

...Thicker Than Water?

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

Version 0.9

by Todd Ammerman

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The Watcher has been doing just that for decades, measuring the degree to which the opposition has pushed the Balance, and waiting until he felt the time was right to act. Unfortunately, acting now requires an unholy alliance with the very beings the past generation of heroes had worked so hard to expunge. Simultaneously, an alliance of an entirely different sort could provide new hope from an unexpected direction. Part 2 of the Waits and Measures series (loose sequel to HIG6-03 *Heavy Upon a Heart*). A one-round Highfolk Regional adventure set in the Highvale and beyond for character levels 1-15 (APLs 4-12).

Resources for this adventure include Complete Adventurer [Jesse Decker], Complete Arcane [Richard Baker], Complete Divine [David Noonan], Fiendish Codex I: Hordes of the Abyss [Ed Stark, James Jacobs, Erik Mona], Fiendish Codex II: Tyrants of the Nine Hells [Robin D. Laws & Robert J. Schwalb], Magic Item Compendium [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], Monster Manual III [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], Monster Manual IV [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Liqueite, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], Monster Manual V [David Noonan], and Planar Handbook [Bruce R. Cordell and Gwendolyn F.M. Kestrel], Spell Compendium [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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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

In late CY595, a large group of adventurers visited Weeping Willow to look into some mysterious disappearances and in doing so entered into a magical handbasket that led to the Hells. On the seventh layer, Maladomini, they discovered a group of seven fallen angels plotting to slay Baalzebul, ruler of that layer.

These fallen angels, and their virtuous counterparts, were named Envy (Love), Gluttony (Temperance), Greed (Generosity), Lust (Self-Control), Pride (Humility), Sloth (Zeal), and Wrath (Kindness). While several of the fallen were Redeemed through the actions of some of the heroes, one that was not was Envy, a fiendish couatl; it seems her Virtue of Love was instead gifted to the Dawn for her consumption, by the actions of Wynda Ceara, and Releshi and Calentir Elethiel-Rellen.

While claiming to be attempting to save his wife from mortal danger, Calentir came to possess several of the other Virtues at that time; though he granted the Virtue of Generosity to the Dawn (naming his new wolf-

pup companion 'Genny' in recognition of that gift), he helped use the Virtue of Self-Control to Redeem the coure named Lust (who turned out to be Onvere Raycaster's mother).

As the 1-year armistice of the duskblades nears its expiration, those individuals and groups opposed to the forces of the Dawn have begun to ally, through the efforts of the Devoted and other adventurers of Highfolk, encouraged by Onvere Raycaster, and recently his master.

ADVENTURE SUMMARY

Devoted PCs experience visions or dreams, as do those with a regenerated hand, succubus mutterer, or are *Caressed by Angels* or *Kissed by Devils*). Factor Endavon of the Highfolk Merchant's Guild sends PCs to Svatek Grimblood to sign a contract to secure the aid of his master, Greater Boneheart Panshazek; Endavon has an outburst if questioned about working with Iuz. The PCs meet Azlapyn the hound archon, who leads them to Rafeorae and Heldeng, servants of the copper dragon.

Svatek asks for *blackstone badges*, and help setting up a storefront in Weeping Willow. While there, PCs notice a large amount of open farmland, and that there is little commerce/trade established here.

Svatek's main goal is to learn the Truenames of Calentir, Releshi, and the Dawn, which are known by the fallen celestial Envy who deals in information, and is located on the seventh plane of the Nine Hells known as Maladomini; the PCs must obtain the Truenames, and are then attacked by Envy and/or her minions.

In exchange for one or more of the above, Svatek offers Panshazek's help against the Dawn, possibly to restore part of the Plaguehold, and may share info on a new potential ally. Those PCs that have some form of demonic taint or are *Caressed by Angels* or *Kissed by Devils* may experience some difficulties working with the Iuzians or later in the Hells.

Those that refuse to work with Svatek are attacked by demons and undead. Those that work with Svatek are attacked by lizardfolk.

Berinia provides the magical handbasket to the Hells, and later offers a safe haven for Leajirn, Wynda, and Aensylorin.

Leajirn's and Wynda's tryst is exposed; Wynda has decided to flee the Oronodel with baby Aensylorin, thinking he is danger from the Dawn (as it has been learned that she plans to consume Rellen heir); Wynda provide the third mask piece as an offer of cooperation.

When the PCs return to Factor Endavon to report, they find him with the Loslain, Aramil Oakbow Wintershale, with a new Augury Octavo revelation.

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

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

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

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

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

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

For this adventure, the most danger is present in **Encounter 3: Enter Svatek** and **Encounter 5: To the Hells in a Handbasket**, while **Encounter 4: Things That Bump in the Night** has little.

If this is the first time the PC has experienced the Absence of Responsibility, or if that power was previously dismissed or dispelled, conduct a brief encounter with any PC who is devoted to the Lady of the Wood.

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

Ensure the player knows:

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

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 3: Enter Svatek**, **Encounter 4: Things That Go Bump in the Night**, and **Encounter 5: To the Hells in a Handbasket**; 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.

HIGHFOLK SPECIAL PCs

Determine if any PCs are “*Caressed by Angels*” or “*Kissed by Devils*”, or are “*Devoted of the Green and White*”. These PCs should be noted, as they receive special treatment; in this case, they each experience a vision prior to the start of the adventure, dependent on their background. Those who are *Kissed by Devils*, or who have the Not in Your Right Mind favor or a regenerated hand from IUZ7-05 *Know Thy Enemy* or the Dark Taint or Demonic Tortures from IUZ3-06 *Every Passing Breeze*, or are *Caressed by Angels* also experience certain bonuses, penalties, and influences during both **Encounter 3: Enter Svatek** and **Encounter 5: To the Hells in a Handbasket**.

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

Before the PCs are called to the guildhall in the Merchant District, determine if there are any Devoted of the Green and White PCs at the table; each of these PCs receives one of the visions from **Player Handout #1PC Visions** before the start of the adventure.

The Merchant’s Guild is actually a conglomeration of all the various trade guilds that work throughout Highfolk and the Highvale, and the small guildhall is used for those few meetings between guildmasters and as a small public office.

The small guildhall is located in the Merchant District, not far from the edge of the Temple District on the main thoroughfare that leads to East Gate. Entering into the building, the large hall seems vacant, but a light comes from a nearby office.

There is nobody in the meeting hall save for a handful of scribes occupying the front office; they direct curious PCs to the rear office where Endavon, a Factor of the Guild can be found.

A smiling human man with graying temples and wearing fine clothing rises as you enter the office. Offering his hand, he says “Hello and welcome to the Highfolk Merchant’s Guild. You may call me Factor Endavon. Thank you for responding to my request for aid.”

The PCs may have met Endavon during HIG6-03 *Heavy Upon a Heart* or HIG7-01 *Luck Lost*. During the former, he was concerned with the robbery of caravan master Gherwold Hammerstrike, when Fraek of Pelor’s *effulgent candle of Pelor* went missing. In HIG7-01 *Luck Lost*, Endavon and Mercermillan of the Smiling Halls of Good Fortune were looking for help to raise the Vilverdyva Queen. Endavon appears quite distracted and agitated at this time.

Once the PCs settle in (he provides tea and pastries for those who wish them) Endavon explains that he needs someone to attend a meeting with Svatek Grimblood, who is a servant of the Old One who directly reports to Greater Boneheart Panshazek. This may precipitate some of the following questions:

- Why would anyone want to meet with ANY servant of the Old One? *“Because if we do not, it is certain that Highfolk shall fall. I have spoken with the leaders of most of the various organizations around town and beyond, and we are all in agreement.”*
- What do you want us to do at this meeting? *“Have Svatek Grimblood, minion of the Boneheart Panshazek, sign this contract, promising his aid and that of his master in combating the Dawn.”* Endavon hands over a sealed scroll of parchment to a trustworthy PC.
- Where is this meeting to take place? *“In Weeping Willow, though I do not know why he chose to meet there.”*
- Why do you want US to do it? *“Because I cannot, so you MUST!”* The Factor snaps his reply with obvious frustration in his tone.
- Will Svatek ask for something in return? *“His kind always does, don’t they?”* Endavon’s head sags in remorse before continuing. *“However, this negotiation is important enough that we must comply with almost any request he makes, within reason. I am providing you with several items of eldritch power, and the means to contact me once Svatek states his terms and a deal has been reached; activate this item at that time and speak his requests to me in twenty-five words, and I shall provide my response.”* The merchant offers what appears to be a small, silvered plate and favors you with a meaningful glance. A DC 17 Knowledge (arcana) check reveals that the ‘plate’ is actually a silver dragon scale. Endavon hands it to a paladin or lawful good cleric PC first, followed by any lawful good PC or any good PC; failing that, he settles for a lawful neutral, neutral, or chaotic neutral PC as a last resort, in that order. In all cases, he gives preference to Devoted PCs first.
- What authority do you have to make this deal? *“On behalf of the Merchant’s Guild, the good people of the town of Highfolk, and the Vesve itself.”* The man’s eyes twinkle for an instant; you could swear you saw a flash of silver.
- Are you the silver dragon/Gathil/The Wanderer? *“I was, the last time I checked.”*
- What did you mean that you can’t work with Svatek? *“Do you realize how hard we worked and fought to drive him and his ilk from our Forest? And now, to practically invite them back with open arms?”* The blonde man shudders with barely-restrained ire, but looks toward the open door and calms enough to continue. *“I simply cannot bring myself to deal with his kind, but I have been convinced of the greater good – our need is simply too great.”*
- How do you feel about the Dread Mistress? *Endavon bristles at the question. “While we require her aid as well to defeat the coming Dawn, I am far more concerned about her agenda than I am of Svatek’s. If successful, I fear we will require his assistance in order to restore what is left of the Balance.”*
- Who else do we have as allies? *“Well, the full resources of the Merchant’s Guild are available to us, of course, as well as those of the Gnomish Consortium now. The Familiar Brigade has been doing their small part, and you have likely witnessed our large gray friend in the woods at some point. We can also count on the worthy elves of the Krysalyn, Moonbow, and Seldorian to support the Shandareth, of course. And recently, through no small effort on the parts of heroes such as yourselves, we can rely on... Keenwyn, and all those he has rallied to his side – some Seelie fey, the owl-offspring of Velira, the gnomes of Gildenhand and Lunadore, the Rockspire Wanderers of the Druidic Paths, and hopefully the Dwarves of Dargas Mor, now that their plight has been resolved.”*
- What’s the Familiar Brigade? *Endavon’s mood finally seems to brighten at this topic. “Let’s just call it a little... ‘pet’ project of mine. I have often found that our animal friends have more sense than we do ourselves. As such, I have a few familiars, companions, and other superior animals that help me achieve the unity I seek.”*
- Do you mean like Jye (elven cat) and Sjach (weasel)? *“Yes, exactly like that. They recruited you at my request, to stop the Dawn from taking control of that planar portal beneath the Shieldmage’s Tower.”* (Endavon refers to the events of HIG7-08 Familiar Territory here.)
- Doesn’t Onvere Raycaster work for you?/Why don’t you get Onvere to talk to Svatek? *“Onvere is too busy right now going against my wishes.”*
- What do you mean? *Endavon sighs deeply. “He is fiddling around with that Golden Sickle, attempting something I tried myself several years ago, only my efforts were a bit more subtle.”*
- And just what does THAT mean? *With a grimace of resignation, the Factor continues, “Onvere plans to use the Golden Sickle to attempt to redeem Releshi, by severing her bond with the Dawn. But if he plans to succeed, I think he may need*

some help, and I cannot spare any. Now, if we may return to the matter at hand? Azlapyn!"

At any point the PCs are about to attack, become aggressive, outright refuse or have accepted Endavon's offer, are finished with their questions, and/or are ready to leave, they notice a low growl from just outside the office door. A moment later, a dog enters the office; PCs that make a DC 26 Knowledge (nature) check realize that the canine's eyes are far more intelligent-looking than a normal dog's might be. Those that played HIG8-02 *Intertwined* recognize the dog as Azlapyn (az-lah-PIN), and are sure to recall that he is far more than he seems.

The large, gray-muzzled, brown and black shepherd pads into the office and favors each of you with an intelligent gaze. Its form then shifts into that of a canine-headed man, resplendent in gleaming plate armor with a blade of cold iron sheathed at his hip. "Yes, m'lord? Are these good folk ready to seek the servants of the trickster with me, before meeting with the evil one?" His snout pulls back into a snarl of disgust.

Though he prefers to get on the road to Weeping Willow and relate his tale to the PCs while traveling, Azlapyn shares the following information with the PCs now if they persist:

- He has been asked to escort the PCs to negotiate with Svatek using a variety of items of eldritch power
- He knows Svatek has already procured something that only Keenwyn can provide, and is concerned about what that might be (though they do not know it yet, Svatek has obtained the services of Rafeorae and Heldeng for one year)
- If asked, he informs the PCs that the contract is magical; it copies the verbal terms as spoken by its holder, and, once signed in blood, is magically binding. Azlapyn does not know it, but the contract magically returns to Endavon once signed by all parties
- Azlapyn intends to take the PCs to see High Priestess Berinia Starshine at the Radiant Halls of Pelor; he does not know where else to hold the meeting in Weeping Willow
- Several years ago, Azlapyn was asked to offer Releshi a chance to change allegiances, from the Dawn to the silver dragon. She refused, on the premise that she could keep closer tabs on the Dawn's activities that way. Though he warned her against following that course, he now feels she is beyond his help; he views this as a failure on his part.

After the PCs are finished with their questions, Endavon points out and then opens a large war chest containing several magic items; the cost and item level of each have been included here, to ease the negotiations with Envy later on in **Encounter 5: To Hell in a Handbasket**:

- armband of elusive action (800 gp, 3rd)
- artificer's monocle (1,500 gp, 3rd)
- horn of fog (2,000 gp, 5th)
- elemental gem (2,250 gp, 6th)
- spellsight spectacles (2,500 gp, 7th)
- Nolzur's marvelous pigments (4,000 gp, 8th)
- boots of swift passage (5,000 gp, 9th)
- deathguardian bracers (6,000 gp, 10th)
- ring of mighty summons (14,000 gp, 14th)
- +1 wounding elven thinblade (18,400 gp, 14th)
- orange prism ioun stone (30,000 gp, 16th)
- strand of prayer beads (karma, 20,000 gp, 17th)
- ring of spell storing (50,000 gp, 18th)

Endavon instructs the PCs to take the entire chest with them to Weeping Willow, and explains the function and relative power of each item if asked (or points out that the eyepiece is an *artificer's monocle* so they can identify the other items themselves). The Factor points out that each item was donated by those individuals particularly devoted to the region, and also informs the PCs that they may use and possibly obtain any items not traded to Svatek. He then requests that the PCs return to him and give a full report after the negotiations are complete. Azlapyn gives the PCs one hour to procure supplies in town, if they choose. When they are ready to head west to Weeping Willow in the Highvale, proceed to **Encounter One: Throwing Copper**.

CREATURES

All APLs

Endavon: Male human Exp3.

Traits: business-like, professional, inflexible. 'Endavon' is incensed that he must essentially deal with the devil, but has resigned himself to the fact that it is the only path left to follow; without the help of the servants of Iuz, the Vesve will fall to the Dawn.

Azlapyn the Just: Male hound archon, Pal11 (Bahamut) (1): hp 143; *Appendix 1*.

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

TROUBLESHOOTING

Should this meeting somehow devolve into combat, remember that Endavon is actually an adult silver dragon and Azlapyn is a hound archon paladin; however, they both choose to magically flee at the first opportunity rather than fight.

DEVELOPMENT

Once the PCs have finished with their questions and understand their mission, proceed to **Encounter 1: Throwing Copper**.

1: THROWING COPPER

Azlapyn leads the PCs to Weeping Willow to meet with Svatek, a journey that typically takes 3 days at normal speed. Rafeorae and Heldeng are also en route for the meeting, but are attacked just outside town. Sounds of the combat reach the PCs, and Azlapyn teleports ahead to protect the draconic creatures, who are engaged in a fight for their lives while flying over the Volverdyva River. This encounter is intended to demonstrate how the allies of the silver dragon are beginning to work together, rather than to challenge the PCs' martial abilities.

After traveling several days from Highfolk toward the Highvale, you come upon the fast-flowing Volverdyva River, still swollen from spring rains. Azlapyn begins to follow along the path that skirts its edge when the bright 'shring' of steel being drawn peals out from perhaps several hundred feet ahead. "Make haste as best you can; follow the river!" shouts the hound archon as he disappears from sight with a gesture.

Assuming the PCs follow Azlapyn's instructions and double-move at a speed of 30 ft., they arrive at the source of the disturbance 2 rounds later. If they take longer (because they move slower than 30 ft. or delay to cast spells) or shorter (moving faster than 30 ft. or using magic to speed their travel), adjust the following accordingly:

A very tan half-elven man wearing traveler's clothes oddly hovers above the stream, his legs seeming to be stuck in the water from the knees down. A miniature draconic creature dives at a small humanoid as it leaps out of the flowing water to shred the man's legs with its sharp claws, while a seething whirlpool seems to form below. Azlapyn is here as well, several more of the mossy things dead or dying at his feet, his greatsword bloodied.

Should any PCs venture out into the water, use the rules for water dangers (DMG 304) and underwater combat (DMG 92), should it become necessary. While the water level of the Volverdyva is quite high at this time, the current is still relatively calm, and requires only a DC 10 Swim check to maintain control.

CREATURES

All APLs

Elder Water Elemental (1): hp 228; MM 100.

Rafeorae: male pseudodragon (1): hp 15; MM 100.

Traits: curmudgeonly, serious, wise.

Heldeng Iryrinshae: male half-elf, Rog2/Sor3/DrD3, hp 50.

Traits: lecherous, playful.

APL 4 (EL 2)

Bog Imp (1): hp 22; Appendix 1.

APL 6 (EL 3)

Bog Imp (1): hp 22; Appendix 1.

APL 8 (EL 4)

Bog Imp (1): hp 22; Appendix 1.

APL 10 (EL 5)

Bog Imp (2): hp 22; Appendix 1.

APL 12 (EL 6)

Bog Imp (2): hp 22; Appendix 1.

Note: The EL of this encounter has been reduced by 2 to account for Azlapyn's assistance.

Tactics

The bog imp(s) continue to harry Heldeng as Rafeorae attempts to sting and poison his friend's attacker(s), but are happy to focus on the PCs once they involve themselves. It (they) use sink and then claws at stuck PCs, causing them to sicken. Remember their stagnate effect, which is a mere annoyance until the PCs can restock in Weeping Willow. This is an easy combat, so feel free to free up another bog imp or two from attacking Azlapyn to challenge the PCs.

Once the PCs arrive, Azlapyn salutes them with his sword and then disappears, teleporting beneath the water to deal with the elder water elemental, which has formed a vortex in an attempt to drown Heldeng.

The mossy, impish creatures defeated, you finally have time to get a good look at the strange-looking half-elven man, and note he has a tattoo of a fairy in flight is imprinted on his left cheek. He wears no armor but just a fine green and brown jerkin and shredded black pants. Even his feet are bare. Upon looking closer, the sun catches his skin and flares, showing a light copper color.

Flying just beside this man is what appears to be a miniature red dragon, though it is brownish red in color and is no larger than a cat.

The small red dragon chirps and pokes the man with his snout. Inside your head, you hear an older man's voice in Common say, "Hel, we should thank our saviors."

"This," the handsome half-elf says with a smile, waving a clawed hand toward the tiny dragon, "is Rafeorae, my friend. He's an old man, so you'd best not crack wise to him." He chuckles under his breath and roguishly winks. "I am Heldeng Iryinshae, of Clan Llelyuna. At your service."

PCs can make DC 15 Knowledge (arcana) checks to know that the man is a copper dragon disciple and the small dragon is a pseudodragon. Elven PCs know that the fairy mark on his cheek is a mark of Clan Llelyuna. Those PCs who have played HIG7-08 *Familiar Territory* recognize the pseudodragon as Rafeorae.

Heldeng is a very suave half-elven man who enjoys wooing attractive women. Any woman with a 12+ charisma gets his attentions straight away, and he attempts to get them interested through his charming personality. Should there be more than one woman at the table, he chooses the prettiest one first and goes down from there (should he fail). No one woman is enough for him, so if the PCs plan to stay the night, he visits more than one. Just have fun with this, but don't stray too far or offend anyone.

Rafeorae is the wiser of the two "dragons", though still a trickster in his own right. He is Heldeng's constant companion and does not wish to leave him for any reason (should any wizards or sorcerers beg him).

Heldeng and Rafeorae share the fact that Radiance, a powerful leader of the fey, has been missing since early CY595; if the PCs do not yet know it, they reveal that she is being held by forces of the Dawn in Castle Ehlenestra.

TROUBLESHOOTING

Again, feel free to add more bog imps if the PCs are under-challenged, but remember time constraints and the intended EL of the overall encounter.

DEVELOPMENT

Once the PCs and NPCs have shared any information they desire, they may proceed on to Weeping Willow another few hours away.

2: WEEPING WILLOW

While entering Weeping Willow, the PCs notice a large amount of open farmland, and that there is little commerce/trade established here (a potential haven for Svatek). Azlapyn instructs the PCs to inform Berinia of the impending meeting (though not the details, to protect her from the consequences of knowing too much), and request she prepare a meeting place. He accompanies the PCs to the shrine while Rafeorae and Heldeng remain outside of town; Azlapyn then leaves the party with Berinia and returns to exchange information with the draconic duo regarding recent events.

The sun reaches its zenith as your group approaches the small town of Weeping Willow; you notice the large amounts of open farmland. There appears to be little commerce or trade established here... even as you look toward the 'busiest' area of town.

Before you enter town, Azlapyn reverts to his canine form, explaining to your group, "I would prefer to conceal my true nature for now, and I need to converse with Rafeorae and Heldeng about a few things while you prepare for the negotiations. While they wait for me here, I will lead you, but please make straight for the shrine of Pelor and ask for high priestess Berinia Starshine. Tonight is when Svatek has requested to meet, and you must secure the area in preparation."

Assuming the PCs comply, continue on:

Striding up the lone street of town, you pass by the somber Shady Leaf Inn, the home of Speaker Myrindil Riverstone, and the empty town meeting hall; as you near it, you see that Religuth's Goods appears to have been permanently closed. Azlapyn urges you on past the graveyard and town well to the shrine of Pelor while maintaining typical canine behavior, running ahead, looking back at you while whining, then returning to your group and repeating the process until you arrive.

Easily blending into the street of Weeping Willow is an adequately sized one-story building painted in a pleasantly bright yellow wash. The single open door to this building is emblazoned with a large sunburst, the symbol of Pelor.

Once at the door, the hound archon does his best to genuflect, splaying his forelegs and bowing his muzzle at the threshold before entering. As he does, you hear a frightened boyish scream from beyond.

If the PCs enter, read on:

A skinny, pimple-faced young man relaxes visibly as you enter, hopeful that you are the keepers of the fierce canine interloper. His voice cracks as he states, "Welcome to the Halls of the Radiant Sun. I am Acolyte of the Sun Derith; how can we help you today?"

Give the PCs a chance to respond and ask for Berinia; Derith's face lights up as brightly as the symbols around him at the mention of her name, and rushes off to fetch her. Describe the PCs' surroundings as they wait:

As you wait, you notice the shrine to the Sun God is rather quaint and peaceful. Many skylights and stained glass windows allow the sun's rays to bathe the entirety of the main chamber, and a raised wooden altar rests at its head, covered in silver and yellow cloth. A great copper embossing of the sun hangs against the rearmost wall. Four rows of benches allow for worship.

Several moments later, a pretty high elven woman glides out of the sacristy and towards your group. She seems to quickly sum up the importance of your presence, focusing for a long moment on the hound at your side. She then smiles warmly and invites you in to a small meeting room at the back of the shrine. As you follow, Azlapyn bows again to the priestess, and then slinks out the front door, presumably for his own meeting with Rafeorae and Heldeng.

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 clan Krysalyn automatically succeed, and recognize her as a Surinya (highest tier) of the clan.

Since she is a powerful cleric, assume Berinia has any preparatory spell you deem appropriate, including a *zone of truth*. In addition, she has a *true seeing* spell active when the PCs arrive which allows her to see through any PC adopting a disguise, including those created via the **Absence of Responsibility**. The high priestess is fully aware that these people exist; however, her sunny

disposition prevents her from shunning them. Instead, she is more inclined to convince them of the error of their ways.

As Berinia seats herself and invites the PCs to join her at the table, Derith brings in a tray of citrus fruits and juices. He cannot take his eyes off the elven priestess as he serves you (which causes him to nearly spill several times; a DC 5 Sense Motive makes it quite obvious he has a crush on Berinia. The high priestess favors him with a stunning smile as he performs his duties, but says nothing until Derith leaves the room. Once he does, Berinia leads off the conversation:

"How can I help you? I have the impression that you were led here for a very good reason... but please be careful. Remember that you really do not know me, and though I am not without resources, I cannot be forced to tell that which I do not know... so perhaps it would be best to inform me only of what I really need to know."

Allow PCs to reveal whatever information they wish, but at any time Berinia feels they are sharing too much, she reminds them that secrets, once spoken, can never be unsaid. The ideal amount of detail is simply that the PCs are expecting to meet with someone and that they require a safe location for negotiations; Berinia is content with that much.

- Why are you being so nice/understanding/willing to help us? *"Is there a reason why should I not? You appear to be people in need, and I appear to be able to fulfill that need."*
- Do you know Svatek Grimblood? *"I am sorry; I do not know anyone that goes by such a horrible name."*
- Do you know Azlapyn/the hound archon? *"I do not know that name. I did notice that your 'hound companion' was more than he seemed, however. It is part of the reason I trust you."*
- Do you know Leaijrn (or Calentir, Releshi, Wynda, Onvere, or other notables)? *"I do, though I have not seen him/her/them for a very long time; we have adventured together in the past. Many of these people were asked to fill vacant positions of importance after the Shadow War."*
- How do you feel about what's going on with the civil war/ the Lady of the Wood/the Dawn? *"I feel it is a terrible tragedy that the elves cannot put their differences aside. The Dawn is tearing our forest apart, and must be stopped."*
- Do you know what happened to Religuth? *"He curiously closed up shop perhaps a month ago;*

very strange, since I heard that he was the only one that wanted to stay the last time there was trouble in town.

- Do you know that Derith has a crush on you?/How do you feel about Derith? *“He is a sweet boy, but he is so very young for a human, and I am an elf. I am aware of his feelings for me, but I am reluctant to return his affections, considering the circumstances.”*

Improving Berinia’s attitude from Friendly to Helpful (requiring a DC 20 Diplomacy check) can convince her to give Derith a chance to pursue his affections, if the PCs care; particularly if they point out how tolerant her clan is of marriage to humans. Once they have finished with their questions and persuasions, Berinia stands and takes her leave to make any preparations that were asked of her.

“Due to the circumstances of this meeting, I believe I shall vacate the premises for a time. Derith will attend to your needs during your meeting, and I assure you that he can be trusted implicitly with any information to which he might become privy.”

Berinia then goes elsewhere in town and remains out of the way until the meeting is over, but can be seen attending to the fallen after the next encounter, as do Azlapyn, Heldeng, and Rafeorae.

CREATURES

All APLs:

Berinia Starshine: Female high elf cleric 5/Radiant Servant of Pelor 8.

Traits: caring, idealistic, soft-spoken.

Berinia is a ranking Surinya of clan Krysalyn. She typically assumes an advisory role unless forced to take charge, either due to lack of action or the mistakes of others; direct action is not her strong point. She is somewhat amused by Derith’s crush on her, but does her best not to lead him on. She has always trusted Calentir implicitly, though she is now quite concerned about the recent events.

Derith: male human Clr1 [Pelor], hp 8, Cha 15

Traits: clumsy, naïve, nervous.

Derith has a rather large crush on Berinia Starshine, upon whose virtues he expounds if the PCs seem likely to listen; he idolizes her and the other famous adventuring clerics that founded the shrine, Welby Bumpus and Silas Nadian.

TROUBLESHOOTING

Allow the PCs to set whatever defenses and make preparations as they see fit, but no trouble should come their way unless they make efforts to be difficult.

DEVELOPMENT

Once the PCs are ready, or the DM deems that it is roughly 10PM, proceed to **Encounter 3: Enter Svatek**.

3: ENTER SVATEK

Svatek Grimblood arrives with a pair of glabrezu disguised as humans for the meeting. The PCs are Endavon’s negotiators, and have been authorized to offer a variety of magic items in exchange for Svatek’s help combating the Dawn.

A tall man enters the shrine, followed closely by a pair of unassuming men in simple black robes, possibly lesser clergy of Old Wicked. The man gives an oily smile as he surveys the shrine’s interior. “How... quaint. The Sun Father must be ever so proud of a shining bastion of purity such as this,” the priest observes drolly.

Shifting his focus back to your group, Svatek introduces himself to those he has not yet met, and cordially takes the hand of those he has. “Thank you for arranging this meeting, friends; we have much to discuss.”

Svatek pointedly avoids acknowledging his two attendees, dismissing them with a casual wave of his hand if anyone asks about them. For those who have not met him before or require a refresher on recent events, he explains that the Old One’s clergy has not been blind to the happenings in the Vesve. Indeed, with their Empire’s recent set backs, many wriggled their hands with glee at the strife rising in the forest. However, Greater Boneheart Panshazek is aware that more is going on than the normal bickering of the elves. Therefore, he has assigned those members of the Boneshadow that have escaped the Blood Owl purge to watch events unfold in the Vesve. Some adventurers have been constantly involved in the machinations of Releshi Elethiel-Rellen and the Oronodel and yet remained somewhat above the fray; these adventurers interest him.

Panshazek has dispatched Svatek Grimblood, an ambitious up-and-coming priest originally from the Bandit Kingdoms, to meet with these persons, and offer them an alliance. The Boneheart has shared the following with Svatek that he uses while speaking with the PCs, which has been related before:

- Svatek knows the names, descriptions, and general capabilities of any PC that has played HIG5-07 *Twilight*, HIG6-08 *Dusk*, HIG7-05 *Midnight*, HIG7-08 *Familiar Territory*, or is Devoted of the Green and White.
- Panshazek has informed his minion that these PCs seem somehow important, likely against the Dawn. He does not know how the Boneheart has heard of the PCs.
- Panshazek is aware that there is a female force calling itself the Dawn that has been slowly claiming parts of the Vesve, and indeed has many allies in the North that will inevitably come into conflict with the Iuzians.
- Svatek confirms that allies of Dawn include many elves and fey and other natural creatures of the wood, and that the mercenary and draconic army of the Clatspurs is an enemy of the Dawn.
- The Iuzian forces of Panshazek wish to offer an alliance with the PCs against the Dawn. Both sides agree to share information and should the time come, they will join forces to battle the creature. Svatek is here this evening to negotiate the terms of this alliance.

Use the following as guidelines for the negotiations; Svatek remains as cordial as possible throughout, though attempts to keep his cards close to the vest until necessary to reveal them. As a skilled negotiator with several items loaned to him by his master (Bluff +20, Diplomacy +25; refer to his stat block in **Appendix 1**), he prefers to let the PCs first make their offers before stating his terms. Do not let this bog down or make it too difficult for the players, especially during a timed event, such as at a convention; Svatek has places to be, so while he wishes to maximize his benefits, he does not want to prolong the meeting. Derith checks on the negotiations periodically, to refresh drinks and food trays.

If any PC has a regenerated hand or is possessed by a succubi as a 'mutterer' (has the AR item Not in Your Right Mind) from IUZ7-05 *Know Thy Enemy*, or has the Dark Taint or Demonic Tortures from IUZ3-06 *Every Passing Breeze*, they feel increasingly unable to control themselves during the negotiations. These PCs suffer a -4 penalty on all Charisma-based checks. PCs that are Caressed by Angels or Kissed by Devils suffer an additional -4 penalty to these checks.

- Svatek is interested in the following:
 - Though Endavon has provided the PCs with magic items to sweeten the deal with Svatek, the Iuzian cleric has no interest whatsoever in them. As far as he is concerned, the PCs can keep these items for their troubles
 - He has already procured the services of Rafeorae and Heldeng for one year (Azlapyn is learning this

from the pair on the edge of Weeping Willow at the very moment these negotiations take place)

- He asks for *blackstone badges* (used for open entry into Flameflower, from HIG7-04 *Rose and Pearl*), explaining that if he is to be considered a part of the community, he must be able to defend it from any location (record the number of badges obtained for critical events)
- On a strictly personal level, Svatek wishes for a Weeping Willow retreat; he would like to open a store, for the purposes of trading goods and providing clerical services and items; he is thrilled to learn that Religuth has recently closed up shop, should this be mentioned
- He also wishes to lure Azlapyn into working with him, playing on the hound archon's desire to redeem Releshi and to protect Heldeng and Rafeorae; Svatek would be pleased to receive Azlapyn's services for one year
- He requires the Truenames of Releshi, Calentir, the Dawn herself, and even the child Aensylorin; if these beings are to be defeated in combat, knowing their Truenames is critical. Svatek's divinations have revealed to him that the being known as Envy likely knows these Truenames. This is a must have; Svatek does not sign the contract without the PCs agreement to retrieve at least Calentir's and Releshi's Truenames
- In exchange for the Truenames, Svatek offers Panshazek's help against the Dawn; should the PCs agree to any of the other requests, he can offer additional aid:
 - To restore a portion of the Plaguehold to its former condition
 - He knows of a potential ally that may prove very useful against the followers of the Dawn. Under no circumstances does he reveal the identity of this ally, but he assures the PCs that this ally is no friend of Iuz; the individual loathes both Iuz and the Oronodel equally. Svatek can find and negotiate with this person and can reveal the identity once the treaty is signed

Assuming the PCs come to some form of agreement with Svatek, he elaborates on the mission at hand; he needs the PCs to travel to the seventh layer of the Nine Hells, that of Maladomini, where they can find the being known as Envy. Those PCs that participated in HIG5-i03 *In a Handbasket Interactive* (Conflict '05) may recognize Envy as one of the Fallen Celestials that was not Redeemed, remember her as a fiendish couatl, or other information as presented in the Adventure Background of this adventure.

Svatek does not possess the power to transport the PCs to the Hells (nor would he, if he did; Iuz works with the demonic, not the diabolic, and his glabrezu do not *wish* to travel their either) However, while discussing their planar travel issues, Derith has entered the room to refill drinks and overhears the PCs' plight. He offers the use of the Handbasket, a unique magic item that can transport the PCs safely to Envy's precise location (*"Mistress Berinia has an item that can help you get anywhere you'd like to go."*). He runs off to fetch the Handbasket while the others finish their negotiations.

Assuming the PCs agree to venture to the Hells to obtain the Truenames, Svatek is satisfied; He promises to return to complete the negotiations and sign the contract, then takes his friends and departs until the PCs can complete their task and fulfill their end of the agreement. Unknown to the PCs (unless they trail him), Svatek hangs around town, checking out the abandoned storefront of Religuth's Goods. Derith then returns with the Handbasket, but encourages the PCs to wait until the morning:

"We should probably wait until the morning when Mistress Berinia returns though; I don't know how to operate this, and I should probably get her permission to let you use it first anyway."

Encourage the PCs to wait until morning so that they do not miss the attack on Weeping Willow. If they persist and try to leave immediately, have Derith tell them:

"Besides, I'm sure Mistress Berinia will wish to serve you breakfast in the morning. I always feel more brave and healthy after one of her special meals."

Derith refers to Berinia's casting of a *heroes' feast*, of course. If they still insist on leaving now, Derith can claim that he has heard time may flow differently in the Hells and that their journey could take no time at all; otherwise, allow the PCs to choose as they wish and miss the attack. It does require a DC 25 Spellcraft check to operate the Handbasket properly without instructions, however. Success on this check also reveals that the portal created by the Handbasket is fixed; that is, once opened, the portal remains open on the destination plane to those that passed through, even if the Handbasket is moved to another location upon Oerth.

CREATURES

Panshazek has provided his minion with additional force; two glabrezu in disguise have been placed at Svatek's disposal. Svatek only involves the demons if he is

attacked first; he wishes for this to be a civilized negotiation, not a combat.

All APLs (EL 15)

Svatek Grimblood: male human cleric 7 [Iuz], hp 45; oily; Appendix 1.

Glabrezu (2): hp 174; MM 43; magically disguised as humans in leather armor.

Tactics

This is not intended to be a combat. Svatek only allows the demons to attack if attacked first. If it does come to combat, Svatek restrains the demons and orders them to use tactics such as *power word stun* spell-like abilities or simply allowing enemies to flee. Only if it is clear that the PCs represent a significant threat does he allow the demons to respond with their full capabilities. If Svatek feels personally threatened, he flees the meeting room, leaving the demons to their own devices. Should combat occur, the first glabrezu to reveal his true form causes the thin wall between the meeting room and the shrine proper to collapse; the combatants should then have plenty of room to spread out, as the shrine is 50 ft. x 30 ft., whereas the meeting room is only 10 ft. x 15 ft.

TROUBLESHOOTING

It is possible that the PCs never allow a discussion to occur and instead rush to battle. This combat may be overwhelming for most parties and the DM should be careful not to decimate them. The demons can teleport away or use crowd control tactics if necessary. If the PCs continue against the odds, the demons release their full fury.

For those PCs using the *Absence of Responsibility*, Svatek's glabrezu friends have *true seeing*, and are thus able to recognize these PCs for what they truly are; the glabrezu known as Molleck the Soul Feaster uses his telepathy to inform Svatek of the traitors' presence. Despite the fact that they are on exact opposite sides of the upcoming confrontation, Svatek chooses to keep their secret, depending on how these PCs react to the telepathic message he ends them via Molleck: *"I know who you are and whom you serve, but I will keep your secret if you aid your companions here to provide that which I seek."*

DEVELOPMENT

Assuming the PCs decide to bed down for the night rather than leave immediately, allow them to make 'camp' in the shrine before continuing with **Encounter 4**.

4: THINGS THAT BUMP IN THE NIGHT

The town of Weeping Willow is attacked by lizardfolk if the PCs agreed to work with Svatek; if they refused, the town is instead attacked by demons and undead (as the lizardfolk were secretly camped on the outskirts, waiting for dark to destroy the town, they spied the demonic force and decided to conserve their forces and returned home).

As you settle in, either with a hard temple pew as your makeshift bed for the night or to stand guard over your companions, the town outside is eerily silent. But no more than half an hour passes before that silence is disturbed by a panicked pounding on the small oaken door; a frightened voice urgently cries out from beyond, "Lady Berinia! Come quickly; we're under attack!"

Berinia is of course nowhere to be found, but the PCs may feel obligated to save the town from being overrun... especially since they find that the Halls of the Radiant Sun are now on fire, as is half the town. Both Berinia and Svatek can be seen after the battle, tending to the wounded.

4A: THE DAWN RISES AT MIDNIGHT

If the PCs agreed to work with Svatek, the town is attacked by lizardfolk of the Dawn that all wear symbols of the Lady of the Wood. Though many of them have black scales, all now show hints of green on their bodies, as if they have been altered or cross-bred at some point. Though other lizardfolk burn various buildings or attack townsfolk, one group focuses on the shrine and its occupants:

CREATURES

APL 4 (EL 5)

Blackscale Lizardfolk (1): hp 39; *Appendix 1*.
Poison Dusk Lizardfolk (3): hp 5; *Appendix 1*.

APL 6 (EL 7)

Blackscale Barbarian (2): hp 60; *Appendix 1*.
Poison Dusk Lieutenant (1): hp 33; *Appendix 1*.
Dark Talon Soldier (2): hp 19; *Appendix 1*.

APL 8 (EL 9)

Blackscale Barbarian (2): hp 73; *Appendix 1*.
Poison Dusk Ranger (1): hp 42; *Appendix 1*.
Dark Talon Shaman (1): hp 49; *Appendix 1*.

APL 10 (EL 11)

Blackscale Barbarian (2): hp 97; *Appendix 1*.

Poison Dusk Ranger (1): hp 50; *Appendix 1*.
Dark Talon Shaman (1): hp 56; *Appendix 1*.

APL 12 (EL 13)

Blackscale Barbarian (2): hp 131; *Appendix 1*.
Poison Dusk Ranger (1): hp 66; *Appendix 1*.
Dark Talon Shaman (1): hp 80; *Appendix 1*.

Tactics

These lizardfolk followers of the Lady do not attack green dragon disciples or other followers of the Lady unless attacked first. They preferentially attack those subject to the Balance of Scales (other than green dragon disciples).

The shaman begins combat wild shaped as a giant crocodile and casts using his Natural Spell feat. If available, he has pre-cast *blindsight*, *call lightning*, *freedom of movement*, and *protection from energy* (fire) on himself, and *barkskin*, *bear's endurance*, *bull's strength*, *brambles*, and *lion's charge* on the blackscale barbarians. He puts up *decomposition* as soon as possible, and places a *flame strike* to hit a maximum number of targets.

The blackscale barbarians pounce into combat, *flying* or drinking a *potion of resurgence* as available and needed. The poison dusk lieutenant hides until a target presents itself, then uses *manyshot* with a readied action, preferably at an elven spellcaster for maximum effect with the *hunting* enhancement on its bow.

The shaman's giant crocodile (thanks to Natural Bond feat) and the lieutenant's monitor lizard remain in front of their masters, defending them.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 58 gp; Coin 0 gp; Magic 12 gp; *potion of resurgence* (2 @ 6 gp each); Total 70 gp.

APL 6: Loot 155 gp; Coin 0 gp; Magic 837 gp; +1 *greatclub* (2 @ 192 gp each), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp each), *potion of resurgence* (2 @ 6 gp each); Total 992 gp.

APL 8: Loot 25 gp; Coin 0 gp; Magic 1,802 gp; +1 *greatclub* (2 @ 192 gp each), *cloak of resistance +1* (83 gp), +1 *composite longbow [+2 Str]* (216 gp), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 2nd level* (2 @ 333 gp each), *potion of resurgence* (2 @ 6 gp each); Total 1,827 gp.

APL 10: Loot 25 gp; Coin 0 gp; Magic 3,402 gp; +1 *corrosive greatclub* (2 @ 692 gp each), *cloak of resistance +2* (333 gp), +1 *composite longbow [+4 Str]* (233 gp), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 2nd level* (2 @ 333 gp each), *potion of resurgence* (2 @ 6 gp each), *ring of counterspells* (333 gp); Total 3,427 gp.

APL 12: Loot 25 gp; Coin 0 gp; Magic 10,319 gp; +1 *corrosive greatclub* (2 @ 692 gp each), *cloak of resistance +3*

(750 gp), +1 hunting composite longbow [+4 Str] (733 gp), +6 amulet of health (2 @ 3,000 gp each), lesser bracers of archery (416 gp), potion of cure moderate wounds (25 gp), pearl of power 2nd level (2 @ 333 gp each), potion of resurgence (2 @ 6 gp each), ring of counterspells (333 gp); Total 10,344 gp.

Detect Magic Results: +1 corrosive greatclub (moderate conjuration), cloak of resistance +3 (moderate abjuration), +1 hunting composite longbow [+4 Str] (moderate abjuration), +6 amulet of health (moderate transmutation), lesser bracers of archery (moderate transmutation), potion of cure moderate wounds (faint conjuration), pearl of power 2nd level (strong transmutation), potion of resurgence (faint abjuration), ring of counterspells (moderate evocation).

4B: DON'T MESS WITH SVATEK – PART I

If the PCs refused to work with Svatek, the town is instead attacked by two waves; the first consists of demons and undead. Even if Svatek should be attacked and somehow defeated, he had pre-arranged this attack, with orders to destroy Weeping Willow if he did not report back by a pre-determined time:

CREATURES

APL 4 (EL 7)

Fire Spectre (1): hp 32; *Appendix 1*.

Gadacro (2): hp 26; *Appendix 1*.

APL 6 (EL 9)

Fire Spectre (2): hp 32; *Appendix 1*.

Gadacro (3): hp 26; *Appendix 1*.

APL 8 (EL 11)

Fire Spectre (3): hp 32; *Appendix 1*.

Vrock (1): hp 115; MM 48.

APL 10 (EL 13)

Dread Wraith (1): hp 104; MM 258.

Hezrou (1): hp 138; MM 44.

APL 12 (EL 15)

Dread Wraith (2): hp 104; MM 258.

Glabrezu (1): hp 174; MM 43.

4B: DON'T MESS WITH SVATEK – PART II

If the PCs refused to work with Svatek, the town is instead attacked now by a second wave of demons; should the PCs be foolish enough to attack Svatek and somehow survive, feel free to skip this wave at APLs 4 and 6:

CREATURES

APL 4 (EL 7)

Bar-Igura (2): hp 51; *Appendix 1*.

APL 6 (EL 9)

Bar-Igura (4): hp 51; *Appendix 1*.

APL 8 (EL 12)

Vrock (3): hp 115; MM 48.

APL 10 (EL 14)

Vrock (3): hp 115; MM 48.

Chasme (2): hp 76; *Appendix 1*.

APL 12 (EL 17)

Chasme (4): hp 76; *Appendix 1*.

Glabrezu (3): hp 174; MM 43.

Tactics

These servants of Iuz are intent on destroying everything in their path.

DEVELOPMENT

Since Berinia is now in sight of the PCs, she explains the operation of the Handbasket and suggests the PCs use it immediately, before any more trouble occurs. If the PCs accepted Svatek's mission to obtain the Truenames, proceed to **Encounter 5: To the Hells in a Handbasket**. If they refused, skip to **Encounter 6: Unexpected Company** and adjust as necessary.

5: TO THE HELLS IN A HANDBASKET

The PCs must enter the Handbasket to the Hells to obtain the Truenames of Releshi, Calentir, and the Dawn which are known by the fallen celestial known as Envy, who deals in information in the Hells. Envy shares the Truenames gladly, requiring at least one magic item per name. After the negotiations, the fallen celestial find an excuse to attack the PCs before they depart. Make it clear to the PCs that no NPCs join them for this mission.

You place your head into the wicker container and experience some discomfort as you feel simultaneously squeezed and stretched. The pressure builds, and everything smells initially of old hay... and then of brimstone, as the pressure relaxes and you step forth from the Handbasket. It is readily apparent that you are no longer in Weeping Willow, or even on Oerth.

You stand in a small octagonal room, empty except for an open window in each wall and a

descending staircase in the center. Through the windows wafts an uncomfortable dry heat and the stench of sulfur, accompanied by a ruddy glow. You are quickly joined by the rest of your companions.

If any PC looks out a window, they see:

Far below lies one wall of a crumbling city; you are apparently in a high tower just outside some diabolic haven. A sludge-choked river wends its way past your tower and what appears to be a strip mine worked by all manner of fiends; as you watch, some sentient chunk of filth crawls forth from the river and begins to die on the bank, apparently unable to breath the toxic gas that passes for air here. A foul black ichor weeps forth from the mine entrance into the river just above a sluice gate into the city proper; it seems this is the main water supply for the area.

A DC 20 Knowledge (planes) check confirms the PCs have arrived on Maladomini, and that the city below is likely Grenpoli. Grenpoli is known as a haven for politics, where violence is forbidden and the only permissible weapons are wit and guile. It is therefore considered an accidental sanctuary for non-devil visitors to Baator. A DC 25 Knowledge (planes) check indicates the PC knows they were fortunate that Envy's tower lies outside Grenpoli, since powerful wards there prevent any weapons from entering the city by any means, and spells that deal hit point or ability damage or summon creatures automatically fail.

The plane of Maladomini is both mildly law and evil-aligned; Chaotic and Good PCs each suffer a -2 penalty on all Charisma-based checks, and Chaotic Good PCs suffer a -4 penalty.

If any PC is possessed by a succubi as a 'mutterer' (has the AR item Not in Your Right Mind) from IUZ7-05 *Know Thy Enemy*, they feel increasingly uncomfortable during their stay in the Hells. The above penalties are doubled for this PC, and the succubus eventually attempts to shift from mutterer to controller (see *Fiendish Codex I* page 21), requiring the PC to succeed on a DC 19 Will save to prevent the succubus from taking over; apply a -8 penalty to this Will save due to extreme discomfort endured while in the Hells. PCs that are Caressed by Angels suffer an additional -4 penalty to this save, while those that are Kissed by Devils gain a +4 bonus.

If any PC has a regenerated hand, again from IUZ7-05 *Know Thy Enemy* or have the Dark Taint or Demonic Tortures from IUZ3-06 *Every Passing Breeze*, they feel increasingly uncomfortable during their stay in the Hells. The above penalties are doubled for this PC, and

they must succeed on a DC 19 Will save to prevent the hand or other body part from taking over. PCs that are Caressed by Angels suffer an additional -4 penalty to this save, while those that are Kissed by Devils gain a +4 bonus.

PCs that are 'merely' Caressed by Angels need only to make a DC 19 Will save to maintain control of their persons.

All the PCs that suffer these adverse effects must succeed on the Will save 3 times to prevent the effect for 24 hours. Those that fail even one of the Will saves are forced to either attack Envy and her minions once the negotiations are complete, or to steal at least one of her trinkets, preferably a soul vessel – DM's choice.

Unless the PCs wish to venture out the window, the best way to proceed is down the stairs; note that once they descend and no longer benefit from the red glow from outside, the rest of the tower is dark until the PCs provide their own light:

Descending the tower stairs perhaps 20 feet, you pass by all manner of knickknacks; plaques and trophies, gewgaws and baubles line the walls of the staircase and cover the shelves and tables of the sitting room beyond. These objects hang all over the 40 ft. diameter room, all the way up to the ceiling two longspears above.

A DC 27 Spot check reveals a rat as it slinks into a small hole in the opposite corner. This is actually an imp using its alternate form and standing guard; it is now running off to warn its master that she has unwanted guests.

The DM is encouraged to detail and describe some of the trophies and such, as things that are representative of her envious nature of things of beauty, power, love, and wealth; a beautifully gilt mirror here, a statue of someone's lover there (petrified, of course), the staff of an archmage (perhaps engraved with the symbol of Bigby of the Circle of Eight), or even a crown of King Belvor of Furyondy, etc.

One particular item of note is an elven thinblade mounted to a darkwood plaque with a brass nameplate fastened beneath; the plaque reads "Xeraco Amastodel" in Infernal and Elven. Those who succeed on a DC 10 Knowledge (local), Knowledge (nobility and royalty), or Bardic Knowledge check recognize "Amastodel" as a Moonbow family name. 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 clan Moonbow automatically succeed on this check, and recognize Xeraco as a former elder of that clan who died defending Verbeeg Hill. Those PCs that played HIG7-01 *Luck Lost* or succeed on a DC 10 Knowledge (local) check

recognize this as the sword retrieved from the sunken Vilverdyva Queen on behalf of Sithari Silvanara, also of clan Moonbow. Those who succeed on a DC 15 Knowledge (nature) or a DC 15 Knowledge (arcana) check identify the metal as thinaun. A DC 20 Knowledge (arcana) check tells the hero that thinaun stores a bit of the wielder's essence if they die while wielding the weapon. If the PCs examine the sword closely, they can see some sort of flickering movement in the crystal in the hilt. Curious PCs may wonder how this weapon came to be displayed here, in the Hells; they may wish to ask Envy to answer that question for them when given the opportunity.

One of the golden trophies on the mantle is actually a spell turret; it can be found and recognized for what it is with a successful Search check. Note that since its trigger conditions are dependent upon the removal of items from this tower, it is unlikely to be set off at this time. It is far more likely to activate upon the PCs' departure if they attempt to take any property of Envy's.

TRAP

APL 4 (EL 4)

Spell Turret: CR 4; Diminutive magic device; visual trigger (true seeing, only if a soul vessel or trophy is brought through or out of the room); automatic reset; *dispel magic, hold person, stinking cloud, slow* cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 28; Disable Device DC 28; AC 7, hardness 8; hp 200. Cost: 7,500 gp.

APL 6 (EL 5)

Spell Turret: CR 5; Diminutive magic device; visual trigger (true seeing, only if a soul vessel or trophy is brought through or out of the room); automatic reset; *solid fog, wall of fire, enervation, phantasmal killer* cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 29; Disable Device DC 29; AC 7, hardness 8; hp 200. Cost: 14,000 gp.

APL 8 (EL 6)

Spell Turret: CR 6; Diminutive magic device; visual trigger (true seeing, only if a soul vessel or trophy is brought through or out of the room); automatic reset; *cloudkill, symbol of sleep, Bigby's interposing hand, waves of fatigue* cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 30; Disable Device DC 30; AC 7, hardness 8; hp 200. Cost: 22,500 gp.

APL 10 (EL 7)

Spell Turret: CR 7; Diminutive magic device; visual trigger (true seeing, only if soul vessel brought within 60

ft.); automatic reset; *greater dispel magic, acid fog, flesh to stone, eyebite* cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 31; Disable Device DC 31; AC 7, hardness 8; hp 200. Cost: 33,000 gp.

APL 12 (EL 8)

Spell Turret: CR 8; Diminutive magic device; visual trigger (true seeing, only if soul vessel brought within 60 ft.); automatic reset; *reverse gravity, mass hold person, power word blind, forcecage* cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 32; Disable Device DC 32; AC 7, hardness 8; hp 200. Cost: 45,500 gp.

There is just one other exit from the sitting room, which leads down a short corridor to some sort of twisted laboratory, perhaps 50 ft. by 40 ft. with a 20 ft. high ceiling. In addition to the typical tomes and tubes, books and beakers, you note several racks of glass balls. There are perhaps three-dozen in all that seem to be locked into position in the racks.

Shortly after entering the laboratory, a distinct pop fills the air; a beautiful but dangerous-looking winged serpent appears on the far side of the room, its eyes scintillating with a crimson hue. In your mind, a soft and pleasant voice rings, "Who are you, and what brings you to the Tower of Desires Fulfilled?"

This is Envy, a fiendish couatl who fell from grace many years ago (see Adventure Background for full details). Since then, she has carved out her own little niche here outside of Grenpoli, primarily due to her envious nature. She is extremely vain, and subject to fits of instant jealousy; while quite intelligent, witty PCs can use her faults against her by appealing to her vanity.

Envy deals primarily in souls, information, and unique items, constantly coveting that which she does not yet possess. In that pursuit, she has collected dozens of lost souls that she stores in racks of magical containers; one of these likely contains the soul of a loved one of one of the PCs. Pick or randomly choose a PC and tell them they hear their loved one faintly call out for help. Should a PC wish to remove a soul vessel and fins themselves in rounds, it requires a standard action to twist the latch and take it from the shelf.

In addition, she has obtained a magical thinaun longsword containing yet another soul; that of Xeraco Amastodel, friend of Sithari Silvanara, both of clan Moonbow. One of the Black Six has been controlling Sithari's mind for quite some time, and traded the

thinaun longsword to Envy in exchange for information regarding rare magic items.

Despite her evil nature, Envy is amused with the PCs enough to entertain their questions. She telepathically provides a piece of information for each magic item the PCs provide; the DM should use the guidelines provided and his own judgment to compare the worth of the item offered with the information desired. Envy is not above lying while sharing her information, if she feels she can get away with it (Bluff +19, Diplomacy +19).

At any time you deem appropriate, Envy states, ***“I make it my business to know that of others.”***

During the information gathering, PCs may make DC 10 Spot and Listen checks to detect that other beings, likely devils, are watching and waiting the exchange from just outside the laboratory.

PCs may use the items Endavon provided for the negotiations with Svatek, or their own items as desired, particularly if they seek information of a more personal nature (use the MIC tables to approximate the item’s level). Items may be combined to equal the gp value, but the total level is calculated using the method presented for upgrading items presented on MIC page 229 (for example, a combination of 10th, 9th, 7th, and 4th level items equate to a single 14th level item, as does a 12th, 10th, and 6th).

Under no circumstances does she tell the PCs exactly what value item she requires for a given fact. The equivalent value of the item needed for a piece of information can be reduced by 2,000gp and 2 levels using related flattery and a DC 30 Diplomacy check to bring Envy’s attitude from Indifferent to Helpful (circumstance bonuses as high as +5 may be awarded depending on the pertinence of the flattery to the desired topic).

The couatl shares any information for which a fee has been agreed upon telepathically; as each item is traded, it magically disappears from the trunk or the PC’s person without any explanation on her part. Should a PC ask what happened to any given item, she shrugs and simply states, ***“Someone made a deal.”*** She is perfectly willing to double-deal and can converse telepathically with multiple PCs at once. For example, one PC may ask for information and offer a 9th level item, while another PC simultaneously offers a 10th level item to tell him instead and give the first PC false information. Any item traded to Envy is not available for access, and should thus be crossed off the AR.

Envy cannot reveal any specific information about the Dawn other than what is presented here. She does not accept deals made by PCs using other PC’s items or souls, unless that PC gives permission. Envy can provide the following:

- **Soul Vessels:** Envy reveals that each glass container in the rack contains a soul. The DM should choose a PC with a family member who is deceased or may have had reason to sell her soul; she possesses that relative’s soul, and is willing to trade another soul in exchange for it. This piece of information requires an item of at least 800 gp/3rd level.
- **Rod of Highfolk:** The fiendish couatl knows that the Rod of Highfolk no longer exists; she does not know what happened to it, but suspects it was consumed by the Dawn. This piece of information requires an item of at least 800 gp/3rd level.
- **Releshi’s Allegiance:** Envy knows Releshi serves the Dawn because she feels it is the best way to protect the Vesve from the forces of the Old One; Releshi initially thought she could do more good working on the inside with the Dawn than fighting against her; now that she knows the Dawn is her mother and has been given a taste of power, she is fully under the Dawn’s sway and seeks her Destiny. Envy believes that the only way to save Releshi now is to use the Golden Sickle to sever Releshi’s bond with the Dawn or with Purpose. A DC 12 Sense Motive reveals that Envy is jealous of Releshi’s beauty and power and doesn’t seem like she would mind if Releshi were destroyed. This piece of information requires an item of at least 1,500 gp/3rd level.
- **Truename Power:** While not really her area of expertise, the couatl reveals that the speaker of a Truename holds great power over the subject, including lowering the subject’s resistances to certain spells and effects. If the speaker is the subject, he gains great power when casting spells. Anyone who speaks a Truename aloud is subjected to a significant amount of damage. She begrudgingly admits that skilled spellcasters might know more about this topic than she. This piece of information requires an item of at least 5,000 gp/9th level.
- **Calentir Elethiel-Rellen’s Truename:** This is “Ezreesarthiss, Silent Lie of the Emerald Dawn, One with the Sacred Wood” in Draconic; both Giselda Insticious (from the Far Realm in HIG6-02 *Antipathy*) and Tusk, Blossom, and Thistleprong from HIG7-07 *Faerly Moot*) referred to “One with the Sacred Wood”; these were references to Calentir’s Truename. The elven cat Jye (from HIG7-08 *Familiar Territory*) mentioned that Releshi sometimes called Calentir “Ezree” when she thought they were alone. This piece of information requires an item of at least 14,000 gp/14th level.
- **Releshi Elethiel-Rellen’s Truename:** This is “Sulshareliss, Herald of the Emerald Dawn, Protector of the Sacred Wood, Harbinger of the Ascension” in

- **The Dawn's Truename:** This is "Shardantheliss, the Emerald Dawn", and confirms what Danellaran revealed in HIG8-03 *Lies of Iron*. This piece of information requires an item of at least 50,000 gp/18th level.
- **Ioethalenar's Truename:** This is "Sanshathaliss, Wrath of the Emerald Dawn, Keeper of Word and Deed", and is vaguely referred to in the Prophecy of Ascension mentioned in HIG6-01 *Faerie Fire* and HIG7-09 *Anathema*. This piece of information requires an item of at least 4,000 gp/8th level.
- **Aensylorin Elethiel Rellen's Truename:** This is "Sharsylorliss, Scion of the Emerald Dawn, Everhope of the Sacred Wood". This piece of information requires an item of at least 6,000 gp/10th level.
- **Calentir's Dirty Little Secret:** When last in the Hells, Ixtacious Rellen, Calentir's foster father and Mnemosyne's husband, was ambushed by a group of devils and permanently slain. Though it was commonly believe that it was Mnemosyne that hired the devils, Envy reveals that it was Calentir himself that ultimately procured their services and ordered the assassination. Though only a rumor, she also claims that Calentir and Releshi share a magical mental bond, and are perhaps even more strongly tied somehow. This piece of information requires an item of at least 6,000 gp/10th level.
- **Calentir's Other Secret:** Calentir has been recruiting forces for the Dawn and obtaining powerful artifacts for her to consume, while disguised as a white dragon known as 'Whiteclawdeath'. This piece of information requires an item of at least 5,000 gp/9th level.
- **Naughty Monkeys:** The last time Calentir, Releshi, and Wynda were in the Hells, they convinced or tricked several other heroes into giving them several Virtues; the trio then separately worked to ensure that the Dawn obtained at least two of these Virtues for Her consumption. This piece of information requires an item of at least 2,000 gp/5th level.
- **Mnemosyne's Affiliation:** Envy confirms that Mnemosyne Menanine-Rellen is a high-ranking member of the covert spy organization known as the Blood Owls. This piece of information requires an item of at least 2,000 gp/5th level.
- **Onvere's Lineage:** Envy knows that Onvere is the son of a Shield Lander man and the coure Lust, who is once again known as Self-Control now that she has

been Redeemed. This piece of information requires an item of at least 2,000 gp/5th level.

- **Thinaun thinblade:** The fiendish couatl reveals how she obtained this weapon, and the soul of Xeraco Amastodel trapped within it, from Thalon Zernea of clan Volmiryth, now one of the Black Six. She throws in the fact that Sithari Silvanara was and still is under the control of the Black Six, and that she knows where Thalon can be found. This piece of information requires an item of at least 2,500 gp/7th level.
- **Thalon Zernea's location:** Envy reveals that this Black Six member can be found in his original hideout, first visited in HIG3-04 *Ghostly View*, but only for a few more days. This piece of information requires an item of at least 4,000 gp/8th level.

Envy of course knows plenty of other bits of information; the DM must determine whether it is worth her effort and makes sense for her to know, and what level of item she requires to reveal it. She is also willing to exchange a soul vessel or the thinaun thinblade for an item, but that item must either be 50,000gp/18th level or be another soul. Note that a succubus rider can be used to cover this fee; if used in this way, Envy extracts the succubus from the PC, and he must now cross off that AR item from his IUZ7-05 *Know They Enemy* AR.

When the PCs are finished dealing for information, this encounter should devolve into combat. PCs may start it with their own aggressions, or attempt to steal any item from Envy's collection. PCs that suffer any adverse effects as detailed above (succubus mutterer or other taints from IUZ mods, or Caressed by Angels or Kissed by Devils) are either forced to attack Envy or her minions for at least one round, which is enough to precipitate a combat, or to steal any item from Envy's collection.

Otherwise, have Envy state coolly:

"Thank you for your business... now, who gave you permission to trespass upon my property in the first place?" She faintly twitches her tail and a handful of devils enter the room. All ambient light is extinguished.

At **APLs 4 and 6**, Envy *ethereal jaunts* elsewhere in her lair, presumably to fetch more devilish forces.

At **APL 8**, Envy casts her *Evard's black tentacles* with her first action and then *ethereal jaunts* elsewhere in her lair, presumably to fetch more devilish forces.

At **APLs 10 and 12**, Envy remains for the entire combat, only using her *ethereal jaunt* to escape if the PCs gain the upper hand.

Note: If combat is precipitated by the theft of one or more items, remember the spell turret trap if the item is brought into or taken from the sitting room. In this case, the devils are alerted by the sounds of combat and come to investigate after 5 rounds. The spells cast by the turret are primarily meant to delay any thieves for that purpose.

CREATURES

All APLs

Envy (1): hp 75; *Appendix 1*.

APL 4 (EL 7)

Spinagon (3): hp 19; *Appendix 1*.

APL 6 (EL 9)

Steel Devil (3): hp 51; *Appendix 1*.

APL 8 (EL 11)

Advanced Steel Devil (2): hp 79; *Appendix 1*.

Longinus Hellreaver, Warlock (1): hp 33; *Appendix 1*.

APL 10 (EL 13)

Advanced Steel Devil (2): hp 79; *Appendix 1*.

Longinus Hellreaver, Warlock (1): hp 45; *Appendix 1*.

APL 12 (EL 15)

Advanced Steel Devil (4): hp 101; *Appendix 1*.

Longinus Hellreaver, Warlock (1): hp 63; *Appendix 1*.

Tactics

At all APLs, the devils take best advantage of the magical effects the PCs may suffer due to the spell turret, if they set it off.

At **APL 4**, the spinagons attempt to set up in the entry corridor, 2 in front and one behind. One of the front-liners attempts to summon others while the other engages in melee; the rearmost summons others and then fires spines until engaged in melee.

At **APL 6**, the steel devils fight in formation, always staying adjacent to each other. One begins chanting immediately to distract spellcasters, and all *haste* themselves. They then use their push ability to move PCs behind their lines. At **APLs 8 & 10**, the steel devils' *brute gauntlets* and *potions of bull's strength* have been included in their stat blocks. They use their *transposer cloaks* to move PC casters behind their lines or into melee. At **APL 12** they trip or disarm if it creates an advantage; remember their additional damage from their *profane* weapons (+2d6 damage vs. good) and *witchlight reservoir* filled with blood (and additional 2d6 damage).

At **APLs 8-12**, Longinus the warlock has already used his *devil's sight* invocation to see in the darkness as

the devils and Envy do. He stays well back of the steel devils and uses *eldritch* (sickening) blasts to best effect. Remember his fast heal if needed. At **APL 10**, he benefits from additional attack bonus and damage from his *warlock's scepter* (already included in the stat block), and uses *eldritch chain* on his blasts to target two PCs. At **APL 12**, he is already flying, and can use *hellrime blast* with his *hellfire blasts*; note that this is not normal fire and typical resistances to fire do not benefit the target.

At **APLs 10 & 12** Envy has cast all her minute/level spells before meeting the PCs; when combat starts, she takes to the air under the cover of *invisibility*. She uses her spells from a distance as long as possible, summoning more creatures to aid her forces; if necessary, she flies into melee while hovering.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 1,298 gp; +1 *cold iron greatsword* (341 gp), *brute gauntlets* (41 gp), *corsair's eyepatch* (250 gp), *ring of the four winds* (166 gp), *transposer cloak* (500 gp); Total 1,298 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 7,739 gp; +1 *cold iron greatsword* (341 gp), +4 *amulet of health* (1,333 gp), *amulet of emergency healing* (500 gp), *brute gauntlets* (41 gp), *cloak of resistance +3* (750 gp), *corsair's eyepatch* (250 gp), *orange prism ioun stone* (2,500 gp), *pink and green ioun stone* (666 gp), *ring of the four winds* (166 gp), *transposer cloak* (500 gp), *warlock's scepter* (692 gp); Total 7,739 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 9,988 gp; +1 *profane cold iron greatsword* (841 gp), +4 *amulet of health* (1,333 gp), *amulet of emergency healing* (500 gp), *brute gauntlets* (41 gp), *cloak of resistance +3* (750 gp), *corsair's eyepatch* (250 gp), *orange prism ioun stone* (2,500 gp), *pink and green ioun stone* (666 gp), *ring of four winds* (166 gp), *transposer cloak* (500 gp), *war wizard cloak* (1,333 gp), *warlock's scepter* (692 gp), *witchlight reservoir* (416 gp); Total 9,947 gp.

Detect Magic Results: +1 *profane cold iron greatsword* (moderate necromancy), +4 *amulet of health* (moderate transmutation), *amulet of emergency healing* (faint conjuration), *brute gauntlets* (faint transmutation), *cloak of resistance +3* (faint abjuration), *corsair's eyepatch* (faint divination), *orange prism ioun stone* (moderate transmutation), *pink and green ioun stone* (moderate transmutation), *ring of four winds* (faint evocation), *transposer cloak* (strong conjuration), *war wizard cloak* (moderate evocation), *warlock's scepter* (faint transmutation), *witchlight reservoir* (moderate necromancy).

TROUBLESHOOTING

Try to give the PCs as much of a chance as possible to get the Truenames they came for before starting the combat, but remember that Envy is a shrewd negotiator.

DEVELOPMENT

Assuming the PCs defeat Envy and/or her minions, they may return to the top level of the tower and step back through the portal created by the Handbasket, likely appearing back at the Halls of the Radiant Sun in Weeping Willow.

6: UNEXPECTED COMPANY

The PCs return from Maladomini to the shrine of Pelor, finalize the deal with Svatek, and rest for the evening.

Returning through the Handbasket, you arrive back at the Halls of the Radiant Sun, both you and the shrine a bit worse for the wear. You find that virtually no time has passed, and that Svatek and his guardians coincidentally arrive just a few minutes later, inquiring as to your success. They are joined by Heldeng and Rafeorae.

If his services were part of the deal with Svatek, Azlapyn is with them as well, though he is clearly not happy about it. If not, he does not attend.

Svatek suggests that the PCs merely think the Truenames they have obtained, communicating them telepathically rather than speak them aloud. Once he has the names and the other items (or the promise of them, as applicable), he holds up his end of the bargain and signs the contract in his own blood, then waits for the PCs to do the same. Assuming they do, the contract disappears as soon as the last signature is made. Svatek graciously takes his leave, along with Heldeng and Rafeorae, and Azlapyn if such was the deal. Derith invites the PCs to rest at the shrine for the evening, as it is now quite late (well after midnight).

The night passes uneventfully; the PCs awake the next morning to find themselves accosted by an abnormally strong and slightly draconic toddler.

<Sleeping PC name> is awakened rather abruptly to find one end of his pew raised at a precarious angle. It seems a red-headed, green-eyed toddler has escaped his keeper, crept into the worship area, and is looking for a playmate. Moments later, a half-elf with long brown hair and twin scars on his face stalks in. "Where did you run off to, you little dire ape?!" The child points at you and giggles, shouting,

"Boom-da-da!" in a loud voice only a 2-year-old can muster.

A blonde grey elven woman follows closely behind the half-elf, rushing to scoop the child into her arms with much cooing to the child and a stern look toward you and your companions.

The accosted PC should make a DC 10 Balance check to avoid being spilled upon the hard stone floor. Lord Marshall of the Rangers of the Vesve Leaijrn Greenoak has just entered the worship area, seemingly in search of the child. He is followed quickly by a blonde, plain grey elven woman with a worried look on her face, which brightens when she see the man and child; the PCs recognize her as Councilor Wynda Ceara.

It seems a curious Aensylorin Elethiel-Rellen has momentarily escaped his guardian Wynda's grasp while her attentions were focused on rekindling her affair with Leaijrn. Wynda has temporarily fled the Oronodel with baby Aensylorin, thinking he is danger from the Dawn (she has heard the rumor that the Dawn intends to consume the Rellen heir). Berinia offers a safe haven for Leaijrn, Wynda, and Aensyl until things get sorted out; meanwhile, it is likely that Leaijrn's and Wynda's feelings for each other are finally exposed.

Wynda immediately takes the child, scooping him into her arms like an over-protective mother. Aensyl sticks his tongue out at the Lord Marshall; a DC 15 Spot check allows PCs to notice that his tiny pink tongue is slightly forked.

Give PCs a DC 5 Spot check to notice a faint, out-of-place scent pervading the room; a DC 18 Knowledge (nature) identifies it as jasmine and sandalwood – a woman's perfume. A DC 10 Spot check or Wisdom check reminds the PC of the Lord Marshall's quarters or the scented letter, if he played HIG7-07 *Faerly Moot* and/or HIG8-02 *Intertwined*. The scent gets stronger as Wynda remains in the room; it is obviously her perfume.

The PCs may have a few questions for either Wynda or Leaijrn:

- Wynda, why are you here? *"I took Aensylorin and fled to protect him, as I swore to do. While I have given my service to the Lady, and even though Releshi and Calentir are my friends, I cannot allow Her to harm him in any way. I have recently learned that She plans to consume the boy as part of the Ascension Ritual. I plan to go back and explain to Releshi, but I wanted to leave Aensyl in good hands first."* She smiles sweetly up at Leaijrn. A DC 10 Sense Motive reveals that she seems very worried, despite her elation at Leaijrn's company.

- Lord Marshall, why are you here? *“Wynda came to me in Quaalsten and explained her situation; I was only too happy to help... and to see her again. I suggested she teleport us here immediately; Lady Berinia and I are old adventuring companions.”* Berinia enters at this time and nods in acknowledgement, adding, *“All in need of refuge are welcome here.”* Leaijrn repeats Wynda’s tale if she has not already explained. A DC 10 Sense Motive reveals that the two have obvious romantic feelings for each other.
- Wynda, was that your letter?/ Was that you that gave us that letter to deliver to the Lord Marshall a few months ago? *“Yes, it was I, in disguise. I wanted to know if he still felt the same way I do.”*
- Wynda, why are you helping the Lady?/the Dawn? *“Because Releshi is my friend, and she needs me. Nobody else besides Calentir understands Rel.”*
- Wynda, do you have a Truename? *“No; I do not carry dragon blood in my veins.”*
- Leaijrn, are you friends with Calentir/Releshi? *“Yes, you could still say that, though I cannot support their actions of late. I will fight them if I must, but I hope there is another way to stop them.”*
- Wynda, why should we trust you? *“No reason; I expect I’ll be killed when I return anyway for running off with Aensyl. But I had to try, and I wanted to see Leaijrn again.”*
- Wynda, why would you be killed? *“Even Calentir was severely punished for his interference with Ioethalenar’s assassination of Onvere; She does not tolerate such transgressions. He now bears a new mark on his chest, and I heard him cry out in pain the last time Releshi was wounded by an axe blow.”*

When the PCs finish their questions, Wynda makes the following offer:

“If it helps at all, please take this mask piece. I found it under Ioethalenar’s pillow, after he was eaten. It radiates faint transmutation magic, but I do not know what it does. I would appreciate it if you would not tell anyone we are here, at least not until I have a chance to explain to Releshi.”

Wynda hands over the third mask piece – she doesn’t understand its import (she is unaware of the other pieces), but offers it to any PC that already has a mask piece, as a gesture of cooperation and for the group’s discretion. This PC receives the **Mask Piece** reward on the AR. If the PC matches it up with the other two pieces

and magically reassembles the mask, the instead receive the **Porcelain Mask** reward on the AR.

If asked what the mask does or why Ioethalenar had it, Wynda becomes uncomfortable and shudders, saying, *“Ioethalenar had an unnatural affection for his sister. I don’t even want to think about what he did with it.”*

CREATURES

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

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

Wynda Ceara: female gray elf, wizard 12/fatespinner 4/archmage 1/divine oracle 1.

Traits: fragile, unpredictable, loyal.

Aensylorin Elethiel-Rellen: male gray elf half-dragon.

Traits: terrible twos says it all, and strong as an ox to boot!

Treasure: The PCs can gain the following treasure here:

All APLs: Mask Piece: Wynda gives the PCs a delicate piece of porcelain. This thin, fragile piece appears to be a portion of a broken mask. The piece depicts the high cheekbone and elegant jaw-line of a scaly-skinned female. If anyone has a mask piece from either HIG6-01 *Faerie Fire*, HIG7-09 *Anathema*, or both, they find that it matches perfectly. The mask can then be magically reassembled (*make whole, sovereign glue*).

Detect Magic Results: Mask Piece (faint transmutation).

TROUBLESHOOTING

Under no circumstances does Wynda allow a PC to get close to Aensylorin unless she is touching him. As an 18th level archmage, assume she has multiple *contingency* and other spells in place to protect them and teleport them both away to safety should the need arise. Even Leaijrn is willing to die to protect his love and the baby.

DEVELOPMENT

Assuming the meeting at the shrine of Pelor does not degrade into conflict, all that is left is for the PCs to report back to Factor Endavon at the Merchant’s Guild.

7: AUGURY

The journey back to Highfolk Town is uneventful; when the PCs return to report to Factor Endavon, they find him entertaining a guest. The Loslain Aramil Oakbow Wintershale shares a new Augury Octavo revelation with Endavon and the PCs regarding the Dawn's Ascension.

You return to the modest office of Factor Endavon, and immediately realize he is not alone. A regal elf sits across from the Factor, dressed in flowing blue robes adorned with silver moons and wearing a golden ring bearing an enormous white gemstone on his left middle finger. The newcomer notices you and beckons you forward without rising. "Come, come, my children." He extends the ring toward you and waits patiently.

The newcomer is none other than the Loslain of the Elves, Aramil Oakbow Wintershale and he allows any PC who wishes to kiss his ring. If the PCs have not met him before, a successful DC 10 Knowledge (local) or Bardic Knowledge check suggests who he 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 clan Seldorian automatically succeed, and recognize Aramil as an Ooma (highest tier) of the clan.

The Loslain opens his mouth again to continue, but Endavon quickly stands and interjects, "His Lordship was just telling me about his latest translation from the Augury Octavo; perhaps he would be willing to share the quatrain with you as well if you provide your report? He looks to the elf, who nods graciously in response; the pair waits patiently for your tale. As you speak, you notice a familiar-looking contract on the edge of the table, your signatures still red upon the parchment.

Assuming the PCs hold nothing back, Endavon is generally pleased with the arrangements, though already remorseful at the loss of Heldeng and Rafeorae; if Azlapyn's services were exchanged, the Factor appears quite pained. He attempts to remain upbeat though, offering his sincere thanks for their part in the negotiations, especially if they seemed to procure more than they lost. The Loslain listens carefully during the report, and says nothing until it is complete:

"Well done, my children; to be sure, the peoples of Highfolk appreciate your service, especially in these dark times since the destruction of the Blessed

Glade, Hei-Corollon shar-shelevu avain (Corellon, may your grace grant them peace)."

"However, we have new hope; I have recently deciphered another passage from the Augury Octavo, and I shall utter it for you now:

"When the pentagram is squared, a new day shall begin its rise; it culminates as the target becomes the arrow and the shoot becomes the target. Look to new shoots of petal and light, nurtured in natant gold, to preserve the sea. The dark hand shall decree."

~ The words of High Priest Olletange Amastodel, CY 515

CREATURES

Loslain Aramil Oakbow Wintershale: male high elf, cleric 12/ruathar 3.

Traits: competent, dependable, pleasant.

CONCLUSION

Endavon and Aramil have no idea yet what this new passage might mean, but they excuse the PCs as they have much to discuss yet. If the contract was signed by Svatek, Endavon gives the PCs a silver scale that fits around the throat. The PCs receive the **Silver Blessings** reward on the AR, which provides Any access to the sterling collar, as well as an Influence Point with the **Highfolk Merchant's Guild** and the **Favor of the Seldarine**. They may retain access to any item from the war chest that they did not trade away.

Those PCs that are *Caressed by Angels* or *Kissed by Devils* and traveled to Maladomini receive the **Enhanced Taint** reward on the AR.

Any PC that serves the Lady and reports back to one of her NPC followers receives the **Verdant Blessing** reward on the AR, which provides Any access to the *emerald eye patch*.

One PC that dealt civilly with Wynda Ceara and has at least one other mask piece receives the **Mask Piece**; if this PC has all 3 mask pieces he instead receives the **Porcelain Mask**.

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.

1: THROWING COPPER

Rescue Heldeng and Rafeorae

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

3: ENTER SVATEK

Defeat Svatek and glabrezu

All APL s	450 XP
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4A: THINGS THAT BUMP IN THE NIGHT (THE DAWN RISES AT MIDNIGHT)

Defeat the lizardfolk/save Weeping Willow

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

4B: THINGS THAT BUMP IN THE NIGHT (DON'T MESS WITH SVATEK – PART I)

Defeat the demons and undead/save Weeping Willow

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

4B: THINGS THAT BUMP IN THE NIGHT (DON'T MESS WITH SVATEK – PART II)

Defeat the demons/save Weeping Willow

APL 4	210 XP
APL 6	270 XP
APL 8	360 XP
APL 10	420 XP
APL 12	510 XP

5: TO THE HELLS IN A HANDBASKET

Defeat, disable, or avoid the spell turret

APL 4	120 XP
APL 6	150 XP
APL 8	180 XP
APL 10	210 XP
APL 12	240 XP

Defeat the devils or escape the Hells

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

STORY AWARD

Secured the Iuzian alliance

APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	785 XP
APL 6	900 XP
APL 8	1,370 XP
APL 10	1,545 XP
APL 12	1,745 XP

MAXIMUM POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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.

4A: THINGS THAT BUMP IN THE NIGHT (THE DAWN RISES AT MIDNIGHT)

APL 4: Loot 58 gp; Coin 0 gp; Magic 12 gp; *potion of resurgence* (2 @ 6 gp each); Total 70 gp.

APL 6: Loot 155 gp; Coin 0 gp; Magic 837 gp; +1 *greatclub* (2 @ 192 gp each), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp each), *potion of resurgence* (2 @ 6 gp each); Total 992 gp.

APL 8: Loot 25 gp; Coin 0 gp; Magic 1,802 gp; +1 *greatclub* (2 @ 192 gp each), *cloak of resistance +1* (83 gp), +1 *composite longbow [+2 Str]* (216 gp), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 2nd level* (2 @ 333 gp each), *potion of resurgence* (2 @ 6 gp each); Total 1,827 gp.

APL 10: Loot 25 gp; Coin 0 gp; Magic 3,402 gp; +1 *corrosive greatclub* (2 @ 692 gp each), *cloak of resistance +2* (333 gp), +1 *composite longbow [+4 Str]* (233 gp), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 2nd level* (2 @ 333 gp each), *potion of resurgence* (2 @ 6 gp each), *ring of counterspells* (333 gp); Total 3,427 gp.

APL 12: Loot 25 gp; Coin 0 gp; Magic 10,319 gp; +1 *corrosive greatclub* (2 @ 692 gp each), *cloak of resistance +3* (750 gp), +1 *hunting composite longbow [+4 Str]* (733 gp), +6

amulet of health (2 @ 3,000 gp each), *lesser bracers of archery* (416 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 2nd level* (2 @ 333 gp each), *potion of resurgence* (2 @ 6 gp each), *ring of counterspells* (333 gp); Total 10,344 gp.

5: TO THE HELLS IN A HANDBASKET

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 1,298 gp; +1 *cold iron greatsword* (341 gp), *brute gauntlets* (41 gp), *corsair's eyepatch* (250 gp), *ring of the four winds* (166 gp), *transposer cloak* (500 gp); Total 1,298 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 7,739 gp; +1 *cold iron greatsword* (341 gp), +4 *amulet of health* (1,333 gp), *amulet of emergency healing* (500 gp), *brute gauntlets* (41 gp), *cloak of resistance +3* (750 gp), *corsair's eyepatch* (250 gp), *orange prism ioun stone* (2,500 gp), *pink and green ioun stone* (666 gp), *ring of the four winds* (166 gp), *transposer cloak* (500 gp), *warlock's scepter* (692 gp); Total 7,739 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 9,988 gp; +1 *profane cold iron greatsword* (841 gp), +4 *amulet of health* (1,333 gp), *amulet of emergency healing* (500 gp), *brute gauntlets* (41 gp), *cloak of resistance +3* (750 gp), *corsair's eyepatch* (250 gp), *orange prism ioun stone* (2,500 gp), *pink and green ioun stone* (666 gp), *ring of the four winds* (166 gp), *transposer cloak* (500 gp), *war wizard cloak* (1,333 gp), *warlock's scepter* (692 gp), *witchlight reservoir* (416 gp); Total 9,988 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 58 gp; Coin 0 gp; Magic 12 gp; Total 70 gp.

APL 6: Loot 155 gp; Coin 0 gp; Magic 837 gp; Total 992 gp.

APL 8: Loot 25 gp; Coin 0 gp; Magic 3,100 gp; Total 3,125 gp.

APL 10: Loot 25 gp; Coin 0 gp; Magic 11,141 gp; Total 11,166 gp.

APL 12: Loot 25 gp; Coin 150 gp; Magic 20,307 gp; Total 20,332 gp.

ADVENTURE RECORD

Enhanced Taint: Your time spent on the infernal plane of Maladomini has enhanced your already extraplanar heritage. If you are *Caressed by Angels* or *Kissed by Devils*, you may choose an additional celestial or infernal Taint from those listed on your certificate. Additionally, you may choose to enhance one of your previously existing Taints (those chosen prior to this AR).

If you have never used a similar favor prior to this, you may choose TWO additional taints and then enhance them both.

During Highfolk adventures, as a swift action (mental), you may manifest the following effect, based on your original

Taint. The effect can be manifested once per adventure, has a duration of 1 minute, and a CL of 5, unless otherwise noted.

Caressed by Angels

White hair: *light of Lunia* (SpC 132)

Golden skin: DR 3/evil

Feathered wings: fly

Silver eyes: Darkvision 60 ft.

Smells of cinnamon: *calm emotions*

Kissed by Devils

Tiny horns: gore attack, 1d4 damage

Red skin: DR 3/good

Bat-like wings: fly

Red eyes: *raging flame* (SpC 164)

Smells of brimstone: *rage*

Influence Point: Highfolk Merchant's Guild

Favor of the Seldarine: This counts as an Influence Point with the Ancestral Pose.

Silver Blessings: You receive Any access to either the *sterling collar* (DrM 103), *sacred scabbard* (MIC 183), or the *dragon dodger* armor enhancement (MIC 10) (circle one), but must spend 2 TUs to travel back to Highfolk to obtain it.

Verdant Blessings: You receive Any access to the *emerald eye patch* (DrM 101) or the *corrosive weapon enhancement* (MIC 31) (circle one), but must spend 2 TUs to travel back to Highfolk to obtain it.

Mask Piece. This thin, fragile porcelain piece appears to be a portion of a broken mask. The piece depicts the high cheekbone and elegant jaw-line of a scaly-skinned female. If you have a mask piece from either HIG6-01 *Faerie Fire*, HIG7-09 *Anathema*, or both, you find that it matches perfectly. The mask can then be magically reassembled (*make whole, sovereign glue*). The mask radiates faint transmutation magic. Only one character may take this shard, and it is added to the MIL at no cost.

Porcelain Mask. This elegant porcelain mask has been reassembled, and it is an exact likeness of Releshi Elethiel-Rellen. When placed upon the face, it transforms the wearer's appearance as a *hat of disguise* (as *disguise self*, CL 1), except it may be used to take the appearance of Releshi only. Only one character may take this mask, and it is added to the MIL at no cost; remove all mask pieces from the MIL.

ITEMS FOUND DURING THE ADVENTURE

APLs 4 and 6:

- *armband of elusive action* (Regional; MIC)
- *artificer's monocle* (Regional; MIC)
- *horn of fog* (Regional; DMG)
- *elemental gem* (Regional; DMG)
- *bracers of archery, lesser* (Adventure; MIC)
- *spellsight spectacles* (Regional; MIC)

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

- *boots of swift passage* (Regional; MIC)
- *brute gauntlets* (Adventure; MIC)
- *corsair's eyepatch* (Adventure; MIC)
- *deathguardian bracers* (Regional; MIC)
- *Nolzur's marvelous pigments* (Regional; DMG)
- *transposer's cloak* (Adventure; MIC)

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

- *+1 wounding elven thinblade* (Regional; DMG; 18,400 gp)
- *amulet of emergency healing* (Adventure; MIC)
- *ring of mighty summons* (Regional; CM)

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

- *+1 hunting composite longbow [+4 Str]* (Adventure; MIC; 8,800 gp)
- *orange prism ioun stone* (Adventure; DMG)
- *ring of spell storing* (Regional; DMG)
- *ring of four winds* (Adventure; MIC)
- *strand of prayer beads* (Regional; DMG)
- *war wizard's cloak* (Adventure; MIC)
- *witchlight reservoir* (Adventure; MIC)

APPENDIX I: ALL APLS

AZLAPYN

CR 16

Male hound archon paladin 11
LG Medium outsider (Archon, Extraplanar, Good, Lawful)

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

Aura Overwhelming good, overwhelming law

Languages Common

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

hp 143 (17 HD); DR 10/evil

Immune electricity, petrification

SR 27

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

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

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

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

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

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

Paladin Spells Prepared (CL 5th):

2nd—*resist energy, remove paralysis*

1st—*divine favor, lesser restoration*

Spell-like Abilities (CL 6th):

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

2/week—*remove disease*

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

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

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

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

Possessions +2 *cold iron greatsword*, +3 *full plate*

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

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

Magic Circle against Evil (Su) A magic circle against evil effect always surrounds an archon, with a caster level equal to the archon's Hit Dice. The

effects from the circle are not included in the archon's stats.

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

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

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

SVATEK GRIMBLOOD

CR 7

Male human cleric 7

CE Medium humanoid (human)

Init +5; **Senses** Listen +4, Spot +4

Languages Abyssal, Common

AC 21, touch 11, flat-footed 20; (+1 Dex, +8 armor, +2 shield)

hp 45 (7 HD)

Fort +6, **Ref** +5, **Will** +9

Speed 20 ft. (4 squares)

Melee mwk morningstar +5 (1d8-1)

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

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

Special Actions rebuke undead 2/day

Cleric Spells Prepared (CL 7th, 8th for chaotic and evil spells):

4th—~~*freedom of movement*~~, *summon monster IV, unholy blight^P* (DC 18)

3rd—*cure serious wounds, dispel magic, invisibility purge, magic circle versus good^P*

2nd—*aid, hold person* (DC 16) *shatter^P* (DC 16), *silence, sound burst* (DC 16)

1st—*bliss, cause fear* (DC 15), *divine favor, obscuring mist, protection from law^P, shield of faith*

0th—*create water, detect magic* (2), *detect poison, light, mending*

D: Domain spell. Deity: luz. Domains: Chaos, Evil.

Abilities Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 12

Feats Divine Vigor, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Bluff +20, Concentration +11, Diplomacy +25, Knowledge (religion) +11, Spellcraft +11

Possessions plate mail, heavy steel shield, masterwork morningstar, holy symbol, light crossbow, 10 masterwork bolts, *greater choker of eloquence, circlet of persuasion, +4 cloak of charisma, mask of lies*

ENVY**CR 12**

Female fiendish couatl
 LE Large outsider (extraplanar)
Init +8; **Senses** darkvision 60 ft., Listen +17, Spot +17

Languages Common

AC 26, touch 13, flat-footed 22
 (-1 Size, +4 Dex, +9 natural, +4 armor)

hp 75 (9 HD); **DR** 5/magic

Resist cold 10 and fire 10

Fort +14, **Ref** +13, **Will** +14

Speed 20 ft., fly 60 ft. [Good]

Melee bite +13 melee (1d3+7 plus poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +18

Special Actions constrict 2d8+7, improved grab, poison, psionics, spells

Combat Gear 10 bolts, scroll of *cure light wounds*

Sorcerer Spells Known (CL 9th):

4th (5/day)— *Evard's black tentacles*, ~~*freedom of movement*~~

3rd (7/day)— *dispel magic*, *lightning bolt*, *summon monster III*

2nd (7/day)— *scorching ray*, ~~*see invisibility*~~, *silence*, *wind wall*

1st (8/day)— *charm person*, ~~*mage armor*~~, *magic missile*, ~~*protection from chaos*~~, *true strike*

0 (6/day)— *acid splash*, *cure minor wounds*, *detect magic*, *disrupt undead*, *mage hand*, *prestidigitation*, *read magic*, *resistance*

Abilities Str 20, Dex 18, Con 20, Int 17, Wis 21, Cha 20

SQ *ethereal jaunt*

Feats Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative

Skills Bluff +19, Concentration +17, Diplomacy +19, Jump +1, Knowledge (arcana) +15, Knowledge (the planes) +15, Listen +17, Sense Motive +17, Spellcraft +15 (+17 scrolls), Spot +17, Survival +6 (+8 following tracks), Tumble +16, Use Magic Device +17 (+19 scrolls)

Possessions combat gear *amulet of health* +4, *amulet of emergency healing*, *pink and green sphere ioun stone*, *orange prism ioun stone*, *cloak of resistance* +3

Constrict (Ex): A couatl deals 2d8+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day Envy can make a normal melee attack to deal extra damage equal to its HD (+9) against any good foe.

Ethereal Jaunt (Su): This ability works like the ethereal jaunt spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes - no common language is needed.

Psionics (Sp): Effective caster level 9th. The save DCs are Charisma-based. *At will* – *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts* (DC 17), *invisibility*, *plane shift* (DC 22), *polymorph* (self only).

Spells: A couatl casts spells as a 9th-level sorcerer. It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Power-Up Suite (*freedom of movement*, *invisibility*, *mage armor*, *protection from chaos*, *resistance*, *see invisibility*) – AC 26 (+4 *mage armor*, -1 size, +4 Dex, +9 natural), touch 13, flat-footed 22 (+2 deflection bonus vs. chaotic PCs); Fort +15, Ref +14, Will +15 (Fort +16, Ref +15, Will +16 vs. chaotic).

1: THROWING COPPER

Bog Imp

CR 6

LE Small fey (aquatic)

Init +9; **Senses** Low-light vision; Listen +11, Spot +11

Languages Common, Sylvan

AC 18, touch 16, flat-footed 13
(+1 size, +5 Dex, +2 natural)

hp 22 (4 HD); DR 5/cold iron

Immune acid, paralysis, poison, sleep

Resist mind-effects

Fort +3 **Ref** +9, **Will** +6*

Speed 30 ft. (6 squares), burrow 60 ft., swim 30 ft.

Melee 2 claws +8 (1d3-1 plus sicken)

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

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

Atk Options sicken, sink, stagnate

Abilities Str 8, Dex 21, Con 15, Int 12, Wis 15, Cha 12

SQ amphibious, code of law, liquid burrow

Feats Ability focus (sink)^B, Improved Initiative, Weapon Finesse

Skills Hide +16*, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14

Sicken (Ex) Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening.

Sink (Su) A bog imp can, with a simple glance, cause anyone standing on or in water, mud, or any other nonsolid surface to sink. This ability functions within 60 ft. A successful DC 15 Will save negates the attack and renders the target immune to the sink attack of that particular bog imp for 24 hours.

If the save fails, the target is dragged beneath the surface by a spectral force, this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds on a DC 30 Strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the water, or if the target moves out of range.

If an elf (and only an elf) drowns in this manner, he does not truly die. Rather, he remains in a form of stasis beneath the water, pickling and shriveling over the course of 13 days. When that period ends, the elf becomes a new bog imp.

Stagnate (Su) Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids nonpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions.

Amphibious Bogimps can survive comfortably on land or water.

Liquid Burrow When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Saves Bogimps have a +4 racial bonus on saves against mind-affecting spells and abilities.

Skills +2 racial bonus to Listen, Search, and Spot checks. +8 racial bonus on Hide checks made in its home environment and on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4A: THINGS THAT BUMP IN THE NIGHT (THE DAWN RISES AT MIDNIGHT)

BLACKSCALE LIZARDFOLK

CR 3

Male lizardfolk

LE Large humanoid (reptilian)

Init +0; **Senses** Darkvision 60 ft.; Listen +0, Spot +4

Languages Draconic

AC 16, touch 9, flat-footed 16
(-1 Size, +7 natural)

hp 39 (4 HD)

Resist acid 5

Fort +3, **Ref** +4, **Will** +4

Speed base movement 40 ft.

Melee 2 claws +9 (1d6+6) and bite +7 (1d6+3) or mwk greatclub +10 (2d8+9) and bite +7 (1d6+3)

Ranged javelin +3 (1d8+6)

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

Base Atk +4; **Grp** +14

Atk Options Power Attack

Combat Gear *potion of resurgence*

Abilities Str 23, Dex 10, Con 18, Int 8, Wis 11, Cha 7

SQ hold breath (72 rounds)

Feats Multiattack, Power Attack

Skills Balance +5, Jump +14, Spot +4, Swim +12

Possessions combat gear plus greatclub, mwk greatclub, 5 javelins, ~~potion of bull's strength~~, ~~potion of bear's endurance~~,

Power-Down Suite (no potions):

hp 31 (4 HD)

Fort +1, **Ref** +4, **Will** +4

Melee 2 claws +7 (1d6+4) and bite +5 (1d6+1) or mwk greatclub +8 (2d8+7) and bite +5 (1d6+1)

Ranged javelin +3 (1d8+4)

Grp +12

Abilities Str 19, Con 14
SQ hold breath (56 rounds)
Skills Jump +12, Swim +10

POISON DUSK LIZARDFOLK **CR 1**

Male lizardfolk ranger 1
LE Small humanoid (reptilian)
Init +2; **Senses** Low-light vision; Listen +0, Spot +4
Languages Draconic

AC 17, touch 13, flat-footed 15
(+1 Size, +2 Dex, +3 natural, +1 buckler)
hp 5 (1 HD)
Fort +3, **Ref** +4, **Will** +0

Speed base movement 30 ft.
Melee 2 claws +3 (1d3+1) and bite +1 (1d3) or longsword +3 (1d6+1/19-20)
Ranged shortbow +4 (1d4/x3) or bola +4 (1d3+1 nonlethal or ranged trip)

Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** -2
Special Actions poison use

Abilities Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7
SQ Chameleon skin, favored enemy +2 (human), hold breath (48 rounds)
Feats Multiattack, Track^B
Skills Balance +5, Jump +4, Spot +4, Swim +3
Possessions bola, club, longsword, shortbow (20 arrows)

**4B: THINGS THAT BUMP IN THE NIGHT
(DON'T MESS WITH SVATEK – PART 1)**

FIRE SPECTRE **CR 6**

CE Medium undead (incorporeal)
Init +6; **Senses** Listen +8, Spot +8
Languages Common

AC 14, touch 12, flat-footed 10
(+2 Dex, +2 deflection)
hp 32 (5 HD)

Immune fire
Resist turn resistance +2
Fort +1 **Ref** +5, **Will** +4

Speed 20 ft. (4 squares), fly 120 ft. (average)
Melee incorporeal touch +4 (1d6+2 +1d6 fire)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** --
Atk Options breath weapon, burn

Abilities Str --, Dex 15, Con --, Int 14, Wis 11, Cha 14
SQ illumination, incorporeal, undead traits
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Touch Attack Specialization
Skills Hide +8, Intimidate +10, Listen +8, Search +10, Sense Motive +6, Spot +8, Tumble +8

Breath Weapon (Su) 10 ft. cone of fire, once every 1d4 rounds, 3d6 fire damage, Reflex DC 12 for half.

Burn (Ex) Those hit by a fire spectre's incorporeal touch attack must succeed on a DC 12 Reflex save

or catch fire. The flames burn for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting the fire spectre with natural weapons or unarmed attacks take fire damage as though hit by the fire spectre and also catch fire unless they succeed on a Reflex save.

Illumination (Ex) A fire spectre's presence automatically suspends nearby magical *darkness* or *deeper darkness* as if a daylight spell had been cast, although the creature does not shed a significant amount of light.

GADACRO **CR 3**

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 120 ft., superior low-light vision; Listen +7, Spot +11
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 15, touch 15, flat-footed 11
(+1 size, +4 Dex)

hp 26 (4 HD); **DR** 5/cold iron or good; sudden escape
Immune electricity, poison
Resist acid 10, cold 10, fire 10
Fort +6 **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +9 (1d6-2/18-20/x3)
Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** -2
Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 4th):
1/day—*earthbind* (DC 13), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12
SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, *summon tanar'ri*

Feats Flyby Attack, Weapon Finesse
Skills Balance +11, Escape Artist +15, Hide +15, Listen +7, Move Silently +11, Search +6, Spot +11

Superior Low-light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind an opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills (Ex) Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

4B: THINGS THAT BUMP IN THE NIGHT (DON'T MESS WITH SVATEK – PART II)

BAR-LGURA **CR 5**

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 23, touch 14, flat-footed 17; Dodge, Mobility (+4 Dex, +8 natural, +1 armor)

hp 51 (6 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +9 **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws +12 (1d6+6) and bite +7 (1d6+3)

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

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—*cause fear* (DC 12), *darkness*, *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-igura can use greater teleport to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-igura can attempt to summon another bar-igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL6th).

Skills (Ex) A bar-igura gains a +4 racial bonus on Hide checks and a +10 racial bonus on Jump checks.

telepathy 100 ft.

AC 24, touch 18, flat-footed 17 (+1 size, +7 Dex, +6 natural)

hp 19 (3 HD); **DR** 5/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 12

Fort +5 **Ref** +10, **Will** +4

Speed 20 ft. (4 squares), fly 120 ft. (average)

Melee talon +4 (1d3+1d4 fire) or

Melee spine +1 (1d3+1d4 fire and see below)

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

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

Atk Options Point Blank Shot, Precise Shot

Special Actions spines, *summon baatezu*

Spell-Like Abilities (CL 5th):

3/day—*disguise self*, *produce flame* (+4 melee touch or +11 ranged touch)

1/day—*stinking cloud* (DC 14)

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13, Cha 13

SA fiery spines and talons, spell-like abilities, *summon baatezu*

Feats Point Blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +11, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7

Fiery Spines and Talons (Su) A spinagon deals an extra 1d4 points of fire damage with its natural attacks.

Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged touch attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spine. The spine causes intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a -2 penalty to AC and a -10 foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort.

Summon Baatezu (Sp) Once per day, a spinagon can attempt to summon two spinagons with a 35% chance of success.

5: TO THE HELLS IN A HANDBASKET

SPINED DEVIL (SPINAGON) **CR 4**

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

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

Languages Celestial, Draconic, Infernal;

1: THROWING COPPER

Bog Imp

CR 6

LE Small fey (aquatic)

Init +9; **Senses** Low-light vision; Listen +11, Spot +11

Languages Common, Sylvan

AC 18, touch 16, flat-footed 13
(+1 size, +5 Dex, +2 natural)

hp 22 (4 HD); DR 5/cold iron

Immune acid, paralysis, poison, sleep

Resist mind-effects

Fort +3 **Ref** +9, **Will** +6*

Speed 30 ft. (6 squares), burrow 60 ft., swim 30 ft.

Melee 2 claws +8 (1d3-1 plus sicken)

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

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

Atk Options sicken, sink, stagnate

Abilities Str 8, Dex 21, Con 15, Int 12, Wis 15, Cha 12

SQ amphibious, code of law, liquid burrow

Feats Ability focus (sink)^B, Improved Initiative, Weapon Finesse

Skills Hide +16*, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14

Sicken (Ex) Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening.

Sink (Su) A bog imp can, with a simple glance, cause anyone standing on or in water, mud, or any other nonsolid surface to sink. This ability functions within 60 ft. A successful DC 15 Will save negates the attack and renders the target immune to the sink attack of that particular bog imp for 24 hours.

If the save fails, the target is dragged beneath the surface by a spectral force, this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds on a DC 30 Strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the water, or if the target moves out of range.

If an elf (and only an elf) drowns in this manner, he does not truly die. Rather, he remains in a form of stasis beneath the water, pickling and shriveling over the course of 13 days. When that period ends, the elf becomes a new bog imp.

Stagnate (Su) Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids nonpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions.

Amphibious Bog imps can survive comfortably on land or water.

Liquid Burrow When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Saves Bog imps have a +4 racial bonus on saves against mind-affecting spells and abilities.

Skills +2 racial bonus to Listen, Search, and Spot checks. +8 racial bonus on Hide checks made in its home environment and on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4A: THINGS THAT BUMP IN THE NIGHT

BLACKSCALE BARBARIAN (RAGING) CR 4

Male lizardfolk barbarian 1

LE Large humanoid (reptilian)

Init +0; **Senses** Darkvision 60 ft.; Listen +0, Spot +4

Languages Draconic

AC 18, touch 9, flat-footed 18

(-1 Size, +7 natural, +4 armor, -2 rage)

hp 60 (5 HD)

Resist acid 5

Fort +7, **Ref** +4, **Will** +6

Speed base movement 50 ft.

Melee 2 claws +12 (1d6+8) and

bite +10 (1d6+4) or

+1 *greatclub* +13 (2d8+13) and

bite +10 (1d6+4)

Ranged javelin +4 (1d8+8)

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

Base Atk +5; **Grp** +17

Atk Options Power Attack

Combat Gear *potion of resurgence*

Abilities Str 27, Dex 11, Con 22, Int 8, Wis 11, Cha 7

SQ hold breath (88 rounds), fast movement, illiteracy, rage (9 rounds)

Feats Multiattack, Power Attack

Skills Balance +6, Jump +17, Spot +4, Swim +15

Possessions +1 *greatclub*, chain shirt, *greatclub*, 5 javelins, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~

Power-Down Suite (not raging, no potions):

AC 20, touch 11, flat-footed 20

(-1 Size, +7 natural, +4 armor); uncanny dodge

hp 40 (5 HD)

Fort +5, **Will** +4

Melee 2 claws +6 (1d6+4) and

bite +6 (1d6+2) or

+1 *greatclub* +9 (2d8+9) and bite +6 (1d6+2)

Ranged javelin +4 (1d8+4)

Grp +13

Abilities Str 19, Con 14
SQ hold breath (56 rounds)
Skills Jump +13, Swim +11

POISON DUSK LIEUTENANT CR 4

Male lizardfolk ranger 4
LE Small humanoid (reptilian)
Init +3; **Senses** Low-light vision; Listen +1, Spot +8
Languages Draconic

AC 18, touch 14, flat-footed 15
(+1 Size, +3 Dex, +3 natural, +1 buckler)

hp 33 (4 HD)

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

Speed base movement 30 ft.

Melee 2 claws +6 (1d3+2) and
bite +2 (1d3+1) or
longspear +7 (1d6+3/x3) and
bite +2 (1d3+1)

Ranged mwk longbow +10 (1d6/x3) or
mwk longbow +8/+8(1d6/x3) or
bola +7 (1d3+2 nonlethal or ranged trip)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

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

Special Actions poison use, spells

Combat Gear 2 vials black adder venom (DC 11, 1d6 Con/1d6 Con)

Ranger Spells Prepared (CL 2nd):

1st— *arrow mind*

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8
SQ chameleon skin, hold breath (64 rounds), animal companion (monitor lizard), favored enemy +2 (elf), wild empathy

Feats Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B

Skills Balance +7, Climb +6, Handle Animal +6, Hide +19, Jump +6*, Knowledge (arcana) +4, Listen +1, Move Silently +3, Spot +8, Survival +1, Swim +6

Possessions bola, club, *lesser bracers of archery*, mwk longbow (20 arrows), longspear

DARK TALON SOLDIER CR 2

Male lizardfolk
LE Medium humanoid (reptilian)
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Draconic

AC 19, touch 11, flat-footed 18
(+1 Dex, +3 armor, +5 natural)

hp 19 (2 HD)

Fort +3, **Ref** +4, **Will** +1

Speed base movement 30 ft.

Melee mwk maquahuitl +7 (1d10+7/x3) and
bite +1 (1d4+2) or
2 claws +6 each (1d4+5) and
bite +1 (1d4+2)

Ranged javelin +2 (1d6+5)

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

Base Atk +1; **Grp** +6

Special Actions

Combat Gear *potion of bull's strength*, 2 *potions of cure moderate wounds*

Abilities Str 21, Dex 13, Con 16, Int 8, Wis 12, Cha 8
SQ hold breath (64 rounds)

Feats Power Attack

Skills Balance +6, Jump +7, Listen +1, Spot +1, Swim +7

Possessions combat gear plus mwk studded leather, mwk maquahuitl, 5 javelins

Power-Down Suite (no potion):

Melee mwk maquahuitl +5 (1d10+5/x3) and
bite -1 (1d4+1) or
2 claws +4 each (1d4+3) and
bite -1 (1d4+1)

Ranged javelin +2 (1d6+3)

Grp +4

Abilities Str 17

Skills Jump +7, Swim +7

4B: THINGS THAT BUMP IN THE NIGHT
(DON'T MESS WITH SVATEK – PART 1)

FIRE SPECTRE CR 6

CE Medium undead (incorporeal)

Init +6; **Senses** Listen +8, Spot +8

Languages Common

AC 14, touch 12, flat-footed 10
(+2 Dex, +2 deflection)

hp 32 (5 HD)

Immune fire

Resist turn resistance +2

Fort +1 **Ref** +5, **Will** +4

Speed 20 ft. (4 squares), fly 120 ft. (average)

Melee incorporeal touch +4 (1d6+2 +1d6 fire)

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

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

Atk Options breath weapon, burn

Abilities Str --, Dex 15, Con --, Int 14, Wis 11, Cha 14
SQ illumination, incorporeal, undead traits

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Touch Attack Specialization

Skills Hide +8, Intimidate +10, Listen +8, Search +10, Sense Motive +6, Spot +8, Tumble +8

Breath Weapon (Su) 10 ft. cone of fire, once every 1d4 rounds, 3d6 fire damage, Reflex DC 12 for half.

Burn (Ex) Those hit by a fire spectre's incorporeal touch attack must succeed on a DC 12 Reflex save or catch fire. The flames burn for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting the fire spectre with natural weapons or unarmed attacks take fire damage as though hit by the fire spectre and also catch fire unless they succeed on a Reflex save.

Illumination (Ex) A fire spectre's presence automatically suspends nearby magical *darkness* or *deeper darkness* as if a daylight spell had been cast, although the creature does not shed a significant amount of light.

GADACRO**CR 3**

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 120 ft., superior low-light vision; Listen +7, Spot +11
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 15, touch 15, flat-footed 11
 (+1 size, +4 Dex)

hp 26 (4 HD); **DR** 5/cold iron or good; sudden escape
Immune electricity, poison
Resist acid 10, cold 10, fire 10
Fort +6 **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), fly 40 ft. (perfect); Flyby Attack

Melee talon +9 (1d6-2/18-20/x3)

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

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

Atk Options aligned strike (chaotic, evil), eyethief, sneak attack +1d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 4th):

1/day—*earthbind* (DC 13), *mirror image*

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, *summon tanar'ri*

Feats Flyby Attack, Weapon Finesse

Skills Balance +11, Escape Artist +15, Hide +15, Listen +7, Move Silently +11, Search +6, Spot +11

Superior Low-light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If a gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind an opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills (Ex) Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

4B: THINGS THAT BUMP IN THE NIGHT (DON'T MESS WITH SVATEK – PART II)

BAR-LGURA**CR 5**

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 23, touch 14, flat-footed 17; Dodge, Mobility

(+4 Dex, +8 natural, +1 armor)

hp 51 (6 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +9 **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws +12 (1d6+6) and bite +7 (1d6+3)

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

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—*cause fear* (DC 12), *darkness*, *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use greater teleport to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL6th).

Skills (Ex) A bar-Igura gains a +4 racial bonus on Hide checks and a +10 racial bonus on Jump checks.

5: TO THE HELLS IN A HANDBASKET

STEEL DEVIL (BUEROZA)**CR 6**

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

Init +3; **Senses** see in darkness; Listen +8, Spot +8

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26
 (-1 Dex, +17 natural)

hp 51 (6 HD); **DR** 5/good

Immune fire, poison; mind-affecting, sleep, stun, paralysis, death effects

Resist acid 10, cold 10; **SR** 16

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

Speed 20 ft. (4 squares)

Melee mwk cold iron greatsword +11/+6 (2d6+4/19-20)

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

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

Atk Options Combat Expertise, push +7

Special Actions chant, formation fighting

Spell-Like Abilities (CL6th):

At will— *greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14

SA chant, formation fighting, push

Feats Combat Expertise, Improved Initiative, Weapon Focus (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +11, Jump +6, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +8, Spot +8, Survival -1 (+1 on other planes to avoid getting lost)

Possessions mwk cold iron greatsword

Chant (Su) As a swift action, a steel devil can begin to chant for 1 minute. It produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet must make a Concentration check (DC 15+ the spell's level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such force that they can force an opponent to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check (total modifier of +7). If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus per size category larger, and Small or smaller ones take a -4 penalty per size category smaller.

1: THROWING COPPER

Bog Imp

CR 6

LE Small fey (aquatic)

Init +9; **Senses** Low-light vision; Listen +11, Spot +11

Languages Common, Sylvan

AC 18, touch 16, flat-footed 13
(+1 size, +5 Dex, +2 natural)

hp 22 (4 HD); DR 5/cold iron

Immune acid, paralysis, poison, sleep

Resist mind-effects

Fort +3 **Ref** +9, **Will** +6*

Speed 30 ft. (6 squares), burrow 60 ft., swim 30 ft.

Melee 2 claws +8 (1d3-1 plus sicken)

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

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

Atk Options sicken, sink, stagnate

Abilities Str 8, Dex 21, Con 15, Int 12, Wis 15, Cha 12

SQ amphibious, code of law, liquid burrow

Feats Ability focus (sink)^B, Improved Initiative, Weapon Finesse

Skills Hide +16*, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14

Sicken (Ex) Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening.

Sink (Su) A bog imp can, with a simple glance, cause anyone standing on or in water, mud, or any other nonsolid surface to sink. This ability functions within 60 ft. A successful DC 15 Will save negates the attack and renders the target immune to the sink attack of that particular bog imp for 24 hours.

If the save fails, the target is dragged beneath the surface by a spectral force, this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds on a DC 30 Strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the water, or if the target moves out of range.

If an elf (and only an elf) drowns in this manner, he does not truly die. Rather, he remains in a form of stasis beneath the water, pickling and shriveling over the course of 13 days. When that period ends, the elf becomes a new bog imp.

Stagnate (Su) Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids nonpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions.

Amphibious Bogimps can survive comfortably on land or water.

Liquid Burrow When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Saves Bogimps have a +4 racial bonus on saves against mind-affecting spells and abilities.

Skills +2 racial bonus to Listen, Search, and Spot checks. +8 racial bonus on Hide checks made in its home environment and on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4A: THINGS THAT BUMP IN THE NIGHT

BLACKSCALE BARBARIAN (RAGING) CR 5

Male lizardfolk barbarian 2

LE Large humanoid (reptilian)

Init +0; **Senses** Darkvision 60 ft.; Listen +0, Spot +4

Languages Draconic

AC 18, touch 9, flat-footed 18

(-1 Size, +7 natural, +4 armor, -2 rage); uncanny dodge

hp 73 (6 HD)

Resist acid 5

Fort +11, **Ref** +4, **Will** +6

Speed base movement 50 ft.

Melee 2 claws +14 (1d6+9) and

bite +12 (1d6+4) or

+1 *greatclub* +16/+11 (2d8+22) and

bite +12 (1d6+4)

Ranged javelin +5 (1d8+9)

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

Base Atk +6; **Grp** +19

Atk Options Cleave, Power Attack, rage

Combat Gear *potion of resurgence*

Abilities Str 28, Dex 10, Con 22, Int 8, Wis 11, Cha 7

SQ fast movement, illiteracy, rage (9 rounds) uncanny dodge, hold breath (88 rounds),

Feats Cleave, Multiattack, Power Attack

Skills Balance +7, Jump +19, Spot +4, Swim +17

Possessions +1 *greatclub*, chain shirt, *greatclub*, 5 javelins, *potion of bear's endurance*, *potion of bull's strength*, *potion of fly*

Power-Down Suite (not raging, no buff spells):

AC 20, touch 11, flat-footed 20

(-1 Size, +7 natural, +4 armor); uncanny dodge

hp 49 (6 HD)

Fort +7, **Will** +4

Melee 2 claws +10 (1d6+5) and

bite +8 (1d6+2) or

greatclub +11/+6 (2d8+10) and

bite +8 (1d6+2)

Ranged javelin +5 (1d8+5)
Grp +15

Abilities Str 20, Con 14
SQ hold breath (56 rounds)
Skills Jump +15, Swim +13

POISON DUSK RANGER **CR 6**

Male lizardfolk ranger 4/fighter 2
LE Small humanoid (reptilian)
Init +7; **Senses** Low-light vision Listen +1, Spot +8
Languages Draconic

AC 18, touch 14, flat-footed 15
(+1 Size, +3 Dex, +3 natural, +1 buckler)

hp 42 (6 HD)

Fort +10, **Ref** +7, **Will** +2

Speed base movement 30 ft.

Melee 2 claws +9 (1d3+2) and
bite +4 (1d3+1) or
longspear +9/+4 (1d6+3/x3) and
bite +4 (1d3+1)

Ranged +1 *comp. longbow* [+2 Str] +15/+10
(1d6+5/x3) or
+1 *composite longbow* [+2 Str] +13/+13/+8
(1d6+5/x3)

or bola +12 (1d3+2 nonlethal or ranged trip)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

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

Special Actions poison use, spells

Combat Gear 1 vial wyvern poison (DC 17, 2d6
Con/2d6 Con)

Ranger Spells Prepared (CL 2nd):

1st— *arrow mind*

Abilities Str 14, Dex 21, Con 16, Int 8, Wis 12, Cha 8

SQ chameleon skin, hold breath (64 rounds), animal
companion (monitor lizard), favored enemy +4 (elf),
favored enemy +2 (human), wild empathy

Feats Endurance^B, Improved Initiative, Manyshot^B,
Point Blank Shot, Precise Shot, Rapid Shot^B,
Track^B, Weapon Focus (Comp. Longbow), Weapon
Specialization (Comp. Longbow)

Skills Balance +7, Climb +6, Handle Animal +7, Hide
+20, Jump +6*, Knowledge (arcana) +4, Listen +1,
Move Silently +3, Spot +8, Survival +1, Swim +6

Possessions bola, +1 *comp. longbow* [+2 Str] (20
arrows), club, *lesser bracers of archery*, longspear,
potion of cat's grace

DARK TALON SHAMAN **CR 6**

Male lizardfolk druid 5
LE Medium humanoid (reptilian)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Draconic, Druidic, Elven

AC 18, touch 10, flat-footed 18
(+3 armor, +5 natural)

hp 49 (7 HD)

Fort +7, **Ref** +5, **Will** +8; +4 vs. fey

Speed base movement 30 ft.; woodland stride

Melee 2 claws +4 each (1d4) and
bite -1 (1d4)

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

Special Actions spontaneous casting (*summon
nature's ally spells*), wild shape 1/day (5 hours)

Combat Gear *potion of cure moderate wounds*

Druid Spells Prepared (CL 5th):

3rd— ~~*lion's charge*~~ x2

2nd— ~~*brambles*~~, ~~*bull's strength*~~, *decomposition*,
flaming sphere (DC 15)

1st— *entangle* (DC 14), *faerie fire*, *lesser vigor*,
produce flame (+7 ranged touch)

0— *create water*, *cure minor wounds*, *detect
magic*, *light*, *resistance*

Abilities Str 10, Dex 10, Con 15, Int 12, Wis 16, Cha
12

SQ hold breath (60 rounds), animal companion (giant
crocodile), nature sense, wild empathy, woodland
stride, trackless step, resist nature's lure, wild
shape

Feats Eagle's Wings, Natural Bond, Natural Spell

Skills Balance +9, Concentration 10, Handle Animal
+6, Jump +9, Knowledge (nature) +7, Listen +3,
Ride +2, Spellcraft +5, Spot +3, Survival +9, Swim
+9

Possessions combat gear plus *cloak of resistance*
+1, *pearl of power II*, *scroll of bear's endurance* x2

**4B: THINGS THAT BUMP IN THE NIGHT
(DON'T MESS WITH SVATEK – PART 1)**

FIRE SPECTRE **CR 6**

CE Medium undead (incorporeal)

Init +6; **Senses** Listen +8, Spot +8

Languages Common

AC 14, touch 12, flat-footed 10
(+2 Dex, +2 deflection)

hp 32 (5 HD)

Immune fire

Resist turn resistance +2

Fort +1 **Ref** +5, **Will** +4

Speed 20 ft. (4 squares), fly 120 ft. (average)

Melee incorporeal touch +4 (1d6+2 +1d6 fire)

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

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

Atk Options breath weapon, burn

Abilities Str --, Dex 15, Con --, Int 14, Wis 11, Cha 14

SQ illumination, incorporeal, undead traits

Feats Combat Reflexes, Improved Initiative, Lightning
Reflexes, Touch Attack Specialization

Skills Hide +8, Intimidate +10, Listen +8, Search +10,
Sense Motive +6, Spot +8, Tumble +8

Breath Weapon (Su) 10 ft. cone of fire, once every
1d4 rounds, 3d6 fire damage, Reflex DC 12 for
half.

Burn (Ex) Those hit by a fire spectre's incorporeal
touch attack must succeed on a DC 12 Reflex save
or catch fire. The flames burn for 1d4 rounds. A
burning creature can take a move-equivalent action
to put out the flame. Creatures hitting the fire
spectre with natural weapons or unarmed attacks
take fire damage as though hit by the fire spectre

and also catch fire unless they succeed on a Reflex save.

Illumination (Ex) A fire spectre's presence automatically suspends nearby magical *darkness* or *deeper darkness* as if a daylight spell had been cast, although the creature does not shed a significant amount of light.

5: TO THE HELLS IN A HANDBASKET

STEEL DEVIL (BUEROZA) FIGHTER CR 8

LE Medium outsider (baatezu, evil, extraplanar, lawful) fighter 2

Init +3; **Senses** see in darkness; Listen +8, Spot +8

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26 (-1 Dex, +17 natural)

hp 79 (8 HD); DR 5/good

Immune fire, poison; mind-affecting, sleep, stun, paralysis, death effects

Resist acid 10, cold 10; **SR** 18

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

Speed 20 ft. (4 squares)

Melee mwk cold iron greatsword +16/+11 (2d6+8/19-20)

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

Base Atk +8; **Grp** +13

Atk Options Combat Expertise, Power Attack, push +7

Special Actions chant, formation fighting

Combat Gear *brute gauntlets*, *transposer cloak*

Spell-Like Abilities (CL6th):

At will— *greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 20, Dex 8, Con 20, Int 13, Wis 9, Cha 14

SA chant, formation fighting, push

Feats Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +13, Jump +10, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +8, Spot +8, Survival -1 (+1 on other planes to avoid getting lost)

Possessions +1 cold iron greatsword, *portion of bull's strength*

Chant (Su) As a swift action, a steel devil can begin to chant for 1 minute. It produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet must make a Concentration check (DC 15+ the spell's level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such force that they can force an opponent to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check (total modifier of +13, including his *brute gauntlets* and racial bonus). If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus per size category larger, and Small or smaller ones take a -4 penalty per size category smaller.

LONGINUS HELLREAPER CR 5

Male warlock 5

LE medium humanoid (humanoid)

Init +7; **Senses** see in darkness; Listen -1, Spot -1

Languages Common, Infernal

AC 21 touch 17, flat-footed 14

(+7 Dex, +4 mage armor); 50% miss chance

hp 33 (5 HD); **DR** 1/cold iron

Fort +4, **Ref** +8, **Will** +3 (+5 to any one type of save)

Speed 30 ft. (6 squares)

Melee spear +2 (1d8/x3)

Ranged *eldritch blast* +9

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

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear ~~*portion of mage armor*, *scroll of displacement*~~, *corsair's eyepatch*, *ring of four winds*

Invocations Known (CL 5th):

At will—*dark one's own luck*, *devil's sight*, *eldritch chain*, *fell flight*, *sickening blast* (DC 21),

Spell-like Abilities (CL 5th):

At will—*detect magic*, *eldritch blast* (ranged touch +9, 3d6)

Abilities Str 8, Dex 22, Con 16, Int 12, Wis 8, Cha 20

SQ deceive item

Feats Point Blank Shot, Precise Shot

Skills Intimidate +11, Knowledge (planes) +9, Spellcraft +7, Use Magic Device +7

Possessions combat gear plus 2 daggers, spear

Eldritch Blast (Sp): ray, ranged touch 60 ft., 3d6 damage

Detect Magic (Sp): spell-like ability at will

Deceive Item (Sp): take 10 on Use Magic Device

Fiendish Resilience (Su): fast healing 1 for 2 minutes as free action

Least Invocation (Sp): *dark one's own luck* (Cha bonus to any one type of save for 24 hours)

Least Invocation (Sp): *devil's sight* (see normally in darkness and magical darkness for 24 hours)

Least Invocation (Sp): *sickening blast* (eldritch blast also causes Fortitude save or become sickened, DC 21)

1: THROWING COPPER

Bog Imp

CR 6

LE Small fey (aquatic)

Init +9; **Senses** Low-light vision; Listen +11, Spot +11

Languages Common, Sylvan

AC 18, touch 16, flat-footed 13
(+1 size, +5 Dex, +2 natural)

hp 22 (4 HD); DR 5/cold iron

Immune acid, paralysis, poison, sleep

Resist mind-effects

Fort +3 **Ref** +9, **Will** +6*

Speed 30 ft. (6 squares), burrow 60 ft., swim 30 ft.

Melee 2 claws +8 (1d3-1 plus sicken)

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

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

Atk Options sicken, sink, stagnate

Abilities Str 8, Dex 21, Con 15, Int 12, Wis 15, Cha 12

SQ amphibious, code of law, liquid burrow

Feats Ability focus (sink)^B, Improved Initiative, Weapon Finesse

Skills Hide +16*, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14

Sicken (Ex) Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening.

Sink (Su) A bog imp can, with a simple glance, cause anyone standing on or in water, mud, or any other nonsolid surface to sink. This ability functions within 60 ft. A successful DC 15 Will save negates the attack and renders the target immune to the sink attack of that particular bog imp for 24 hours.

If the save fails, the target is dragged beneath the surface by a spectral force, this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds on a DC 30 Strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the water, or if the target moves out of range.

If an elf (and only an elf) drowns in this manner, he does not truly die. Rather, he remains in a form of stasis beneath the water, pickling and shriveling over the course of 13 days. When that period ends, the elf becomes a new bog imp.

Stagnate (Su) Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids nonpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions.

Amphibious Bog imps can survive comfortably on land or water.

Liquid Burrow When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Saves Bog imps have a +4 racial bonus on saves against mind-affecting spells and abilities.

Skills +2 racial bonus to Listen, Search, and Spot checks. +8 racial bonus on Hide checks made in its home environment and on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4A: THINGS THAT BUMP IN THE NIGHT

BLACKSCALE BARBARIAN (RAGING) CR 7

Male lizardfolk barbarian 2/fighter 2

LE Large humanoid (reptilian)

Init +0; **Senses** Darkvision 60 ft.; Listen +0, Spot +4

Languages Draconic

AC 19, touch 9, flat-footed 18

(-1 Size, +1 Dex, +7 natural, +4 armor, -2 rage); uncanny dodge

hp 97 (8 HD)

Resist acid 5

Fort +14, **Ref** +5, **Will** +6

Speed base movement 50 ft.

Melee 2 claws +16 (1d6+9) and

bite +14 (1d6+4) or

+1 *corrosive greatclub* +19/+14 (2d8+24+1d6 acid) and

bite +14 (1d6+4)

Ranged javelin +8 (1d8+9)

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

Base Atk +10; **Grp** +21

Atk Options Cleave, Power Attack, rage

Combat Gear *potion of resurgence*

Abilities Str 28, Dex 12, Con 22, Int 8, Wis 10, Cha 7

SQ hold breath (88 rounds), fast movement, illiteracy, rage (9 rounds), uncanny dodge

Feats Cleave, Combat Reflexes, Multiattack, Power Attack, Weapon Focus (greatclub)

Skills Balance +10, Jump +21, Spot +4, Swim +19

Possessions +1 *corrosive greatclub*, chain shirt, greatclub, 5 javelins, *potion of bull's strength*, *potion of bear's endurance*

Power-Down Suite (not raging, no buff spells):

AC 21, touch 11, flat-footed 20

(-1 Size, +1 Dex, +7 natural, +4 armor); uncanny dodge

hp 65 (10 HD)

Fort +10, **Will** +4

Melee 2 claws +12 (1d6+5) and bite +10 (1d6+2) or +1 *corrosive greatclub* +14/+9 (2d8+10+1d6 acid) and

bite +10 (1d6+2)

Ranged javelin +5 (1d8+5)

Grp +17

Abilities Str 20, Con 14

SQ hold breath (56 rounds)

Skills Jump +17, Swim +15

POISON DUSK RANGER CR 7

Male lizardfolk ranger 4/fighter 2/occult slayer 1

LE Small humanoid (reptilian)

Init +7; **Senses** Low-light vision; Listen +1, Spot +8

Languages Draconic

AC 19, touch 15, flat-footed 15

(+1 Size, +4 Dex, +3 natural, +1 buckler)

hp 50 (7 HD)

Fort +10, **Ref** +8, **Will** +4 (+1 vs. spells)

Speed base movement 30 ft.

Melee 2 claws +12 (1d3+2) and

bite +7 (1d3+2) or

longspear +12/+7 (1d6+6/x3) and

bite +7 (1d3+2)

Ranged +1 *comp. longbow* [+4 Str] +17/+12

(1d6+7/x3) +1d6 (vs. spellcasters) or

+1 *composite longbow* [+4 Str] +15/+15/+10

(1d6+7/x3) +1d6 (vs. spellcasters)

or bola +14 (1d3+4 nonlethal or ranged trip)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

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

Special Actions poison use, spells, weapon bond

Combat Gear 1 vial wyvern poison (DC 17, 2d6 Con/2d6 Con)

Ranger Spells Prepared (CL 2nd):

1st— *arrow mind*

Abilities Str 18, Dex 22, Con 16, Int 8, Wis 12, Cha 8

SQ chameleon skin, hold breath (64 rounds), animal companion (monitor lizard), favored enemy +4 (elf), favored enemy +2 (human), magical defense, wild empathy

Feats Endurance^B, Improved Initiative, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (Comp. Longbow), Weapon Specialization (Comp. Longbow)

Skills Balance +8, Climb +6, Handle Animal +7, Hide +20, Jump +6*, Knowledge (arcana) +4, Listen +1, Move Silently +3, Spellcraft +3, Spot +8, Survival +1, Swim +6

Possessions +1 *comp. longbow* [+4 Str] (20 arrows), club, *lesser bracers of archery*, longspear, ~~*portion of bull's strength*~~, ~~*portion of cat's grace*~~, *ring of counterspells*

Magical Defense (Ex) Provides a +2 bonus on saving throws against spells or spell-like abilities.

Weapon Bond (Su) Deals an extra 1d6 points of damage against a spellcaster or creature with spell-like abilities.

DARK TALON SHAMAN CR 7

Male lizardfolk druid 6

LE Medium humanoid (reptilian)

Init +1; **Senses** Listen +3, Spot +3

Languages Common, Draconic, Druidic, Elven

AC 18, touch 10, flat-footed 18

(+3 armor, +5 natural)

hp 56 (8 HD)

Fort +9, **Ref** +7, **Will** +10; +4 vs. fey

Speed base movement 30 ft.; woodland stride

Melee 2 claws +7 each (1d4) and

bite +0 (1d4)

Ranged javelin +5 (1d6)

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

Special Actions spontaneous casting (*summon nature's ally spells*), wild shape 3/day (5 hours, large)

Combat Gear *potion of cure moderate wounds*

Druid Spells Prepared (CL 6th):

3rd— ~~*lion's charge*~~ x2, ~~*protection from energy*~~

2nd— ~~*barkskin*~~, ~~*brambles*~~, ~~*bull's strength*~~, ~~*decomposition*~~, ~~*flaming sphere*~~ (DC 15)

1st— ~~*entangle*~~ (DC 14), ~~*faerie fire*~~, ~~*lesser vigor*~~, ~~*produce flame*~~ (+7 ranged touch)

0— ~~*create water*~~, ~~*cure minor wounds*~~, ~~*detect magic*~~, ~~*light*~~, ~~*resistance*~~

Abilities Str 10, Dex 10, Con 15, Int 12, Wis 16, Cha 12

SQ hold breath (60 rounds), animal companion (giant crocodile), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape

Feats Eagle's Wings, Natural Bond, Natural Spell

Skills Balance +9, Concentration +12, Handle Animal +9, Jump +9, Knowledge (nature) +7, Listen +3, Ride +2, Spellcraft +5, Spot +3, Survival +9, Swim +9

Possessions combat gear plus *cloak of resistance* +2, ~~*pearl of power II*~~ x2, ~~*scroll of bear's endurance*~~ x2, ~~*scroll of blindsight*~~

4B: THINGS THAT BUMP IN THE NIGHT (DON'T MESS WITH SVATEK – PART II)

CHASME

CR 11

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 26, touch 12, flat-footed 23; Dodge, Mobility (-1 size, +3 Dex, +14 natural)

hp 76 (9 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +10 **Ref** +9, **Will** +8

Speed 40 ft. (8 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and

gore +15 (1d8+2 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +17

Atk Options Flyby Attack, Power Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day—quicken *ray of enfeeblement* (+11 ranged touch),

1/day—*unholy aura* (DC 20)

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ tanar'ri traits

Feats Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 9th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

5: TO THE HELLS IN A HANDBASKET

STEEL DEVIL (BUEROZA) FIGHTER CR 8

LE Medium outsider (baatezu, evil, extraplanar, lawful) fighter 2

Init +3; **Senses** see in darkness; Listen +8, Spot +8

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26
(-1 Dex, +17 natural)

hp 79 (8 HD); DR 5/good

Immune fire, poison; mind-affecting, sleep, stun, paralysis, death effects

Resist acid 10, cold 10; **SR** 18

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

Speed 20 ft. (4 squares)

Melee +1 *cold iron greatsword* +16/+11 (2d6+8/19-20)

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

Base Atk +8; **Grp** +13

Atk Options Combat Expertise, Power Attack, push +7

Special Actions chant, formation fighting

Combat Gear *brute gauntlets, transposer cloak*

Spell-Like Abilities (CL 6th):

At will— *greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 20, Dex 8, Con 20, Int 13, Wis 9, Cha 14

SA chant, formation fighting, push

Feats Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +13, Jump +10, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +8, Spot +8, Survival -1 (+1 on other planes to avoid getting lost)

Possessions +1 *cold iron greatsword*, *portion of bull's strength*

Chant (Su) As a swift action, a steel devil can begin to chant for 1 minute. It produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet must make a Concentration check (DC 15+ the spell's level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such force that they can force an opponent to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check (total modifier of +13, including his *brute gauntlets* and racial bonus). If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus per size category larger,

and Small or smaller ones take a -4 penalty per size category smaller.

LONGINUS HELLREAPER CR 7

Male warlock 7

LE medium humanoid (humanoid)

Init +7; **Senses** see in darkness; Listen -1, Spot -1

Languages Common, Infernal

AC 21 touch 17, flat-footed 14

(+7 Dex, +4 mage armor); 50% miss chance

hp 45 (7 HD); **DR** 2/cold iron

Fort +5, **Ref** +9, **Will** +4 (+5 to any one type of save)

Speed 30 ft. (6 squares)

Melee +1 *warlock's scepter* +6/+1 (1d6+1)

Ranged *eldritch blast* +12

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

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

Atk Options Point Blank Shot, Precise Shot

Combat Gear ~~*scroll of displacement*~~, *corsair's eyepatch*, *ring of four winds*, *warlock's scepter*

Invocations Known (CL 7th):

At will—*dark one's own luck*, *devil's sight*, *eldritch chain*, *fell flight*, *sickening blast* (DC 21),

Spell-like Abilities (CL 7th):

At will—*detect magic*, *eldritch blast* (ranged touch +11, 4d6)

Abilities Str 8, Dex 22, Con 16, Int 12, Wis 8, Cha 20

SQ deceive item

Feats Ability Focus (eldritch blast), Heighten Spell-like Ability, Point Blank Shot, Precise Shot

Skills Intimidate +11, Knowledge (planes) +11, Spellcraft +7, Use Magic Device +11

Possessions combat gear plus 2 daggers, spear

Eldritch Blast (Sp): ray, ranged touch 60 ft., 4d6 damage (+2d6 more if heightened) +4d6 with warlock's scepter

Detect Magic (Sp): spell-like ability at will

Deceive Item (Sp): take 10 on Use Magic Device

Fiendish Resilience (Su): fast healing 1 for 2 minutes as free action

Least Invocation (Sp): *dark one's own luck* (Cha bonus to any one type of save for 24 hours)

Least Invocation (Sp): *devil's sight* (see normally in darkness and magical darkness for 24 hours)

Least Invocation (Sp): *sickening blast* (eldritch blast also causes Fortitude save or become sickened, DC 21)

Lesser Invocation (Sp): *eldritch chain* (blast jumps from initial target to a second target)

1: THROWING COPPER

Bog Imp

CR 6

LE Small fey (aquatic)

Init +9; **Senses** Low-light vision; Listen +11, Spot +11

Languages Common, Sylvan

AC 18, touch 16, flat-footed 13
(+1 size, +5 Dex, +2 natural)

hp 22 (4 HD); DR 5/cold iron

Immune acid, paralysis, poison, sleep

Resist mind-effects

Fort +3 **Ref** +9, **Will** +6*

Speed 30 ft. (6 squares), burrow 60 ft., swim 30 ft.

Melee 2 claws +8 (1d3-1 plus sicken)

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

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

Atk Options sicken, sink, stagnate

Abilities Str 8, Dex 21, Con 15, Int 12, Wis 15, Cha 12

SQ amphibious, code of law, liquid burrow

Feats Ability focus (sink)^B, Improved Initiative, Weapon Finesse

Skills Hide +16*, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +9, Swim +14

Sicken (Ex) Anyone struck by a bog imp's claw attack must succeed on a DC 14 Fortitude save or be sickened for 2d4 minutes. Failure on more than one save does not stack, but it does extend the duration of the sickening.

Sink (Su) A bog imp can, with a simple glance, cause anyone standing on or in water, mud, or any other nonsolid surface to sink. This ability functions within 60 ft. A successful DC 15 Will save negates the attack and renders the target immune to the sink attack of that particular bog imp for 24 hours.

If the save fails, the target is dragged beneath the surface by a spectral force, this takes 1 full round, plus 1 additional round per point of the target's strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds on a DC 30 Strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the water, or if the target moves out of range.

If an elf (and only an elf) drowns in this manner, he does not truly die. Rather, he remains in a form of stasis beneath the water, pickling and shriveling over the course of 13 days. When that period ends, the elf becomes a new bog imp.

Stagnate (Su) Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids nonpotable; anyone who drinks them must succeed on a DC 14 Fortitude save or be nauseated for 1d3 hours. This ability has no effect on potions.

Amphibious Bogimps can survive comfortably on land or water.

Liquid Burrow When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Saves Bogimps have a +4 racial bonus on saves against mind-affecting spells and abilities.

Skills +2 racial bonus to Listen, Search, and Spot checks. +8 racial bonus on Hide checks made in its home environment and on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

4A: THINGS THAT BUMP IN THE NIGHT

BLACKSCALE BARBARIAN (RAGING) CR 9

Male lizardfolk barbarian 2/fighter 4

LE Large humanoid (reptilian)

Init +0; **Senses** Darkvision 60 ft.; Listen +0, Spot +4

Languages Draconic

AC 19, touch 9, flat-footed 16

(-1 Size, +1 Dex, +7 natural, +4 armor, -2 rage); uncanny dodge

hp 131 (10 HD)

Resist acid 5

Fort +15, **Ref** +6, **Will** +7

Speed base movement 50 ft.

Melee 2 claws +18 (1d6+9) and

bite +16 (1d6+4) or

+1 *corrosive greatclub* +22/+17 (2d8+28+1d6 acid) and

bite +16 (1d6+4)

Ranged javelin +10 (1d8+9)

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

Base Atk +10; **Grp** +23

Atk Options Cleave, Power Attack, rage

Combat Gear *potion of resurgence*

Abilities Str 28, Dex 12, Con 24, Int 8, Wis 10, Cha 7

SQ hold breath (96 rounds), fast movement, illiteracy, rage (10 rounds), uncanny dodge

Feats Cleave, Combat Reflexes, Greater Weapon Focus (greatclub), Greater Weapon Specialization (greatclub), Multiattack, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Skills Balance +10, Jump +22, Spot +4, Swim +20

Possessions +1 *corrosive greatclub*, +6 *amulet of health*, chain shirt, greatclub, 5 javelins, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~, ~~*potion of fly*~~

POISON DUSK LIEUTENANT

CR 9

Male lizardfolk ranger 4/fighter 2/occult slayer 3
LE Small humanoid (reptilian)
Init +7; **Senses** Low-light vision; Listen +1, Spot +8
Languages Draconic

AC 19, touch 15, flat-footed 15
(+1 Size, +4 Dex, +3 natural, +1 buckler)

hp 66 (9 HD), evasion

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

Speed base movement 30 ft.

Melee 2 claws +14 (1d3+2) and
bite +9 (1d3+2) or
longspear +14 (1d6+6/x3) and
bite +9 (1d3+2)

Ranged +1 *hunting comp. longbow* [+4 Str] +19/+14
(1d6+7/19-20x3)+1d6 (vs. spellcasters) or
+1 *hunting comp. longbow* [+4 Str]
+17/+17+12 (1d6+7/19-20x3)+1d6 (vs. spellcasters)
or

bola +16 (1d3+4 nonlethal or ranged trip)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Base Atk +9; **Grp** +8

Special Actions mind over magic, poison use, spells,
vicious strike, weapon bond

Combat Gear 1 vial wyvern poison (DC 17, 2d6
Con/2d6 Con)

Ranger Spells Prepared (CL 2nd):

1st— *arrow mind*

Abilities Str 18, Dex 22, Con 16, Int 8, Wis 12, Cha 8
SQ chameleon skin, hold breath (64 rounds), animal
companion (monitor lizard), favored enemy +8 (elf),
favored enemy +2 (human), magical defense, wild
empathy

Feats Endurance^B, Improved Critical, Improved
Initiative, Manyshot^B, Point Blank Shot, Precise
Shot, Rapid Shot^B, Track^B, Weapon Focus (Comp.
Longbow), Weapon Specialization (Comp.
Longbow)

Skills Balance +8, Climb +6, Handle Animal +7, Hide
+21, Jump +6*, Knowledge (arcana) +4, Listen +1,
Move Silently +3, Spellcraft +3, Spot +8, Survival
+1, Swim +6

Possessions bola, +1 *hunting comp. longbow* [+4
Str] (20 arrows), club, *lesser bracers of archery*,
longspear, ~~*potion of bull's strength*~~, ~~*potion of cat's*~~
~~*grace*~~, ~~*ring of counterspells*~~

Magical Defense (Ex) Provides a +2 bonus on saving
throws against spells or spell-like abilities.

Weapon Bond (Su) Deals an extra 1d6 points of
damage against a spellcaster or creature with
spell-like abilities.

Mind over Magic (Su) Causes a spell or spell-like
ability to rebound onto the originator as a free
action. This ability can be used once/day and
functions as the spell turning spell (CL 8).

Vicious Strike (Ex) If the occult slayer readies an
action to disrupt a spellcaster, he deals double
damage if the attack hits.

DARK TALON SHAMAN

CR 9

Male lizardfolk druid 8
LE Medium humanoid (reptilian)
Init +1; **Senses** Listen +3, Spot +11
Languages Common, Draconic, Druidic, Elven

AC 18, touch 10, flat-footed 18
(+3 armor, +5 natural)

hp 80 (10 HD)

Fort +11, **Ref** +7, **Will** +12; +4 vs. fey

Speed base movement 30 ft.; woodland stride

Melee 2 claws +7 each (1d4) and
bite +2 (1d4)

Ranged javelin +7/+2 (1d6)

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

Special Actions spontaneous casting (*summon*
nature's ally spells), wild shape 3/day (8 hours,
large)

Combat Gear *potion of cure moderate wounds*

Druid Spells Prepared (CL 8th):

4th— *flame strike* (DC 17), *languor* (DC 17)

3rd— ~~*call of lightning*~~ (DC 16), *lion's charge* x2,
~~*protection from energy*~~

2nd— ~~*barkskin*~~, ~~*brambles*~~, ~~*bull's strength*~~,
~~*decomposition*~~, ~~*flaming sphere*~~ (DC 15)

1st— *entangle* (DC 14), *faerie fire*, *lesser vigor* x2,
produce flame (+7 ranged touch)

0— *create water*, *cure minor wounds*, *detect*
magic, *flare*, *light*, *resistance*

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

SQ hold breath (64 rounds), animal companion (giant
crocodile), nature sense, wild empathy, woodland
stride, trackless step, resist nature's lure, wild
shape

Feats Eagle's Wings, Elephant's Hide, Natural Bond,
Natural Spell

Skills Balance +9, Concentration +14, Handle Animal
+9, Jump +9, Knowledge (nature) +7, Listen +3,
Ride +2, Spellcraft +5, Spot +11, Survival +9, Swim
+9

Possessions combat gear plus *cloak of resistance*
+3, ~~*pearl of power II*~~ x2, ~~*scroll of bear's endurance*~~
x2, ~~*scroll of blindsight*~~, ~~*scroll of freedom of*~~
~~*movement*~~

4B: THINGS THAT BUMP IN THE NIGHT (DON'T MESS WITH SVATEK – PART II)

CHASME

CR 11

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +3; **Senses** darkvision 60 ft.; Listen +14, Spot
+14

Languages Abyssal, Celestial, Common;
telepathy 100 ft.

AC 26, touch 12, flat-footed 23; Dodge, Mobility
(-1 size, +3 Dex, +14 natural)

hp 76 (9 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +10 **Ref** +9, **Will** +8

Speed 40 ft. (8 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +17

Atk Options Flyby Attack, Power Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day—quicken *ray of enfeeblement* (+11 ranged touch),

1/day—*unholy aura* (DC 20)

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ tanar'ri traits

Feats Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 9th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

5: TO THE HELLS IN A HANDBASKET

STEEL DEVIL (BUEROZA) FIGHTER CR 10

LE Medium outsider (baatezu, evil, extraplanar, lawful) fighter 4

Init +3; **Senses** see in darkness; Listen +8, Spot +9

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26

(-1 Dex, +17 natural)

hp 101 (10 HD); DR 5/good

Immune fire, poison; mind-affecting, sleep, stun, paralysis, death effects

Resist acid 10, cold 10; **SR** 20

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

Speed 20 ft. (4 squares)

Melee +1 *profane cold iron greatsword* +18/+13 (2d6+8/19-20) +2d6 (blood) +2d6 (good outsiders)

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

Base Atk +10; **Grp** +15

Atk Options Combat Expertise, disarm, trip, Power Attack, push +7, trip

Special Actions chant, formation fighting

Combat Gear *brute gauntlets*, *transposer cloak*, *witchlight reservoir* (blood)

Spell-Like Abilities (CL 6th):

At will—*greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 20, Dex 8, Con 20, Int 13, Wis 9, Cha 14

SA chant, formation fighting, push

Feats Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +15, Jump +12, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +8, Spot +9, Survival -1 (+1 on other planes to avoid getting lost)

Possessions +1 *profane cold iron greatsword*, *portion of bull's strength*

Chant (Su) As a swift action, a steel devil can begin to chant for 1 minute. It produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet must make a Concentration check (DC 15+ the spell's level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such force that they can force an opponent to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check (total modifier of +13, including his *brute gauntlets* and racial bonus). If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus per size category larger, and Small or smaller ones take a -4 penalty per size category smaller.

LONGINUS HELLREAPER CR 10

Male warlock 9/hellfire warlock 1

LE medium humanoid (humanoid)

Init +7; **Senses** see in darkness; Listen -1, Spot -1

Languages Common, Infernal

AC 21 touch 17, flat-footed 14

(+7 Dex, +4 mage armor); 50% miss chance

hp 63 (10 HD); fiendish resilience 1 (1/day);

DR 2/cold iron

Fort +6, **Ref** +9, **Will** +7 (+5 to any one type of save)

Speed 30 ft. (6 squares); fly 30 ft. (good)

Melee +1 *warlock's scepter* +6/+1 (1d6+1)

Ranged *eldritch blast* +13

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

Base Atk +6; **Grp** +2

Atk Options Point Blank Shot, Precise Shot

Combat Gear ~~petion of mage armor, scroll of displacement~~, *war wizard cloak, corsair's eyepatch, ring of four winds, warlock's scepter*

Invocations Known (CL 10th):

At will—*dark one's own luck, devil's sight, eldritch chain, fell flight, hellrime blast* (DC 22), *sickening blast* (DC 22),

Spell-like Abilities (CL 10th):

At will—*detect magic, eldritch blast* (ranged touch +13, 5d6), *hellfire blast* (ranged touch +13, 9d6)

Abilities Str 8, Dex 22, Con 16, Int 12, Wis 8, Cha 21

SQ deceive item

Feats Ability Focus (eldritch blast), Heighten Spell-like Ability, Point Blank Shot, Precise Shot

Skills Intimidate +11, Knowledge (planes) +13, Spellcraft +7, Use Magic Device +15

Possessions combat gear plus 2 daggers, spear

Eldritch Blast (Sp): ray, ranged touch 60 ft., 5d6 damage (+2d6 more if heightened; +4d6 with warlock's scepter)

Hellfire Blast (Sp): ray, ranged touch 60 ft., 9d6 hellfire damage (+2d6 more if heightened; +4d6 with warlock's scepter; takes 1 point Con damage with each use)

Detect Magic (Sp): spell-like ability at will

Deceive Item (Sp): take 10 on Use Magic Device

Fiendish Resilience (Su): fast healing 1 for 2 minutes as free action

Least Invocation (Sp): *dark one's own luck* (Cha bonus to any one type of save for 24 hours)

Least Invocation (Sp): *devil's sight* (see normally in darkness and magical darkness for 24 hours)

Least Invocation (Sp): *sickening blast* (eldritch blast also causes Fortitude save or become sickened, DC 21)

Lesser Invocation (Sp): *eldritch chain* (blast jumps from initial target to a second target)

Lesser Invocation (Sp): *hellrime blast* (blast deals cold damage and target must make Fortitude save or take -2 penalty to Dexterity, DC 22)

Lesser Invocation (Sp): *fell flight* (gain fly speed with good maneuverability for 24 hours)

FEATS

EAGLE'S WINGS [WILD]

You can take wing and fly with the grace of an eagle.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour.

Source: *Complete Divine* 80.

ELEPHANT'S HIDE [WILD]

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

Source: *Complete Divine* 81.

NATURAL BOND

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purpose determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the Player's Handbook). This bonus can never make your effective druid level exceed your character level.

Source: *Complete Adventurer* 111.

ITEMS

MUNDANE EQUIPMENT

THINAUN

This dark, glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously, this has application for melee weapons. If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one). Raise dead, resurrection, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer material components are required for such spells: Reincarnation, raise dead,

resurrection, and true resurrection require half as much of the relevant material component (unguents or diamonds) to cast if the soul is within a thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun weapon's wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Item cost modifier: light weapon +10,000 gp; one-handed weapon or one head of a double weapon +15,000 gp; two-handed weapon or both heads of a double weapon +20,000 gp.

Source: *Complete Warrior* 136.

ARMBAND OF ELUSIVE ACTION

Price (Item Level): 800 gp (3rd)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Immediate (mental)

Weight: 1 lb.

This solid gold band is polished to a bright shine.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Prerequisites: Craft Wondrous Item, *cat's grace* or *evade attack* (CP 89).

Cost to Create: 400 gp, 32 XP, 1 day.

Source: *Magic Item Compendium* 72.

ARTIFICER'S MONOCLE

Price (Item Level): 1,500 gp (5th)

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: See text

Weight: --

This glass lens is rimmed with gold and has a fine gold chain attached to an ear clip.

Putting on a monocle is a standard action. While wearing an artificer's monocle, whenever you

successfully use your artificer knowledge class feature (ECS 31) to detect an item's magical aura or you cast *detect magic* and have at least 5 ranks of Knowledge (arcana), you can spend 1 additional minute studying the item. If you do, you can identify the abilities of that item as if you had cast *identify* upon it.

Prerequisites: Craft Wondrous Item, *identify*, artificer knowledge or Knowledge (arcana) 5 ranks.

Cost to Create: 750 gp, 60 XP, 2 days.

Source: *Magic Item Compendium* 72.

BOOTS OF SWIFT PASSAGE

Price (Item Level): 5,000 gp (9th)

Body Slot: feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Move (command)

Weight: 1 lb.

These comfortable high boots are made from deep red leather with brilliant copper-colored leather soles.

When activated, (boot) of *swift passage* teleport you up to 20 feet in any direction (with no chance of error). You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

Boots of swift passage function five times per day.

Prerequisites: Craft Wondrous Item, dimension door.

Cost to Create: 2,500 gp, 200 XP, 5 days,

BRUTE GAUNTLETS

Price (Item Level): 500 gp (3rd)

Slot: Hands

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Swift (command)

Weight: -

This pair of heavy black leather gauntlets is set with metal studs.

Brute gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength-based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus.

2 charges: +3 morale bonus.

3 charges: +4 morale bonus.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 250 gp, 20 XP 1 day.

Source: *Magic Item Compendium* 83.

CHOKER OF ELOQUENCE, GREATER

Price (Item Level): 24,000 gp (14th)

Body Slot: Face

Caster Level: 6th

Aura: Moderate; (DC 16) transmutation

Activation: Swift (command)

Weight: -

Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10.

Prerequisites: Craft Wondrous Item, creator must be a spellcaster of at least 6th level.

Cost to Create: 12,000 gp, 120 XP, 3 days.

Source: *Complete Adventurer* 132.

CORSAIR'S EYEPATCH

Price (Item Level): 3,000 gp (7th)

Body Slot: Face

Caster Level: 3rd

Aura: Faint; (DC 16) divination

Activation: Swift (command)

Weight: -

A leather strap and a bit of hardened leather and krenshar hide make up this menacing black eyepatch.

Despite its name, the improved visual acuity provided by a *corsair's eyepatch* is equally useful to landlubbers. Wearing this eyepatch has no negative impact on your eyesight—it appears completely transparent to you. While you wear a *corsair's eyepatch* over your left eye, activating it grants you the ability to use *see invisibility* (as the spell) for 1 round. While you wear it over your right eye, activating it grants you the benefit of the Blind-Fight feat for 1 minute. Moving the eyepatch from one eye to another requires a move action that doesn't provoke attacks of opportunity.

A *corsair's eyepatch* functions a total of three times per day.

Prerequisites: Craft Wondrous Item, *see invisibility*

Cost to Create: 1,500 gp, 120 XP, 3 days.

Source: *Magic Item Compendium* 90.

DEATHSTRIKE BRACERS

Price (Item Level): 5,000 gp (9th)

Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (mental)

Weight: 2 lb.

Each of these black steel bracers is marked with an etching of crossed swords.

When activated, *deathstrike bracers* allow you to use melee weapons to deal extra damage from critical hits and sneak attacks to constructs, elementals, oozes, plants, and undead as if they were not immune to such extra damage. You must still roll a critical threat and confirm it as a critical hit or qualify to deliver sneak attack damage to gain any benefit from the bracers. This effect does not allow you to overcome any other immunity or resistance to extra damage from sneak attacks or critical hits (such as the fortification armor property). This effect lasts for 1 round.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, keen edge.

Cost to Create: 2,500 gp, 200 XP, 5 days.

MASK OF LIES

Price (Item Level): 4,500 gp (9th)

Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: -- and swift (mental)

Weight: 1 lb.

This black, featureless mask has crossed-shaped slits where the wearer's eyes and mouth should be.

While wearing this mask, you gain a +5 competence bonus on Bluff checks and your alignment is disguised as if by an undetectable alignment spell. This is a continuous effect and requires no activation. When you activate the mask, you can alter your appearance as if by the disguise self spell. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, disguise self, undetectable alignment.

Cost to Create: 2,250 gp, 180 XP, 5 days.

PROFANE

Price: +1 bonus

Property: Weapon

Caster Level: 7th

Aura: Moderate; (DC 17) necromancy

Activation: Standard (command)

This black iron weapon is decorated with a single silver skull. A runic phrase describing a vile act runs along its blade or haft.

By speaking the appropriate command word, you can sheathe a profane weapon in crackling black negative energy. If you have no Constitution score, this energy does not harm you; otherwise you take 1 point of Constitution damage for each round that you hold the weapon while the effect is activated. This effect lasts until you speak another command word to end it.

While activated, a profane weapon deals an extra 1d6 points of damage to any living target (or 2d6 points against a good outsider) on a successful hit. Also, it is treated as evil-aligned for the purpose of overcoming damage reduction. Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arm and Armor, inflict light wounds.

Cost to Create: Varies.

Source: *Magic Item Compendium* 40.

RING OF FOUR WINDS

Price (Item Level): 2,000 gp (6th)

Body Slot: Ring

Caster Level: 3rd

Aura: Faint (DC 16) evocation

Activation: Immediate (command)

Weight:-

Four clouds, each a different shade of green or blue, adorn this simple wooden ring. The faces of four old men puffing up their cheeks are also carved into the sides.

When you activate a ring of the four 'winds it creates gusts of wind that grant you a +2 deflection bonus to AC against a single attack.

Alternatively, you can activate it to use a *feather fall* effect on yourself.

This ring functions a total of four times per day.

Prerequisites: Forge Ring, feather fall, gust of wind, shield of faith.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 124.

RING OF MIGHTY SUMMONS

Price (Item Level): 14,000 gp (14th)

Body Slot: Ring

Caster Level: 6th

Aura: Moderate (DC 16) conjuration

Activation: Free (see text)

Weight:-

A ring of mighty summons is an ornate gold band, carved with tiny images of many creatures and the representations of all four elements. Its surface is rough to the touch. Whenever the ring is active, the images carved on it seem to twist and move as though alive, and the item smells faintly of ozone.

When you use this ring while casting a summoning spell, any creature you summon with the spell has maximum hit points per Hit Die. However, the duration of the spell is halved (to a minimum of 1 round).

Prerequisites: Forge Ring, Augment Summoning, Spell Focus (conjunction), *summon monster III* or *summon nature's ally III*.

This ring functions up to three times per day.

Cost to Create: 7,000 gp, 560 XP, 14 days.

Source: *Complete Mage* 127.

SPELLSIGHT SPECTACLES

Price (Item Level): 2,500 gp (7th)

Body Slot: Face

Caster Level: 3rd

Aura: Faint; (DC 16) divination

Activation: --

Weight: --

These round-rimmed spectacles have blue-tinted lenses and a clear gem set into the joint of each earpiece.

Spellsight spectacles grant you a +5 competence bonus on Spellcraft checks made to decipher scrolls and Use Magic Device checks made to use scrolls.

Prerequisites: Craft Wondrous Item, *read magic*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: *Magic Item Compendium* 138.

TRANSPOSER CLOAK

Price (Item Level): 6,000 gp (10th)

Body Slot: Shoulders

Caster Level: 12th

Aura: Strong; (DC 21) conjuration

Activation: Swift (command)

Weight: -

This cloak is divided diagonally into two colors. The upper portion is pure white, while the lower is black as night.

A transposer cloak allows you to switch positions with another creature. When you activate this cloak, you and any one creature within 30 feet swap positions.

Both you and the target must occupy the same size of space on the battlefield (for instance, a human could swap places with a dwarf or a goblin, but not with an ogre or a cat). If the other creature is unwilling to trade positions, it is allowed a DC 13 Will save to negate the effect. Each creature can bring along objects weighing up to its maximum load, but additional creatures can't be brought along.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *baleful transposition* (SpC 23).

Cost to Create: 3,000 gp, 240 XP, 6 days.

MIC 144

WAR WIZARD CLOAK

Price (Item Level): 16,000 gp (14th)

Body lot: Shoulder

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: - and Standard (command)

Weight: 1 lb.

This long black cloak has a high collar and is cut to overlap a wearer's chest and arms. An open white palm in a circle adorns the right breast, and a rampant purple dragon rages on the left.

A wizard cloak protects you from the elements (as *endure elements*) and also activates a *feather fall* effect on you automatically if you fall more than 5 feet.

This is a continuous effect and requires no activation.

In addition, this cloak has four other abilities, each of which can be activated once per day: *dimension door*, *mage armor*, *protection from arrows* and *sending*.

Prerequisites: Craft Wondrous Item, *dimension door*, *endure elements*, *feather fall*, *mage armor*, *protection from arrows*, *sending*.

Cost to Create: 8,000 gp, 640 XP, 16 days.

MIC 147

WARLOCK'S SCEPTER

Price (Item Level): 8,305 gp (12th)

Body lot: -- (held)

Caster Level: 10th

Aura: Moderate; (DC 20) necromancy

Activation: -- or swift (mental); see text

Weight: 3 lb.

This sturdy ebony rod is surmounted by a carving of a demonic, horned skull.

This +1 light *mace* confer a +1 profane bonus on your ranged touch attack rolls while you hold it. This is a continuous effect and requires no activation.

Furthermore, a *warlock's scepter* has 5 charges, which are renewed each day at dawn. Spending 1 or more charges improves the damage of the next eldritch *blast* (CAr 7) you make in that round.

1 charge: +1d6 damage.

3 charges: +2d6 damage.

5 charges: +4d6 damage.

After these charges have been expended, the rod remains a +1 light *mace*, but it no longer provides a bonus on ranged touch attack rolls until its charges are restored.

Prerequisites: Craft Magic Arms and Armor, Craft Rod, *bestow curse*.

Cost to Create: 4,000 gp (plus 305 gp for masterwork light mace), 320 XP, 8 days.

Source: *Magic Item Compendium* 63.

WITCHLIGHT RESERVOIR

Price (Item Level): 5,000 gp (9th)

Body lot: - (weapon crystal)

Caster Level: 10th

Aura: Moderate; (DC 20) necromancy

Activation: Swift (mental)

Weight: --

This coin-sized crystal sphere is inscribed with arcane sigils representing earth, air, wind, fire, magic, death, and beauty. It rattles 'like soft thunder.

As its name suggests, a *witchlight reservoir* can hold a small quantity of magical power, which can be used to enhance the power of a melee weapon. To imbue this augment crystal with power, you must directly expose it for 8 hours to one of the following substances: sunlight, moonlight, blood, or wine (at least one pint of either of the last two substances). Each one of these substances grants the item a different effect, as described below. Exposing a full reservoir to a new substance replaces the old effect with the new effect.

When activated, a reservoir adds an extra effect to its weapon's next successful melee strike (as long as it is made before the end of your turn). The effect depends on the substance to which the *witchlight reservoir* was exposed (see above).

Sunlight: +2d6 fire damage (or +4d6 fire damage if the target is undead).

Moonlight: +2d6 electricity damage (or +4d6 electricity damage if the target is a lycanthrope).

Blood: +2d6 damage to a living target

Wine: -2 penalty on Will saves for 1 round.

A *witchlight reservoir* functions five times before it loses its power and must be imbued again. It is considered a greater augment crystal.

Lore: The first *witchlight reservoir* was recovered by Iggwilv from the vanity drawer of one of Graz'zt's previous paramours (Knowledge [arcana] DC 15).

Who created the first sphere is unknown, but the Witch of the Yatils made several more after her discovery including one for her daughter Drelzna who employed a bastard sword called *The Bleeding Infanta* fitted with a blood-filled *witchlight reservoir*. She carried the weapon until it was lost in battle against a gnome army led by a gold dragon somewhere between Ket and Perrenland (Knowledge [arcana] DC 20).

Prerequisites: Craft Magic Arms and Armor, *burning hands*, *shocking grasp*, *touch of idiocy*, *vampiric touch*.

Cost to Create: 2,500 gp, 200 XP, 5 day

Source: *Magic Item Compendium* 66.

SPELLS

ARROW MIND

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Close Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The bow in your hand feels more like an extension of your body as you complete the spell – as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Source: *Spell Compendium* 16.

BLINDSIGHT

Transmutation

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You touch your intended subject, which then turns its head rapidly about as if looking for the source of some sound.

This spell grants the subject the blindsight ability (MM 306) effective out to 30 feet.

Source: *Spell Compendium* 32.

DECOMPOSITION

Transmutation

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: Living enemies within a 50-ft. radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Using your link to the natural world, you create an air of decay that makes death come quicker to the wounded.

Whenever an enemy within the area takes normal (not nonlethal) damage, that wound festers for an additional 3 points of damage at the beginning of its turn each round thereafter for the duration of the spell. A DC 15 Heal check or the application of any cure spell or other healing magic stops the festering. Only one wound festers at a time; additional wounds taken while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound taken while the subject is within the area (before the spell expires) begins the process anew.

Source: *Spell Compendium* 61.

EARTHBIND

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You intone the words of binding and point at your foe. Yellow strings of magical energy loop about its wings, dragging it to the ground.

You hinder the subject's ability to fly (whether through natural or magical means) for the duration of the spell. If the target fails its saving throw, its fly speed (if any) becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a *feather fall* spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the *earthbind* spell.

Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed (such as jumping or *levitate* or *air walk* spells).

Source: *Spell Compendium* 76.

LANGUOR

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

With a low thrumming sound, a blue beam lances from your finger to strike your foe and weaken him.

You must succeed on a ranged touch attack with the ray to strike a target. This ray causes creatures it hits to become weak and slow for the spell's duration. A struck creature takes a penalty to strength equal to 1d6+1 per two caster levels (maximum 1d6+10). In addition, a subject that fails a Will save is *slowed*. The spell's *slow* effect counters and is countered by *haste*.

Source: *Spell Compendium* 130.

LION'S CHARGE

Transmutation

Level: Druid 3, ranger 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You cast the spell and a nimbus of yellow energy in the form of a lion surrounds you.

This spell grants you the pounce special ability (MM 313), allowing you to make a full attack at the end of the charge.

Source: *Spell Compendium* 133.

LESSER VIGOR

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V S

Casting Time: 1 Standard Action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrades. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229.

RESURGENCE

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.

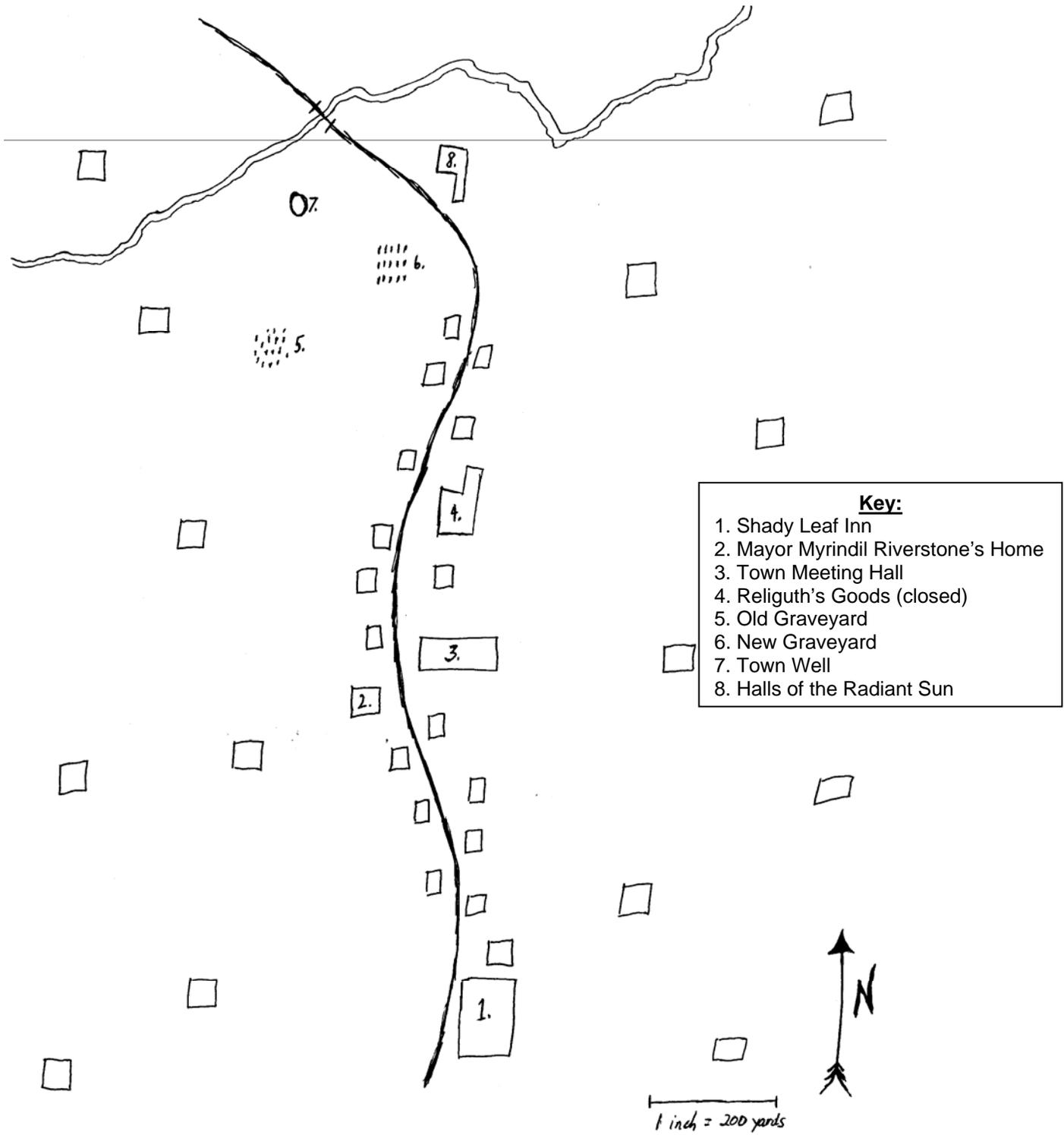
The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject

succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as power word stun), then *resurgence* won't help the subject recover.

Source: *Spell Compendium* 174.

APPENDIX 3: DM MAP: WEeping WILLOW



VISION #1

You see yourself standing with others near a pool of flowing gold, in a glistening cavern. A huge, blue-armored serpent watches as you place the flowering green rose into the pool, gently releasing it to float amongst the bubbles. The many-legged creature gives a joyful sigh as the rose seems to fully bloom and gives off a pleasant, earthy scent. You nod, and one of your companions steps forward, carrying a cutting of a slender branch, its smooth leaves of rich green lined with silver. He too places the plant into the pool where it flourishes, further strengthening the loamy aroma.

VISION #2

Your hand still tingles from the little girl's touch, yet you occasionally find yourself longing to hold her hand once again. Was that her, just now, giggling just beyond your sight? Then you hear what sounds like an old man asking in a dangerously playful voice, "Why don't you come to ME little girl? We'll see what you have to giggle about!"

VISION #3

The dragon lands in a clearing, after flaring its chalky wings to slow its descent. A red-haired elven beauty with emerald wings steps out the front door of the rustic house nearby, a burly child in her arms. "Looky, Aensyl, it's the fierce Whiteclawdeath, come to eat you!" she teases, and the toddler giggles, burying his face in the woman's lush hair. The draconic creature stalks toward the pair of elves as they run in circles, roaring and gnashing its fangs while the woman feigns helplessness. After a brief show of force, the white beast grabs the dragon-elf with a sharp-taloned claw. "Now I've got you, my pretty... my love."

The dragon's form dissolves into that of a half-elven man with a thin band of green scales running down his left cheek, from his eye to the corner of his mouth. "No more Whiteclawdeath today, Sulsha; my duties are done."

The woman kisses her husband warmly, then hefts the toddler onto her shoulder with one strong hand and asks the boy, "What would you like daddy to make us for dinner?"

VISION #4

The mahogany-haired elven man wipes a single bead of sweat from his brow with a sleeve of his yellow robes. As he does so, he pauses in curiosity and feels inside, pulling forth a piece of shattered porcelain, and then two more. A mix of ire and sadness creases his brow, and he angrily tosses a berry at the hulking ebony corpse, setting off yet another fiery explosion. "You broke my mask, you slithering wyrm!"

The vision fades, and reappears moments later, as the elf is now waving a finger as he stands near the same corpse, now completely stripped of all flesh. A lavender beam of light shoots from the extended digit, and a flowing script begins to form within the immense rib cage. Apparently caught up in the glory of his recording efforts, one of the porcelain shards falls from his robes and tumbles beneath one of the larger bones, obscured from the elf's sight.

VISION #5

You are a child once again, of perhaps ten summers, and have somehow become lost in the forest of your youth. As you stumble past the same fallen log for at least the third time, you notice something different now; there is a crooked old man seated upon it. "Are you lost, young one? I can help you find your way." You notice his pocked skin and watery eyes, but it is when he attempts a smile that you see his broken teeth and smell his fetid breath that makes you want to run in terror.

Before you can take four steps, a sinister voice whispers from behind a dark canopy, "If you enter the shadows and join me, I can set you on your path, my child." The dead, icy tone of the voice and the rasping of bone sliding against bone makes you turn in yet another direction.

Stepping into the clearing is a beautiful elven woman with reptilian wings and glowing green eyes, clothed in a dress of autumn leaves. In a soft lilting voice, she purrs, "All you need is to take my hand, my sweet, and I shall show you where your true destiny lies.

Turning in a new direction, you run from the clearing, screaming. Behind you, the bickering and arguing of many angry voices rises above the rushing of the wind.

VISION #6

A shadowed fox, its body easily the size of a small horse, watches you with eyes of brilliant, burning green. Its two companions, much smaller than the first, pad lightly toward you. The first is female and has violet eyes, while the other is a male with golden-flecked orbs. You reach out to the little fox, waiting and hoping for her to approach. Just as she is about to reach you, the male's fur bristles aggressively and it snarls; you snatch your hand back reflexively, cradling it to your chest as your heart beats in sudden shock. Then you are momentarily blinded by a brilliant flash of silver light. Tears run down your face as you try to blink away the spots that swim and dance in your sight. The light throbs with an effervescent energy, infusing the plant life with its radiant glow and with each pulse, more of the vegetation shines with a luminous silver. As you watch, a gentle warmth fills your soul; soothing, comforting, and formidable. Its peaceful touch envelopes you, causing your heart to leap with joy. Your body shivers and your soul blossoms and overflows with love.

The tiny female begins to pad over toward the silver-glowing vegetation, but before she can take two steps the snarling male is blocking her path. His posture is almost possessive as he drives the female back towards the shadows. The smaller fox allows herself to be turned and slowly driven backwards, though her violet eyes never leave the bright and growing light. For the briefest of moments the light of the silver foliage seems to reveal a glowing green collar and green fastened to both of the smaller foxes which lead back towards the massive shadowed fox. You meet its narrowed gaze, and feel yourself becoming lost within those blazing emerald eyes. Power almost visibly radiates out from the creature's form and your body shakes with its potency. You crawl forward, one arm reaching out, your body aching with ecstasy... but the silvery light pulses behind, causing you to turn again.

- armband of elusive action (800 gp, 3rd)
- artificer's monocle (1,500 gp, 3rd)
- horn of fog (2,000 gp, 5th)
- elemental gem (2,250 gp, 6th)
- spellsight spectacles (2,500 gp, 7th)
- Nolzur's marvelous pigments (4,000 gp, 8th)
- boots of swift passage (5,000 gp, 9th)
- deathguardian bracers (6,000 gp, 10th)
- ring of mighty summons (14,000 gp, 14th)
- +1 wounding elven thinblade (18,400 gp, 14th)
- orange prism ioun stone (30,000 gp, 16th)
- strand of prayer beads (karma, 20,000 gp, 17th)
- ring of spell storing (50,000 gp, 18th)

When the pentagram is squared, a new day shall begin its rise; it culminates as the target becomes the arrow and the shoot becomes the target. Look to new shoots of petal and light, nurtured in natant gold, to preserve the sea. The dark hand shall decree."

~ The words of High Priest Olletange Amastodel, CY 515