

Essence of Peace

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

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Rao's Vision instructs that you must travel into Hell itself and restore the lost Crook of Rao to its rightful place in Veluna. Return peace, reason and serenity to the land that once was its example by using the artifacts power to heal both the clerics afflicted with the wasting disease and the land stricken with political upheaval. A challenging two-round Regional adventure that starts in the Archclericy of Veluna for heroic characters level 4-15 (APLs 6-14). Caution this may contain untiered encounters).

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

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

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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 one-round Regional adventure set in the Archclericy of Veluna. Veluna characters pay 1 Time Unit, while non-Veluna characters pay 2 Time Units.

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

- Find out if any PC has the Agent of Change AR item from *VEL803 A Day at the Museum*.
- The DM should get some pre-rolled Spot and Listen checks from the PCs.
- Over the course of play, try to discover what the character holds most dear. Be it the connection to his/her deity, the use of magical abilities or some particular item. This will be a bargaining chip if they have to bargain with Gozrag.

NEW RULE ITEMS

This adventure utilizes quite a few new rules items – including new classes, 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 all new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Many years ago, Canon Hazen and a small group of advisors invoked the Flight of Fiends, a great and powerful spell which banished diabolic hordes under the command of Iuz from the land.

Unfortunately, Iuz was able to corrupt the ceremony, not only leaving the banishment incomplete, but also cursing the clergy involved therein with a terrible wasting disease. The ramifications of said ceremony tainting were manifold and of obvious import over the past 12 years (and were dealt with in the "For the Greater Good" series of Core adventures).

The wasting disease, however, has received scant attention in the years since the Flight because very few people had seen the effects firsthand. The Crook of Rao, the holiest of Raoan relics and instrumental in the Flight of Fiends, was able to thwart Iuz's planned revenge and limit the spread of the curse. As long as the Crook existed on Oerth (in whatever form or state), the disease would not spread beyond the priests (and one noted wizard) who participated in the ceremony. As events have unfolded over the past few years (in the Core series and in Velunan adventures), that protection has been lost.

When adventurers separated the Crook's essence was from the young boy it had inhabited and banished the young man to Perdition, (see *CORS801 "Whispers of the Obsidian Citadel"*) they probably did so believing that the essence would simply reunite with the original staff and all would be well.

However, that staff, dormant at the time due to the separation from its essence, had been lost to Herion in the War of the Heretic (*VEL403 "The War of the Rings"*). When adventurers invaded Herion's sanctuary, however, the staff was never found. It is assumed to have been claimed by the pit fiend Gozrag after his ultimate battle with Herion and taken to his home in the Nine Hells.

The gathering of the fey seeds necessary for the making of the *elixir of immortality* that will cure the wasting disease has been completed. Adventurers braved the wilds and planted the seeds and fended off attacks while they plants mysteriously grew to harvesting in

days. The adventurers harvested the plants and returned to Mitrik with the plants. The church has begun the process to create the tea with the leaves and berries of the plants; (the church doesn't want to admit that fermentation is in the process) the only component left is to bless the potion with the recovered lost Crook of Rao.

ADVENTURE SUMMARY

Introduction: Different introductions for people that have played VEL8-03/04 and those that have not.

Encounter 1 – What has gone before. A brief recap of what has been divined of its location and some questions that may be answered.

Encounter 2 – Wow, its Hot Welcome to hell, general rules and maybe a wandering monster table.

Encounter 3 – A Moat? Testing the greed of adventurers with an ooze for a moat. There is an antisy region around the castle.

Encounter 4 – The Master Is Not In Dealing with the guards at the gate; either through bluff, bribery or force.

Encounter 5 – Inside at last The keep built over a hellfurnace has its own hazards

Encounter 6 – The Guest Quarters Visitors are here waiting for Gozrag for possible trade in arcane knowledge.

Encounter 7 – Going Up Everything flies here so why live under ground.

Encounter 8 – A Devilish Reception Guards that aren't bored are here to make sure the master's quarters are undisturbed.

Encounter 9 – Treasure of Treasures The vault of Gozrag and its traps or guards or both and a fake crook.

Encounter 10 – The Final Bargain Gozrag ever alert when his abode is invaded waits until they discover if the Crook is real or fake. Telepathically informs them they can bargain for it or die. Time to hero up.

Conclusions: Varies depending on how heroic the PCs can be. Optimally they return with the Crook the boy returns the magically essence to the Crook and everyone including the Canon is healed.

INTRODUCTION

There will be two introductions. An intro will be for those that have played either VEL8-03 A Day at the Museum or VEL8-04 The Planting (or both) and those who have not.

INTRO A) Those PCs that have played either (or both) VEL8-03/VEL8-04

Before the dust has been knocked off your travel-worn clothes a Sir Demetrius, Knight of Whitehale

seeks you upon your return to Mitrik. He shows you a summons from the College of Bishops and the combined Churches of Veluna that requests your presence as soon as conveniently possible.

Hand the player(s) Players Handout 1. Sir Demetrius is aware that you've done some service for the Church in the past. They've become aware of your recent return, and hope that you can come to the aid of the church and possibly Veluna once more. Sir Demetrius could possibly find them before they even find suitable shelter (between the gate and a decent inn, like Tannabaum's Chalice for instance.)

INTRO B) For those PCs that have not played either VEL8-03/VEL8-04

The recent unrest in the area stems from rumors of spies, horrible plagues and the end of the world. Finding yourself between jobs, you enter Mitrik wondering what the world could be coming to. Whatever that may be, right now a hearty meal sounds like a good idea. As the saying goes: "Can't worry about the future on an empty stomach."

Before the dust has been knocked off your travel-worn clothes, however, Sir Demetrius, a Knight of Whitehale, finds you. He shows you a summons from the College of Bishops and the combined Churches of Veluna that requests your presence as soon as conveniently possible.

Hand the player(s), Players Handout 2. Sir Demetrius is well aware of the situation with the wasting sickness and will inform the party that the Church is need of heroes and the College sent a knight to find those of quality. He hopes that he's picked well and they can save Veluna.

1: WHAT HAS GONE BEFORE

Following the directions from the summons, you and your companions are quickly taken to a private antechamber near the Canon's offices. The hallways are unusually quiet and devoid of foot traffic. Awaiting your arrival are three representatives: Bishop Roland Otjieg, Archbishop De'rin Siltwood, and Sir Boris Glanden, Knight of Veluna. Dark circles are under the eyes of the clerics, and the knight watches the high priest with concern as he appraises each member of your group intently as you enter the room.

Bishop Otjieg, who looks very ill, starts in reserved tones, "Some of you may know, some of you

may not know; Veluna is being ravaged by the wasting disease. Some in particular are very susceptible to this disease." the bishop shakily takes a drink of water from a crystal glass that has been placed in front of him. "Divine worshippers of Rao and other divine casters seem to be especially targeted by this disease inspired by Old Wicked himself."

"The disease has resisted all known cures. However, recently we were enlightened by a dying cleric's vision. In this vision we were directed to find some fey plants and create a tea like potion that the Old Faith calls the 'elixir of immortality.'"

"In order to be more than a temporary solution, the cure has to be infused with a divine spark as well; the elixir must be blessed by the hand of Rao. This could be represented by nothing other than the Crook of Rao itself. This is what all of the divinations and communes have told us."

"The problem is the Crook was lost during the War of the Rings. Again, Rao has come to our aid; in the face of adversity, reason prevails. The Canon himself has been in seclusion and received a visitation from a divine servant of Rao. It was discovered that the Pit Fiend Gozrag has the Crook of Rao. Specifically, he has it in his fortress on the plane of Phlegethos the fourth layer of Hell."

"We need you to go and retrieve the Crook of Rao at any cost before the wasting disease spreads further than it already has." The bishop then breaks down into a coughing fit.

Bishop Siltwood then speaks up.

"Word has reached us that the wasting disease has already spread to Furyondy and possibly further. The most devastating news..." there is a crack in his voice, as he quietly says; The Canon has been infected. He has been using his strongest spells to keep up appearances but the strain and the disease affected him in other ways."

"We say our prayers daily for him while he stays in seclusion. So I hope I don't have to reiterate that this is a matter of urgency and importance. There aren't many questions we can answer but we may be able to answer a few..."

- **How do we get to hell?** This is actually the easy part. With the resources of the Church we were able to divine the location on hell the whereabouts of Gozrag's Keep. Although it is protected from intrusion, we can get you close.
- **How are we going to be protected from the plane itself?** We have some resources that you can take

advantage of, but any unused portion we would need back. Refer to Handout #3

- **How much time do we have?** Expedience is an issue but much like other planes time runs differently there. I don't believe you'll want to rest there...so get in and get out as fast as you can.
- **What kind of defenses does he have?** That we couldn't tell, but he's a pit fiend with sorcerer abilities and the resources of hell at his fingertips.
- **Is Gozrag home?** Our divinations say no.
- **How do we get back?** Each of you will get a token, break the token and party members within 30' will be taken back to this room. With that he gives the tokens and attunes the party to the tokens.
- **Are we getting paid for this?** All three of them sigh, yes we can pay you. The going rate (treasure cap: refer to AR) (the person that asks this forfeits any national favor...unless he makes a diplomacy roll 12+APL...others can help him (speak on his behalf but not for him))
- **Is there anything that we're forgetting that we should ask?** Probably. Good luck anyway

Knight Boris Glanden gets up, "If you don't have any other questions, follow me.

2: WOW IT'S HOT!

The hallways of the College are still deserted and echoes of coughing can be heard from various offices walking down the hallway. A short walk and Boris enters unannounced into the Canon's private office with your party in tow. He calmly walks to the bookshelf behind the desk and pulls a book from the shelf. With a whisper the entire shelving unit slides aside and a dark door is uncovered. The knight waves you to accompany him to the door.

He walks to the door and in a pleasant voice says, "Festive, Fidgety and Frivolous," and in response the door opens. With a quirk of his eyebrow, he says, "I don't think anyone would guess that password... too bad he'll have to change it when you succeed."

The moment passed, he marches in and you are somewhere else – a place between places. Waiting for you is a golden being standing twelve feet tall. Boris turns to you, "He will provide, I must leave now," and without another word turns and closes the opening behind you.

The golden being looks down, in a voice both terrible and beautiful to hear. "Prepare. His realm is guarded but I can get you near."

Knowledge (planes) check DC32 confirms it's a solar.

After the party decides to buff or not to buff... actually if the party thinks of it and asks nicely Diplomacy APL + 15 he may be convinced to cast spells from his repertoire (at standard costs: think of it as donations to the church of Rao in this time of need) i.e. *magic vestments* that kinda stuff. (but only if they think of it...)

The angelic being brings out his greatsword, and with a strong word to Rao strikes at the air with the sword and murmurs "I seek the Infernal". Crackles of energy mask his next word and a rift appears behind the sword blow. He quickly sheaths the sword and pulls the rift open wider. Beyond his reach a volcanic landscape can be seen and the smell of sulfur can already be smelled. "Go," the angelic being points to the hellish scene, "save the world."

Stepping through the rift, the cool is sapped away with the blistering heat, (and yes, it's a dry heat). Volcanoes erupting in the distance and magma sloshing in rivers can be heard even from your vantage point on the side of a what appears to be a defunct volcano. Down below, about a thousand yards away there is a squarish keep. Completely enclosed, the keep is situated on a small island surrounded by slow moving black and red flecked river. Near the fork, a bone white bridge transverses the hellish river. There is nothing alive here, nothing flying around and you have no devilish reception.

At an extreme minimum, *endure elements* will be required. Standard temperatures run greater than 150 degrees. Extreme heat deals 1d6 lethal damage per minute (no save) In addition a character must make a Fort save every 5 minutes (DC15 +1 per previous check) or take 1d4 nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty to their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell. (Ref pg 303 DMG)

Parties that want to suddenly fly down there are in for a big surprise.

3: A MOAT?

The temperature near the river jumps to about 200 degrees. The crust is thick and only an occasional spark peeks through but it does ebb in flow in a way....

The wind picks up dust and bits of volcanic rock and tosses them about while you climb down from

your vantage point. Miniature dust devils are created and they dance about in the wind. Approaching the molten river, sparks from the sulfur cause the dust to go up in sudden bright yellow and green flames. However, when you approach within fifty feet of the river, the wind completely dies as if it hits a wall.

In most places, the river is twelve to fifteen feet across and the bone white bridge is made of the skulls of various humanoids. The ebb and flow of the river forces the black-red magma through the skulls on the bottom. Although it could be a trick of the eye, it seems that visages of humans, elves, dwarves, orcs and other races are overlaid on the skulls. They go wide-eyed and work their jaws as the magma is forced out the eyesockets and mouth...apparently trying to scream.

There is no explanation of the lack of wind, just a minor clue – nothing that flies in the air (even the wind) will willingly go beyond that point. If the party asks, there does seem to be a wind or an invisible force of sorts that is pushing down. Using *detect magic* reveals nothing – whatever it is doesn't detect. It appears to be a quirk of this area of the plane. (Gozrag asked Belial and Feriara to change this section as part of his keep's defenses.)

Now the fun part, if they attempt to fly over they'll get hit with a repeat widened *downdraft*. If they manage to get past that they'll hit the *wall of greater dispel magic* (CL 20th) that surrounds the island. There is a small opening in the wall on the bridge.

If the PCs use the bridge, DC15 Spot checks will spot the bright pink stone sitting on top of the black-red flecked crust of the river. A DC22 Knowledge (arcane) check will identify it as an *ioun stone*.

Lastly, if they attempt to retrieve *the ioun stone* they trigger the guardian. If they simply walk across the bridge nothing happens.

APL 6 (EL 9)

Fiendish Black Pudding: hp 120; see Appendix 1.

APL 8 (EL 11)

Advanced Fiendish Black Pudding: hp 285; see Appendix 1.

APL 10 (EL 13)

Advanced Fiendish Arcane Ooze: hp 322; see Appendix 1.

APL 12 (EL 15)

Advanced Fiendish Arcane Ooze: hp 527; see Appendix 1.

APL 14 (EL 17)

Advanced Fiendish Arcane Ooze: hp 666; see Appendix 1.

APL 16 (EL 19)

Advanced Fiendish Arcane Ooze (2): hp 666 each; see Appendix 1.

Tactics: Ooze smash. If an ooze has fling enemy it will attempt to throw the opponent to the “Y” intersection where the actual lava is. The lava is rather crusty there, but there is a possibility that they could break through. The Reflex save is equal to half the damage that they take when they land. If they make the save they don’t break through. If they break through, they take 20d6 lava/magma damage and roll a 1d3 for additional rounds of damage at 10d6. Immunity to fire avoids this damage but the person can still drown. Remember the *downdraft* should keep them from just flying out. Judgment call on how badly they hit the lava on whether they need to make swim checks (at +5 to their checks due to the lava’s viscosity).

Development:

- There is a rise between the bridge and the guard location so unless the party flew very high this combat does not warn the guard. (If they attempt to fly above 30ft, give the guard a Spot check DC13 unless special measures were taken (base DCo +5 for distraction and +8 for distance).
- If the guard(s) sees the combat, he will be prepped and not susceptible to bribery or bluffing. He will also attempt to summon help.

Treasure:

APL 6: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 8: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 10: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 12: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 14: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 16: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

4: THE MASTER IS NOT IN

If the party crossed the bridge and didn’t trigger the guardian read Option A. If they did rouse/fight the moat guardian, read Option B.

OPTION A

Climbing over a slight ridge after crossing the bridge, it is apparent that the castle is built in a bowl. A small ten foot square guard shack is built about 20ft from the base of the keep, and a large two-headed creature is crouched at its base engrossed in something. It apparently has yet to notice your appearance.

There is a rattle of bones and two thuds...

“I bet two hoomans three kobolds...” the left head says.

“HAH! I BET 4 GIANTS,” the right head bellows, as a glittering stone circles his head. “You will lose!”

“You bluff... stupid crystal.” The left head retorts... “ME want one...not fair. I gots too giants, three DRAGONS...” the voice can’t contain the smile you hear.

Just as the conversation seems about to break out into fisticuffs, something stops them and the two heads look around.

Development (A): The guard won’t immediately attack but will be startled. TuHedFu is bored out his mind and is curious why the party is there...it will interrogate the party as to why they are there.

TuHedFu initially starts out Hostile. Ever since dying and becoming a guard, it hasn’t been too bad. He does have nice digs but he doesn’t get to smash things too often. So the party will be hard pressed to keep him from initiating combat.

However, if they can talk him down he will attempt to get them to play a game of bones. Tell the party that the numbers represent Kobolds (1), Humans (2), Ettins (3), Giants (4), Devils (5) Dragons (6). Roll 6d6 dice. The party won’t know which is the better hand because you’re giving them inaccurate information...You are in Hell you know. The numbers actually are Kobolds (1), Humans (2), Giants (3), Dragons (4), Devils (5), Ettins (6). All you have to do is that you tell them it’s not a pip game it’s a species game and since they are in hell Devils are the second important to their own race. Dragons are better than Giants, Giants better than humans and Humans better than kobolds....

The left head (Tu) is jealous of the right head (Fu) because he has an *ioun stone* (intelligence) and the right head always makes fun of the left head because he's dumber (even though the monster has one intelligence score...roll with it).

They have some treasure (the right head has more because he's smarter) to bet and this is a possible way to get in without fighting. Or not. (see below)

Inside the shack is a secret door that covers an invisible door (Search DC₁₇ + APL.). (it looks like it leads outside). Behind the secret/invisible door is a permanent *Mordenkainens magnificent mansion*. Therein, is TuHedFu's treasure and keys. This door is more than slightly frustrating to him, because more often than not he can't find it.

Tactics: If TuHeadfu is taken unawares he will use his *belt of battle* to summon Squirmy his pet "snail" (the guardian ooze) and together they will beat on the party. TuHeadFu carries an earring that lets the ooze know that it is not supposed to eat him and come when he calls.

OPTION B

If the party already started a fight, or was spotted from a distance, then TuHedFu is prepared.

Climbing a slight ridge after crossing the bridge, it is apparent that the castle is built in a bowl. A small ten foot square guard shack is built about 20ft from the base of the keep. A large two-headed creature is in a defensive position awaiting your arrival. It has weapons drawn but otherwise hasn't made any threatening moves.

APL 6 (EL 8)

TuHedFu Fiendish Ettin: hp 75; see Appendix 1.

APL 8 (EL 10)

TuHedFu Fiendish Ettin Monk 2 hp 108; see Appendix 1.

APL 10 (EL 12)

TuHedFu Fiendish Ettin Monk 4 hp 126; see Appendix 1.

APL 12 (EL 14)

TuHedFu Fiendish Ettin Monk 6 hp 144; see Appendix 1.

APL 14 (EL 16)

TuHedFu Fiendish Ettin Monk 8 hp 162; see Appendix 1.

APL 16 (EL 18)

TuHedFu Fiendish Ettin Monk 10 hp 180; see Appendix 1.

Tactics: If there was not a fight on the bridge (i.e. TuHedFu spotted the PCs while they approached or tried flying), TuHeadFu will use his *belt of battle* to summon Squirmy his pet "snail" (the guardian ooze) and together they will beat on the party. TuHeadFu carries an earring that lets the ooze know that it is not supposed to eat him and come when he calls.

Development:

- The gate is triple locked with superior locks (DC 30) and is not trapped. Play up the fact that and has lead plates cover the locking mechanisms. TuHedFu keeps a key in the shack (see below).
- Inside the shack is a secret door that covers an invisible door (Search DC₁₇ + APL.). (it looks like it leads outside). Behind the secret/invisible door is a permanent *Mordenkainens magnificent mansion*. Therein, is TuHedFu's treasure and keys. This door is more than slightly frustrating to him, because more often than not he can't find it.

Treasure:

APL 6: Magic 667 gp; *ioun stone (scarlet and blue sphere)* (667gp); Total 667 gp.

APL 8: Magic 2003 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp); Total 2003 gp.

APL 10: Magic 1334 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp), *gauntlets of dexterity +2* (333 gp); Total 2334 gp.

APL 12: Magic 4041 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp), *gauntlets of dexterity +4* (1334 gp), *boots of swift passage* (416 gp); Total 4041 gp.

APL 14: Magic 6334 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp), *gauntlets of dexterity +4* (1334 gp), *boots of swift passage* (416 gp), *monk's belt* (1083 gp), *ring of minor spell storing* (1500 gp); Total 6334 gp.

APL 16: Magic 10831 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +6* (3000 gp), *gauntlets of dexterity +6* (3000 gp), *boots of swift passage* (416 gp), *monk's belt* (1083 gp), *ring of minor spell storing* (1083 gp), *third eye freedom* (216 gp), *bracers of lightning* (916 gp); Total 10831 gp.

5: INSIDE AT LAST

Once inside, the temperature goes up substantially. A centrally located hellfurnace increases the temperatures to almost 500 degrees (hotter as you get closer to the pit). Once again we'll review the heat damage.

Extreme heat deals 1d6 lethal damage per minute (no save) In addition a character must make a Fort save every 5 minutes (DC 15 +1 per previous check) or take 1d4 nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty to their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

At this level of heat, *endure elements* doesn't cut it anymore. Protection from fire or immunity to fire are what are required (or some sort of planar adaptation spell).

As the gate opens, two things are quickly apparent – the wailing of souls and the blast of heat that comes from a pit. Three doors line the east wall, and chained on the west wall are souls being tortured in various ways. The dominant feature of this space, however, is the hellfurnace pit that both luridly lights the area and provides an additional method of torture (as several more souls can be spotted chained inside the pit).

There are six beings chained against the west wall. All look to be human. The doors are bas-relief carved stone of the exploits of Gozrag and his victories over the surface world. The first door features a relief of Gozrag taking on several flying adventurers and a flying twelve headed hydra. The second door has Gozrag standing on a hill with several adventurers apparently paralyzed in fear and a servant horned devil about to decapitate a helpless fighter with his spiked chain. The third door has a relief of Gozrag throwing three broken rings and a skull at disbelieving humans, the glee on Gozrag's face almost as palpable as the heat.

Closest to the main door is an older man whose apparent torture is to be slowly torn limb from limb. The unmistakable sound of bones popping from sockets is accompanied by a grotesque ripping noise as if flesh were just pieces of parchment and the man throws his head back in howls in agony. As the last limb hangs from a chain not far from his head and his limbless body falls with a dull wet thump to the floor he bellows "I am the savior of Veluna" and falls unconscious. Moments later his eyes pop open, he is reassembled and the process is repeated. Every time at the end he bellows "I am the Savior of VELUNA!"

The other five poor souls seem to be outfitted in merchants garb or guard outfits with three interlocking rings emblazoned on their tunics, when there are tunics to be seen...

Upon seeing your approach, the older man screams for release, "Re- (rip) LEASE me, FOR I AM (rip) the SAVIOR of VELUNA!" He still persists while his limbs are torn from his torso.

The latter five are the souls of Iron Rings Consortium guards being tortured in various ways, ways that the Iron Rings guards got killed over and over in adventures. Be inventive, be descriptive. The older man, however, could be of great interest to the party. A Knowledge (VTF) check DC20 (automatic success if the PC has played *VEL3-02 Wing of a Butterfly*, *VEL4-04 Enemy of My Enemy*, or the *Weekend in Veluna IV Battle Interactive*) means the PCs recognize what is left of the older man for his reputation was infamous.

The older man is Abromax Stromay "The Butterfly of Fate" as he believes himself to be... (still). He was killed on the field of battle at Fals Keep of 594 after he betrayed Sir Arden Landis when he cast *feeblemind* on him while Landis was battling Gozrag with the Sword and Shield of Rao. Stromay intended this act "for the good of Veluna" and was thanked by Gozrag by being ripped to shreds – an event that has continued ever since. Veluna won that day, but lost the Sword of Rao.

It was rumored that Stromay was seen in the catacombs some years later and it may have been true, but apparently Gozrag wanted to torture the man with his misdeeds some more...

The party can ignore him and investigate the doors first if they feel like it...he ain't going anywhere. Due to diabolic influence, his mind can't be read, he can't be controlled. If they do interrogate him (in between getting his limbs ripped off), he will continue to say to release him, that he is the savior of Veluna and has information that will change the fate of his nation and the world.

"Once again, as but the slightest flick of a butterfly's wing can alter the path of a tempest", he screams as an arm is ripped off, "the simplest of my actions can bring ruin to the fiend's intrigues," another horrific scream as a leg is sundered, "alter the course of history, even save all of Oerth." One more soul-wrenching cry as the other leg is torn away.

There is a hefty condition on Abromax letting loose with the secret... Abromax not only wants to be set free from his chains, he demands to leave hell. Although it looks like a physical body is

being ripped to shreds, it is only his spirit; his physical body has long been destroyed. There are two ways to accomplish this.

- A *wish* or *miracle* can free his spirit and create a body for him to use. However, freeing him this way summons some diabolic guards (see below).
- Alternatively, someone's spirit can take his place. (He would take over their body and they would take his spot in the torture device.) In essence, this would "permanently retire" the character, but if he/she wanted to (and they had a spell pouch) they could run Abromax. Should someone agree to this, they merely need to touch Stromay while foregoing a Will save. Abromax will do the rest. This action also has some other ramifications for other encounters down the line particularly the one against Gozrag.

STROMAY'S INFORMATION

During his many torture sessions, Gozrag came personally to torment Stromay about Stromay's error in judgment. But in Gozrag's hubris, he has let slip one important fact to Abromax: The Crook of Rao in the treasure room is a *fake*. That's right sport fans, the Crook in the treasure room is a fake (again).

Development: If there is no soul held by the chains, (i.e. Stromay is released via *wish* or *miracle*), guards are summoned.

APL 6 (EL 6)

Chain devil: hp 60; see *Monster Manual* pg 53.

APL 8 (EL 8)

Chain devil (2): hp 60 each; see *Monster Manual* pg 53.

APL 10 (EL 10)

Erinyes (2): hp 90 each; see *Monster Manual* pg 54.

APL 12 (EL 12)

Barbed Devil: hp 132; see *Monster Manual* pg 51
Bone Devil: hp 100; see *Monster Manual* pg 52

APL 14 (EL 14)

Ice Devil: hp 154; see *Monster Manual* pg 56
Barbed Devil: hp 132; see *Monster Manual* pg 51

APL 16 (EL 16)

Horned Devil: hp 180; see *Monster Manual* pg 55

Note that in this combat, the devil's equipment doesn't "poof" when they are slain. However, it's not

counted toward the treasure cap, because it can't leave this plane without the wielder.

6: NON-GUEST QUARTERS

The temperature goes back to "normal" a cool 140 degrees in this room once the door is closed.

This room is dark, except from the light coming from the pit behind you. When the door opens, voices holler in anguish – however, somehow the tone is different. It's not the tortured soul sounds that have been the norm, it seems somehow more immediate.

(at apl 6/8)

Then there are four wet slaps on flesh and a sickening crunch of bone. With the crunch comes an ear-piercing screech that is suddenly cut short with a slurping noise. In your head you hear, "Go away, I'm eating"

(at apl 10+)

A colorful, hand sized disk comes into view, and a strange gray six-armed creature is standing behind it and is using some slaves, apparently alive humanoid slaves, as shields. It looks at you with pupiless eyes and unmistakably starts to cast a spell...

APL 6 (EL 8)

Shadow flayer: 52 hp; see Appendix 1.

APL 8 (EL 10)

Shadow flayer: monk₁/assassin₁; 83 hp; see Appendix 1

APL 10 (EL 12)

Spell weaver: 76 hp; see Appendix 1

APL 12 (EL 14)

Spell weavers (2): 76 hp each; see Appendix 1

APL 14 (EL 16)

Advanced spell weaver: 185 hp; see Appendix 1

APL 16 (EL 18)

Advanced spell weavers (2): 185 hp each; see Appendix 1

Spellweaver Tactics: Stay amongst the slaves and cast or hide and try to kill the adventurers. There is no parley. The Spell Weavers were here to steal arcane treasure and had just arrived. At APL 14+ they *time stop* and buff with whatever round/level spells that are not already cast, then attempt to *dominate monster* a heavily armed fighting type and let it fight. However, if there looks to

be an archer, he uses *maze* on the archer first. *power word stun* mages etc....

Development: The slaves are the last surviving residents of Shandalanar, (Of the 47 residents, 12 are left) Gozrag took them from the demi-plane for his own diabolical reasons. They have been slowly been killed or tortured to death.

Since the returning tokens take everyone within 30' the party, can give one up to the slaves and save them from their unholy servitude. Doing so immediately earns each party member a re-roll on one Will save that they fail. Don't inform of them of this. Just make note of it. It will also be an AR reward.

Treasure:

APL 6: Loot 126 gp; Magic 333 gp; *cloak of resistance +2* (333 gp); Coin 400 gp; Total 859 gp.

APL 8: Loot 126 gp; Magic 1333 gp; *cloak of resistance +4* (1333 gp); Coin 1000 gp; Total 2459 gp.

APL 10: Magic 1333 gp; *belt of health +2* (333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +1* (167 gp), *ring of counterspells (dispel magic)* (333 gp) Total 1333 gp.

APL 12: Magic 1333 gp; *belt of health +2* (333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +1* (167 gp), *ring of counterspells (dispel magic)* (333 gp) Total 1333 gp.

APL 14: Magic 19273 gp; *belt of health +4* (1333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +5* (4167 gp), *ring of spell turning* (8190 gp), *vest of resistance +5* (2083 gp), *cloak of charisma +6* (3000 gp), Total 19273 gp.

APL 16: Magic 19273 gp; *belt of health +4* (1333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +5* (4167 gp), *ring of spell turning* (8190 gp), *vest of resistance +5* (2083 gp), *cloak of charisma +6* (3000 gp), Total 19273 gp.

7: GOING UP

At the height of the fifty foot ceiling is a fifteen foot square hole that apparently goes to a different level.

There is no way up. They have to climb a smooth rock wall (DC25) or throw a rope and grappling hook to the ledge (touch AC 13) and not have the rope burn up before they got to the top. A rope takes 1d6 points of damage per round and (unless magically treated) a rope has only 2 hit points. (You could let them cast *magic weapon* on the rope and grapple combination for the duration. It might last long enough for them to have one climb up.)

Once the PCs are up:

This area is an empty banquet hall that seats 20. All of the place settings are set, but there is no one around. There is an elaborate set of double doors in the west wall. Walking into the area the one thing that is particularly interesting is that the floor and the table is apparently transparent. Those sitting at the table could watch the torture of those below. The Hellfurnace below is providing the light for this room. The chair at the far end of the table is sized for a large creature. The silverware and flatware are plain ceramic and have a swirling fire motif. The height of the ceiling is 30 feet and the walls are smooth.

If the party makes too much noise investigating this room they will attract the residents of the next room. The Listen check is at -10 (-5 for the door and -5 for distracted). So unless the PCs start breaking flatware things should be OK.

8: A DEVILISH RECEPTION

The double doors staring at you are something of stuff of nightmares. Small horned twin devils heads whose eyes appear to await the promise of something profane are centered on each of the doors. The tongues of the devils are extended as doorknobs. After a moment of observation, however, it is easy to notice that the face on the right is a male and the face on the left is female.

Knowledge (religion) DC 20, reveals the right head is a representation of the ruler of this plane of hell, Belial. He revels in the pleasures and pains of the flesh. The left head is that of Fierna a patron of fire and pain. Knowledge (religion) DC 30, reveals he two of them jointly rule this plane of hell. Knowledge (planes) DC 35, Belial delights in controlling mortals, so he uses manipulative spells. Fierna is vicious and destructive and laughs when at the pain she causes with her infernal fire.

PCs listening at the door can overhear an enlightening conversation.

<in common> *A gravelly voice with too much in its mouth says, "Moe PIE?"*

A second voice more clearly but just as gravelly says "Me Full, how u et so much?" The first voice retorts

"Gluddorty, bludderly, I et's alot." 'sides it's like why u like axe thingy, when scythe is weapon o' choice."

BAH! the second voice retorts, "Axe tradi..normal weapon for us not stoopid falkon...why u use farmer weapon?"

“Not make fun, I tell why... I hit this hooman so hard one time, he die, wake up half-orc.”

<pause>

“BAH! Give pie!”

A third voice enters the conversation, but a bit muted as if it is farther away. “Shut up about the stupid pies, I need bodies! These are all empty...”

<in orc> “hmpf, more pie for us”

Gripping the tongue to open the door is like grabbing a real tongue. Pulling on the tongue will open the door and get a hurt look from the expression on the face of the door.

This area looks like a simple reception room, with two humanoid sitting at a desk (one on either side) and another humanoid standing off by himself. But the décor is not what you'd see in a normal reception area (though there are piles of years out-of-date magazines on tables). The area is strewn with bodies and blood is everywhere. On the far wall is a what could only be described as a vault door.

The two orcs sitting at the table, each a mixture of blood and meringue, look up at you and then at the third resident. The handsome man is dressed impeccably and has not a bit of blood on him.

The thin man looks at your group and says “Well, don't just sit there, kill them!”

APL 6 (EL 7)

Hroson: barbarian 3; hp 34; see Appendix 1.

Garrong: barbarian 4; hp 48; see Appendix 1.

Efric: marshall1/sorcerer1: hp 18; see Appendix 1.

APL 8 (EL 9)

Hroson: barbarian 5; hp 60; see Appendix 1.

Garrong: barbarian 6; hp 72; see Appendix 1.

Efric: marshall1/sorcerer3: hp 36; see Appendix 1.

APL 10 (EL 11)

Hroson: barbarian 6/ fighter 1; hp 82; see Appendix 1.

Garrong: barbarian 8; hp 96; see Appendix 1.

Efric: marshall1/sorcerer5: hp 54; see Appendix 1.

APL 12 (EL 13)

Hroson: barbarian 7/fighter1/occult slayer 1; hp 104; see Appendix 1.

Garrong: barbarian 10; hp 120; see Appendix 1.

Efric: marshall1/mindbender1/sorcerer6: hp 72; see Appendix 1.

APL 14 (EL 15)

Hroson: barbarian 7/fighter1/occult slayer 3; hp 137; see Appendix 1.

Garrong: barbarian 12; hp 144; see Appendix 1.

Efric: marshall1/mindbender1/sorcerer8: hp 90; see Appendix 1.

APL 16 (EL 17)

Hroson: barbarian 7/fighter1/occult slayer 5; hp 149; see Appendix 1.

Garrong: barbarian 14; hp 168; see Appendix 1.

Efric: marshall1/mindbender1/sorcerer10: hp 102; see Appendix 1.

Tactics: Efric uses spells and stay in the back, if someone closes with him his wisdom drain ability comes into play. He starts with *nerveskitter* to get his protection in the right location and uses the horn to grant a move action if he has too. His vampire nature is very well disguised. So it shouldn't be obvious at the start that he is undead.

Development: As this room is next to the treasure room, there exists the possibility that Grish and Fayreah are very prepared for the party. Only with a great amount of stealth will they succeed in getting by this encounter quietly. (as Hroson and Garrong both rage and get very loud when they do so).

Treasure:

APL 6: Loot: 75 gp; Magic: 829 gp; *pie of plenty* (63 gp), *cloak of resistance +1* (83 gp), *breastplate +1* (113 gp), *scythe +1* (193 gp), *great axe +1* (193 gp), *wand of magic missiles* (CL3, 10 charges) (38 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp); Total: 904 gp.

APL 8: Magic: 1447 gp; *pie of plenty* (63 gp), *cloak of resistance +1* (83 gp), *breastplate +1* (113 gp), *mighty composite longbow +1* [str +6] (250 gp), *cloak of charisma +2* (333 gp), *scythe +1* (193 gp), *great axe +1* (193 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp); Total: 1447 gp.

APL 10: Magic: 2861 gp; *pie of plenty* (63 gp), *cloak of resistance +1* (83 gp), *breastplate +2* (363 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *cloak of charisma +2* (333 gp), *scythe +1* (193 gp), *amulet of health +2* (333 gp), *frost great axe +1* (693 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp); Total: 2861 gp

APL 12: Magic: 5317 gp; *mithral chainmail +1* (580 gp), *pie of plenty* (63 gp), *ring of protection +1* (166 gp), *light fortification breastplate +2* (779 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *keen scythe +1* (693 gp), *cloak of resistance +1* (83 gp), *amulet of health +2* (333 gp), *frost great axe +1* (693 gp), *cloak of charisma +2* (333 gp), *dusty rose ioun stone* (667 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp); Total 5317 gp

APL 14: Magic: 9950 gp; *mithral chainmail +1* (580 gp), *keen magebane scythe +1* (1526 gp), *pie of plenty* (63 gp), *amulet of health +4* (1333 gp), *incandescent blue ioun stone* (667 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (166 gp), *light fortification breastplate +2* (779 gp), *frost thundering great axe +1* (1526 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp), *metamagic rod (lesser maximize)* (1167 gp), *dusty rose ioun stone* (667 gp), *cloak of charisma +2* (333 gp); Total 9950 gp

APL 16: Magic: 16,139 gp; *mithral chainmail +1* (580 gp), *keen magebane scythe +1* (1526 gp), *pie of plenty* (63 gp), *cloak of resistance +3* (750 gp), *amulet of health +4* (1333 gp), *ring of protection +2* (667 gp), *incandescent blue ioun stone* (667 gp), *frost thundering great axe +1* (1526 gp), *moderate fortification breastplate +2* (2112 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *cloak of charisma +6* (3000 gp), *dusty rose ioun stone* (667 gp), *pale green ioun stone* (667 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp), *metamagic rod (lesser maximize)* (1167 gp); Total 16,139 gp

9: TREASURE OF TREASURES

This door could only be described as a vault entrance.

A turnstile is set in the middle of a circular plate of metal that is inset in the wall. The blood splattered walls next to the door seem to be well constructed as well. The door measures at least twelve feet across.

This is actually a vault door. But it leads to a pocket dimension. SO if the party intends to go through the walls or floor they will just go through and end up outside. Only by going through the actual door will they be able to reach the vault and the true Crook of Rao.

None of those present have the means to open the door normally. It requires a fiendish template or fiend

blood to open. The Use Magic Device DC for opening the door without the being right species is 25... it is not trapped but play it up as if it was.

Within the pocket dimension await former adversaries of Veluna, which the PCs may or may not recognize as two of the most hated villains ever encountered:

APL 6 (EL 10)

Grish: chain devil monk 1; hp 68; see Appendix 1.

Fayreah: eriyne cleric 1; hp 100; see Appendix 1.

APL 8 (EL 12)

Grish: chain devil monk 3; hp 83; see Appendix 1.

Fayreah: eriyne cleric 3; hp 120; see Appendix 1

APL 10 (EL 14)

Grish: chain devil monk 5; hp 98; see Appendix 1.

Fayreah: eriyne cleric 5; hp 140; see Appendix 1

APL 12 (EL 16)

Grish: chain devil monk 7; hp 113; see Appendix 1.

Fayreah: eriyne cleric 7; hp 160; see Appendix 1

APL 14 (EL 18)

Grish: chain devil monk 9; hp 128; see Appendix 1.

Fayreah: eriyne cleric 9; hp 180; see Appendix 1

APL 16 (EL 20)

Grish: chain devil monk 11; hp 143; see Appendix 1.

Fayreah: eriyne cleric 11; hp 200; see Appendix 1

Opening the vault allows cool air to rush in to the reception area. Inside soft blue lighting illuminates a king's ransom in gold gems and jewelry. The vault seems to be circular in nature and possibly every imaginable item fathomable could be in view... it would just take some time to search it. However, the most eye catching piece is standing in the center by itself unsupported; a gem encrusted staff. Could this be the Crook of Rao at last?

The vault is dimensionally locked. When the party enters, roll a Spot check for each party member that enters. Those that succeed at the DC23 check notice a slight green flash when they enter the vault.

Tactics: Grish allows the party to enter before closing the door when the entire party is inside. The lights go out when the door closes (like a refrigerator) and he engages in hand to hand combat. Fayreah assaults from a distance with her bow using her *true seeing* and see in darkness ability. At higher APLs, she has Domain

Spontaneity, allowing her to cast *invisibility* spontaneously.

If they are aware that the party is coming, they do buff.

Development: The crook they see is a false Crook. If they do not investigate/discover this and just grab it and leave, the adventure is over. Note they must leave the vault to activate the disks. As they activate them and fade out of this plane, they hear diabolic laughter. Go to the Unsuccessful Conclusion.

There are a few ways for the party to discover this particular crook is a fake, however.

- Divine intercession. Using a simple *augury*, *divination*, etc will reveal the Crook is fake. To successfully cast the spell in this hostile location, however, requires a Spellcraft check (DC20+ spell level).
- Abromax Stromay (see Encounter 5). If Abromax hasn't already informed the PCs, he does so now – proceed to Encounter 10.
- Via the Agent of Change (AR item from *VEL803 A Day at the Museum*). The Agent of Change will be visited by the spirit of Tallin Creen when and if the party attempts to leave with this Crook:

The voice of Tallin Creen reverberates in your head. "AGENT BEWARE, that is not the true Crook. You were apparently expected."

Proceed to Encounter 10.

10: THE FINAL BARGAIN

If the PCs discovered the ruse through divine intercession, modify the opening line.

"My jest ruined by some dead guy, how rude. Well, since the ruse is over and you have nowhere else to go, it's now time to deal with the devil... so to speak." A toothy grin appears, and slowly materializing into the vault, between you and the door, is a large red-cloaked humanoid. The pit fiend looks at your assembled party with disdain.

"It would be a shame for ya'll come all this way and leave with nothing. But seeing that I'm your way out, it's time for a trade.

Gozrag wants to bargain with the party and ask how important their trip to invade his home really was. Was it worth an eternity of anguish when they got caught?

While Gozrag would not mind keeping the Crook (and damning Veluna and much of Oerth to a slow death), he does have some reasons to allow the PCs to return it to Oerth as well. For one, he and some of his

associates are not on the best of terms with Iuz, and defeating his plot would suit their plans well. Secondly, Gozrag enjoys having as much leverage over Veluna – it tickles him – and if the Vale were to die off, he would miss his plaything. Thirdly, he knows that "visitors" (mortal and otherwise) will just keep coming until it is gone, and he does value his privacy. Thus, he is willing to bargain with the PCs, though he will, of course, attempt to squeeze as much out of the PCs as he can.

He demands something from each and every PC and NPC in the party. Now is the time to refer to what the PCs hold dearest. Each PC need not give up the same thing, nor must they all agree. Ultimately, it is up to the DM to adjudicate this, but here are some guidelines/ideas of what each PC could give up (roughly in order of interest to Gozrag):

- their immortal soul (PC is dead and retired from play)
- their immortal servitude (PC is transformed and removed from play as an evil half-fiend)
- their gods (PC who is a divine caster loses contact with their deity and all class abilities derived from that connection - *atonement* is only possible after completing a quest of particular importance to one's god)
- holy artifacts and/or relics they may have
- their family and friends (PC loses class abilities such as animal companion, familiar, special mount, etc, and take a permanent -12 to social skills and a -6 to leadership score).
- all their worldly goods

Ultimately, you as the DM have discretion over this. It is up to you to play it up as a huge sacrifice Gozrag asks for to get the Crook back. Get as much as you can. Make sure to have Gozrag emphasize how the PCs will be saving all of Oerth, and how they will be remembered as great heroes (pride is a deadly sin, after all). It is also up to you to adjudicate the repercussions thereof *and to record them on the PC's AR*. If you get particularly meaningful offers from one or two PCs, (the soul of a paladin, for example), you should lower the expectations demanded from other PCs.

Of course, the PCs could decide to fight Gozrag, but we encourage you to discourage that at all costs. If they insist, feel free to polish the floor with them.

Once the deal has been struck, Gozrag claims his booty and turns over the Crook, saying "Nice doing business with you. Perhaps we shall meet again?" He then laughs heartily as he disappears, fading into smoke.

PCs may now activate the return home amulets. Go to Successful Conclusion.

Treasure:

APL 6: Magic: 1667 gp; *ring of protection +1* (167 gp), *2x periapt of wisdom +2* (667 gp each), *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *gloves of dexterity +2* (667 gp); Total 1667 gp

APL 8: Magic: 3001 gp; *ring of protection +1* (167 gp), *2x periapt of wisdom +2* (667 gp each), *bracers of armor +2* (333 gp), *cloak of resistance +2* (167 gp), *gloves of dexterity +2* (667 gp), *vest of resistance +1* (83 gp); Total 3001 gp

APL 10: Magic: 3917 gp; *ring of protection +1* (167 gp), *2x periapt of wisdom +2* (667 gp), *bracers of armor +2* (333 gp), *cloak of resistance +2* (333 gp), *monks belt* (1083 gp), *gloves of dexterity +2* (667 gp), *vest of resistance +2* (167 gp); Total 3917 gp

APL 12: Magic: 5915 gp; *ring of protection +1* (167 gp), *periapt of wisdom +4* (1333 gp), *periapt of wisdom +2* (667 gp), *bracers of armor +2* (333 gp), *cloak of resistance +2* (167 gp), *monks belt* (1083 gp), *gloves of dexterity +4* (1333 gp), *vest of resistance +2* (333 gp), *ring of counterspells* (333 gp); Total 5915 gp

APL 14: Magic: 10331 gp; *ring of protection +1* (167 gp each), *periapt of wisdom +4* (1333 gp), *periapt of wisdom +6* (3000 gp), *bracers of armor +2* (333 gp), *cloak of resistance +3* (750 gp), *monks belt* (1083 gp), *2 x gloves of dexterity +4* (1333 gp), *vest of resistance +2* (167 gp), *2x ring of counterspells* (333 gp each); Total 10331 gp

APL 16: Magic: 15415 gp; *gloves of dexterity +6* (3000 gp), *ring of protection +1* (167 gp), *2x periapt of wisdom +6* (3000 gp each), *bracers of armor +2* (333 gp), *cloak of resistance +3* (750 gp), *monks belt* (1083 gp), *gloves of dexterity +4* (1333 gp), *vest of resistance +2* (333 gp), *2x ring of counterspells* (333 gp each), *greater bracers of archery* (2083 gp); Total 15415 gp

SUCCESSFUL CONCLUSION

You activate the amulets given to you by the Church. There is the sound of rushing wind as the scene before you fades to blackness. There is no need to panic, however, as a new yet familiar location soon fades into view.

You are standing once again in the office you had originally left from. Sir Boris stands there, awaiting your return. When he sees the Crook, he breaks into a smile – you suspect it may be his first one in weeks. He escorts you to the Canon himself, who is not looking too healthy at all. He accepts the Crook when you offer it, and grips it as tightly as he can as he waves it over a pot of tea, praying to Rao for his divine intercession. He then gingerly pours out some tea and raises the cup to his lips.

At first you can't be sure if your eyes aren't playing tricks on you, as the Canon seems to be bathed in warm sunlight. Soon enough there is no doubt, however, as the glow is palpable. The Canon grows healthier before your eyes.

There is great rejoicing that night and over the next few days, as messengers spread throughout the land. "The wasting disease is cured! The good people of Oerth are saved! Long live the great heroes!"

Go to the Epilogue.

UNSUCCESSFUL CONCLUSION

You activate the amulets given to you by the Church. There is the sound of rushing wind and also a deep laughter (a strange effect for such a device) as the scene before you fades to blackness. There is no need to panic, however, as a new yet familiar location soon fades into view.

You are standing once again in the office you had originally left from. Sir Boris stands there, awaiting your return. When he sees the Crook, he breaks into a smile – you suspect it may be his first one in weeks. He escorts you to the Canon himself, who is not looking too healthy at all. He accepts the Crook when you offer it, and grips it as tightly as he can as he waves it over a pot of tea, praying to Rao for his divine intercession. He then gingerly pours out some tea and raises the cup to his lips.

He pauses, waiting. Nothing seems to happen.

"Not to worry, but perhaps you should leave for now," says the Canon. "There may be more to this than we realize."

You leave the Canon to his prayers, and are escorted to some rooms by the Knight of Veluna. You take a rare opportunity to relax in true luxury, as guests of the Church. The events of the last few days rapidly catch up with you, however, and you retire for the evening.

You sleep soundly and well, not even dreaming except for a strange, deep laughter.

In the morning, you are awakened by a knocking on your door. Before you get up to answer it, you notice something on your pillow – a piece of hard candy (shaped like a devil's head) on a stick. Somehow, you don't think things worked out quite how you thought.

Go to the Epilogue, though you may need to modify some of the beginning.

EPILOGUE

And so, night falls on this age in Veluna. What does the future hold? Not everything will be peaceful and serene – monsters still raid out of the Yatils, merchant squabbles and family feuds still escalate beyond words sometimes. But, with the destruction of Herion, the eradication of the wasting disease, the end of hostilities in neighboring nations and the rumored victories of good over evil Oerthwide, common reason leads most to believe Veluna's times of woe are behind her, and the people of the Vale can rest easy and enjoy the new age that will surely dawn with the new morn.

So it is that Velunans sleep peacefully while a single ebon-robed figure approaches the boarded-up entrance to the Kerring mine, just outside of Valkurl. The lithe figure, who started the night at the Mitrik Museum, loosens a board just enough to slip in. Before the shadowy form steps into the dark shaft, it looks around furtively and empties the contents of a small pouch into its gloved hand, to check its contents in the moonlight. In the palm of the black leather glove, Luna's pale glow glints off of three small interlocking rings...

OFFICIAL CRITICAL EVENTS RESULTS

Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: fatladysinging

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.

3: A MOAT?

Defeat the creature of the moat

APL 6	270 XP
APL 8	330 XP

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

4: THE MASTER IS NOT IN

Defeat/Bluff/Bribe the way past the keep guard.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

5: INSIDE AT LAST

Defeat the summoned guards after freeing Abromax

Stromay	
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

6: NON-GUEST QUARTERS

Defeating the monster and save the slaves.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

8: A DEVILISH RECEPTION

Defeating the vault guards

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

9: TREASURE OF TREASURES

Defeating the last line of defense for the Crook of Rao

APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP
APL 16	600 XP

STORY AWARD

Accepting the vision of Tallin Creen or taking Abromax Stromay place or Bargaining with Gozrag

APL 6	180 XP
APL 8	180 XP
APL 10	330 XP
APL 12	330 XP
APL 14	360 XP
APL 16	405 XP

STORY AWARD

Successfully return the true Crook of Rao to College of Arcane and Divine.

APL 6	180 XP
APL 8	180 XP
APL 10	330 XP
APL 12	330 XP
APL 14	360 XP
APL 16	405 XP

TOTAL POSSIBLE EXPERIENCE

APL 6	1,800 XP
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.

3: A MOAT?

APL 6: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 8: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 10: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 12: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 14: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

APL 16: Magic 667 gp; *pink rhomboid ioun stone* (667 gp); Total 667 gp.

4: THE MASTER IS NOT IN

APL 6: Magic 667 gp; *ioun stone (scarlet and blue sphere)* (667gp); Total 667 gp.

APL 8: Magic 2003 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp); Total 2003 gp.

APL 10: Magic 1334 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp), *gauntlets of dexterity +2* (333 gp); Total 2334 gp.

APL 12: Magic 4041 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp), *gauntlets of dexterity +4* (1334 gp), *boots of swift passage* (416 gp); Total 4041 gp.

APL 14: Magic 6334 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +4* (1334 gp), *gauntlets of dexterity +4* (1334 gp), *boots of swift passage* (416 gp), *monk's belt* (1083 gp), *ring of minor spell storing* (1500 gp); Total 6334 gp.

APL 16: Magic 10831 gp; *ioun stone (scarlet and blue sphere)* (667gp), *periapt of wisdom +6* (3000 gp), *gauntlets of dexterity +6* (3000 gp), *boots of swift passage* (416 gp), *monk's belt* (1083 gp), *ring of minor spell storing* (1083 gp), *third eye freedom* (216 gp), *bracers of lightning* (916 gp); Total 10831 gp.

6: NON-GUEST QUARTERS

APL 6: Loot 126 gp; Magic 333 gp; *cloak of resistance +2* (333 gp); Coin 400 gp; Total 859 gp.

APL 8: Loot 126 gp; Magic 1333 gp; *cloak of resistance +4* (1333 gp); Coin 1000 gp; Total 2459 gp.

APL 10: Magic 1333 gp; *belt of health +2* (333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +1* (167 gp), *ring of counterspell* (333 gp) Total 1333 gp.

APL 12: Magic 1333 gp; *belt of health +2* (333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +1* (167 gp), *ring of counterspells* (333 gp); Total 1333 gp.

APL 14: Magic 19273 gp; *belt of health +4* (1333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +5* (4167 gp), *ring of spell turning* (8190 gp), *vest of resistance +5* (2083 gp), *cloak of charisma +6* (3000 gp), Total 19273 gp.

APL 16: Magic 19273 gp; *belt of health +4* (1333 gp), *periapt of the sullen sea* (500 gp), *ring of protection +5* (4167 gp), *ring of spell turning* (8190 gp), *vest of resistance +5* (2083 gp), *cloak of charisma +6* (3000 gp), Total 19273 gp.

8: A DEVILISH RECEPTION

APL 6: Loot: 75 gp; Magic: 829 gp; *pie of plenty* (63 gp), *cloak of resistance +1* (83 gp), *breastplate +1* (113 gp), *scythe +1* (193 gp), *great axe +1* (193 gp), *wand of magic missiles* (CL3, 10 charges) (38 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp); Total: 904 gp.

APL 8: Magic: 1447 gp; *pie of plenty* (63 gp), *cloak of resistance +1* (83 gp), *breastplate +1* (113 gp), *mighty composite longbow +1* [str +6] (250 gp), *cloak of charisma +2* (333 gp), *scythe +1* (193 gp), *great axe +1* (193 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp); Total: 1447 gp.

APL 10: Magic: 2861 gp; *pie of plenty* (63 gp), *cloak of resistance +1* (83 gp), *breastplate +2* (363 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *cloak of charisma +2* (333 gp), *scythe +1* (193 gp), *amulet of health +2* (333 gp), *frost great axe +1* (693 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp); Total: 2861 gp

APL 12: Magic: 5317 gp; *mithral chainmail +1* (580 gp), *pie of plenty* (63 gp), *ring of protection +1* (166 gp), *light fortification breastplate +2* (779 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *keen scythe +1* (693 gp), *cloak of resistance +1* (83 gp), *amulet of health +2* (333 gp), *frost great axe +1* (693 gp), *cloak of charisma +2* (333 gp), *dusty rose ioun stone* (667 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp); Total 5317 gp

APL 14: Magic: 9950 gp; *mithral chainmail +1* (580 gp), *keen magebane scythe +1* (1526 gp), *pie of plenty* (63 gp), *amulet of health +4* (1333 gp), *incandescent blue ioun stone* (667 gp), *cloak of resistance +2* (333 gp), *ring of protection +1* (166 gp), *light fortification breastplate +2* (779 gp), *frost thundering great axe +1* (1526 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp), *metamagic rod (lesser maximize)* (1167 gp), *dusty rose ioun stone* (667 gp), *cloak of charisma +2* (333 gp); Total 9950 gp

APL 16: Magic: 16,139 gp; *mithral chainmail +1* (580 gp), *keen magebane scythe +1* (1526 gp), *pie of plenty* (63 gp), *cloak of resistance +3* (750 gp), *amulet of health +4* (1333 gp), *ring of protection +2* (667 gp), *incandescent blue ioun stone* (667 gp), *frost thundering great axe +1* (1526 gp), *moderate fortification breastplate +2* (2112 gp), *mighty composite longbow +1* [str +6] (250 gp), *armbands of might* (341 gp), *cloak of charisma +6* (3000 gp), *dusty rose ioun stone* (667 gp), *pale green ioun stone* (667 gp), *wand of magic missiles* (CL5, 10 charges) (63 gp), *wand of enlarge person* (63 gp), *potion of cats grace* (25 gp), *scroll of dimension door* (58 gp), *scroll of shield* (CL5) (10 gp), *metamagic rod (lesser maximize)* (1167 gp); Total 16,139 gp

9: TREASURE OF TREASURES

APL 6: Magic: 1667 gp; *ring of protection +1* (167 gp), *2x periapt of wisdom +2* (667 gp each), *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp), *gloves of dexterity +2* (667 gp); Total 1667 gp

APL 8: Magic: 3001 gp; *ring of protection +1* (167 gp), *2x periapt of wisdom +2* (667 gp each), *bracers of armor +2* (333 gp), *cloak of resistance +2* (167 gp), *gloves of dexterity +2* (667 gp), *vest of resistance +1* (83 gp); Total 3001 gp

APL 10: Magic: 3917 gp; *ring of protection +1* (167 gp), *2x periapt of wisdom +2* (667 gp), *bracers of armor +2* (333 gp), *cloak of resistance +2* (333 gp), *monks belt*

(1083 gp), *gloves of dexterity +2* (667 gp), *vest of resistance +2* (167 gp); Total 3917 gp

APL 12: Magic: 5915 gp; *ring of protection +1* (167 gp), *periapt of wisdom +4* (1333 gp), *periapt of wisdom +2* (667 gp), *bracers of armor +2* (333 gp), *cloak of resistance +2* (167 gp), *monks belt* (1083 gp), *gloves of dexterity +4* (1333 gp), *vest of resistance +2* (333 gp), *ring of counterspells* (333 gp); Total 5915 gp

APL 14: Magic: 10331 gp; *ring of protection +1* (167 gp each), *periapt of wisdom +4* (1333 gp), *periapt of wisdom +6* (3000 gp), *bracers of armor +2* (333 gp), *cloak of resistance +3* (750 gp), *monks belt* (1083 gp), *2 x gloves of dexterity +4* (1333 gp), *vest of resistance +2* (167 gp), *2x ring of counterspells* (333 gp each); Total 10331 gp

APL 16: Magic: 15415 gp; *gloves of dexterity +6* (3000 gp), *ring of protection +1* (167 gp), *2x periapt of wisdom +6* (3000 gp each), *bracers of armor +2* (333 gp), *cloak of resistance +3* (750 gp), *monks belt* (1083 gp), *gloves of dexterity +4* (1333 gp), *vest of resistance +2* (333 gp), *2x ring of counterspells* (333 gp each), *greater bracers of archery* (2083 gp); Total 15415 gp

TREASURE CAP

APL 6:	1,800 gp
APL 8:	2,600 gp
APL 10:	4,600 gp
APL 12:	6,600 gp
APL 14:	13,200 gp
APL 16:	19,800 gp

TOTAL POSSIBLE TREASURE

APL 6:	1,800 gp
APL 8:	2,600 gp
APL 10:	4,600 gp
APL 12:	6,600 gp
APL 14:	13,200 gp
APL 16:	19,800 gp

ADVENTURE RECORD ITEMS

To Hell and Back: You've saved the final representatives of the original village of Shandalanar. Gozrag took them with him when he destroyed Herion and his demiplane...now they are finally free. You've gained access to *celestial mount* (BED), *expanded aura of courage* (HoB), *guerilla warrior* (HoB), *mobile spellcasting* (CA), *purify spell* (BED)

The Devil's Mirth: By taking back the false Crook of Rao, you've greatly amused His Eminence Gozrag. He's decided to remind you of your misdeed every morning. When you wake, on your pillow is (or nearby) a devil's

head shaped piece of hard candy with a 4" wood piece sticking out of the bottom. It has a very sharp cinnamon flavor with a hint of ash aftertaste. If the character on this AR also had a "failure" on VEL5-08/09; an additional piece of candy in the shape of skull will appear next to the devils head. The skull shaped hard candy has a black licorice flavor with a hint of loam aftertaste. This is treated as a curse; *remove curse*, *break enchantment*, *miracle*, *wish* of 17th level caster can remove. That sucks!

Sainthood: By taking the place of Abromax Stromay, or by staying behind in place of the Crook of Rao; your name goes forward as a Saint and is quickly approved. On the anniversary of your sacrifice, prayers for your safety are said throughout the lands of Veluna.

Pie of Plenty: Once again you've taken the pie from the orc. But this time it will provide pies upon request. No flavor is too obscure. After saying the command words (I want <flavor> PIE!) It functions 3 times a day Caster 5th Craft Wondrous Item *create food and water* 750gp.

Belt of Health +2/+4*: This functions as an Amulet of Health, but takes up the waist body slot.

Cost: 6000 gp (+2); 20,000 gp (+4)

So long and thanks for all the fish. Bye.

ITEM ACCESS

APL 6:

- *Pink rhomboid ioun stone* (Adventure, DMG, 8000gp)
- *Scarlet and blue sphere ioun stone* (Adventure, DMG, 8000gp)
- *Pie of plenty* (Adventure, see above, 750 gp)

APL 10 (all of APL 6 plus the following):

- *armbands of might* (Adventure, MIC, 4100gp)
- *belt of health +2* (Adventure, Special, 4000gp)
- *periapt of the sullen sea* (Adventure, MIC, 6000gp)
- *ring of counterspells* (Adventure, DMG, 4000gp)

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

- *dusty rose ioun stone* (Adventure, DMG, 8000gp)
- *frost greataxe +1* (Adventure, DMG, 8320gp)
- *boots of swift passage* (Adventure, MIC, 5000gp)

APL 14 (all of APLs 6-12 plus the following):

- *incandescent blue ioun stone* (Adventure, DMG, 8000gp)
- *frost thundering greataxe +1* (Adventure, DMG, 18,320gp)
- *monk's belt* (Adventure, DMG, 13,000gp)
- *ring of minor spell storing* (Adventure, DMG, 18,000gp)

- *belt of health +4* (Adventure, see above, 16000gp)
- *ring of spell turning* (Adventure, DMG, 98280 gp)
- *metamagic rod (lesser maximize)* (Adventure, DMG, 14,000 gp)

APL 16 (all of APLs 6-14 plus the following):

- *pale green ioun stone* (Adventure, DMG, 8000gp)
- *keen magebane scythe +1* (Adventure, DMG, 8318 gp)
- *frost thundering greataxe +2* (Adventure, DMG, 32,320gp)
- *third eye freedom* (Adventure, MIC, 2600gp)
- *bracers of lightning* (Adventure, MIC, 11,000gp)

APPENDIX 1: NPCS

GOZRAG

CR 26

Male Pit Fiend Sorcerer 12

LE Large Outsider

Init +13(+18); **Senses** Listen +29, Spot +29, darkvision 60 ft. telepathy 100

Aura fear

Languages Common (lots)

AC 54, touch 23, flat-footed 44

(-1size, +10 Dex, +23 armor, +4 deflection, +8 natural)

hp 426 (30 HD); regeneration 5 DR 15/good and silver

Immune fire, poison

Resist acid 10 cold 10 **SR** 36

Fort +25 **Ref** +24, **Will** +29

Weakness

Speed 40 ft. fly 60ft average

Melee 2 claws +42 (4d6+19) 2 wings +40 (2d6 +11) and bite +40 (4d6+11 plus poison plus disease) and 2 tail slaps +40 (2d8 +11)

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

Base Atk +24; Grp +43

Special Actions Constrict with tail (2d8+30, fear aura, improved grab, summon devil, spell like abilities

Combat Gear Wand of Unholy Blight

Sorcerer Spells Known (CL 12th): DC 22+ spell lvl

6th (5/day)—anti-magic field

5th (7/day)—reciprocal gyre, wall of force

4th (9/day)—defenestrating sphere, greater invisibility, scry

3rd (9/day)—blink, haste, displacement, resonating bolt

2nd (9/day)—phantasmal assailants, resist energy, detect thoughts, detect invisible, eagle's splendor

1st (9/day)—charm person, orb of acid, lesser magic missile, expeditious retreat, nerveskitter

0 (6/day)— acid splash, detect magic, ghost sound, ray of frost, touch of fatigue, mage hand, the message open/close read magic.

Spell like abilities

At Will—blasphemy (DC 29), create undead, fireball (DC 25, dispel greater magic, greater teleport, invisibility, magic circle vs good, mass hold monster DC Will DC31, persistent image DC27, power word stun, unholy aura(DC 30)

1/day— Meteor swarm

‡ Already cast

Abilities Str 40, Dex 28, Con 30, Int 26, Wis 26, Cha 34

SQ Summon devils, poison,

Feats Cleave, Great Cleave, Iron Will, Improved Initiative, Multiattack, Power Attack, Empower Spell-Like Ability(fireball), Quicken Spell-like Ability (fireball), Ability Focus (fear aura), Improved Natural Attack(claw), Hover.

Skills Balance +11, Bluff +33, Climb +36, Concentration +31, Diplomacy +14, Disguise +33 (+35 while acting), Hide +26, Intimidate +35, Jump

+42, Knowledge (arcana) +29, Knowledge (nature) 10, Knowledge (planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +30, Search +29, Spot +29, Spell craft +31, Survival +8 (+10 on other planes, +10 when tracking), Tumble +32.

Possessions combat gear bracers of armor +4, amulet of mighty fist +4, ring of protection +4

Constrict (Ex) A pit fiend deals 2d8 +30 points of damage with a successful grapple check

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 29 Fortitude save or be infected with a vile disease known as the devil chills chills. (incubation time 1d4 days, damage 1d4 Str). The save DC is Constitution based.

Fear aura (Su) A pit fiend can radiate a 20 ft radius fear aura as a free action. A creature in the area must succeed on a DC 33 Will save or be affected as though by a fear spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is charisma based.

Improved Grab (Ex) To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start at grapple as a free action without provoking an attack of opportunity. If it wins the grapples it establishes a hold and can constrict.

Poison(Ex) Injury. Fortitude DC 29 initial damage 1d6 con secondary damage is death. The save DC is constitution based.

Summon [Devils](SP) twice per day a pit fiend can automatically summon 2 lemures, bone devils or bearded devils or 1 erinyes, horned devil or ice devil. This ability is the equivalent of an 8th level spell

APPENDIX 1: APL 6

* = new rule item, see Appendix 2.

3: A MOAT?

FIENDISH BLACK PUDDING CR 9

NE Huge Ooze

Init -5; **Senses** blindsight 60 ft.; Listen -5

Languages understands Abyssal

AC 3, touch 3, flat-footed 3
(-2 size, -5 Dex)

hp 120 (10 HD); **DR** 5/magic

Immune critical hits, flanking, gaze attacks, illusions, piercing damage, poison, sleep, paralysis, polymorph, slashing damage, stunning

Resist cold 10, fire 10; **SR** 15

Fort +9, **Ref** -2, **Will** -2

Speed 20 ft. (4 squares), climb 20 ft.

Melee Slam +9 melee (2d6+4 plus 2d6 acid)

Space 15 ft.; **Reach** 20 ft.

Base Atk +7; **Grp** +18

Atk Options improved grab, smite good 1/day (+10 damage)

Special Actions constrict 2d6+4 plus 2d6 acid

Abilities Str 17, Dex 1, Con 22, Int 3, Wis 1, Cha 1

SQ split, ooze traits

Feats Extended Reach*, Multigrab*, Power Attack, Weapon Focus (slam)

Skills Climb +11

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex) A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex) To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su) Once per day a fiendish black pudding creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A

pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

4: THE MASTER IS NOT IN

TU HED FU CR 8

Male Fiendish Ettin

LE Large Giant

Init +4; **Senses** Listen +12, Spot +12; darkvision 60', low-light vision

Languages understands infernal, common +see below

AC 19, 9 touch, 19 flat-footed
(-1 size, +7 natural, +3 hide)

hp 75 (10 HD); **DR** 5/magic; **SR** 15

Resist cold 10, fire 10

Fort +10, **Ref** +3, **Will** +7

Speed 30 ft. in hide armor (6 squares); base speed 40 ft.

Melee 2 morningstars +12/+7 (2d6+8)

Ranged 2 javelins +5 (1d8+8)

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

Base Atk +7; **Grp** +19

Atk Options power attack, smite good (+10 damage)

Abilities Str 27, Dex 10, Con 17, Int 8, Wis 14, Cha 8

SQ superior two-weapon fighting

Feats Alertness, Improved Initiative, Iron Will, Power Attack

Skills Listen +12, Search +2, Spot +12

Possessions combat gear plus *ioun stone (scarlet and blue sphere)*

Language Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Superior Two-Weapon Fighting (Ex) An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

6: NON-GUEST QUARTERS

SHADOW FLAYER CR 8

*from Monster Manual V

NE Medium Aberration

Init +7; **Senses** Listen +10, Spot +10; Darkvision 60'

Languages Undercommon; telepathy 100 ft.

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 52 (8 HD)

SR 25

Fort +6, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares)

Melee 4 tentacles +9 each (1d4+1) or

Melee masterwork spear +10 (1d8+1/19-20 plus poison)

Ranged masterwork dagger +10/+5 (1d4+1/19-20 plus poison)

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

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

Atk Options Quick Draw, improved grab, poison (DC17, 1 Str drain/2d6 Str)

Special Actions extract, *mind blast*, shadowcloak
Spell-Like Abilities (CL 8th):

At Will— detect thoughts (DC14), plane shift

Abilities Str 12, Dex 16, Con 14, Int 19, Wis 15, Cha 15

SA extract, *mind blast*, shadowcloak, spell-like abilities

SQ poison use

Feats Improved Initiative, Quick Draw, Weapon Finesse

Skills Bluff +10, Concentration +12, Diplomacy +7, Disguise +2 (+4 acting), Hide +13, Intimidate +4, Knowledge (the planes) +10, Listen +10, Move Silently +13, Sense Motive +7, Spot +10, Survival +2 (+4 on other planes)

Possessions combat gear plus masterwork spear, 4 masterwork daggers (each poisoned with shadow essence), *cloak of resistance* +2, 4 x 100gp rubies.

Improved Grab (Ex): To use this ability, a shadow flayer must hit a creature of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. A shadow flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a shadow flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the shadow flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If a shadow flayer begins its turn with all four tentacles attached to its opponent and makes a successful grapple check, it extracts its opponent's brain, instantly killing that creature. Constructs, elementals, oozes, plants and undead are immune.

Mind Blast (Sp) 60-foot cone, stun for 3d4 rounds, Will DC16 negates.

Shadowcloak (Su) A shadow flayer can draw on its own inner stores of quintessence to briefly become invisible. By expending a swift action, and taking 5 points of damage, a shadow flayer becomes

invisible for 1 round. Unlike with the invisibility spell, shadowcloak doesn't end when a shadow flayer attacks.

8: A DEVILISH RECEPTION

HROSON

CR 4

Half-vampire orc barbarian 3

NE Medium humanoid

Init +13(+18); **Senses** Listen +7, Spot +1; Darkvision 60'

Languages Common, Orc,

AC 20, touch 13, flat-footed 20

(+3 Dex, +5 armor +2 natural)

hp 34 (3 HD); **DR** 5/silver or magic

Fast healing; 1*; **Resist** cold 5, electricity 5;

Fort +7, **Ref** +5, **Will** +1

Speed 40 ft. +1 *mithral chainshirt* (6 squares)

Melee +1 *scythe* +11 (2d4+10/x4) or slam +9 (1d6+6)

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

Base Atk +3; **Grp** +9

Atk Options Blood Drain, Power Attack, Rage

Combat Gear

Abilities Str 22, Dex 16, Con 16, Int 6, Wis 8, Cha 8

SQ Blood dependency, Rage 2/day, Uncanny dodge

Feats Improved Initiative, Power Attack, Weapon

Focus (scythe)

Skills Bluff+1, Climb +10, Hide +4, Jump +9,

Knowledge (arcane) +1, Listen +7, Move Silently

+4, Spellcraft +1, Spot +1

Possessions combat gear plus: *pie of plenty*, *cloak of resistance* +1

Blood Drain (Ex) Half-vampires can suck the blood from a living victim with their fangs by making a successful grapple check. If the half-vampire pins his foe, it drains blood, dealing 1d4 point of Constitution drain each round the pin is maintained. A half-vampire can drain more points of Constitution in a single hour than its Constitution score. When a half-vampire drains a victim's Constitution score, it gains 5 Temporary hit points no matter how many points it drains. Temporary hit points gained in this way last for up to 1 hour.

Blood Dependency (Ex): If a half-vampire doesn't use its blood drain special attack against at least one living creature each day, it must make a DC 15 Fortitude save or become fatigued. Each day after the first that the half-vampire does not drink blood directly from a living creature; the DC increases by 1 until it fails the save and becomes fatigued. After that, it must make a DC 20 Fortitude save each week (with the DC increasing by 1 each week thereafter) that it does not use its blood drain or become exhausted.

Fast Healing (Ex): A half-vampire heals 1 point of damage each round so long as it has at least 1 hit point but less than half its normal hit points. As long as the vampire has more than half its normal hit points, its fast healing does not function (but other forms of healing still function normally).

GARRONG

CR 4

Orc barbarian 4
 NE Medium humanoid
Init +8 (+13); **Senses** Listen +6, Spot +6; Darkvision 60'
Languages Common, Orc,
AC 19, touch 12, flat-footed 16
 (+2 Dex, +6 armor)
hp 48 (4 HD)
Fort +8, **Ref** +4, **Will** +3
Speed 30 ft. +1 *breastplate* (6 squares)
Melee +1 *great axe* +10 (1d12+8/x3)
Ranged mwk composite longbow [str +5] +7
 (1d8+5/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +9
Atk Options Power Attack, Rage
Combat Gear
Abilities Str 21, Dex 14, Con 18, Int 12, Wis 8, Cha 10
SQ Rage 2/day, Uncanny dodge
Feats Iron Will, Power Attack
Skills Intimidate +7, Listen +6, Ride +9, Survival +6, Spot +6
Possessions combat gear plus: 20 arrows

EFRIC

CR 4

Aassimar Vampire Marshall 1/Sorcerer 1
 NE Medium Undead (Humanoid-Aassimar)
Init +13 (+18); **Senses** Listen +12, Spot +12; Darkvision 60'
Languages – Common, Celestial, Draconic
AC 19, touch 13, flat-footed 16
 (+3 Dex, +6 natural)
hp 18 (2 HD)**DR** 10/magic and silver
Fast healing; 5; **Resist** acid 5, cold 10, electricity 10; Turn Resistance +4
Fort +2, **Ref** +3, **Will** +6
Speed 30 ft. (6 squares)
Melee slams +3 (1d6+3 + wisdom drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +3
Atk Options Blood drain, Dominate, Wisdom drain,
Combat Gear *wand of magic missiles* 3rd level caster 10 charges, *wand of enlarge person*, *potion of cats grace*, *scroll of dimension door*
 Sorcerer Spells Known (CL 1st):
 1st (4/day)— *nervekitter* †, *karmic aura** (DC 17)
 0 (5/day)— *ray of frost* (+3 ranged touch), *mage hand*, *mending*, *prestidigitation*
 † Already cast (spells/day reduced already)
Abilities Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 23
SQ Alternate Form, Gaseous Form, Spider Climb, Wisdom Drain, Children of the night, Motivate Dexterity
Feats Alertness, Combat Reflexes, Dodge, Ability Focus (dominate), Improved Initiative, Lightning Reflexes, Skill Focus (diplomacy)
Skills Bluff +19, Concentration +10, Diplomacy +13, Disguise +8 (+10 to act in character <not a vampire>), Hide +11, Listen +12, Move Silently +11, Search +9, Sense Motive +10, Spot +12;

Possessions combat gear

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Wisdom Drain (Su): With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. In addition, each living creature within 10' of a psychic vampire takes 1 point of Wisdom drain per round (Will DC 16 Negates). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. However, this power doesn't function here.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (Caster level 12th). This ability has a range of 30 ft.

Minor Aura (Motivate Dexterity) (Ex): A minor aura lets allies add the marshal's charisma bonus to certain roles. Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks. Unless otherwise noted a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Metamagic Specialist (Ex): With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

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

Benefit: you can apply metamagic feats that you know to sorcerer spells without increasing the

casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

9: TREASURE OF TREASURES

GRISH

CR 7

Male Chain Devil Monk 1

LE Medium Outsider

Init +9; **Senses** Listen +14, Spot +14; darkvision 60'

Languages infernal, common

AC 28, 19 touch, 23 flat-footed

(+5 dex, +1 armor, +8 natural, +3 Wis, +1 deflection)

hp 68 (9 HD); **DR** 5/silver or good; **SR** 19

Immune cold; **Regeneration** 2

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

Speed 30 ft. (6 squares)

Melee unarmed strike +11/+6 (1d6+3 or

Melee flurry of blows +9/+9/+4 (1d6+3) or

Melee spiked chains +13/+13 (2d4+4/19-20)

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

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

Atk Options dancing chains, unnerving gaze, flurry of blows, stunning fist (DC13)

Abilities Str 17, Dex 20, Con 14, Int 10, Wis 16, Cha 10

SQ

Feats Improved Critical (chains), Improved Initiative, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Finesse

Skills Balance + 11, Climb + 14, Craft (blacksmithing) + 12, Escape Artist +16, Hide +14, Intimidate + 11, Jump + 9, Listen +14, Move Silently + 14, Spot +14, Tumble + 14,

Possessions combat gear plus *gloves of dexterity* +2, *ring of protection* +1, *periapt of wisdom* +2, *bracers of armor* +1, *cloak of resistance* +1

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20ft as a standard action, making the chains dance or move as he wishes. In addition, a chain devil can increase the chains length by up to 15' and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 14 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is charisma based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30' Will DC 14 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good aligned

weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

FAYREAH, CLERIC OF NERULL

CR 9

Female Erinyes cleric 1

LE Medium Outsider

Init +5; **Senses** Listen +17, Spot +17, see in darkness, true seeing (14th level caster), telepathy 100ft

Languages Infernal, Celestial, Draconic, Common

AC 27, 14 touch*, 23 flat-footed

(+4 Dex, +5 armor, +8 natural)

hp 100 (10 HD); **DR** 5/good; **SR** 20

Immune fire, poison **Resist** 10 acid, 10 cold

Fort +14, **Ref** +12, **Will** +14

Speed 30 ft. in +1 chainshirt (6 squares), fly 50 ft (good)

Melee +1 Scythe +15/+10 (2d4+8/x4)

Ranged +1 flaming composite longbow [+5 str] +15/+10 (1d8+6/x3 +1d6 fire)

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

Base Atk +9; **Grp** +14

Atk Options Entangle, Spells, Spell-like abilities

Combat Gear

Class Spells Prepared (CL 1st):

1st—*cure light wounds*, *disguise self*^D (Will DC 16), *entropic shield*, *shield of faith*

0—*detect magic*, *guidance*, *resistance*

D: Domain spell. Deity: Nerull: Death, Trickery,

Spell-Like Abilities (CL 12th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19) DCs are charisma based.

Abilities Str 21, Dex 21, Con 21, Int 14, Wis 20, Cha 20

Feats Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Slippery Skin*

Skills Concentration +17, Diplomacy +11, Escape Artist +16, Heal +9, Hide +16, Knowledge (religion) +18, Knowledge (arcana) +14, Knowledge (planes) + 6, Listen +17, Move Silently +16, Search +14, Sense Motive +16, Spellcraft +6, Spot +17, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)

Possessions combat gear plus two silver holy symbol, *periapt of wisdom* +2, *vest of resistance* +1

Entangle (Ex) Each erinyes carries a stout rope some 50 ft long that entangles opponents of any size as an animate rope spell. (caster level 16th). An erinyes can hurl its rope 30 ft with no range penalty. Typically an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Summon baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4

bearded devils with a 50% chance of success.
This ability is the equivalent of a 3rd level spell
True Seeing (Su): Erinyes continuously use true
seeing as the spell (caster level 14th)

* = new rule item, see Appendix 2.

3: A MOAT?

ADVANCED FIENDISH BLACK PUDDING CR 11

NE Gargantuan Ooze

Init -5; **Senses** blindsight 60 ft.; Listen -5

Languages understands Abyssal

AC 2, touch 2, flat-footed 2
(-4 size, -4 Dex)

hp 285 (20 HD); **DR** 10/magic

Immune critical hits, flanking, gaze attacks, illusions, piercing damage, poison, sleep, paralysis, polymorph, slashing damage, stunning

Resist cold 10, fire 10; **SR** 25

Fort +14, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares), climb 20 ft.

Melee Slam +19 melee (4d6+10/19-20 plus 3d6 acid)

Space 20 ft.; **Reach** 25 ft.

Base Atk +15; **Grp** +33

Atk Options improved grab, smite good 1/day (+19 damage)

Special Actions constrict 3d6+10 plus 3d6 acid

Abilities Str 25, Dex 3, Con 26, Int 3, Wis 1, Cha 1

SQ split, ooze traits

Feats Extended Reach*, Improved Critical (slam), Improved Natural Attack (slam), Multigrab*, Power Attack, Staggering Critical*, Weapon Focus (slam)

Skills Climb +15

Acid (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 27 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 27 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex) A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex) To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su) Once per day a fiendish black pudding creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead the creature

splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

4: THE MASTER IS NOT IN

TU HED FU CR 10

Male Fiendish Ettin Monk 2

LE Large Giant

Init +4; **Senses** Listen +14, Spot +14; darkvision 60', low-light vision

Languages understands infernal, common, see below

AC 20, 13 touch, 20 flat-footed
(-1 size, +7 natural, +4 Wis)

hp 108 (12 HD); **DR** 10/magic; **SR** 17

Resist cold 10, fire 10

Fort +14, **Ref** +6 (evasion), **Will** +11

Speed 40 ft. (6 squares)

Melee flurry of blows +13/+13/+8 (1d8+8) or

Melee 2 kamas +15/+10 (1d8+8)

Ranged 2 javelins +7 (1d8+8)

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

Base Atk +8; **Grp** +20

Atk Options flurry of blows, power attack, smite good (+12 damage), stunning fist (4/day, DC20), weakening fist

Abilities Str 27, Dex 10, Con 18, Int 8, Wis 18, Cha 8

SQ superior two-weapon fighting

Feats Alertness^B, Combat Reflexes^B, Improved Initiative, Improved Unarmed Strike^B, Iron Will, Power Attack, Stunning Fist^B, Weakening Touch*

Skills Listen +14, Search +2, Sense Motive +10, Spot +14

Possessions combat gear plus *ioun stone (scarlet and blue sphere)*, *peript of wisdom +4*

Language Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Superior Two-Weapon Fighting (Ex) An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills An ettin's two heads give it a +2 racial bonus on Listen, and Search checks.

6: NON-GUEST QUARTERS

SHADOW FLAYER MONK/ASSASSIN CR 10

*from Monster Manual V

NE Medium Aberration

Init +7; **Senses** Listen +11, Spot +11; Darkvision 60'

Languages Undercommon; telepathy 100 ft.

AC 18, touch 15, flat-footed 15

(+3 Dex, +3 natural, +2 wisdom)

hp 83 (10 HD)

SR 25

Fort +10, **Ref** +13, **Will** +14

Speed 30 ft. (6 squares)

Melee 4 tentacles +9 each (1d4+1 each) or

Melee flurry of blows: 4 tentacles +7 (1d4+1) and 1 head butt +7 (1d6+1)

Melee masterwork spear +10 (1d8+1/19-20 plus poison)

Ranged masterwork dagger +10 (1d4+1/19-20 plus poison)

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

Base Atk +6; **Grp** +11

Atk Options Quick Draw, sneak attack (+1d6), improved grab, poison (DC17, 1 Str drain/2d6 Str)

Special Actions extract, *mind blast*, shadowcloak, death attack

Assassin Spells Prepared (CL 1st)

1st — true strike

Spell-Like Abilities (CL 8th):

At Will— detect thoughts (DC14), plane shift

Abilities Str 12, Dex 16, Con 14, Int 19, Wis 15, Cha 15

SA extract, *mind blast*, shadowcloak, spell-like abilities

SQ poison use, trapfinding

Feats Improved Grapple^B, Improved Initiative, Improved Unarmed Strike^B, Improved Toughness*, Quick Draw, Weapon Finesse

Skills Bluff +11, Concentration +13, Diplomacy +8, Disguise +7 (+9 acting), Hide +14, Intimidate +4, Knowledge (the planes) +10, Listen +11, Move Silently +14, Sense Motive +7, Spot +11, Survival +2 (+4 on other planes)

Possessions combat gear plus masterwork spear, 4 masterwork daggers (each poisoned with shadow essence), *cloak of resistance* +4, 4 x 250gp rubies.

Improved Grab (Ex): To use this ability, a shadow flayer must hit a creature of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. A shadow flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a shadow flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the shadow flayer gets a +2 circumstance bonus for

every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If a shadow flayer begins its turn with all four tentacles attached to its opponent and makes a successful grapple check, it extracts its opponent's brain, instantly killing that creature. Constructs, elementals, oozes, plants and undead are immune.

Mind Blast (Sp) 60-foot cone, stun for 3d4 rounds, Will DC16 negates.

Shadowcloak (Su) A shadow flayer can draw on its own inner stores of quintessence to briefly become invisible. By expending a swift action, and taking 5 points of damage, a shadow flayer becomes invisible for 1 round. Unlike with the invisibility spell, shadowcloak doesn't end when a shadow flayer attacks.

8: A DEVILISH RECEPTION

HROSON

CR 6

Half-vampire orc barbarian 5

NE Medium humanoid

Init +13(+18); **Senses** Listen +9, Spot +1; Darkvision 60'

Languages Common, Orc,

AC 21, touch 13, flat-footed 21

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

hp 60 (5 HD); **DR** 5/silver or magic

Fast healing; 1*; **Resist** cold 5, electricity 5;

Fort +8, **Ref** +5, **Will** +1

Speed 40 ft. +1 *mithral chainmail* (6 squares)

Melee +1 *scythe* +13 (2d4+10/x4) or slam +11 (1d6+6)

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

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

Atk Options Blood Drain, Power Attack, Rage

Combat Gear

Abilities Str 23, Dex 16, Con 16, Int 6, Wis 8, Cha 8

SQ Blood dependency, Rage 2/day, Improved uncanny dodge

Feats Improved Initiative, Power Attack, Weapon Focus (scythe)

Skills Bluff+1, Climb +10, Hide +4, Jump +9, Knowledge (arcane) +2, Listen +9, Move Silently +4, Spellcraft +2, Spot +1

Possessions combat gear plus: *pie of plenty*, *cloak of resistance* +1

Blood Drain (Ex) Half-vampires can suck the blood from a living victim with their fangs by making a successful grapple check. If the half-vampire pins his foe, it drains blood, dealing 1d4 point of Constitution drain each round the pin is maintained. A half-vampire can drain more points of Constitution in a single hour than its Constitution score. When a half-vampire drains a victim's Constitution score, it gains 5 Temporary hit points no matter how many points it drains. Temporary hit points gained in this way last for up to 1 hour.

Blood Dependency (Ex): If a half-vampire doesn't use its blood drain special attack against at least one living creature each day, it must make a DC 15

Fortitude save or become fatigued. Each day after the first that the half-vampire does not drink blood directly from a living creature; the DC increases by 1 until it fails the save and becomes fatigued. After that, it must make a DC 20 Fortitude save each week (with the DC increasing by 1 each week thereafter) that it does not use its blood drain or become exhausted.

Fast Healing (Ex): A half-vampire heals 1 point of damage each round so long as it has at least 1 hit point but less than half its normal hit points. As long as the vampire has more than half its normal hit points, its fast healing does not function (but other forms of healing still function normally).

GARRONG

CR 6

Orc barbarian 6

NE Medium humanoid

Init +8 (+13); **Senses** Listen +8, Spot +8; Darkvision 60'

Languages Common, Orc,

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

hp 72 (6 HD)

Fort +8, **Ref** +4, **Will** +3

Speed 30 ft. +1 *breastplate* (6 squares)

Melee +1 *great axe* +12/+7 (1d12+8/x3)

Ranged +1 *composite longbow* [str +5] +9/+4
(1d8+6/x3)

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

Base Atk +6; **Grp** +11

Atk Options Power Attack, Rage

Combat Gear

Abilities Str 21, Dex 14, Con 18, Int 12, Wis 8, Cha 10

SQ Rage 2/day, Improved uncanny dodge

Feats Cleave, Iron Will, Power Attack

Skills Intimidate +9, Listen +8, Ride +11, Survival +8, Spot +8

Possessions combat gear plus: 20 arrows

EFRIC

CR 6

Aassimar Vampire Marshall 1/Sorcerer 3

NE Medium Undead (Humanoid-Aassimar)

Init +13 (+18); **Senses** Listen +12, Spot +12; Darkvision 60'

Languages – Common, Celestial, Draconic

AC 19, touch 13, flat-footed 16
(+3 Dex, +6 natural)

hp 36 (4 HD)**DR** 10/magic and silver

Fast healing; 5; **Resist** acid 5, cold 10, electricity 10; Turn Resistance +4

Fort +3, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)

Melee slams +4 (1d6+3 + wisdom drain)

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

Base Atk +1; **Grp** +4

Atk Options Blood drain, Dominate, Wisdom drain,

Combat Gear *wand of magic missiles* 5th level
caster 10 charges, *wand of enlarge person*, *potion of cats grace*, *scroll of dimension door*

Sorcerer Spells Known (CL 3rd):

1st (6/day)— nerveskitter †, karmic aura*, ray of enfeeblement (+4 ranged touch)

0 (6/day)— ray of frost (+4 ranged touch), mage hand, mending, open/close, prestidigitation,

† Already cast (spells/day reduced already)

Abilities Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 24

SQ Alternate Form, Gaseous Form, Spider Climb, Wisdom Drain, Children of the night, Motivate Dexterity

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Ability Focus (dominate), Improved Initiative, Lightning Reflexes, Skill Focus (diplomacy)

Skills Bluff +19, Concentration +17, Diplomacy +13, Disguise +9 (+11 to act in character <not a vampire>), Hide +11, Listen +12, Move Silently +11, Search +9, Sense Motive +10, Spot +12;

Possessions combat gear + *cloak of charisma* +2

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Wisdom Drain (Su): With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. In addition, each living creature within 10' of a psychic vampire takes 1 point of Wisdom drain per round (Will DC 19 Negates). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. However, this power doesn't function here.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 21) or fall instantly under the vampire's influence as though by a *dominate person* spell (Caster level 12th). This ability has a range of 30 ft.

Minor Aura (Motivate Dexterity) (Ex): A minor aura lets allies to add the marshal's charisma bonus to certain roles. Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks. Unless otherwise noted a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if

he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Metamagic Specialist (Ex): With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

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

Benefit: you can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

9: TREASURE OF TREASURES

GRISH

CR 9

Male Chain Devil Monk 3

LE Medium Outsider

Init +9; **Senses** Listen +14, Spot +14; darkvision 60';

Languages infernal, common

AC 29, 19 touch, 24 flat-footed

(+5 dex, +2 armor, +8 natural, +3 Wis, +1 deflection)

hp 83 (11 HD); **DR** 5/silver or good; **SR** 21

Resist evasion; **Immune** cold; **Regeneration** 2

Fort +12, **Ref** +15, **Will** +14

Speed 40 ft. (8 squares)

Melee unarmed strike +13/+8 (1d6+3 or

Melee flurry of blows +13/+13/+8 (1d6+3) or

Melee spiked chains +15/+15 (2d4+4/19-20)

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

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

Atk Options dancing chains, unnerving gaze, flurry of blows, stunning fist (DC14)

Abilities Str 17, Dex 20, Con 14, Int 10, Wis 16, Cha 10

SQ Still mind

Feats Combat Reflexes, Deflect Arrows, Improved

Critical (chains), Improved Initiative, Improved

Unarmed Strike^B, Stunning Fist^B, Weapon Finesse

Skills Balance + 11, Climb + 14, Craft (blacksmithing)

+ 12, Escape Artist +16, Hide +15, Intimidate + 11,

Jump + 10, Listen +15, Move Silently + 14, Spot

+15, Tumble + 18

Possessions combat gear plus *gloves of dexterity*

+2, *ring of protection* +1, *periapt of wisdom* +2, *bracers of armor* +2, *cloak of resistance* +2

Dancing Chains (Su): A chain devils most awesome attack is its ability to control up to four chains within 20ft as a standard action, making the chains dance or move as he wishes. In addition, a chain devil can increase the chains length by up to 15' and cause them to sprout razor-edged barbs.

These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is charisma based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30' Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since meditation and training improved her resistance to mind-affecting attacks.

FAYREAH, CLERIC OF NERULL

CR 11

Female Erinyes cleric 3

LE Medium Outsider

Init +5; **Senses** Listen +17, Spot +17, see in darkness, true seeing (14th level caster), telepathy 100ft

Languages Infernal, Celestial, Draconic, Common

AC 27, 14 touch*, 23 flat-footed

(+4 Dex, +5 armor, +8 natural)

hp 120 (12 HD); **DR** 5/good; **SR** 20

Immune fire, poison **Resist** 10 acid, 10 cold

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

Speed 30 ft. in +1 chainshirt (6 squares), fly 50 ft (good)

Melee +1 Scythe +17/+12/+7 (2d4+8/x4)

Ranged +1 flaming burst composite longbow [+5 str] +17/+12/+7 (1d8+6/x3 +1d6 fire)

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

Base Atk +11; **Grp** +16

Atk Options Entangle, Spells, Spell-like abilities

Combat Gear

Class Spells Prepared (CL 3rd):

2nd—*bears endurance*, *cure moderate wounds*, *invisibility*^P

1st—*cure light wounds*, *disguise self*^P (Will DC 16), *divine favor*, *entropic shield*, *shield of faith*

0—*detect magic*, *guidance*, *mending*, *resistance*

D: Domain spell. Deity: Nerull: Death, Trickery, Spell-Like Abilities (CL 12th):

At Will— *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19) DCs are charisma based.

Abilities Str 21, Dex 21, Con 21, Int 14, Wis 20, Cha 20

SQ

Feats Combat Reflexes, Dodge, Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Slippery Skin*

Skills Concentration +19, Diplomacy +11, Escape Artist +18, Heal +9, Hide +16, Knowledge (religion) +18, Knowledge (arcana) +14, Knowledge (planes) + 6, Listen +17, Move Silently +16, Search +14, Sense Motive +16, Spellcraft +6, Spot +17, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)

Possessions combat gear plus two silver holy symbol, *periapt of wisdom* +2, *vest of resistance* +1

Entangle (Ex) Each erinyes carries a stout rope some 50 ft long that entangles opponents of any size as an animate rope spell. (caster level 16th). An erinyes can hurl its rope 30 ft with no range penalty. Typically an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Summon baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th)

* = new rule item, see Appendix 2.

3: A MOAT?

ADVANCED FIENDISH ARCANE OOZE CR 13

NE Huge ooze
Init -5; **Senses** blindsight 60 ft.; Listen -5
Aura spell siphon
Languages understands Infernal
AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)
hp 322 (23 HD); **DR** 10/magic
Resist cold 10, fire 10
Immune magic, critical hits, flanking, gaze attacks, illusions, poison, sleep, paralysis, polymorph, stunning, visual effects
Fort +14, **Ref** +1, **Will** +1
Speed 20 ft. (4 squares), climb 20 ft.
Melee Slam +23 melee (3d6+10/19-20 plus 2d6 acid)
Space 15 ft.; **Reach** 15 ft.
Base Atk +17; **Grp** +32
Atk Options improved grab, smite good 1/day (+20 damage)
Special Actions constrict 3d6+10 plus 2d6 acid
Abilities Str 24, Dex 1, Con 26, Int 3, Wis 1, Cha 1
SQ ooze traits
Feats Extended Reach*, Fling Enemy*, Improved Critical (slam), Improved Natural Attack (slam), Multigrab*, Power Attack, Staggering Critical*, Weapon Focus (slam)
Skills Climb +38

Acid (Ex) An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex) An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su) Once per day a fiendish arcane ooze can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Spell Siphon (Su) An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 29 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 × the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex) An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the haste spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The creature resembles a fluid mass of black protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

4: THE MASTER IS NOT IN

TU HED FU CR 12

Male Fiendish Ettin Monk 4
LE Large Giant
Init +5; **Senses** Listen +14, Spot +14; darkvision 60', low-light vision
Languages understands infernal, common, see below
AC 21, 14 touch, 20 flat-footed (-1 size, +7 natural, +4 Wis, +1 Dex)
hp 126 (14 HD); **DR** 10/magic; **SR** 19
Resist cold 10, fire 10
Fort +15, **Ref** +8 (evasion), **Will** +12
Speed 50 ft. (6 squares);
Melee flurry of blows +15/+15/+10 (2d6+8) or
Melee 2 blows +17/+12 (2d6+8)
Ranged 2 javelins +10 (1d8+8)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +22
Atk Options flurry of blows, power attack, smite good (+14 damage), stunning fist (6/day, DC21), weakening fist
Abilities Str 27, Dex 12, Con 18, Int 8, Wis 18, Cha 8
SQ slow fall (20'), still mind, superior two-weapon fighting
Feats Alertness, Combat Reflexes^B, Improved Initiative, Improved Unarmed Strike^B, Iron Will, Power Attack, Stunning Fist^B, Weakening Touch*
Skills Listen +14, Search +2, Sense Motive +16, Spot +14
Possessions combat gear plus *ioun stone (scarlet and blue sphere)*, *periapt of wisdom +4*, *gauntlets of dexterity +2*

Language Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures

that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Superior Two-Weapon Fighting (Ex) An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

6: NON-GUEST QUARTERS

SPELL WEAVER CR 10

*Monster Manual II

Neutral Medium Monstrous Humanoid

Init +3; **Senses** Listen +15, Spot +15; Darkvision 60', see *invisibility*

Languages – (telepathy with other spell weavers)

AC 25, touch 14, flat-footed 22

(+3 Dex, +6 armor, +1 deflection, +5 natural)

hp 76 (10 HD + *false life*; 56 normal)

Immune mind-affecting spells and effects

Resist fire 30

SR 21

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

Speed 30 ft. (6 squares)

Melee 2 slams +8 (1d3-2)

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

Base Atk +10; **Grp** +8

Atk Options spell weaving

Combat Gear chromatic disk

Sorcerer Spells Known (CL 12th):

6th (3/day)— *chain lightning* (DC22)

5th (5/day)— *greater dimension door*, *wall of force*

4th (7/day)— *Evard's black tentacles*, *forcewave**, *shadow conjuration* (DC18)

3rd (6/day)— *dispel magic*, *displacement*, *greater mage armor** †, *fireball* (DC19)

2nd (5/day)— *false life* †, *glitterdust* (DC16), *gust of wind*, *resist energy* †, *scorching ray* (+13 ranged touch),

1st (7/day)— *dispel ward**, *grease* (DC15), *magic missile*, *ray of enfeeblement* (+13 ranged touch), *shield*

0 (6/day)— *dancing lights*, *light*, *ghost sound*, *ray of frost* (+13 ranged touch), *touch of fatigue*, *mage hand*, *mending*, *open/close*, *prestidigitation*

† Already cast (spells/day reduced already)

Spell-Like Abilities (CL 12th):

Always Active— see *invisibility*

At Will— *detect magic*, *invisibility* \

1/day— *plane shift*

† Already cast

Abilities Str 6, Dex 16, Con 12, Int 17, Wis 17, Cha 19

SQ shielded mind

Feats Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (Abjuration)^B, Spell Focus (Evocation)^B, Spell Penetration^B

Skills Knowledge (Arcana) +15, Knowledge (Planes) +15, Listen +15, Spot +15, Use Magic Device +15

Possessions combat gear plus belt of health +2*, periapt of the sullen sea*, ring of protection +1, ring of counterspells (dispel magic)

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC17) or be affected as if by a confusion spell (caster level equals spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a *heal* effect.

Spell Weaving (Ex): These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th level spell, one 4th level and one 2nd level spell, one 3rd and three 1st level spells, six 1st level spells, or any combination of spells whose levels add up to six or less. (A single 0 level spell occupies one arm.)

Telepathy (Su): Spell weavers can communicate with each other telepathically at a range of up to 1,000 miles.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch diameter indestructible disk glows with colors that slowly shift through the spectrum. This object stores ten additional levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two extra 5th level spells in a day, or three 3rd level spells and one 1st level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th level. (For this purpose, two 0 level spells are equivalent to one 1st level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power every night at midnight. A spell powered by the disk is cast as though the caster had the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes dealing 4d10 points of damage to everything within a 30-foot radius.

8: A DEVILISH RECEPTION

HROSON CR 8

Half-vampire orc barbarian 6/fighter 1

NE Medium humanoid

Init +13(+18); **Senses** Listen +9, Spot +1; Darkvision 60'

Languages Common, Orc,

AC 21, touch 13, flat-footed 21

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

hp 82 (7 HD); **DR** 5/silver or magic

Fast healing; 1*; **Resist** cold 5, electricity 5;

Fort +11, **Ref** +6, **Will** +2

Speed 40 ft. +1 mithral chainmail (6 squares)

Melee +1 *scythe* +15/+10 (2d4+10/x4) or slams +13/+8 (1d6+6)

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

Base Atk +7; **Grp** +13

Atk Options Blood Drain, Power Attack, Rage

Combat Gear *Potion of Bulls Strength*

Abilities Str 23, Dex 16, Con 16, Int 6, Wis 8, Cha 8

SQ Blood dependency, Rage 2/day, Improved uncanny dodge

Feats Improved Initiative, Power Attack, Reckless Rage, Weapon Focus (scythe)

Skills Bluff+1, Climb +10, Hide +4, Jump +9, Knowledge (arcane) +3, Listen +9, Move Silently +4, Spellcraft +3, Spot +1

Possessions combat gear plus: *pie of plenty*, *cloak of resistance* +1

Blood Drain (Ex) Half-vampires can suck the blood from a living victim with their fangs by making a successful grapple check. If the half-vampire pins his foe, it drains blood, dealing 1d4 point of Constitution drain each round the pin is maintained. A half-vampire can drain more points of Constitution in a single hour than its Constitution score. When a half-vampire drains a victim's Constitution score, it gains 5 Temporary hit points no matter how many points it drains. Temporary hit points gained in this way last for up to 1 hour.

Blood Dependency (Ex): If a half-vampire doesn't use its blood drain special attack against at least one living creature each day, it must make a DC 15 Fortitude save or become fatigued. Each day after the first that the half-vampire does not drink blood directly from a living creature; the DC increases by 1 until it fails the save and becomes fatigued. After that, it must make a DC 20 Fortitude save each week (with the DC increasing by 1 each week thereafter) that it does not use its blood drain or become exhausted.

Fast Healing (Ex): A half-vampire heals 1 point of damage each round so long as it has at least 1 hit point but less than half its normal hit points. As long as the vampire has more than half its normal hit points, its fast healing does not function (but other forms of healing still function normally).

GARRONG

CR 8

Orc barbarian 8

NE Medium humanoid

Init +8 (+13); **Senses** Listen +10, Spot +10; Darkvision 60'

Languages Common, Orc,

AC 19, touch 12, flat-footed 19

(+2 Dex, +7 armor)

hp 96 (8 HD) **DR** 1/-

Fort +9, **Ref** +4, **Will** +3

Speed 30 ft. +2 *breastplate* (6 squares)

Melee +1 *great axe* +15/+10 (1d12+10/x3)

Ranged +1 *composite longbow* [str +6] +11/+6 (1d8+7/x3)

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

Base Atk +8; **Grp** +14

Atk Options Cleave, Power Attack, Rage

Combat Gear *potion of bulls strength*

Abilities Str 22, Dex 14, Con 18, Int 12, Wis 8, Cha 10

SQ Rage 3/day, Improved uncanny dodge

Feats Cleave, Iron Will, Power Attack

Skills Intimidate +11, Listen +10, Ride +13, Survival +10, Spot +10

Possessions combat gear plus: 20 arrows, *armbands of might*

EFERIC

CR 8

Aassimar Vampire Marshall 1/Sorcerer 5

NE Medium Undead (Humanoid-Aassimar)

Init +13 (+18); **Senses** Listen +13, Spot +13; Darkvision 60'

Languages – Common, Celestial, Draconic

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 54 (6 HD) **DR** 10/magic and silver

Fast healing; 5; **Resist** acid 5, cold 10, electricity 10; Turn Resistance +4

Fort +3, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)

Melee slams +5 (1d6+3 + wisdom drain)

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

Base Atk +2; **Grp** +5

Atk Options Blood drain, Dominate, Wisdom drain,

Combat Gear *wand of magic missiles* 5th level caster 10 charges, *wand of enlarge person*, *potion of cats grace*, *scroll of dimension door*, *scroll of shield* (5th level caster)

Sorcerer Spells Known (CL 5th):

2 nd (6/day)— *phantasmal assailants** (DC 19), *touch of idiocy*

1st (7/day)— *nervekitter** †, *karmic aura** (DC 18), *ray of enfeeblement* (+5 ranged touch)

0 (6/day)— *ray of frost* (+5 ranged touch), *mage hand*, *mending*, *open/close*, *prestidigitation*,

† Already cast (spells/day reduced already)

Abilities Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 24

SQ Alternate Form, Gaseous Form, Spider Climb, Wisdom Drain, Children of the night, Motivate Dexterity

Feats Ability Focus (dominate), Alertness, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Improved Initiative, Lightning Reflexes, Skill Focus (diplomacy)

Skills Bluff +19, Concentration +19, Diplomacy +13, Disguise +10 (+12 to act in character <not a

vampire>), Hide +11, Listen +13, Move Silently +11, Search +9, Sense Motive +10, Spot +13

Possessions combat gear + *cloak of charisma* +2

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Wisdom Drain (Su): With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. In addition, each living creature within 10' of a psychic vampire takes 1 point of Wisdom drain per round (Will DC 19 Negates). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. However, this power doesn't function here.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 22) or fall instantly under the vampire's influence as though by a *dominate person* spell (Caster level 12th). This ability has a range of 30 ft.

Minor Aura (Motivate Dexterity) (Ex): A minor aura lets allies to add the marshal's charisma bonus to certain roles. Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks. Unless otherwise noted a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Metamagic Specialist (Ex): With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

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

Benefit: you can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

9: TREASURE OF TREASURES

GRISH

CR 11

Male Chain Devil Monk 5

LE Medium Outsider

Init +9; **Senses** Listen +15, Spot +15; darkvision 60',

Languages infernal, common

AC 31, 21 touch, 26 flat-footed

(+5 dex, +2 armor, +8 natural, +3 Wis, +1 deflection, +2 monk)

hp 98 (13 HD); **DR** 5/silver or good; **SR** 23

Resist evasion; **Immune** cold; **Regeneration** 2

Fort +13, **Ref** +16, **Will** +15

Speed 40 ft. (8 squares)

Melee unarmed strike +15/+10/+5 (1d10+4 or

Melee flurry of blows +14/+14/+9/+4 (1d10+4) or

Melee spiked chains +16/+16/+11 (2d4+4/19-20)

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

Base Atk +11; **Grp** +15

Atk Options dancing chains, unnerving gaze, flurry of blows, stunning fist (DC15)

Abilities Str 18, Dex 20, Con 14, Int 10, Wis 16, Cha 10

SQ Still mind, Ki Strike (magic), slow fall 20ft, purity of body

Feats Combat Reflexes, Deflect Arrows^B, Improved Critical (chains), Improved Initiative, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Finesse

Skills Balance + 11, Climb + 15, Craft (blacksmithing) + 12, Escape Artist +16, Hide +16, Intimidate + 11, Jump + 10, Listen +15, Move Silently + 16, Spot +15, Tumble +20

Possessions combat gear plus *gloves of dexterity* +2, *ring of protection* +1, *periapt of wisdom* +2, *bracers of armor* +2, *cloak of resistance* +2, *monks belt*.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20ft as a standard action, making the chains dance or move as he wishes. In addition, a chain devil can increase the chains length by up to 15' and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 16 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is charisma based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30' Will DC 16 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2

penalty on attack rolls for 1d3 rounds. The save DC is Charisma based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since meditation and training improved her resistance to mind-affecting attacks.

Purity of Body (Ex): At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy)

FAYREAH, CLERIC OF NERULL CR 13

Female Erinyes cleric 5

LE Medium Outsider

Init +6; **Senses** Listen +18, Spot +18, see in darkness, true seeing (14th level caster), telepathy 100ft

Languages Infernal, Celestial, Draconic, Common

AC 29, 16 touch*, 23 flat-footed

(+6 Dex, +5 armor, +8 natural)

hp 140 (14 HD); **DR** 5/good; **SR** 20

Immune fire, poison **Resist** 10 acid, 10 cold

Fort +17, **Ref** +14, **Will** +18

Speed 30 ft. in +1 mithral chainshirt (6 squares), fly 50 ft (good)

Melee +1 Scythe +18/+13/+8 (2d4+8/x4)

Ranged +1 flaming burst composite longbow [+5 str] +18/+13/+8 (1d8+6/x3 +1d6 fire)

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

Base Atk +12; **Grp** +17

Atk Options Entangle, Spells, Spell-like abilities

Combat Gear

Class Spells Prepared (CL 5th):

3rd—*blindness*, *cure serious wounds*, *nondeception*^D

2nd—*bears endurance*, *cure moderate wounds*, *divine protection**, *silence*, *invisibility*^D

1st—*cure light wounds*, *disguise self*^D (Will DC 16), *divine favor*, *entropic shield*, *resurgence*, *shield of faith*

0— *detect magic*, *guidance*, *mending*, *resistance*, *virtue*

D: Domain spell. Deity: Nerull: Death, Trickery,

Spell-Like Abilities (CL 12th):

At Will— *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19) DCs are charisma based.

Abilities Str 21, Dex 22, Con 21, Int 14, Wis 22, Cha 20

SQ

Feats Combat Reflexes, Dodge, Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Slippery Skin*

Skills Concentration +21, Diplomacy +11, Escape Artist +18, Heal +9, Hide +16, Knowledge (religion) +20, Knowledge (arcana) +14, Knowledge (planes) + 8, Listen +18, Move Silently +16, Search +14, Sense Motive +16, Spellcraft +8, Spot +18, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)

Possessions combat gear plus two silver holy symbol, *periapt of wisdom* +4, *vest of resistance* +2

Entangle (Ex) Each erinyes carries a stout rope some 50 ft long that entangles opponents of any size as an animate rope spell. (caster level 16th). An erinyes can hurl its rope 30 ft with no range penalty. Typically an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Summon baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success.

This ability is the equivalent of a 3rd level spell **True Seeing (Su):** Erinyes continuously use true seeing as the spell (caster level 14th)

* = new rule item, see Appendix 2.

3: A MOAT?

MORE ADVANCED FIENDISH ARCANEOOZE CR 15

NE Gargantuan ooze

Init -5; **Senses** blindsight 60 ft.; Listen -5

Aura spell siphon

Languages understands Infernal

AC 1, touch 1, flat-footed 1
(-4 size, -5 Dex)

hp 527 (31 HD); **DR** 10/magic

Resist cold 10, fire 10

Immune magic, critical hits, flanking, gaze attacks, illusions, poison, sleep, paralysis, polymorph, stunning, visual effects

Fort +21, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares), climb 20 ft.

Melee Slam +31 melee (4d6+16/19-20 plus 3d6 acid)

Space 20 ft.; **Reach** 20 ft.

Base Atk +23; **Grp** +46

Atk Options improved grab, smite good 3/day (+20 damage)

Special Actions constrict 4d6+16 plus 3d6 acid,

Abilities Str 32, Dex 1, Con 32, Int 3, Wis 1, Cha 1

SQ ooze traits

Feats Extended Reach*, Extra Smiting*, Fling Enemy*, Improved Critical (slam), Improved Natural Attack (slam), Multigrab*, Power Attack, Power Critical*x2, Staggering Critical*, Weapon Focus (slam)

Skills Climb +50

Acid (Ex) An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 3d6 points of acid damage.

Constrict (Ex) An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su) Once per day a fiendish arcane ooze can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Spell Siphon (Su) An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 36 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 x the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex) An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the haste spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The creature resembles a fluid mass of black protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

4: THE MASTER IS NOT IN

TU HED FU CR 14

Male Fiendish Ettin Monk 6

LE Large Giant

Init +6; **Senses** Listen +14, Spot +14; darkvision 60', low-light vision

Languages understands infernal, common, see below

AC 23, 16 touch, 21 flat-footed
(-1 size, +7 natural, +4 Wis, +1 monk, +2 Dex)

hp 144 (16 HD); **DR** 10/magic; **SR** 21

Immune natural diseases

Resist cold 10, fire 10

Fort +16, **Ref** +10 (evasion), **Will** +13

Speed 60 ft. (6 squares);

Melee flurry of blows +17/+17/+12/+7 (2d6+9) or

Melee 2 blows +18/+13/+8 (2d6+9)

Ranged 2 javelins +12 (1d8+9)

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

Base Atk +11; **Grp** +24

Atk Options flurry of blows, improved trip, power attack, smite good (+16 damage), stunning fist (8/day, DC22), weakening fist

Abilities Str 28, Dex 14, Con 18, Int 8, Wis 18, Cha 8

SQ purity of body, slow fall (30'), still mind, superior two-weapon fighting

Feats Alertness, Combat Reflexes^B, Devil's Favor*, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Iron Will, Power Attack, Stunning Fist^B, Weakening Touch*

Skills Listen +14, Search +2, Sense Motive +22, Spot +14

Possessions combat gear plus *ioun stone (scarlet and blue sphere)*, *periapt of wisdom +4*, *gauntlets of dexterity +4*, *boots of swift passage**

Language Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Superior Two-Weapon Fighting (Ex) An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

6: NON-GUEST QUARTERS

SPELL WEAVER **CR 10**
*Monster Manual II
Neutral Medium Monstrous Humanoid
Init +3; **Senses** Listen +15, Spot +15; Darkvision 60',
see invisibility
Languages – (telepathy with other spell weavers)
AC 25, touch 14, flat-footed 22
(+3 Dex, +6 armor, +1 deflection, +5 natural)
hp 76 (10 HD + *false life*; 56 normal)
Immune mind-affecting spells and effects
Resist fire 30
SR 21
Fort +4, **Ref** +10, **Will** +10
Speed 30 ft. (6 squares)
Melee 2 slams +8 (1d3-2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +8
Atk Options spell weaving
Combat Gear chromatic disk
Sorcerer Spells Known (CL 12th):
6th (3/day)— *chain lightning* (DC22)
5th (5/day)— greater dimension door, wall of force
4th (7/day)— evard's black tentacles, forcewave*,
shadow conjuration (DC18)
3rd (6/day)— dispel magic, displacement, greater
mage armor* \ , fireball (DC19)
2nd (5/day)— false life \ , glitterdust (DC16), gust
of wind, resist energy \ , scorching ray (+13
ranged touch),
1st (7/day)— dispel ward*, grease (DC15), magic
missile, ray of enfeeblement (+13 ranged touch),
shield
0 (6/day)— dancing lights, light, ghost sound, ray of
frost (+13 ranged touch), touch of fatigue, mage
hand, mending, open/close, prestidigitation
‡ Already cast (spells/day reduced already)
Spell-Like Abilities (CL 12th):
Always Active— *see invisibility*
At Will— detect magic, invisibility \
1/day— plane shift
‡ Already cast

Abilities Str 6, Dex 16, Con 12, Int 17, Wis 17, Cha 19

SQ shielded mind

Feats Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (Abjuration)^B, Spell Focus (Evocation)^B, Spell Penetration^B

Skills Knowledge (Arcana) +15, Knowledge (Planes) +15, Listen +15, Spot +15, Use Magic Device +15

Possessions combat gear plus belt of health +2*, periapt of the sullen sea*, ring of protection +1, ring of counterspells (dispel magic)

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC17) or be affected as if by a confusion spell (caster level equals spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a *heal* effect.

Spell Weaving (Ex): These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th level spell, one 4th level and one 2nd level spell, one 3rd and three 1st level spells, six 1st level spells, or any combination of spells whose levels add up to six or less. (A single 0 level spell occupies one arm.)

Telepathy (Su): Spell weavers can communicate with each other telepathically at a range of up to 1,000 miles.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch diameter indestructible disk glows with colors that slowly shift through the spectrum. This object stores ten additional levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two extra 5th level spells in a day, or three 3rd level spells and one 1st level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th level. (For this purpose, two 0 level spells are equivalent to one 1st level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power every night at midnight. A spell powered by the disk is cast as though the caster had the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes dealing 4d10 points of damage to everything within a 30-foot radius.

8: A DEVILISH RECEPTION

HROSON

CR 10

Half-vampire orc barbarian 7/fighter 1/ occult slayer 1
NE Medium humanoid

Init +13(+18); **Senses** Listen +10, Spot +1;
Darkvision 60'

Languages Common, Orc,

AC 22, touch 14, flat-footed 22
(+3 Dex, +6 armor +2 natural +1 deflection)

hp 104 (9 HD); **DR** 5/silver or magic or 1/-

Fast healing; 1*; **Resist** cold 5, electricity 5;

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

Speed 40 ft. +1 *mithral chainmail* (6 squares)

Melee +1 *keen scythe* +17/+12 (2d4+10/19-20 x4) or
slams +15/+10 (1d6+6)

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

Base Atk +9; **Grp** +15

Atk Options Blood Drain, Power Attack, Rage,
weapon bond(+1d6 vs spellcasters)

Combat Gear *Potion of Bulls Strength*

Abilities Str 23, Dex 16, Con 18, Int 6, Wis 8, Cha 8

SQ Blood dependency, Rage 2/day, Improved
uncanny dodge, Magical Defense +1, Weapon
Bond

Feats Cleave, Improved Initiative, Power Attack,
Reckless Rage, Weapon Focus (scythe)

Skills Bluff+1, Climb +10, Hide +4, Jump +9,
Knowledge (arcane) +4, Listen +10, Move Silently
+4, Spellcraft +3, Spot +1

Possessions combat gear plus: *pie of plenty*, *cloak of
resistance* +1, *amulet of health* +2, *ring of
protection* +1

Blood Drain (Ex) Half-vampires can suck the blood
from a living victim with their fangs by making a
successful grapple check. If the half-vampire pins
his foe, it drains blood, dealing 1d4 point of
Constitution drain each round the pin is
maintained. A half-vampire can drain more points
of Constitution in a single hour than its Constitution
score. When a half-vampire drains a victim's
Constitution score, it gains 5 Temporary hit points
no matter how many points it drains. Temporary hit
points gained in this way last for up to 1 hour.

Blood Dependency (Ex): If a half-vampire doesn't
use its blood drain special attack against at least
one living creature each day, it must make a DC 15
Fortitude save or become fatigued. Each day after
the first that the half-vampire does not drink blood
directly from a living creature; the DC increases by
1 until it fails the save and becomes fatigued. After
that, it must make a DC 20 Fortitude save each
week (with the DC increasing by 1 each week
thereafter) that it does not use its blood drain or
become exhausted.

Fast Healing (Ex): A half-vampire heals 1 point of
damage each round so long as it has at least 1 hit
point but less than half its normal hit points. As
long as the vampire has more than half its normal
hit points, its fast healing does not function (but
other forms of healing still function normally).

Magical Defense (Ex) An occult slayers constant
training in counter magic of all types manifests
itself as a bonus on saving throws against spells or

spell-like abilities. This bonus is +1 at 1st level and
goes to +2 at 3rd level.

Weapon Bond (Su) An occult slayer must choose a
particular weapon of at least masterwork quality as
the focus of his power. Upon make his selection;
he immediately forms a bond with the chosen
weapon that imbues it with the force of her hatred
for spell casters. Thereafter, any successful attack
he makes with that against a spellcaster or a
creature with spell-like abilities deals an extra 1d6
points of damage. If this particular weapon is lost
or destroyed, the occult slayer loses the ability to
deal the extra damage until he acquires and bond
with another weapon of the same kind of at least
masterwork quality. The occult slayer must spend
one day per character level practicing with the
replacement weapon (and doing very little else—no
adventuring) to create a new weapon bond.

GARRONG

CR 10

Orc barbarian 10
NE Medium humanoid

Init +8 (+13); **Senses** Listen +12, Spot +12;
Darkvision 60'

Languages Common, Orc,

AC 19, touch 12, flat-footed 19
(+2 Dex, +7 armor)

hp 120 (10 HD) **DR** 2/-

Fort +9, **Ref** +4, **Will** +3

Speed 30 ft. +2 *light fortification breastplate* (6
squares)

Melee +1 *frost great axe* +17/+12 (1d12+10+1d6 cold
/19-20x3)

Ranged +1 *composite longbow* [str +6] +13/+8
(1d8+7/x3)

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

Base Atk +10; **Grp** +16

Atk Options Cleave, Power Attack, Rage

Combat Gear *potion of bulls strength*

Abilities Str 22, Dex 14, Con 18, Int 12, Wis 8, Cha
10

SQ Rage 3/day, Improved uncanny dodge

Feats Cleave, Improved Critical (Great Axe), Iron Will,
Power Attack

Skills Intimidate +13, Listen +12, Ride +15, Survival
+12, Spot +12

Possessions combat gear plus: 20 arrows, *armbands
of might*

EFRIC

CR 10

Aassimar Vampire Marshall 1/Sorcerer
6/Mindbender 1

NE Medium Undead (Humanoid-Aassimar)
Init +13 (+18); **Senses** Listen +13, Spot +13;
Darkvision 60'

Languages – Common, Celestial, Draconic,
Telepathy 100' range

AC 26, touch 14, flat-footed 23

(+3 Dex, +6 armor, +6 natural, +1 insight)

hp 72 (8 HD)**DR** 10/magic and silver

Fast healing; 5; **Resist** acid 5, cold 10, electricity 10;

Turn Resistance +4

Fort +6, **Ref** +5, **Will** +11

Speed 30 ft. (6 squares)

Melee slams +6 (1d6+3 + wisdom drain)

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

Base Atk +3; **Grp** +6

Atk Options Blood drain, Dominate, Wisdom drain,

Combat Gear *wand of magic missiles* 5th level
caster 10 charges, *wand of enlarge person*, *potion of cats grace*, *scroll of dimension door*, *scroll of shield* (5th level caster), *scroll of greater mage armor* (7th level caster)

Sorcerer Spells Known (CL 7th):

3rd (6/day)— karmic backlash* (DC 21), haste

2nd (8/day)— phantasmal assailants* (DC 20), mirror image, touch of idiocy

1st (7/day)— charm person (DC 19),

nerveskitter †, karmic aura*(DC 19), ray of

enfeeblement (+6 ranged touch), true strike

0 (6/day)— ray of frost (+6 ranged touch), mage hand, mending, open/close, prestidigitation, † Already cast (spells/day reduced already)

Abilities Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 26

SQ Alternate Form, Gaseous Form, Spider Climb,

Wisdom Drain, Children of the night, Motivate

Dexterity, Telepathy

Feats Ability Focus (dominate), Alertness, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Improved Initiative, Lightning Reflexes, Skill Focus (diplomacy)

Skills Bluff +19, Concentration +21, Diplomacy +13, Disguise +10 (+12 to act in character <not a vampire>), Hide +11, Intimidate +11, Listen +13, Move Silently +11, Search +9, Sense Motive +10, Spot +13

Possessions combat gear + *cloak of charisma* +2, *dusty rose ioun stone*,

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Wisdom Drain (Su): With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. In addition, each living creature within 10' of a psychic vampire takes 1 point of Wisdom drain per round (Will DC 19 Negates). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the

vampire for up to 1 hour. However, this power doesn't function here.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 24) or fall instantly under the vampire's influence as though by a *dominate person* spell (Caster level 12th). This ability has a range of 30 ft.

Minor Aura (Motivate Dexterity) (Ex): A minor aura lets allies add the marshal's charisma bonus to certain roles. Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks. Unless otherwise noted a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Metamagic Specialist (Ex): With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

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

Benefit: you can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100ft that has a language.

9: TREASURE OF TREASURES

GRISH

CR 13

Male Chain Devil Monk 7

LE Medium Outsider

Init +9; **Senses** Listen +17, Spot +17; darkvision 60'

Languages infernal, common

AC 32, 22 touch, 26 flat-footed

(+6 dex, +2 armor, +8 natural, +3 Wis, +1 deflection, +2 monk)

hp 113 (15 HD); **DR** 5/silver or good; **SR** 25

Resist evasion; **Immune** cold; **Regeneration** 2

Fort +13, **Ref** +17, **Will** +15

Speed 50 ft. (10 squares)

Melee unarmed strike +17/+12/+7 (2d6+4 or

Melee flurry of blows +16/+16/+11/+6 (2d6+4) or

Melee spiked chains +19/+19/+14 (2d4+4/19-20)
Space 5 ft.; **Reach** 5ft; 10 ft. (with chains)
Base Atk +13; **Grp** +17
Combat Gear *potion of bulls strength*
Atk Options dancing chains, unnerving gaze, flurry of blows, stunning fist (DC16)
Abilities Str 18, Dex 22, Con 14, Int 10, Wis 16, Cha 10
SQ Still mind, Ki Strike (magic), Slow Fall 30ft, Purity of Body, Wholeness of Body (14hp)
Feats Combat Reflexes, Deflect Arrows^B, Improved Critical (chains), Improved Initiative, Improved Unarmed Strike^B, Improved Trip^B, Power Attack, Stunning Fist^B, Weapon Finesse
Skills Balance + 12, Climb + 15, Craft (blacksmithing) + 12, Escape Artist +17, Hide +18, Intimidate + 11, Jump + 10, Listen +17, Move Silently + 18, Spot +17, Tumble +23
Possessions combat gear plus *gloves of dexterity +4, ring of protection +1, periapt of wisdom +2, bracers of armor +2, cloak of resistance +2, monks belt.*
Dancing Chains (Su): A chain devils most awesome attack is its ability to control up to four chains within 20ft as a standard action, making the chains dance or move as he wishes. In addition, a chain devil can increase the chains length by up to 15' and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 17 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creatures possession. The save DC is charisma based. A chain devil can climb chains it controls at its normal speed without making Climb checks.
Unnerving Gaze (Su): Range 30' Will DC 17 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma based.
Regeneration (Ex): Chain devils take normal damage from silvered weapons, good aligned weapons, and spells or effects with the good descriptor A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.
Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.
Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since meditation and training improved her resistance to mind-affecting attacks.
Purity of Body (Ex): At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for

supernatural and magical diseases (such as mummy rot and lycanthropy)

Wholeness of Body (Ex): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit point of damage equal to twice her current monk level each day, and can spread this out among several uses.

FAYREAH, CLERIC OF NERULL CR 15

Female Erinyes cleric 7
LE Medium Outsider
Init +6; **Senses** Listen +18, Spot +18, see in darkness, true seeing (14th level caster), telepathy 100ft
Languages Infernal, Celestial, Draconic, Common
AC 30, 16 touch*, 24 flat-footed (+6 Dex, +6 armor, +8 natural)
hp 160 (16 HD); **DR** 5/good; **SR** 20
Immune fire, poison **Resist** 10 acid, 10 cold
Fort +18, **Ref** +15, **Will** +19
Speed 30 ft. in +2 mithral chainshirt (6 squares), fly 50 ft (good)
Melee +1 *scythe* +20/+15/+10 (2d4+8/x4)
Ranged +1 *sonic flaming burst composite longbow* [+5 str] +20/+15/+10 (1d8+6/x3 +1d6 fire +1d6 sonic)
Space 5 ft.; **Reach** 5 ft.
Base Atk +14; **Grp** +19
Atk Options Entangle, Spells, Spell-like abilities
Combat Gear
Class Spells Prepared (CL 7th):
4th—confusion^D, freedom of movement, spell immunity (magic missile)
3rd—bestow curse(DC 19), blindness(DC 19), cure serious wounds, nondetection^D
2nd—bears endurance, cure moderate wounds, divine protection*, silence, sound burst(DC 18), invisibility^D
1st—cure light wounds x2, disguise self^D (Will DC 17), divine favor, entropic shield, resurgence*, shield of faith
0— detect magic, guidance x2, mending, resistance, virtue
D: Domain spell. Deity: Nerull: Death, Trickery, Spell-Like Abilities (CL 12th):
At Will— *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19) DCs are charisma based.
Abilities Str 21, Dex 22, Con 21, Int 14, Wis 22, Cha 20
SQ
Feats Combat Reflexes, Dodge, Domain Spontaneity (trickery), Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Slippery Skin*
Skills Concentration +23, Diplomacy +11, Escape Artist +18, Heal +9, Hide +16, Knowledge (religion) +22, Knowledge (arcana) +14, Knowledge (planes) + 10, Listen +18, Move Silently +16, Search +14, Sense Motive +16, Spellcraft

+10, Spot +18, Survival +4 (+6 following tracks),
Use Rope +5 (+7 with bindings)

Possessions combat gear plus two silver holy symbol, *peript of wisdom* +4, *vest of resistance* +2, *ring of counterspells* (*dispel magic*)

Entangle (Ex) Each erinyes carries a stout rope some 50 ft long that entangles opponents of any size as an animate rope spell. (caster level 16th). An erinyes can hurl its rope 30 ft with no range penalty. Typically an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Summon baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success.

This ability is the equivalent of a 3rd level spell

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th)

* = new rule item, see Appendix 2.

3: A MOAT?

BIG-ASS ADVANCED FIENDISH ARCANE OOZE **CR 17**

NE Gargantuan ooze

Init -5; **Senses** blindsight 60 ft.; Listen -5

Aura spell siphon

Languages understands Infernal

AC 1, touch 1, flat-footed 1

(-4 size, -5 Dex)

hp 666 (39 HD); **DR** 10/magic

Resist cold 10, fire 10

Immune magic, critical hits, flanking, gaze attacks, illusions, poison, sleep, paralysis, polymorph, stunning, visual effects

Fort +24, **Ref** +8, **Will** +8

Speed 20 ft. (4 squares), climb 20 ft.

Melee Slam +38 melee (4d6+18/19-20 plus 3d6 acid)

Space 20 ft.; **Reach** 20 ft.

Base Atk +29; **Grp** +53

Atk Options improved grab, smite good 1/day (+20 damage)

Special Actions constrict 4d6+18 plus 3d6 acid,

Abilities Str 34, Dex 1, Con 32, Int 3, Wis 1, Cha 1

SQ ooze traits

Feats Extended Reach*, Extra Smiting*, Fling Enemy*, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Multigrab*, Power Attack, Power Critical*x2, Staggering Critical*, Toughness, Weapon Focus (slam)

Skills Climb +59

Acid (Ex) An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 3d6 points of acid damage.

Constrict (Ex) An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su) Once per day a fiendish arcane ooze can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Spell Siphon (Su) An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 40 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains

temporary hit points equal to 5 × the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex) An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the haste spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The creature resembles a fluid mass of black protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

4: THE MASTER IS NOT IN

TU HED FU **CR 16**

Male Fiendish Ettin Monk 8

LE Large Giant

Init +6; **Senses** Listen +15, Spot +15; darkvision 120', low-light vision, blindsight 30' (5 rnds, 2/day)

Languages understands infernal, common, see below

AC 30, 17 touch, 28 flat-footed
(-1 size, +7 natural, +4 Wis, +2 monk, +2 Dex, +6 armor)

hp 162 (18 HD); **DR** 10/magic; **SR** 23

Immune natural diseases

Resist cold 10, fire 10

Fort +17, **Ref** +11 (evasion), **Will** +14

Speed 60 ft. (6 squares);

Melee flurry of blows +19/+19/+14/+9 (3d6+9) or

Melee 2 blows +20/+15/+10 (3d6+9)

Ranged 2 javelins +13 (1d8+9)

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

Base Atk +13; **Grp** +26

Atk Options flurry of blows, improved trip, power attack, smite good (+18 damage), stunning fist (11/day, DC23), weakening fist

Abilities Str 28, Dex 14, Con 18, Int 8, Wis 18, Cha 8

SA wholeness of body (16 hp)

SQ purity of body, slow fall (40'), still mind, superior two-weapon fighting

Feats Alertness, Combat Reflexes^B, Devil's Favor*, Devil's Sight*, Improved Initiative, Improved Trip^B,

Improved Unarmed Strike^B, Iron Will, Power Attack, Stunning Fist^B, Weakening Touch*

Skills Listen +15, Search +3, Sense Motive +25, Spot +15

Possessions combat gear plus *ioun stone (scarlet and blue sphere)*, *periapt of wisdom +4*, *gauntlets of dexterity +4*, *boots of swift passage**, *monk's belt*, *ring of minor spell storing (greater mage armor)*

Language Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Superior Two-Weapon Fighting (Ex) An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

6: NON-GUEST QUARTERS

ADVANCED SPELL WEAVER CR 14

*Monster Manual II

Neutral Medium Monstrous Humanoid

Init +3; **Senses** Listen +27, Spot +27; Darkvision 60', see *invisibility*

Languages – (telepathy with other spell weavers)

AC 29, touch 18, flat-footed 26

(+3 Dex, +6 armor, +5 deflection, +5 natural)

hp 185 (22 HD + *false life*; 165 normal)

Immune mind-affecting spells and effects

Resist 40 – see Energy Abjuration feat

SR 21 (+ *spell turning* – 8 levels)

Fort +14, **Ref** +20, **Will** +20

Speed 30 ft. (6 squares)

Melee 2 slams +8 (1d3-2)

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

Base Atk +22; **Grp** +20

Atk Options spell weaving

Combat Gear chromatic disk

Sorcerer Spells Known (CL 24th):

9th (6/day)— dominate monster (DC28), time stop, weird (DC30)

8th (6/day)— horrid wilting (DC27), maze, power word stun

7th (5/day)— bigby's grasping hand, spell turning $\frac{1}{2}$, waves of exhaustion

6th (7/day)— chain lightning (DC25), greater dispel magic, repulsion (DC27)

5th (7/day)— night's caress*, greater dimension door, spell resistance, wall of force

4th (7/day)— evard's black tentacles, fire shield, forcewave*, shadow conjuration (DC23)

3rd (6/day)— dispel magic, displacement, greater mage armor* $\frac{1}{2}$, fireball (DC24)

2nd (7/day)— false life $\frac{1}{2}$, glitterdust (DC21), gust of wind, resist energy, scorching ray (+13 ranged touch),

1st (8/day)— dispel ward*, grease (DC20), magic missile, ray of enfeeblement (+13 ranged touch), shield

0 (6/day)— dancing lights, light, ghost sound, ray of frost (+13 ranged touch), touch of fatigue, mage hand, mending, open/close, prestidigitation

‡ Already cast (spells/day reduced already)

Spell-Like Abilities (CL 24th):

Always Active— see *invisibility*

At Will— detect magic, invisibility $\frac{1}{2}$

1/day— plane shift

‡ Already cast

Abilities Str 6, Dex 16, Con 14, Int 17, Wis 17, Cha 28

SQ shielded mind

Feats Empower Spell, Energy Abjuration*, Enlarge Spell, Extend Spell, Greater Spell Focus

(Abjuration), Greater Spell Focus (Evocation), Heighten Spell, Spell Focus (Abjuration)^B, Spell Focus (Evocation)^B, Spell Penetration^B

Skills Knowledge (Arcana) +27, Knowledge (Planes) +27, Listen +27, Spot +27, Use Magic Device +27

Possessions combat gear plus belt of health +4*, periapt of the sullen sea*, ring of protection +5, ring of spell turning, vest of resistance +5, cloak of charisma +6

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC17) or be affected as if by a confusion spell (caster level equals spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a *heal* effect.

Spell Weaving (Ex): These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th level spell, one 4th level and one 2nd level spell, one 3rd and three 1st level spells, six 1st level spells, or any combination of spells whose levels add up to six or less. (A single 0 level spell occupies one arm.)

Telepathy (Su): Spell weavers can communicate with each other telepathically at a range of up to 1,000 miles.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch diameter indestructible disk glows with colors that slowly shift through the spectrum. This object stores ten additional levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two extra 5th level spells in a day, or three 3rd level spells and one 1st level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th

level. (For this purpose, two 0 level spells are equivalent to one 1st level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power every night at midnight. A spell powered by the disk is cast as though the caster had the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes dealing 4d10 points of damage to everything within a 30-foot radius.

8: A DEVILISH RECEPTION

HROSON

CR 12

Half-vampire orc barbarian 7/fighter 1/ occult slayer 3
NE Medium humanoid

Init +13(+18); **Senses** Listen +11, Spot +2;
Darkvision 60', Auravision 60'

Languages Common, Orc,

AC 22, touch 14, flat-footed 22

(+3 Dex, +6 armor +2 natural +1 deflection)

hp 137 (11 HD); **DR** 5/silver or magic or 1/-

Fast healing; 1*; **Resist** cold 5, electricity 5;

Fort +13, **Ref** +8, **Will** +7

Speed 40 ft. +1 *mithral chainmail* (6 squares)

Melee +1 *keen magebane scythe* +19/+14/+9

(2d4+10/19-20 x4) or slams +17/+12/+7 (1d6+6)

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

Base Atk +11; **Grp** +17

Atk Options Blood Drain, Power Attack, Rage,
weapon bond(+1d6 vs spellcasters), Vicious Strike

Combat Gear *Potion of Bulls Strength*

Abilities Str 23, Dex 16, Con 20, Int 6, Wis 10, Cha 8

SQ Blood dependency, Rage 2/day, Improved
uncanny dodge, Magical Defense +2, Weapon
Bond, Mind over Magic 1/day

Feats Cleave, Improved Initiative, Power Attack,
Reckless Rage, Weapon Focus (scythe)

Skills Bluff+1, Climb +10, Hide +4, Jump +9,
Knowledge (arcane) +4, Listen +11, Move Silently
+4, Spellcraft +3, Spot +2

Possessions combat gear plus: *pie of plenty*, *cloak of
resistance* +2, *amulet of health* +4, *ring of
protection* +1, *incandescent blue ioun stone*

Blood Drain (Ex) Half-vampires can suck the blood
from a living victim with their fangs by making a
successful grapple check. If the half-vampire pins
his foe, it drains blood, dealing 1d4 point of
Constitution drain each round the pin is
maintained. A half-vampire can drain more points
of Constitution in a single hour than its Constitution
score. When a half-vampire drains a victim's
Constitution score, it gains 5 Temporary hit points
no matter how many points it drains. Temporary hit
points gained in this way last for up to 1 hour.

Blood Dependency (Ex): If a half-vampire doesn't
use its blood drain special attack against at least
one living creature each day, it must make a DC 15

Fortitude save or become fatigued. Each day after
the first that the half-vampire does not drink blood
directly from a living creature; the DC increases by
1 until it fails the save and becomes fatigued. After
that, it must make a DC 20 Fortitude save each
week (with the DC increasing by 1 each week
thereafter) that it does not use its blood drain or
become exhausted.

Fast Healing (Ex): A half-vampire heals 1 point of
damage each round so long as it has at least 1 hit
point but less than half its normal hit points. As
long as the vampire has more than half its normal
hit points, its fast healing does not function (but
other forms of healing still function normally).

Magical Defense (Ex) An occult slayers constant
training in counter magic of all types manifests
itself as a bonus on saving throws against spells or
spell-like abilities. This bonus is +1 at 1st level and
goes to +2 at 3rd level.

Weapon Bond (Su) An occult slayer must choose a
particular weapon of at least masterwork quality as
the focus of his power. Upon make his selection;
he immediately forms a bond with the chosen
weapon that imbues it with the force of her hatred
for spell casters. Thereafter, any successful attack
he makes with that against a spellcaster or a
creature with spell-like abilities deals an extra 1d6
points of damage. If this particular weapon is lost
or destroyed, the occult slayer loses the ability to
deal the extra damage until he acquires and bond
with another weapon of the same kind of at least
masterwork quality. The occult slayer must spend
one day per character level practicing with the
replacement weapon (and doing very little else—no
adventuring) to create a new weapon bond.

Mind over Magic (Su) Starting at 2nd level, an occult
slayer can cause a spell or spell-like ability targeted
against him to rebound onto the originator as a free
action. This ability otherwise functions as the *spell
turning* spell (caster level equals the character's
occult slayer level +5). An occult slayer can use
this ability once per day at 2nd level and twice at 4th
level.

Vicious Strike (Ex) At second level and higher, an
occult slayer who readies an attack to disrupt a
spellcaster deals double damage if the attack hits.

Auravision (Su) At 3rd level, an occult slayer gains
the ability to see magical auras at a range up to 60
feet as a free action. This ability otherwise
functions as the *detect magic* spell. The character
cannot use this ability to determine anything but the
number of magical auras present.

GARRONG

CR 12

Orc barbarian 12
NE Medium humanoid

Init +8 (+13); **Senses** Listen +14, Spot +14;
Darkvision 60'

Languages Common, Orc,

AC 19, touch 12, flat-footed 19
(+2 Dex, +7 armor)

hp 144 (12 HD) **DR** 2/
Fort +9, **Ref** +4, **Will** +3
Speed 30 ft. +2 *light fortification breastplate* (6 squares)
Melee +1 *frost thundering great axe*
+19/+14/+9(1d12+10 +1d6 cold/19-20x3)
Ranged +1 *composite longbow* [str +6] +15/+10/+5
(1d8+7/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +18
Atk Options Cleave, Improved Sunder, Power Attack, Greater Rage
Combat Gear *potion of bulls strength*
Abilities Str 23, Dex 14, Con 18, Int 12, Wis 8, Cha 10
SQ Rage 4/day, Improved uncanny dodge
Feats Cleave, Improved Critical (Great Axe), Improved Sunder, Iron Will, Power Attack
Skills Intimidate +15, Listen +14, Ride +17, Survival +14, Spot +14
Possessions combat gear plus: 20 arrows, *armbands of might*

EFRIC

CR 12

Aassimar Vampire Marshall 1/Sorcerer
8/Mindbender 1
NE Medium Undead (Humanoid-Aassimar)
Init +13 (+18); **Senses** Listen +13, Spot +13;
Darkvision 60'
Languages – Common, Celestial, Draconic, Telepathy 100' range
AC 26, touch 14, flat-footed 23
(+3 Dex, +6 armor, +6 natural, +1 insight)
hp 90 (10 HD)**DR** 10/magic and silver (10/adamantine 90hp)
Fast healing; 5; **Resist** acid 5, cold 10, electricity 10;
Turn Resistance +4
Fort +6, **Ref** +5, **Will** +11
Speed 30 ft. (6 squares)
Melee slams +7 (1d6+3 + wisdom drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options Blood drain, Dominate, Wisdom drain
Combat Gear *wand of magic missiles* 5th level
caster 10 charges, *wand of enlarge person*, *potion of cats grace*, *scroll of dimension door*, *scroll of shield* (5th level caster), *scroll of greater mage armor* (9th level caster), *scroll of stonewall* (9th level caster)
–*rod of lesser maximize*
Sorcerer Spells Known (CL 9th):
4th (6/day)— karmic retribution* (DC 23), phantasmal killer (DC 23)
3rd (8/day)— displacement, karmic backlash* (DC 22), haste
2nd (8/day)— phantasmal assailants* (DC 21), mirror image, tasha's hideous laughter (DC 21), touch of idiocy
1st (7/day)— charm person (DC 20), nerveskitter* †, karmic aura*(DC 20), ray of enfeeblement (+7 ranged touch), true strike

0 (6/day)— ray of frost (+7 ranged touch), mage hand, mending, open/close, prestidigitation, † Already cast (spells/day reduced already)
Abilities Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 29
SQ Alternate Form, Gaseous Form, Spider Climb, Wisdom Drain, Children of the night, Motivate Dexterity, Telepathy
Feats Ability Focus (dominate), Alertness, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Improved Initiative, Lightning Reflexes, Skill Focus (diplomacy), Silent Spell
Skills Bluff +21, Concentration +23, Diplomacy +13, Disguise +11 (+13 to act in character <not a vampire>), Hide +11, Intimidate +11, Listen +13, Move Silently +11, Search +9, Sense Motive +10, Spot +13
Possessions combat gear + *cloak of charisma* +4, *dusty rose ioun stone*,
Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.
Wisdom Drain (Su): With a successful touch attack or slam attack, a psychic vampire drains 1d6 points of wisdom from the target, and simultaneously gains 5 temporary hit points that last for up to 1 hour. In addition, each living creature within 10' of a psychic vampire takes 1 point of Wisdom drain per round (Will DC 19 Negates). A psychic vampire does not gain any temporary hit points from this effect. A psychic vampire can suppress or reactivate its Wisdom-draining aura as a standard action.
Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a pack of 3d6 wolves as a standard action. The creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour. However, this power doesn't function here.
Dominate (Su): A vampire can crush an opponent's will just by looking into his or her. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 26) or fall instantly under the vampire's influence as though by a *dominate person* spell (Caster level 12th). This ability has a range of 30 ft.
Minor Aura (Motivate Dexterity) (Ex): A minor aura lets allies to add the marshal's charisma bonus to certain roles. Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks. Unless otherwise noted a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or

otherwise unable to be heard or understood by his allies.

Metamagic Specialist (Ex): With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

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

Benefit: you can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100ft that has a language.

9: TREASURE OF TREASURES

GRISH

CR 15

Male Chain Devil Monk 9

LE Medium Outsider

Init +9; **Senses** Listen +20, Spot +20; darkvision 60'

Languages infernal, common

AC 33, 23 touch, 27 flat-footed

(+6 dex, +2 armor, +8 natural, +4 Wis, +1 deflection, +2 monk)

hp 128 (17 HD); **DR** 5/silver or good; **SR** 27

Resist improved evasion; **Immune** cold;

Regeneration 2

Fort +15, **Ref** +19, **Will** +17

Speed 60 ft. (8 squares)

Melee unarmed strike +18/+13/+8 (2d6+4 or

Melee flurry of blows +18/+18/+13/+8 (2d6+4) or

Melee spiked chains +20/+20/+15 (2d4+4/19-20)

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

Base Atk +14; **Grp** +22

Combat Gear *potion of bulls strength*

Atk Options dancing chains, unnerving gaze, flurry of blows, stunning fist (DC18)

Abilities Str 19, Dex 22, Con 14, Int 10, Wis 18, Cha 10

SQ Still mind, Ki Strike (magic), Slow Fall 40ft, Purity of Body, Wholeness of Body (18hp)

Feats Combat Reflexes, Deflect Arrows^B, Improved Critical (chains), Improved Grapple, Improved Initiative, Improved Unarmed Strike^B, Improved Trip^B, Power Attack, Stunning Fist^B, Weapon Finesse

Skills Balance + 12, Climb + 15, Craft (blacksmithing) + 12, Escape Artist +17, Hide +19, Intimidate + 11, Jump + 10, Listen +20, Move Silently + 19, Spot +20, Tumble +25

Possessions combat gear plus *gloves of dexterity* +4, *ring of protection* +1, *periapt of wisdom* +4, *bracers of armor* +2, *cloak of resistance* +3, *monks belt*.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20ft as a standard action, making the chains dance or move as he wishes. In addition, a chain devil can increase the chains length by up to 15' and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 19 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is charisma based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30' Will DC 19 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since meditation and training improved her resistance to mind-affecting attacks.

Purity of Body (Ex): At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy)

Wholeness of Body (Ex): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit point of damage equal to twice her current monk level each day, and can spread this out among several uses.

FAYREAH, CLERIC OF NERULL

CR 17

Female Erinyes cleric 9

LE Medium Outsider

Init +8; **Senses** Listen +19, Spot +19, see in darkness, true seeing (14th level caster), telepathy 100ft

Languages Infernal, Celestial, Draconic, Common

AC 32, 18 touch*, 24 flat-footed

(+8 Dex, +6 armor, +8 natural)

hp 180 (18 HD); **DR** 5/good; **SR** 20

Immune fire, poison **Resist** 10 acid, 10 cold

Fort +19, **Ref** +18, **Will** +21

Speed 30 ft. in +2 rubicund frenzy (lesser) mithral chainshirt (6 squares), fly 50 ft (good)

Melee +1 *scythe* +22/+17/+12 (2d4+8(11)/x4)

Ranged +1 *sonic flaming burst composite longbow* [+6 str] +24/+19/+14 (1d8+7(10)/x3 +1d6 fire +1d6 sonic)

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

Base Atk +15; **Grp** +21

Atk Options Entangle, Spells, Spell-like abilities

Combat Gear 3 greater slaying arrows: 1 human, 1 elf 1 dwarf

Class Spells Prepared (CL 9th):

5th—death throes*, slay living^D, wall of stone

4th—confusion^D, freedom of movement, moon bolt, spell immunity (magic missile, slow)

3rd—bestow curse(DC 19), blindness(DC 19), cure serious wounds, magic vestment x2, nondetection^D

2nd—bears endurance, cure moderate wounds, divine protection*, silence x2, sound burst (DC 18), invisibility^D

1st—cure light wounds x2, disguise self^D (Will DC 17), divine favor, entropic shield, resurgence, shield of faith

0— detect magic, guidance, mending, resistance

D: Domain spell. Deity: Nerull: Death, Trickery,

Spell-Like Abilities (CL 12th):

At Will— *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19) DCs are charisma based.

Abilities Str 22, Dex 26, Con 21, Int 14, Wis 24, Cha 20

SQ

Feats Combat Reflexes, Divine Vigor, Dodge, Domain Spontaneity (trickery), Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Slippery Skin*

Skills Concentration +25, Diplomacy +11, Escape Artist +20, Heal +10, Hide +18, Knowledge (religion) +22, Knowledge (arcana) +16, Knowledge (planes) + 12, Listen +19, Move Silently +18, Search +14, Sense Motive +17, Spellcraft +12, Spot +19, Survival +4 (+6 following tracks), Use Rope +7 (+9 with bindings)

Possessions combat gear plus two silver holy symbol, *gloves of dexterity* +4, *periapt of wisdom* +6, *vest of resistance* +2, *ring of counterspells (dispel magic)*, *ring of counterspells (greater dispel magic)*

Entangle (Ex) Each erinyes carries a stout rope some 50 ft long that entangles opponents of any size as an animate rope spell. (caster level 16th). An erinyes can hurl its rope 30 ft with no range penalty. Typically an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Summon baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th)

* = new rule item, see Appendix 2.

3: A MOAT?

BIG-ASS ADVANCED FIENDISH ARCAN E OOZE CR 17

NE Gargantuan ooze

Init -5; **Senses** blindsight 60 ft.; Listen -5

Aura spell siphon

Languages understands Infernal

AC 1, touch 1, flat-footed 1
(-4 size, -5 Dex)

hp 666 (39 HD); **DR** 10/magic

Resist cold 10, fire 10

Immune magic, critical hits, flanking, gaze attacks, illusions, poison, sleep, paralysis, polymorph, stunning, visual effects

Fort +24, **Ref** +8, **Will** +8

Speed 20 ft. (4 squares), climb 20 ft.

Melee Slam +38 melee (4d6+18/19-20 plus 3d6 acid)

Space 20 ft.; **Reach** 20 ft.

Base Atk +29; **Grp** +53

Atk Options improved grab, smite good 1/day (+20 damage)

Special Actions constrict 4d6+18 plus 3d6 acid,

Abilities Str 34, Dex 1, Con 32, Int 3, Wis 1, Cha 1

SQ ooze traits

Feats Extended Reach*, Extra Smiting*, Fling Enemy*, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Multigrab*, Power Attack, Power Critical*x2, Staggering Critical*, Toughness, Weapon Focus (slam)

Skills Climb +59

Acid (Ex) An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 3d6 points of acid damage.

Constrict (Ex) An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Good (Su) Once per day a fiendish arcane ooze can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Spell Siphon (Su) An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 40 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 × the level of the

lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex) An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the haste spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The creature resembles a fluid mass of black protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

4: THE MASTER IS NOT IN

TU HED FU CR 18

Male Fiendish Ettin Monk 10

LE Large Giant

Init +6; **Senses** Listen +18, Spot +18; darkvision 120', low-light vision, blindsight 30' (5 rnds, 2/day)

Languages understands infernal, common, see below

AC 33, 20 touch, 30 flat-footed
(-1 size, +7 natural, +5 Wis, +3 monk, +3 Dex, +6 armor)

hp 180 (20 HD); **DR** 10/magic; **SR** 25

Immune natural diseases

Resist cold 10, fire 10

Fort +18, **Ref** +14 (improved evasion), **Will** +16

Speed 70 ft. (6 squares);

Melee flurry of blows +21/+21/+16/+11 (3d6+9+1d6 electricity) or

Melee 2 blows +21/+16/+11 (3d6+9+1d6 electricity)

Ranged 2 javelins +14 (1d8+9)

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

Base Atk +14; **Grp** +27

Atk Options flurry of blows, improved trip, power attack, smite good (+20 damage), stunning fist (13/day, DC23), weakening fist

Abilities Str 28, Dex 15, Con 18, Int 8, Wis 20, Cha 8

SA wholeness of body (16 hp)

SQ purity of body, slow fall (50'), still mind, superior two-weapon fighting

Feats Alertness, Combat Reflexes^B, Devil's Favor*, Devil's Sight*, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Iron Will, Power Attack, Stunning Fist^B, Weakening Touch*

Skills Listen +18, Search +3, Sense Motive +28, Spot +18

Possessions combat gear plus *ioun stone (scarlet and blue sphere)*, *periapt of wisdom* +6, *gauntlets of dexterity* +6, *boots of swift passage**, *monk's belt*, *ring of minor spell storing (greater mage armor)*, *third eye freedom**, *bracers of lightning**

Language Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Superior Two-Weapon Fighting (Ex) An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

6: NON-GUEST QUARTERS

ADVANCED SPELL WEAVER CR 14

*Monster Manual II

Neutral Medium Monstrous Humanoid

Init +3; **Senses** Listen +27, Spot +27; Darkvision 60', see *invisibility*

Languages – (telepathy with other spell weavers)

AC 29, touch 18, flat-footed 26

(+3 Dex, +6 armor, +5 deflection, +5 natural)

hp 185 (22 HD + *false life*; 165 normal)

Immune mind-affecting spells and effects

Resist 40 – see Energy Abjuration feat

SR 21 (+ *spell turning* – 8 levels)

Fort +14, **Ref** +20, **Will** +20

Speed 30 ft. (6 squares)

Melee 2 slams +8 (1d3-2)

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

Base Atk +22; **Grp** +20

Atk Options spell weaving

Combat Gear chromatic disk

Sorcerer Spells Known (CL 24th):

9th (6/day)— dominate monster (DC28), time stop, weird (DC30)

8th (6/day)— horrid wilting (DC27), maze, power word stun

7th (5/day)— bigby's grasping hand, spell turning \backslash , waves of exhaustion

6th (7/day)— chain lightning (DC25), greater dispel magic, repulsion (DC27)

5th (7/day)— night's caress*, greater dimension door, spell resistance, wall of force

4th (7/day)— evard's black tentacles, fire shield, forcewave*, shadow conjuration (DC23)

3rd (6/day)— dispel magic, displacement, greater mage armor* \backslash , fireball (DC24)

2nd (7/day)— false life \backslash , glitterdust (DC21), gust of wind, resist energy, scorching ray (+13 ranged touch),

1st (8/day)— dispel ward*, grease (DC20), magic missile, ray of enfeeblement (+13 ranged touch), shield

0 (6/day)— dancing lights, light, ghost sound, ray of frost (+13 ranged touch), touch of fatigue, mage hand, mending, open/close, prestidigitation

‡ Already cast (spells/day reduced already)

Spell-Like Abilities (CL 24th):

Always Active— see *invisibility*

At Will— detect magic, invisibility \backslash

1/day— plane shift

‡ Already cast

Abilities Str 6, Dex 16, Con 14, Int 17, Wis 17, Cha 28

SQ shielded mind

Feats Empower Spell, Energy Abjuration*, Enlarge Spell, Extend Spell, Greater Spell Focus (Abjuration), Greater Spell Focus (Evocation), Heighten Spell, Spell Focus (Abjuration)^B, Spell Focus (Evocation)^B, Spell Penetration^B

Skills Knowledge (Arcana) +27, Knowledge (Planes) +27, Listen +27, Spot +27, Use Magic Device +27

Possessions combat gear plus belt of health +4*, periapt of the sullen sea*, ring of protection +5, ring of spell turning, vest of resistance +5, cloak of charisma +6

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC17) or be affected as if by a confusion spell (caster level equals spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a *heal* effect.

Spell Weaving (Ex): These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th level spell, one 4th level and one 2nd level spell, one 3rd and three 1st level spells, six 1st level spells, or any combination of spells whose levels add up to six or less. (A single 0 level spell occupies one arm.)

Telepathy (Su): Spell weavers can communicate with each other telepathically at a range of up to 1,000 miles.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch diameter indestructible disk glows with colors that slowly shift through the spectrum. This object stores ten additional levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two extra 5th level spells in a day, or three 3rd level spells and one 1st level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th

level. (For this purpose, two 0 level spells are equivalent to one 1st level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power every night at midnight. A spell powered by the disk is cast as though the caster had the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes dealing 4d10 points of damage to everything within a 30-foot radius.

8: A DEVILISH RECEPTION

HR0SON

CR 14

Half-vampire orc barbarian 7/fighter 1/ occult slayer 5
NE Medium humanoid

Init +13(+18); **Senses** Listen +11, Spot +2;
Darkvision 60', Auravision 60'

Languages Common, Orc,

AC 23, touch 15, flat-footed 23

(+3 Dex, +6 armor +2 natural +2 deflection)

hp 149 (13 HD); **DR** 5/silver or magic or 1/-

Fast healing; 1*; **Resist** cold 5, electricity 5;

Fort +13, **Ref** +9, **Will** +9

Speed 40 ft. +1 *mithral chainmail* (6 squares)

Melee +1 *keen magebane scythe* +21/+16/+11

(2d4+10/19-20 x4) or slams +19/+14/+9 (1d6+6)

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

Base Atk +13; **Grp** +19

Atk Options Blood Drain, Power Attack, Rage,
weapon bond(+1d6 vs spellcasters), Vicious Strike

Combat Gear *Potion of Bulls Strength*

Abilities Str 23, Dex 16, Con 20, Int 6, Wis 10, Cha 8

SQ Blood dependency, Rage 2/day, Improved
uncanny dodge, Magical Defense +3, Weapon
Bond, Mind over Magic 2/day, Nondetection Cloak,
Blank Thoughts

Feats Cleave, Improved Initiative, Power Attack,
Reckless Rage*, Weapon Focus (scythe)

Skills Bluff+1, Climb +10, Hide +4, Jump +9,
Knowledge (arcane) +4, Listen +11, Move Silently
+4, Spellcraft +5, Spot +2

Possessions combat gear plus: *pie of plenty*, *cloak of
resistance* +3, *amulet of health* +4, *ring of
protection* +2, *incandescent blue ioun stone*

Blood Drain (Ex) Half-vampires can suck the blood from a living victim with their fangs by making a successful grapple check. If the half-vampire pins his foe, it drains blood, dealing 1d4 point of Constitution drain each round the pin is maintained. A half-vampire can drain more points of Constitution in a single hour than its Constitution score. When a half-vampire drains a victim's Constitution score, it gains 5 Temporary hit points no matter how many points it drains. Temporary hit points gained in this way last for up to 1 hour.

Blood Dependency (Ex): If a half-vampire doesn't use its blood drain special attack against at least

one living creature each day, it must make a DC 15 Fortitude save or become fatigued. Each day after the first that the half-vampire does not drink blood directly from a living creature; the DC increases by 1 until it fails the save and becomes fatigued. After that, it must make a DC 20 Fortitude save each week (with the DC increasing by 1 each week thereafter) that it does not use its blood drain or become exhausted.

Fast Healing (Ex): A half-vampire heals 1 point of damage each round so long as it has at least 1 hit point but less than half its normal hit points. As long as the vampire has more than half its normal hit points, its fast healing does not function (but other forms of healing still function normally).

Magical Defense (Ex) An occult slayer's constant training in counter magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level and goes to +2 at 3rd level.

Weapon Bond (Su) An occult slayer must choose a particular weapon of at least masterwork quality as the focus of his power. Upon making his selection; he immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack he makes with that against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until he acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su) Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice at 4th level.

Vicious Strike (Ex) At second level and higher, an occult slayer who readies an attack to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su) At 3rd level, an occult slayer gains the ability to see magical auras at a range up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su) Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object* and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (caster level equals the character's occult slayer level), except

that it affects only the occult slayer and his possessions.

Blank Thoughts (Ex) At 5th level, an occult slayer can induce within himself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects) He can suppress or resume this ability as a free action.

GARRONG

CR 14

Orc barbarian 14

NE Medium humanoid

Init +8 (+13); **Senses** Listen +16, Spot +16; Darkvision 60'

Languages Common, Orc,

AC 19, touch 12, flat-footed 19

(+2 Dex, +7 armor)

hp 168 (14 HD) **DR** 3/-

Fort +9, **Ref** +4, **Will** +3

Speed 30 ft. +2 moderate fortification breastplate (6 squares)

Melee +1 frost thundering great axe +21/+16/+11 (1d12+10 +1d6 cold/19-20x3)

Ranged +1 composite longbow [str +6] +17/+12/+7 (1d8+7/x3)

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

Base Atk +14; **Grp** +20

Atk Options Cleave, Improved Sunder, Power Attack, Greater Rage

Combat Gear *potion of bull's strength*

Abilities Str 23, Dex 14, Con 18, Int 12, Wis 8, Cha 10

SQ Rage 4/day, Improved uncanny dodge, Indomitable Will

Feats Cleave, Improved Critical (Great Axe), Improved Sunder, Iron Will, Power Attack

Skills Intimidate +17, Listen +16, Ride +19, Survival +16, Spot +16

Possessions combat gear plus: 20 arrows, *armbands of might**

EFRIC

CR 12

Aassimar Vampire Marshall 1/Sorcerer

10/Mindbender 1

NE Medium Undead (Humanoid-Aassimar)

Init +13 (+18); **Senses** Listen +13, Spot +13; Darkvision 60'

Languages – Common, Celestial, Draconic, Telepathy 100' range

AC 26, touch 14, flat-footed 23

(+3 Dex, +6 armor, +6 natural, +1 insight)

hp 90 (12 HD) **DR** 10/magic and silver (10/adamantine 90hp)

Fast healing; 5; **Resist** acid 5, cold 10, electricity 10; Turn Resistance +4

Fort +6, **Ref** +5, **Will** +12

Speed 30 ft. (6 squares)

Melee slams +9 (1d6+3 + wisdom drain)

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

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

Atk Options Blood drain, Dominate, Wisdom drain

Combat Gear *wand of magic missiles* 5th level caster 10 charges, *wand of enlarge person*, *potion of cats grace*, *scroll of dimension door*, *scroll of shield* (5th level caster), ~~*scroll of greater mage armor*~~ (9th level caster) ~~*scroll of stonесkin*~~ (9th level caster)

Sorcerer Spells Known (CL 11th):

5th (6/day)— feeblemind (DC 25), telekinesis

4th (8/day)— ice storm, karmic retribution* (DC 24), phantasmal killer (DC 24)

3rd (8/day)— displacement, karmic backlash* (DC 23), haste, slow

2nd (8/day)— glitterdust (DC 22), mirror image, phantasmal assailants* (DC 22), tasha's hideous laughter (DC 22), touch of idiocy

1st (8/day)— charm person (DC 21),

nerveskitter †, karmic aura* (DC 21), ray of

enfeeblement (+9 ranged touch), true strike

0 (6/day)— ray of frost (+9 ranged touch), mage

hand, mending, open/close, prestidigitation,

† Already cast (spells/day reduced already)

Abilities Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 31

SQ Alternate Form, Gaseous Form, Spider Climb,

Wisdom Drain, Children of the night, Motivate

Dexterity, Telepathy

Feats Ability Focus (dominate), Alertness, Combat

Casting, Combat Reflexes, Dodge, Empower Spell,

Improved Initiative, Lightning Reflexes, Skill Focus

(diplomacy), Silent Spell

Skills Bluff +22, Concentration +25, Diplomacy +14,

Disguise +13 (+15 to act in character <not a

vampire>), Hide +11, Intimidate +12, Listen +13,

Move Silently +11, Search +9, Sense Motive +10,

Spot +13

Possessions combat gear + *cloak of charisma* +6,

dusty rose ioun stone, *pale green ioun stone*, *rod*

of lesser maximize

Blood Drain (Ex): A vampire can suck blood from a

living victim with its fangs by making a successful

grapple check. If it pins the foe, it drains blood,

dealing 1d4 points of Constitution drain each round

the pin is maintained. On each successful attack,

the vampire gains 5 temporary hit points.

Wisdom Drain (Su): With a successful touch attack

or slam attack, a psychic vampire drains 1d6 points

of wisdom from the target, and simultaneously

gains 5 temporary hit points that last for up to 1

hour. In addition, each living creature within 10' of a

psychic vampire takes 1 point of Wisdom drain per

round (Will DC 19 Negates). A psychic vampire

does not gain any temporary hit points from this

effect. A psychic vampire can suppress or

reactivate its Wisdom-draining aura as a standard

action.

Children of the Night (Su): Vampires command the

lesser creatures of the world and once per day can

call forth 1d6+1 rat swarms, 1d4+1 bat swarms or a

pack of 3d6 wolves as a standard action. The

creatures arrive in 2d6 rounds and serve the

vampire for up to 1 hour. However, this power

doesn't function here.

Dominate (Su): A vampire can crush an opponent's will just by looking into his or her. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 26) or fall instantly under the vampire's influence as though by a *dominate person* spell (Caster level 12th). This ability has a range of 30 ft.

Minor Aura (Motivate Dexterity) (Ex): A minor aura lets allies to add the marshal's charisma bonus to certain roles. Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks and initiative checks. Unless otherwise noted a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Metamagic Specialist (Ex): With a limited selection of spells at his fingertips, it's natural for a sorcerer to turn to metamagic feats to gain flexibility in effects. If the idea of playing a sorcerer who efficiently twists his spells into new shapes and sizes excites you, the metamagic specialist alternative class feature is the way to go. Though you must forgo the benefits of a familiar to pursue this path, some sorcerers relish not having to keep track of such a vulnerable accessory.

Level: 1st

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

Benefit: you can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat.

Telepathy (Su): A mindbender unlocks one of the most basic elements of his mental craft at 1st level, gaining the ability to communicate telepathically with any creature within 100ft that has a language.

9: TREASURE OF TREASURES

GRISH

CR 15

Male Chain Devil Monk 11

LE Medium Outsider

Init +9; **Senses** Listen +23, Spot +23; darkvision 60',

Languages infernal, common

AC 36, 26 touch, 29 flat-footed

(+7 dex, +2 armor, +8 natural, +5 Wis, +1 deflection, +3 monk)

hp 143 (19 HD); **DR** 5/silver or good; **SR** 29

Resist improved evasion; **Immune** cold;

Regeneration 2

Fort +16, **Ref** +21, **Will** +19

Speed 60 ft. (8 squares)

Melee unarmed strike +20/+15/+10 (2d8+4 or

Melee flurry of blows +20/+20/+20/+15/+10 (2d8+4)

or

Melee spiked chains +22/+22/+17/+12 (2d4+4/19-20)

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

Base Atk +16; **Grp** +24

Combat Gear *potion of bulls strength*

Atk Options dancing chains, unnerving gaze, greater flurry of blows, stunning fist (DC20)

Abilities Str 19, Dex 24, Con 14, Int 10, Wis 20, Cha 10

SQ Still mind, Ki Strike (magic), Slow Fall 40ft, Purity of Body, Wholeness of Body (18hp), Diamond Body

Feats Combat Reflexes, Deflect Arrows^B, Improved Critical (chains), Improved Grapple, Improved Initiative, Improved Unarmed Strike^B, Improved Trip^B, Power Attack, Stunning Fist^B, Weapon Finesse

Skills Balance + 13, Climb + 15, Craft (blacksmithing) + 12, Escape Artist +18, Hide +21, Intimidate + 11, Jump + 10, Listen +23, Move Silently + 21, Spot +23, Tumble +28

Possessions combat gear plus *gloves of dexterity* +6, *ring of protection* +1, *percept of wisdom* +6, *bracers of armor* +2, *cloak of resistance* +3, *monks belt*.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20ft as a standard action, making the chains dance or move as he wishes. In addition, a chain devil can increase the chains length by up to 15' and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 19 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is charisma based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30' Will DC 19 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since meditation and training improved her resistance to mind-affecting attacks.

Purity of Body (Ex): At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy)

Wholeness of Body (Ex): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit point of damage equal to twice her current monk level each day, and can spread this out among several uses.

Diamond Body (Ex): At 11th level a monk is in such firm control of her own metabolism that she gains immunity to poisons of all kinds.

FAYREAH, CLERIC OF NERULL CR 17

Female Erinyes cleric 11
LE Medium Outsider

Init +6; **Senses** Listen +18, Spot +18, see in darkness, true seeing (14th level caster), telepathy 100ft

Languages Infernal, Celestial, Draconic, Common

AC 32, 16 touch*, 24 flat-footed
(+8 Dex, +6 armor, +8 natural)

hp 200 (20 HD); **DR** 5/good; **SR** 20

Immune fire, poison **Resist** 10 acid, 10 cold

Fort +20, **Ref** +19, **Will** +22

Speed 30 ft. in +2 rubicund frenzy (lesser) mithral chainshirt (6 squares), fly 50 ft (good)

Melee +1 scythe +24/+19/+14/+9 (2d4+8(11)/x4)

Ranged +1 sonic flaming burst composite longbow [+6 str] +28/+23/+18/+13 (1d8+8(11)/x3 +1d6 fire +1d6 sonic)

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

Base Atk +17; **Grp** +23

Atk Options Entangle, Spells, Spell-like abilities

Combat Gear 3 greater slaying arrows: 1 human, 1 elf, 1 dwarf

Class Spells Prepared (CL 11th):

6th—harm (DC 23), heal, mislead^D (DC 23)

5th—death throes*, greater command (DC 22), slay living^D, wall of stone

4th—confusion^D, freedom of movement, greater magic weapon x2, spell immunity (magic missile, slow)

3rd—bestow curse(DC 20), blindness(DC 20), cure serious wounds, dispel magic, magic vestment x2, nondetection^D

2nd—bears endurance, cure moderate wounds, divine protection*, silence x2, sound burst(DC 19), invisibility^D

1st—cure light wounds x2, disguise self^D (Will DC 18), divine favor, entropic shield, resurgence, shield of faith x2

0— detect magic, guidance, mending, resistance

D: Domain spell. Deity: Nerull: Death, Trickery,

Spell-Like Abilities (CL 12th):

At Will— *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19) DCs are charisma based.

Abilities Str 22, Dex 26, Con 21, Int 14, Wis 24, Cha 20

SQ

Feats Combat Reflexes, Divine Vigor, Dodge, Domain Spontaneity (trickery), Improved Precise Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Slippery Skin*

Skills Concentration +27, Diplomacy +11, Escape Artist +20, Heal +10, Hide +18, Knowledge (religion) +22, Knowledge (arcana) +18, Knowledge (planes) + 14, Listen +19, Move Silently +18, Search +14, Sense Motive +17, Spellcraft +14, Spot +19, Survival +4 (+6 following tracks), Use Rope +7 (+9 with bindings)

Possessions combat gear plus two silver holy symbol, *gloves of dexterity* +4, *periapt of wisdom* +6, *vest of resistance* +2, *ring of counterspells (dispel magic)*, *ring of counterspells (greater dispel magic)*, *bracers of archery*, *greater*

Entangle (Ex) Each erinyes carries a stout rope some 50 ft long that entangles opponents of any size as an animate rope spell. (caster level 16th). An erinyes can hurl its rope 30 ft with no range penalty. Typically an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Summon baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th)

APPENDIX 2: NEW RULES ITEMS

FEATS

Devil's Favor [Devil Touched]

You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid you in your efforts.

Prerequisites Pact with devil

Benefit When you attempt an attack, save, or check of any sort, you can beseech the dark powers to aid you. You gain a +2 bonus on the attack, save, or check. You can use this ability a number of times a day equal to the number of devil-touched feats you have selected, including this one.

Source Fiendish Codex II: Tyrants of the Nine Hells, pg 81

Devil's Sight [Devil Touched]

Your eyes glow red with infernal energy, allowing you to pierce magical darkness.

Prerequisites: Wis 15, Devil's Favor

Benefit: You gain darkvision out to 60 feet. If you already have darkvision, its range improves by 60 feet. In addition, as a swift action, you can gain blindsight out to 30 feet for 5 rounds. You can use your blindsight ability number of times per day equal to the total number of devil-touched feats you have selected, including this one.

Source: Fiendish Codex II: Tyrants of the Nine Hells, pg 83

Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: Complete Warrior pg 108

Domain Spontaneity [Divine]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert

prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take this feat, it applies to a new domain.

Source: *Complete Divine*, pg 80

Energy Abjuration

Casting an abjuration spell grants you protection from energy damage.

Prerequisite: Spell Focus (abjuration) or abjurer level 1st

Benefit: When you cast an abjuration spell, you can choose to gain a special energy resistance equal to (1-the spell's level) x 5. This energy resistance lasts for the duration of the abjuration spell you cast or until you are struck by any type of energy damage (acid, cold, fire, electricity, or sonic). The resistance applies to the first energy damage to which you are exposed, and thereafter you lose the energy resistance until you cast another abjuration spell.

Special: An abjurer can select this feat as a wizard bonus feat.

Source: *Complete Mage*, pg 42

Extended Reach [Monstrous]

Your flexible body allows you to reach farther than normal.

Prerequisite: Small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Source: *Savage Species*, page 34

Extra Smiting

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Source: *Complete Warrior*, page 98

Fling Enemy [General]

You can pick up an opponent and fling it.

Prerequisite: Str 23, Huge size, improved grab.

Benefit: You can make a grapple check at -20 penalty against an opponent at least two categories smaller than you. If you succeed, on your next action you can use an attack action to fling the held opponent. The range increment for the thrown creature is 120 feet.

A creature may be thrown horizontally or vertically. If thrown vertically, it takes normal falling damage. If thrown horizontally, takes damage as if it had fallen half the distance thrown (rounded down). For example, if a hurled orc is thrown horizontally 170 feet, it takes 8d6 points of damage.

You may also fling the creature at another creature. To do so, make an attack roll at a -4 penalty, with appropriate range penalties, against the target creature. If you hit, both creatures take the amount of damage that the thrown creature would have taken otherwise as given above.

Source: *Savage Species*, page 34

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point.

If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior*, pg 101.

Multigrab [Monstrous]

You can grapple enemies more firmly than normal with your natural attacks.

Prerequisite: Str 17, improved grab.

Benefit: When grappling an opponent with the part of your body that made the attack, you take only a -10 penalty on grapple checks to maintain the hold.

Normal: Without this feat, you take a -20 penalty on grapple checks to maintain a hold with the part of your body used to make the attack.

Source: *Savage Species*, page 37

Power Critical [General]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon focus with weapon, base attack bonus +4.

Benefit: When using weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter can select Staggering Critical as a fighter bonus feat.

You can select Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Source: *Complete Warrior*, page 103

Reckless Rage [General]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional • 2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Source: *Races of Stone*, page 143.

Slippery Skin [General]

You can expertly avoid the grasp of your enemies.

Prerequisite: Escape Artist 9 ranks, Combat Reflexes

Benefit: If a creature makes a touch attack against you to initiate a grapple, you can sacrifice one of your attacks of opportunity as an immediate action to make an Escape Artist check. You must use the check result in place of your touch Armor Class, even if the result is lower.

Source: *Exemplars of Evil*, page 26

Staggering Critical [General]

Your critical hits leave your opponents reeling.

Prerequisite: Improved Critical, base attack bonus +12.

Benefit: When you confirm a critical hit with a weapon for which you have the Improved Critical feat, the target is also slowed for 1 round.

Special: A fighter can select Staggering Critical as a fighter bonus feat.

Source: *Drow of the Underdark*, page 52

Weakening Touch [General]

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2

Benefit Declare you are using this feat before you make your attack roll (thus, a missed attack ruins the attempt).

You can make an unarmed attack that deals no damage, but instead applies a –6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stun effects cannot be affected by this feat.

Special A fighter may select Weakening Touch as one of his fighter bonus feats.

Source *Complete Warrior*, pg 106

MAGIC ITEMS

(All items from Magic Item Compendium except as noted)

Armbands of Might

Magic Item Compendium, page 72

Price (Item Level): 4,100 gp (9th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: —

Weight: 2 lb.

These bronze armbands are engraved with images of bulls' horns.

When you wear these armbands, you gain a +2 bonus on Strength checks and Strength-based skill checks.

If you have the Power Attack feat, you also gain a +2 bonus on melee damage rolls for any attack on which you use the Power Attack feat and take a penalty of at least –2 on your attack roll.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 2,050 gp, 164 XP, 5 days.

Belt of Health +2/+4*

This functions as an Amulet of Health, but takes up the waist body slot.

Magebane

Price: +1 bonus

Property: Weapon

Caster Level: 8th

Aura: Moderate; (DC 19) evocation

Activation: —

The surface of this black iron weapon is inscribed with runes representing the grounding of energy, and its pommel or grip is set with three diamonds.

Weapons that have this property are feared by arcane spellcasters. Against any creature that can cast arcane spells or use invocations (*CAR* 7), a magebane weapon's enhancement bonus is 2 higher than normal. (Thus, a +1 *longsword* with the magebane property becomes a +3 *longsword* when wielded against such targets.) Furthermore, a magebane weapon deals an extra 2d6 points of damage against targets capable of casting arcane spells or using invocations.

The magebane property can be added to a cold iron weapon without paying the extra 2,000 gp (*DMG* 284).

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *dispel magic*.

Cost to Create: Varies.

Periapt of the Sullen Sea*

Price (Item Level): 6000 gp (10th)

Body Slot: Throat

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: - and standard (mental)

Weight: -

This sea-blue gem seems to shiver and flow, as a drop of seawater barely able to maintain its shape.

While wearing a periapt of the sullen sea, you can hold your breath for up to 12 hours before having to make Constitution checks. This is a continuous effect and requires no activation.

In addition, two times per day, you can activate the periapt and sacrifice a prepared spell or spell slot of 4th level or higher to use freedom of movement (as the spell), using your own caster level or that of the periapt, whichever is higher.

Prerequisites: Craft Wondrous Item, *freedom of movement*, possession of a piece of the set.

Cost to Create: 3000 gp, 240 xp, 6 days.

Source: Magic Item Compendium, pg 205

Third Eye – Freedom

Price (Item Level): 2600 gp (7th)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC18) abjuration

Activation: Immediate (mental)

Weight: –

You can activate a third eye freedom to trigger a freedom of movement effect lasting for 1 round. Since this ability suppresses only the effect hindering your movement, you must either find some other method of removing or eliminating the effect, or it will resume after the duration ends.

This ability functions once per day.

Source: *Magic Item Compendium*, pg 141

SPELLS

Death Throes

Necromancy [Force]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until you are killed

Saving Throw: None

Spell Resistance: No

As the killing blow falls, you smile with grim satisfaction even as the light of life fades, knowing that your enemy will soon be joining you in the afterlife.

If you are killed, your body is instantaneously destroyed in an explosion that deals 1d8 points of damage per caster level to everyone in a 30-foot-radius burst.

This explosion destroys your body, preventing any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore life.

Source: *Spell Compendium* 61

Defenestration Sphere

Evocation [Air]

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100ft +10ft/lvl)

Effect: 2ft radius sphere

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 ft per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of the winds. In addition,

Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 ft into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10ft it was unable to complete, so that a creature hurled up 50 ft in a room with a 20-ft ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round and winks out if it exceeds the spell's range. Focus: A grey pearl worth 100gp.

Source: *Spell Compendium* 62

Dimension Door, Greater

Conjuration [Teleportation]

Level: Sorcerer/wizard 5

Range: Touch

Target: You and touched objects or other touched willing creatures

Duration: 1 round/2 levels

Your flesh gives an involuntary shudder as you will yourself elsewhere. You vanish, reappearing some distance away.

This spell functions like *dimension door* (PH 221), except as noted above and that you can transfer the targets once per round, up to a distance of 25 feet + 5 feet per two levels, as a move action that does not provoke attacks of opportunity.

Source: *Spell Compendium* 64

Dispel Ward

Abjuration

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100ft +10ft/lvl)

Target: One warded object or area

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like *dispel magic* (PH 223), except that it can be used only in the targeted or area version, and it affects only abjuration magic placed on objects or areas (such as arcane lock, explosive runes, fire trap, glyph of warding, and guards and wards.) The maximum bonus on the level check is +10

Source: *Spell Compendium* 67

Divine Protection

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 2, Paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100ft +10ft/lvl)

Targets: Allies in a 20ft radius burst

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

Source: *Spell Compendium* 70

Forceward

Abjuration [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

Range: 15 ft.

Effect: 15-ft.-radius sphere centered on you

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Waiving your arm about your head to trace the curve of a dome, you call up a hemisphere of force as clear as glass.

You create an unmoving, transparent sphere of force centered on you. The sphere negates force effects and provides an impassable barrier against incorporeal creatures. Spells with the force descriptor do not affect anything within the sphere, and any force spell that overlaps the area, such as *wall of force*, is automatically countered. Incorporeal creatures, or creatures with the force descriptor must make a Will save to enter the area of the sphere.

Forceward does not push a creature out of the way if you move toward an incorporeal creature or force effect, and such creatures are treated as if they automatically succeeded on their saving throws against this spell.

Source: *Spell Compendium* 98

Greater Mage Armor

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Source: *Spell Compendium*, page 136

Karmic Aura

Abjuration

Level: Hexblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

You feel the currents of fate flow through you, tugging on the strings of chance.

While this spell is in effect, any creature within range that deals damage to you with an attack, spell, or other effect becomes fatigued for 3 rounds. A successful Will save indicates that the attacker is unaffected and immune to the spell's effect until the start of your next turn, but must save again if he damages you after that point. An attacker already fatigued suffers no additional effect from this spell.

Karmic aura, karmic backlash, and karmic retribution interact in an unusual fashion. If you have more than one of these spells active at once, the subject must save against each spell in descending order of spell level. If he fails any of these saves, he is automatically fails any save against any lower-level spell of the set that you have active. (Spell resistance still applies to each effect separately.)

For example, suppose you have all three spells active when a foe strikes you. He first attempts to save against *karmic retribution*. If that save fails, he is treated as if he had failed his saving throws against all three spells. If the first save succeeds, but the save against *karmic backlash* fails, he is treated as if he had failed his saves against both that spell and *karmic aura*. Only if he succeeds on both of the first two saves is he entitled to a save against *karmic aura*.

Source: *Complete Mage* 108-109

Karmic Backlash

Abjuration

Level: Hexblade 2, sorcerer/wizard 3

Your magic influences the flow of fate, doing harm to all who would dare attack you.

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes exhausted for 2 rounds.

Source: *Complete Mage* 109

Karmic Retribution

Abjuration

Level: Hexblade 4, sorcerer/wizard 6

By manipulating fate itself, you ensure that any who attack you suffer greatly for their insolence.

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes stunned for 1 round.

Source: *Complete Mage* 109

Moon Bolt

Evocation

Level: Cleric 4, druid 4

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One living or undead creature, or two living or undead creatures that are no more than 15 ft. apart; see text.

Duration: Instantaneous

Saving Throw: Fortitude half (living target) or Will negates (undead target)

Spell Resistance: Yes

A *moon bolt* strikes unerringly against any living or undead creature in range.

A living creature struck by a *moon bolt* takes 1d4 points of Strength damage per three caster levels (maximum 5d4). If the subject makes a successful Fortitude saving throw, the Strength damage is halved.

An undead creature struck by a *moon bolt* must make a Will save or fall helpless for 1d4 rounds, after which time it is no longer helpless and can stand upright, but it takes a -2 penalty on attack rolls and Will saving throws for the next minute.

Source: *Spell Compendium* 143

Nerveskitter

Transmutation

Level: Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.

You cast this spell when you and your party roll initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Night's Caress

Necromancy [Evil]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: yes

Your touch deals 1d6 points of damage per caster level (maximum 15d6) and 1d6+2 points of Constitution damage. (A successful Fortitude saving throw negates the Constitution damage.)

The spell has a special effect on an undead creature. An undead touched by you takes no damage or Constitution loss, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 per caster level.

Source: *Spell Compendium* 147

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 2 inches across shots from your palm at its target, dealing 1d8 points of damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* pg 151.

Phantasmal Assailants

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft +5ft/2levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with) then Fortitude half; see text

Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not the phantasms strike the target, dealing 8 points of Wisdom and 8 points of Dexterity damage (4 points each on a successful Fortitude save.) If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

Source: *Spell Compendium* 154

Reciprocal Gyre

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds. Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component. A tiny closed loop of copper wire.

Resonating Bolt

Evocation [Sonic]

Level: Bard 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise it stops.

Source: *Spell Compendium* Pg 174

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

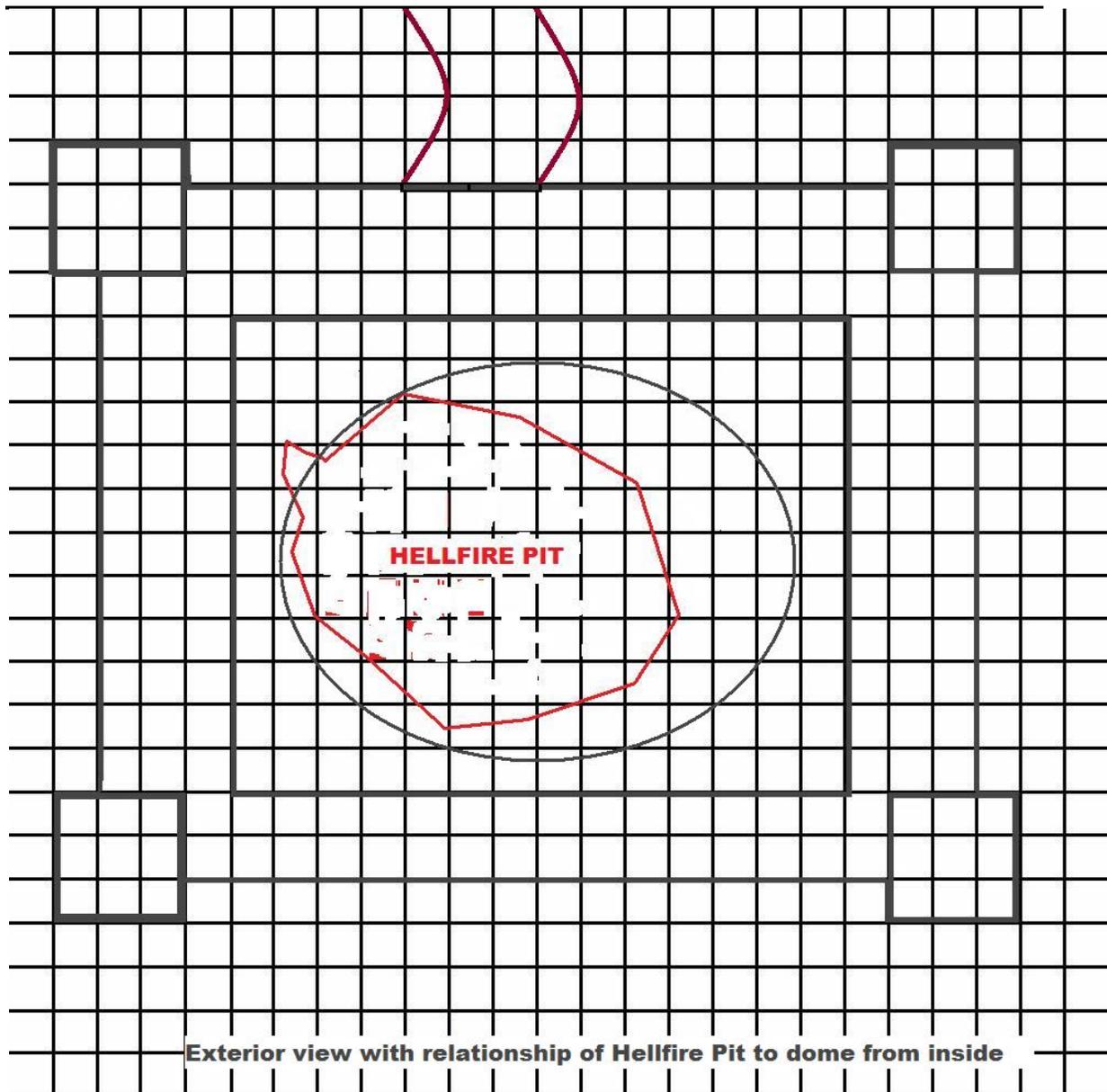
Spell Resistance: Yes (harmless)

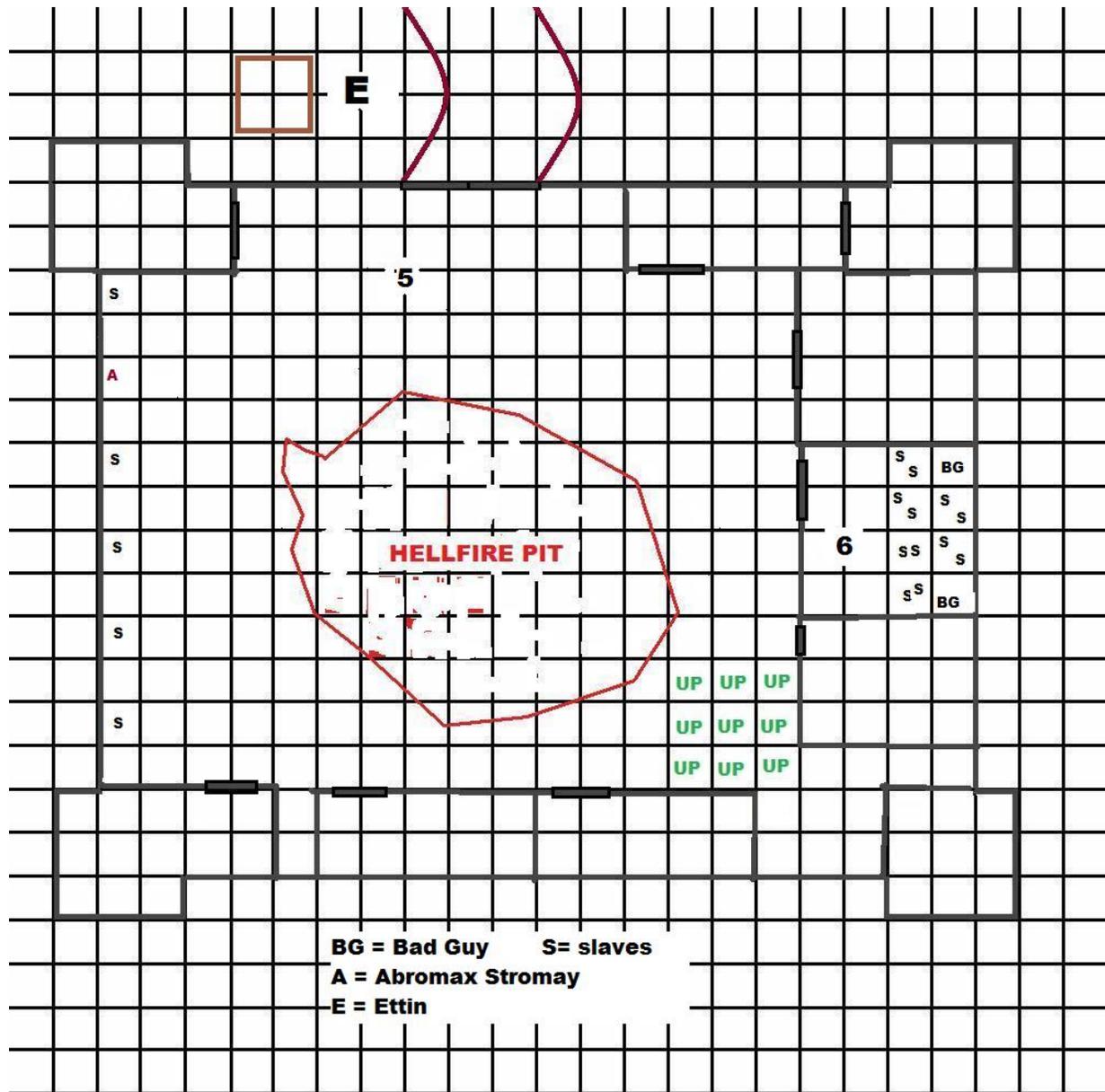
The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

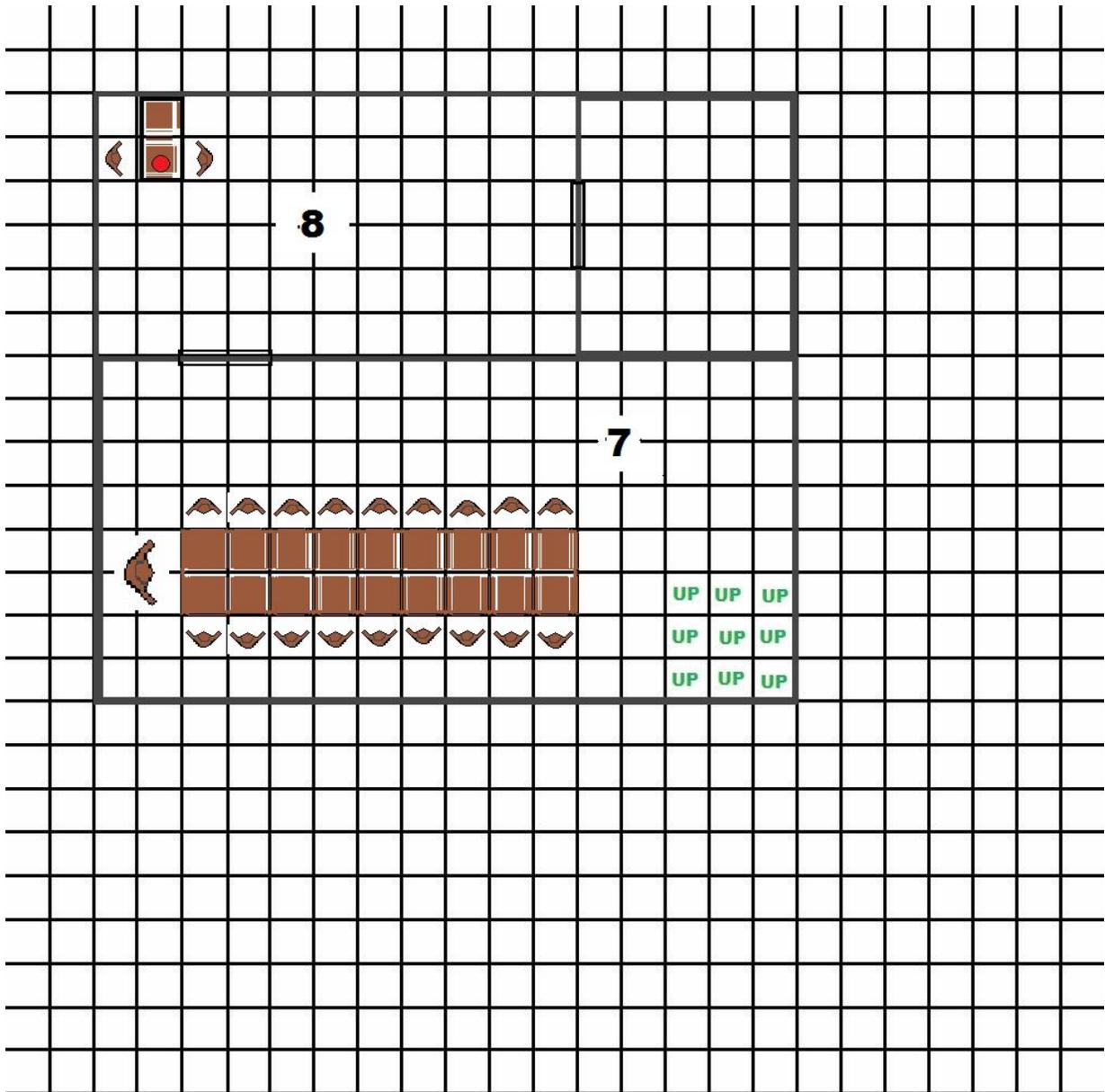
If a spell, spell-like ability, or supernatural ability doesn't allow as save (such as *power word stun*), then *resurgence* won't help the subject recover.

Source: *Spell Compendium*, page 174.

DM MAPS







PLAYER HANDOUT 1

Dear honored adventurer

We have need of your services again. Please allow the knight to escort you to the colleges of Arcane and Divine in a matter of utmost urgency. The wasting sickness has spread and we have discovered the whereabouts of the final component we need to finish the cure. We believe the future of veluna if not oerth, hinges on your expedience.

Bishop Roland Otjieg &
Archbishop De'rin Sitlwood
Rao bring you peace

PLAYER HANDOUT 2

Dear Sir/ma'am

Veluna is in need of stout hearts such as yours. Please allow the knight to escort you to the colleges of Arcane and Divine in a matter of utmost urgency. We believe the future of veluna if not oerth, hinges on your expedience.

Bishop Roland Otjieg &
Archbishop De'rin Sitlwood
Rao bring you peace

PLAYER HANDOUT # 3

The following items are available

· PCs may purchase potions or scrolls, or even hire NPCs to cast spells on them. At this time (and ONLY at this time), these items (and services) can be purchased at half price. Costs derived from expensive material components and/or a caster's expenditure of XP are NOT halved when calculating this cost. Assume the Colleges of the Arcane and Divine have the access to the following:

- Open spells, levels 1-3 (PHB): 4 of each
- Open spells, levels 1-3 (SC): 3 of each
- Open spells, levels 4-6 (PHB): 2 of each
- Open spells, levels 4-6 (SC): 1 of each

12 *Potions of fire resistance*

1 *Potion of fly*

1 *Potion of tongues*