

NMR8-03

Heresy's End

A Two-Round Dungeons & Dragons® Living Greyhawk™ Nyron and Environs Meta-regional Adventure

Version 0.1

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A bottle of wine, a frightened prophetess, a sorority of escorts, and an evil cult – what can they have in common, and what answers may be found in the Canon Apocrypha? Answers may be revealed as an ages old conspiracy reaches its climax. A two-round Nyron and Environs meta-regional adventure set across the meta-region for characters level 6-15 (APLs 8-16).

Resources for this adventure [and the authors of those works] include *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson & James Wyatt], *Fiendish Codex I* [Ed Stark, James Jacobs & Erik Mona] *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redmond, Skip Williams & Steve Winter], and *NMR8-02 Heresy's Blood* [David Adams].

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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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.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard two-round meta-regional adventure set in Nyronnd and Environs. Characters from the Nyronnd and Environs meta-region pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

This adventure relies on the PCs trusting Amala Maelidi for the first half of the story. The DM should be careful to avoid any situations where they might become prematurely suspicious of her. It is important that she initially appear innocent and perhaps a little naïve.

It may be worthwhile having the players pre-roll a number of d20 rolls, as well as noting down their Spot, Listen and Sense Motive skill bonuses.

The DM should check to see if any of the PCs have one or more of the following AR items from previous adventures:

- **Ancient Bottle** from NMR6-05 *Gift of the Tempest*.
- **Read the Book** from NMR7-05 *Raking Leaves*.
- **Tempted** from NMR8-02 *Heresy's Blood*.
- **Touched by the Black Rider** from NMR8-02 *Heresy's Blood*.

NEW RULE ITEMS

Meta-regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant

creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Over the last months, a grand hunt has been afoot. Ranging across the region, adventurers and others have been engaged in a search for a mysterious set of texts, known as the Canon Apocrypha. These texts are a collection of religious tracts containing a few half-truths, but mostly lies and corruption. Some have sought these heresies for their own ill ends, but were countered by those with more altruistic attitudes. Several incomplete copies of the Canon were recovered and secured, but a full version proved elusive. Eventually, however, a complete text was recovered from a remote faerie stronghold and handed over to the council of church representatives sponsoring the search. It was agreed amongst the council that the tome would be held, at first, by the church of Lydia, and all seemed well.

But matters were not so well. The reason the heresies were sought by evil groups was that hidden amongst the writings were instructions for a ritual to release a long trapped entity. One group seeking the Canon was a cult of Incabulos, who had reason to see the entity remain trapped. Another group was a rival cult striving to release the entity. This latter group, unbeknownst to all, secured the Canon and performed the necessary ritual up until the final point, leaving the complete tome as the trigger focus for a nasty trap. The tome was an open gateway to the entity, awaiting its chance to secure a way to enter the Prime Material plane.

Thus the trap was set, and eventually sprung. The tome was first properly examined by a gathering of clergy sworn to Lydia, and this saw the release of the entity. All of those present were driven irrevocably insane, apart from one, the young prophetess Amala. Her fate was worse, for her soul was consumed and her body transformed into a host for the entity. Secretly taking the name of Ashvaru, the entity was 'reincarnated' as a powerful succubus. Ashvaru took on the guise of Amala, claiming to have been deeply disturbed by the contents of the tome, and having had the foundations of her faith rocked. This cunning lie gave a good explanation why Amala's clerical powers were no longer deemed available, and was accepted by the clergy without demur. Given the evidence before them, it made perfect sense to the shocked Lydians.

Matters became further complicated when a number of evil agents, unaware of Amala's true nature, learned that her blood held power useful for dark rituals. They sent hunters after Amala, who was forced to seek the help of adventurers to ensure her safety.

Now the situation is thus... The Canon itself is secured, but its purpose has been served. The apparently distraught Amala has gone away on sabbatical, with an escort, to a quiet place to meditate and attempt to restore

her faith. This suits the purpose of Ashvaru, giving her time to consolidate her position, gather her strength and perfect her disguise.

Yet Ashvaru's ploy is not without issue, for the Cult of Incabulos are aware of her scheming, and they have every reason to want her destruction, for it was Incabulos who trapped her in the first place.

The Ancient Bottle

Not so long ago, adventurers discovered what seemed to be an ancient bottle of wine in the hold of a wrecked ship. There is far more to this than it seems, since it contains the transmuted blood of a long dead outsider. As evidenced by the attacks on Amala, there is power in blood, and if she can get her hands on it, she might perform a ritual that would allow her to increase her own power upon its consumption. Having learned of its existence, Amala is keen to get hold of it. Likewise, the followers of Incabulos would like that not to happen.

The Sisters of Dark Passion

Hidden across the Flanaess are members of a loose sorority of courtesans and escorts; all of them secretly are succubi. These demonic temptresses have insinuated themselves into positions where they can draw upon the essence of their clients without attracting too much attention. They maintain their own territories and only have loose contact with one another, but they avoid coming into conflict. Ashvaru has learned the location of some of these succubi, and wants to capture them, so that she might feed on their essence and grow stronger.

ADVENTURE SUMMARY

In the **Introduction**, the PCs are contacted by Amala and asked to render assistance. Those in possession of the ancient bottle (from NMR6-05 *Gift of the Tempest*) are asked to take it to the alchemist Drev Troon in Trigol, in the County of Urnst. Groups who don't have it are asked to gather the bottle from an adventurer called Edin Gow in Womtham, in Nyronde, and then deliver it to Troon before carrying on to meet Amala.

In **Encounter One**, the PCs are on their way to Trigol when they are attacked by evil outsiders sworn to Incabulos. Whilst they assault the PCs, their pet ethereal filcher tries to steal the ancient bottle.

Encounter Two sees the PCs meet with Drev Troon. Upon meeting Troon, they are to give him the bottle, and pick up a package for Amala. Then they may attend upon Amala in a manor near Heanor, in the County. There she asks them to capture, alive, a pair of succubi, one in the Duchy of Urnst and the other in Ratik, who are members of a secret demonic sorority.

When the PCs seek the succubus in Leukish, the courtesan Zegella, in **Encounter Three**, they have to deal not only with her, but with her demonic bodyguards as well.

Journeying to Marner, in Ratik, for **Encounter Four**, the PCs have to deal with Mistress Jona, an escort

who resides in the foreign quarter. Her bodyguard and an enamored suitor add complications.

Encounter Five happens whilst they return with their second captive, as they are intercepted by Virbus, a senior cleric of Pholtus. Virbus has learned of Amala's true nature, and wants the PCs to 'atone' by turning on her and defeating her.

In **Encounter Six**, the PCs return to the manor, ostensibly to confront Amala. Instead they find it in ruins, having been attacked by unknown assailants. If they are not careful, they blunder into a trap, as the manor collapses. However, they can find clues that Amala has plans to assume a new identity – Lady Maheyna, a Nyronde noblewoman.

Hot in pursuit of Amala, in **Encounter Seven** the PCs are intercepted by Incabulos cultists, who think they are still allied with her. The PCs must defeat their foes, or convince them that they too are now hunting Amala.

Finally, **Encounter Eight** sees the PCs confront Amala. This requires some care, as she is disguised as Lady Maheyna, who is still a prisoner in her own cellar. Amala is revealed as the succubus Ashvaru, and the climactic fight ensues.

The **Conclusion** sees everything wrapped up, hopefully with Amala/Ashvaru having been defeated, and the PCs receive their rewards, one way or the other.

INTRODUCTION

This adventure begins with the PCs receiving a letter asking for their assistance in a matter of importance, as ever.

It is assumed that the characters are already together somewhere within the meta-region. Let them come up with their own reason if need be, but as a default suggestion they have recently banded together to help solve a minor problem, as adventurers do.

Provide one of the letters from Player Handout 1, as per the following:

- Any group containing a PC who has played NMR8-02 *Heresy's Blood* and has the Ancient Bottle from NMR6-05 *Gift of the Tempest* – use Player Handout 1A.
- Any PC who has played NMR8-02 *Heresy's Blood* but does not have the Ancient Bottle – use Player Handout 1B.
- Any PC who has not played NMR8-02 *Heresy's Blood* but has the Ancient Bottle from NMR6-05 *Gift of the Tempest* – use Player Handout 1C.
- No PCs have played NMR8-02 *Heresy's Blood* nor have the Ancient Bottle – use Player Handout 1D.

Since the PCs may not have met some of the NPCs mentioned in the letters, they might decide to investigate them. Use the tables provided below for gathering information. PCs with the appropriate knowledge skills listed may instead make those checks, but raise the DCs by 5 if doing so. Finally, some PCs may already know

some of the information about Amala from playing previous adventures.

Amala Maelidi

Appropriate Skills: Bardic Knowledge, Knowledge (local: NMR); Knowledge (religion).

DC 10: Amala is a Lydian priestess, said by some to be a prophet.

DC 15: Amala has recently survived attacks upon her life, and is on sabbatical.

DC 20: She and other clerics were involved in the reading of some recently recovered magically trapped tomes, and she is the only one who survived.

DC 25: Amala read a true copy of the Canon Apocrypha. Whilst others were driven mad, she survived but with her faith shaken

Edin Gow

Appropriate Skills: Bardic Knowledge, Knowledge (dungeoneering); Knowledge (local: NMR).

DC 10: Edin Gow is a rogue and sorcerer, and a respected adventurer.

DC 15: He's recently returned from several years serving on a privateer's ship.

DC 20: Apparently he's made it big and is looking at retiring, marrying and settling down.

Drev Troon

Appropriate Skills: Bardic Knowledge, Knowledge (arcana); Knowledge (local: NMR).

DC 10: Drev Troon is a wandering alchemist, known to craft wondrous items and so forth.

DC 15: He rarely stays in one place for more than a year or two.

DC 20: He's something of an eccentric, and he tends to try his luck with attractive women.

If the PCs wish to search for information about other sources, refer to the adventure background and set the DC as appropriate. Keep in mind that at this point they should have no suspicions about Amala.

MEETING WITH EDIN

This encounter only takes place if none of the PCs have the Ancient Bottle AR item. If at least one PC does, then ignore this and proceed to Encounter 1.

Womtham is a sizeable prosperous city on the Duntide River, with a population of around 30,000. The city itself has strong fortifying walls, and an encircling moat. Cithanbrel Castle is an impressive fortification within the city itself. The *Corn Husker's Daughter Inn* lies in the north of the city, not so far from Flinthill Gate.

It is a simple matter to find Edin Gow. A DC 10 Gather Information check will see the PCs pointed to a slim attractive half-elven man dressed in well-tailored clothing. Obviously a man of wealth, he has an air of

watchfulness about him, and an easy smile on his lips. He is sitting at a bench outside the back of the inn, watching the day pass whilst he pats court to one of the inn's serving maids.

 **Edin Gow:** male half elf rogue 6/sorcerer 3.

Given that he has been paid well for the bottle (a DC 15 Diplomacy check can get him to admit to having received 1,000gp from Amala) he is happy enough to hand it on – assuming the PCs identify themselves by using the phrase “the seeking heart” in the conversation.

He is a little curious about why Amala wants the bottle, but his assumption is that it is for use in a divine ritual, or perhaps a very expensive party. He isn't interested enough to speculate further.

THE ANCIENT BOTTLE

Once the PCs have the bottle in their possession, they may examine it if they wish. It is a teardrop shaped glass bottle, surrounded by delicate silver wire. The top is sealed with red wax, and it contains some sort of reddish liquid, possibly red wine or sherry, or something similar. (If anyone asks it does not look like blood.) The glass is slightly green and becoming opaque with age, and the silver wiring is dulled with age as well. It seems to be quite old. A DC 20 Knowledge (history) or Bardic Knowledge check will identify the style as being particularly popular around 500 years previously.

Anyone trying to use *detect magic* or any other form of divination regarding the bottle must first pierce the effect of a permanent *nondetection* spell (CL 20th). If they succeed then they can detect a strong transmutation and necromantic aura.

1: BANDITS FROM OUTSIDE

This encounter takes place whilst the PCs are travelling to Trigol. The assumption is that the PCs are travelling overland in some fashion. If this is not the case then the scene may need to be adapted slightly. For example:

- If the PCs are flying they encounter a windstorm that forces them to land for a time.
- If the PCs are using river travel then recent storms have seen swollen rivers become dangerous for a short time.
- If the PCs are using teleport or similar transport then they materialize about a mile off target, though otherwise quite safe.
- As a last resort the encounter can happen in the streets of Trigol itself, as they approach the alchemist.

The DM is thus encouraged to paraphrase the following text to best suit the situation.

The journey to Trigol has been swift and uneventful, until the last day of your journey. Late in the morning a sudden storm blew in, bring with it high

winds and driving rain. Judging by the multi-colored lightning display, there may have been something magical about it. Thankfully it passed soon enough, such that even the most paranoid amongst you can discount some sort of sinister assault directed at your group. In its wake the countryside looks a little battered, but clean and shining as the sun appears once more. In the distance lies the faint haze that always seems to hang over large cities. Trigol cannot be far.

Agents of Incabulos have set up an ambush, the cult having intercepted Amala's communications. They want the ancient bottle and have set themselves up in or near Trigol.

The default location is on the main road, as it passes through pasture land. The marrash archers assume soft cover (+4 to AC) that does not impede their view or attacks, on either side of the road.

Each marrash is 80 ft. from the road. At APL 16, where there are two archers on each side, they separate, so that they box the PCs in.

If this encounter takes place within the city, half the distances, and set the encounter at a crossroads. The archers are on top of buildings, with partial hard cover (+2 to AC).

The ethereal filcher starts in total concealment, hidden behind a thick bush or a pile of rubbish.

Allow the PCs to make Spot checks. The base DC is 22 at APL 8 and 23 otherwise. Modify the DC by +1 per 10 feet of distance between the archers and the PCs.

Tactics: The marrash are content to rain as many arrows into the PCs as they possibly can. Their intent is to try and cause the party to separate, hopefully drawing melee fighters towards them. Nonetheless they want to survive, so they focus their initial attacks on obvious ranged combat specialists and spellcasters.

If the ethereal filcher is able to steal the ancient bottle (see below) then it returns to one of the archers, who takes the bottle and tries to leave the fight. Any other remaining archers will try to provide covering fire, if possible. If the filcher is overcome or can't do its task, then the archers will attempt to slaughter the PCs, so they can loot at their leisure.

The ethereal filcher uses its *ethereal jaunt* ability to close in on the PCs, and then pick through their gear looking for the bottle. It will take the filcher 1d3 rounds to do this, though it will never spend more than a single round at a time near an active PC. Once it has the bottle, it returns again via *ethereal jaunt* to one of the archers. If none are alive at that point, it becomes confused and stays on the physical plane, crooning over its treasure. The filcher only attacks to distract if need be, or to defend itself.

The filcher has been given the 'scent' of the bottle and knows where it is. If the bottle is stored in a magical receptacle (bag of holding, etc) then it steals that.

DM's Note: Barring use of magical items, it is assumed that any heavy packs carried by PCs will be dumped at the start of the fight. If this is not the case then make certain that encumbrance penalties (p. 162, PHB) are applied.

APL 8 (EL 10)

☛ **Advanced Elite Marrash (2):** hp 102 each; Appendix 1.

☛ **Ethereal Filcher:** hp 22; *Monster Manual* pg 104.

APL 10 (EL 12)

☛ **Advanced Elite Marrash Fighter 2 (2):** hp 121 each; Appendix 1.

☛ **Ethereal Filcher:** hp 22; *Monster Manual* pg 104.

APL 12 (EL 14)

☛ **Advanced Elite Marrash Fighter 4 (2):** hp 140 each; Appendix 1.

☛ **Ethereal Filcher:** hp 22; *Monster Manual* pg 104.

APL 14 (EL 16)

☛ **Advanced Elite Marrash Fighter 6 (2):** hp 159 each; Appendix 1.

☛ **Ethereal Filcher:** hp 22; *Monster Manual* pg 104.

APL 16 (EL 18)

☛ **Advanced Elite Marrash Fighter 6 (4):** hp 159 each; Appendix 1.

☛ **Ethereal Filcher:** hp 22; *Monster Manual* pg 104.

For the record, the marrash are dog-headed humanoids, looking a little bit like nastier versions of gnolls.

Interrogating Survivors

Assuming the PCs win the field of battle there is a chance they may take a prisoner. That being the case, they may have a question or two. Needless to say, the filcher won't have much to say, but with some successful intimidation they might force some answers from a marrash. Not that they have much of interest to say, but they do know the following:

- They were sent to recover an old bottle that matches the description of the one in the PCs' hands.
- They don't know what's in the bottle, or even if that's important. But they were told to gather it intact, and not to open it.
- Their orders came from the Pustulent One, a fiendish blob of diseased flesh.
- The Pustulent One is 'blessed' by Incabulos.
- They were to take the bottle to a ruined shrine in the Fennelmore Swamp.

The bottle is stolen...

If the attackers manage to relieve the PCs of the bottle, there might be some recriminations and panic. They may decide to set off in pursuit. If this is the case, assume the

marrash archers had a demonic associate nearby who whisked them magically away. Make it quite clear to the PCs that the bottle is gone, and that is that. Don't waste time on a pointless chase.

2: DELIVERIES AND REQUESTS

Having encountered the assault group from the cult of Incabulos, the PCs can now continue on to (hopefully) deliver the bottle and then gather whatever it is that Amala requires from the alchemist Drev Troon.

MEETING TROON

Lying within a bend in the Franz River lays Trigol, an old and proud city important to the trade of the County. It's a busy and bustling place when you are, and you jostle through the crowds as you try to locate the alchemist Drev Troon. A few polite questions see you directed to the far side of the Artisan's Ward, where it backs on to the Common. Soon enough you spy a shop proudly showing a sign of two crossed golden wands. As you arrive an ill-smelling brownish miasma slides through the open front door to dissipate in the faint breeze.

This is indeed the home and business of Drev Troon, master alchemist. There is nothing harmful about the dirty gas seeping out of the shop, but the PCs need not know that. Soon after they see it, a retching half-orc comes stumbling from the building, tears in his reddened eyes. He collapses on the ground and takes several deep breaths before giving a wild look and running off.

Should the PCs be brave enough to enter, the fumes will quickly fade away, and they will find an annoyed looking human man and a gangly teenaged girl looking at a broken glass jar.

Drev Troon is an average sized human in his mid forties, well dressed with receding hair, lightly oiled and perfumed. He has a neatly tended waxed moustache and the air of a dandy.

His apprentice of the moment is Melda Geel, a human girl in her early teens, all elbows and knees.

♣ **Drev Troon:** male human wizard 16.

♣ **Melda Geel:** female human wizard 1.

The half-orc was a prospective customer who came in looking for a magical sword. When Drev told him he doesn't sell weapons he became agitated and waved his hands about, knocking over a jar and learning the hard way not to be clumsy in an alchemist's store.

Troon will greet the PCs as prospective customers and direct Melda to clean up the mess. Something of a lady-killer (at least in his own mind), Troon will primarily focus his attention on any attractive female members of the party.

Getting Down To Business

Undoubtedly the PCs will reveal their purpose at some point. Troon will ask them for some sort of proof that they represent Amala. The bottle or her letter will do the trick.

If they do have the bottle then Troon will accept it, look at it carefully for a moment, and then ask Melda to secure it in strongbox number two. He will then invite them into his private living space for a cup of herbal tea. He will, of course, be quite attentive to any ladies who have caught his eye.

Should the PCs have lost the bottle, he will "tsk, tsk" a little and then shake his head, muttering "troubled times..." Conceding there is little that he can do, he'll ask them in for some tea anyway.

Once in his living area, he will have the PCs sit and make small talk for a little while. Should someone bring up the matter of Amala's other package, he will call out for Melda to bring "delightful Amala's delivery". Soon enough the harried girl arrives with a small lockbox.

Troon hands the PCs the lockbox and tells them that the lady knows the command word to unlock it. It is held tight by an *arcane lock* spell bound to that command word.

Other than female members resisting his charms (and he is charming in a silly sort of way), there is little else they need to deal with at Troon's.

Buying Items

Since Troon is an alchemist, the PCs may decide to buy something from him. He can sell them any magical item that they have legitimate access to and has a required caster level of 15th or less. However, Troon does not make weapons or armor, and turns his nose up at the suggestion of such. He makes things that are *wondrous*, not *murderous*.

MEETING AMALA

It is a journey of around eighty miles north to Heanor, and then a handful of miles southeast along the river to Whitebrook Manor. The manor itself is a modest building of its kind, laying by a running stream and nestled amongst a stand of tall old trees. Upon your arrival a mother duck quacks a warning and waddles away trailing a troop of ducklings. Meanwhile a grumpy old swan rouses itself from a pond and hisses at you in affronted complaint. A rather mundane alarm to be honest, but effective nonetheless, as there is movement within the manor.

Nothing much will happen on the journey to Heanor, though a mischievous DM may ask for the odd Spot and Sense Motive roll if they pass folk on the road.

The manor is in a secluded location and the PCs can determine that its main defense is obscurity.

When the PCs approach, three men come from the manor. One is an amiable looking young man of Suel

blood in brightly coloured robes. The other two are obviously warriors, and serious about it too.

☛ **Kerren Swift:** male human rogue 3/cleric (Lydia) 4.

☛ **Livin and Crian:** male human fighter 5.

PCs that have played NMR8-02 *Heresy's Blood* will recognize the young man as Kerren Swift. If he has met them before he will welcome them warmly and ask them to enter, after introducing Livin and Crian as hired guards. If they have never met, Kerren will introduce himself as Amala's assistant and ask for their letter as means of identification.

Once satisfied of their identities, Kerren will lead them inside the manor, showing them a cloak room to deposit their packs, and then taking them to a warm sitting room filled with bookshelves.

Inside the sitting room is an Oeridian girl with curled blond hair, approximately sixteen to eighteen years of age, who stands when you enter, with movements graceful and slightly sensuous. Her eyes are a dark brown, betraying a wisdom and worldliness far beyond her years. She regards you with a hint of a smile playing at the corners of her mouth before speaking. "Ah, the resourceful adventurers; on time as expected. Thank you for responding to my message."

If they have met previously (again, in NMR8-02 *Heresy's Blood*) then Amala will ask after their health and fortunes. Some months have passed since those events, so no doubt the PCs have been up to adventurous, dangerous and interesting things. She seems genuinely interested in the tales of their exploits, and listens attentively.

Amala comes across as a warm, friendly girl, who may be a little innocent of the ways of the world. Every so often, though, she looks a little confused and perhaps somewhat disconnected.

DM's Note: For tables consisting of mature players, there is an air of unconscious sensuality about Amala in her movements, mannerisms and body language. Anyone making a DC 20 Sense Motive check can tell that her guards, including Kerren, are devoted to her and that she seems to be subconsciously thriving on their attention.

Delivery and news

Amala asks if the PCs were able to deliver the bottle she described to Drev Troon. If they claim to have done so, she claps her hands, congratulate them, and perhaps even rewards one or two with a kiss on the cheek.

On the other hand, if the bottle was taken, she pouts, her cheeks blush, and she stamps her feet and rushes from the room crying, "no, no, no!" A few minutes later she comes back, looking subdued, ready to continue.

Having the strongbox delivered restores her good mood, or improves it if she never received bad news. She

murmurs something and opens the box, bringing out of it a spiraled metal wand and a pair of rune-covered manacles.

The Next Stage

The girl looks at the wand and the manacles with a strange little smile for a moment, and her eyes seem to be gazing into a world unseen by yourselves, then she blinks and returns to her senses. "Excellent," she says, putting the items back in the box. "Now, would you mind ever so much if I was to ask another favor of you all? Would you?"

Amala explains that she may be getting close to dispersing the clouds that hide the light, fingering a holy symbol of Lydia when she does so. She has recently had some visions, and she's sure that they're more than just strange dreams. Further research – she waves her hands at the multitude of books, scrolls and loose papers – has revealed to her the existence of a hitherto hidden cabal of demons spread across the region. Somehow, and she doesn't fully understand how at this stage, they are key to the restoration of her faith.

Details of what Amala has to reveal are listed below. The DM should present the information in the most natural way as the conversation progresses.

- Amala's troubles began when she was involved in the reading of the true Canon Apocrypha.
- She can't remember what it was she read, but since that time she hasn't really felt the best.
- She is troubled and thinks that she isn't entirely in Lydia's grace.
- She wants to settle the matter as soon as she can.
- Her thoughts have been dwelling on voluptuous women who haunt the night.
- Her research has led her to learn of the Sisters of Dark Passion.
- They are a sorority of succubi, loosely allied and spread from Ratik to the Duchy.
- Somehow, they are the key to her restoration.
- She has only been able to determine the identities of two of these succubi, both masquerading as courtesans – Zegella in Leukish, in the Duchy of Urnst, and Jona of Marner, in Ratik.
- She needs to learn what their secrets are, but she can't leave the manor – Kerren is concerned about her journeying around, based on the previous attempts on her life.

- Thus, she needs the succubi brought to her.
- It's not so easy to capture a succubus, so she's turning again to seasoned adventurers.
- Further, she has been lucky to secure the assistance of Master Troon, who has loaned her some enchanted items to capture and contain a succubus.

Simply put, Amala wants the PCs to journey to Leukish and to Marner, there to capture the two succubi, and to return them to the manor so that they might be held and questioned. She thinks it wise to go to Leukish first, since it's closer, and bring Zegella back, then go to Marner and deal with Jona. However, the final decision is up to the PCs, of course.

To assist them in their task, Amala will loan them the items she has borrowed from Drev Troon. They are:

- A *wand of dimensional anchor*, with 10 charges only, each of which lasts for 15 minutes.
- *Manacles of dimensional lock*, with 5 uses. Manacled beings can move around, but are otherwise affected as if by the spell. Closing the manacles on someone activates a use; removing them ends the current use.

If the PCs ask what she intends to do with the succubi she says that Kerren would prefer that they be dispatched, though she's inclined to let them be. Amala says with a sigh that Kerren may well be correct, though.

The PCs might also be wary of leaving a succubus here, but Amala and Kerren assure them that there are other guards here who are quite competent – both physically and magically. (This is true, though the PCs will only see these unnamed defenders if they deliberately go looking. The DM is encouraged to wave this off and say it's all in hand.)

DM's Note: The items listed above are intended for use only in this game and are not to be kept by the PCs. Their enchantments are experimental and will fade rapidly. Thus they do not appear in the additional items appendix of this adventure.

Asking for payment

Mercenary-minded PCs may be asked for some sort of monetary reward. Kerren assures them that the church can be quite generous, and that access to items can be arranged. If they want hard promises then he offers up to APL x 200gp per PC, though it will take him a little time to get it together. (Note: this money will never eventuate, as events unfold, so it isn't listed in the treasure section.)

Obstreperous PCs

If the PCs are absolutely determined not to do this job, then Amala will wheedle and cajole as much as possible. If all else fails, though, she loses her temper and cracks,

revealing her true nature. In this case, use the stats provided in Encounter 8, but the PCs will miss out on the intervening encounters, and thus the rewards they would have gained by being more cooperative.

WHERE NEXT?

The logical path to follow is to track down Zegella in the Duchy of Urnst, since it is closest. The first time out, the PCs probably don't want to tramp across the meta-region with a captive succubus. Best to get some practice first. Nonetheless, the choice is theirs.

If the PCs decide to seek Zegella, proceed to Encounter 3.

If the PCs decide to seek Jona, proceed to Encounter 4.

3: RHENNEE PERFUME

In this encounter the PCs must track down the courtesan Zegella and find a way to capture her and take her back to Amala.

By default this should be the first attempt by the PCs to capture a succubus, so allow a little leeway in order to get things right. If it is their second attempt to capture a succubus then don't be quite so easy going.

The city of Leukish lies on the shores of the Nyr Dyv. The tightly clustered buildings are narrow and steeply gabled. Towers and columns feature prominently in the architecture. Like many major cities, its citadel is hard to miss. Common gossip would have it that the city gardens, though restricted, are well worth the visit. You, however, are not here for the topiary; you have a succubus to locate.

Finding Zegella

The first thing the PCs are going to want to do is locate Zegella. This requires a Gather Information check, with varying results detailed below.

DC 10: Zegella is found down by the docks.

DC 15: She lives and operates her business out of a barge mingled amongst those of the Rhennee.

DC 20: The short curvaceous brunette is somewhat reclusive when not entertaining visitors.

DC 25: Some local children who have snuck close to her barge at night (as a dare) have said they heard harsh whispers in an unknown language coming from within.

Catching Zegella

Unlike others in her trade, Zegella does not accept just anyone as one of her clients. They must first be vetted, which involves being interviewed by one of her associates, the senior bargeman Bors o' the Oars. Succeeding at this interview, requires a DC 18 Diplomacy or Bluff check, and an up front payment of 20 gp.

Bors o' the Oars: male human rogue 6.

Upon passing muster with Bors, PCs are allowed access to Zegella for a further 50 gp per visit. One or two PCs at a time may do this, and of course they are expected to be unarmed (or at least only lightly so).

This of course assumes that PCs want to do things legitimately at first. They may decide to storm on in. If that is the case, let them.

For her part, Zegella is happy to stay on her well-appointed barge. She pops up for some fresh air now and again, should the PCs want to stake the place out.

Refer to the DM's map for Zegella's barge. Note that action can occur above the central structure of the barge, above the cabins. The locations are as follows:

1. The forward deck has a grate that leads down into the low hold. This is where large demons will prefer to appear from.
2. The main cabin is where Zegella usually can be found, and where she does most of her entertaining.
3. These smaller cabins are used for storage and rarely for visitors or guests to relax.
4. The rear deck has a trapdoor with a ladder leading down to the hold. Medium demons may crawl out from here.
5. The hold has a low height (6 ft.) so Large demons must squeeze in here.

Note that the EL of this encounter has been raised because of the difficulty of capturing the succubus alive.

APL 8 (EL 9)

☛ **Zegella, Succubus:** hp 33; *Monster Manual* pg 47.

☛ **Juvenile Nabassu:** hp 52; Appendix 1.

APL 10 (EL 11)

☛ **Zegella, Advanced Succubus (10HD):** hp 55; Appendix 1.

☛ **Zovvut:** hp 65; Appendix 1.

APL 12 (EL 13)

☛ **Zegella, Advanced Succubus (12HD):** hp 66; Appendix 1.

☛ **Palrethee:** hp 60; Appendix 1.

☛ **Vrock:** hp 115; *Monster Manual* pg 48.

APL 14 (EL 15)

☛ **Zegella, Advanced Succubus (12HD):** hp 66; Appendix 1.

☛ **Hezrou:** hp 138; *Monster Manual* pg 44.

☛ **Vrock (3):** hp 115 each; *Monster Manual* pg 48.

APL 16 (EL 17)

☛ **Zegella, Advanced Succubus (12HD):** hp 66; Appendix 1.

☛ **Hezrou:** hp 138; *Monster Manual* pg 44.

☛ **Mature Nabassu:** hp 202; Appendix 1.

Tactics: Zegella initially withdraws, if she can, to her demonic bodyguard. She then tries to summon a vrock to provide her with more protection. She uses her suggestive powers to try to get a PC fighter to turn on the party. If things become obviously dire, she teleports away to somewhere distant. If all else fails she pleads for her life, offering any number of enticements to placate the PCs.

DM's Note: Any PC with the Tempted AR item from NMR8-02 *Heresy's Blood* receives a -2 penalty to resist any Charisma-based skills or abilities directed at them by Zegella.

All of the demons start in the hold of the barge and need to spend a round climbing up to engage the PCs. They are bound to serve Zegella, so fight to the death to protect her (their demonic master is particularly scary and whatever they think of Zegella, they don't want to be punished for insubordination.)

The juvenile nabassu focuses on the physically weakest PC it can get to, trying to down them so that it can use its feed ability. If it manages to do so it then move on to the next-weakest-looking PC, and so on.

The zovvut tries to keep as many PCs as possible in its field of view, making good use of its gaze power. It too tries to dispatch physically weak PCs, especially those who seem easy to hit.

The vrock try and draw the PCs to a fight on deck, rather than indoors, and try to use their screeches in succession to stun the PCs. At APL 14 they try to use their dance of ruin ability, relying on the hezrou to hold the PCs.

The palrethee starts by using its fear power to try to buy some time. It then tries to summon another of its ilk, before engaging in melee and doing its best to slash and burn through the PCs.

The hezrou uses its gaseous form to quickly get into the combat, and tries to keep the fight close, preferring melee to ranged combat.

The mature nabassu starts by establishing a link with the biggest looking fighter in the group, and then uses its gaze when it can. It too focuses its attacks on individual PCs until they drop, though it does not stop to feed.

Development: Given the horrendous noises likely to be coming from the barge, the neighbors give the place a very wide berth. It will be some time before the local guards pluck up the courage to approach as well. This gives the PCs a little time to tidy up and secure the barge. If they are quick, they can get away whilst no one dares approach.

Securing Zegella

If the PCs are successful in capturing Zegella, then they have to secure her. Obviously the best method of doing so is to use the *manacles* provided to them. If they have other means (such as keeping her unconscious) then allow that.

Next they have to get her back to Amala. If the manacles are in use then *teleportation* is not an option. Indeed, it is suggested the DM discourage the use of *teleportation*, as it may impact upon engaging the PCs in Encounter 5. This is especially true if the PCs chose to capture Zegella as their second target.

They should also come up with a plan to explain away her presence as they journey. This might be a good time for PCs to display any authority they get from membership of meta-organizations or from AR rewards. Feel free to apply appropriate social skill tests such as Diplomacy and Bluff. Even forgery might come in useful, if they need official looking documents.

In short, the DM should be flexible but keep the PCs in check so that subsequent encounters can take place without too much difficulty.

Interrogating Zegella

It's not the PCs' job to do this, but if they ask further about the Sisters of Dark Passion then she eventually concedes to knowing about Jona in Marner, Hlynestri in Greyhawk City, and Igrish in Rel Mord. Zegella has never heard of Amala.

Handing Zegella Over

When the PCs return Zegella to Amala, the young prophetess is most pleased, but initially a little reluctant to meet with the succubus. She has Kerren and her other guards secure Zegella. If the PCs ask about it, she admits to being nervous. Dreaming of something and doing it for real are quite different. However, she urges the PCs to head off after the next succubus as soon as possible. She doesn't want to risk the chance of the word getting out and tipping the creature off.

The main thing is that whatever Amala has planned for the succubus, she doesn't want the PCs around when she does it. The DM should be careful to not raise the PCs' suspicions, playing up the urgency of getting the next succubus.

The PCs will again be provided with the *wand* and the *manacles*, with the charges reduced by however many have been used.

If the party decides to go after one of the other succubi, Amala recommends sticking with the known ones first. If the PCs are adamant, just change the names and the city descriptions, but run essentially the same encounter.

DM's Note: If the PCs go after Jona first, then this little section happens then. There should be no second drop off.

4: NORTHERN PASSION

In this encounter the PCs must track down the courtesan Jona and find a way to capture her and whisk her away back to Amala.

By default this should be the second attempt by the PCs to capture a succubus. It is possible for them to have chosen to come to Marner first, though. If this is the case, allow a little leeway as they refine their tactics.

The city of Marner lies upon the river of the same name, south of the Onsager Peninsula. A small but lucrative city, it is dominated by two rocky hills – the Heights in the west, where can be found the castle, houses of the rich and the wealthy, and important businesses; and the Bastion on the east, a granite spur topped by fortifications and artillery.

Despite its wealth, the city has a rough edge about it, and the predominant use of fur in the locals' clothing contributes to the wild feel of the city. Ratikans are said to be a hardy bunch, and even in their capital there's a feeling of the frontier.

Finding Jona

The first thing the PCs are going to want to do is locate Jona. This requires a Gather Information check, with varying results detailed below.

DC 10: Jona is found in the Foreign Quarter.

DC 15: She rents a garret above the Red Seal messengers business.

DC 20: A statuesque blonde from the Snow Barbarians lands, she almost always has her big Schnai bodyguard nearby.

DC 25: In recent times, she has been entertaining one of the senior members of the local halfling shadow clan.

Catching Jona

Getting access to Jona is a simple enough matter – she is a courtesan who accepts clients, after all. Her quarters are upstairs in the attic of the building owned by the Red Seal couriers. One or two PCs could easily present themselves as prospective clients, at least to inspect things first. However it should be noted that anyone entering legitimately is asked to hand over weapons and offensive magic items at the door. Refusal to do so results in denial of entry (or at least an attempt at denial).

This scene need not devolve into a fight, though it is more than likely going to do so. If the PCs can come up with a suitably cunning method of capturing Jona without fighting, then allow them to give it a go.

Refer to the DM's map for Jona's loft. The locations are as follows:

1. The entry area, where guests wait until they can meet Jona. This is where Skön is usually found. His axe is tucked in the corner next to the main stairs.

2. Skön has a small room where he sleeps and relaxes if not on duty.
3. A guest room is often empty, but is where Aber relaxes if he is present.
4. Jona's boudoir is decorated in sumptuous fashion, with rich furs and tapestries. This is where she is usually found.
 - a. The main stairs rise from the entry beside the couriers' office.
 - b. Tucked away behind a secret door (DC 20 Search check) are another set of stairs leading to a back alley. This is where Jona will *ethereal jaunt* to.

Note that the EL of this encounter has been raised because of the difficulty of capturing the succubus alive.

APL 8 (EL 9)

👉 **Jona, Succubus:** hp 33; *Monster Manual* pg 47.

👉 **Skön (Bbn5):** hp 50; Appendix 1.

APL 10 (EL 11)

👉 **Jona, Advanced Succubus (10HD):** hp 55; Appendix 1.

👉 **Skön (Bbn7):** hp 70; Appendix 1.

APL 12 (EL 13)

👉 **Jona, Advanced Succubus (12HD):** hp 66; Appendix 1.

👉 **Skön (Bbn9):** hp 90; Appendix 1.

👉 **Aber Calllan (Rog8):** hp 40; Appendix 1.

APL 14 (EL 15)

👉 **Jona, Advanced Succubus (12HD):** hp 66; Appendix 1.

👉 **Skön (Bbn12):** hp 132; Appendix 1.

👉 **Aber Calllan (Rog11):** hp 55; Appendix 1.

APL 16 (EL 17)

👉 **Jona, Advanced Succubus (12HD):** hp 66; Appendix 1.

👉 **Skön (Bbn15):** hp 165; Appendix 1.

👉 **Aber Calllan (Rog12):** hp 60; Appendix 1.

Tactics: Initially at least, Jona tries to use her talents to support Skön (and Aber if he is present). She tries to use her energy drain power on anyone who approaches her in melee combat, attempting to weaken them. She uses her *suggestion* ability on obvious fighters and those she suspects of having weak wills. If things are going badly she attempts to summon a vrock. When it becomes clear the PCs are targeting her, she uses *ethereal jaunt*, if she can to get away to somewhere nearby. If it seems obvious that her cover will be blown by all this, then she uses her

teleport power to flee entirely. At no point does she reveal her true form voluntarily.

DM's Note: Any PC with the Tempted AR item from NMR8-02 *Heresy's Blood* receives a -2 penalty to resist any Charisma-based skills or abilities directed at them by Jona.

Skön is initially not armed with his axe, unless they have somehow been forewarned. Otherwise it is nearby, but not on him. He draws his saps and tries to clear a path to his axe. From there he rages and sets too with gusto, trying to keep the PCs away from Jona. He fights to the death. If the PCs can prove to him that Jona is a succubus he is shocked, and a DC 20 Diplomacy or Bluff check can get him to surrender. (Don't forget the -10 modifier for when in combat.)

If present, Aber will have been expecting a nice evening of fine conversation and is quite annoyed. Thus he takes part in the fight, helping to protect Jona. However, he has too much regard for his own safety and flees if reduced to one third of his normal hit points, or if he thinks he won't survive the next round. Like Skön, he stops fighting if Jona's true form is revealed.

Development: Jona has bribed the local authorities to ignore a certain amount of ruckus and noise from her establishment, but if things get too overt the alarm is raised, and the local constabulary turn up after 10 rounds. However, those who do arrive are corrupt, and can be bribed to ignore matters for APL x 10gp. No group of guards is going to be any match for the PCs, of course, but the PCs should still be aware that messing with the law is never a good idea.

Treasure: None of the items belonging to Skön or Aber are listed as treasure items, since these NPCs are only protecting someone and to take their equipment is utter theft.

Securing Jona

If the PCs are successful in capturing Jona then they have to secure her. Obviously the best method of doing so is to use the manacles provided to them. If they have other means (such as keeping her unconscious) then allow that.

Next they have to get her back to Amala. If the *manacles* are in use then *teleportation* is not an option. Indeed, it is suggested the DM discourage the use of *teleportation*, as it may impact upon engaging the PCs in Encounter 5.

They should also come up with a plan to explain away her presence as they journey. This might be a good time for PCs to display any authority they get from membership of meta-organizations or from AR rewards. Feel free to apply appropriate social skill tests such as Diplomacy and Bluff. Even forgery might come in useful, if they need official looking documents.

In short, the DM should be flexible but keep the PCs in check so that subsequent encounters can take place without too much difficulty.

Interrogating Jona

It's not the PCs' job to do this, but if they ask further about the Sisters of Dark Passion then she eventually concedes to knowing about Zegella in Leukish, Hylnestri in Greyhawk City, and Igresh in Rel Mord. Jona has never heard of Amala.

5: WORLD TURNED UPSIDE DOWN

This encounter takes place after the PCs have captured the second succubus. By default it takes place as the PCs are returning from Marner through the territory of the Theocracy of the Pale. However the location can change depending on the PCs' mode of transport. The DM may need to be flexible and adapt this encounter to suit the situation. The assumption is that the PCs are traveling by land or river.

For example, if the PCs *teleport*, then the Pholtans may just be approaching the wreckage at the manor (see later). If they are flying then the Pholtans may be mounted on great eagles. Be adaptable.

You have journeyed across the Rakers on your return from Marner and passed south into the heart of the Pale. So far your efforts at avoiding unnecessary attention with your far from ordinary prisoner have succeeded, and no one has challenged you. You are approaching the outskirts of Wintershiven when your luck seems to have changed for the worse. Coming towards you, obviously intent on interception, are a handful of heavily armored church knights openly displaying the livery of Pholtus.

Firstly, the PCs can tell with a successful DC 15 Sense Motive check that whilst the knights' demeanor is stern, they are not in an overtly hostile mood. They hail the PCs and order them to hold their progress.

The leader of the knights is a Pholtan abbot called Stirgus Falkeven. PCs who played NMR7-05 *Raking Leaves* will recognize him as the Pholtan representative at the gathering of clergy.

♣ **Abbot Stirgus Falkeven:** male human cleric (Lydia) 12.

♣ **Knights (5):** male human paladin 5.

Abbot Falkeven has been heavily involved in the Church of Pholtus' search for the Canon Apocrypha. He was most displeased when it was given into the care of the Lydians who, whilst well intentioned, are naïve in their dissemination of secrets. The resulting deaths and madness from the first reading of the real Canon has only proven his point, as far as he is concerned.

Falkeven has been pursuing his own research subsequent to those events, tracking down and

negotiating access to various other copies of the Heresies. In doing so, he has learned the horrifying truth – the writings themselves were mere dressing, and the true purpose was to arrange the release of a long-trapped evil entity. He has since learned of Amala's survival and deeper research and divination has led him to the truth – that she is possessed by a demon. (Of course, even this is not quite true, Amala is a disguised demon; there is no possession involved.)

Finally, Falkeven has discovered that the PCs are running around doing Amala's bidding. He suspects that they are unwitting tools, but he is not certain. Thus he is determined to question them further to determine the extent of their culpability.

He 'asks' the PCs (more a polite demand) to accompany him, along with their captive, to his offices in the cathedral in the city. It should be quite clear that Falkeven is a senior authority figure and not someone to be crossed, yet he is at least showing some vestiges of politeness.

DM's Note: It is important that this scene does not turn into a conflict. Stress that Falkeven is a legitimate authority figure who has every right to force their attendance. Yet something in his manner indicates that he is prepared to be a little conciliatory at that moment. If the PCs absolutely refuse, then Falkeven will depart with a heavy look, noting that they have made a very unwise decision.

The Abbot's Research

Falkeven is smart enough to recognize that his argument will carry more weight if he allows the PCs to draw conclusions of their own from his notes, rather than his just telling them. Therefore he urges them to accompany him to his nearby accommodation, to peruse the compiled information.

Assuming the PCs agree, they can make one of the following skills checks to understand the research: Bardic Knowledge, Decipher Script, Gather Information, Knowledge (the planes) or Knowledge (religion). PCs may also make an Intelligence check.

DC 5: The notes refer to various heresies contrary to the teachings of the popular churches in the region. Suggestions include tales of a sect of Lydians dedicated to the destruction of dangerous knowledge, tales that the mortal Saint Cuthbert in fact served Pholtus, rather than Rao (as is commonly accepted), and that Procan was Xerbo's servant (and part of the Suel pantheon) before he struck out on his own and went after Oeridian worshippers. The tome also speaks of a Pholtus who welcomes and accepts the aid of his fellow brethren of law and good, rather than the intolerant faith of the Pale.

DC 10: There are constant references throughout to the 'heart that seeks', which seems to be a sinister corrupting force.

DC 15: Other references to a confined and diseased mind seem at first to be referring to a form of madness

but instead could be interpreted as direct malicious interference by Incabulos.

DC 20: Constant references to temptation are not abstract warnings but directly refer to an active consciousness seeking to enthrall unsuspecting victims.

DC 25: Encoded within the text, indicated by various subtle sigils which initially appear to be decoration, is a ritual of summoning which relies heavily on the blood of demonic creatures.

DC 30: References to the “fiend that lurks within”, initially interpreted as the emotional issues that plague all people, may instead refer directly to a trapped entity seeking to escape an ancient prison.

The Abbot’s Request

With the aid of divination and much debate with fellow clerics, Falkeven has come to the conclusion that Amala is possessed by the evil fiend hinted at through the text of the Canon Apocrypha. He hopes that the PCs are unaware of this and are merely foolish dupes. Given that they are, a DC 15 Diplomacy check will allow the PCs to convince him of their ignorance.

He is willing to give them a chance to atone for their foolishness and set things right. He suggests that they turn the tables and attempt to capture or destroy Amala. He prefers the PCs do this, as the church has no direct authority in the County and it would cause some diplomatic problems were he to lead a clerical assault. On the other hand, Amala considers the PCs her patsies, so they should be able to get close enough to spring their trap.

His preference is for the Church of Pholtus to keep the captured succubus and destroy her, though he can be convinced that their ploy would work better were they to keep her – this requires a DC 20 Diplomacy check. Regardless, he thinks it a wise idea for the PCs to take the *wand* and *manacles* with them, to better aid their assault on Amala.

DM’s Note: The PCs may be reluctant to turn on Amala. In this case, Falkeven concedes a little, and accepts it if they merely secure her. He is adamant that Amala is a fiend, though, and is determined to see her revealed as such.

6: IT ALL COMES CRASHING DOWN

This encounter assumes that the PCs have been convinced that Amala is a fiend in disguise or at the very least is being used against her will. The DM may need to adapt the scene to best fit the situation.

You return to Whitebrook Manor with matters turned completely upside down. It is hard to believe that the innocent and confused prophetess is a fiend in disguise, yet on reflection the signs may have been there. Perhaps this is all one great big mistake... perhaps...

More immediately of concern is the smoke rising from parts of the manor and the corpses lying on the ground outside. It looks as if a fight has taken place here in recent times.

Whilst the PCs have been away, there has been an assault on the manor. The attackers were members of the cult of Incabulos, who have also identified Amala’s true nature and located her. Almost all of the defenders were slain, except for Kerren. He accompanied Amala into the cellar as the defense looked like it would fail. He was grievously wounded, however, losing lots of blood. In the cellar poor Kerren saw Amala’s mask slip briefly, and was appalled. Irrked by his bleating, Amala killed him. Realizing the game was up in her current guise, she gathered some necessary gear and decided to flee the scene, but not before setting up a nasty trap should anyone come after her. The cultists realized she had fled and so they departed as well.

Thus, upon the PCs’ arrival, there is no one left living at the manor (apart from some distressed ducks and an angry swan, of course). They can examine the corpses and find that five half-orc mercenaries (all showing signs of disease) died from burns and arrows. The corpse of a marrash lies on the front steps, over that of Livin. Just inside the doorway is the frozen corpse of Crian, bloodied sword still in his hand. The other defenders the PC may have seen are also dead, sprawled inside or outside. All can be accounted for, except for Kerren and Amala.

A DC 10 Search check reveals a nasty trail of blood leading down the stairs into the cellar. However there is a nasty miasma of gas filling the stairs that lead down to the cellar. It is odorless, so the only way to identify it is to experience it. It is also flammable, but only in concentrated amounts. Any open flames may sputter a little (DC 30 Spot) in the stairwell. Given the place is dimly lit, the odds of there being an open flame are slim.

The door to the cellar is unlocked. In the cellar the gas is much thicker, and a nasty trap has been set up. The door opens into the room, and a chair has been set next to it. This chair has a tindertwig affixed to it, and when the door is opened it pushes the chair, rubs the tindertwig, which then lights. The first person through the door has a chance to Spot the tindertwig and then immediately snuff it using Sleight of Hand. Otherwise there is an Oerth-shattering kaboom as the room erupts in flame. Anyone in the room, in the stairwell, or within squares adjacent to the top of the steps is caught in the blast.

That, however, is not all. The explosion weakens the structure of the building, causing the ceiling to collapse two rounds later. In each of those two rounds, PCs may realize the imminent collapse by making a Knowledge (architecture & engineering) check. It then takes one round to jury rig some sort of support via Disable Device (or substitute a building Craft or Profession skill).

Either that or the PCs can run. It takes two full rounds to get out. Thus if the PCs don’t realize the danger until the second round, they can’t get out in time. Likewise anyone who stays and fails to buttress the building is affected.

To complicate matters even more, the wood was treated long ago with a compound that is poisonous. Anyone taking damage from the ceiling collapse must also resist more poison, as their wounds are infected. A PC who avoids the damage with Evasion is unaffected by this second poison.

Stopping the gas explosion also averts the ceiling collapse.

DM's Note: The ELs of this encounter have been modified by the addition of the gas and the poisoned splinters.

APL 8 (EL 10)

- ✦ **Poisoned Gas:** 1 Con/Unconsciousness, Fort DC 14.
- ✦ **Exploding Gas Trap CR 5:** Appendix 1
- ✦ **Collapsing Ceiling Trap CR 5:** Appendix 1.

APL 10 (EL 12)

- ✦ **Poisoned Gas:** 1 Con/Unconsciousness, Fort DC 14.
- ✦ **Exploding Gas Trap CR 7:** Appendix 1
- ✦ **Collapsing Ceiling Trap CR 7:** Appendix 1.

APL 12 (EL 14)

- ✦ **Poisoned Gas:** 1 Con/Unconsciousness, Fort DC 14.
- ✦ **Exploding Gas Trap CR 9:** Appendix 1
- ✦ **Collapsing Ceiling Trap CR 9:** Appendix 1.

APL 14 (EL 16)

- ✦ **Poisoned Gas:** 1 Con/Unconsciousness, Fort DC 14.
- ✦ **Exploding Gas Trap CR 10:** Appendix 1
- ✦ **Collapsing Ceiling Trap CR 10:** Appendix 1.

APL 16 (EL 18)

- ✦ **Poisoned Gas:** 1 Con/Unconsciousness, Fort DC 14.
- ✦ **Exploding Gas Trap CR 10:** Appendix 1
- ✦ **Collapsing Ceiling Trap CR 10:** Appendix 1.

SEARCHING THE RUINS

Should the PCs survive the collapse of the manor, they have the chance to look around. Lying in the cellar is the corpse of poor Kerren. He might be raised from the dead or talked to via *Speak with Dead*. Either way he is quite upset at Amala's betrayal, and thoroughly confused at it all. He has no idea where she has gone.

Amala has indeed departed. She has another identity prepared for just such a circumstance. Any PCs succeeding at a DC 25 Search check (DC 15 if the trap wasn't sprung) can find some scattered papers. In these papers are descriptions of a number of young women around the meta-region, with specifics on their appearance and mannerisms. One name has been

underlined – Lady Maheyne of Nyronde. If the PCs can't take this hint, there's no hope for them. But some divination spells might do the trick.

There is also no sign of any succubus delivered to Amala earlier. She has 'banished' her (in reality she has consumed her and absorbed her essence).

7: THE SICK ONES

In this encounter, the PCs are now on the trail of Amala. However, the cult of Incabulos still has not given up. They don't know where Amala is, but their own divinations have pointed the finger squarely at the PCs. The cult has yet to realize that the PCs have switched allegiance and are now hunting Amala. They will spring an ambush somewhere along the PCs' journey. The DM should select an appropriate location for this to occur.

Naku

One of their agents, Naku, has been sent to deal with the situation, accompanied by some more of the delightful marrash archers. Some PCs may have encountered Naku in NMR8-02 *Heresy's Blood*. If they fought and killed her, she was raised from the dead (they can do it, so why can't she?)

Naku appears as a slight, feminine humanoid figure dressed in a long, black cloak made of spun silk, a heavy hood drawn low over her face. She is barefoot and both her hands are wrapped in dark cloth. She emits a wheezing, sickly cough.

DM's Note: If the PCs try to use magical means to cure Naku's disease it will only work for a day or so before she is ill once more. Naku knows this to be the case.

The PCs may make some assorted knowledge checks regarding the strange woman. A list of checks and results is below.

DC 15 Knowledge (nobility and royalty) OR Bardic Knowledge: Naku is a Suel woman from the Bone March in her late twenties who is better known as the Weeping Boil or the Rotting Fist of Incabulos. Despite her dark master she has a reputation for allowing her prey time to explain their actions and come to some kind of truce or compromise if such a thing were possible. It frequently isn't.

DC 20 Knowledge (nobility and royalty) OR Bardic Knowledge OR Knowledge (history): Naku originally entertained thoughts of leading the life of a paladin, but when her family was wiped out by a plague eight years ago she saw the destructive power of plagues, infections and disease. She began to revere Incabulos, training herself in the art of hand-to-hand combat and developing a style based around various diseases.

DC 20 Heal OR Bardic Knowledge: Naku appears to be carrying a magical strain of a disease called Blackbite, which typically presents with small nodules of pus several millimeters in diameter on scattered parts of the body. Naku's case however appears extremely severe, as though magically agitated.

APL 8 (EL 11)

☞ **Naku:** hp 64; *Appendix 1.*

☞ **Advanced Elite Marrash (2):** hp 102 each; *Appendix 1.*

APL 10 (EL 13)

☞ **Naku:** hp 80; *Appendix 1.*

☞ **Advanced Elite Marrash Fighter 2 (2):** hp 121 each; *Appendix 1.*

APL 12 (EL 15)

☞ **Naku:** hp 96; *Appendix 1.*

☞ **Advanced Elite Marrash Fighter 4 (2):** hp 140 each; *Appendix 1.*

APL 14 (EL 17)

☞ **Naku:** hp 112; *Appendix 1.*

☞ **Advanced Elite Marrash Fighter 6 (2):** hp 159 each; *Appendix 1.*

APL 16 (EL 19)

☞ **Naku:** hp 126; *Appendix 1.*

☞ **Advanced Elite Marrash Fighter 6 (4):** hp 159 each; *Appendix 1.*

Tactics: If any PC has the Touched by the Black Rider AR item from NMR8-02 *Heresy's Blood*, then Naku is willing to start with negotiation before leaping into combat. She is willing to let the party be if they will give her Amala's location. This may lead to the PCs informing her that they too are hunting the so-called prophethess. Should this happen, Naku can be convinced with a DC 20 Diplomacy check that the PCs are hunting her. She will ask that the PCs hand Amala over to her if they can capture her, and they will be rewarded. She is at least willing, though, to accept Amala's demise at the hands of the PCs.

Otherwise Naku intends to spring an ambush at a likely spot. Her aim is to capture at least one of the PCs alive so that she can interrogate them and learn Amala's location. She herself will close in and engage in melee combat. As soon as the fight is on, she will call out to the archers, "remember to keep some alive!" Make this clear to the PCs, since it is an opening to engage in some quick Diplomacy.

The marrash archers try to stay at a distance and take out ranged combatants and spellcasters. Less sophisticated than Naku, they only acknowledge negotiations if she is still standing.

After the fight

If the PCs can come to an agreement with Naku, she is happy to let them go on their way. If they agree to deliver Amala to her then she arranges a suitable rendezvous point. She won't accompany the PCs, since she avoids fighting where she can, and doesn't want to spoil their chances of success. She gives the PCs one snippet of

information – Amala's real name is Ashvaru and she used to be a concubine of Incabulos until she betrayed him.

8: ASHVARU UNMASKED

It looks as if the net is closing on Amala. The Church of Pholtus is out to get her. The Cult of Incabulos wants her. By now even the Lydians likely wish her some ill fate. But it seems that you have been put forward as the agents of vengeance, one way or the other. Seemingly she is targeting a new patsy, this lady Maheyna. Now, if you can only find her and let loose some well deserved retribution.

Finding the lady

The PCs have a clue, the name of Lady Maheyna. There is a possibility that some of them may have heard of her. Otherwise it's back to that old tactic – Gather Information. Raise the DCs listed below by 5 for Knowledge skill checks.

Lady Maheyna

Appropriate Skills: Bardic Knowledge (local, NMR); Knowledge (nobility & royalty).

DC 10: There is a Lady Maheyna Ithlir, a minor aristocrat, who is seen at court on occasion.

DC 15: The Ithlir family has a keep on the road to Mowbrenn.

DC 20: Lady Maheyna is a good friend of Astra Callistor, but is mostly overlooked for being a bit of a flibbertigibbet.

DC 25: The family has recently built a small lodge by the Duntide River, for use as a retreat for private affairs.

DC 30*: Maheyna has withdrawn to the lodge, claiming a need for some quiet time away from the clamor of the court.

* This last information can only be learned through Gather Information.

The PCs will have to play things very carefully. Though Maheyna is a minor noble, she has the ear of Astra, who is a princess of the royal house of Nehron. They can't just stomp around attacking people without good reason.

The PCs may decide to 'out' Maheyna, but they won't be able to do so without some proof. However, given that the King has had issues with a succubus in the past, and that Lady Astra has herself been kidnapped at one point, a successful diplomatic overture may see the PCs receive royal blessing for their venture. On the other hand, failure could see them locked away or worse.

The best path is for the PCs to be subtle, hunt down Maheyna in her private retreat, and spring a nice ambush.

At the lodge

In the guise of Lady Maheyna, the succubus formerly known as Amala is keeping a low profile for the moment. The only servants in attendance are an elderly couple who are blithely unaware of what is going on. The real

Maheyne is kept in the attic, enthralled by Ashvaru to keep quiet. Ashvaru needs her around to pick her brains so that she might perfect her disguise. Once she has done so she will dispose of poor Maheyne.

Not entirely convinced that she has eluded pursuit, Ashvaru is alert, so the PCs will have to come up with at least a basic plan to spring an ambush. Or, of course, they can trample on in, all wands a-blazing.

The lodge has a small lawn facing the river, and backs on to a maze garden and various screened off vegetable and herb plots. The key to the lodge is as follows:

1. The main day room is full of trophies and comfortable furniture for lounging about in. This is where Ashvaru is likely to be during the day.
2. The kitchen and game locker.
3. Servants' room. This has several bunks and is for male staff.
4. Servants' room. This is reserved for the old couple.
5. Family room. Reserved for noble family members and currently unoccupied.
6. Family room. Reserved for Lady Maheyne. This is where Ashvaru is likely to be at night, if she isn't interrogating the real lady in the attic.
7. Upstairs sitting room.
8. Attic. Apart from storing trunks of cloths, weapons and armor and so on, it currently holds the real Lady Maheyne in a cot in the corner. There is a 50% chance at night that Ashvaru is here also. Ashvaru is currently unaware of the secret door into the attic (DC 20 Search check).

APL 8 (EL 11)

☛ Ashvaru: hp 65; Appendix 1.

APL 10 (EL 13)

☛ Ashvaru: hp 82; Appendix 1.

APL 12 (EL 15)

☛ Ashvaru: hp 92; Appendix 1.

APL 14 (EL 17)

☛ Ashvaru: hp 102; Appendix 1.

APL 16 (EL 19)

☛ Ashvaru: hp 113; Appendix 1.

Tactics: If the PCs arrive here, Ashvaru knows the game is up and has no intention of sticking around to face the consequences. She *teleports* away at the first opportunity.

Of course, she may have slipped up by giving the PCs the items that can stop her doing that.

If she is forced to fight, she tries to summon a vrock to protect her, then she focuses her attention on PCs with the weakest Will saves, trying to tempt them to her side. She uses her *suggestion* ability to try and get the party fighting with each other (for example, convincing a fighter that he has been charmed by her enemies and must stop his allies).

If all else fails, she has no intention of being taken prisoner and tries to get someone to give her a quick end, using *suggestion* if necessary. She does not want to be captured by any of her many enemies.

DM's Note: Ashvaru is a cunning temptress, and should be played as such. She's unlikely to survive a fight, so she'll try to negotiate as much as possible. The DM should endeavor to draw PCs into bargaining rather than fighting if possible.

Any PC with the Tempted AR item from NMR8-02 *Heresy's Blood* receives a -2 penalty to resist any Charisma-based skills or abilities directed at them by Ashvaru.

Any PC with the Read the Book AR item from NMR7-05 *Raking Leaves* receives an additional -4 penalty to resist any Charisma-based skills or abilities directed at them by Ashvaru.

CONCLUSION

There are several possible endings to this adventure. Hopefully the PCs can find and rescue poor Maheyne, whose family is most grateful, as is her friend, Lady Astra. One way or the other, the PCs get their due rewards.

Ashvaru was slain

There is now one less fiend stalking the Oerth thanks to your efforts. How you were fooled by her, but the final revenge is yours. Hopefully that twisted soul is banished forever, and you rest a little easier knowing her corrupting influence is broken. The gods only know what she may have done were her true nature not revealed.

The PCs receive the **Blessing of Light**, Lydia's **Gratitude** and **Thanks of Nyron** AR items.

Ashvaru was given to the Church of Pholtus

Carefully securing your prisoner you soon rendezvous with Abbot Falkeven and a phalanx of Pholtan clerics and paladins. "Well done," smiles the abbot. "You have proved your worthiness, or at least cleared away the smear of collusion. We shall soon remove this vile creature from the Oerth and ensure she never returns." Ashvaru gives him a defeated look and then turns to you with malice in her eyes. "Curse your foul hearts," she hisses. "Silence, witch!" cries Falkeven, glaring at her fiercely. "Do not fear, she will soon be gone, along with the dark writings

from which she was spawned. Such lies shall not be tolerated any longer.” His manner softens and he smiles at you. “As I said, you have done well. Go with the blessing of Pholtus, and ponder on the good you have done this day...”

The PCs receive the **Blessing of Light** and **Thanks of Nyronnd** AR items.

Ashvaru was given to the Cult of Incabulos

You meet with diseased Naku at the agreed rendezvous point and hand the succubus over. Naku’s smile is cruel as she regards Ashvaru. “The Black Rider so looks forward to your reunion, temptress. I suspect he has plans other than confinement for you this time.” Ashvaru whimpers in terror at the prospect, and turns a pleading gaze upon you, a gaze that turns quickly to loathing. “Curse your foul hearts,” she hisses. Naku laughs as she drags her away. “There’s no power to your curses any more, betrayer. Let us leave now.” The pustulent woman nods gravely at you before departing, leaving you to wonder if you have done the right thing or not.

The PCs receive the **Back to Darkness** and **Thanks of Nyronnd** AR items.

Ashavru escaped

Despite your best efforts the temptress Ashvaru escaped capture, and has disappeared to places unknown. Who knows what sly plots she may be hatching out there, or which poor soul she has overcome and replaced. The Flanaess cannot be a better place with that seductive fiend loose within it.

The PCs receive the **Watch Your Back** and **Thanks of Nyronnd** AR items.

And what of the Canon Apocrypha?

Finally, regardless of the outcome, the PCs will learn that the true copy of the Canon Apocrypha is to be destroyed, despite the protests of the Lydian church. The other copies will no doubt be locked away quite securely, and the Pholtans and other churches swear to root out any other copies and make sure they are gathered and kept from curious eyes. Though their purpose may have been served, who knows what further dangers might spring from the Heresies...

– The End –

EXPERIENCE POINT SUMMARY

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

1: Bandits From Outside

Defeat the demonic attackers

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

3: Rhennee Perfume

Capture Zegella

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	480 XP

4: Northern Passion

Capture Jona

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	480 XP

6: It All Comes Crashing Down

Survive or bypass the trap sequence

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

7: The Sick Ones

Defeat or successfully deal with the cultists

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

8: Ashvaru Unmasked

Defeat Ashvaru

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Story Award

Not having the bottle stolen

APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

Discretionary roleplaying award

APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

Total Possible Experience

APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 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.

1: Bandits From Outside

APL8-10: Magic 1,450gp; +1 shocking composite longbow (str+3) x2 (725gp each); Total 1,450gp.

APL12-16: Magic 2,116gp; +1 shocking composite longbow (str+3) x2 (725gp each), gloves of Dexterity +2 x2 (333gp each); Total 2,116gp.

7: The Sick Ones

APL 8: Loot 130gp; Magic 1,564gp ring of protection +2 (667gp), vest of resistance +2 (333gp), amulet of natural armor +1 (167gp), bracers of armor +1 (83gp), brooch of shielding (125gp), potion of cure serious wounds x3 (63gp each); Total 1,694gp

APL 10: Loot 130gp; Magic 2,547gp ring of protection +2 (667gp), vest of resistance +2 (333gp), amulet of natural armor +2 (667gp), gauntlets of ogre power (333gp), bracers of armor +2 (333gp), brooch of shielding (125gp), potion of cure serious wounds x3 (63gp each); Total 2,677gp

APL 12: Loot 130gp; Magic 4,314gp +3 ring of protection +2 (667gp), vest of resistance +3 (750gp), amulet of natural armor +3 (1,500gp), gauntlets of ogre power (333gp), bracers of armor +3 (750gp), brooch of shielding (125gp), potion of cure serious wounds x3 (63gp each); Total 4,444gp

APL 14: Loot 130gp; Magic 6,896gp ring of protection +3 (1,500gp), vest of resistance +3 (750gp), amulet of natural armor +4 (2,666gp), gauntlets of ogre power (333gp), bracers of armor +4 (1,333gp), brooch of shielding (125gp), potion of cure serious wounds x3 (63gp each); Total 7,026gp

APL 16: Loot 130gp; Magic 9,947gp ring of protection +4 (2,667gp), vest of resistance +4 (1,333gp), amulet of natural armor +4 (2,667gp), belt of giant strength +4 (1,333gp), gloves of dexterity +4 (1,333gp), bracers of armor +4 (1,333gp), brooch of shielding (125gp), potion of cure serious wounds x3 (63gp each); Total 9,777gp

8: Ashvaru Unmasked

APL 8: Magic 541gp bracers of armor +2 (333gp), brooch of shielding (125gp), ring of protection +1 (83gp); Total 541gp

APL 10: Magic 2,375gp bracers of armor +2 (333gp), brooch of shielding (125gp), ring of protection +1 (83gp), shirt of the leech (667gp), veil of allure (1,167gp); Total 2,375gp

APL 12: Magic 3,376gp bracers of armor +3 (750gp), brooch of shielding (125gp), ring of protection +2 (667gp), shirt of the leech (667gp), veil of allure (1,167gp); Total 3,376gp

APL 14: Magic 10,126gp bracers of armor +4 (1,333gp), brooch of shielding (125gp), ring of protection +4 (2,667gp), cloak of displacement (major) (4,167gp), shirt of the leech (667gp), veil of allure (1,167gp); Total 10,126gp

APL 16: Magic 17,126gp amulet of natural armor +3 (1,500gp), bracers of armor +8 (5,333gp), brooch of shielding (125gp), ring of protection +5 (4,167gp), cloak of displacement (major) (4,167gp), shirt of the leech (667gp), veil of allure (1,167gp); Total 17,126gp

Total Possible Treasure

APL 8: 3,685gp

APL 10: 6,502gp

APL 12: 9,936gp

APL 14: 19,268gp

APL 16: 29,019gp

Total Capped Treasure Cap

APL 8: 2,600gp

APL 10: 4,600gp

APL 12: 6,600gp

APL 14: 13,200gp

APL 16: 19,800gp

ADVENTURE RECORD ITEMS

☛ **Back to Darkness:** You handed a demoness back to the Cult of Incubulos and they are grudgingly grateful. Until the end of the Living Greyhawk campaign, you are immune to all forms of disease and sickness.

☛ **Blessing of Light:** The Church of Pholtus has approved of your actions in defeating a vile fiend. You gain access to purchase a *shirt of angels* (Meta-regional; CL 9th; MIC; 15,000gp). In addition, once only you may call upon Pholtus to smite your foes with a *sunburst* spell with a caster level of 20.

Used *sunburst*.

☛ **Lydia's Gratitude:** You have saved the Church of Lydia from potential embarrassment and have earned the thanks of their lady. Once only you may call upon Lydia's wisdom as if you had cast a *divination* spell with a caster level of 20. Additionally, you gain metaregional access to, and may take a 25% discount on the price of one of the following: *tome of clear thought*, *tome of leadership and influence*, *tome of understanding*. This discount may not be combined with any other price reductions.

Used *divination*.

Bought a tome.

☛ **Thanks of Nyronde:** You rescued the friend of one of Nyronde's royal family. You may take a 25% discount on the price of granting an additional +1 magical enhancement to one piece of armor, shield or weapon item that you already possess. (This does not include adding additional properties to such a piece.) Additionally, you may call upon any Nyronde NPC not of noble status to bow to you and address you as "O worthy <your name>". Doing so may incur a circumstance penalty of up to -4 on Charisma-based skill checks (DM's discretion). It may also cause romantic hearts to flutter.

Bought an item.

☛ **Watch Your Back:** Somewhere, out in the Flanaess, is a fiend that probably wants revenge on you. This is an

unsettling thought. Whenever you are in an unfamiliar location with strangers around you, you receive a +2 circumstance bonus to Listen, Spot and Sense Motive skill checks. But your edgy manner also applies a -2 circumstance penalty to Charisma-based checks at the same time.

ITEM ACCESS

APL 8:

- +1 *shocking composite longbow* (Str +3) (Adventure; DMG)

APL 10-12 (all of APL 8 plus the following):

- *Shirt of the leech* (Adventure; CL 9th; MIC; 8,000gp)
- *Veil of allure* (Adventure; CL 5th; MIC; 14,000gp)

APL 14-16 (all of APLs 8-10 plus the following):

- *Cloak of displacement (major)* (Adventure; DMG)

1: BANDITS FROM OUTSIDE

ADVANCED ELITE MARRASH CR 8

*from Monster Manual 2

LE Medium Outsider (evil, lawful)

Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17

Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge (5 Dex, +6 natural)

hp 102 (12 HD);

Resist *protection from arrow*

Fort +12, **Ref** +13, **Will** +10

Speed 30 ft. (6 squares), fly 70ft. (good);

Melee Claws +15/+15 (1d4+3) and bite +10 (1d6+1)

Ranged +1 *shocking composite longbow (str+3)* +19/+19/+14/+9 (1d8+4 /x3 plus 1d6 electricity plus disease) or

Ranged (Rapid Shot) +1 *shocking composite longbow (str+3)* +17/+17/+17/+12/+7 (1d8+4 /x3 plus 1d6 electricity plus disease)

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

Base Atk +12; **Grp** +15

Atk Options Point Blank Shot, Precise Shot

Special Actions Double bowfire, taklif arrow

Combat Gear +1 *shocking composite longbow*

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 20, Con 18, Int 9, Wis 14, Cha 6

SQ disease

Feats Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Balance +22, Hide +12, Jump +5, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +20,

Disease (Ex) Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.

Double Bowfire (Ex) In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor

resurrection can restore it to life. The corpse rises as a new marrash 1d6 days later.

3: RHENNEE PERFUME

JUVENILE NABASSU CR 5

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

Init +6; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Abyssal, Common; telepathy 100 ft.

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 52 (5 HD); DR 5/cold iron or good

Immune electricity, poison

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

Fort +10, **Ref** +6, **Will** +8

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +11 (1d8+6) and 2 claws each +6 (1d4+3)

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

Base Atk +5; **Grp** +11

Atk Options sneak attack +2d6

Special Actions death-stealing gaze, feed

Spell-Like Abilities (CL 5th):

At will—*darkness*, *obscuring mist*

† Already cast

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17

SQ camouflage, tanar'ri traits

Feats Improved Initiative, Iron Will

Skills Bluff +11, Concentration +14, Diplomacy +5, Hide +10 (+18 in underground or barren environments), Intimidate +13, Jump +16, Knowledge (local, luz's Border States) +10, Listen +10, Move Silently +10, Spot +10, Tumble +12

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between carious shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace against the humanoid creatures; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of

its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits:

- +1 profane bonus on attack rolls, saving throws, skill checks, and ability checks
- +5 hit points
- +1 profane bonus to its natural armor
- +1 effective level

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu. On its next turn, the newly matured nabassu plane shifts back to the Abyss with any items currently in its possession, abandoning its ghoul minions.

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

4: NORTHERN PASSION

SKÖN

CR 5

Male human (suloise) barbarian 5

CN Medium humanoid (human)

Init +2; **Senses** Listen +4, Spot +0

Languages Cold Tongue, Common

AC 14, touch 12, flat-footed 12; Improved Uncanny Dodge

(+0 size, +2 Dex, +0 class, +2 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 50 (5 HD)

Fort +6, **Ref** +4, **Will** +2

Speed 40 ft. in masterwork leather (8 squares), base movement 40 ft.

Melee *greataxe* +1 +9 (1d12+5/x3) or

Melee masterwork sap +9 (1d6+3) or

Melee unarmed +8 (1d3+3)

Base Atk +5; **Grp** +8

Atk Options Power Attack

Special Actions Mad Foam Rager, Cleave, Rage

Combat Gear, *vest of resistance* +1

‡ Already cast

Abilities Str 16, Dex 14, Con 13, Int 8, Wis 10, Cha 12

SQ Trap Sense (Ex) +1

Feats Cleave, Mad Foam Rager, Power Attack

Skills Climb +8, Handle Animal +6, Jump +12, Listen +4, Ride +7, Speak Language (Cold Tongue) +1, Survival +5, Swim +6

Possessions combat gear plus *blessed bandage* (x5), *greataxe* +1, masterwork leather, masterwork sap (x2)

Rage (Ex) 2 times/day (6 rounds) Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 10)

Improved Uncanny Dodge (can't be flanked except by a level 9 rogue)

Mad Foam Rager: As an immediate action, delay the effect of a single attack, spell or ability used against you until the end of your next turn. Can only be used while raging. Can be activated once every time you use your rage ability.

6: IT ALL COMES CRASHING DOWN

EXPLODING GAS TRAP

CR 5

Description see text.

Search DC 25 Spot; **Type** mechanical

Trigger touch; **Init** +0

Effect 6D6 fire damage, Reflex DC 20 save for half

Duration 1 round

Disarm Sleight of Hand DC 25

CEILING COLLAPSE + POISON

CR 5

Description see text.

Search DC 18 Knowledge (architecture & engineering); **Type** mechanical

Trigger location; **Init** +0

Effect 4D6 impact damage, Reflex DC 20 save for half, plus poison (1d4 Dex/1d4 Dex, Fort DC 14)

Duration 1 round

Disarm Disable Device DC 30

7: THE SICK ONES

NAKU

CR 8

Female human monk 8

LE Medium humanoid (Human, Suel)

Init +7; **Senses** Listen +13, Spot +13

Aura law, evil, transmutation (vest and ring), conjuration (healing) (potion).

Languages Common

AC 18, touch 18, flat-footed 13

(+3 Dex, +2 AC bonus, +1 class, +2 deflection)

hp 64 (8 HD)

Immune normal diseases

Resist ranged attacks (deflect arrows feat), evasion, slow fall 40ft

Fort +9, **Ref** +10, **Will** +9 (+2 saves vs enchantment spells and effects)

Weakness

Speed 50 ft. in no armor (10 squares), base movement 50 ft.;

Melee unarmed strike +9 (1d10+2 20x2, magic bludgeoning) or

Melee unarmed strike +8 (1d10+2 20x2, magic bludgeoning) and unarmed strike +8 (1d10+2 20x2, magic bludgeoning) and unarmed strike +3 (1d10+2 20x2, magic bludgeoning)

Ranged sling +9 (1d3+2)

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

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

Atk Options stunning fist (Fort DC 16)
Special Actions wholeness of body
Combat Gear *ring of protection +2, vest of resistance +2, potion of cure serious wounds x2*

Abilities Str 15, Dex 16, Con 14, Int 8, Wis 14, Cha 14
Feats Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike)
Skills Spot +13, Listen +13, Tumble +14, Diplomacy +8
Possessions combat gear plus silk robe, 150gp

Stunning Fist (x8)
Wholeness of Body (x1)

ADVANCED ELITE MARRASH CR 8

*from Monster Manual 2
LE Medium Outsider (evil, lawful)
Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17
Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge (5 Dex, +6 natural)
hp 102 (12 HD);
Resist *protection from arrow*
Fort +12, **Ref** +13, **Will** +10

Speed 30 ft. (6 squares), fly 70ft. (good);
Melee Claws +15/+15 (1d4+3) and bite +10 (1d6+1)
Ranged *masterwork composite longbow (str+3)* +19/+19/+14/+9 (1d8+3 /x3 plus disease) or
Ranged (Rapid Shot) *masterwork composite longbow (str+3)* +17/+17/+17/+12/+7 (1d8+3 /x3 plus disease)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +15
Atk Options Point Blank Shot, Precise Shot
Special Actions Double bowfire, taklif arrow
Combat Gear *masterwork composite longbow (str +3)*
Spell-Like Abilities (CL 15th):
At Will—*protection from arrows* †
† Already cast

Abilities Str 16, Dex 20, Con 18, Int 9, Wis 14, Cha 6
SQ disease
Feats Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Skills Balance +22, Hide +12, Jump +5, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +20,

Disease (Ex) Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.

Double Bowfire (Ex) In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.
Taklif Arrow Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

8: ASHVARU UNMASKED

ASHVARU CR 11

10HD Advanced Succubus Fiend of Corruption* 2
* from Fiend Folio
CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Init +1; **Senses** darkvision 60ft; Listen +23, Spot +23
Aura does not radiate chaos or evil
Languages Abyssal, Celestial, Draconic, telepathy 100ft, *tongues*

AC 23, touch 12, flat-footed 22
(+1 Dex, +9 natural, +1 deflection, +2 AC bonus)
hp 65 (12 HD); **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 18
Fort +11, **Ref** +11, **Will** +12

Speed 30 ft. (6 squares), fly 50 ft. (average);
Melee Claw +12 (1d8+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +12
Spell-Like Abilities (CL 16th):
At Will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *quicken suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only)
3/day—*suggestion** (CL2; DC23)
Combat Gear *bracers of armor +2, brooch of shielding, ring of protection +1*

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 27
SQ Aligned strike, Alternate form, fiend's favor, mind shielding
Feats Dodge, Improved Natural Attack, Mobility, Persuasive Quicken Spell-Like Ability (*suggestion*),
Skills Bluff +25, Concentration +13, Diplomacy +20, Disguise +23* (+25 acting), Escape Artist +12, Hide +14, Intimidate +23, Knowledge (religion) +16, Listen +25, Move Silently +14, Search +14, Sense Motive +8, Spot +25, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Possessions combat gear plus

Align Strike (Ex) A succubus's natural weapon as well as any weapon it wields counts as chaos-

aligned and evil-aligned for the purpose of overcoming damage resistance.

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. While using this ability, the fiend gains a +10 bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after all, to manipulate a person who is running away howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a means to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further tempt and blackmail.

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 23 Will save to negate the effect of the *suggestion*. The DC is 23 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonuses the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability – at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the “favor” for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on – until a power-hungry character is willing to do just about anything in return.

Mind Shielding (Su) at 2nd level, a fiend of corruption gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment. This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use suggestion three times per day. The saving throw is DC23 (as though the fiend had Spell Focus (Enchantment)). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person*

cast by the fiend, she takes a -2 penalty to her saving throw.

A fiend is generally interested in corrupting mortals and seducing them toward evil. A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an *atonement* spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vroek with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks

1: BANDITS FROM OUTSIDE

ADVANCED ELITE MARRASH CR 10

Advanced Elite Marrash Fighter 2
 *from Monster Manual 2
 LE Medium Outsider (evil, lawful)
Init +5; **Senses** darkvision 60ft, scent; Listen +17,
 Spot +17

Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge
 (+5 Dex, +6 natural)

hp 121 (14 HD);

Resist *protection from arrow*

Fort +15, **Ref** +14, **Will** +10

Speed 30 ft. (6 squares), fly 70ft. (good);

Melee 2 claws +17/+17 (1d4+3) and bite +12 (1d6+1)

Ranged +1 *shocking composite longbow (str+3)*
 +22/+22/+17/+12 (1d8+4 /19-20, x3 plus 1d6
 electricity plus disease) or

Ranged (Rapid Shot) +1 *shocking composite longbow*
 (str+3) +20/+20/+20/+15/+10 (1d8+4 /19-20, x3
 plus 1d6 electricity plus disease)

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

Base Atk +14; **Grp** +17

Atk Options Manyshot, Point Blank Shot, Precise
 Shot

Special Actions Double bowfire, taklif arrow

Combat Gear +1 *shocking composite longbow (str*
 +3)

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 20, Con 18, Int 9, Wis 14, Cha 6

SQ disease

Feats Dodge, Improved Critical (longbow), Point
 Blank Shot, Manyshot, Precise Shot, Rapid Shot,
 Weapon Focus (longbow)

Skills Balance +23, Hide +13, Jump +7, Knowledge
 (religion) +14, Listen +17, Search +14, Spot +17,
 Tumble +21,

Disease (Ex) Any creature hit by a marrash's disease
 arrow must succeed at a Fortitude (DC14) or
 contract a more virulent version of filth fever.
 Incubation 1d3 days, damage 1d3 Dex and 1d3
 Con. Each day thereafter that the disease lasts, the
 infected creature must also succeed at a second
 Fortitude save (DC14) or 1 point each of that day's
 Dexterity and Constitution damage become drain
 instead.

Double Bowfire (Ex) In battle, a flying marrash grips
 its longbow with its taloned feet and draws the
 string with both hands. This allows it to fire two
 arrows nearly simultaneously at its highest attack
 bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must
 succeed at a Fortitude save (DC14) or contract a
 disease similar to the marrash variant of filth fever

(see Disease, above). The incubation period is
 1day. Damage: 1d3 Dex and 1d3 Con. However, a
 creature that fails any Fortitude save after its initial
 infection dies instantly, and neither *raise dead* nor
resurrection can restore it to life. The corpse rises
 as a new marrash 1d6 days later.

3: RHENNEE PERFUME

ADVANCED SUCCUBUS CR 9

CE Medium Outsider (Chaotic, Extraplanar, Evil,
 Tanar'ri)

Init +1; **Senses** Listen +23, Spot +23 (Darkvision 60
 ft.)

Aura strong evil

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 natural)

hp 55 (10 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +8, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +11 (1d8+1)

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

Base Atk +10; **Grp** +11

Atk Options

Special Actions

Spell-Like Abilities (CL 12th):

At Will—*charm monster* (DC 22), *detect good*,
detect thoughts (DC 20), *ethereal jaunt* (self plus
 50 pounds of objects only), *polymorph* (humanoid
 form only, no limit on duration), *suggestion* (DC
 21), *greater teleport* (self plus 50 pounds of
 objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha
 27

SQ Damage reduction 10/cold iron or good,
 darkvision 60 ft., immunity to electricity and poison,
 resistance to acid 10, cold 10, and fire 10, spell
 resistance 18, telepathy 100 ft., tongues

Feats Dodge, Improved Natural Attack, Mobility,
 Persuasive

Skills Bluff +23, Concentration +14, Diplomacy +16,
 Disguise +21* (+23 acting), Escape Artist +12,
 Hide +14, Intimidate +23, Knowledge (any one)
 +16, Listen +23, Move Silently +14, Search +14,
 Spot +23, Survival +2 (+4 following tracks), Use
 Rope +1 (+3 with bindings)

Possessions combat gear plus

Energy Drain (Su) A succubus drains energy from a
 mortal it lures into some act of passion, or by
 simply planting a kiss on the victim. If the target is
 not willing to be kissed, the succubus must start a
 grapple, which provokes an attack of opportunity.
 The succubus's kiss or embrace bestows one
 negative level. The kiss also has the effect of a

suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 23 Will save to negate the effect of the *suggestion*. The DC is 23 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

ZOVVUT

CR 9

CE Medium outsider (chaotic, evil)

Init +1; **Senses** darkvision 60 ft.; Listen +18, Spot +18

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)

hp 65 (10 HD); DR 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +9, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (average)

Melee 2 claws each +13 (1d12+3)

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

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

Special Actions draining gaze

Spell-Like Abilities (CL 12th):

At will—*clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom* (DC 13), *greater teleport* (self plus 50 pounds of objects only), *suggestion* (DC 15)

‡ Already cast

Abilities Str 17, Dex 13, Con 15, Int 14, Wis 16, Cha 14

SQ create spawn

Feats Alertness, Dodge, Mobility, Spring Attack

Skills Bluff +15, Concentration +15, Diplomacy +12, Hide +14, Intimidate +11, Listen +18, Move Silently +14, Search +15, Sense Motive +16, Spellcraft +15, Spot +18

Draining Gaze (Su): Any living creature within 30 feet of a zovvut that meets its glowing red eyes must succeed on a Will saving throw (DC 17) or gain one negative level. For each negative level bestowed, the zovvut heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 17) to remove it. Failure means the opponent's

level (or HD) is reduced by one. The save DC is Constitution-based.

Create Spawn (Su): Any humanoid slain by the zovvut's gaze attack becomes a wight in 1d4 rounds. This creature is under the command of the zovvut that killed it, and it remains enslaved until either it or the zovvut dies. A spawn does not possess any of the abilities it had in life.

4: NORTHERN PASSION

ADVANCED SUCCUBUS

CR 9

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** Listen +23, Spot +23 (Darkvision 60 ft.)

Aura strong evil

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 natural)

hp 55 (10 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +8, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +11 (1d8+1)

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

Base Atk +10; **Grp** +11

Atk Options

Special Actions

Spell-Like Abilities (CL 12th):

At Will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 27

SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues

Feats Dodge, Improved Natural Attack, Mobility, Persuasive

Skills Bluff +23, Concentration +14, Diplomacy +16, Disguise +21* (+23 acting), Escape Artist +12, Hide +14, Intimidate +23, Knowledge (any one) +16, Listen +23, Move Silently +14, Search +14, Spot +23, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must

succeed on a DC 23 Will save to negate the effect of the *suggestion*. The DC is 23 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

SKÖN

CR 7

Male human (suloise) barbarian 7

CN Medium humanoid (human)

Init +2; **Senses** Listen +7, Spot +0

Languages Cold Tongue, Common

AC 15, touch 12, flat-footed 13; Improved Uncanny Dodge

(+0 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 70 (7 HD); DR 1/-

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

Speed 40 ft. in leather +1 (8 squares), base movement 40 ft.

Melee *greataxe* +1 +12/+7 (1d12+5/x3) or

Melee *sap* +1 +11/+6 (1d6+4) or

Melee unarmed +10/+5 (1d3+3)

Base Atk +7; **Grp** +10

Atk Options Power Attack

Special Actions Mad Foam Rager, Cleave, Rage

Combat Gear, *vest of resistance* +1

† Already cast

Abilities Str 16, Dex 14, Con 13, Int 8, Wis 10, Cha 12

SQ Trap Sense (Ex) +2

Feats Cleave, Mad Foam Rager, Power Attack, Weapon Focus (Greataxe)

Skills Climb +8, Handle Animal +6, Jump +13, Listen +7, Ride +9, Speak Language (Cold Tongue) +1, Survival +7, Swim +6

Possessions combat gear plus *blessed bandage* (x5), *greataxe* +1, *leather* +1, *sap* +1 (x2)

Rage (Ex) 2 times/day (6 rounds) Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 14)

Improved Uncanny Dodge (can't be flanked except by a level 11 rogue)

Mad Foam Rager: As an immediate action, delay the effect of a single attack, spell or ability used against you until the end of your next turn. Can only be used while raging. Can be activated once every time you use your rage ability.

6: IT ALL COMES CRASHING DOWN

EXPLODING GAS TRAP

CR 7

Description see text.

Search DC 27 Spot; **Type** mechanical

Trigger touch; **Init** +0

Effect 10D6 fire damage, Reflex DC 22 save for half

Duration 1 round

Disarm Sleight of Hand DC 27

CEILING COLLAPSE + POISON CR 7

Description see text.

Search DC 18 Knowledge (architecture & engineering); **Type** mechanical

Trigger location; **Init** +0

Effect 8D6 impact damage, Reflex DC 22 save for half, plus poison (1d4 Dex/1d4 Dex, Fort DC 14)

Duration 1 round

Disarm Disable Device DC 30

7: THE SICK ONES

NAKU

CR 10

Female human monk 10

LE Medium humanoid (Human, Suel)

Init +7; **Senses** Listen +15, Spot +15

Aura law, evil, transmutation (vest, amulet and ring), conjuration (healing) (potion).

Languages Common

AC 21, touch 19, flat-footed 16

(+3 Dex, +2 AC bonus, +2 class, +2 deflection, +1 natural)

hp 80 (10 HD)

Immune normal diseases

Resist ranged attacks (deflect arrows feat), improved evasion, slow fall 50ft

Fort +10, **Ref** +11, **Will** +10 (+2 saves vs enchantment spells and effects)

Weakness

Speed 60 ft. in no armor (12 squares), base movement 60 ft.;

Melee unarmed strike +11 (1d10+3 20x2, lawful magic bludgeoning) or

Melee unarmed strike +11 (1d10+3 20x2, lawful magic bludgeoning) and unarmed strike +11 (1d10+3 20x2, lawful magic bludgeoning) and unarmed strike +6 (1d10+3 20x2, lawful magic bludgeoning)

Ranged sling +11 (1d3+3)

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

Base Atk +7; **Grp** +10

Atk Options stunning fist (Fort DC 19)

Special Actions wholeness of body

Combat Gear *ring of protection* +2, *vest of resistance* +2, *amulet of natural armor* +1, *bracers of armor* +1, *brooch of shielding* (101 points), *potion of cure serious wounds* x3

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

Feats Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist)

Skills Spot +15, Listen +15, Tumble +16, Diplomacy +10

Possessions combat gear plus silk robe, 150gp

Stunning Fist (x10)

Wholeness of Body (x1)

ADVANCED ELITE MARRASH CR 10

Advanced Elite Marrash Fighter 2

*from Monster Manual 2

LE Medium Outsider (evil, lawful)

Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17

Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge (+5 Dex, +6 natural)

hp 121 (14 HD);

Resist *protection from arrow*

Fort +15, **Ref** +13, **Will** +10

Speed 30 ft. (6 squares), fly 70ft. (good);

Melee 2 claws +17/+17 (1d4+3) and bite +12 (1d6+1)

Ranged *masterwork composite longbow (str+3)* +21/+21/+16/+11 (1d8+3 /19-20, x3 plus disease) or

Ranged (Rapid Shot) *masterwork composite longbow (str+3)* +19/+19/+19/+14/+9 (1d8+3 /19-20, x3 plus disease)

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

Base Atk +14; **Grp** +17

Atk Options Manyshot, Point Blank Shot, Precise Shot

Special Actions Double bowfire, taklif arrow

Combat Gear *masterwork composite longbow (str+3)*

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 20, Con 18, Int 9, Wis 14, Cha 6
SQ disease

Feats Dodge, Improved Critical (longbow), Point Blank Shot, Manyshot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Balance +22, Hide +12, Jump +7, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +20,

Disease (Ex) Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.

Double Bowfire (Ex) In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a

disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

8: ASHVARU UNMASKED

ASHVARU

CR 13

12HD Advanced Succubus Fiend of Corruption* 3

* from Fiend Folio

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** darkvision 60ft; Listen +28, Spot +28

Aura does not radiate chaos or evil

Languages Abyssal, Celestial, Draconic, telepathy 100ft, *tongues*

AC 23, touch 12, flat-footed 21

(+1 Dex, +9 natural, +1 deflection, +2 AC bonus)

hp 82 (15 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

Fort +12, **Ref** +12, **Will** +13

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +15 (1d8+1)

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

Base Atk +14; **Grp** +15

Spell-Like Abilities (CL 18th):

At Will—*charm monster* (DC 24), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *quicken suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only)

3/day—*suggestion** (CL3; DC25)

1/day—*mark of justice*

Combat Gear *bracers of armor +2*, *brooch of shielding*, *ring of protection +1*

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 27

SQ Aligned strike, Alternate form, fiend's favor, mind shielding

Feats Dodge, Improved Natural Attack, Mobility, Persuasive Quicken Spell-Like Ability (*suggestion*), Thrall to Demon**

Skills Bluff +28, Concentration +19, Diplomacy +20, Disguise +25* (+27 acting), Escape Artist +19, Hide +14, Intimidate +26, Knowledge (religion) +16, Listen +28, Move Silently +14, Search +14, Sense Motive +8, Spot +28, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus *shirt of the leech*, *veil of allure*

Align Strike (Ex) A succubus's natural weapon as well as any weapon it wields counts as chaos-aligned and evil-aligned for the purpose of overcoming damage resistance.

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form of Small to

Large size as a standard action. While using this ability, the fiend gains a +10 bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after all, to manipulate a person who is running away howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a mean to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further temptations and blackmail.

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 25 Will save to negate the effect of the *suggestion*. The DC is 23 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonuses the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability – at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the “favor” for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on – until a power-hungry character is willing to do just about anything in return.

Mind Shielding (Su) at 2nd level, a fiend of corruption gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment. This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use suggestion three times per day. The saving throw is DC25 (as though the fiend had Spell Focus (Enchantment)). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a -2 penalty to her saving throw.

A fiend is generally interested in corrupting mortals and seducing them toward evil. A mortal

who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an *atonement* spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks

1: BANDITS FROM OUTSIDE

ADVANCED ELITE MARRASH CR 12

Advanced Elite Marrash Fighter 4
 *from Monster Manual 2
 LE Medium Outsider (evil, lawful)
Init +5; **Senses** darkvision 60ft, scent; Listen +17,
 Spot +17

Languages Common, Infernal

AC 22, touch 16, flat-footed 16; Dodge
 (+6 Dex, +6 natural)

hp 140 (16 HD);

Resist *protection from arrow*

Fort +16, **Ref** +15, **Will** +11

Speed 30 ft. (6 squares), fly 70ft. (good);

Melee 2 claws +19/+19 (1d4+3) and bite +14 (1d6+1)

Ranged +1 *shocking composite longbow (str+3)*
 +26/+26/+21/+16/+11 (1d8+8 /19-20, x3 plus 1d6
 electricity plus disease) or

Ranged (Rapid Shot) +1 *shocking composite longbow*
 (str+3) +24/+24/+24/+19/+14/+9 (1d8+8 /19-20, x3
 plus 1d6 electricity plus disease)

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

Base Atk +16; **Grp** +19

Atk Options Manyshot, Point Blank Shot, Precise
 Shot

Special Actions Double bowfire, taklif arrow

Combat Gear +1 *shocking composite longbow*,
gloves of Dexterity +2

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 23, Con 18, Int 9, Wis 14, Cha 6

SQ disease

Feats Dodge, Improved Critical (longbow), Point
 Blank Shot, Manyshot, Precise Shot, Ranged
 Weapon Mastery** (piercing), Rapid Shot, Weapon
 Focus (longbow), Weapon Specialization (longbow)

Skills Balance +23, Hide +13, Jump +9, Knowledge
 (religion) +14, Listen +17, Search +14, Spot +17,
 Tumble +21,

Disease (Ex) Any creature hit by a marrash's disease
 arrow must succeed at a Fortitude (DC14) or
 contract a more virulent version of filth fever.
 Incubation 1d3 days, damage 1d3 Dex and 1d3
 Con. Each day thereafter that the disease lasts, the
 infected creature must also succeed at a second
 Fortitude save (DC14) or 1 point each of that day's
 Dexterity and Constitution damage become drain
 instead.

Double Bowfire (Ex) In battle, a flying marrash grips
 its longbow with its taloned feet and draws the
 string with both hands. This allows it to fire two
 arrows nearly simultaneously at its highest attack
 bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must
 succeed at a Fortitude save (DC14) or contract a

disease similar to the marrash variant of filth fever
 (see Disease, above). The incubation period is
 1day. Damage: 1d3 Dex and 1d3 Con. However, a
 creature that fails any Fortitude save after its initial
 infection dies instantly, and neither *raise dead* nor
resurrection can restore it to life. The corpse rises
 as a new marrash 1d6 days later.

3: RHENNEE PERFUME

ADVANCED SUCCUBUS CR 10

CE Medium Outsider (Chaotic, Extraplanar, Evil,
 Tanar'ri)

Init +1; **Senses** Listen +25, Spot +25 (Darkvision 60
 ft.)

Aura strong evil

Languages Common

AC 20, touch 11, flat-footed 19
 (+1 Dex, +9 natural)

hp 66 (12 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +13 (1d8+1)

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

Base Atk +12; **Grp** +13

Atk Options

Special Actions

Spell-Like Abilities (CL 12th):

At Will—*charm monster* (DC 23), *detect good*,
detect thoughts (DC 21), *ethereal jaunt* (self plus
 50 pounds of objects only), *polymorph* (humanoid
 form only, no limit on duration), *suggestion* (DC
 22), *greater teleport* (self plus 50 pounds of
 objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha
 28

SQ Damage reduction 10/cold iron or good,
 darkvision 60 ft., immunity to electricity and poison,
 resistance to acid 10, cold 10, and fire 10, spell
 resistance 18, telepathy 100 ft., tongues

Feats Dodge, Improved Natural Attack, Mobility,
 Persuasive

Skills Bluff +26, Concentration +16, Diplomacy +19,
 Disguise +24* (+26 acting), Escape Artist +13,
 Hide +16, Intimidate +26, Knowledge (any one)
 +18, Listen +25, Move Silently +16, Search +15,
 Spot +25, Survival +2 (+4 following tracks), Use
 Rope +1 (+3 with bindings)

Possessions combat gear plus

Energy Drain (Su) A succubus drains energy from a
 mortal it lures into some act of passion, or by
 simply planting a kiss on the victim. If the target is
 not willing to be kissed, the succubus must start a
 grapple, which provokes an attack of opportunity.
 The succubus's kiss or embrace bestows one

negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 24 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

PALRETREE

CR 8

CE Medium Outsider (Chaotic, Evil, Fire, Tanar'ri)
Init +3; **Senses** Listen +12, Spot +12 (Darkvision 60 ft.)

Aura strong evil

Languages Abyssal, Celestial, Draconic (Telepathy 100ft.)

AC 23, touch 13, flat-footed 20
(+3 Dex, +10 natural)

hp 60 (8 HD); DR 10/good

Immune electricity, poison

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

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

Speed 30 ft. (6 squares);

Melee Longsword +14/+9 (1d8+7/19-20 plus 1d6 fire)
or

2 slams each +12 (1d8+4)

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

Base Atk +8; **Grp** +12

Atk Options Demonic Burn

Spell-Like Abilities (CL 12th):

At Will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

SQ darkvision 60 ft., DR 10/good, *fiery shield*, immunity to electricity and poison, resistance to acid 10 and fire 10, SR 18, *summon tanar'ri*, telepathy 100 ft.

Feats Combat Expertise, Dodge, Weapon Focus (longsword)

Skills Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex save (DC 17) or catch fire. The flame burns for 1d4 rounds. A

burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with reach, such as longswords, do not endanger their users in this way.

Spell-like Abilities: At will—*detect good*, *detect magic*, *see invisibility*; 1/day—*fear* (30-foot radius, DC 14). Caster level 8th.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success. This ability is the equivalent of a 4th level spell.

4: NORTHERN PASSION

ADVANCED SUCCUBUS

CR 10

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** Listen +25, Spot +25 (Darkvision 60 ft.)

Aura strong evil

Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)

hp 66 (12 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +13 (1d8+1)

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

Base Atk +12; **Grp** +13

Atk Options

Special Actions

Spell-Like Abilities (CL 12th):

At Will—*charm monster* (DC 23), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 22), *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28

SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues

Feats Dodge, Improved Natural Attack, Mobility, Persuasive

Skills Bluff +26, Concentration +16, Diplomacy +19, Disguise +24* (+26 acting), Escape Artist +13, Hide +16, Intimidate +26, Knowledge (any one) +18, Listen +25, Move Silently +16, Search +15,

Spot +25, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 24 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vroek with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

SKÖN

CR 9

Male human (suloise) barbarian 9

CN Medium humanoid (human)

Init +2; **Senses** Listen +10, Spot +0

Languages Cold Tongue, Common

AC 15, touch 12, flat-footed 13; Improved Uncanny Dodge

(+0 size, +2 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

hp 90 (9 HD); DR 1/-

Fort +8, **Ref** +6, **Will** +4

Speed 40 ft. in leather +1 (8 squares), base movement 40 ft.

Melee *greataxe* +1 +14/+9 (1d12+5/x3) or

Melee *sap* +1 +13/+8 (1d6+4) or

Melee *sap* +1 +11/+6/+1 (1d6+4) and *sap* +1 +11 (1d6+2)

Melee unarmed +12/+7 (1d3+3)

Base Atk +9; **Grp** +12

Atk Options Power Attack

Special Actions Mad Foam Rager, Cleave, Rage

Combat Gear, *vest of resistance* +1

Abilities Str 16, Dex 15, Con 13, Int 8, Wis 10, Cha 12

SQ Trap Sense (Ex) +3

Feats Cleave, Mad Foam Rager, Power Attack, Two-Weapon Fighting, Weapon Focus (Greataxe)

Skills Climb +8, Handle Animal +6, Jump +15, Listen +10, Ride +9, Speak Language(Cold Tongue) +1, Survival +10, Swim +6

Possessions combat gear plus *blessed bandage* (x5), *greataxe* +1, *leather* +1, *sap* +1 (x2)

Improved Uncanny Dodge (can't be flanked except by a level 13 rogue)

Rage (Ex) 3 times/day (6 rounds) Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 18)

Mad Foam Rager: As an immediate action, delay the effect of a single attack, spell or ability used against you until the end of your next turn. Can only be used while raging. Can be activated once every time you use your rage ability.

ABER CALLAN

CR 8

Male halfling rogue 8

LE Small humanoid(halfling)

Init +4; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 16, touch 16, flat-footed 12; Dodge, Improved Uncanny Dodge

(+1 size, +4 Dex, +0 class, +0 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 40 (8 HD);

Resist evasion

Fort +4, **Ref** +11, **Will** +4; +2 morale bonus on saving throws against fear

Speed 20 ft.

Melee masterwork sap (small) +12/+7 (1d4-1) or

Melee *rapier* +1 (small) +12/+7 (1d4/18-20) or

Melee unarmed +11/+6 (1d2-1)

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

Atk Options Sneak Attack +4d6

Combat Gear *healing belt*, *potion of invisibility*

Abilities Str 8, Dex 18, Con 13, Int 8, Wis 12, Cha 15

SQ +1 racial bonus on all saving throws, Trap Sense (Ex) +2, Trapfinding

Feats Dodge, Negotiator, Weapon Finesse

Skills Bluff +13, Diplomacy +19, Escape Artist +9, Gather Information +13, Jump +2, Sense Motive +14, Tumble +17, Use Magic Device +13, Use Rope +5, Use Rope (Bind someone) +7

Possessions combat gear plus masterwork sap (small), *rapier* +1 (small), *ring of protection* +1

Improved Uncanny Dodge: Can't be flanked except by a level 12 rogue.

6: IT ALL COMES CRASHING DOWN

EXPLODING GAS TRAP

CR 9

Description see text.

Search DC 29 Spot; **Type** mechanical

Trigger touch; **Init** +0

Effect 14D6 fire damage, Reflex DC 24 save for half

Duration 1 round

Disarm Sleight of Hand DC 29

CEILING COLLAPSE + POISON

CR 9

Description see text.

Search DC 18 Knowledge (architecture & engineering); **Type** mechanical

Trigger location; **Init** +0

Effect 12D6 impact damage, Reflex DC 24 save for half, plus poison (1d4 Dex/1d4 Dex, Fort DC 14)

Duration 1 round

Disarm Disable Device DC 30

7: THE SICK ONES

NAKU

CR 12

Female human monk 12

LE Medium humanoid (Human, Suel)

Init +7; **Senses** Listen +17, Spot +17

Aura law, evil, transmutation (vest, gloves, amulet and ring), conjuration (healing) (potion).

Languages Common

AC 23, touch 19, flat-footed 18

(+3 Dex, +2 AC bonus, +2 armor, +2 class, +2 deflection, +2 natural)

hp 96 (12 HD)

Immune normal diseases, poisons

Resist ranged attacks (deflect arrows feat), improved evasion, slow fall 60ft

Fort +11, **Ref** +12, **Will** +11 (+2 saves vs enchantment spells and effects)

Weakness

Speed 70 ft. in no armor (14 squares), base movement 70 ft.;

Melee unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) or

Melee unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +14 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +9 (2d6+4 19-20x2, lawful magic bludgeoning)

Ranged sling +13 (1d3+4)

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

Base Atk +9; **Grp** +13

Atk Options stunning fist (Fort DC 20)

Special Actions wholeness of body, abundant step

Combat Gear *ring of protection* +2, *vest of resistance* +2, *amulet of natural armor* +2, *gauntlets of ogre power*, *bracers of armor* +2, *brooch of shielding* (101 points), *potion of cure serious wounds* x3

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

Feats Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike)

Skills Spot +17, Listen +17, Tumble +18, Diplomacy +12

Possessions combat gear plus silk robe, 150gp

Stunning Fist (x12)

Wholeness of Body (x1)

Abundant Step (x1)

ADVANCED ELITE MARRASH

CR 12

Advanced Elite Marrash Fighter 4

*from Monster Manual 2

LE Medium Outsider (evil, lawful)

Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17

Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge

(+5 Dex, +6 natural)

hp 140 (16 HD);

Resist *protection from arrow*

Fort +16, **Ref** +14, **Will** +11

Speed 30 ft. (6 squares), fly 70ft. (good);

Melee 2 claws +19/+19 (1d4+3) and bite +14 (1d6+1)

Ranged *masterwork composite longbow* (str +3) +25/+25/+20/+15/+10 (1d8+7 /19-20, x3 plus disease) or

Ranged (Rapid Shot) *masterwork composite longbow* (str +3) +23/+23/+23/+18/+13/+8 (1d8+8 /19-20, x3 plus 1d6 electricity plus disease)

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

Base Atk +16; **Grp** +19

Atk Options Manyshot, Point Blank Shot, Precise Shot

Special Actions Double bowfire, taklif arrow

Combat Gear *masterwork composite longbow* (str +3)

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 21, Con 18, Int 9, Wis 14, Cha 6
SQ disease

Feats Dodge, Improved Critical (longbow), Point Blank Shot, Manyshot, Precise Shot, Ranged Weapon Mastery** (piercing), Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Balance +22, Hide +12, Jump +9, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +20,

Disease (Ex) Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.

Double Bowfire (Ex) In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

8: ASHVARU UNMASKED

ASHVARU

CR 15

Advanced Succubus Fiend of Corruption* 5

* from Fiend Folio

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** darkvision 60ft; Listen +30, Spot +30

Aura does not radiate chaos or evil

Languages Abyssal, Celestial, Draconic, telepathy 100ft, *tongues*

AC 25, touch 13, flat-footed 24

(+1 Dex, +9 natural, +2 deflection, +3 AC bonus)

hp 92 (16 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

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

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +16 (1d8+1)

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

Base Atk +15; **Grp** +16

Spell-Like Abilities (CL 14th):

At Will—*charm monster* (DC 25), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only)

3/day—*major creation* (CL5), *suggestion** (CL5; DC26)

1/day—*geas*, *mark of justice*

Combat Gear *bracers of armor* +3, *brooch of shielding*, *ring of protection* +2

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28

SQ Aligned strike, Alternate form, fiend's favor, fiendish graft, mind shielding, temptation

Feats Dodge, Improved Natural Attack, Mobility, Persuasive Quicken Spell-Like Ability (*suggestion*), Thrall to Demon**

Skills Bluff +31, Concentration +19, Diplomacy +21, Disguise +28* (+30 acting), Escape Artist +19, Hide +14, Intimidate +27, Knowledge (religion) +18, Listen +30, Move Silently +14, Search +14, Sense Motive +8, Spot +30, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus *shirt of the leech*, *veil of allure*

Align Strike (Ex) A succubus's natural weapon as well as any weapon it wields counts as chaos-aligned and evil-aligned for the purpose of overcoming damage resistance.

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. While using this ability, the fiend gains a +10 bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after

all, to manipulate a person who is running away howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a mean to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further temptations and blackmail.

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 26 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonuses the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability – at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the “favor” for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on – until a power-hungry character is willing to do just about anything in return.

Fiendish Graft (Su) Once per month, a fiend of corruption can bestow a fiendish graft or symbiont on a willing mortal (see Appendix 3 of the Fiend Folio).

Mind Shielding (Su) at 2nd level, a fiend of corruption gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment. This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use *suggestion* three times per day. The saving throw is DC26 (as though the fiend had Spell Focus (Enchantment)). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a -2 penalty to her saving throw.

A fiend is generally interested in corrupting mortals and seducing them toward evil. A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of

evil can easily be removed with an *atonement* spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Summon *Tanar'ri* (Sp) Once per day a succubus can attempt to summon 1 vroek with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Temptation (Su) This works like the redemption or temptation function of the atonement spells, and the fiend can use this ability whenever the opportunity arises.

Tongues (Su) A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks

1: BANDITS FROM OUTSIDE**ADVANCED ELITE MARRASH CR 14**

Advanced Elite Marrash Fighter 6

*from Monster Manual 2

LE Medium Outsider (evil, lawful)

Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17**Languages** Common, Infernal**AC** 22, touch 16, flat-footed 16; Dodge (+6 Dex, +6 natural)**hp** 159 (18 HD);**Resist** *protection from arrow***Fort** +17, **Ref** +16, **Will** +12**Speed** 30 ft. (6 squares), fly 70ft. (good);**Melee** 2 claws +21/+21 (1d4+3) and bite +16 (1d6+1)**Ranged** (Rapid Shot) +1 *shocking composite longbow* (str+3) +26/+26/+26/+21/+16/+11 (1d8+8 /19-20, x3 plus 1d6 electricity plus disease)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +18; **Grp** +21**Atk Options** Manyshot, Point Blank Shot, Precise Shot**Special Actions** Double bowfire, taklif arrow**Combat Gear** +1 *shocking composite longbow*, *glove of Dexterity* +2**Spell-Like Abilities** (CL 15th):At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 23, Con 18, Int 9, Wis 14, Cha 6
SQ disease**Feats** Dodge, Improved Critical (longbow), Improved Rapid Shot**, Point Blank Shot, Manyshot, Precise Shot, Ranged Weapon Mastery** (piercing), Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Balance +23, Hide +13, Jump +9, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +21,**Disease (Ex)** Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.**Double Bowfire (Ex)** In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.**Taklif Arrow** Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.**3: RHENNEE PERFUME****ADVANCED SUCCUBUS CR 10**

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** Listen +25, Spot +25 (Darkvision 60 ft.)**Aura** strong evil**Languages** Common**AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)**hp** 66 (12 HD); DR 10/cold iron or good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 18**Fort** +9, **Ref** +9, **Will** +10**Speed** 30 ft. (6 squares), fly 50 ft. (average);**Melee** Claw +13 (1d8+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +13**Atk Options****Special Actions****Spell-Like Abilities** (CL 12th):At Will—*charm monster* (DC 23), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 22), *greater teleport* (self plus 50 pounds of objects only)**Abilities** Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28**SQ** Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues**Feats** Dodge, Improved Natural Attack, Mobility, Persuasive**Skills** Bluff +26, Concentration +16, Diplomacy +19, Disguise +24* (+26 acting), Escape Artist +13, Hide +16, Intimidate +26, Knowledge (any one) +18, Listen +25, Move Silently +16, Search +15, Spot +25, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)**Possessions** combat gear plus**Energy Drain (Su)** A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept

another kiss from the succubus. The victim must succeed on a DC 24 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrook with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

4: NORTHERN PASSION

ADVANCED SUCCUBUS CR 10

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** Listen +25, Spot +25 (Darkvision 60 ft.)

Aura strong evil

Languages Common

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 66 (12 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +13 (1d8+1)

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

Base Atk +12; **Grp** +13

Atk Options

Special Actions

Spell-Like Abilities (CL 12th):

At Will—*charm monster* (DC 23), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 22), *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28

SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues

Feats Dodge, Improved Natural Attack, Mobility, Persuasive

Skills Bluff +26, Concentration +16, Diplomacy +19, Disguise +24* (+26 acting), Escape Artist +13, Hide +16, Intimidate +26, Knowledge (any one) +18, Listen +25, Move Silently +16, Search +15, Spot +25, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 24 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrook with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

SKÖN

CR 12

Male human (suloise) barbarian 12

CN Medium humanoid (human)

Init +2; **Senses** Listen +14, Spot +0

Languages Cold Tongue, Common

AC 16, touch 13, flat-footed 14; Improved Uncanny Dodge

(+0 size, +2 Dex, +0 class, +3 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 132 (12 HD); DR 2/-

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

Speed 40 ft. in leather +1 (8 squares), base movement 40 ft.

Melee greataxe +2 +18/+13/+8 (1d12+6/x3) or

Melee sap +1 +16/+11/+6 (1d6+4) or

Melee sap +1 +14/+9/+4 (1d6+4) and sap +1 +14 (1d6+2)

Melee unarmed +15/+10/+5 (1d3+3)

Base Atk +12; **Grp** +15

Atk Options Power Attack

Special Actions Mad Foam Rager, Cleave, Rage

Combat Gear, vest of resistance +1

Abilities Str 16, Dex 15, Con 14, Int 8, Wis 10, Cha 12

SQ Trap Sense (Ex) +4

Feats Cleave, Mad Foam Rager, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (Greataxe)

Skills Climb +8, Handle Animal +6, Jump +19, Listen +14, Ride +9, Speak Language(Cold Tongue) +1, Survival +14, Swim +6

Possessions combat gear plus blessed bandage (x5), greataxe +2, leather +1, ring of protection +1, sap +1 (x2)

Greater Rage (Ex) 4 times/day (8 rounds) Bonuses when enraged (STR +6, CON +6, Will +3, AC -2, HP 36)

Improved Uncanny Dodge (can't be flanked except by a level 16 rogue)

Mad Foam Rager: As an immediate action, delay the effect of a single attack, spell or ability used against you until the end of your next turn. Can only be used while raging. Can be activated once every time you use your rage ability.

ABER CALLAN

CR 11

Male halfling rogue 11

LE Small humanoid(halfling)

Init +4; **Senses** Listen +3, Spot +1

Languages Common, Halfling

AC 16, touch 16, flat-footed 12; **Dodge**, **Improved Uncanny Dodge**

(+1 size, +4 Dex, +0 class, +0 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

hp 55 (11 HD)

Resist evasion

Fort +5, **Ref** +12, **Will** +5; +2 morale bonus on saving throws against fear

Speed 20 ft.

Melee masterwork sap (small) +14/+9 (1d4-1) or

Melee rapier +1 (small) +14/+9 (1d4/18-20) or

Melee unarmed +13/+8 (1d2-1)

Base Atk +8; **Grp** +3

Atk Options Sneak Attack +6d6 and Staggering Strike

Special Actions Opportunist

Combat Gear *healing belt*, *ring of invisibility*

Abilities Str 8, Dex 18, Con 13, Int 8, Wis 12, Cha 15

SQ +1 racial bonus on all saving throws, Trap Sense (Ex) +3, Trapfinding

Feats Dodge, Negotiator, Staggering Strike, Weapon Finesse

Skills Bluff +16, Diplomacy +22, Escape Artist +9, Escape Artist (Escape from rope bonds) +11, Gather Information +16, Jump +2, Sense Motive +17, Tumble +20, Use Magic Device +15, Use Rope +9, Use Rope (Bind someone) +11

Possessions combat gear plus masterwork sap (small), *rapier +1 (small)*, *ring of protection +1*

Improved Uncanny Dodge: Can't be flanked except by a level 15 rogue.

Opportunist (Ex): 1/round a rogue can Atk of Op vs opponent hit by another character

Staggering Strike: On a successful melee sneak attack, target is staggered for 1 round unless they make a Fortitude save vs damage dealt. DC 15 Heal check or magical healing for 1 hp or more negates.

6: IT ALL COMES CRASHING DOWN

EXPLODING GAS TRAP

CR 10

Description see text.

Search DC 31 Spot; **Type** mechanical

Trigger touch; **Init** +0

Effect 14D6 fire damage, Reflex DC 24 save for half

Duration 1 round

Disarm Sleight of Hand DC 29

CEILING COLLAPSE + POISON CR 10

Description see text.

Search DC 18 Knowledge (architecture & engineering); **Type** mechanical

Trigger location; **Init** +0

Effect 14D6 impact damage, Reflex DC 24 save for half, plus poison (1d6 Dex/1d6 Dex, Fort DC 18)

Duration 1 round

Disarm Disable Device DC 30

7: THE SICK ONES

NAKU

CR 14

Female human monk 14

LE Medium humanoid (Human, Suel)

Init +7; **Senses** Listen +19, Spot +19

Aura law, evil, transmutation (vest, gloves, amulet and ring), conjuration (healing) (potion).

Languages Common

AC 25, touch 19, flat-footed 19

(+3 Dex, +2 AC bonus, +3 armor, +2 class, +2 deflection, +3 natural)

hp 112 (14 HD)

Immune normal diseases, poisons

Resist ranged attacks (deflect arrows feat), improved evasion, slow fall 70ft **SR** 24

Fort +13, **Ref** +14, **Will** +13 (+2 saves vs enchantment spells and effects)

Weakness

Speed 70 ft. in no armor (14 squares), base movement 70 ft.;

Melee unarmed strike +15 (1d2d8+4 19-20x2, lawful magic bludgeoning) or

Melee unarmed strike +15 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +15 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +15 (2d6+4 19-20x2, lawful magic bludgeoning) and unarmed strike +10 (2d6+4 19-20x2, lawful magic bludgeoning)

Ranged sling +14 (1d3+4)

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

Base Atk +10; **Grp** +14

Atk Options stunning fist (Fort DC 21)

Special Actions wholeness of body, abundant step

Combat Gear *ring of protection +2*, *vest of resistance +3*, *amulet of natural armor +3*, *gauntlets of ogre power*, *bracers of armor +3*, *brooch of shielding (101 points)*, *potion of cure serious wounds x3*

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

Feats Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike)

Skills Spot +19, Listen +19, Tumble +20, Diplomacy +14

Possessions combat gear plus silk robe, 150gp

Stunning Fist (x14)

Wholeness of Body (x1)

Abundant Step (x1)

ADVANCED ELITE MARRASH CR 14

Advanced Elite Marrash Fighter 6

*from Monster Manual 2

LE Medium Outsider (evil, lawful)

Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17

Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge (+5 Dex, +6 natural)

hp 159 (18 HD);

Resist *protection from arrow*

Fort +17, **Ref** +16, **Will** +12

Speed 30 ft. (6 squares), fly 70ft. (good);

Melee 2 claws +21/+21 (1d4+3) and bite +16 (1d6+1)

Ranged *masterwork composite longbow (str +3)* +27/+27/+22/+17/+11 (1d8+8 /19-20, x3 plus disease)

Ranged (Rapid Shot) *masterwork composite longbow (str +3)* +25/+25/+25/+19/+14/+9 (1d8+8 /19-20, x3 plus disease)

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

Base Atk +18; **Grp** +21

Atk Options Manyshot, Point Blank Shot, Precise Shot

Special Actions Double bowfire, taklif arrow

Combat Gear *masterwork composite longbow (str +3)*

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 21, Con 18, Int 9, Wis 14, Cha 6
SQ disease

Feats Dodge, Improved Critical (longbow), Improved Rapid Shot**, Point Blank Shot, Manyshot, Precise Shot, Ranged Weapon Mastery** (piercing), Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Balance +22, Hide +12, Jump +9, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +20,

Disease (Ex) Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.

Double Bowfire (Ex) In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two

arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

8: ASHVARU UNMASKED

ASHVARU

CR 17

Advanced Succubus Bard 1, Fiend of Corruption* 6

* from Fiend Folio

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** darkvision 60ft; Listen +30, Spot +30

Aura does not radiate chaos or evil

Languages Abyssal, Celestial, Draconic, telepathy 100ft, *tongues*

AC 28, touch 15, flat-footed 27

(+1 Dex, +9 natural, +4 deflection, +4 AC bonus)

hp 102 (19 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

Fort +14, **Ref** +16, **Will** +17

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +17 (1d8+1)

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

Base Atk +16; **Grp** +17

OR

Bard Spells Known (CL 1st):

0 (2/day)—*daze* (DC 21), *detect magic*, *lullaby* (DC 21), *prestidigitation*

† Already cast

Spell-Like Abilities (CL 14th):

At Will—*charm monster* (DC 25), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only)

3/day—*major creation* (CL5), *suggestion** (CL5; DC26)

1/day—*geas*, *mark of justice*

Combat Gear *bracers of armor +4*, *brooch of shielding*, *ring of protection +4*, *cloak of displacement (major)*

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28

SQ Aligned strike, Alternate form, bardic knowledge, bardic music, countersong, *fascinate*, fiend's favor, fiendish graft, grant wish, inspire courage +1, mind shielding, soul bargain, temptation

Feats Dodge, Improved Natural Attack, Mobility, Negotiator, Persuasive Quicken Spell-Like Ability (*suggestion*), Thrall to Demon**,

Skills Bluff +33, Concentration +24, Diplomacy +23, Disguise +30* (+32 acting), Escape Artist +19, Hide +14, Intimidate +27, Knowledge (religion) +18, Listen +30, Move Silently +14, Move Silently +14, Perform +13, Sense Motive +11, Spot +30, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus *shirt of the leech*, *veil of allure*

Align Strike (Ex) A succubus's natural weapon as well as any weapon it wields counts as chaos-aligned and evil-aligned for the purpose of overcoming damage resistance.

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. While using this ability, the fiend gains a +10 bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after all, to manipulate a person who is running away howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a mean to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further temptations and blackmail.

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 26 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonuses the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability – at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the “favor” for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on – until a power-hungry character is willing to do just about anything in return.

Fiendish Graft (Su) Once per month, a fiend of corruption can bestow a fiendish graft or symbiont on a willing mortal (see Appendix 3 of the Fiend Folio).

Grant Wish (Sp) A 6th level fiend of corruption can grant a *wish* to a mortal. (not an elemental, outsider or nonliving creature once per day. Using this ability costs the fiend experience points as if it were casting a *wish* spell, so fiends never use this ability lightly.

A fiend typically uses this ability as part of a soul bargain (see below), allowing it to grant its mortal target's desire in exchange for ownership of the mortal's soul.

Mind Shielding (Su) at 2nd level, a fiend of corruption gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment. This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Soul Bargain (Su) A fiend gains the ability to enter a binding agreement with a mortal, at the cost of the mortal's soul. The mortal victim must enter the soul bargain willingly.

Upon the mortal's death (by any means), her soul is transferred to a gem, even if the gem and the mortal are not on the same plane at the time.

The bargain requires 1 hour to complete and is utterly inviolable once forged. The only way to escape a soul bargain is to recover the gem after the mortal's death and break it, freeing her soul and allowing her to be restored to life through normal means.

It is quite common for fiends of corruption, as soon as a soul bargain is complete, to return to their native plane and await the mortal's death, or at least deposit the gem in a safe place before returning to hasten the victim's demise.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use suggestion three times per day. The saving throw is DC26 (as though the fiend had Spell Focus (Enchantment)). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a -2 penalty to her saving throw.

A fiend is generally interested in corrupting mortals and seducing them toward evil. A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an *atonement* spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vroek with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Temptation (Su) This works like the redemption or temptation function of the atonement spells, and the fiend can use this ability whenever the opportunity arises.

Tongues (Su) A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks

1: BANDITS FROM OUTSIDE**ADVANCED ELITE MARRASH CR 14**

Advanced Elite Marrash Fighter 6

*from Monster Manual 2

LE Medium Outsider (evil, lawful)

Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17**Languages** Common, Infernal**AC** 22, touch 16, flat-footed 16; Dodge (+6 Dex, +6 natural)**hp** 159 (18 HD);**Resist** *protection from arrow***Fort** +17, **Ref** +16, **Will** +12**Speed** 30 ft. (6 squares), fly 70ft. (good);**Melee** 2 claws +21/+21 (1d4+3) and bite +16 (1d6+1)**Ranged** (Rapid Shot) +1 *shocking composite longbow* (str+3) +26/+26/+26/+21/+16/+11 (1d8+8 /19-20, x3 plus 1d6 electricity plus disease)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +18; **Grp** +21**Atk Options** Manyshot, Point Blank Shot, Precise Shot**Special Actions** Double bowfire, taklif arrow**Combat Gear** +1 *shocking composite longbow, glove of Dexterity* +2**Spell-Like Abilities** (CL 15th):At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 23, Con 18, Int 9, Wis 14, Cha 6
SQ disease**Feats** Dodge, Improved Critical (longbow), Improved Rapid Shot**, Point Blank Shot, Manyshot, Precise Shot, Ranged Weapon Mastery** (piercing), Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Balance +23, Hide +13, Jump +9, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +21,**Disease (Ex)** Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.**Double Bowfire (Ex)** In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.**Taklif Arrow** Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.**3: RHENNEE PERFUME****ADVANCED SUCCUBUS CR 10**

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** Listen +25, Spot +25 (Darkvision 60 ft.)**Aura** strong evil**Languages** Common**AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)**hp** 66 (12 HD); DR 10/cold iron or good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 18**Fort** +9, **Ref** +9, **Will** +10**Speed** 30 ft. (6 squares), fly 50 ft. (average);**Melee** Claw +13 (1d8+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +13**Atk Options****Special Actions****Spell-Like Abilities** (CL 12th):At Will—*charm monster* (DC 23), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 22), *greater teleport* (self plus 50 pounds of objects only)**Abilities** Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28**SQ** Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues**Feats** Dodge, Improved Natural Attack, Mobility, Persuasive**Skills** Bluff +26, Concentration +16, Diplomacy +19, Disguise +24* (+26 acting), Escape Artist +13, Hide +16, Intimidate +26, Knowledge (any one) +18, Listen +25, Move Silently +16, Search +15, Spot +25, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)**Possessions** combat gear plus**Energy Drain (Su)** A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept

another kiss from the succubus. The victim must succeed on a DC 24 Will save to negate the effect of the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su) A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks

MATURE NABASSU CR 15

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

Init +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

Languages Abyssal, Common; telepathy 100 ft.

AC 31, touch 15, flat-footed 26

(+5 Dex, +16 natural)

hp 202 (15 HD); regeneration 5; DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +20, **Ref** +14, **Will** +16

Speed 40 ft. (8 squares), fly 90 ft. (good);

Melee bite +24 (2d8+9/19-20) and
2 claws +19 (1d8+4)

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

Base Atk +15; **Grp** +24

Atk Options sneak attack +6d6

Special Actions death-stealing gaze, feed, *summon tanar'ri*, vampiric link

Spell-Like Abilities (CL 15th):

At will—*darkness*, *enervation* (+20 ranged touch), *ethereal jaunt*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *obscuring mist*, *silence* (DC 18), *true seeing*, *unholy aura* (DC 24), *unholy blight* (DC 20)

3/day—*blasphemy* (DC 23), *energy drain* (+20 melee touch; DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23

SQ camouflage, tanar'ri traits

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (Bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23, Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local, luz's Border States) +23, Knowledge (religion) +23, Knowledge (planes) +3, Listen +23, Move Silently +23, Spot +23, Tumble +25, Use Magic Device +24

Regeneration (Ex) Damage caused by good-aligned weapons deal lethal damage to a mature nabassu.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels by a mature nabassu's death-stealing gaze dies and is immediately transformed into a ghoul under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

As a standard action, a nabassu can actively use its gaze to kill a single creature within range, regardless of the creature's type. A creature that fails the DC 25 Fortitude save against this killing gaze is immediately slain. This is a death effect.

Feed (Su) A mature nabassu can feed on the body of a helpless living humanoid, devouring its flesh and its life force. This requires a coup de grace attack from the nabassu, which provokes attacks of opportunity per normal. If the attack succeeds at slaying the creature, a significant portion of its physical body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. A *wish*, *miracle*, or *true resurrection*, is required to restore a devoured victim to life.

A mature nabassu that devours a humanoid in this fashion gains the effects of a *death knell* spell (CL 20th).

Summon Tanar'ri (Sp) Once per day, a nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This is the ability of a 7th-level spell (CL 15).

Vampiric Link (Su) As a standard action, a mature nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 23 Will save; otherwise the link remains in place until the target moves out of range or the nabassu targets a different creature. A creature affected by a vampiric link finds that whenever he damages the nabassu, be it with a spell or a weapon, he takes the same amount of damage. Additionally, if the creature targets the nabassu with a spell, the effects of the spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance or the nabassu makes its saving throw. This is a necromancy effect.

Camouflage (Ex) Does not apply in a city.

4: NORTHERN PASSION

ADVANCED SUCCUBUS CR 10

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** Listen +25, Spot +25 (Darkvision 60 ft.)

Aura strong evil

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 natural)
hp 66 (12 HD); DR 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 18
Fort +9, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (average);
Melee Claw +13 (1d8+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +13
Atk Options
Special Actions
Spell-Like Abilities (CL 12th):
 At Will—*charm monster* (DC 23), *detect good*,
detect thoughts (DC 21), *ethereal jaunt* (self plus
 50 pounds of objects only), *polymorph* (humanoid
 form only, no limit on duration), *suggestion* (DC
 22), *greater teleport* (self plus 50 pounds of
 objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha
 28
SQ Damage reduction 10/cold iron or good,
 darkvision 60 ft., immunity to electricity and poison,
 resistance to acid 10, cold 10, and fire 10, spell
 resistance 18, telepathy 100 ft., tongues
Feats Dodge, Improved Natural Attack, Mobility,
 Persuasive
Skills Bluff +26, Concentration +16, Diplomacy +19,
 Disguise +24* (+26 acting), Escape Artist +13,
 Hide +16, Intimidate +26, Knowledge (any one)
 +18, Listen +25, Move Silently +16, Search +15,
 Spot +25, Survival +2 (+4 following tracks), Use
 Rope +1 (+3 with bindings)
Possessions combat gear plus

Energy Drain (Su) A succubus drains energy from a
 mortal it lures into some act of passion, or by
 simply planting a kiss on the victim. If the target is
 not willing to be kissed, the succubus must start a
 grapple, which provokes an attack of opportunity.
 The succubus's kiss or embrace bestows one
 negative level. The kiss also has the effect of a
suggestion spell, asking the victim to accept
 another kiss from the succubus. The victim must
 succeed on a DC 24 Will save to negate the effect
 of the *suggestion*. The DC is 24 for the Fortitude
 save to remove a negative level. These save DCs
 are Charisma-based.
Summon Tanar'ri (Sp) Once per day a succubus can
 attempt to summon 1 vrock with a 30% chance of
 success. This ability is the equivalent of a 3rd-level
 spell.
Tongues (Su) A succubus has a permanent tongues
 ability (as the spell, caster level 12th). Succubi
 usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and
 Spot checks.
 * While using her alter self ability, a succubus gains a
 +10 circumstance bonus on Disguise check

SKÖN

Male human (suloise) barbarian 15

CR 15

CN Medium humanoid (human)
Init +2; **Senses** Listen +18, Spot +0
Languages Cold-tongue, Common

AC 17, touch 13, flat-footed 15; Improved Uncanny
 Dodge
 (+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +1
 deflection, +0 insight, +0 natural)
hp 165 (15 HD); DR 3/-;
Fort +11, **Ref** +7, **Will** +5

Speed 40 ft. in leather +2 (8 squares), base
 movement 40 ft.
Melee *greataxe* +3 +24/+19/+14 (1d12+10/x3) or
Melee *sap* +1 +21/+16/+11 (1d6+6) or
Melee *sap* +1 +19/+14/+9 (1d6+6) and *sap* +1 +19
 (1d6+3)
Melee unarmed +20/+15/+10 (1d3+5)
Base Atk +15; **Grp** +20
Atk Options Power Attack
Special Actions Mad Foam Rager, Cleave, Rage
Combat Gear *belt of giant strength +4*

Abilities Str 20, Dex 15, Con 14, Int 8, Wis 10, Cha
 12
SQ Bonuses when enraged (STR +6, CON +6, Will
 +3, AC -2, HP 45), Greater Rage (Ex) 4 times/day
 (8 rounds), Indomitable Will (Ex), Trap Sense (Ex)
 +5
Feats Blind-Fight, Cleave, Mad Foam Rager, Power
 Attack, Quick Draw, Two-Weapon Fighting,
 Weapon Focus (Greataxe)
Skills Climb +10, Handle Animal +6, Jump +25,
 Listen +18, Ride +9, Speak Language
 (Common), Survival +18, Swim +8
Possessions combat gear plus, *blessed bandage*
(x5), *greataxe* +3, *leather* +2, *ring of protection +1*,
sap +1 (x2)

Greater Rage (Ex) 4 times/day (8 rounds) Bonuses
 when enraged (STR +6, CON +6, Will +3, AC -2,
 HP 45)
Indomitable Will (Ex): While in a rage, a barbarian of
 14th level or higher gains a +4 bonus on Will saves
 to resist enchantment spells. This bonus stacks
 with all other modifiers, including the morale bonus
 on Will saves he also receives during his rage.

Improved Uncanny Dodge (can't be flanked except
 by a level 19 rogue)
Mad Foam Rager: As an immediate action, delay the
 effect of a single attack, spell or ability used
 against you until the end of your next turn. Can
 only be used while raging. Can be activated once
 every time you use your rage ability.

ABER CALLAN

Male halfling rogue 12
 LE Small humanoid(halfling)
Init +4; **Senses** Listen +3, Spot +1
Languages Common, Halfling

AC 16, touch 16, flat-footed 12; Dodge, Mobility,
 Improved Uncanny Dodge
 (+1 size, +4 Dex, +0 class, +0 armor, +0 shield, +1
 deflection, +0 insight, +0 natural)

CR 12

hp 60 (12 HD);
Resist evasion
Fort +6, **Ref** +13, **Will** +6; +2 morale bonus on saving throws against fear

Speed 20 ft.
Melee masterwork sap (small) +15/+10 (1d4-1) or **Melee rapier** +2 (small) +16/+11 (1d4+1/18-20) or **Melee** unarmed +14/+9 (1d2-1)
Base Atk +9; **Grp** +4
Atk Options Sneak Attack +6d6 and Staggering Strike
Special Actions Opportunist
Combat Gear *healing belt, ring of invisibility*

Abilities Str 8, Dex 18, Con 13, Int 8, Wis 12, Cha 16
SQ +1 racial bonus on all saving throws, Trap Sense (Ex) +4, Trapfinding
Feats Dodge, Mobility, Negotiator, Staggering Strike, Weapon Finesse
Skills Bluff +18, Diplomacy +24, Escape Artist +9, Escape Artist (Escape from rope bonds) +11, Gather Information +18, Jump +2, Sense Motive +18, Tumble +21, Use Magic Device +18, Use Rope +9, Use Rope (Bind someone) +11

6: IT ALL COMES CRASHING DOWN

EXPLODING GAS TRAP CR 10

Description see text.
Search DC 31 Spot; **Type** mechanical

Trigger touch; **Init** +0
Effect 14D6 fire damage, Reflex DC 24 save for half
Duration 1 round

Disarm Sleight of Hand DC 29

CEILING COLLAPSE + POISON CR 10

Description see text.
Search DC 18 Knowledge (architecture & engineering); **Type** mechanical

Trigger location; **Init** +0
Effect 14D6 impact damage, Reflex DC 24 save for half, plus poison (1d6 Con/2d6 Con, Fort DC 20)
Duration 1 round

Disarm Disable Device DC 30

7: THE SICK ONES

NAKU CR 16

Female human monk 16
LE Medium humanoid (Human, Suel)
Init +7; **Senses** Listen +21, Spot +21
Aura law, evil, transmutation (vest, gloves, amulet and ring), conjuration (healing) (potion).
Languages Common

AC 31, touch 21, flat-footed 22
(+3 Dex, +2 AC bonus, +4 armor, +3 class, +3 deflection, +4 natural)
hp 126 (16 HD)
Immune normal diseases, poisons
Resist ranged attacks (deflect arrows feat), improved evasion, slow fall 80ft **SR** 26

Fort +14, **Ref** +15, **Will** +14 (+2 saves vs enchantment spells and effects)

Weakness

Speed 70 ft. in no armor (14 squares), base movement 70 ft.;
Melee unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) or
Melee unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +18 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +13 (2d8+5 19-20x2, lawful magic adamantine bludgeoning) and unarmed strike +8 (2d8+5 19-20x2, lawful magic adamantine bludgeoning)
Ranged sling +17 (1d3+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +17
Atk Options stunning fist (Fort DC 22), quivering palm (Fort DC 22)
Special Actions wholeness of body, abundant step, quivering palm
Combat Gear *ring of protection* +3, *vest of resistance* +3, *amulet of natural armor* +3, *gauntlets of ogre power*, *bracers of armor* +4, *brooch of shielding* (101 points), *potion of cure serious wounds* x3

Abilities Str 20, Dex 16, Con 14, Int 8, Wis 14, Cha 14
Feats Improved Toughness, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Deflect Arrows, Power Attack, Weapon Focus (Unarmed Strike), Ability Focus (Stunning Fist), Improved Critical (unarmed strike), Ability Focus (Quivering Palm)
Skills Spot +21, Listen +21, Tumble +22, Diplomacy +15
Possessions combat gear plus silk robe, 150gp

Stunning Fist (x16)
Wholeness of Body (x1)
Abundant Step (x1)

ADVANCED ELITE MARRASH CR 14

Advanced Elite Marrash Fighter 6
*from Monster Manual 2
LE Medium Outsider (evil, lawful)
Init +5; **Senses** darkvision 60ft, scent; Listen +17, Spot +17
Languages Common, Infernal

AC 21, touch 15, flat-footed 16; Dodge (+5 Dex, +6 natural)
hp 159 (18 HD);
Resist *protection from arrow*
Fort +17, **Ref** +16, **Will** +12

Speed 30 ft. (6 squares), fly 70ft. (good);
Melee 2 claws +21/+21 (1d4+3) and bite +16 (1d6+1)
Ranged *masterwork composite longbow* (str +3) +27/+27/+22/+17/+11 (1d8+8 /19-20, x3 plus disease)

Ranged (Rapid Shot) *masterwork composite longbow* (str +3) +25/+25/+25/+19/+14/+9 (1d8+8 /19-20, x3 plus disease)

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

Base Atk +18; **Grp** +21

Atk Options Manyshot, Point Blank Shot, Precise Shot

Special Actions Double bowfire, taklif arrow

Combat Gear *masterwork composite longbow* (str +3)

Spell-Like Abilities (CL 15th):

At Will—*protection from arrows* †

† Already cast

Abilities Str 16, Dex 21, Con 18, Int 9, Wis 14, Cha 6
SQ disease

Feats Dodge, Improved Critical (longbow), Improved Rapid Shot**, Point Blank Shot, Manyshot, Precise Shot, Ranged Weapon Mastery** (piercing), Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Balance +22, Hide +12, Jump +9, Knowledge (religion) +14, Listen +17, Search +14, Spot +17, Tumble +20,

Disease (Ex) Any creature hit by a marrash's disease arrow must succeed at a Fortitude (DC14) or contract a more virulent version of filth fever. Incubation 1d3 days, damage 1d3 Dex and 1d3 Con. Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC14) or 1 point each of that day's Dexterity and Constitution damage become drain instead.

Double Bowfire (Ex) In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow Any creature hit by a taklif arrow must succeed at a Fortitude save (DC14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1day. Damage: 1d3 Dex and 1d3 Con. However, a creature that fails any Fortitude save after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

8: ASHVARU UNMASKED

ASHVARU

CR 19

Advanced Succubus Bard 3, Fiend of Corruption* 6

* from Fiend Folio

CE Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +1; **Senses** darkvision 60ft; Listen +30, Spot +30

Aura does not radiate chaos or evil

Languages Abyssal, Celestial, Draconic, telepathy 100ft, *tongues*

AC 36, touch 16, flat-footed 35

(+1 Dex, +12 natural, +5 deflection, +8 AC bonus)

hp 113 (21 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

Fort +15, **Ref** +17, **Will** +18

Speed 30 ft. (6 squares), fly 50 ft. (average);

Melee Claw +19 (1d8+1)

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

Base Atk +18; **Grp** +19

Bard Spells Known (CL 1st):

1st (4/day)—*charm person* (DC 22), *cure light wounds*, *lesser confusion* (DC 22)

0 (3/day)—*daze* (DC 21), *detect magic*, *lullaby* (DC 21), *prestidigitation*

† Already cast

Spell-Like Abilities (CL 14th):

At Will—*charm monster* (DC 25), *detect good*, *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only)

3/day—*major creation* (CL5), *suggestion** (CL5; DC26)

1/day—*geas*, *mark of justice*

Combat Gear *amulet of natural armor* +3, *bracers of armor* +8, *brooch of shielding*, *ring of protection* +5, *cloak of displacement* (major)

Abilities Str 13, Dex 13, Con 14, Int 16, Wis 14, Cha 28

SQ Aligned strike, Alternate form, bardic knowledge, bardic music, countersong, *fascinate*, fiend's favor, fiendish graft, grant wish, inspire competence, inspire courage +1, mind shielding, soul bargain, temptation

Feats Ability Focus (energy drain), Dodge, Improved Natural Attack, Mobility, Negotiator, Persuasive Quicken Spell-Like Ability (*suggestion*), Thrall to Demon**,

Skills Bluff +33, Concentration +25, Diplomacy +27, Disguise +30* (+32 acting), Escape Artist +19, Hide +16, Intimidate +27, Knowledge (religion) +23, Listen +30, Move Silently +16, Perform +15, Search +14, Sense Motive +13, Spot +30, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Possessions combat gear plus *shirt of the leech*, *veil of allure*

Align Strike (Ex) A succubus's natural weapon as well as any weapon it wields counts as chaos-aligned and evil-aligned for the purpose of overcoming damage resistance.

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. While using this ability, the fiend gains a +10 bonus on Disguise checks.

Fiends of corruption typically use this ability to make themselves appear pleasing or even desirable to their intended targets. It is hard, after all, to manipulate a person who is running away howling in terror.

Fiends often use sexual temptation as a tool for corruption, but the seduction is simply a mean to the eventual end of the mortal's damnation, not an end in itself. Once drawn into an intimate relationship with a fiend (particularly if this relationship is considered illicit), mortals are more susceptible to further temptations and blackmail.

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 28 Will save to negate the effect of the *suggestion*. The DC is 26 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonuses the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score for the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Fiends of corruption are quite free with this ability – at least at first. They often approach people who are in need of a short-term ability boost for a specific situation, offering them the "favor" for free or in exchange for performing a simple task. The next day, when the affected creature is suffering from the penalty, the price for restoring the favor gets slightly higher, and so on – until a power-hungry character is willing to do just about anything in return.

Fiendish Graft (Su) Once per month, a fiend of corruption can bestow a fiendish graft or symbiont on a willing mortal (see Appendix 3 of the Fiend Folio).

Grant Wish (Sp) A 6th level fiend of corruption can grant a *wish* to a mortal. (not an elemental, outsider or nonliving creature once per day. Using this ability costs the fiend experience points as if it were casting a *wish* spell, so fiends never use this ability lightly.

A fiend typically uses this ability as part of a soul bargain (see below), allowing it to grant its mortal target's desire in exchange for ownership of the mortal's soul.

Mind Shielding (Su) at 2nd level, a fiend of corruption gains complete immunity to detect thoughts, discern lies, and any attempt to magically discern its alignment. This ability solidifies a fiend's disguise, cloaking its thoughts as well as its flesh.

Soul Bargain (Su) A fiend gains the ability to enter a binding agreement with a mortal, at the cost of the mortal's soul. The mortal victim must enter the soul bargain willingly.

Upon the mortal's death (by any means), her soul is transferred to a gem, even if the gem and the mortal are not on the same plane at the time.

The bargain requires 1 hour to complete and is utterly inviolable once forged. The only way to escape a soul bargain is to recover the gem after the mortal's death and break it, freeing her soul and allowing her to be restored to life through normal means.

It is quite common for fiends of corruption, as soon as a soul bargain is complete, to return to their native plane and await the mortal's death, or at least deposit the gem in a safe place before returning to hasten the victim's demise.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use suggestion three times per day. The saving throw is DC26 (as though the fiend had Spell Focus (Enchantment)). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a -2 penalty to her saving throw.

A fiend is generally interested in corrupting mortals and seducing them toward evil. A mortal who commits an evil act because of a magical compulsion is not fully corrupted, and the taint of evil can easily be removed with an *atonement* spell. Even so, using this power can be a useful first step toward the mortal's ultimate damnation. Once the deed is done, the fiend has a stronger foothold for later temptation or even blackmail.

Summon Tanar'ri (Sp) Once per day a succubus can attempt to summon 1 vroek with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Temptation (Su) This works like the redemption or temptation function of the atonement spells, and the fiend can use this ability whenever the opportunity arises.

Tongues (Su) A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her *alter self* ability, a succubus gains a +10 circumstance bonus on Disguise checks

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Rapid Shot

You are an expert at firing weapons with exceptional speed.

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Source: *Complete Warrior* 101

Ranged Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls. In addition, you increase its range increment by 20 feet.

Special: You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Ranged Weapon Mastery as one of his fighter bonus feats.

Source: *Player Handbook* 2 82

Thrall to Demon [Vile]

Prerequisite: Chaotic Evil alignment

Benefit: Once per day, while performing an evil act, you can call upon your demonic patron and gain a +1 luck bonus on any one attack roll, saving throw, ability check, skill check or level check.

Special: You can only take this feat once.

Source: *Fiendish Codex* 1 97

MAGIC ITEMS

Shirt of the Leech

Whenever a healing spell of 4th level or lower is cast within 30 feet of you, you instantly recognize the spell being cast. This is a continuous effect and requires no activation.

As an immediate action, you can activate a *shirt of the leech* to gain the effect of any healing spell cast within 30 feet of you, instead of the spell affecting its intended target. If the spell would normally affect more than one creature, you choose which target does not gain the effect. You must have line of sight to both the caster and the target to use this effect.

This ability functions three times per day.

Faint Moderate Conjuration; CL 9th; Craft Wondrous Items, *stoneskin*; Price 8,000 gp; Weight 1 lb.

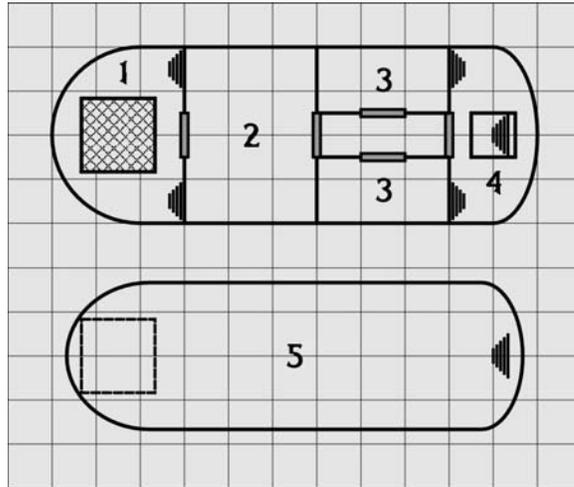
Source: *Magic Item Compendium* 135.

Vest of Allure

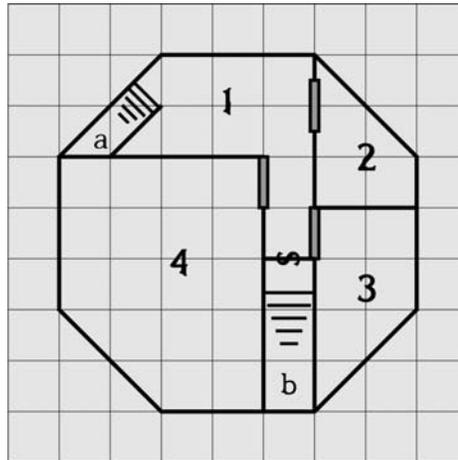
A *veil of allure* increases the save DC of your enchantment spells or spell-like abilities, as well as the Charisma-based save DCs of your extraordinary or supernatural abilities, by 2.

Faint Transmutation; CL 5th; Craft Wondrous Items, *eagle's splendor*; Price 14,000 gp; Weight –.

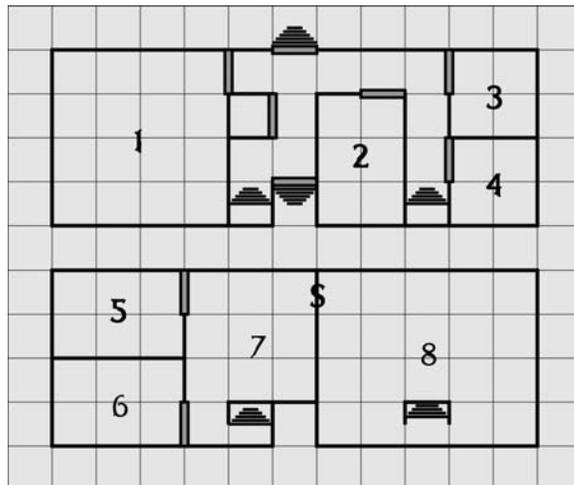
Source: *Magic Item Compendium* 145.



Zegella's Barge



Jona's Loft



Ilthir Lodge

PLAYER HANDOUT 1A

Any group containing a PC who has played *NMR8-02 Heresy's Blood* and has the Ancient Bottle from *NMR6-05 Gift of the Tempest*

“Friend, I thank you for your recent actions in protecting me. I feel I have not rewarded you enough, yet again I ask for your assistance. It has come to my knowledge that you are in possession of an ancient bottle recovered from the bowels of a ship wrecked in Ratik. My private research has revealed that this bottle may be vital to my own health. I ask if you and trusted associates might bring it to the alchemist Drev Troon in Trigol, in the County of Urnst. Further, I ask that upon visiting Master Troon you might then deliver to me a package which he will give to you. I may be found at Whitebrook Manor, on the outskirts of Heanor, also within the County. Though I know my request is something of an imposition, I dearly hope that you will agree to this undertaking and eagerly anticipate once more the pleasure of your company. May your journeys be safe and enlightening—Amala Maelidi.”

PLAYER HANDOUT 1B

Any PC who has played *NMR8-02 Heresy's Blood* but does not have the Ancient Bottle

“Friend, I thank you for your recent actions in protecting me. I feel I have not rewarded you enough, yet again I ask for your assistance. It has come to my attention that a contemporary of yours, an adventuring traveler named Edin Gow, is in possession of an item that I require for my continued health. Master Gow may be found in Womtham, within the Kingdom of Nyronnd, where he has agreed to wait until met by agents acting in my stead. I ask if you and trusted associates might journey to meet with Master Gow at the Corn Husker's Daughter Inn, and take delivery of an ancient bottle of wine. Master Gow has already been paid for his trouble and will recognize you by the phrase “the seeking heart”. Upon taking possession of the bottle, I ask if you and your companions might bring it to the alchemist Drev Troon in Trigol, in the County of Urnst. Further, I ask that upon visiting Master Troon you then deliver to me a package which he will give to you. I may be found at Whitebrook Manor, on the outskirts of Heanor, also within the County. Though I know my request is something of an imposition, I dearly hope that you will agree to this undertaking and eagerly anticipate once more the pleasure of your company. May your journeys be safe and enlightening—Amala Maelidi.”

PLAYER HANDOUT 1C

Any PC who has not played *NMR8-02 Heresy's Blood* but has the Ancient Bottle from *NMR6-05 Gift of the Tempest*

“Respected wanderer and righter of wrongs, your name has been given to me by <name of well regarded NPC who favors the PC> as one I can rely upon. It has come to my knowledge that you are in possession of an ancient bottle recovered from the bowels of a ship wrecked in Ratic. My private research has revealed that this bottle may be vital to my own health. I ask if you and trusted associates might bring it to the alchemist Drev Troon in Trigol, in the County of Urnst. Further, I ask that upon visiting Master Troon you might then deliver to me a package which he will give to you. I may be found at Whitebrook Manor, on the outskirts of Heanor, also within the County. Though I know my request is something of an imposition, I dearly hope that you will agree to this undertaking and eagerly anticipate once more the pleasure of your company. May your journeys be safe and enlightening—Amala Maelidi, daughter of Lydia.”

PLAYER HANDOUT 1D

No PCs have played *NMR8-02 Heresy's Blood* nor have the Ancient Bottle

“Respected wanderer and righter of wrongs, your name has been given to me by <name of well regarded NPC who favors the PC> as one I can rely upon. It has come to my attention that a contemporary of yours, an adventuring traveler named Edin Gow, is in possession of an item that I require for my continued health. Master Gow may be found in Womtham, within the Kingdom of Nyron, where he has agreed to wait until met by agents acting in my stead. I ask if you and trusted associates might journey to meet with Master Gow at the Corn Husker's Daughter Inn, and take delivery of an ancient bottle of wine. Master Gow has already been paid for his trouble and will recognize you by the phrase “the seeking heart”. Upon taking possession of the bottle, I ask if you and your companions might bring it to the alchemist Drev Troon in Trigol, in the County of Urnst. Further, I ask that upon visiting Master Troon you then deliver to me a package which he will give to you. I may be found at Whitebrook Manor, on the outskirts of Heanor, also within the County. Though I know my request is something of an imposition, I dearly hope that you will agree to this undertaking and eagerly anticipate once more the pleasure of your company. May your journeys be safe and enlightening—Amala Maelidi, daughter of Lydia.”

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