under the full moon, she will use the cursed sword Purpose to sacrifice the Rellen heir. In the process, she will consume the essence of both while stepping through the fey gate to achieve the height of her power and godhood."

With the end of Danellaran's report, the room falls into silence.

Give the PCs a chance to ask questions before continuing. Danellaran tries to answer them to the best of his knowledge.

- Why did we see you accosting a messenger last month (events of HIG8-02 Intertwined)? *I heard Larduin was stealing artifacts and I feared that they would be used to further power Shardantheiss' quest for godhood. I was trying to locate him before it was too late.*
- Who or what was Sharaliss? *I don't know, but I fear you may have unwittingly released some new force on the Vesve.*
- Didn't the Volmiryth seal Purpose away long ago? *Following the Clan Wars, the Volmiryth did spirit the blade away to the north where it was re-entombed. Our ancient clansmen made a deal with a powerful force to empower the defenses, but it seems now that was part of Shardantheiss' plan to safeguard the Kinslayer for later us in this ritual.*
- Do you know anything we can use against the Oronodel or the Dragon? *Shardantheiss, Releshi, Ioethalenar, Calentir and Aensylorin all have truenames that they have used to enhance their power. I don't know them, but if we could find them, we would have a powerful weapon to use against them. Also, Calentir and Releshi seem to*

be able to sense each other's thoughts and it is possible that it is related to this. Calentir also has a green scale upon his left cheek that he has been hiding for years. I don't know if it is related to his gaining a truename.

- Who was that woman on the ground floor of the tower? *That was the Archmage Wynda Ceara. She's been very distracted and guarded of late and I think she may have plots of her own in the works.*
- Why did Onvere want those magic items a few months ago? *The Dawn and her followers now know it must be the Golden Sickle that Onvere was after, since he returned the Rod of Highfolk to Lord Kashafen and the Boots of the Raiment of the Wood to a group of adventurers; though they still don't know WHY he wanted it or what he plans to do with it.*
- Since you know about Purpose, what do you know about the Crossroads Battle or the coma Alysín Thanemantle is in? *Releshi was in fact killed after being weakened by performing a ritual, by Tymir Menanine while the Battle at the Crossroads was beginning; but she immediately returned to life and slew him in return. Releshi claimed that it must have been Tymir himself that injured Alysín Thanemantle, causing her current coma.*
- What do you know about the dragon consuming the Timeless Tree? *The Dawn seems to have gained a significant amount of power recently; whether it is from consuming the Timeless Tree or from her son Ioethalenar is unknown. Either way, she reportedly seemed more surprised than remorseful, though I am unsure we could ever understand the way she thinks. The event caused Releshi to be visibly upset at the loss of her brother, but Calentir's mood has lightened of late.*

Avereen folds her hands into her lap. "Well that's quite a problem now isn't it? I suppose it's time I do something." She signals to a nearby servant girl. "Giela, send a message to the Stargazers and have them muster the Duskblade Marshals. I shall have a special mission for them in the near future and I need to be ready."

Turning to you, she smiles. "I suppose our next stop will have to be Kashafen's home. I shall need you to help me convince him that the time has come. Civil war can no longer be avoided. For everyone's sake, all the Vesve must march north as soon as possible." The elderly elven woman

unsteadily gets to her feet and leans heavily upon her staff as she makes for the door.

The PCs are welcome to walk with Avereen to Kashafen's mansion. If they accompany her, the servants and guards do not stop the group and she walks directly into his great hall. Proceed to the **Conclusion**.

CONCLUSION

With Avereen at the head of your entourage, none of the guards stop you as you enter Kashafen's mansion. She leads you directly into his great hall where the Lord of the High Elves sits in a great wooden throne. Lady Mordianna Tamarel, mayor of Highfolk town sits on a small chair, to his right and one step below. Mordianna no longer wears the black of mourning that many have seen her draped in for the last year. Lady Mnemosyne Menanine-Rellen chats pleasantly with the two. All look up at your entrance.

"I must speak privately with you immediately, your Lordship," says Avereen stopping to lean upon her staff.

"Of course, High Mage Volmiryth. If you would excuse us, Lady Rellen."

Mnemosyne smiles, "Of course." She waits briefly for Mordianna to join her but when the other woman does not, Mnemosyne glares daggers at her before leaving the room. Avereen shares a raised eyebrow with you at the display before relating your tale in detail.

Avereen is complete in her description as it was imparted to her, but at the end asks if there is any detail or opinions the PCs would like to add. If asked about the nature of their relationship, neither Kashafen nor Mordianna answer and Avereen raps the PC's knuckles with her staff and apologizes for the impertinence of youth. After that opportunity, proceed with the following read aloud text:

"It seems I have little choice," Kashafen says producing a jeweled rod from his sleeve. "Fortunately, this was recently recovered. I shall wield the power of the Rod of Highfolk again to summon the celestial army to our aid." With a flourish, the Lord of the High Elves and Protector of the Vesve slams the rod upon his throne speaking a word that fails to stay within your mind.

He looks about expectantly but nothing happens. He slams the rod and again speaks the word, this time with more force, but still nothing happens. Looking closely at the rod his eyes widen.

The rod has dented and the gold leaf has flaked away where it roughly contacted the wood. "It's a fake," gasps Kashafen. "How can this be?"

Mordianna looks soberly towards Avereen, "Lady Volmiryth, is the alternate plan we discussed prepared?"

The elderly Avereen swallows deeply, "Nearly, though I had prayed we would never have need of such a devastating weapon."

With authority, Mordianna orders "Make it ready. The elves march to war."

Avereen looks up to Kashafen who is still staring open mouthed at the false Rod of Highfolk, waiting for some confirmation of the mayor's order. Seeing none forthcoming, she turns to you. "Come, children – our time here is done."

Those PCs who have returned with Danellaran and his information receive both **Danellaran's Dying Friendship** and **Really Good Pie** on their ARs.

MNEMOSYNE RELLEN

After the PCs leave the meeting, Mnemosyne contacts any PC members of the Highfolk Gardening Society meta-organization and asks them to explain everything that happened after she left to her. If no members are present, she instead contacts a PC that seems the most morally flexible and likely to tell her what she needs to know. She is most concerned that something has been said relating to her child or Releshi's child and the succession of House Rellen.

If the PC tells her what transpired, they gain **Contact: Mnemosyne Rellen** on their AR. This award can only go to one person per table unless there are multiple members of the Highfolk Gardening Society.

RETURNING TO THE ORONODEL

PCs devoted to the Lady of the Wood likely wish to return to the Oronodel and tell them what transpired once the letter of their *geas* has been fulfilled. These PCs meet with the Archmage of the Oronodel, Wynda Ceara, who is interested in what they have to say, but does not seem overly concerned. She does however thank them for coming to her, and says she will take care of everything.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

2: FREE FALL

Defeat the Door Trap

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Defeat the Stair Trap

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

3: UNDERCOVER

Defeat the Enemies in the Temple

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Defeat the Guardians of the Fey Gate

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

STORY AWARD

Extract Danellaran:

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 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.

INTRODUCTION

All APLs: Coin 10 gp

3: UNDERCOVER, ROOM 2

APL 4: Loot 29 gp; Magic 620 gp; +1 *agility chain shirt* (96 gp), *periapt of wisdom +2* (333 gp), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 649 gp.

APL 6: Loot 56 gp; Magic 903 gp; +1 *agility chain shirt* (96 gp), *hair shirt of suffering* (284 gp), *periapt of wisdom +2* (333 gp), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 959 gp.

APL 8: Loot 148 gp; Magic 1196 gp; +1 *agility chain shirt* (96 gp), +1 *heavy mace* (192 gp), *hair shirt of suffering* (284 gp), *least crystal of energy assault (Cold)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of bull strength* (25 gp each), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 1344 gp.

APL 10: Loot 148 gp; Magic 1196 gp; +1 *agility chain shirt* (96 gp), +1 *heavy mace* (192 gp), *hair shirt of suffering* (284 gp), *least crystal of energy assault (Cold)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of bull strength* (25 gp each), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 1344 gp.

APL 12: Loot 148 gp; Magic 1363 gp; +1 *agility chain shirt* (96 gp), +1 *everbright heavy mace* (359 gp), *hair shirt of suffering* (284 gp), *least crystal of energy assault (Cold)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of bull strength* (25 gp each), *rod of sliding* (117 gp), *scroll of remove blindness/deafness* (31 gp), *scroll of remove paralysis* (13 gp), *wand of cure moderate wounds* (4 charges) (30 gp); Total 1511 gp.

3: UNDERCOVER, ROOM 4

APL 10: Magic 949 gp; +1 *stygian falchion* (697 gp), *chronocharm of the horizon walker* (43 gp), *counterstrike bracers* (209 gp); Total 949 gp.

APL 12: Magic 1779 gp; +1 *hunting stygian short sword* (1527 gp), *chronocharm of the horizon walker* (43 gp), *counterstrike bracers* (209 gp); Total 1779 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 29 gp; Coin 10 gp; Magic 620 gp; Total 659 gp. (max 650 gp)

APL 6: Loot 56 gp; Coin 10 gp; Magic 903; Total 969 gp. (max 900 gp)

APL 8: Loot 148 gp; Coin 10 gp; Magic 1196; Total 1354 gp. (max 1300 gp)

APL 10: Loot 148 gp; Coin 10 gp; Magic 2145; Total 2303 gp. (max 2300 gp)

APL 12: Loot 148 gp; Coin 10 gp; Magic 3142; Total 3300 gp. (max 3300 gp)

ADVENTURE RECORD

Contact: Mnemosyne Rellen: For your help, Mnemosyne recommends you to her friends in the

Highfolk Gardening Society. If you are already a member of this organization, she instead recommends you to the Highfolk Traveling Circus.

Danellaran's Dying Friendship: Danellaran is very pleased that you helped kill him, and wishes to repay you. He is willing to help you track down one item on this AR at a later date. Change one item listed below to regional. If you are Devoted of the Green and White, you also gain access to the items listed below that are marked with a *.

Hand in Hand: You have led Sharaliss by the hand out of the faerie realm. While she is gone now, every so often you hear girlish laughter and feel her squeeze your hand. As long as you keep your left/right (circle one) hand, you are treated as having a planar fork for the plane of faerie. In addition, if you have taken or ever do take the Verdant Oath, you gain access to the Contemplative prestige class (CD).

Really Good Pie: Avereen offers to make you a really good fresh pie (your choice of flavor). It is so good in fact that should you eat it, you receive one free *restoration* spell cast at the end of an adventure. The pie must be fresh, and thus you cannot carry it with you. You must return to Highfolk to receive this benefit. If used after an adventure that does not take place somewhere within the Iuz meta-region, you must spend 1 TU returning to Highfolk. Once the spell is used, cross off this favor. If you are Devoted of the Green and White, you may use this favor twice before crossing it off.

Touched By the Fey: You are considered Touched by the Fey. When you have been Touched by the Fey three times, please contact the Highfolk Triad.

ITEMS FOUND DURING THE ADVENTURE

APL 4:

- +1 *agility chain shirt* (Adventure, CL 5th, MIC, 1,250 gp)
- *Goodberry bracelet** (Regional, CL 3rd; MIC)
- *Rod of sliding* (Adventure, CL 9th, MIC)

APL 6 (all of APL 4 plus the following):

- *Hair shirt of suffering* (Adventure, CL 9th; MIC)
- *Pendant of joy** (Regional, CL 5th; MIC)

APL 8 (all of APL 4-6 plus the following):

- *Amulet of emergency healing** (Regional, CL 5th; MIC)
- *Least crystal of energy assault (cold)* (Adventure, CL 3rd, MIC)

APL 10 (all of APL 4-8 plus the following):

- +1 *stygian falchion* (Adventure, CL 6th; MIC, 8,375 gp)

- *Chronocharm of the horizon walker* (Adventure, CL 3rd; MIC)
- *Counterstrike bracers* (Adventure, CL 5th; MIC)
- *Vest of the master evoker** (Regional, CL 9th; MIC)

APL 12 (all of APL 4-10 plus the following):

- +1 *everbright heavy mace* (Adventure, CL 12th; MIC 4,312 gp)
- +1 *hunting stygian short sword* (Adventure, CL 6th; MIC, 18,310 gp)
- *Rogue's vest** (Regional, CL 13th; MIC)

APPENDIX 1: APL 4

2: FREE FALL

DESPAIRING LAUGHTER

CR 3

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Lady of the Wood, the laughter rises and becomes even more mocking, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the laughter be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony laughter.

Search DC 18; **Type** Magic

Trigger Detection (*true seeing*); **Init** +1

Effect Joy drain (1d6 points of mental damage plus 1 point of Charisma damage, DC 14 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 6 rounds (after which the laughter returns to normal levels for 1 round before it resets)

Destruction AC 15; hp 14; hardness 8

Disarm Disable Device DC 21 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 15 (suppress for 3 rounds)

3: UNDERCOVER (ROOM 2)

MLORIK NATHERE

CR 4

Male grey elf cleric 4

NE Medium humanoid (elf)

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

Languages Common, Draconic, Elven

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 27 (4 HD)

Immune sleep

Fort +5, **Ref** +2, **Will** +9 (+11 vs. enchantment)

Speed 30 ft. (6 squares)

Melee morning star +3 (1d8)

Ranged longbow +4 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

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

Special Actions Blasphemous incantation (2/day), rebuke plants 2/day, spontaneous casting *inflict wounds*

Combat Gear *scroll of remove blindness/deafness*, *scroll of remove paralysis*, *wand of cure moderate wounds* (4 charges)

Cleric Spells Prepared (CL 4th):

2nd—*aid*, *barkskin*^D, *hold person* (DC 17), *sound burst* (DC 17)

1st—*bless*, *cause fear* (DC 16), *cure light wounds*, *entangle*^D (DC 16), *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect poison*, *mending*, *light*

Already cast if power-up suite is active

D: Domain spell. Deity: Emerald Dawn. Domains: Dragon, Plant

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

Feats Blessing of the Godless, Improved Initiative

Skills Concentration +8, Knowledge (religion) +8, Spellcraft +8

Possessions combat gear plus morning star, +1 *agility chain shirt*, longbow, 20 masterwork arrows, holy symbol (x2), spell component pouch, *periap of wisdom* +2, *rod of sliding*

Blasphemous Incantation (Su) All good creatures with 30 feet must succeed in a DC 13 Fortitude saving throw or be sickened for 1 round.

Blessing of the Godless 12 hit point pool (*dark pact*)

Power-Up Suite (*barkskin*, *shield of faith*):

AC 19, touch 12, flat-footed 19 (+5 armor, +2 deflection, +2 natural)

3: UNDERCOVER (ROOM 4)

ETHEUS EMPTYHEART

CR 5

Male joystealer

NE Medium fey (incorporeal)

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

Languages Common, Khen-Zai, Sylvan

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

Miss Chance 50% (incorporeal)

hp 27 (6 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +6 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -

Special Actions drain emotions

Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 19

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +13, Diplomacy +8, Disguise +4 (+6 acting), Hide +16, Intimidate +6, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in above ground natural environments)

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who

caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

AELLEN ELETIEL

CR 4

Female spectral lyrist

CE Medium undead (Incorporeal)

Init +6; **Senses** Listen +13, Spot +13, darkvision 60 ft.

Languages Common, Elven

AC 20, touch 15, flat-footed 18 (+2 Dex, +5 natural, +3 deflection)

Miss Chance 50% (incorporeal)

hp 39 (6 HD)

Immune undead traits

Fort +2, **Ref** +4, **Will** +7

Weakness inescapable craving (Charisma)

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +5 (1d6 Cha drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -

Special Actions Bardic music 6/day

Abilities Str -, Dex 15, Con -, Int 13, Wis 14, Cha 17

SQ Alter appearance, incorporeal traits

Feats Ability Focus (Charisma Drain), Alertness, Improved Initiative

Skills Bluff +12, Diplomacy +5, Disguise +12 (+14 acting), Intimidate +5, Listen +13, Perform (sing) +12, Spot +13

Alter Appearance (Su) As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 16).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 18 Fortitude save or take 1d6 points of Charisma drain. The save is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.

Physical Description: A smiling, drably-clothed elven woman.

2: FREE FALL

DESPAIRING LAUGHTER

CR 4

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Lady of the Wood, the laughter rises and becomes even more mocking, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the laughter be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony laughter.

Search DC 19; **Type** Magic

Trigger Detection (*true seeing*); **Init** +2

Effect Joy drain (1d6+3 points of mental damage plus 1 point of Charisma damage, DC 14 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 7 rounds (after which the laughter returns to normal levels for 1 round before it resets)

Destruction AC 16; hp 18; hardness 8

Disarm Disable Device DC 23 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 16 (suppress for 3 rounds)

3: UNDERCOVER (ROOM 2)

MLORIK NATHERE

CR 4

Male grey elf cleric 4

NE Medium humanoid (elf)

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

Languages Common, Draconic, Elven

AC 16, touch 10, flat-footed 16 (+5 armor, +1 natural)

hp 27 (4 HD)

Immune sleep

Fort +5, **Ref** +2, **Will** +9 (+11 vs. enchantment)

Speed 30 ft. (6 squares)

Melee morning star +3 (1d8)

Ranged longbow +4 (1d8/x3)

Space 5 ft.; Reach 5 ft.

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

Special Actions Blasphemous incantation (2/day), rebuke plants 2/day, spontaneous casting *inflict wounds*

Combat Gear *scroll of remove blindness/deafness*, *scroll of remove paralysis*, *wand of cure moderate wounds* (4 charges)

Cleric Spells Prepared (CL 4th):

2nd—*aid*, *barkskin*^P, *hold person* (DC 17), *sound burst* (DC 17)

1st—*bless*, *cause fear* (DC 16), *cure light wounds*, *entangle*^D (DC 16), *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect poison*, *mending*, *light*

Already cast if power-up suite is active

D: Domain spell. Deity: Emerald Dawn. Domains: Dragon, Plant

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

Feats Blessing of the Godless, Improved Initiative

Skills Concentration +8, Knowledge (religion) +8, Spellcraft +8

Possessions combat gear plus morning star, +1 *agility chain shirt*, longbow, 20 masterwork arrows, holy symbol (x2), spell component pouch, *hair shirt of suffering*, *periapt of wisdom* +2, *rod of sliding*

Blasphemous Incantation (Su) All good creatures with 30 feet must succeed in a DC 13 Fortitude saving throw or be sickened for 1 round.

Blessing of the Godless 16 hit point pool (*dark pact*)

SNISSLEER HAK

CR 5

Male greenspawn zealot

LE Medium monstrous humanoid (dragonblood)

Init +4; **Senses** darkvision 60 ft., Listen +1, Spot +10

Languages Common, Draconic

AC 21, touch 10, flat-footed 21

(+6 armor, +2 shield, +3 natural)

hp 45 (6 HD)

Immune acid

Fort +5, **Ref** +5, **Will** +8; Tiamat's grace, zealotry

Speed 20 ft. (4 squares) in banded mail, base speed 30 ft.

Melee heavy mace +10/+5 (1d8+3)

Ranged light crossbow +6/+1 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options favored enemy humans +2

Special Actions touch of Tiamat (+9 melee touch)

Abilities Str 16, Dex 11, Con 16, Int 10, Wis 12, Cha 12

Feats Improved Initiative, Iron Will, Weapon Focus (heavy mace)

Skills Listen +1, Sense Motive +10, Spot +10

Possessions banded mail, heavy steel shield, heavy mace, light crossbow with 10 bolts

Tiamat's Grace (Su) When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

Zealotry (Ex) Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

Favored Enemy (Ex) A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

Touch of Tiamat (Su) A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same amount of damage. The save DC is Constitution based.

Physical Description: Draconic yellow eyes glow within this creature's helm, and green scales glisten between the gaps in its banded mail. With a heavy mace in hand, it raises a shield emblazoned with the symbol of the Dawn and shouts a war cry.

Power-Up Suite (*aid, barkskin, shield of faith*):

AC 25, touch 12, flat-footed 25

(+6 armor, +2 shield, +5 natural, +2 deflection)

hp 54 (6 HD)

Will +8 (+9 vs. fear)

Melee heavy mace +11/+6 (1d8+3)

Ranged light crossbow +7/+2 (1d8/19-20)

3: UNDERCOVER (ROOM 4)

ETHEUS EMPTYHEART

CR 7

Male joystealer hexblade 2

NE Medium fey (incorporeal)

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

Languages Common, Khen-Zai, Sylvan

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

Miss Chance 50% (incorporeal)

hp 41 (8 HD); **DR** 5/cold iron

Fort +3, **Ref** +8, **Will** +9; +5 vs. spells and spell-like abilities

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +8 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** -

Special Actions drain emotions, hexblade curse 1/day

Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 20

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +14, Concentration +7, Diplomacy +9, Disguise +4 (+6 acting), Hide +16, Intimidate +7, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in above ground natural environments)

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Hexblade Curse (Su) As a free action a hexblade can curse a foe within 60 ft. to suffer a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage unless the target succeeds in a DC 16 Will save. Multiple hexblade curses do not stack

and if resisted, the foe cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effects of a hexblade's curse.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

AELLEN ELETHIEL

CR 6

Female advanced spectral lyrist dirgesinger 1

CE Medium undead (Incorporeal)

Init +6; **Senses** Listen +16, Spot +15, darkvision 60 ft.

Languages Common, Elven

AC 21, touch 16, flat-footed 19 (+2 Dex, +5 natural, +4 deflection)

Miss Chance 50% (incorporeal)

hp 71 (10 HD)

Immune undead traits

Fort +3, **Ref** +5, **Will** +11

Weakness inescapable craving (Charisma)

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +7 (1d6 Cha drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** -

Special Actions Bardic music 6/day, dirgesong

Abilities Str -, Dex 15, Con -, Int 13, Wis 14, Cha 18

SQ Alter appearance, incorporeal traits

Feats Ability Focus (Charisma Drain), Alertness, Improved Initiative, Requiem

Skills Bluff +16, Diplomacy +6, Disguise +17 (+19 acting), Knowledge (religion) +5, Intimidate +6, Listen +16, Perform (sing) +18, Spot +15

Alter Appearance (Su) As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 19).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 21 Fortitude save or take 1d6 points of Charisma drain. The save is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a -2 penalty on Will saving throws and a -2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10 + the

dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Physical Description: A smiling, drably-clothed elven woman.

2: FREE FALL

DESPAIRING LAUGHTER

CR 5

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Lady of the Wood, the laughter rises and becomes even more mocking, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the laughter be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony laughter.

Search DC 20; **Type** Magic

Trigger Detection (*true seeing*); **Init** +2

Effect Joy drain (1d6+3 points of mental damage plus 1d2 points of Charisma damage, DC 15 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 8 rounds (after which the laughter returns to normal levels for 1 round before it resets)

Destruction AC 18; hp 23; hardness 8

Disarm Disable Device DC 25 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 17 (suppress for 3 rounds)

3: UNDERCOVER (ROOM 2)

LIZARDFOLK BONECRUSHERS

CR 2

Male lizardfolk barbarian 1

N Medium humanoid (reptilian)

Init +0; **Senses** Listen +3, Spot +0

Languages Draconic

AC 19, touch 10, flat-footed 19 (+4 armor, +5 natural)
hp 19 (3 HD)

Fort +3, **Ref** +3, **Will** +0

Speed 40 ft. (8 squares)

Melee 2 claws +3 (1d4+1) and bite +1 (1d4) OR

Melee mwk battle axe +5 (1d8+1/x3) and bite +1 (1d4)

Ranged javelin +2 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options rage 1/day

Combat Gear *potion of bull's strength*

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
SQ Hold breath

Feats Multiattack, Weapon Focus (battle axe)

Skills Balance +6, Jump +7, Listen +3, Swim +4

Possessions combat gear plus masterwork chain shirt, masterwork battle axe, 5 javelins

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Power-Up Suite (*bull's strength*, raging):

AC 17, touch 8, flat-footed 17 (+4 armor, +5 natural, -2 rage)

hp 25

Fort +5, **Will** +2

Melee 2 claws +7 (1d4+5) and bite +5 (1d4+2) OR

Melee mwk battle axe +9 (1d8+5/x3) and bite +5 (1d4+2)

Ranged javelin +2 (1d6+5)

Grp +7

Abilities Str 21, Con 17

Skills Jump +11, Swim +8

MLORIK NATHERE

CR 6

Male grey elf cleric 5/divine oracle 1

NE Medium humanoid (elf)

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

Languages Common, Draconic, Elven

AC 16, touch 10, flat-footed 16 (+5 armor, +1 natural)

hp 38 (6 HD)

Immune sleep

Fort +5, **Ref** +2, **Will** +11 (+13 vs. enchantment)

Speed 30 ft. (6 squares)

Melee morning star +3 (1d8)

Ranged longbow +4 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

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

Special Actions Blasphemous incantation (2/day), rebuke plants 2/day, spontaneous casting *inflict wounds*

Combat Gear *scroll of remove blindness/deafness*, *scroll of remove paralysis*, *wand of cure moderate wounds* (4 charges)

Cleric Spells Prepared (CL 6th, 8th for divination):

3rd—*dispel magic*, *greater magic fang*^D, *invisibility*, *purge*, *magic vestment*

2nd—*aid*, *barkskin*^D, *hold person* (DC 17), *sound burst* (DC 17), *spiritual weapon* (+8 melee)

1st—*bles*, *cause fear* (DC 16), *cure light wounds*, *entangle*^D (DC 16), *shield of faith*

0—*cure minor wounds*, *detect magic*, *detect poison*, *mending*, *light*

Already cast if power-up suite is active

D: Domain spell. Deity: Emerald Dawn. Domains: Dragon, Oracle, Plant

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

Feats Blessing of the Godless, Improved Initiative, Skill Focus (Knowledge: religion)

Skills Concentration +10, Knowledge (religion) +13, Spellcraft +10

Possessions combat gear plus morning star, +1 *agility chain shirt*, longbow, 20 masterwork arrows, holy symbol (x2), spell component pouch, *hair shirt of suffering*, *periapt of wisdom* +2, *rod of sliding*

Blasphemous Incantation (Su) All good creatures with 30 feet must succeed in a DC 14 Fortitude saving throw or be sickened for 1 round.

Blessing of the Godless 24 hit point pool (*dark pact*)

Power-Up Suite (*invisibility purge*)

SNISSLEER HAK

CR 7

Male greenspawn zealot knight 2

LE Medium monstrous humanoid (dragonblood)

Init +4; **Senses** darkvision 60 ft., Listen +1, Spot +12

Languages Common, Draconic

AC 22, touch 10, flat-footed 22

(+6 armor, +2 shield, +3 natural, +1 *magic vestment*); shield block

hp 65 (8 HD)

Immune acid

Fort +5, **Ref** +5, **Will** +11; Tiamat's grace, zealotry

Speed 20 ft. (4 squares) in banded mail, base speed 30 ft.

Melee +1 *heavy mace* +13/+8 (1d8+4+1 cold)

Ranged light crossbow +8/+3 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Atk Options favored enemy humans +2, knight's challenge 2/day

Special Actions touch of Tiamat (+11 melee touch)

Abilities Str 17, Dex 11, Con 16, Int 10, Wis 12, Cha 12

Feats Improved Initiative, Iron Will, Mounted Combat^B, Weapon Focus (heavy mace)

Skills Listen +1, Sense Motive +10, Spot +12

Possessions banded mail, heavy steel shield, +1 *heavy mace* with *least crystal of energy assault (cold)*, light crossbow with 10 bolts

Tiamat's Grace (Su) When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

Zealotry (Ex) Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

Favored Enemy (Ex) A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

Touch of Tiamat (Su) A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same amount of damage. The save DC is Constitution based.

Knight's Challenge: Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the sharpness of your blade. In battle, you use the force of your personality to challenge your enemies. You can call out a foe, shouting a challenge that boosts his confidence, or issue a general challenge that strikes fear into weak opponents and compels strong opponents to seek you out for personal combat. By playing on your enemies' ego, you can manipulate your foes.

You can use this ability a number of times per day equal to 1/2 your class level + your Charisma bonus (minimum once per day). As you gain levels, you gain a number of options that you can use in conjunction with this ability.

Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

Shield Block (Ex) Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

Physical Description: Draconic yellow eyes glow within this creature's helm, and green scales glisten between the gaps in its banded mail. With a heavy mace in hand, it raises a shield emblazoned with the symbol of the Dawn and shouts a war cry.

Power-Up Suite (*aid, barkskin, shield of faith*)

AC 28, touch 12, flat-footed 28; (+6 armor, +2 shield, +6 natural, +3 deflection, +1 *magic vestment*); shield block

hp 76 (8 HD)

Will +11 (+12 v. fear)

Melee +1 *heavy mace* +14/+9 (1d8+4+1 cold)

Ranged light crossbow +9/+4 (1d8/19-20)

3: UNDERCOVER (ROOM 4)

ALARMING ALLIP

CR 5

Advanced allip lurking terror 1

NE Medium undead (Incorporeal)

Init +5; **Senses** Listen +12, Spot +12; darkvision 60 ft.

Languages None

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection)
Miss Chance 50% (Incorporeal)
hp 54 (9 HD)

Immune undead traits
Fort +4, **Ref** +7, **Will** +10

Speed Fly 30 ft. (perfect) (6 squares)
Melee incorporeal touch +5 (1d4 Wisdom drain)
Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** -
Atk Options Wisdom drain

Special Actions Babble, madness

Abilities Str -, Dex 12, Con -, Int 11, Wis 11, Cha 19
SQ +6 turn resistance, incorporeal traits
Feats Improved Initiative, Lifebond (Etheus Emptyheart, added in above), Lightning Reflexes
Skills Hide +13, Intimidate +7, Listen +12, Search +9, Spot +12, Survival +0 (+2 following tracks)

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 19 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Deathly Power (Ex) A lurking terror adds its class level to the DCs of all special abilities. (This is added in above).

Power-Up Suite (song of bolstering):
SQ +9 turn resistance

ETHEUS EMPTYHEART

CR 9

Male joystealer hexblade 4
NE Medium fey (incorporeal)

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

Languages Common, Khen-Zai, Sylvan

AC 18, touch 18, flat-footed 15 (+3 Dex, +5 deflection)
Miss Chance 50% (incorporeal)
hp 55 (10 HD); **DR** 5/cold iron
Fort +4, **Ref** +9, **Will** +10; +5 vs. spells and spell-like abilities, mettle

Speed fly 30 ft. (perfect) (6 squares)
Melee incorporeal touch +10/+5 (1d4+2 Cha)
Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** -

Special Actions dark companion, drain emotions, hexblade curse 1/day

Class Spells Known (CL 2nd):

1st (2/day)—*entropic shield*, *phantom threat* (DC 16)

Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 20

SQ incorporeal traits

Feats Alertness, Improved Initiative, Touch Attack Specialization, Track

Skills Bluff +14, Concentration +13, Diplomacy +9, Disguise +4 (+6 acting), Hide +16, Intimidate +7, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in above ground natural environments)

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Hexblade Curse (Su) As a free action a hexblade can curse a foe within 60 ft. to suffer a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage unless the target succeeds in a DC 16 Will save. Multiple hexblade curses do not stack and if resisted, the foe cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effects of a hexblade's curse.

Mettle (Ex) If a hexblade succeeds on a Fortitude or Will save that would normally have a lesser effect (such as a half or partial effect), they instead completely negate the effect.

Dark Companion Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

AELLEN ELETHIEL

CR 8

Female advanced spectral lyrist dirgesinger 3

CE Medium undead (Incorporeal)

Init +7; **Senses** Listen +18, Spot +15, darkvision 60 ft.

Languages Common, Elven

AC 22, touch 17, flat-footed 19 (+3 Dex, +5 natural, +4 deflection)

Miss Chance 50% (incorporeal)

hp 79 (12 HD)

Immune undead traits

Fort +4, **Ref** +7, **Will** +12

Weakness inescapable craving (Charisma)

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +10/+5 (1d6*1.5 Cha drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** -

Special Actions Bardic music 6/day, dirgesong

Abilities Str -, Dex 16, Con -, Int 13, Wis 14, Cha 18

SQ Alter appearance, incorporeal traits

Feats Ability Focus (Charisma Drain), Alertness, Empowered Ability Damage, Improved Initiative, Requiem

Skills Bluff +19, Diplomacy +6, Disguise +19 (+21 acting), Knowledge (religion) +5, Intimidate +6, Listen +18, Perform (sing) +20, Sense Motive +3, Spot +15

Alter Appearance (Su) As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 19).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 22 Fortitude save or take 1d6 points of Charisma drain. The save is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a—2 penalty on Will saving throws and a—2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10+the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's

song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 +the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion) mind-affecting ability.

Physical Description: A smiling, drably clothed elven woman.

Power-Up Suite (song of bolstering):

SQ +3 turn resistance

2: FREE FALL

DESPAIRING LAUGHTER

CR 6

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Lady of the Wood, the laughter rises and becomes even more mocking, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the laughter be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony laughter.

Search DC 21; **Type** Magic

Trigger Detection (*true seeing*); **Init** +3

Effect Joy drain (2d6+3 points of mental damage plus 1d2 points of Charisma damage, DC 16 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 9 rounds (after which the laughter returns to normal levels for 1 round before it resets)

Destruction AC 19; hp 27; hardness 8

Disarm Disable Device DC 27 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 18 (suppress for 3 rounds)

3: UNDERCOVER (ROOM 2)

LIZARDFOLK BONECRUSHERS

CR 4

Male lizardfolk barbarian 2/fighter 1

N Medium humanoid (reptilian)

Init +0; **Senses** Listen +5, Spot +0

Languages Draconic

AC 20, touch 10, flat-footed 20 (+4 armor, +6 natural); Uncanny Dodge

hp 34 (5 HD)

Fort +6, **Ref** +3, **Will** +0

Speed 40 ft. (8 squares)

Melee 2 claws +6 (1d4+2) and bite +4 (1d4+1) OR

Melee mwk battle axe +8 (1d8+2/x3) and bite +4 (1d4+1)

Ranged javelin +4 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options rage 1/day

Combat Gear *potion of bull's strength*

Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ Hold breath

Feats Improved Natural Armor, Multiattack, Weapon Focus (battle axe)

Skills Balance +6, Jump +9, Listen +5, Swim +6

Possessions combat gear plus masterwork chain shirt, masterwork battle axe, 5 javelins

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Power-Up Suite (*bull's strength*, raging):

AC 18, touch 8, flat-footed 18 (+4 armor, +6 natural, -2 rage)

hp 44

Fort +8, **Will** +2

Melee 2 claws +10 (1d4+6) and bite +8 (1d4+3) or

Melee mwk battle axe +12 (1d8+6/x3) and bite +8 (1d4+3)

Ranged javelin +4 (1d6+6)

Grp +11

Abilities Str 22, Con 17

Skills Jump +13, Swim +10

MLORIK NATHERE

CR 8

Male grey elf cleric 5/divine oracle 3

NE Medium humanoid (elf)

Init +4; **Senses** Listen +8, Spot +8; Low-light vision

Languages Common, Draconic, Elven

AC 16, touch 10, flat-footed 16 (+5 armor, +1 natural)

hp 48 (8 HD)

Immune sleep

Fort +6, **Ref** +3, **Will** +13 (+15 vs. enchantment); evasion

Speed 30 ft. (6 squares)

Melee morning star +4 (1d8)

Ranged longbow +5 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

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

Special Actions Blasphemous incantation (2/day), rebuke plants 2/day, spontaneous casting *inflict wounds*

Combat Gear *scroll of remove blindness/deafness*, *scroll of remove paralysis*, *wand of cure moderate wounds* (4 charges)

Cleric Spells Prepared (CL 8th, 10th for divination):

4th—~~death ward~~, ~~freedom of movement~~, ~~scrying~~^D, ~~spell immunity~~

3rd—~~cure serious wounds~~, ~~dispel magic~~, ~~greater magic fang~~^D, ~~invisibility purge~~, ~~magic vestment~~

2nd—~~aid~~, ~~barkskin~~^D, ~~hold person~~ (DC 18), ~~sound burst~~ (DC 18), ~~spiritual weapon~~ (+10 melee)

1st—~~bless~~, ~~cause fear~~ (DC 17), ~~cure light wounds~~, ~~entangle~~^D (DC 17), ~~entropic shield~~, ~~shield of faith~~ (x2)

0—~~cure minor wounds~~, ~~detect magic~~ (x2), ~~detect poison~~, ~~mending~~, ~~light~~

Already cast if power-up suite is active

D: Domain spell. Deity: Emerald Dawn. Domains: Dragon, Oracle, Plant

Abilities Str 10, Dex 10, Con 12, Int 12, Wis 22, Cha 8

SQ divination enhancement, prescient sense (as Evasion but in any armor), trap sense +1

Feats Blessing of the Godless, Improved Initiative, Skill Focus (Knowledge: religion)

Skills Concentration +12, Knowledge (religion) +15, Spellcraft +12

Possessions combat gear plus morning star, +1 *agility chain shirt*, longbow, 20 masterwork arrows, holy symbol (x2), spell component pouch, *hair shirt of suffering*, *periapt of wisdom +2*, *rod of sliding*

Blasphemous Incantation (Su) All good creatures with 30 feet must succeed in a DC 15 Fortitude saving throw or be sickened for 1 round.

Blessing of the Godless 32 hit point pool (*dark pact*)

Divination Enhancement (Ex) A divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Prescient Sense (Ex) If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

Power-Up Suite (*death ward*, *entropic shield*, *invisibility purge*, *shield of faith*):

AC 19, touch 13, flat-footed 19 (+5 armor, +3 deflection, +1 natural)

Miss Chance 20% vs. ranged attacks

SNISSLEER HAK

CR 9

Male greenspawn zealot knight 4

LE Medium monstrous humanoid (dragonblood)

Init +4; **Senses** darkvision 60 ft., Listen +1, Spot +14

Languages Common, Draconic

AC 23, touch 10, flat-footed 23

(+6 armor, +2 shield, +3 natural, +2 *magic vestment*); shield block

hp 85 (10 HD)

Immune acid

Fort +6, **Ref** +6, **Will** +12; Tiamat's grace, zealotry

Speed 30 ft. (6 squares)

Melee +1 *heavy mace* +15/+10 (1d8+4+1 cold)

Ranged light crossbow +10/+5 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +13

Atk Options favored enemy humans +2, knight's challenge 2/day

Special Actions touch of Tiamat (+13 melee touch)

Abilities Str 17, Dex 11, Con 16, Int 10, Wis 12, Cha 12

Feats Improved Initiative, Iron Will, Mounted Combat^B, Power Attack, Weapon Focus (heavy mace)

Skills Listen +1, Sense Motive +10, Spot +14

Possessions banded mail, heavy steel shield, +1 *heavy mace* with *least crystal of energy assault (cold)*, light crossbow with 10 bolts

Tiamat's Grace (Su) When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

Zealotry (Ex) Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

Favored Enemy (Ex) A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against

humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

Touch of Tiamat (Su) A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same amount of damage. The save DC is Constitution based.

Knight's Challenge: Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the sharpness of your blade. In battle, you use the force of your personality to challenge your enemies. You can call out a foe, shouting a challenge that boosts his confidence, or issue a general challenge that strikes fear into weak opponents and compels strong opponents to seek you out for personal combat. By playing on your enemies' ego, you can manipulate your foes.

You can use this ability a number of times per day equal to 1/2 your class level + your Charisma bonus (minimum once per day). As you gain levels, you gain a number of options that you can use in conjunction with this ability.

Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

Test of Mettle (Ex): Starting at 4th level, you can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 10 +1/2 your class level + your Cha modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day. This additional use comes from increased confidence and the knowledge that you have proved your mettle as a knight against your enemies by calling out foes even against overwhelming odds. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of a test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any). Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

Shield Block (Ex) Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

Bulwark of Defense (Ex) When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

Armor Mastery (Ex) Snissleer ignores the speed penalty for wearing armor.

Physical Description: Draconic yellow eyes glow within this creature's helm, and green scales glisten between the gaps in its banded mail. With a heavy mace in hand, it raises a shield emblazoned with the symbol of the Dawn and shouts a war cry.

Power-Up Suite (*aid, barkskin, freedom of movement, shield of faith, spell immunity (fireball, ray of enfeeblement)*):

AC 29, touch 13, flat-footed 29

(+6 armor, +2 shield, +6 natural, +3 deflection, +2 magic vestment)

hp 98 (10 HD)

Will +12 (+13 vs. fear)

Melee +1 *heavy mace* +16/+11 (1d8+4+1 cold)

Ranged light crossbow +11/+6 (1d8/19-20)

3: UNDERCOVER (ROOM 4)

ALARMING ALLIP

CR 7

Advanced allip lurking terror 3

NE Medium undead (Incorporeal)

Init +5; **Senses** Listen +14, Spot +14; darkvision 90 ft.

Languages None

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection)

Miss Chance 50% (Incorporeal)

hp 68 (11 HD)

Immune undead traits

Fort +5, **Ref** +8, **Will** +11

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +6 (1d4 Wisdom drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** -

Atk Options Wisdom drain

Special Actions Babble, madness

Abilities Str -, Dex 12, Con -, Int 11, Wis 11, Cha 19

SQ +6 turn resistance, incorporeal traits

Feats Improved Initiative, Lifebond (Etheus Emptyheart, added in above), Lightning Reflexes

Skills Hide +15, Intimidate +7, Listen +14, Search +11, Spot +14, Survival +0 (+2 following tracks)

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 22 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Deathly Power (Ex) A lurking terror adds its class level to the DCs of all special abilities. (This is added in above).

Hide in Plain Sight (Ex) A lurking horror can hide even while being observed, as long as it has cover or concealment.

Power-Up Suite (song of bolstering):

SQ +11 turn resistance

ETHEUS EMPTYHEART

CR 11

Male joystealer fighter 2/hexblade 4

NE Medium fey (incorporeal)

Init +8; **Senses** Listen +12, Spot +12, low-light vision, sense emotions 60 ft.

Languages Common, Khen-Zai, Sylvan

AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection)
Miss Chance 50% (incorporeal)
hp 69 (12 HD); **DR** 5/cold iron
Fort +7, **Ref** +10, **Will** +10; +5 vs. spells and spell-like abilities, mettle

Speed fly 30 ft. (perfect) (6 squares)
Melee incorporeal touch +14/+9 (1d4+2 Cha) OR
Melee +1 *stygian falchion* +14/+9 (2d4+1/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** -
Special Actions dark companion, drain emotions, hexblade curse 1/day
Class Spells Known (CL 2nd):
1st (2/day)—*entropic shield*, *phantom threat* (DC 16)

Abilities Str -, Dex 18, Con 12, Int 13, Wis 12, Cha 20
SQ incorporeal traits
Feats Alertness, Blind-fight, Ghostly Grasp, Improved Initiative, Touch Attack Specialization, Track, Weapon Focus (incorporeal touch)
Skills Bluff +14, Concentration +13, Diplomacy +9, Disguise +4 (+6 acting), Hide +17, Intimidate +13, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Spot +12, Survival +10 (+12 in above ground natural environments)
Possessions combat gear plus +1 *stygian falchion*, *counterstrike bracers*, *chronocharm of the horizon walker*

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Hexblade Curse (Su) As a free action a hexblade can curse a foe within 60 ft. to suffer a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage unless the target succeeds in a DC 16 Will save. Multiple hexblade curses do not stack and if resisted, the foe cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effects of a hexblade's curse.

Mettle (Ex) If a hexblade succeeds on a Fortitude or Will save that would normally have a lesser effect (such as a half or partial effect), they instead completely negate the effect.

Dark Companion Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental

commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

AELEN ELETHIEL CR 10

Female advanced spectral lyrist dirgesinger 5
CE Medium undead (Incorporeal)

Init +7; **Senses** Listen +20, Spot +15, darkvision 60 ft.

Languages Common, Elven

AC 22, touch 17, flat-footed 19 (+3 Dex, +5 natural, +4 deflection)

Miss Chance 50% (incorporeal)

hp 87 (14 HD)

Immune undead traits

Fort +5, **Ref** +8, **Will** +13

Weakness inescapable craving (Charisma)

Speed Fly 60 ft. (good) (12 squares)

Melee incorporeal touch +11/+6 (1d6*1.5 Cha drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** -

Special Actions Bardic music 6/day, dirgesong

Abilities Str -, Dex 16, Con -, Int 13, Wis 14, Cha 18

SQ Alter appearance, incorporeal traits

Feats Ability Focus (Charisma Drain), Alertness, Empowered Ability Damage, Improved Initiative, Requiem

Skills Bluff +21, Diplomacy +6, Disguise +21 (+23 acting), Knowledge (religion) +5, Intimidate +6, Listen +20, Perform (sing) +22, Sense Motive +5, Spot +15

Alter Appearance (Su) As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 19).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 23 Fortitude save or take 1d6 points of Charisma drain. The save

is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a—2 penalty on Will saving throws and a—2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10+the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 +the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion) mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it

possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

Physical Description: A smiling, drably clothed elven woman.

Power-Up Suite (song of bolstering):

SQ +5 turn resistance

2: FREE FALL

DESPAIRING LAUGHTER

CR 7

Description One round after a dragon, fey, giant, humanoid, monstrous humanoid or outsider steps upon the stairs without displaying a holy symbol of the Lady of the Wood, the laughter rises and becomes even more mocking, draining upon the psyche of those who trespass.

Only by defacing all of the fey children's faces can the laughter be stopped. Disarming the trap is possible by stuffing something in those mouths that are frozen in stony laughter.

Search DC 22; **Type** Magic

Trigger Detection (*true seeing*); **Init** +3

Effect Joy drain (2d6+3 points of mental damage plus 1d3 points of Charisma damage, DC 17 Will negates the Charisma damage). The mental damage is caused by a sonic effect.

Duration 10 rounds (after which the laughter returns to normal levels for 1 round before it resets)

Destruction AC 21; hp 32; hardness 8

Disarm Disable Device DC 29 (only one check is needed)

Disarm A *silence* spell negates mental damage, but not the Charisma damage.

Dispel DC 19 (suppress for 3 rounds)

3: UNDERCOVER (ROOM 2)

LIZARDFOLK BONECRUSHERS

CR 6

Male lizardfolk barbarian 2/fighter 2/ranger 1

N Medium humanoid (reptilian)

Init +0; **Senses** Listen +9, Spot +1

Languages Draconic

AC 21, touch 10, flat-footed 21 (+4 armor, +7 natural); Uncanny Dodge

hp 47 (7 HD)

Fort +9, **Ref** +4, **Will** +0

Speed 40 ft. (8 squares)

Melee 2 claws +8 (1d4+2) and bite +6 (1d4+1) OR

Melee mwk battle axe +10/+5 (1d8+2/x3) and bite +6 (1d4+1)

Ranged javelin +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Atk Options rage 1/day

Combat Gear *potion of bull's strength*

Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ Hold breath

Feats Improved Natural Armor x2, Multiattack, Weapon Focus (battle axe)

Skills Balance +6, Jump +10, Listen +9, Spot +1, Swim +6

Possessions combat gear plus masterwork chain shirt, masterwork battle axe, 5 javelins

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Power-Up Suite (*bull's strength*, raging):

AC 19, touch 8, flat-footed 19 (+4 armor, +7 natural, -2 rage)

hp 61

Fort +11, **Will** +2

Melee 2 claws +12 (1d4+6) and bite +10 (1d4+3) OR

Melee mwk battle axe +14/+9 (1d8+6/x3) and bite +10 (1d4+3)

Ranged javelin +6 (1d6+6)

Grp +13

Abilities Str 22, Con 17

Skills Jump +14, Swim +10

MLORIK NATHERE

CR 10

Male grey elf cleric 5/contemplative 1/divine oracle 4

NE Medium humanoid (elf)

Init +4; **Senses** Listen +8, Spot +8; Low-light vision

Languages Common, Draconic, Elven

AC 16, touch 10, flat-footed 16 (+5 armor, +1 natural); uncanny dodge

hp 68 (10 HD)

Immune disease, sleep

Fort +6, **Ref** +3, **Will** +16 (+18 vs. enchantment); evasion

Speed 30 ft. (6 squares)

Melee morning star +5 (1d8)

Ranged longbow +6 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

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

Attack Options Smite 1/day (+4 to hit, +10 damage)

Special Actions Blasphemous incantation (2/day), rebuke plants 2/day, spontaneous casting *inflict wounds*

Combat Gear *scroll of remove blindness/deafness*, *scroll of remove paralysis*, *wand of cure moderate wounds* (4 charges)

Cleric Spells Prepared (CL 10th, 12th for divination):

5th—*flame strike* (DC 21), *slay living* (DC 21), ~~*spell resistance*~~, *wall of thorns*^D

4th—~~*death ward* (x2)~~, *freedom of movement*, *scrying*^D, *spell immunity*

3rd—*cure serious wounds*, *dispel magic*, *greater magic fang*^D, *invisibility purge*, *magic vestment*

2nd—*aid*, *barkskin*^D, *hold person* (DC 18), *silence*, *sound burst* (DC 18), *spiritual weapon* (+11 melee)

1st—*bless*, *cause fear* (DC 17), *cure light wounds*, *entangle*^D (DC 17), *entropic shield*, *shield of faith* (x2)

0—*cure minor wounds*, *detect magic* (x2), *detect poison*, *mending*, *light*

Already cast if power-up suite is active

D: Domain spell. Deity: Emerald Dawn. Domains: Destruction, Dragon, Oracle, Plant

Abilities Str 10, Dex 10, Con 12, Int 12, Wis 22, Cha 8
SQ divination enhancement, prescient sense (as Evasion but in any armor), trap sense +1
Feats Blessing of the Godless, Improved Initiative, Improved Toughness, Skill Focus (Knowledge: religion)
Skills Concentration +13, Knowledge (religion) +14, Spellcraft +13
Possessions combat gear plus morning star, +1 *agility chain shirt*, longbow, 20 masterwork arrows, holy symbol (x2), spell component pouch, *hair shirt of suffering*, *periapt of wisdom +2*, *rod of sliding*

Blasphemous Incantation (Su) All good creatures within 30 feet must succeed in a DC 16 Fortitude saving throw or be sickened for 1 round.

Blessing of the Godless 40 hit point pool (*dark pact*)

Divination Enhancement (Ex) A divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Prescient Sense (Ex) If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, she instead takes no damage. This form of evasion works no matter what armor the divine oracle wears.

Power-Up Suite (*death ward*, *entropic shield*, *invisibility purge*, *shield of faith*, *spell resistance*):

AC 19, touch 13, flat-footed 19 (+5 armor, +3 deflection, +1 natural)

Miss Chance 20% vs. ranged attacks

SR 22

SNISSLEER HAK

CR 11

Male greenspawn zealot knight 6

LE Medium monstrous humanoid (dragonblood)

Init +4; **Senses** darkvision 60 ft., Listen +1, Spot +16

Languages Common, Draconic

AC 23, touch 10, flat-footed 23

(+6 armor, +2 shield, +3 natural, +2 *magic vestment*); shield block

hp 105 (12 HD); DR 2/-

Immune acid

Fort +7, **Ref** +7, **Will** +13; Tiamat's grace, zealotry

Speed 30 ft. (6 squares)

Melee +1 *everbright heavy mace* +18/+13/+8 (1d8+5+1 cold)

Ranged light crossbow +12/+7 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +16

Atk Options favored enemy humans +2, knight's challenge 2/day

Special Actions touch of Tiamat (+15 melee touch)

Abilities Str 18, Dex 11, Con 16, Int 10, Wis 12, Cha 12

Feats Armor Specialization (banded mail), Diehard, Improved Initiative, Iron Will, Mounted Combat^B, Power Attack, Weapon Focus (heavy mace)

Skills Listen +1, Sense Motive +10, Spot +16

Possessions banded mail, heavy steel shield, +1 *everbright heavy mace* with *least crystal of energy assault (cold)*, light crossbow with 10 bolts

Tiamat's Grace (Su) When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

Zealotry (Ex) Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

Favored Enemy (Ex) A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

Touch of Tiamat (Su) A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same amount of damage. The save DC is Constitution based.

Knight's Challenge: Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the sharpness of your blade. In battle, you use the force of your personality to challenge your enemies. You can call out a foe, shouting a challenge that boosts his confidence, or issue a general challenge that strikes fear into weak opponents and compels strong opponents to seek you out for personal combat. By playing on your enemies' ego, you can manipulate your foes.

You can use this ability a number of times per day equal to 1/2 your class level + your Charisma bonus (minimum once per day). As you gain levels, you gain a number of options that you can use in conjunction with this ability.

Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

Test of Mettle (Ex): Starting at 4th level, you can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves (DC 10 +1/2 your class level + your Cha modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day. This additional use comes from increased confidence and the knowledge that you have proved your mettle as a knight against your enemies by calling out foes even against overwhelming odds. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of a test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any). Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

Shield Block (Ex): Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss.

Bulwark of Defense (Ex) When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

Armor Mastery (Ex) Snissleer ignores the speed penalty for wearing armor.

Vigilant Defender (Ex) Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move

through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

Shield Ally (Ex) Starting at 6th level, as an immediate action you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

Physical Description: Draconic yellow eyes glow within this creature's helm, and green scales glisten between the gaps in its banded mail. With a heavy mace in hand, it raises a shield emblazoned with the symbol of the Dawn and shouts a war cry.

Power-Up Suite (*aid, barkskin, death ward, freedom of movement, shield of faith, spell immunity (fireball, ray of enfeeblement)*):

AC 29, touch 13, flat-footed 29

(+6 armor, +2 shield, +6 natural, +3 deflection, +2 magic vestment)

hp 120 (12 HD)

Will +13 (+14 vs. fear)

Melee +1 *everbright heavy mace* +19/+14/+9 (1d8+5+1 cold)

Ranged light crossbow +13/+8 (1d8/19-20)

3: UNDERCOVER (ROOM 4)

ALARMING ALLIP

CR 8

Advanced allip lurking terror 3

NE Medium undead (Incorporeal)

Init +5; **Senses** Listen +18, Spot +18; darkvision 90 ft.

Languages None

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection)

Miss Chance 50% (Incorporeal)

hp 96 (15 HD)

Immune undead traits

Fort +5, **Ref** +8, **Will** +11

Speed Fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +9/+4 (1d4 Wisdom drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** -

Atk Options Wisdom drain

Special Actions Babble, madness

Abilities Str -, Dex 12, Con -, Int 11, Wis 11, Cha 20

SQ +6 turn resistance, incorporeal traits

Feats Ability Focus (babble), Improved Initiative, Lifebond (Etheus Emptyheart, added in above), Lightning Reflexes, Weapon Focus (incorporeal touch)

Skills Hide +19, Intimidate +7, Listen +18, Search +15, Spot +18, Survival +0 (+2 following tracks)

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 27 Will save or be affected as though by a *hypnotism*

spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Deathly Power (Ex) A lurking terror adds its class level to the DCs of all special abilities. (This is added in above).

Hide in Plain Sight (Ex) A lurking horror can hide even while being observed, as long as it has cover or concealment.

Power-Up Suite (song of bolstering, *mage armor*):

AC 19, touch 15, flat-footed 19 (+1 Dex, +4 deflection, +4 *mage armor*)

SQ +11 turn resistance

ETHEUS EMPTYHEART **CR 13**

Male joystealer fighter 2/hexblade 4/ranger 2

NE Medium fey (incorporeal)

Init +8; **Senses** Listen +15, Spot +18, low-light vision, sense emotions 60 ft.

Languages Common, Khen-Zai, Sylvan

AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 81 (14 HD); **DR** 5/cold iron

Fort +10, **Ref** +13, **Will** +10; +5 vs. spells and spell-like abilities, mettle

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +16/+11/+6 (1d4+2 Cha) OR

Melee incorporeal touch +14/+9/+4 (1d4+2 Cha) AND

Melee +1 *hunting stygian short sword* +14 (1d6+1/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** –

Atk Options favored enemy +2 (elves)

Special Actions dark companion, drain emotions, hexblade curse 1/day

Class Spells Known (CL 2nd):

1st (2/day)—*entropic shield*, *phantom threat* (DC 16)

Abilities Str –, Dex 18, Con 12, Int 13, Wis 12, Cha 20

SQ incorporeal traits, wild empathy

Feats Alertness, Blind-fight, Ghostly Grasp, Improved Initiative, Touch Attack Specialization, Track, Two Weapon Fighting, Weapon Focus (incorporeal touch)

Skills Bluff +14, Concentration +18, Diplomacy +9, Disguise +4 (+6 acting), Hide +17, Intimidate +13, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +15, Sense Motive +10, Spot +18, Survival +10 (+12 in above ground natural environments)

Possessions combat gear plus +1 *hunting stygian short sword*, *counterstrike bracers*, *chronocharm of the horizon walker*

Sense Emotions (Su) This ability functions like blindsense except that the joystealer can detect the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 1 Charisma, it can drain emotion completely from that opponent as a standard action. A creature so drained can't be affected by moral bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered only by finding and destroying the joystealer who caused it or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Hexblade Curse (Su) As a free action a hexblade can curse a foe within 60 ft. to suffer a -2 penalty on attacks, saves, ability checks, skill checks and weapon damage unless the target succeeds in a DC 16 Will save. Multiple hexblade curses do not stack and if resisted, the foe cannot be affected by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effects of a hexblade's curse.

Mettle (Ex) If a hexblade succeeds on a Fortitude or Will save that would normally have a lesser effect (such as a half or partial effect), they instead completely negate the effect.

Dark Companion Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Skills Joystealers receive a +4 racial bonus on Hide checks.

Physical Description: A cruelly beautiful insubstantial elf with a feral smile and glittering, gemlike eyes.

Power-Up Suite (*mage armor*):

AC 23, touch 19, flat-footed 19 (+4 Dex, +5 deflection, +4 *mage armor*)

AELLEN ELETIEL**CR 12**Female advanced spectral lyrist dirgesinger 5/sorcerer 2
CE Medium undead (Incorporeal)**Init** +7; **Senses** Listen +20, Spot +15, darkvision 60 ft.**Languages** Common, Elven**AC** 22, touch 17, flat-footed 19 (+3 Dex, +5 natural, +4 deflection)**Miss Chance** 50% (incorporeal)**hp** 93 (16 HD)**Immune** undead traits**Fort** +5, **Ref** +8, **Will** +16**Weakness** inescapable craving (Charisma)**Speed** Fly 60 ft. (good) (12 squares)**Melee** incorporeal touch +13/+8 (1d6*1.5 Cha drain)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; Grp -**Special Actions** Bardic music 6/day, dirgesong

Sorcerer Spells Known (CL 2nd):

1st (5/day)—~~mage armor, shield~~0 (6/day)—*detect magic, mage hand, open/close, prestidigitation, resistance***Already cast****Abilities** Str -, Dex 16, Con -, Int 13, Wis 14, Cha 19**SQ** Alter appearance, incorporeal traits**Feats** Ability Focus (Charisma Drain), Alertness, Empowered Ability Damage, Improved Initiative, Requiem, Weapon Focus (incorporeal touch)**Skills** Bluff +21, Concentration +6, Diplomacy +6, Disguise +21 (+23 acting), Knowledge (religion) +5, Intimidate +6, Listen +20, Perform (sing) +22, Sense Motive +5, Spot +15**Alter Appearance (Su)** As a free action, once per round, the spectral lyrist can appear as any corporeal Medium humanoid with a +10 bonus to Disguise. Unless a Spot check is successful, onlookers cannot even tell the spectral lyrist is incorporeal.**Bardic Music (Su)** A spectral lyrist has the bardic music abilities of *fascinate* (DC of Perform check) and *suggestion* (DC 19).**Charisma Drain (Su)** Living creatures hit by a spectral lyrist's touch attack must make a DC 24 Fortitude save or take 1d6 points of Charisma drain. The save is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains with that attack. Temporary points last up to 1 hour.**Dirgesong (Su):** A dirgesinger gains the dirgesong ability. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a—2 penalty on Will saving throws and a—2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10+the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's

song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 +the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion) mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

Physical Description: A smiling, drably clothed elven woman.

Power-Up Suite (song of bolstering, *mage armor, shield*):

AC 30, touch 17, flat-footed 27 (+3 Dex, +5 natural, +4 deflection, +4 *mage armor*, +4 *shield*)

SQ +5 turn resistance

ALTERNATE CLASS FEATURES

BLASPHEMOUS INCANTATION

Not all evil deities or fiendish powers are concerned with undead. Some grant their mortal servants the ability to channel their unholy will in the form of a blasphemous incantation.

Class: Cleric.

Level: 1st (cleric).

Special Requirement: To select this class feature, you must be evil. If your alignment changes to something other than evil, you lose access to this class feature until your alignment is restored to evil.

Replaces: If you select this alternate class feature, you lose the ability to rebuke undead.

Benefit: You can call upon your evil master to smite your enemies. All good creatures within 30 feet must succeed on Fortitude saves (DC 10 + 1/2 your caster level + your Cha modifier) or become sickened for a number of rounds equal to your Charisma modifier (minimum 1 round).

You can utter a blasphemous incantation a number of times per day equal to 3 + your Cha modifier. If you have 5 or more ranks in Knowledge (religion), the DC of the Fortitude save increases by 2.

Blasphemous incantation is a supernatural ability.

Source: *Exemplars of Evil* 20

DARK COMPANION

By mixing arcane spells with martial talents, the hexblade blurs the traditional line between fighter and sorcerer. Replacing the familiar—a link to traditional forms of arcane magic—with a unique fighting companion helps establish the hexblade's difference from the sorcerer.

In combat, a dark companion functions like a floating hex that you can place upon your foes. By weakening the defenses of enemies, your dark companion makes your spells and attacks (and those of your allies) more powerful.

Level: 4th.

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of the night. Doing so takes 24 hours and uses up magic materials that cost 100 gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

Source: *Player's Handbook* II 47

FEATS

BLESSING OF THE GODLESS

You invoke the dreadful power of darkness and evil to fill your allies with terrible power.

Prerequisites: Evil, Knowledge (religion) 6 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to provide up to five allies with malevolent energy. Each rite takes 6 minutes to perform, and requires unholy water and the dung of an evil creature. Each participant stands at one of five points, forming a pentagram with you in the center. The effects of each ceremony last for 24 hours unless otherwise noted.

Dark Pack (6 ranks): You spew the hateful words of true wickedness, investing the malevolence of the Lower Planes in the gathering. You create a pool of reserve hit points equal to your class level x the number of participants. Henceforth, all participants can draw a number of hit points equal to their class level from the pool as an immediate action. These reserve hit points can only be used to recover lost hit points, so any drawn in excess of the character's maximum hit point total are wasted. When the pool is depleted, the effects of the ritual end.

Source: *Exemplars of Evil* 23

EMPOWERED ABILITY DAMAGE

You ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefit: All variable numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1-1/2 times the normal amount of Wisdom (roll 1d4 and multiply the result by 1-1/2)

Source: *Libris Mortis* 26

GHOSTLY GRASP

You can handle corporeal objects even while incorporeal.

Prerequisites: Cha 15, incorporeal subtype

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

Source: *Libris Mortis* 27

LIFEBOND

Select a specific living creature that is friendly to you. You create a special bond with that creature.

Prerequisites: Cha 11, undead type

Benefit: Whenever the chosen creature is within 60 ft., you gain a +4 bonus to your turn resistance and a +2 bonus on all saving throws.

If the chosen creature dies, you lose the bonuses and take a -2 penalty on all saves for 24 hours.

If you replace the chosen creature with another living creature, the bond can be transferred at your option.

Special: This feat can be selected multiple times. Each time you select this feat, you apply its affects to a different living ally of yours. The effects of multiple lifebonded allies stack.

Source: *Libris Mortis* 28

REQUIEM

Your bardic music affects undead creatures.

Prerequisites: Bardic music class feature, Perform (any) 8 ranks

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even undead. All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

Source: *Libris Mortis* 29

TOUCH ATTACK SPECIALIZATION

Choose one of your ghost touch attacks that deals hit point damage, ability damage, or ability drain, such as Corrupting Touch. You are especially good at using this touch attack.

Benefit: You add +2 to all damage rolls you make using the selected touch attack.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different touch attack of the appropriate type.

Source: *Ghostwalk* 39

ITEMS

AGILITY ENHANCEMENT

Price: +500 gp

Property: Armor

Caster Level: 5th

Aura: Moderate; (DC 17) transmutation

Activation: --

This suit of armor appears to be more streamlined and elegant than others of its type. It has a smoothly worked surface and no spikes or other accoutrements.

While wearing armor that has this property, you gain a +1 resistance bonus on Reflex saving throws.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*, *resistance*.

Cost to Create: 250 gp, 20 XP, 1 day.

Source: *Magic Item Compendium* 6.

CHRONOCHARM OF THE HORIZON WALKER

Price (Item Level): 500 gp (3rd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: --

This charm shows a rising sun half-obscured by the horizon.

Like other chronocharms, this item slows your perception of time for a specific, singular purpose. When you activate a *chronocharm of the horizon walker*, you can move up to half your speed as part of the same swift action used to activate it; this movement does not

provoke attacks of opportunity. When determining the distance you can move, round down to the nearest 5-foot increment.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *expeditious retreat*.

Cost to Create: 250 gp, 20 XP, 1 day.

Source: *Magic Item Compendium* 86.

COUNTERSTRIKE BRACERS

Price (Item Level): 2,500 gp (7th)

Body Slot: Arms

Caster Level: 5th

Aura: Moderate; (DC 17) transmutation

Activation: Immediate (command)

Weight: --

Each of these steel bracers bears the image of a stacked pair of daggers pointed in opposite directions.

Counterstrike bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions.

This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *barkskin*, *cure serious wounds*.

Cost to Create: 1,700 gp, 136 XP, 4 days.

Source: *Magic Item Compendium* 90.

EVERBRIGHT ENHANCEMENT

Price: +2,000 gp

Property: Weapon

Caster Level: 12th

Aura: Moderate; (DC 21) evocation

Activation: Standard (command)

Flecks of marble and pearl shimmer across this weapon, set within images of bursting stars and beaming suns.

An everbright weapon can flash with a brilliant light twice per day at your command. When it is activated, all creatures within 20 feet of you are blinded for 1 round (Reflex DC 14 negates).

An everbright weapon is also immune to acid damage and rusting effects.

Prerequisites: Craft Magic Arms and Armor, *searing light*.

Cost to Create: Varies

Source: *Magic Item Compendium* 34.

HAIR SHIRT OF SUFFERING

Price (Item Level): 3,400 gp (8th)

Body Slot: Torso

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: -- and Standard (command)

Weight: 1 lb.

Layers of coarse brown horsehair make up this stiff, crudely woven shirt.

A hair shirt of suffering provides a +1 enhancement bonus to your existing natural armor. (A creature without natural armor has an effective natural armor bonus of +0.) This is a continuous effect and requires no activation. You can also activate the shirt to use *cure serious wounds* on any creature other than yourself (healing 3d8+9 points of damage). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *barkskin*, *cure serious wounds*.

Cost to Create: 1,700 gp, 136 XP, 4 days.

Source: *Magic Item Compendium* 109.

HUNTING ENHANCEMENT

Price: +1 bonus

Property: Weapon

Caster Level: 6th

Aura: Moderate; (DC 18) abjuration

Activation: --

This weapon bears toothlike inscriptions across its surface.

A hunting weapon increases your bonus on weapon damage rolls by 4 against your favored enemies (see ranger class feature, PH 47).

Prerequisites: Craft Magic Arms and Armor, *greater magic fang*.

Cost to Create: Varies

Source: *Magic Item Compendium* 36.

LEAST CRYSTAL OF ENERGY ASSAULT (COLD)

Price (Item Level): 600 gp (3rd)

Body Slot: — (weapon crystal)

Caster Level: 5th

Aura: Moderate; (DC 17) evocation

Activation: --

Weight: --

Covered in a faint layer of condensation, this clear crystal radiates chilling waves of energy.

A *crystal of energy assault* adds a particular type of energy damage to a weapon's attacks: acid, cold, electricity, or fire. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Least: This crystal adds 1 point of energy damage of its type to the weapon's damage.

Cold Assault: Target's speed is reduced by 10 feet for 1 round, to a minimum speed of 5 feet (multiple hits on the same creature don't stack).

Prerequisites: Craft Magic Arms and Armor, *ray of frost*.

Cost to Create: 300 gp, 24 XP, 1 day.

Source: *Magic Item Compendium* 64.

ROD OF SLIDING

Price (Item Level): 1,400 gp (5th)

Body Slot: — (held)

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: Standard (command)

Weight: 3 lb.

Small magnets are set into the ends of this iron rod.

When activated, this rod can either push a targeted creature 5 feet farther away from you or pull it 5 feet closer to you the target must be within 30 feet of you and must end its movement in an unoccupied square. The movement does not provoke attacks of opportunity. An unwilling creature is entitled to a DC 11 Will saving throw to negate the effect.

A *rod of sliding* functions three times per day.

Prerequisites: Craft Rod, *slide*.

Cost to Create: 700 gp, 536 XP, 2 days.

Source: *Magic Item Compendium* 175.

STYGIAN ENHANCEMENT

Price: +1 bonus

Property: Weapon

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: Swift (mental)

This weapon is composed of black crystal that seems to absorb the light around it.

When you activate a stygian weapon, the next successful attack you make before the end of your turn bestows one negative level on the target in addition to dealing normal damage. This negative level lasts for 10

minutes and thus can't result in permanent level decrease.

A stygian weapon functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *enervation*.

Cost to Create: Varies

Source: *Magic Item Compendium* 44.

SPELLS

PHANTOM THREAT

Illusion (Phantasm) [Mind-Affecting]

Level: Bard 1, Hexblade 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

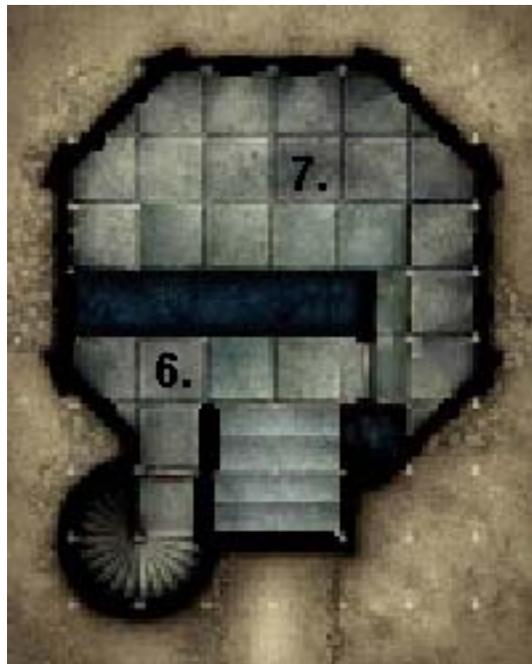
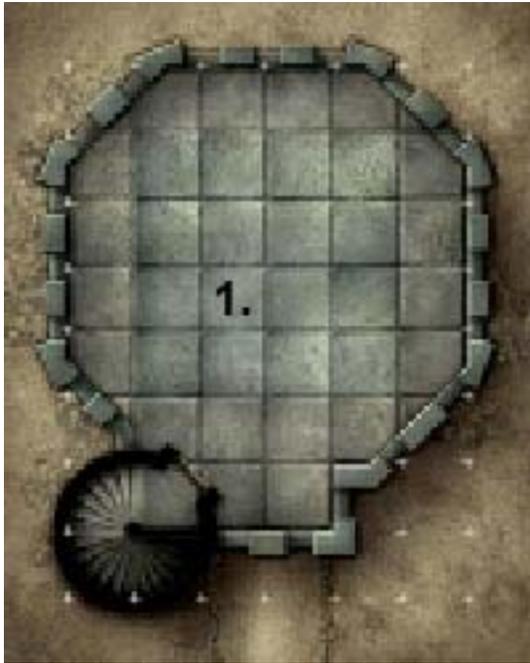
Spell Resistance: Yes

Reaching out to your foe's mind, you cause him to feel as though a threat looms close behind no matter which way he turns.

You create the sensation in the subject's mind that it is threatened by more foes than it actually faces. Though the subject doesn't actually perceive any additional enemies (and thus doesn't waste any attacks on the phantasm), a creature affected by this spell is considered flanked, even if not threatened by other creatures. No amount of convincing by others can help the victim of this spell avoid its effect – only a successful saving throw against the spell when initially cast can help the target. A creature that can't be flanked is immune to this spell.

Source: *Complete Warrior* 118.

APPENDIX 3: DM MAP OF SHARR MELONCHOLIA



Dear Friend,

You have been invited to an early morning pie tasting in the Elven District. We will have dozens of freshly baked delicacies for you to sample free of charge. Please come to the Sweet Roll Bakery at dawn. I have enclosed a minimal honorarium to cover your travel expenses. I look forward to speaking with you about our new pie selections!

Surelle

(Enclosed: 1 PP)