

Lost Souls Eternal

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

Version 1

by Colleen Simpson

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You find yourselves in a race against time and the servants of an ancient foe with an island of ill-repute as your destination. Your mission is to discover, and return with, what your rivals wish to obtain... if you can. Not recommended for those with a fear of the sea or a dislike for water. A one-round Core adventure set in the Northern Kingdom for PCs of levels 4-16 (APLs 6-9). Part 3 of the "Ascension" series. A one-round Core adventure set in and around the Isle of Lost Souls for characters level 4-15 (APLs 6-16).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Players Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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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RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 Core adventure, set in and around the Isle of Lost Souls.

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 benefits) as 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.

ADVENTURE BACKGROUND

For the past several years, unbeknownst to all but a few of his most trusted servants, Iuz has been orchestrating a complicated coup of divine power. This plan started with his release of the Ether Threat, which was intended to cause heroes to lead him to the *Codex of Infinite Planes*.

After acquiring the *Codex*, Iuz began a war on the Abyss, during which he secured the layer of Torremor from Pazuzu. Iuz kept his victory a secret, however, even convincing his enemies that he was locked in a stalemate on the Abyss and unable to pursue other ventures. For nearly two years, Iuz has been planning and putting into action the next stage of his ascension, unfettered by the meddling of his common enemies. This portion of Iuz's plan has focused on researching different forms of magical prisons, particularly those of Zagig Yragerne, and securing sites and artifacts related to Tharizdun, the imprisoned god.

Recently, heroes have undone the Flight of Fiends, a powerful ritual that imprisoned or banished most of the fiends on Oerth. This has strengthened Iuz's military force on the Prime Material Plane. He has used these demons, and those he gained from his war on the Abyss, to cause distractions for the nations of Oerth, keeping their eyes away from his final moves.

Mordenkainen also seemed to know something of Iuz's plots, possibly more than Tenser, though what he is doing about it is unknown. What is known seems to indicate that he has been using Bigby and Drawmij to eliminate Tenser's clones and might have given Iuz the information he needed to capture Tenser. Mordenkainen had compiled information on the troop locations, movements, and probable actions of all the military groups bordering the Empire of Iuz, and that information

has recently fallen into the hands of Iuz. Mordenkainen's actions have never been scrutable to most mortals, but his recent actions seem more confusing than ever.

Luckily, a few individuals have found out something about his actions. Tenser, always a force of Good and powerful opponent of Iuz, has been following the threads of Iuz's plots and putting everything together.

However, before he could put everything together, Iuz captured Tenser imprisoning him in a prison in the Plane of Shadow. In COR8-06 *Entrapment*, the PCs rescued Tenser and retrieved the *Spiral of Shothragot* from its hiding place deep in the Valley of the Mage.

As this adventure opens, Tenser has learned more of Iuz's plans and knows that Old Wicked has dispatched a group of skilled minions to the legendary Isle of Lost Souls. Subsequently, Tenser asks the PCs to race to the Isle and to retrieve whatever it is the minions seek. Details on the object of their visit are unavailable, as is any specific information on the island itself. The PCs are going in blind – something that makes those interested in the outcome of the Old One's endeavors nervous enough to intervene.

ADVENTURE SUMMARY

Introduction: PCs are en route to the North Kingdom by ship. They are racing minions of Iuz to reach the Isle of Lost Souls.

Encounter 1: PCs are called to the cabin of a mysterious traveler who has not been since the ship set sail. Gathering information about him before they go to the meeting is possible and hints at his undead state. If they refuse to speak with him, Gardanza interferes with their negotiations with the sea elves. If they do meet with him, he tries to get them to agree to bringing the information they have been sent to retrieve to him (or, at the very least, a copy of it). PCs can attack him, or they can parlay with him and decide whether or not they will agree to his request. As sea elves rise from the deeps to stop their ship's progress and speak to them, go to Encounter 2. If PCs attack the sea elves, go to Conclusion A.

Encounter 2: The sea elves do not let the ship pass, having been warned in dreams and visions that this lead to disaster. They do, however, guide the PCs to an alternative route, provided the PCs are able to clear the way first. If PCs agree, go to Encounter 3a. If they refuse, and continue to sail, go to Encounter 3b.

Encounter 3a: PCs need to open the way to a powerful sea elf priest of Deep Sashelas said to guard the seas and know a secret way to the Isle. They combat slime chuul or fiendish slime chuul.

Encounter 3b: PCs have decided to face the dangers of the sea surrounding the Isle rather than assist the elves and travel a safer route. They are attacked by increasing numbers of colossal crabs (the rocks that rise from the sea bed to defend the island). The first attack comprises one crab, and the numbers then double for each mile travelled. This is an untiered encounter with increasingly difficult sailing checks and combat for every mile

travelled. PCs have also been warned of what happens to those who die within these waters... Go to Conclusion B.

Encounter 4: PCs speak with the priest, and discover they can 'gate' their way to the cavernous entrance that 'the strangers who have gone before' have used. He is aware that this is the entryway to the lair of the warlock lich Malendor.

Encounter 5: PCs arriving in the entry cavern realize (from the corpses), that the servants of Iuz have already passed this way. A harpy bard has become a ghost, and a sea elf who lost his life in the waters surrounding the isle has also been pressed into the warlock lich's service. PCs must defeat these to gain entrance.

Encounter 6: The PCs are free to explore the outer realm of Malendor's lair. These rooms are empty, save for the secret entrance to Malendor's hall of audience, which is guarded by hound-like creatures of shadow. Once these creatures are defeated, PCs are free to pass through the door to Encounter Seven. If they fail to find the secret door, or are forced to flee the door's guardians, the arrival of more ghosts and shadows signals it's time to leave. Go to Conclusion C.

Encounter 7: PCs enter Malendor's hall of audience to find they are expected. Malendor sets a challenge for those who wish to obtain the information – defeat their rivals in immediate combat.

Encounter 8: If the PCs defeat Iuz's minions, the lich gives them the items they have been told to keep out of Iuz's hands. If the PCs are defeated by Iuz's minions, they are taken to Iuz's realms so that further 'information gathering' might be carried out on them.

Conclusion A: PCs attacked the sea elves and were marooned on an island for their troubles, progressing no further in the adventure.

Conclusion B: PCs tried to sail to the Isle of Lost Souls and are either ghosts now guarding the Isle, or have been rescued by the sea elves.

Conclusion C: PCs failed to find the secret entrance to Malendor's hall of audience, and were driven from the complex by shadows without retrieving the information.

Conclusion D: PCs defeated the minions of Iuz, but attacked Malendor and were driven from the complex without retrieving the information.

Conclusion E: PCs were defeated by the minions of Iuz and were imprisoned in Dorakaa from which they spent 25 TUs escaping.

Conclusion F: PCs defeated the minions of Iuz and received the information needed to help unravel the Old One's plans.

PREPARATION FOR PLAY

Check out the Isle of Lost Souls article on the Living Greyhawk website to familiarize yourself with the history of the isle.

Prior to starting this adventure, check to see if any PC has the following AR items:

- Any form of the Ire of Iuz: This has been given out in a number of regions. AR Item titles include Iuz's Ire,

Notice of Iuz, and so on. Those PCs with this item will be the main target for attacks in Encounters Five (from the harpy) and Eight (from Iuz's minions).

Also, be sure to familiarize yourself with the following rules:

- Fighting underwater;
- Traits of half-fiends, especially their spell-like abilities;
- Traits and abilities of ghosts;
- The effects of shadowy illumination on combat; and
- Rules governing concealment;
- Rules governing Diplomacy and opposed Diplomacy checks.

NEW RULES ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

LEARNING MORE

KNOWLEDGE

Before they start, or at any point in the adventure, the PCs may make Knowledge checks to learn more about the Isle of Lost Souls and the Causeway of Fiends

Causeway of Fiends

Bardic Knowledge: DC 10 reveals points 1-3; DC 15 reveals points 4-6 and 9; DC 25 reveals point 7; DC 30 reveals point 10.

Knowledge (arcana): DC 15 reveals points 1-7 and 9; DC 25 reveals points 8 and 10.

Knowledge (geography): DC 15 reveals points 1-3.

Knowledge (local – Splintered Suns): DC 10 reveals points 1-6; DC 20 reveals points 7 and 10.

Knowledge (the planes): DC 10 reveals point 9; DC 20 reveals points 4-5

- Fiends infest the area on and around the causeway, making it a very dangerous place to be
- Consists of granite slabs up to 20-ft. wide and 12-ft. high descend from a half mile inland to the Isle of Cursed (or Lost) Souls.
- The causeway is never submerged but water might stand up to 80-ft. tall on either side.
- Once every 80 years or so legions of the least types of fiends are driven onto the causeway and into a frenzy of destruction by greater fiends.

5. Usually only a handful of fiends appear at the full moon.
6. Fiends appear to be bound to within a half-mile of the causeway
7. Pieces of stone from the causeway can be taken and used to create dark, magical artifacts.
8. Some of the oldest books of Flanaess Oeridian mages give riddles and allusions to the work of Ur-Flannae mystics in regards to this causeway.
9. Fiends from both the Abyss and the Nine Hells are drawn to the causeway.
10. Delglath of Rinloru is known to have crafted items from the causeway's stone.

Isle of Lost Souls

Bardic Knowledge: DC 12 reveals points 1-3 and 7-9; DC 15 reveals point 4; DC 20 reveals point 5.

Knowledge (arcana): DC 15 reveals point 1, 3; DC 20 reveals point 5.

Knowledge (geography): DC 15 reveals point 6; DC 20 reveals points 2 and 7-8.

Knowledge (local – Splintered Suns): DC 10 Reveals points 1-3 and 6-8; DC 15 reveals points 4-5.

Knowledge (nature): DC 15 reveals point 8.

Knowledge (the planes): DC 15 reveals point 6.

Knowledge (religion): DC 22 reveals point 1.

1. The souls of those who die on the Isle of Lost Souls are tied to the Isle for eternity, as ghosts tormented by unknowable horrors.
2. The very sea bed protects the Isle, with great rocks rising up and attacking ships that try to approach closer than 10 miles.
3. The ruins of a monastery and an old mansion can be seen on top of the isle.
4. Said to be the resting place of three of the greatest of the Ur-Flannae
5. Those who try to scry the Isle dare not look too closely as the intensity of evil and magic threatens their sanity.
6. The Isle is linked to the mainland by the Causeway of Fiends.
7. Sailors will leap from their ships in order to avoid entering these waters.
8. Sea elves, selkies, and dolphins warn ships away from the area.

INTRODUCTION

It is likely that one or more of the PCs have favors with Tenser, perhaps from COR8-01 *Whispers of the Obsidian Citadel*, COR8-11 *Restoration and Empire*, COR6-16 *Dominion over Bright Sands*, or COR8-06 *Entrapment*, and it is because of his good relations with the PC that Tenser summons him. In his message, Tenser begged the PC to gather a like-minded group of adventurers for a perilous quest.

Note: Some PCs may not trust Tenser as a result of events in “Blight on Bright Sands” or “Rise of the

Ancients” and may have favors with one or more of Tenser's enemies. However, such is the gravity of the situation that Tenser ignores any ill-feeling he may bear toward the PCs. PCs who don't want to help should view this as a good opportunity to learn more about Tenser's plots and plans. Also action here may distract Tenser from other emerging plots (particularly in the Bright Lands).

When all the PCs indicate that they will answer Tenser's call, read:

A call by such an individual as the famed archmage Tenser is impossible to ignore. He invited you to his home, the Fortress of Unknown Depths, to discuss a grave threat to the Oerth. Tenser has learnt that agents of Iuz are even now making their way to the legendary Isle of Lost Souls far to the east. He does not know what they seek, but he does not want them to have it! Tenser explained that he did not have the time to deal with this matter, as other, events or import commanded his attention.

So it was that he asked that you would travel to the Isle of Lost Souls, stop Iuz's minions, and discover what it is they seek.

The adventure opens, as the PCs are en route to Ratik/North Kingdom. They are racing minions of Iuz to reach the Isle of Lost Souls. Answer any questions before continuing:

Answering Tenser's call you met your companions aboard Wave Dancer, a ship bound for the Northern Kingdoms. Your destination - the sinister Isle of Lost Souls!

Give PCs time to decide if they accept or refuse the adventure. Those that refused may leave the table at this point. If they chose to continue, read:

There's a storm brewing to the east, a billowing smear on the horizon that has the crew muttering in worried undertones, and the captain frowning with concern. As guests aboard his ship, he has asked you to take yourselves below decks if the going gets rough.

A chill wind slices across the deck, making you shiver. It looks like things are going to get very rough indeed.

It is at this point that Gardanza's manservant approaches the PCs.

You notice the valet of one of the ship's guests approaching. He is wearing a plain silk shirt in pale blue, and dark-blue, velvet trousers. His face is pale, and there is a slightly green tinge to his skin - as though the weather doesn't agree with him.

“Good sirs, and ladies,” the young man says, bowing. “My master finds the journey dull and pleads an hour or two of your company. Perhaps new acquaintances will help the time pass more quickly.

It seems you may have some interests in common. He glances warily around, making sure that others on deck are out of earshot. "A certain island...?"

He says no more, but raises an eyebrow at you, watching for a reaction to his words.

When it seems you have gathered your thoughts, the valet speaks once more. "Please, my master would be most SOULful, if you were not to pay him a visit. He is interested in the outcome of the race."

Let the PCs decide what they want to do. If they don't visit Gardanza, go directly to Encounter Two where he acts against them. If they accept his invitation, then move on to Encounter One.

Bisson refuses to discuss anything else while on deck. Only reiterating that "It's for my master to say."

♣ **Bisson:** male human expert (valet) 6.

1: THE FRIEND OF A 'FRIEND'

The PCs have accepted Bisson's invitation and follow him to Gardanza's cabin.

Bisson, as the valet calls himself, takes you below decks to one of the larger cabins. Opening the door, he leads you inside.

The cabin is brightly lit, and, at a table taking up most of its space sits a middle-aged human, his dark hair showing streaks of silver. His leather-gloved hands are occupied with steadying a small jar of ink and writing with a red-plumed quill. As you enter, he turns his head. Eyes as dark as the sea outside regard you carefully.

"Master," Bisson says, "your guests"

"Well done, Bisson," whispers the man, who then gestures you forward. "Come in. Be seated. There is something we need to discuss."

At this point, some PCs might wish to use some of the following skill (and/or magical) checks:

Detect Evil: Gardanza does not detect as evil, because he has cast *undetectable alignment* on himself. Should this be successfully dispelled, he detects as overwhelming evil.

Detect Magic: The results of a *detect magic* spell are as follows:

First Round: Gardanza detects as being highly magical.

Second round: There are about seven different auras on Gardanza and/or his clothing. The strongest of these (if PC can see it) is his belt; if the PC cannot see his belt (which is below the table line) they note 5-6 auras, the strongest of which is a ring, faintly outlined through his glove.

Third round: Spellcraft checks reveal the following: DC 16 (all over): faint abjuration; DC 16 (all over): faint transmutation; DC 17 (circlet): moderate transmutation; DC 19 (cloak): moderate transmutation; DC 20 (belt):

moderate transmutation; DC 19 (boots): moderate conjuration; DC 19 (ring): moderate evocation.

Knowledge (nobility and royalty): No check works. Gardanza is not part of any noble or notable family. Having let himself fade from the annals of history and worked hard to keep his existence a secret, he is not even famous.

Knowledge (religion): Unless PCs dispel the *veil* spell, they cannot use this skill to identify that Gardanza is undead. If they dispel the spell, a DC 30 check reveals that he is a lich.

Sense Motive: Gardanza is not using Bluff; he is not under the influence of an enchantment, and he is not trying to send a secret message. A successful DC 15 or above Sense Motive check reveals that his offer is sincere.

Spellcraft (to identify spells in place, if the PC has *detect magic* running and has identified the auras):

- DC 22 (if successful at a Spot check to realize Gardanza is disguised) to identify *alter self*, but not Gardanza's real form.

Spot: A PC making a Spot check that successfully opposes Gardanza's Disguise check (Gardanza has a +25 bonus), sees his true form.

♣ **Gardanza:** male lich cleric 3/wizard 7/mystic theurge 10: Bluff +17, Diplomacy +34, Disguise +23 (+25 to act as a rich human nobleman and wizard), Intimidate +8, Sense Motive +18).

Once PCs have either rejected or accepted Gardanza's invitation, read:

"I know only your destination – and I know that's meant to be a secret, but such things interest me, and I would ask a favor..."

At this point, let the PCs interact with Gardanza. He responds to the following questions as shown, and raises any points marked with a *:

How do you know where we're going? You don't think the Old One's plots are only of interest to your employers, do you? There are quite a few who would like to see him fail... We know where his servants are heading, and we know you race them to that point – therefore you are heading there as well.

***Can you tell us what they're looking for?** *Your rivals seek information that will help the Old One in his quest for more power.

If you/your master are/is so interested in the outcome, why don't you go and get the information yourself? Malendor and I had a disagreement some time ago and I am not welcome in his domain. Nothing would be gained from me visiting him. Besides, it's you who have the plan for stopping the Old One; we just wish to observe the process. If we know what his servants seek, we may come up with a plan of our own, or a way to help those who hired you.

What can you tell us about Malendor? He was a wizard, and a warlock, who sought to enhance his power beyond life. I believe he exists as a lich now. He sought privacy and refuge on the Isle, but has been known to grant audience to those who make it past his guardians. He honors his bargains, when they are finally struck.

You aren't working for yourself. Who are you working for? It's not relevant now and I'd rather not say. You can either help those interested in the same goal as you are, or not. The choice is yours.

Why don't we just kill you now? This is greeted with a raised eyebrow and a look of amused arrogance. "It would gain nothing, and mean a greater chance of failure for both our missions. Still, if you insist, you're welcome to try..."

NOTE: Gardanza waits for a PC response to this. If they attack, his *contingency* spell is triggered and he and Bisson are *teleported* home. There is nothing of value to be found in his cabin. In this case, the only clue they receive regarding the sea elves is what they know from skill checks regarding the Isle of Lost Souls (see below), and the piece of parchment Gardanza leaves behind – Player Handout 1. At this point the sailors come to fetch the PCs (see the end of this encounter).

You're in disguise. How about you show yourself? "I'd rather not. It would cause the captain and his crew some discomfort, and I believe in being polite to my hosts. Besides, who, or what, I am has no bearing on the favor I wish to ask."

NOTE: If PCs are really insistent, then Gardanza shrugs his shoulders and sighs. "You asked..." he says as he drops the spell hiding his true form and reveals his undead state. If he is attacked because of this, his *contingency* will trigger as described above.

***What favor?** "Ah, now, we come to it." Your host sets the quill in its stand and focuses on you. "The Old One's children seek information from the lich Malendor. We would like to know what it is. Find out what information they seek and tell us. Better still, obtain the information instead of your rivals and bring it to us – we will copy it and let you keep the originals to take to those you serve. Do we have an accord?"

***Payment:** "That can be negotiated. My resources are... not unlimited... but they *are* substantial. Bring me the information and we can arrange a price in accordance with the value of the information you bring."

***How do we know you won't kill us?** "If you are useful pawns in this part of the game, who knows what you will be used for in its later stages. You are too amusing to kill. I will pay you and leave you in the game." (DC 15 Sense Motive: His smile is not a nice one, but it is sincere.)

***What can you tell us about the Isle?** "The Isle is at the end of the Causeway of Fiends. Demons overfly it regularly and attack whatever intruders they find in what they consider 'their' domain.

It is surrounded by rocks that are said to rise from the sea floor and attack any ship that attempts to

approach the isle. I know of no one who has succeeded in sailing there – not even in the old tales.

There may be secret ways of reaching the isle, but these will be known to a few. Perhaps if you negotiate with the sea people who dwell outside the rising shoals?"

What Sea People? The elves, of course. Surely you know of them? They guard the area jealously and only through careful negotiation will they agree to help. And I am sure they will ask a price.

NOTE: Gardanza has *divined* that the sea elves are the key to gaining access to Malendor's lair, but this is information he will only reveal if pressed. The results of his *divination* are penned on the parchment on the table (Player Handout 1).

Do you know the price? No, but it will be something they cannot achieve for themselves.

What guardians?/What sorts of things might we face on the Isle? It is called the Isle of Lost Souls because any who die within its domain are tied to it in death. Their souls are trapped into being its guardians for eternity. Even the demons gain little satisfaction here. There will be undead – most likely in the form of ghosts, and I do not know what sort of creatures Malendor will use... although he did have a fascination with the Plane of Shadow.

LEARNING MORE

PCs may also wish to make skill checks to know about Malendor, or creatures from the Plane of Shadows. Use the information to reveal what the PCs uncover. Not all skills reveal all information.

Malendor

1. Was a warlock of some repute who lived centuries ago before the Aerdi dominated the fecund lands of the Flamni basin.
2. He enhanced his natural powers by studying wizardry.
3. He was fascinated by the Plane of Shadow.
4. He became a lich in order to continue his studies rather than go into Boccob's lands.
5. At least one of his rivals also became a lich.

Bardic Knowledge: DC 15 reveals point 1; DC 20 reveals points 2-4; DC 25 reveals point 5.

Knowledge (local – Splintered Suns): DC 10 reveals points 1-2; DC 15 reveals 3-4; DC 20 Reveals 5.

Creatures from the Plane of Shadows Knowledge (the planes)

- DC 15: Shadow creatures tend to make the most of their affinity with shadows to gain the advantage of concealment.
- DC 20: Some shadow creatures are susceptible to the *daylight* spell.

DEVELOPMENT

Once PCs have drawn the necessary information from Gardanza, their conversation is interrupted. Read:

There is a rapid pounding on the cabin door, interrupting your discussion.

"Sirs! Ladies!" a sailor shouts. "You're needed on deck urgently."

Gardanza's soft voice cuts through the cabin like a knife. "Will you bring me the information?"

Give the PCs just enough time to agree or not. If they try to restart the conversation, or negotiate for more information, the sailor's shouting interrupts them. The captain joins him, should the PCs delay, cutting any conversation short and insisting they go immediately to the deck. Gardanza is not their concern and they ignore him.

The PCs response to Gardanza's request affects the outcome of the next encounter. Go to Encounter Two.

2: A LIFE ON THE OCEAN WAVES

The PCs find that a tribe of sea elves have risen from the depths and are not letting the ship pass. The PCs must decide how to handle the situation. How they have interacted with Gardanza impacts the outcome of this encounter.

When you follow the sailor on deck, you find the ship has come to a stand-still. The sails have been reefed and two great anchors thrown over the sides – well, that explains the odd shudder that ran through the ship as you were hurrying from your host's cabin.

Leading you to the foredeck, the captain gestures over the water. Following the indication of his hand, you see an interesting sight.

Sea elves have risen from the waves, some move restlessly back and forward on ferocious-looking black and white whales. Others seem to be levitating just above the surface of the waves.

"You!" the leader exclaims. "We know why you have come and we cannot permit you to pass. You will turn back. You will not sail to the Isle of the Lost."

His statement causes murmurs of unease to run through the sailors, and a look of horror to cross the captain's face. He is close enough for you to hear him mutter, "That's torn it

"You will turn back," the sea elf commands. "You will not sail on."

From the corner of your eye, you can see the captain already pretending to agree to the sea elves' request, while the crew nervously look on.

Give the PCs time to discuss the situation. From their vantage point on the deck, they can see that they are outnumbered at least five to one, and that's before they start counting the creatures that over half of them are mounted on; even if they win the battle, they won't be able to sail the ship without the cooperation of the captain and the sailors (and it looks very much like they won't get that).

ATTACKING THE SEA ELVES

As you are about to attack, Gardanza appears behind you, "Perhaps there is another way? I'd suggest negotiation."

This is the PCs' only chance to draw back from the brink of disaster. If they stop, go to Negotiating with the Sea Elves below.

If the PCs ignore Gardanza's intervention and attack the sea elves, the elves disappear beneath the waves. Shortly afterwards, the ship begins to sink after being repeatedly holed below the waterline by the sea elves' whale companions and the sailors abandon it. (Gardanza teleports himself and Bisson 'home' if this happens.)

PCs who attack the sea elves earn the following awards: Judged by the Sea Elves. If the entire party takes part in the attack, then the adventure is over and they also earn: The Captain Needs a Ship award.

Note: If there are PCs who try to stop the attack, go to A Party Divided below.

A PARTY DIVIDED

The sea elves wait to see the outcome of the PCs' actions.

Gardanza waits 1-2 rounds before intervening by casting *temporal stop* and then using *time stop* to position himself behind the PCs attacking the elves so that he can then make melee touch attacks using *temporal stop* and his paralyzing touch.

PCs who stop attacking at the urging of their companions are allowed to continue with the mission and, provided they acquit themselves honorably, their initial actions are overlooked. If the PCs stop fighting on their own accord, go to Negotiating with the Sea Elves.

Only those PCs who continue attacking until subdued by Gardanza go to Conclusion A, receive their ARs and must leave the table.

Any PCs who try to prevent the attack on the sea elves may choose to continue the adventure through negotiation – Once those receiving ARs have left the table, go to Negotiating with the Sea Elves.

All APLs (EL 22)

☛ **Gardanza:** male lich cleric 3/wizard 7/mystic theurge 10; hp 240; Appendix 1.

NEGOTIATING WITH THE SEA ELVES

PCs may negotiate passage to the island. While the elves don't discuss the actual means in front of the sailors, they do agree to assist the PCs in return for 'some help with a

small problem'. If none of the party has attacked the sea elves, the elves offer this as part of the discussion.

If the party, or a portion thereof, has attacked the sea elves, they must make a Diplomacy check. Only one PC may make the check (although he may be assisted by the others), and no retries are allowed. Their starting attitude depends on the PCs' actions to date:

Indifferent: If they have not been attacked. (DC 15 Diplomacy check).

Unfriendly: If they were attacked but the party was divided and the attacking PCs stopped of their own accord. (DC 25 Diplomacy check.)

Hostile: If the attacking PCs did not stop attacking until they were subdued by Gardanza in the third round. (DC 35 Diplomacy check.)

Modifiers: The following modifiers apply to this check:

- +1 for each half-elf PC in the party.
- +1 for each cleric of Corellan Larethian, Geshtai, Velnius, or Vogan in the party.
- +1 for each PC who tried to prevent the attack (if any) on the sea elves.
- +2 for each elf PC in the party.
- +2 for each cleric of Xerbo in the party
- +2 for good roleplaying on the part of those supporting the speaker making the check.
- +5 for each cleric of Deep Sashelas, Osprey, or Procan in the party.
- +5 for good roleplaying on the part of the speaker making the check.
- -10 for each PC who initially attacked the sea elves.

GARDANZA'S INFLUENCE

How Gardanza affects the outcome of this negotiation depends on how the PCs have interacted with him.

PCs Refused to help Gardanza or they refused even to meet him: Gardanza, argues against the sea elves granting them aid. The Diplomacy check becomes an opposed check, with the PC's spokesman arguing against Gardanza's plea to deny them access to the Isle. PCs must still make the DC for obtaining the elves' agreement, but must also defeat the total Gardanza achieves for his Diplomacy check.

Some PCs met with Gardanza but others did not: Gardanza supports any PC spokesman who agreed to help him, granting a +2 to the Diplomacy check. If the PC refused to help him, he argues against them (see above).

PCs Agreed to help Gardanza: If the PCs agreed to help Gardanza, he is most interested in seeing them achieve the sea elves' aid. In this case, he supports the Diplomacy check – granting a +2 to the attempt and if the check fails, pleads with the elves on their behalf. (The DC for this attempt is 5 greater than the DC for the PCs' initial check, and may only be attempted once.)

DEVELOPMENT

The PCs ability to continue with their mission depends on their ability to negotiate with the sea elves.

If they are successful in their negotiations, go to Encounter 3A.

If they fail, the captain of the *Wave Dancer* takes them to land and their adventure is over.

If they failed because Gardanza argued against them, they are able to hire a ship and return to re-negotiate with the sea elves. Run this encounter again. Success allows them to progress to Encounter 3A, but failure a second time means the end of the adventure.

Should they fail, they are still able to gain roleplaying experience as listed in the Experience Point Summary.

Deciding to Sail to the Isle of Lost Souls: PCs who decide to sail to the Isle of Lost Souls may attempt to do this in one of three ways:

- They can take over the ship and attempt to sail it themselves – an attempt that may be beyond their capabilities, depending on their resources.
- They can take their own ship to the Isle.
- They can allow the captain to take them around the sea elves. Once clear of them, he attempts to sail to the Isle of Lost Souls – after all, he's been paid enough. Proceed to Encounter 3B.

3A: A PATH BENEATH THE WAVES

PCs need to open the way to a powerful sea elf priest of Deep Sashelas said to guard the seas and know a secret way to the Isle.

Once they have succeeded, the elves take them to their homes. If any of the PCs cannot breathe underwater, the elves provide one or more of the following items:

- *potions of water breathing* (up to 6) at 585 gp each;
- *scrolls of freedom of movement* (up to 2) at 900 gp each
- *scrolls of swim* (up to 6) at 150 gp each;
- *scroll of mass swim* (one only) at 800 gp;
- aquatic long bows (up to 2) at 360 gp each.
- harpoons (up to 6) at 12 gp each (see Appendix 2: New Rules Items for details).

Read:

The sea elves are impatient to return with you to their undersea homes. Along the way, you notice that many of your escorts leave the main group.

Seated in an air-filled chamber in the rockface meeting room of a military commander, they explain what they need in return for their aid.

The mission, they say, is to clear an infestation of uchuulon from a narrow canyon in which one of their priests resides. They have no idea if the priest is dead or alive, but assure you that he can help you in your mission of reaching the Isle of Lost Souls.

He is one of the guardians of the area – a Friend of Sashelas for many years, who will surely know another way in.

Your non-piercing weapons, they warn you, will be of reduced effectiveness when used underwater, but they are sure there are some preparations you can make to help you in your battle with the creatures.

At APL 6 only, add:

They can offer you the services of the one priest remaining in this settlement to enchant you with freedom of movement before the battle – that way you should have no difficulties with your weapons.

When the PCs have made their preparations, and moved to the scene of the battle, read:

Great rock formations rise out of the seabed and the light around you grows darker as you swim downwards.

A four-hour swim from the settlement brings you to a point where two of cliffs almost meet. Between them, is the ominous darkness of a chasm.

Your elven guides gesture towards it, before they hurriedly withdraw.

PCs may now make Spot checks opposed by waiting uchuulon's Hide check. It is waiting, in the shadow of an overhanging ledge, about 25 feet above the canyon floor, for the PCs to approach. When they have entered the canyon, it attacks from the rear.

APL 6 (EL 6)

☛Uchuulon (slime chuul) (1): hp 71; Appendix 1.

APL 8 (EL 8)

☛Uchuulon (slime chuul) (2): hp 71; Appendix 1.

APL 10 (EL 10)

☛Advanced Uchuulon (slime chuul) (3): hp 87; Appendix 1.

APL 12 (EL 12)

☛Half-Fiendish Advanced Uchuulon (slime chuul) (2): hp 102; Appendix 1.

APL 14 (EL 14)

☛Half-Fiendish Advanced Uchuulon (slime chuul) (3): hp 118; Appendix 1.

APL 16 (EL 16)

☛Half-Fiendish Advanced Uchuulon (slime chuul) (3): hp 150; Appendix 1.

The PCs may wish to make a Knowledge (dungeoneering) check regarding uchuulon:

- **DC 16:** Uchuulon are also known as slime chuul because of the slime that helps protect them and makes critical hits almost impossible to make.
- **DC 21:** They are amphibious, immune to poison, and can fight in darkness.
- **DC 26:** They use their claw attacks to bring prey within range of their tentacles, which can paralyze it.
- **DC 31:** They are resistant to spells.

Tactics: The uchuulon hides and wait for characters to enter the canyon. Once all characters are in the canyon, they attacks. If it is clear that it has been seen, the uchuulon attacks. Beyond that, its tactics are simple. Subdue the character obviously doing it the most damage, and then subdue the rest.

At APLs 12+, it uses its spell-like abilities to greatest advantage (casting from concealment before it attacks). It also uses *unholy aura* to adversely affect its opponents.

AREA FEATURES

Refer to DMG 93 to review the fighting underwater rules.

Light: The 15 ft. nearest the canyon's entrance form an area of shadowy illumination, granting concealment to all creatures (and a 20% miss chance for attacks on creatures in this area). Once a character progresses deeper than 15 feet, they are in complete darkness and are blinded unless they have darkvision, or a source of light.

Unhallow: At APLs 14+, the canyon area is affected by an *unhallow*.

Treasure: At APLs 6-8 there is no treasure here. From APL 10 onwards, PCs succeeding at a DC 25 Search check notice something glinting in a crevice of the coral canyon. PCs who search with *detect magic* only need a DC 20 Search check to notice the object. Refer to the Treasure Summary

DEVELOPMENT

Once the PCs have defeated the uchuulon, go to Encounter 4A.

3B: FIENDISH WATERS

The PCs have decided to face the dangers of the sea surrounding the Isle rather than assist the elves and travel a safer route. They are attacked by increasing numbers of colossal crabs (the rocks that rise from the sea bed to defend the island).

If they fly, they face two of the most dangerous fiends known to wizards: a balor, and a horned devil

You can see the island in the distance. Above it two winged forms circle, before closing in to fight each other.

If PCs fly towards the island, read:

As you draw closer to the island, the forms separate and turn their attention towards you.

All APLs (EL 15)

☛ **Balor** (1): hp 290; MM 40-41

☛ **Horned Devil** (1): hp 172; MM 55

The fiends stop their pursuit once PCs are a mile distant, unless the PCs continue to attack them. If the PC do not retreat, they face additional demonic encounters of EL 15 until they turn back. Use demons and devils from the MM to run these fights. PCs may now go and attempt to find the elves, who agree to their help in return for a way to the island. Go to Encounter 3A.

If the PCs approach the island by ship, read:

You see no sign of the seabed rising to prevent you approaching the island.

Just as it seems that all the tales belong to old wives, a jarring thud reverberates throughout the ship. The sailors cry out in alarm.

You feel two more impacts on the hull and the ship shudders again. From below decks comes the sound of tearing wood and running footsteps.

Looking down into the water, the PCs cannot see anything much. The crab has attacked from directly beneath the ship. If they go below decks to investigate, read:

Hurrying down into the ship, you feel two more thuds, and the sound of rushing water. More sailors run past you, trying to reach the main deck.

Reaching the hold, you see that a section of hull has almost been torn away, and that a huge creature is attacking the ship from below. Even as you strain your eyes to see what it might be, an enormous claw grips the edge of the hole it has made and tears another section out. If the creature keeps going like this, you're not going to have a ship left to sail in.

Let the PCs decide what they wish to do. The following skill checks apply:

Profession (Sailor)

- **DC 10:** This creature is capable of ripping your hull apart and looks to have demolished a section of the caravel's hull already.
- **DC 15:** Your ship can only afford to lose 6 hull sections. Judging from the damage you're seeing, that might take a mere 4 minutes.
- **DC 15:** You're not sure you can outrun this thing.

Knowledge (nature)

- **DC 11:** That claw looks like a really big version of a crab claw... a really, really big crab claw.

Remind the PCs of what happens to those who die within the waters surrounding the Isle. If they persist on sailing towards the Isle, use the Caravel entry in Appendix 2 for the ship.

All APLs

First Attack (one half a mile in)

☛ **Colossal Monstrous Crab** (1): hp 315; Appendix 1.

Second Attack (three miles in)

☛ **Colossal Monstrous Crab** (2): hp 315; Appendix 1.

Third Attack (four miles in)

☛ **Colossal Monstrous Crab** (4): hp 315; Appendix 1.

Fourth Attack (five miles in)

☛ **Colossal Monstrous Crab** (8): hp 315; Appendix 1.

Tactics: The crabs attack the hull of the ship, using two attacks each round. They know that edible things are found within once the shell is broken.

The crab has a reach of 30 ft. and is thus 30 ft. below the hull of the ship. It gains a +8 bonus to its AC from attacks made on it from above the water, and +4 bonus to its Reflex saves.

It continues attacking the ship until it has sunk it, and then chases it to the bottom of the ocean to tear it apart.

DEVELOPMENT

The PCs can fight if they wish, but this is a tough battle. If they win and continue, two crabs attack at the three-mile mark. They use the same tactics as the crab above. At the five-mile mark, four crabs attack.

The sailors are going to abandon ship regardless of the PC actions. They are not willing to risk an eternity as tormented ghosts in these waters. The PCs are welcome to join them. If the PCs refuse them access to the boats, the sailors leap overboard and begin swimming away from the island. PCs may try to sail the ship away. Without the sailors, it becomes impossible to do so.

If the PCs abandon ship, the crab ignores the smaller vessel until it has sunk the ship and dismembered it. It then goes after the smaller boats sinking them one by one.

Help

A successful DC 35 Spot check reveals what might be dolphins at the edge of the Isle's zone. Creatures that would help the PCs do not venture within ten miles of the island. If the PCs reach safety, read:

They ARE dolphins! And elves. While their looks are reproachful, they offer you assistance and take you to a deserted island, promising to arrange safe transport for you. They apologize for the poor accommodations, but assure you that they will find you help soon.

PCs killed by the crabs are eaten, their bodies completely consumed, and their souls transformed into ghosts that are tied to the island unless their companions take prompt action to retrieve their bodies. If their bodies are not recovered they gain the Lost Soul AR item.

PCs who manage to reach the safety of the elves and dolphins receive the Rescued from Dark Waters AR award.

If the ship lost was Wave Dancer, the PCs earn the Captain Needs a Ship AR Award.

The adventure is over for these PCs unless they possess some exceptional means of reaching the island. Go to Conclusion B.

4: A FRIEND OF DEEP SASHELAS

PCs speak with the priest, and discover they can 'gate' their way to the cavernous entrance that 'the strangers who have gone before' have used. Kerithlan is aware that this is the entryway to the lair of the warlock lich Malendor. Read:

With the battle over, your escort hurries you through the canyon until it becomes apparent that, without their guidance, you would soon have become lost.

Brushing aside a particularly gaudy luminescent coral, and scattering its companion fish, they reveal a door. Speaking too softly to hear, the sea elf leading you steps inside, gesturing for you to follow, in spite of the anxiety in his eyes.

Once the PCs are inside, continue:

His anxiety seems ill founded once you enter. The weight of the water falls from you and you pass into an air-filled chamber. Past the first door, you see an older-looking elf turning from a mirror to greet you. In the mirror's depths you see yourselves reflected, stepping through his front door.

"I'm so glad you decided to come," the elf priest exclaims, smoothing his dark blue tunic. On it, dolphins embroidered in silver, shimmer in the light of the spell that illuminates this room.

PCs making a successful DC 15 Knowledge (religion) check recognize the dolphins as symbolic of Deep Sashelas, who is also known as the Dolphin Prince.

◆ **Kerithlan Anterome:** male aquatic elf priest 14 (Deep Sashelas): Heal +20, Knowledge (arcana) +18, Knowledge (religion) +18, Knowledge (local – Splintered Suns) +18, Spellcraft +18

"I am Kerithlan, a friend of Deep Sashelas, and you have done my people a great service. The captain informs me that you need to reach the Isle of Lost Souls," he says, and then surprises you. "And I know where you need to go.

"The creatures that brought the evil you defeated passed this way before you, and left the gate attuned. I worked my way free once they had gone, and trusted to Deep Sashelas that He would provide a means of defeating those violating my home.

"I believe that you are those means. When you are ready, the gate will be waiting. In the meantime, you are welcome to rest tonight in my home and prepare yourselves for the journey ahead.

"Those you follow have suffered losses of their own and been forced to rest along the way. One night more won't put you too far behind them.

"Malendor likes to entertain." He smiles wanly and indicates that you should make yourselves at home as his guests.

PCs may wish to seek more information from Kerithlan.

Who is Malendor and what is he like? "Malendor is an undead warlock/wizard of great power. He developed a curiosity for the Shadow Plane and its creatures, as well as for knowledge in general.

Usually he does not like to be disturbed, but he hasn't had visitors for an age, and might welcome the diversion."

Can you help us prepare? "A little. I can offer some healing for today's battle, but not much else."

What can we expect in Malendor's lair? "I cannot say for certain, beyond the ghosts that guard his door. He finds it amusing to use his fallen foes to keep uninvited guests at bay.

We have been neighbors for a long time, but I do not violate his privacy.

DEVELOPMENT

Kerithlan has no items to sell or loan the PCs, and minimal supplies. He can cast *curing* spells as thanks, and payment for his rescue, and is willing to prepare a *heroes feast* the next day for the PCs, but that is all.

When the PCs are ready to continue, proceed to Encounter Five.

5: GATEWAY TO MADNESS

PCs arriving in the entry cavern realize (from the corpses), that the servants of Iuz have already passed this way. A harpy bard has become a ghost, and a sea elf who lost his life in the waters surrounding the isle has also been pressed into the warlock lich's service. PCs must defeat these to gain entrance. Read:

The portal to Malendor's lair is a simple coral arch, whose floor is inlaid with ceramic tiles in the pattern of a dolphin. Kerithlan has given you each a brooch for the return journey. To activate it, you merely need to reach the portal you enter the lair by and touch the brooch. With this reassurance in mind, you enter the portal.

Stepping out the other side, you exit onto a broad stone shelf, overlooking a sullen pool of brine.

A corpse of a harpy lies near the stonework entrance to a tunnel; a pale form slowly rising from it.

Another pale form is slowly coalescing above the water. It looks like a long-dead sea elf.

Neither ghost looks welcoming.

COMBAT

The other ghosts that protect Malendor's lair are still reforming after being defeated by the harpy's companions two days before.

APL 6 (EL 8)

☛ **Harpy ghost** (1): hp 42; Appendix 1.

☛ **Sea elf ghost fighter 4** (1): hp 25; Appendix 1.

APL 8 (EL 10)

☛ **Harpy ghost bard 2** (1): hp 48; Appendix 1.

☛ **Sea elf ghost fighter 6** (1): hp 35; Appendix 1.

APL 10 (EL 12)

☛ **Harpy ghost bard 4** (1): hp 54; Appendix 1.

☛ **Sea elf ghost fighter 8** (1): hp 45; Appendix 1.

APL 12 (EL 14)

☛ **Harpy ghost bard 6** (1): hp 60; Appendix 1.

☛ **Sea elf ghost fighter 10** (1): hp 55; Appendix 1.

APL 14 (EL 15)

☛ **Harpy ghost bard 7** (1): hp 63; Appendix 1.

☛ **Sea elf ghost fighter 11** (1): hp 60; Appendix 1.

APL 16 (EL 17)

☛ **Harpy ghost bard 8** (1): hp 69; Appendix 1.

☛ **Sea elf ghost fighter 12** (1): hp 70; Appendix 1.

Tactics: The ghosts were not friends in life, but now they serve a common purpose – to defend Malendor's lair and the Isle of Lost Souls from intruders. The sea elf fighter attempts to draw attacks away from the harpy so that she can use her bardic abilities. When she is out of ranged attacks, and has sung, the harpy enters melee and both ghosts use mutually beneficial tactics.

The Spiral of Shothragot: If any PC has the *Spiral of Shothragot* AR from COR8-06 *Entrapment* when the PC reaches the Isle of Lost Souls the spiral immediately initiates a prolonged ego battle. Resolve this during the battle with the ghosts. If the spiral wins the spiral immediately teleports away to an unknown location.

AREA FEATURES

Shadowy Illumination: Unless the PCs bring their own light source the room has only shadowy illumination. Shadowy illumination grants concealment (20% miss chance) and the ability to Hide.

Unhallow. An *unhallow* affects this area.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

DEVELOPMENT

Once PCs have defeated the ghosts and explored the area, they are free to continue down the corridor.

6: SHADOWS, FEAR, AND LUNACY

The PCs may explore the outer reaches of Malendor's lair. These rooms are empty, save for the secret entrance to Malendor's hall of audience, which is guarded by hound-like creatures of shadow. Once these creatures are defeated, PCs may pass through the door to Encounter Seven. If they fail to find the secret door, or are forced to flee the door's guardians, the arrival or more ghosts and shadows signals it's time to leave.

LAIR FEATURES

☛ **Wooden Doors (unlocked and rotting):** 1 in. thick; hardness 2; hp 4; AC 2; Break DC 12.

Shadowy Illumination: Everburning torches are irregularly spaced throughout the complex.

AREA 1: CORRIDOR

This corridor cuts a straight line into the island. After 30 ft., it splits into two branches. Torches flicker in sconces along the walls, but plenty of shadows dance between them.

Going Left (1A)

The passageway leads diagonally away from the entrance, before making a slight bend to the right. Here you see alcoves (see Areas 2-9: Alcoves) lining the left-hand walls, and ornately tiled mosaics adorning the right-hand wall.

Towards the end of the corridor (approximately 100 ft. away), you it continues around a right-angled turn. Two torches mark what might be the doorway to somewhere else in the left-hand wall.

Going Right

The passageway leads you into a corridor containing magnificent tiled murals on the left-hand wall, and two sets of doors on the right. Torches provide shadowy illumination here also.

The first door is made of wood and stands slightly ajar. The air closer to it, carries a slightly sweet smell. (See Area 10: Embalming Room)

The second door is a double door, iron bound but still showing the depredations of age and damp air. The doors are closed. (See Area 12: Chapel)

About 100 ft. away, the corridor turns sharply to the left. (See 1C: End Corridor)

1C: End Corridor

The tiled murals continue around the corner. Closer inspection reveals them to be of different cities around the Flanaess. Some of these you have visited, and others you have only heard of. Some might only exist as these pictures on the wall.

If PCs are looking for secret doors, they must make a DC 25 Search check to notice Area 13. Discovering the secret door, triggers the attack described in that part of this encounter. PCs are able to take 20 on the first attempt at making this check.

They may attempt this check three times, but, if they fail to find the entrance Malendor's minions attack anyway. Proceed to the combat listed under Area 25; the undead emerging through the section of wall containing the secret door..

AREAS 1–20: ALCOVES

Closer investigation reveals that each alcove seems to have been the home of a monk or a priest, having only enough space for a stone platform that might have served as a bed, and niches, which might have been used to contain personal belongings. Now only empty candleholders remain.

AREA 21: OLD KITCHEN/STORAGE AREA

Shabby-looking tables of decaying stand in the center of this room, and equally rotten benches and cupboards line its walls. In one corner stand three barrels, their contents turned to dust long ago. At the far end of the room, rubble blocks a doorway whose destination is long forgotten.

AREA 22: CHAPEL

When the doors creak open, you find yourself in a long-abandoned temple. Rows of long, wooden pews stand in front of an altar upon a raised dais. Metal rods that might once have supported hanging tapestries are still suspended along the walls. Nothing greets your entrance, except the flickering of the everburning torches, and the writhing of the shadows.

AREA 23: EMBALMING ROOM

Stone tables are arranged in orderly rows throughout this room and shelves line the walls. Empty jars and bizarre-looking tools are laid out on benches next to each stone table. Whether this room was used for healing, torture, or burial, you can't be sure.

PCs may wish to make the following checks in this area:

Heal

- **DC 15:** The tools and instruments could be used for surgery, but were more than likely used in the

process of embalming or for autopsies. The jars would indicate embalming.

Knowledge (religion)

- **DC 20:** This room was used as a preparation area where the dead were embalmed – as indicated by the instruments and the jars.

Search

- **DC 20:** Pushed back in the corner of a stone shelf, you find a heavy, leather-bound book. Faded lettering on its cover identifies it as Haskil's Hints for Long-Lived Embalming.

AREA 24: CRYPT

The purpose for this room is obvious – small, shelf-like niches, one-foot high, two-feet deep, and three-feet long contain old bones and four now-sealed jars. No personal possessions appear to have been buried in the niches.

Should PCs search, they spend two rounds searching, before an enraged voice cries out, "Thieves! You will join the guardian of this place and ensure its sanctity."

AREA 25: SHADOWED ENTRANCE

Your search reveals a strange impression concealed by the pattern of the tiles. Exploring it, you hear a faint click, and the wall shudders beneath your hand. A wave of grey flashes across the tiles, turning them into an opaque, swirling mist.

A dark shape coalesces within the mist, parting it like a curtain as it prepares to attack.

At all APLs, read:

Looking like an outsized dog of war, it shows its teeth in a soul-shaking snarl.

At all APLs except APL 8, read:

From the shadows nearby, another of the creatures comes into being, solidifies, and attacks.

From APL 8 onwards, read:

Now you notice that its skin isn't black, but white, and that it more resembles a small bear than a dog. Bony plates cover its head, overhanging its eyes and long tentacles writhe about its neck.

At APLs 12–16, read:

A third creature materializes on the other side of your party.

Malendor has one final test for those who would seek to speak with him. He has bound guardians to the secret

door. Those who can defeat them may enter. Those who do not, join the other shades guarding this level.

APL 6 (EL 7)

☛ **Shadow Mastiff** (2): hp 30; MM 222.

APL 8 (EL 9)

☛ **Hound of Gloom** (1): hp 156 each; Appendix 1.

APL 10 (EL 11)

☛ **Hounds of Gloom** (2): hp 156 each; Appendix 1.

APL 12 (EL 12)

☛ **Hounds of Gloom** (3): hp 156 each; Appendix 1.

APL 14 (EL 15)

☛ **Advanced Hounds of Gloom** (3): hp 266 each; Appendix 1.

APL 16 (EL 16)

☛ **Advanced Hounds of Gloom** (3): hp 306 each; Appendix 1.

Tactics: Where there is more than one hound, the creatures use tactics such as flanking to coordinate their attacks. One creature always stands in the doorway, barring the entrance.

Development

If the PCs defeat these creatures, they may pass through the secret door. Go to Encounter Seven.

If the PCs flee, the shadows pursue them to the portal, but do not proceed through. Go to Conclusion C.

7: NEGOTIATIONS

PCs enter Malendor's hall of audience to find they are expected. Malendor sets a challenge for those who wish to obtain the information – defeat their rivals in immediate combat.

When the PCs enter, read:

The room beyond the curtain, is magnificent. Spectacular tapestries and mosaics adorn the walls, and tiles pattern the floor... but these are not what capture your attention.

Seated on a raised dais at the end of this room, is a creature so obviously undead as to set your teeth on edge. He is guarded by two female guardians with the bodies of serpents. He turns his head from what appears to be a window in the tiles, and looks towards you.

"Welcome," he says, his voice soft and full of magic, "we have been awaiting your arrival."

His words do not entirely distract you from two things: the first is that you are pictured in the window in the wall tiles, and that the picture is fading as the last of your group enters the hall; and the second thing is that the lich has company.

Standing in front of him is another harpy, whose red-tinged skin hints at fiendish parentage. On either side of her are two lion-bodied, elven torsoed women, their eyes a luminous green as they finger the falchions belted at their waists.

Give the PCs time to respond.

Lighting: Unlike the rest of his lair, Malendor's hall of audience is brightly lit.

☛ **Malendor:** Male lich warlock 20/wizard 5/loremaster 5; Sense Motive +19.

☛ **Marilith Bodyguards** (2): hp 216; MM 44.

FIGHT

If the PCs attack the minions of Iuz immediately, read:

"HALT!" On the dais, the lich has risen and seems to be shaking with anger. His voice quivers with rage. "You are guests in my house and you will act as such – or I will call my guardians to subdue you."

At his words, the lights dim, and shadows writhe along the walls. A wave of cold air washes over you.

"You will greet me, as any visitor should, explain your presence, and present your petition. You are expected."

A gasp from the harpy indicates that this last piece news comes as a surprise to her.

Some of the shadows taking shape along the wall are incredibly large.

Should the PCs continue to fight, use the statistics for the shadow creatures in Encounter Six. If they defeat the first wave, the minions of Iuz are told: "If you would earn your information, get rid of these intruders."

TALK

If the PCs talk, read:

"You are expected in my halls," he says, his words bringing a gasp of surprise from the harpy. "What is it you seek?"

Allow the PCs time to respond. Once the PCs have petitioned Malendor for the information, read:

Malendor strokes his chin, as though deep in thought, the harpy and her entourage wait in sudden, uncertain stillness. The hall is perfectly silent when he answers your request:

"It has been many years since I allowed this much company in my halls. Still, I have only one copy of this information that I can part with and two parties expressing interest. I could ask what you would give in return for it..." He raises a hand as the harpy opens her mouth to speak. "... but I feel in

need of entertainment. Watching these,” and here he gestures at your group, “fine folk defeat the obstacles set for them, has whet my appetite for more. You will battle each other, and the information will be the prize.”

He settles back on his throne. “Begin,” he says.

The harpy draws a deep breath, and the lion-elf creatures lay their hands to the hilts of their falchions.

At some stage during this conversation PCs may wish to make the following checks.

Knowledge (arcana); APL 6 only:

- **DC 19:** The lion-elf creatures are lamias; they can drain wisdom with a touch.
- **DC 24:** Lamias have spell-like abilities that can charm their enemies and create illusions.

Knowledge (religion):

- **DC 15:** Iuz is known to have lamias and harpies as consorts, so these creatures might belong to these races.
- **DC 40:** Malendor is indeed a lich – and a very powerful one at that. As well as years of study in magic, he has the powers of the undead.

DEVELOPMENT

PCs who engage the minions of Iuz in combat go to Encounter Eight. If any PC attacks Malendor, he teleports away, taking the information with him and leaving them to defeat the minions of Iuz for no reward. (Go to Encounter Eight, but PCs receive the results of Conclusion D).

8: DEADLY ENTERTAINMENT

This encounter presents the battle between Iuz’s minions and the PCs.

APL 6 (EL 9)

☛ **Half-Fiend Harpy (1):** bard 4; hp 54; Appendix 1.

☛ **Lamia (2):** hp; MM 165 (Note that the lamias are both wearing *bracers of armor +1*, improving their AC to 19. They are using large falchions: dmg 2d6.).

APL 8 (EL 11)

☛ **Half-Fiend Harpy (1):** bard 4; hp 54 Appendix 1.

☛ **Half-Fiend Lamia (2):** hp 67; Appendix 1.

APL 10 (EL 12)

☛ **Half-Fiend Harpy (1):** bard 6; hp 62; Appendix 1.

☛ **Advanced Half-Fiend Lamia (2):** hp 81; Appendix 1.

APL 12 (EL 14)

☛ **Half-Fiend Harpy (1):** bard 7; hp 65; Appendix 1.

☛ **Advanced Half-Fiend Lamia (2):** hp 120; Appendix 1.

APL 14 (EL 14)

☛ **Half-Fiend Harpy (1):** bard 8; hp 70; Appendix 1.

☛ **Advanced Half-Fiend Lamia (2):** hp 180; Appendix 1.

APL 16 (EL 16)

☛ **Half-Fiend Harpy (1):** bard 11; hp 82; Appendix 1.

☛ **Advanced Half-Fiend Lamia (2):** hp 240; Appendix 1.

Tactics: The lamias work together (using tactics to improve their effectiveness in combat), to keep PCs away from the harpy, unless they are under the effect of her charm.

The harpy uses her long-range spell, song and bardic abilities for as long as possible. She always uses the lamias as cover if possible, or to assist with her attacks.

Treasure: Malendor allows PCs to loot the bodies of the fallen emissaries (finding their need to do so, amusing since he already has these, and even more powerful, trinkets hidden away). Refer to the Treasure Summary to determine what the PCs find here.

DEVELOPMENT

If PCs are successful in defeating Iuz’s minions, but attacked Malendor, go to Conclusion D. If they successfully defeated Iuz’s minions but did not attack Malendor, go to Conclusion E. If they are defeated by Iuz’s minions, go to Conclusion F. If they die, they earn the Lost Soul AR award.

CONCLUSION A

For whatever reason, the PCs attack the sea elves. This results in them being marooned on an island off the east coast of the Northern Kingdom.

Okay, you shouldn’t have attacked the elves – apparently they are smarter than they look. For as start, they made sure you were far enough away from land that you didn’t have either the strength or magic to reach it. And then, they used the ocean currents to carry you to this deserted island.

There are run-down huts here, shelter enough from the weather, and the elves leave food for you to find – as well as fishing rods. You’re not sure how long they intend to leave you here, but teleportation doesn’t work and there’s no other land in sight. A note the elves left with the last lot of supplies promised you a ship, but it hasn’t arrived yet; storms have plagued the place since your arrival.

Six weeks of waiting is rewarded by the arrival of a ship, and four weeks of travelling in the disapproving company of its sailors sees you arrive on the mainland.

During your absence, the world has turned, and Iuz's minions beat you to the island. What it was they were looking for, you will never know.

PCs remain on the island for 6 TUs before the ship arrives, and then spend 4 TUs travelling to land. If PCs find another way off the island, it still takes them 10 TU to return to where they need to be.

Note: Any PCs who transport themselves to land, do not pay the 4 TU cost of travelling on the boat.

CONCLUSION B

The PCs decided to attempt to make it to the Isle of Lost Souls by sailing and failed. The sea elves rescued them and gave them a place to stay on a deserted island off the coast of the North Kingdom.

It takes two weeks for the elves to find you help and then have that help transport you and the other survivors to the mainland. During that time, the world turned, and Iuz's minions beat you to the island. What it was they were looking for, you will never know.

PCs reaching this stage, receive the Rescued from Dark Waters AR award. PCs who died in the waters surrounding the Isle of Lost Souls receive the Lost Souls AR award and must retire their character.

CONCLUSION C

PCs forced to flee from Malendor's lair receive this conclusion.

With the cold breath of shadow at your backs, you tumble through Kerithlan's portal, and into the brightly-lit comfort of his home.

Even though he looks disappointed at your failure, he shelters you for the two nights it takes the sea elves to find you transport back to the mainland.

Tenser is also disappointed, but realizes that you did your best in the face of overwhelming odds. He will think of you, should he need you to help defeat the next part of Iuz's plan.

CONCLUSION D

The PCs defeated the minions of Iuz, but attacked Malendor during the battle. He does give them the information they seek and drives them from his lair.

With the minions of Iuz dead at your feet, you looked about for the information the lich promised you. Unfortunately, he seems to be an unforgiving sort, and neither he, nor the information re-materialized.

"Take the treasure you have earned in battle," his voice whispered, "and leave. Your treachery means you gain no more."

As you collect your plunder shadow creatures begin materializing out of the walls and floors, and the odd pale shape of an emerging ghost joins them forcing you to flee.

Kerithlan is waiting for you on the other side of the portal, and, even though he looks disappointed at your failure, he shelters you until the elves arrange transport back to the mainland.

Tenser is also disappointed, but says nothing more than that sometimes you must let one evil alone, in order to defeat a greater threat. He will consider you should he need help defeating the next part of Iuz's plan.

CONCLUSION E

The PCs defeated the minions of Iuz.

The sound of clapping fills the chamber, now eerily quiet in the aftermath of battle.

Turning towards it, you notice that Malendor is no longer there. On the throne he occupied, you see a hefty stack of papers and scrolls.

"You were... most entertaining," his voice mocks from the empty halls. "Now it is time for you to leave, or join those who guard my home. I will give you enough time to take your spoils, and no more. Do not search for me. I treasure my privacy."

The PCs have enough time to loot their opponents' bodies and to retrieve Malendor's scrolls before the lich's servants begin to materialize to ensure the PCs depart promptly.

When they have stated their actions, read the following text (remembering to alter the text in response to actions Malendor has not sanctioned such as searching for secret doors and so on).

As you find the last piece of treasure, and gather up the bundle of scrolls and books Malendor has left on the dais, the shadows begin to coalesce around you and the light in the hall of audience flickers low. With shadow creatures materializing out of the walls and floors, and the odd pale shape of an emerging ghost joining them, you have no choice but to flee.

Kerithlan is waiting for you on the other side of the portal, and looks elated at your success. He shelters you until the elves arrange transport back to the mainland.

Tenser is elated at your success and assures you that he will definitely call upon you once they are sure of the next part of Iuz's plan.

PCs must now decide what they want to do with the information. If they met with Gardanza, they can return the information to him for copying and then take it back

to their employers, or they can avoid Gardanza and take the information to their employers only.

If the PCs did not return the information to Gardanza for copying read:

You avoided Gardanza's valet on the way in. It was hard to see how he could help and you felt that the fewer who knew exactly what the Old One was looking for, the better.

Your employers agree with you to the point that they are unwilling to reveal the significance of what you have brought.

"If we can work it out in time, we'll be grateful," they say. "We will call on you to help us again in this matter?"

If the PCs return the information or a copy thereof to Gardanza read:

Gardanza is waiting for you in the upper rooms of a small tavern. "You were successful?" he asks – although you doubt he needs to. He seems to be very well-informed of your activities. So well informed, in fact, that Bisson was waiting on the docks to meet you as the ship came in.

It takes only a short time for him to use a copying spell to duplicate the contents of the texts you have brought. Their content puzzles him, but he refuses to discuss it.

"Not until I know exactly what I'm looking at," he says, "and have some inkling of how it fits in.

"You have my gratitude, however, and now, we'll discuss your reward."

For successfully retrieving the documents, they receive the Employer's Thanks AR Award. If they returned the information to Gardanza, they also receive the Gardanza's Gratitude AR Award.

CONCLUSION F

The PCs were defeated by the minions of Iuz (but did not die in the battle):

You were beaten, soundly, and have been beaten since. Iuz's minions celebrated their victory at your expense, and then took you back to the Old One's capital for questioning.

When you escaped, finding refuge in the Sepia, and then making your way back to Greyhawk, you had nothing. Only the Charity of Friends sustained you, until you stood before your employers and explained your loss to them.

Six months had passed, and memories of Dorakaa still make you fear sleeping, and haunt your dreams.

Tenser says they he will call on you again. The thought makes you grateful that they still have that

kind of confidence in you... and it makes you tremble that he will call on you soon.

There are fates far worse than death – you sampled a few as the Old One's guest.

CAMPAIGN CONSEQUENCES

- Did the PCs agree to assist Gardanza?
- Did the PCs agree to help the sea elves, or attempt to make it to the island on their own?
- Did the PCs arrive in time to confront Iuz's minions?
- Did the PCs defeat Iuz's minions?
- Did the PCs attack Malendor?
- What did the PCs do with the information they retrieved?
- Which Conclusion did they achieve?

EXPERIENCE POINT SUMMARY

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

2: A Life on the Sea

APL 6	180 XP
APL 8	209 XP
APL 10	270 XP
APL 12	329 XP
APL 14	360 XP
APL 16	389 XP

3a:

Defeat creature/s guarding way to priest of Deep Sashelas

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

4b: Fiendish Waters

Defeat the gargantuan giant crab/s

Half Mile In	390 XP
3 Miles In	450 XP
4 Miles In	510 XP
5 Miles In	570 XP

5: Entrance to Madness

Defeat guardians to Caverns of Malendor

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	450 XP
APL 16	510 XP

6: Shadows, Fear, and Lunacy

Defeat the Hounds

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	360 XP
APL 14	450 XP
APL 16	480 XP

8: Deadly Entertainment

Defeat Iuz's Representatives

APL 6	270 XP
APL 8	330 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Discretionary roleplaying award

APL 6	0 XP
APL 8	15 XP
APL 10	0 XP
APL 12	15 XP
APL 14	0 XP
APL 16	15 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

Total Experience to be Awarded

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 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.

3a: Entrance to Madness

APLs 10-16: Magic 125 gp; *hammersphere* (125 gp); Total 125 gp.

5: Entrance to Madness

APL 6: Magic 184 gp; *amulet of natural armor* +1 (167 gp), *scroll of cure moderate wounds* (17 gp); Total 184 gp.

APL 8: Magic 184 gp; *amulet of natural armor* +1 (167 gp), *scroll of cure moderate wounds* (17 gp); Total 184 gp.

APL 10: Magic 377 gp; *amulet of natural armor* +1 (167 gp), *scroll of cure moderate wounds* (17 gp), *trident* +1 (193 gp); Total 377 gp.

APL 12: Magic 1,010 gp; *amulet of natural armor* +2 (667 gp), *potion of cure moderate wounds* (50 gp), *scroll of cure moderate wounds* (17 gp), *ghost-touch trident* +1 (776 gp); Total 1,510 gp.

APL 14: Magic 1,010 gp; *amulet of natural armor* +2 (667 gp), *potion of cure moderate wounds* (50 gp), *scroll of cure moderate wounds* (17 gp), *ghost-touch trident* +1 (776 gp); Total 1,510 gp.

APL 16: Magic 1,010 gp; *amulet of natural armor* +2 (667 gp), *potion of cure moderate wounds* (50 gp), *scroll of cure moderate wounds* (17 gp), *ghost-touch trident* +1 (776 gp); Total 1,510 gp.

8: Deadly Entertainment

APL 6: Loot: 50; Magic 716 gp; *circlet of persuasion* (375 gp), +1 *club* (83 gp), *mithral shirt* (92 gp), 2 *bracers of armor* +1 (83 gp each); Total 766 gp.

APL 8: Magic 1,207 gp; *circlet of persuasion* (375 gp), +1 *club* (83 gp), +1 *mithral shirt* (175 gp), 2 *bracers of armor* +1 (83 gp each), 2 *large falchions* +1 (204 gp each), Total 1,207 gp.

APL 10: Magic 1,791 gp; *circlet of persuasion* (375 gp), +1 *club* (83 gp), +1 *mithral shirt of blurring* (425 gp), 2 *bracers of armor* +1 (83 gp each), 2 *large falchions* +1 (204 gp each), 2 *rings of protection* +1 (167 each) Total 1,791 gp.

APL 12: Magic 1,791 gp; *circlet of persuasion* (375 gp), +1 *club* (83 gp), +1 *mithral shirt of blurring* (425 gp), 2 *bracers of armor* +1 (83 gp each), 2 *large falchions* +1 (204 gp each), 2 *rings of protection* +1 (167 each) Total 1,791 gp.

APL 14: Magic 5,005 gp; *circlet of persuasion* (375 gp), +1 *club* (83 gp), +1 *mithral shirt of blurring* (425 gp), 2 *bracers of armor* +1 (83 gp each), *gauntlets of the blazing arc* (548 gp), 2 *gloves of Dexterity* +4 (1,333), 2 *large falchions* +1 (204 gp each), 2 *rings of protection* +1 (167 each) Total 5,005 gp.

APL 16: Magic 6,593 gp; *circlet of persuasion* (375 gp), +1 *club* (83 gp), +1 *mithral shirt of blurring* (425 gp), 2 *bracers of armor* +2 (667 gp each), *gauntlets of the blazing arc* (548

gp), 2 *gloves of Dexterity* +4 (1,333), 2 *dusty rose ioun stones* (417 gp), 2 *large falchions* +1 (204 gp each), *rod of splendor* (2,083), 2 *rings of protection* +1 (167 each) Total 6,593 gp.

Treasure Cap

APL 6: 900 gp; **APL 8:** 1,300 gp; **APL 10:** 2,300 gp; **APL 12:** 3,300 gp; **APL 14:** 6,600 gp; **APL 16:** 9,900 gp.

Total Possible Treasure

APL 6: 950 gp; **APL 8:** 1,391 gp; **APL 10:** 2,293 gp; **APL 12:** 3,426 gp; **APL 14:** 6,640 gp; **APL 16:** 9,958 gp.

ADVENTURE RECORD ITEMS

☛ **Judged by the Sea Elves:** You attacked the sea elves and in punishment, you spend 10 TUs marooned on a small island.

☛ **The Captain Needs a Ship:** For your part in the loss of *Wave Dancer*, you must pay 2,000 gp. If you are unable to pay the full sum, you must pay 200 gp for every round you spend adventuring until the debt is paid. For every round you cannot make a required payment, you are imprisoned for 2 TU and the debt increases by 20 gp. Note each payment in the 'Other Coin Spent' section of until your debt is paid. Imprisonment resulting from defaulting on a payment should be marked in the play notes or the relevant AR as should any outstanding amount. When the debt is paid, note the date, and cross this award off.

DATE PAID IN FULL: _____ AR PAID: _____

☛ **Lost Soul:** You have lost your life at or near the Isle of Lost Souls. You are beyond all known means of salvation.

☛ **Rescued from Dark Waters:** You escaped the waters surrounding the Isle of Lost Souls. It takes 6 TU to return to the mainland with only the equipment you were carrying at the time of your rescue.

☛ **Haskil's Hints for Long-Lived Embalming:** This ook provides a +2 bonus to Heal checks made while referring to it. This bonus stacks with the circumstance bonus gained by using a healer's kit. (Adventure; 400 gp).

☛ **Tenser's Thanks:** For successfully obtaining the information Iuz sought, you are rewarded with Core access to the following: Armor: *bane blind outsider* (evil), *blurring*; Weapon: *banishing*, *blessed*; *rod of celestial might*; Clothing: *angelhelm*; *ring of waterbreathing*; Tools: *eternal wand of daylight* (All MIC) All usual costs must be met.

☛ **Gardanza's Gratitude:** For sharing information, Gardanza arranges Core access to the following clothing: *shirt of resistance*, *torc of displacement*, *tunic of steady spellcasting*, and a *shadow veil* (all MIC). All usual costs must be met.

● **Taken to Dorakaa:** You were captured and taken to Dorakaa for questioning. You lose 26 TU escaping with nothing but the clothing on your back, and learn that there *are* fates worse than death. You may use the Charity of Friends clause to re-equip yourself.

ITEM ACCESS

APL 6:

- *Circlet of persuasion* (Adventure; 4,500 gp; DMG)
- *Mithral shirt* (Adventure; 1,100 gp; DMG)

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

- *+1 mithral shirt* (Adventure; 2,100 gp; DMG)
- *+1 large falchion* (Adventure; 2,375 gp; DMG)

APL 10 (all of APLs 6-8 plus the following):

- *hammersphere* (Adventure; 1,500 gp; MIC)

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

- *+1 ghost touch trident* (Adventure; 8,315 gp; DMG)
- *+1 mithral shirt of blurring* (Adventure; 4,100 gp; DMG & MIC)

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

- *Gauntlets of the blazing arc* (Adventure; 6,300 gp; MIC)

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

- *Dusty rose ioun stone* (Adventure; 5,000 gp; DMG)
- *Rod of splendor* (Adventure; 25,000 gp; DMG)

APPENDIX 1: ALL APLS

1: THE FRIEND OF A 'FRIEND'

GARDANZA

CR 22

Male lich cleric 3/wizard 7/mystic theurge 10

NE Medium undead

Init +4; **Senses** Listen +13, Spot +13,

Aura Fear (60 ft. radius, 5 HD)

Languages Common, Draconic, Undercommon;
empathic link, speak with familiar

AC 21, touch 15, flat-footed 22

(-1 Dex, +4 armor [*mage armor*], +4 deflection
[*arcane shield*], +2 *ring of force shield*, +5 natural)

hp 240 (20 HD); **DR** 15/bludgeoning and magic

Immune cold, electricity, polymorph, mind-affecting
attacks

Resist *protection from energy (acid)* 120, *resist energy (fire)* 30; turn resistance +4 (Gardanza turns as a 24 HD creature) **SR** 30

Fort +13, +21 vs spells; **Ref** +11, +19 against spells;

Will +21, +29 against spells

Speed 30 ft. (6 squares)

Melee +1 *dagger* +13/+8 (1d4+8/19-20)

Melee touch +12/+7 (1d8+5; DC 24)

Base Atk +10; **Grp** +12

Atk Options paralyzing touch (DC 24)

Wizard Spells Prepared (CL 17th; ranged touch +10):

9th—*timestop*

8th—*protection from spells*[†], *temporal stasis* (DC 22)

7th—*forcecage*, *mass hold person* (DC 22), *waves of exhaustion*

6th—*bestow curse* (DC 20), *globe of invulnerability*,

veil[†] (DC 21), *mass suggestion* (DC 21)

5th—*dominate person* (2) (DC 20), *Rary's telepathic bond*[†] (with Bisson), *vampiric*

4th—*Evard's black tentacles*, *greater invisibility*, *orb of force* (2)

3rd—*deep slumber* (DC 28), *nondetection*[†],
protection from energy (acid)[†], *suggestion* (DC 17)

2nd—*alter self*[†], *mirror image*, *resist energy (fire)*,
scorching ray, *touch of idiocy* (DC 17)

1st—*charm person* (DC 15), *disguise self*,

expeditious retreat, *mage armor*[†], *ray of enfeeblement*

0—*acid splash* (4), *flare*, *ghost sound*, *touch of fatigue*

Cleric Spells Prepared (CL 13th):

7th—*destruction* (DC 22), *spell turning*^D

6th—*antimagic field*^D, *blade barrier* (DC 19); *word of recall*

5th—*greater command* (DC 18), *spell resistance*^D,
plane shift

4th—*divination*^D, *inflict critical wounds* (DC 19),

freedom of movement[†], *poison* (DC 16), *tongues*

3rd—*inflict serious wounds* (3; DC 18), *dispel magic*^D
protection from energy (acid)[†], *wind wall*,

2nd—*inflict moderate wounds* (3; DC 17), *detect*

thoughts^D[†], *silence*, *sound burst*, (2; DC 17),

undetectable alignment[†]

1st—*command* (DC 16), *inflict light wounds* (2; DC 16), *detect secret doors*^D, *entropic shield*, *sanctuary*,
shield of faith

0—*inflict minor wounds* (2; DC 15), *detect magic*,
guidance, *resistance* (2), *virtue*

† Already cast

D: *Domain spell. Deity: Vecna. Domains: Knowledge
(All Knowledge skills are class skills), Magic (may
use spell completion or spell trigger devices as a 5th-
level wizard).

Abilities Str 14, Dex 10, Con 16, Int 19, Wis 21, Cha 21
SQ share spells with familiar

Feats Alertness^B, Craft Wondrous Item, Deceitful,
Improved Familiar, Improved Initiative, Persuasive,
Spell Focus (Enchantment), Skill Focus (Knowledge
[planes])

Skills Bluff +20, Concentration +15, Decipher Script +5,
Diplomacy +37, Disguise +26 (+28 to act in
character), Gather Information +11, Heal +4, Hide
+10, Intimidate +12, Knowledge (arcana) +8,
Knowledge (history) +8, Knowledge (local) +8,
Knowledge (religion) +9, Knowledge (the planes)
+11, Listen +13, Move Silently +10, Search +8,
Sense Motive +16, Spellcraft +10, Spot +13, Survival
+3 (+5 other planes)

Possessions spell-component pouch, silver holy
symbol of Vecna

Arcane Shield (Su) The bearer is protected from magic
missiles as per the shield spell and gains a +4
deflection bonus. This power is continuously active.

Fear Aura (Su) Liches are shrouded in a dreadful aura
of death and evil. Creatures of less than 5 HD in a
60-foot-radius that look at the lich must succeed on a
DC 24 Will save or be affected as though by a fear
spell from a sorcerer of the lich's level. A creature
that successfully saves cannot be affected again by
the same lich's aura for 24 hours.

Paralyzing Touch (Su) Any living creature a lich hits
with its touch attack must succeed on a DC 24 Fort
save or be permanently paralyzed. Remove paralysis
or any spell that can remove a curse can free the
victim. The effect cannot be dispelled. Anyone
paralyzed by a lich seems dead, though a DC 20
Spot check or a DC 15 Heal check reveals that the
victim is still alive.

Skills Liches have a +8 racial bonus on Hide, Listen,
Move Silently, Search, Sense Motive and Spot
checks.

MARDU

CR —

Male, imp familiar

LE Tiny outsider (evil, lawful, extraplanar)

Init +3; **Senses** darkvision 60 ft., Listen +7, Spot +7

Languages Common, Draconic, Undercommon;
empathic link, speak with master, speak with imps

AC 24, touch 15, flat-footed 21; Dodge

(+2 size, +3 Dex, +14 natural)

hp 70 (20 HD); fast healing 2; **DR** 5/good or silver

Immune poison

Resist fire 5, improved evasion; **SR** 25

Fort +10, **Ref** +13, **Will** +11

Speed 20 ft. (4 squares), fly 50 ft. (perfect)

Melee sting +15 (1d4+ plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +10; **Grp** +2

Spell-Like Abilities (CL 6th):

At Will—*detect good, detect magic, invisibility* (self only)

1/day—*suggestion*

1/week—*commune* (to ask six questions, otherwise as the spell cast by a 12th-level cleric)

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

SQ alternate form, deliver touch spells, share spells

Feats Dodge, Weapon Finesse

Skills Bluff^M +11, Concentration^M +17, Disguise^M +9

[+11 to act in character], Decipher Script^M

+2, Diplomacy +8, Gather Information^M +7, Heal^M +1,

Hide +17, Intimidate^M +5, Knowledge (arcana)^M +10,

Knowledge (history)^M +6, Knowledge (local)^M +5,

Knowledge (religion)^M +11, Knowledge (the planes)

+6, Listen +7, Move Silently +9, Search +6, Sense

Motive^M +7, Spellcraft^M +10, Spot +7, Survival +1 (+3

following tracks, +3 on other planes)

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save Dc is Constitution-based and includes a +2 racial bonus

Alternate Form (Su) An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (CL 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, rave, rat and boar

1: FIENDISH WATERS—INCREASING EL

COLOSSAL MONSTROUS CRAB* CR 13

*Stormwrack 142

Gargantuan vermin (aquatic)

Init -1; **Senses** Listen +0, Low-light Vision, Scent, Spot +4

Languages Common

AC 28, touch 1, flat-footed 28

(-8 size, -1 Dex, +27 natural)

hp 315 (48 HD)

Immune all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects)

Fort +28, **Ref** +15, **Will** +16

Speed 40 ft. (8 squares), swim 20 ft.

Melee 2 claws +41 (4d6+13)

Space 30 ft.; **Reach** 30 ft.

Base Atk +36; **Grp** +69

Atk Options constrict (8d6+13), improved grab

Abilities Str 37, Dex 9, Con 14, Int —, Wis 11, Cha 2

SQ amphibious

Feats Toughness^B

Skills Hide -13, Listen +0, Spot +4, Swim +21

Amphibious (Ex) An amphibious creature gains a swim speed equal to half the normal land speed of the base creature. An amphibious creature can breathe air and water equally well. Amphibious suffer a -2 racial penalty to Dexterity; they are less agile and

flexible than their surface kin. An amphibious creature has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can move through water at its swim speed without making Swim checks. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Constrict (Ex) A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful damage check.

Improved Grab (Ex) To use this ability, a monstrous crab must hit with a claw 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. Monstrous crabs have a +4 racial bonus on grapple checks.

Skills A monstrous crab has a +4 racial bonus on Hide and Spot Checks.

1: NEGOTIATIONS

LICH MALENDOR

CR 32

Male lich warlock* 20/wizard 5/lorekeeper 5

*Complete Arcane 5

LE Medium undead

Init +1; **Senses** Listen +12, Spot +12

Languages Common, Draconic, Dwarven, Elven, Infernal

AC 29, touch 16, flat-footed 28

(+1 Dex, +8 armor (*bracers of armor* +8), +5

deflection (*ring of deflection* +5), +5 natural)

hp 126 (30 HD); **DR** 5/cold iron or 15/bludgeoning and magic; fiendish resilience

Immune cold, electricity, mind-affecting attacks, polymorph

Resist acid 10, fire 10, turn resistance +4

Fort +23, **Ref** +24, **Will** +29

Speed 30 ft. (6 squares)

Melee +5 *scimitar* +25/+20/+15 (1d6+5/18-20) or touch +20/+15/+10 (1d8+5 negative energy; DC 30) or

Melee +5 *scimitar* +20/+15/+10 (1d6+5/18-20) and touch +15 (1d8+5 negative energy; DC30)

Base Atk +15; **Grp** +20

Atk Options eldritch blast 9d6 (+16 ranged touch), paralyzing touch

Special Actions lore (as bardic knowledge+8 check), deceive item

Wizard Spells Prepared (CL 10th):

5th—*passwall, teleport*

4th—*charm monster* (DC 18), *greater invisibility*,

rainbow pattern (DC 18), *mass reduce person* (DC 18)

3rd—*arcane sight, tongues, haste, hold person* (DC 26)

2nd—*blur, detect thoughts, glitterdust* (DC 16),

hypnotic pattern (DC 16), *mirror image*

1st—*color spray* (DC 15), *comprehend languages, protection from evil, reduce person* (DC 15), *true strike*,

0—*arcane mark, detect poison, read magic, resistance*

Warlock Invocations Known (CL 20th):

Dark—*path of shadow, retributive invisibility, word of changing*

Greater—*chilling tentacles, devour magic, enervating shadow*

Lesser—*flee the scene, void sense, walk unseen*

Least—*beset shadowed blast, devil's sight, see the unseen*

Spell-Like Abilities (CL 20th):

At Will—*detect magic*

3/day—Empowered *eldritch blast*, Quickened *eldritch blast*

1/day—fast healing 5 (two minute Fiendish Resilience state)

Abilities Str 10, Dex 12, Con —, Int 18, Wis 13, Cha 27

Feats Ability Focus (eldritch blast), Alertness, Brew Potion, Combat Casting, Create Wondrous Item, Empower Spell-Like Ability (eldritch blast), Forge Ring, Improved Initiative, Magical Aptitude, Quickened Spell-Like Ability (eldritch blast), Scribe Scroll^B, Skill Focus (Concentration), Skill Focus (Knowledge [arcana])

Skills Bluff +20, Concentration +14 (18 when using a spell/spell-like ability on the defensive), Decipher Script +14, Diplomacy +12, Disguise +10 (+12 to act in character), Hide +9, Intimidate +10, Knowledge (arcana) +32, Knowledge (religion) +19, Knowledge (the planes) +20, Listen +12, Move Silently +9, Search +12, Sense Motive +19, Spot +12, Spellcraft +24 (+26 to decipher spells on scrolls), Use Magic Device +26 (+28 when using scrolls), Survival +2 (+4 on other planes),

Possessions combat gear plus *bracers of armor* +8, *cloak of charisma* +5, *vest of resistance* +5

Spellbook: 3rd—*arcane sight, clairaudience/clairvoyance, tongues*; 2nd—*blur, detect thoughts, hypnotic pattern, locate object*; 1st—*color spray, comprehend languages, detect secret doors, detect undead, expeditious retreat identify, mage armor, reduce person, true strike*; 0—*detect poison, read magic*

Invocations Malendor does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffused his soul. He can

use any invocation he knows at will, with the following qualifications:

Malendor's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. He is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking. He can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. Malendor's invocations are subject to spell resistance unless an invocation's description specifically states otherwise.

Deceive Item (Ex) Malendor has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device, a warlock can take 10 even if distracted or threatened.

Eldritch Blast (Sp) An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw and deals 9d6 points of damage (half damage to objects). Treat it as a 9th-level spell. An *eldritch blast* is subject to spell resistance.

Fear Aura (Su) Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot-radius that look at the lich must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of 30th level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Fiendish Resilience (Su) Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, a warlock gains fast healing 5.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

APPENDIX 1: APL 6

3A: A PATH BENEATH THE WAVES

SLIME CHUUL*

CR 6

**Stormwrack* 163

CE Large aberration (aquatic)

Init +5; **Senses** darkvision 60 ft., Listen +10, Spot +10

Languages Aquan

AC 20, touch 12, flat-footed 19

(-1 size, +1 Dex, +2 deflection, +8 natural)

hp 71 (11 HD)

Immune poison

SR 16

Fort +5, **Ref** +4, **Will** +8

Speed 20 ft. (4 squares), swim 20 ft.;

Melee 2 claws +11 (2d6+4)

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

Base Atk +8; **Grp** +16

Atk Options constrict 3d6+4, improved grab, paralytic tentacles (DC 17 Fort or paralyzed 6 rounds)

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3

SQ amphibious, protective slime

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Hide +11, Listen +10, Spot +10, Swim +12

Constrict (Ex) An uchuulon deals 3d6+4 points of damage with a successful grapple attack

Improved Grab (Ex) To use this ability, an uchuulon must hit with a claw 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 or, on its next turn, transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex) An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Protective Slime (Ex) The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hits made against the creature.

Skills An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: ENTRANCE TO MADNESS

HARPY GHOST

CR 6

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft., Listen +15, Spot +11

Languages Common

Incorporeal AC 13, touch 12, flat-footed 11; Dodge (+2 Dex, +1 natural)

Manifested AC 15, touch 15, flat-footed 13; Dodge (+2 Dex, +5 deflection, +0 natural)

Miss Chance 50% even when manifested

hp 42 (7 HD)

Immune undead immunities

Resist turn resistance +4

Fort +2, **Ref** +7, **Will** +6

Speed 20 ft. (4 squares), fly 80 ft. (perfect); Flyby Attack

Melee club +7/+2 (1d6) and 2 claws +2 (1d6) or

Melee incorporeal touch +7 (1d4 points drained from one ability score)

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

Atk Options draining touch, frightful moan

Special Actions captivating song, manifestation

Abilities Str 10, Dex 15, Con —, Int 7, Wis 12, Cha 21

SQ rejuvenation

Feats Dodge, Flyby Attack, Persuasive

Skills Bluff +13, Hide +10, Intimidate +9, Listen +15, Move Silently +2, Perform (oratory) +7, Search +8, Spot +11

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is sonic necromantic mind-affecting fear effect. A creature that

successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH 118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

Rejuvenation This ghost if it would otherwise be destroyed returns to its old haunts with a DC 16 successful level check (1d20+7). Ghosts tied to Malendor's Halls may only be put rest by the destruction of Malendor and his phylactery as well as having their remains removed from the Isle of Lost Souls and returned to the land of their birth.

Skills Harpies have a +4 racial bonus on Bluff and Listen checks

AQUATIC ELF* GHOST FIGHTER 4 CR 6

*Stormwrack 39, 148

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., superior low-light vision, Listen +11, Spot +14

Languages Common, Elven

Incorporeal AC 17, touch 13, flat-footed 14 (+3 Dex, +3 armor, +1 natural)

Manifested AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection, +0 natural)

Miss Chance 50% even when manifested
hp 25 (4 HD)

Immune undead immunities

Resist turn resistance +4

Fort +4, **Ref** +4, **Will** +1 (+3 against enchantments)

Speed 30 ft. (4 squares), swim 40 ft., fly 30 ft. (perfect); Swim-By Attack

Melee trident +8 (1d8+5; does no harm to material creatures) or

Melee incorporeal touch +7 (1d4 points drained from one ability score)

Ranged aquatic crossbow +7 (1d8; 19-20/x2; does no harm to material creatures)

Base Atk +4; **Grp** +7 (non-ethereal)

Atk Options Point Blank Shot, draining touch,

Special Actions horrific appearance, manifestation

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

SQ gills, rejuvenation

Feats Improved Initiative, Point Blank Shot^B, Swim-By Attack, Weapon Focus (trident)^B, Weapon Specialization (trident)^B,

Skills Bluff +1, Handle Animal +3, Hide +11, Intimidate +3, Listen +11, Move Silently +3, Ride +5, Search +10, Spot +14, Survival +4, Swim +11

Possessions aquatic crossbow, net, spear, +1 trident, masterwork sharkskin armor

Superior Low-Light Vision (Ex) Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su) Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

Skills An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

8: DEADLY ENTERTAINMENT

AMBASSADOR

CR 8

Female half-fiend harpy bard 4

CE Medium outsider

Init +6; **Senses** darkvision 60 ft., Listen +16, Spot +12

Languages Common

AC 22, touch 16, flat-footed 18; Dodge (+6 Dex, +6 armor, +2 natural)

hp 54 (11 HD); DR 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +4, **Ref** +15, **Will** +11

Speed 20 ft. in +1 *chain mail* (4 squares), fly 80 ft. (average); Flyby Attack

Melee +1 *club* +12/+7 (1d6+1) and bite +9 (1d6+1), and 2 claws +9 (1d4+1) or

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

Atk Options smite good 1/day (+7 damage)

Special Actions: bardic music (countersong, *fascinate*, inspire competence, inspire courage +1), captivating song,

Bard Spells Known (CL 4th):

2nd (2/day)—*blur* (DC 19), *hold person* (DC 19)

1st (4/day)—*charm person* (DC 18), *insidious rhythm* (DC 18), *inspirational boost*

0 (3/day)—*dancing lights*, *daze* (DC 17), *flare* (DC 17), *know direction*, *lullaby* (DC 17), *songbird*

Spell-Like Abilities (CL 10th):

3/day—*darkness*, *poison* (DC 16)

1/day—*blasphemy*, *contagion* (DC 20); *desecrate*, *unholy blight* (DC 21)

Abilities Str 12, Dex 22, Con 12, Int 12, Wis 15, Cha 24
SQ bardic knowledge +5

Feats Dodge, Flyby Attack, MultiAttack, Persuasive

Skills Bluff +26, Diplomacy +30, Disguise +10 (+12 to act in character), Intimidate +25, Knowledge (history) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Listen +16, Perform (oratory) +24, Sense Motive +20, Spot +12

Possessions combat gear plus +1 *mithral shirt of blurring*, +1 *club*, *circlet of persuasion*

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 20 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

3A: A PATH BENEATH THE WAVES

SLIME CHUUL*

CR 6

*Stormwrack163

CE Large aberration (aquatic)

Init +5; **Senses** darkvision 60 ft., Listen +10, Spot +10

Languages Aquan

AC 20, touch 12, flat-footed 19

(-1 size, +1 Dex, +2 deflection, +8 natural)

hp 71 (11 HD)

Immune poison

SR 16

Fort +5, **Ref** +4, **Will** +8

Speed 20 ft., swim 20 ft.

Melee 2 claws +11 (2d6+4)

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

Base Atk +8; **Grp** +16

Atk Options Blind-Fight, Combat Reflexes, constrict 3d6+4, improved grab, paralytic tentacles (DC 17 Fort or paralyzed 6 rounds)

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3

SQ amphibious, protective slime

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Hide +11, Listen +10, Spot +10, Swim +12

Constrict (Ex) An uchuulon deals 3d6+4 points of damage with a successful grapple attack

Improved Grab (Ex) To use this ability, an uchuulon must hit with a claw 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 or, on its next turn, transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex) An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Protective Slime (Ex) The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hits made against the creature.

Skills An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: ENTRANCE TO MADNESS

HARPY GHOST BARD 2

CR 8

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., Listen +15, Spot +11

Languages Common

Incorporeal AC 14, touch 13, flat-footed 11; Dodge (+3 Dex, +1 natural)

Manifested AC 21, touch 21, flat-footed 18; Dodge (+3 Dex, +8 deflection, +0 natural)

Miss Chance 50% even when manifested

hp 48 (9 HD)

Resist turn resistance +4

Immunity undead immunities

Fort +2, **Ref** +11, **Will** +9

Speed 20 ft. (4 squares), fly 80 ft. (perfect); Flyby Attack

Melee club +7/+2 (1d6; has no effect on non-ethereal creatures) and 2 claws +2 (1d6; have no effect on non-ethereal creatures)

Ranged +1 crossbow +12 (1d8; 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested)

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

Atk Options draining touch, frightful moan

Special Actions bardic music 6/day (countersong, fascinate, inspire courage), captivating song, manifestation

Bard Spells Known (CL 2nd):

1st (4/day)—*insidious rhythm* (DC 19), *inspirational boost*

0 (3/day)—*daze* (DC 18), *flare* (DC 18), *songbird*

Abilities Str 10, Dex 18, Con —, Int 10, Wis 12, Cha 26

SQ rejuvenation

Feats Dodge, Extra Music, Flyby Attack, Persuasive

Skills Bluff +22, Hide +11, Intimidate +12, Listen +15, Move Silently +3, Perform (oratory) +20, Search +10, Spot +11

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, MM:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

AQUATIC ELF GHOST FIGHTER 6CR 8

**Stormwrack* 39

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., superior low-light vision, Listen +11, Spot +14

Languages Common, Elven

Incorporeal AC 17, touch 13, flat-footed 14 (+3 Dex, +4 sharkskin armor (+1), +1 natural)

Manifested AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection, +0 natural)

Miss Chance 50% even when manifested
hp 35 (6 HD)

Immune to sleep spells and effects,

Resist turn resistance +4

Fort +5, **Ref** +5, **Will** +2 (+4 against enchantments)

Speed 30 ft. (4 squares), swim 40 ft., fly 30 ft. (perfect)

Melee trident +10/+5 (1d8+5; does no harm to material creatures) or

Melee incorporeal touch +6 (1d4 points drained from one ability score)

Ranged aquatic crossbow +9 (1d8; 19-20/x2; does no harm to material creatures)

Base Atk +6; **Grp** +9 (non-ethereal)

Atk Options horrific appearance

Special Actions manifestation

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

SQ gills, rejuvenation

Feats Combat Reflexes^B, Improved Initiative, Point Blank Shot^B, Power Attack, Swim-By Attack, Weapon Focus (trident)^B, Weapon Specialization (trident)^B,

Skills Bluff +1, Handle Animal +3, Hide +11, Intimidate +3, Listen +11, Move Silently +3, Ride +5, Search +10, Spot +14, Survival +4, Swim +13

Possessions combat gear plus aquatic crossbow, net, spear, +1 trident, +1 sharkskin armor

Superior Low-Light Vision (Ex) Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Horrific Appearance (Su) Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

Skills An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively

looking for it. An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

6: SHADOW, FEAR & LUNACY

HOUND OF GLOOM*

CR 9

**Lords of Madness* 153

NE Large aberration

Init +2; **Senses** darkvision 60 ft., Listen +12, scent, Spot +12

Languages Hound of Gloom, Undercommon (understood not spoken)

AC 24, touch 11, flat-footed 22

(-1 size, +2 Dex, +13 natural)

hp 156 (12 HD)

Fort +13, **Ref** +6, **Will** +11

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

Melee bite +14 (2d6+6) and

2 claws +12 (1d6+3 plus poison) and

2 tentacle rakes +12 (1d6+3 plus poison)

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

Base Atk +9; **Grp** +19

Atk Options Cleave, Combat Reflexes, Improved Grab, Power Attack, poison (DC 23 Fort, 1d8 Dex/1d8 Dex), pounce

Abilities Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10

Feats Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack

Skills Balance +6, Climb +18, Hide +0, Jump +18, Listen +12, Move Silently +6, Spot +12

Improved Grab (Ex) To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex) If a hound of gloom charges a foe, it can make a full attack, including two tentacle attacks.

Skills Hounds of the gloom have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

8: DEADLY ENTERTAINMENT

AMBASSADOR

CR 8

Female half-fiend harpy bard 4

CE Medium outsider

Init +6; **Senses** darkvision 60 ft., Listen +16, Spot +12

Languages Common

AC 22, touch 16, flat-footed 18; Dodge

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

hp 54 (11 HD); DR 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21

Fort +4, **Ref** +15, **Will** +11

Speed 20 ft. in +1 *chain mail* (4 squares), fly 80 ft. (average); Flyby Attack

Melee +1 *club* +12/+7 (1d6+1) and bite +9 (1d6+1), and 2 claws +9 (1d4+1) or

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

Atk Options smite good 1/day (+7 damage)

Special Actions: bardic music (countersong, fascinate, inspire competence, inspire courage +1), captivating song,

Bard Spells Known (CL 4th):

2nd (2/day)—*blur* (DC 19), *hold person* (DC 19)

1st (4/day)—*charm person* (DC 18), *insidious*

rhythm (DC 18), *inspirational boost*

0 (3/day)—*dancing lights*, *daze* (DC 17), *flare* (DC 17), *know direction*, *lullaby* (DC 17), *songbird*

Spell-Like Abilities (CL 10th):

3/day—*darkness*, *poison* (DC 16)

1/day—*blasphemy*; *contagion* (DC 20); *desecrate*, *unholy blight* (DC 21)

Abilities Str 12, Dex 22, Con 12, Int 12, Wis 15, Cha 24

SQ bardic knowledge +5

Feats Dodge, Flyby Attack, MultiAttack, Persuasive

Skills Bluff +26, Diplomacy +30, Disguise +10 (+12 to act in character), Intimidate +25, Knowledge (history) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Listen +16, Perform (oratory) +24, Sense Motive +20, Spot +12

Possessions combat gear plus +1 *mithral shirt of blurring*, +1 *club*, *circlet of persuasion*

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 20 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

AMBASSADOR'S BODYGUARD CR 8

Female half-fiendish lamia

CE Large outsider

Init +2; **Senses** darkvision 60 ft., Listen +8, Lowlight vision; Spot +14

Languages Common

AC 22, touch 13, flat-footed 18; Dodge, Mobility (-1 size, +4 Dex, +1 armor, +8 natural)

hp 67 (9 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 19

Fort +8, **Ref** +10, **Will** +7

Speed 60 ft. (6 squares), fly 60 ft. (average); Spring Attack

Melee touch +14 (1d4 Wis drain) or

Melee +1 *large falchion* +15/+10 (2d6+6; 19-20/x2) and 2 claws +9 (1d6+6) or

Melee 2 claws +14 (1d6+6; 19-20/x2) and bite +9 (1d8+6) or

Melee +1 *large falchion* +15/+10 (2d6+6; 19-20/x2) and bite +9 (1d8+6)

Ranged crossbow +12 (2d6; 19-20/x2)

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

Base Atk +9; **Grp** +19

Atk Options smite good 1/day (+9 damage); Wisdom drain

Spell-Like Abilities (CL 9th):

At Will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 20), *darkness*, *major image* (DC 13), *mirror image*, *poison* (DC 16); *suggestion* (DC 15)

1/day—*contagion* (DC 16); *deep slumber* (DC 15), *desecrate*; *unholy blight* (DC 16)

Abilities Str 22, Dex 19, Con 14, Int 17, Wis 15, Cha 14

Feats Dodge, Iron Will, Mobility, Spring Attack

Skills Bluff +18, Concentration +14, Diplomacy +16, Disguise +14 (+16 acting in character), Hide +16, Intimidate +16, Knowledge (planes) +9, Listen +8, Move Silently +10, Search +6, Spot +14, Survival +5

Possessions combat gear plus *bracers of armor* +1, *large falchion* +1

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

3A: A PATH BENEATH THE WAVES

ADVANCED SLIME CHUUL CR 7

**Stormwrack* 163

CE Large aberration (aquatic)

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

Languages Aquan

AC 20, touch 12, flat-footed 19

(-1 size, +1 Dex, +2 deflection, +9 natural)

hp 87 (15 HD)

Immune poison

SR 16

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

Speed 20 ft., swim 20 ft.

Melee 2 claws +14 (3d6+4)

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

Base Atk +11; **Grp** +19

Atk Options Blind-Fight, Combat Reflexes, constrict 3d6+4, improved grab, paralytic tentacles (DC 17 Fort or paralyzed 6 rounds)

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 3

SQ amphibious, protective slime

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws)

Skills Hide +13, Listen +12, Spot +12, Swim +14

Constrict (Ex) An uchuulon deals 3d6+4 points of damage with a successful grapple attack

Improved Grab (Ex) To use this ability, an uchuulon must hit with a claw 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 or, on its next turn, transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex) An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Protective Slime (Ex) The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hits made against the creature.

Skills An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It

can use the run action while swimming, provided it swims in a straight line.

5: ENTRANCE TO MADNESS

HARPY GHOST BARD 4 CR 10

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., Listen +15, Spot +11

Languages Common

Incorporeal AC 14, touch 13, flat-footed 11; Dodge (+3 Dex, +1 natural)

Manifested AC 21, touch 21, flat-footed 18 (+3 Dex, +8 deflection, +0 natural)

Miss Chance 50% even when manifested

hp 54 (11 HD)

Resist turn resistance +4

Immunity undead immunities

Fort +3, **Ref** +12, **Will** +10

Speed 20 ft. (4 squares), fly 80 ft. (perfect); Flyby Attack

Melee club +9/+4 (1d6; no effect on non-ethereal creatures) and 2 claws +4 (1d6; no effect on non-ethereal creatures)

Ranged +1 crossbow +13/+8 (1d8+1; 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested)

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

Atk Options draining touch, frightful moan

Special Actions bardic music 8/day (countersong, fascinate, inspire courage, inspire competence), captivating song, manifestation

Bard Spells Known (CL 4th):

2nd (2/day)—*blur* (DC 20), *sound burst* (DC 20)

1st (4/day)—*charm person* (DC 19), *insidious*

rhythm (DC 19), *inspirational boost*

0 (3/day)—*dancing lights*, *daze* (DC 18), *flare* (DC 18), *songbird*

Abilities Str 10, Dex 18, Con —, Int 10, Wis 12, Cha 26

SQ rejuvenation

Feats Dodge, Extra Music, Flyby Attack, Persuasive

Skills Bluff +22, Concentration +12, Hide +11, Intimidate +12, Listen +15, Move Silently +3, Perform (oratory) +20, Search +10, Spot +11

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the

monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, MM:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

AQUATIC ELF GHOST FIGHTER 8CR 10

**Stormwrack* 39

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., superior low-light vision, Listen +11, Spot +15

Languages Common, Elven

Incorporeal AC 18, touch 13, flat-footed 16

(+3 Dex, +5 sharkskin armor (+2), +1 natural)

Manifested AC 14, touch 14, flat-footed 11

(+3 Dex, +1 deflection, +0 natural)

Miss Chance 50% even when manifested

hp 45 (8 HD)

Immune undead immunities

Resist turn resistance +4

Fort +6, **Ref** +5, **Will** +2 (+4 against enchantments)

Speed 30 ft. (4 squares), swim 40 ft., fly 30 ft.

(perfect); Swim-By Attack

Melee +1 *trident* +14/+9 (1d8+5; does no harm to material creatures) or

Melee incorporeal touch +6 (1d4 points drained from one ability score) or

Ranged aquatic crossbow +11/+6 (1d8; 19-20/x2; does no harm to material creatures)

Base Atk +8; **Grp** +11 (non-ethereal)

Atk Options Cleave, Combat Reflexes, Point Blank Shot, Power Attack

Special Actions horrific appearance, manifestation

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

SQ gills, rejuvenation

Feats Cleave^B, Combat Reflexes^B, Improved Initiative, Point Blank Shot^B, Power Attack, Swim-By Attack, Weapon Focus (trident)^B, Weapon Specialization (trident)^B

Skills Bluff +1, Handle Animal +4, Hide +11, Intimidate +4, Listen +11, Move Silently +3, Ride +6, Search +10, Spot +15, Survival +4, Swim +13

Possessions combat gear plus aquatic crossbow, net, spear, +2 *trident*, +2 *sharkskin armor*

Superior Low-Light Vision (Ex) Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Horrific Appearance (Su) Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage

from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

Skills An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

6: SHADOW, FEAR & LUNACY

HOUND OF GLOOM* CR 9

**Lords of Madness* 153

NE Large aberration

Init +2; **Senses** darkvision 60 ft., Listen +12, scent, Spot +12

Languages Hound of Gloom, Undercommon (understood not spoken)

AC 24, touch 11, flat-footed 22
(-1 size, +2 Dex, +13 natural)

hp 156 (12 HD)

Fort +13, **Ref** +6, **Will** +11

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

Melee bite +14 (2d6+6) and
2 claws +12 (1d6+3 plus poison) and
2 tentacle rakes +12 (1d6+3 plus poison)

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

Base Atk +9; **Grp** +19

Atk Options Cleave, Combat Reflexes, Improved Grab, Power Attack, poison (DC 23 Fort, 1d8 Dex/1d8 Dex), pounce

Abilities Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10

Feats Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack

Skills Balance +6, Climb +18, Hide +0, Jump +18, Listen +12, Move Silently +6, Spot +12

Improved Grab (Ex) To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex) If a hound of gloom charges a foe, it can make a full attack, including two tentacle attacks.

Skills Hounds of the gloom have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

8: DEADLY ENTERTAINMENT

AMBASSADOR CR 10

AMBASSADOR CR 10

Female half-fiend harpy bard 6

CE Medium outsider

Init +10; **Senses** darkvision 60 ft., Listen +17, Spot +16

Languages Common

AC 22, touch 16, flat-footed 18

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

hp 62 (13 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 23

Fort +5, **Ref** +16, **Will** +13

Speed 20 ft. (4 squares), fly 80 ft. (average);

Melee +1 *club* +13/+8 (1d6+1) and
bite +10 (1d6+1), and 2 claws +10 (1d4+1)

Base Atk +11; **Grp** +12

Atk Options captivating song, smite good 1/day (+7 damage)

Special Actions bardic music (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*)

Bard Spells Known (CL 6th):

2nd (4/day)—*blur* (DC 19), *hold person* (DC 19), *invisibility*

1st (5/day)—*charm person* (DC 18), *insidious*

rhythm (DC 18), *inspirational boost*, *joyful noise*

0 (3/day)—*dancing lights*, *daze* (DC 17), *flare* (DC 17), *know direction*, *lullaby* (DC 17), *songbird*

Spell-Like Abilities (CL 13th):

3/day—*darkness*, *poison* (DC 16), *unholy aura*

1/day—*blasphemy*, *contagion* (DC 20); *desecrate*, *unholy blight* (DC 21), *unhallow*

Combat Gear *gauntlets of the blazing arc*

Abilities Str 12, Dex 22, Con 12, Int 12, Wis 16, Cha 24

SQ bardic knowledge +7

Feats Dodge, Flyby Attack, Improved Initiative, Multiattack, Persuasive

Skills Bluff +26, Diplomacy +32, Disguise +10 (+12 to act in character), Intimidate +30, Knowledge (history) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Listen +17, Perform (oratory) +26, Sense Motive +23, Spot +16,

Possessions combat gear plus *circlet of persuasion*, +1 *mithral shirt of blurring*, +1 *club*

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 20 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a

dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.
Skills Lamias have a +4 racial bonus on Hide and Bluff checks.

AMBASSADOR'S GUARD CR 14

Female half-fiendish Lamia CR 8

CE Large outsider

Init +4; **Senses** darkvision 60 ft., Listen +8, Lowlight vision; Spot +14

Languages Common

AC 23, touch 14, flat-footed 19; Dodge, Mobility (-1 size, +4 Dex, +1 armor, +1 deflection, +8 natural)

hp 81 (10 HD); **DR** 5/magic

Immune poison

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

Fort +9, **Ref** +11, **Will** +7

Speed 60 ft. (6 squares), fly 60 ft. (average); Spring Attack

Melee touch +15 (1d4 Wis drain) or

Melee +large *falchion* +16/+11 (2d6+6; 19-20/x2) and 2 claws +10 (1d6+6) or

Melee 2 claws +15 (1d6+6; 19-20/x2) and bite +10 (1d8+6) or

Melee +1 *large falchion* +16/+11 (2d6+6; 19-20/x2) and bite +10 (1d8+6)

Ranged +1 *crossbow* +14 (2d6; 19-20/x2)

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

Base Atk +10; **Grp** +20

Atk Options smite good 1/day (+9 damage); Wisdom drain

Spell-Like Abilities (CL 10th):

At Will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 20), *darkness*, *major image* (DC 13), *mirror image*, *poison* (DC 17), *suggestion* (DC 15)

1/day—*contagion* (DC 16), *deep slumber* (DC 15), *desecrate*, *unholy blight* (DC 16)

† Already cast

Abilities Str 22, Dex 19, Con 14, Int 17, Wis 15, Cha 14

Feats Dodge, Iron Will, Mobility, Spring Attack

Skills Bluff +19, Concentration +15, Diplomacy +17, Disguise +15 (+17 acting in character), Hide +17, Intimidate +17, Knowledge (planes) +9, Listen +8, Move Silently +10, Search +6, Spot +14, Survival +5

Possessions combat gear plus *bracers of armor* +1, *large falchion* +1, *ring of protection* +1

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal damage when it uses its Wisdom drain.) Lamias try to use this

3A: A PATH BENEATH THE WAVES

HALF-FIENDISH ADVANCED SLIME

CHUUL

CR 10

*Stormwrack163

CE Large outsider (aquatic)

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

Languages Abyssal, Aquan, Common

AC 24, touch 15, flat-footed 22

(-1 size, +3 Dex, +2 deflection, +10 natural)

hp 102 (15 HD); **DR** 10/magic

Immune poison

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

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

Speed 20 ft., fly 20 ft., swim 20 ft.

Melee 2 claws +16 (3d6+6) and bite +11 (1d8+6)

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

Base Atk +11; **Grp** +21

Atk Options Blind-Fight, Combat Reflexes, constrict 3d6+6, improved grab, paralytic tentacles (DC 17)

Special Atk smite good 1/day (+15 damage)

Spell-Like Abilities (CL 15th):

3/day—*darkness*, *poison*, *unholy aura*

1/day—*contagion* (DC 10), *desecrate*[†], *horrid*

wilting (DC 15), *unhallow*[†], *unholy blight* (DC 11)

† Already cast

Abilities Str 22, Dex 17, Con 16, Int 14, Wis 12, Cha 5

SQ amphibious, protective slime

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws)

Skills Concentration +7, Hide +17, Intimidate +12, Listen +21, Move Silently +8, Search +11, Spot +21, Swim +32

Constrict (Ex) An uchuulon deals 3d6+4 points of damage with a successful grapple attack

Improved Grab (Ex) To use this ability, an uchuulon must hit with a claw 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 or, on its next turn, transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex) An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Protective Slime (Ex) The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hits made against the creature.

Skills An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: ENTRANCE TO MADNESS

HARPY GHOST BARD 6

CR 12

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., Listen +15, Spot +11

Languages Common

Incorporeal AC 14, touch 13, flat-footed 11; Dodge (+3 Dex, +1 natural)

Manifested AC 21, touch 21, flat-footed 18; Dodge (+3 Dex, +8 deflection, +0 natural)

Miss Chance 50% even when manifested

hp 60 (13 HD)

Immune undead immunities

Resist turn resistance +4

Fort +4, **Ref** +13, **Will** +11

Speed 20 ft. (4 squares), fly 80 ft. (perfect); Flyby Attack

Melee 2 claws +10/+5 (1d6; have no effect on non-ethereal creatures)

Ranged +2 *crossbow* +15/+10 (1d8; 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested)

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

Atk Options draining touch,

Special Actions bardic music 10/day (countersong, fascinate, inspire courage, inspire competence, suggestion), captivating song, frightful moan, manifestation

Bard Spells Known (CL 6th):

2nd (4/day)—*blur* (DC 20), *hold person* (DC 21), *sound burst* (DC 20)

1st (5/day)—*charm person* (DC 20), *insidious rhythm* (DC 20), *inspirational boost*, *joyful noise* 0 (3/day)—*dancing lights*, *daze* (DC 19), *flare* (DC 18), *songbird*

Abilities Str 10, Dex 18, Con —, Int 10, Wis 12, Cha 27

SQ rejuvenation

Feats Dodge, Extra Music, Flyby Attack, Persuasive, Spell Focus (enchantment)

Skills Bluff +26, Concentration +16, Hide +11, Intimidate +12, Listen +15, Move Silently +3, Perform (oratory) +22, Search +10, Spot +11

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot

spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, MM:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on

touch. A manifested ghost's touch spells don't work on nonethereal targets.

AQUATIC ELF* GHOST FIGHTER 10 CR 12

**Stormwrack* 39

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., superior low-light vision, Listen +11, Spot +15

Languages Common, Elven

Incorporeal AC 18, touch 13, flat-footed 16
(+3 Dex, +5 sharkskin armor, +1 natural)

Manifested AC 14, touch 14, flat-footed 11
(+3 Dex, +1 deflection, +0 natural)

Miss Chance 50% even when manifested
hp 55 (10 HD)

Immune undead immunities

Resist turn resistance +4

Fort +7, **Ref** +6, **Will** +3 (+5 against enchantments)

Speed 30 ft. (6 squares), swim 40 ft., fly 30 ft.
(perfect); Swim-By Attack

Melee +2 *trident* +16/+11 (1d8+5; does no harm to material creatures) or

Melee incorporeal touch +6 (1d4 points drained from one ability score)

Ranged +1 *aquatic crossbow* +14/+9 (1d8; 19-20/x2; does no harm to material creatures)

Base Atk +10; **Grp** +13 (non-ethereal)

Atk Options Cleave, Combat Reflexes, Great Cleave, Point Blank Shot

Special Actions horrific appearance, manifestation

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

SQ gills, rejuvenation

Feats Cleave^B, Combat Reflexes^B, Great Cleave^B, Improved Critical, Improved Initiative, Point Blank Shot^B, Power Attack, Swim-By Attack, Weapon Focus (*trident*)^B, Weapon Specialization (*trident*)^B,

Skills Bluff +1, Handle Animal +4, Hide +11, Intimidate +8, Listen +11, Move Silently +3, Ride +6, Search +10, Spot +15, Survival +4, Swim +13

Possessions aquatic crossbow, net, spear, +1 *ghost-touch trident*

Superior Low-Light Vision (Ex) Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Horrific Appearance (Su) Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material

Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Skills An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

6: SHADOW, FEAR & LUNACY

HOUND OF GLOOM*

CR 9

**Lords of Madness* 153

NE Large aberration

Init +2; **Senses** darkvision 60 ft., Listen +12, scent, Spot +12

Languages Hound of Gloom, Undercommon (understood not spoken)

AC 24, touch 11, flat-footed 22
(-1 size, +2 Dex, +13 natural)

hp 156 (12 HD)

Fort +13, **Ref** +6, **Will** +11

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

Melee bite +14 (2d6+6) and
2 claws +12 (1d6+3 plus poison) and
2 tentacle rakes +12 (1d6+3 plus poison)

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

Base Atk +9; **Grp** +19

Atk Options Cleave, Combat Reflexes, Improved Grab, Power Attack, poison (DC 23 Fort, 1d8 Dex/1d8 Dex), pounce

Abilities Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10

Feats Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack

Skills Balance +6, Climb +18, Hide +0, Jump +18, Listen +12, Move Silently +6, Spot +12

Improved Grab (Ex) To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex) If a hound of gloom charges a foe, it can make a full attack, including two tentacle attacks.

Skills Hounds of the gloom have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

8: DEADLY ENTERTAINMENT

AMBASSADOR

CR 12

Female half-fiend harpy bard 7

CE Medium outsider

Init +10; **Senses** darkvision 60 ft., Listen +17, Spot +16

Languages Common

AC 22, touch 16, flat-footed 18
(+6 Dex, +6 armor, +2 natural)

hp 66 (14 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 23

Fort +5, **Ref** +16, **Will** +13

Speed 20 ft. (4 squares), fly 80 ft. (average);

Melee +1 *club* +14/+9 (1d6+1) and
bite +11 (1d6+1), and 2 claws +11 (1d4+1)

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

Atk Options captivating song, smite good 1/day (+7 damage)

Special Actions bardic music (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*)

Bard Spells Known (CL 7th):

3rd (2/day)—*blink*; *deep slumber* (DC 20);

2nd (4/day)—*blur* (DC 19), *glitterdust* (DC 19), *hold person* (DC 19), *invisibility*

1st (5/day)—*charm person* (DC 18), *insidious*

rhythm (DC 18), *inspirational boost*, *joyful noise*

0 (3/day)—*dancing lights*, *daze* (DC 17), *flare* (DC 17), *know direction*, *lullaby* (DC 17), *songbird*

Spell-Like Abilities (CL 13th):

3/day—*darkness*, *poison* (DC 16), *unholy aura*

1/day—*blasphemy*, *contagion* (DC 20); *desecrate*, *unholy blight* (DC 21), *unhallow*

Combat Gear *gauntlets of the blazing arc*

Abilities Str 12, Dex 22, Con 12, Int 12, Wis 16, Cha 24

SQ bardic knowledge +7

Feats Dodge, Flyby Attack, Improved Initiative, MultiAttack, Persuasive

Skills Bluff +27, Diplomacy +33, Disguise +11 (+13 to act in character), Intimidate +31, Knowledge (history) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Listen +17, Perform (oratory) +27, Sense Motive +23, Spot +16,

Possessions combat gear plus *circlet of persuasion*, +1 *mithral shirt of blurring*, +1 *club*

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 20 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

AMBASSADOR'S BODYGUARD CR 12

Female half-fiendish lamia

CE Huge outsider

Init +3; **Senses** darkvision 60 ft., Listen +11, Lowlight vision; Spot +16

Languages Common, Elven, Infernal, Undercommon

AC 24, touch 12, flat-footed 20; Dodge (-2 size, +3 Dex, +1 armor, +1 deflection, +11 natural)

hp 120 (15 HD); **DR** 10/magic

Immune poison

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

Fort +14, **Ref** +12, **Will** +9

Speed 60 ft. (6 squares), fly 60 ft. (average); Spring Attack

Melee touch +23 (1d4 Wis drain) or

Melee +1 *large falchion*+24/+19 (2d6+10; 19-20/x2) and 2 claws +14 (1d8+10) or

Melee 2 claws +23 (1d8+10; 19-20/x2) and bite +21 (12d6+10) or

Melee +1 *large falchion* +24/+19 (2d6+10; 19-20/x2) and bite +19 (2d6+10)

Ranged crossbow +17 (2d6; 19-20/x2)

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

Base Atk +15; **Grp** +27

Atk Options smite good 1/day (+15 damage); Wisdom drain (see Melee touch attack above)

Spell-Like Abilities (CL 15th):

At Will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 20), *darkness*, *major image* (DC 13), *mirror image*, *poison* (DC 18), *suggestion* (DC 15), *unholy aura* (DC 21), *unholy blight* (DC 16), *unhallow* (DC 18)

1/day—*contagion* (DC 16), *deep slumber* (DC 15), *desecrate*, *horrid wilting* (DC 21), *unholy blight* (DC 16)

Abilities Str 30, Dex 17, Con 20, Int 18, Wis 15, Cha 14

Feats Dodge, Iron Will, Mobility, Multi-Attack, Spring Attack, Track

Skills Bluff +24, Concentration +25, Diplomacy +20, Disguise +20 (+22 acting in character), Hide +21, Intimidate +22, Knowledge (planes) +13, Listen +11, Move Silently +12, Search +10, Spot +16, Survival +9 (+11 on other planes; +11 Tracking)

Possessions *bracers of armor* +1, *large falchion* +1, *ring of protection* +1

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

3A: A PATH BENEATH THE WAVES

HALF-FIENDISH ADVANCED

SLIME

CHUUL CR 11

*Stormwrack 163

CE Huge outsider (aquatic)

Init +5; **Senses** darkvision 60 ft., Listen +25, Spot +25**Languages** Abyssal, Aquan, Common**AC** 26, touch 15, flat-footed 25

(-2 size, +3 Dex, +2 deflection, +13 natural)

hp 118 (19 HD); **DR** 10/magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29**Fort** +9, **Ref** +9, **Will** +12**Speed** 20 ft., fly 20 ft., swim 20 ft.**Melee** 2 claws +22 (3d8+10) and bite +17 (2d8+10)**Space** 15 ft.; **Reach** 5 ft.**Base Atk** +14; **Grp** +34**Atk Options** Blind-Fight, Combat Expertise, Combat Reflexes, constrict 3d6+6, improved grab, paralytic tentacles (DC 17 Fort or paralyzed 6 rounds)**Special Atk** smite good 1/day (+19 damage)**Spell-Like Abilities** (CL 19th):3/day—*darkness*, *poison*, *unholy aura*1/day—*contagion* (DC 10), *desecrate*[†], *destruction* (DC 14); *horrid wilting* (DC 15), *summon monster* (fiends only); *unhallow*[†], *unholy blight* (DC 11)

† Already cast

Abilities Str 30, Dex 16, Con 20, Int 14, Wis 12, Cha 5**SQ** amphibious, protective slime**Feats** Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws)**Skills** Bluff +4, Concentration +14, Hide +17, Intimidate +14, Listen +25, Move Silently +6, Search +13, Spot +25, Swim +40**Constrict (Ex)** An uchuulon deals 3d6+4 points of damage with a successful grapple attack**Improved Grab (Ex)** To use this ability, an uchuulon must hit with a claw 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 or, on its next turn, transfer a grabbed character to its tentacles.**Paralytic Tentacles (Ex)** An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes

1d8+2 points of damage each round from the creature's mandibles.

Protective Slime (Ex) The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hits made against the creature.**Skills** An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: ENTRANCE TO MADNESS

HARPY GHOST BARD 7

CR 13

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., Listen +15, Spot +11**Languages** Common**Incorporeal AC** 14, touch 13, flat-footed 11; Dodge (+3 Dex, +1 natural)**Manifested AC** 21, touch 21, flat-footed 18; Dodge (+3 Dex, +8 deflection, +0 natural)**Miss Chance** 50% even when manifested**hp** 63 (14 HD)**Immune** undead immunities**Resist** turn resistance +4**Fort** +4, **Ref** +13, **Will** +11**Speed** 20 ft. (4 squares), fly 80 ft. (perfect); Flyby Attack**Melee** 2 claws +11/+6 (1d6; have no effect on non-ethereal creatures)**Ranged** +2 *crossbow* +16/+11 (1d8; 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested)**Base Atk** +11; **Grp** +11**Atk Options** draining touch**Special Actions** frightful moan**Special Actions** bardic music 11/day (countersong, fascinate, inspire courage, inspire competence, suggestion), captivating song, manifestation**Bard Spells Known** (CL 7th):3rd (2/day)—*haunting tune* (DC 22), *wounding whispers*2nd (4/day)—*blur* (DC 20), *hold person* (DC 21), *invisibility*; *sound burst* (DC 20)1st (5/day)—*charm person* (DC 20), *insidious rhythm* (DC 20), *inspirational boost*, *joyful noise*0 (3/day)—*dancing lights*, *daze* (DC 19), *flare* (DC 18), *songbird***Abilities** Str 10, Dex 18, Con —, Int 10, Wis 12, Cha 27**SQ** rejuvenation**Feats** Dodge, Extra Music, Flyby Attack, Persuasive, Spell Focus (Enchantment)

Skills Bluff +26, Concentration +16, Hide +11, Intimidate +12, Listen +15, Move Silently +3, Perform (oratory) +24, Search +10, Spot +11

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, MM:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally

against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

AQUATIC ELF GHOST FIGHTER 11 CR 13

**Stormwrack* 39

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., superior low-light vision, Listen +11, Spot +15

Languages Common, Elven

Incorporeal AC 18, touch 13, flat-footed 16

(+3 Dex, +5 sharkskin armor (+2), +1 natural)

Manifested AC 14, touch 14, flat-footed 11

(+3 Dex, +1 deflection, +0 natural)

Miss Chance 50% even when manifested
hp 60 (11 HD)

Immune undead immunities

Resist turn resistance +4

Fort +7, **Ref** +6, **Will** +3 (+5 against enchantments)

Speed 30 ft. (4 squares), swim 40 ft., fly 30 ft.

(perfect); Swim-By Attack

Melee +1 *ghost-touch trident* +17/+12/+7 (1d8+5, 19-20; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested) or

Melee incorporeal touch +6 (1d4 points drained from one ability score) or

Ranged +1 *aquatic crossbow* +15/+10/+5 (1d8; 19-20/x2; does no harm to material creatures)

Base Atk +11; **Grp** +14 (non-ethereal)

Atk Options Cleave, Combat Reflexes, Great Cleave, Point Blank Shot, Power Attack

Special Actions horrific appearance, manifestation

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

SQ gills, rejuvenation

Feats Cleave^B, Combat Reflexes^B, Great Cleave^B, Improved Critical, Improved Initiative, Point Blank Shot^B, Power Attack, Swim-By Attack, Weapon Focus (trident)^B, Weapon Specialization (trident)^B

Skills Bluff +1, Handle Animal +4, Hide +11, Intimidate +8, Listen +11, Move Silently +3, Ride +6, Search +10, Spot +15, Survival +4, Swim +14

Possessions aquatic crossbow, net, spear, +1 *ghost touch trident*

Superior Low-Light Vision (Ex) Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Horrific Appearance (Su) Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot

be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Skills An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

6: SHADOW, FEAR & LUNACY

ADVANCED DUNGEONBRED* HOUND OF GLOOM* CR 12

* *Dungeonscape* 112

***Lords of Madness* 153

NE Large aberration

Init +7; **Senses** darkvision 60 ft., Listen +17, scent, Spot +17

Languages Hound of Gloom, Undercommon (understood not spoken)

AC 27, touch 11, flat-footed 24 (-2 size, +3 Dex, +16 natural)

hp 266 (24 HD)

Fort +19 (+21 against disease and poison), **Ref** +13, **Will** +19

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

Melee bite +28 (3d6+10) and

2 claws +26 (1d8+5 plus poison) and

2 tentacle rakes +26 (1d8+5 plus poison)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +18; **Grp** +34

Atk Options Cleave, Combat Reflexes, Great Cleave, Improved Grab, Power Attack, poison (DC 23 Fort, 1d8 Dex/1d8 Dex), pounce

Abilities Str 34, Dex 16, Con 32, Int 10, Wis 17, Cha 10

SQ easy maintenance

Feats Cleave, Combat Reflexes, Endurance^B, Improved Initiative, Iron Will, Improved Natural Attack^B, Lightning Reflexes, Great Cleave, Great Fortitude, Multiattack, Power Attack

Skills Balance +10, Climb +25, Hide +1, Jump +27, Listen +17, Move Silently +11, Spot +17

Improved Grab (Ex) To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex) If a hound of gloom charges a foe, it can make a full attack, including two tentacle attacks.

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature). Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Skills Hounds of the gloom can always choose to take 10 on Climb checks, even if rushed or threatened.

8: DEADLY ENTERTAINMENT

AMBASSADOR

CR 14

Female half-fiend harpy bard 8

CE Medium outsider

Init +10; **Senses** darkvision 60 ft., Listen +19, Spot +17

Languages Common

AC 22, touch 16, flat-footed 18 (+6 Dex, +6 armor, +2 natural)

hp 70 (15 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 23

Fort +5, **Ref** +17, **Will** +14

Speed 20 ft. (4 squares), fly 80 ft. (average);

Melee +1 club +15/+10 (1d6+1) and bite +12 (1d6+1), and 2 claws +12 (1d4+1)

Base Atk +13; **Grp** +14

Atk Options captivating song, smite good 1/day (+7 damage)

Special Actions bardic music (countersong, *fascinate*, inspire competence, inspire courage +2, *suggestion*)

Bard Spells Known (CL 7th):

3rd (3/day)—*blink*; *deep slumber* (DC 21), *displacement*
2nd (5/day)—*blur* (DC 19), *glitterdust* (DC 19), *hold person* (DC 20), *invisibility*
1st (4/day)—*charm person* (DC 19), *insidious rhythm* (DC 19), *inspirational boost*, *joyful noise*
0 (3/day)—*dancing lights*, *daze* (DC 17), *flare* (DC 17), *know direction*, *lullaby* (DC 18), *songbird*

Spell-Like Abilities (CL 13th):

3/day—*darkness*, *poison* (DC 16), *unholy aura*
1/day—*blasphemy*; *contagion* (DC 20); *desecrate*, *unholy blight* (DC 21), *unhallow*

Combat Gear *gauntlets of the blazing arc*

Abilities Str 12, Dex 22, Con 12, Int 12, Wis 16, Cha 24

SQ bardic knowledge +7

Feats Dodge, Flyby Attack, Improved Initiative, MultiAttack, Persuasive, Spell Focus (Enchantment)

Skills Bluff +27, Diplomacy +33, Disguise +11 (+13 to act in character), Intimidate +31, Knowledge (history) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Listen +19, Perform (oratory) +27, Sense Motive +23, Spot +17,

Possessions combat gear plus *circlet of persuasion*, +1 *mithral shirt of blurring*, +1 *club*

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 20 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

AMBASSADOR'S GUARD CR 13

Female half-fiendish lamia

CE Huge outsider

Init +4; **Senses** darkvision 60 ft., Listen +15, Lowlight vision; Spot +23

Languages Common, Elven, Infernal, Undercommon

AC 28, touch 16, flat-footed 21; Dodge, Mobility (-2 size, +6 Dex, +1 armor, +1 deflection, +1 insight, +11 natural)

hp 180 (21 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 31

Fort +17, **Ref** +18, **Will** +12

Speed 60 ft., fly 60 ft. (average); Spring Attack

Melee touch +29 (1d4 Wis drain) or

Melee +1 *large falchion* +30/+25 (2d6+10; 19-20/x2) and 2 claws +20 (1d8+10) or

Melee 2 claws +29 (1d8+10; 19-20/x2) and bite +27 (12d6+10) or

Melee +1 *large falchion*+30/+25 (2d6+10; 19-20/x2) and bite +25 (2d6+10)

Ranged crossbow +26 (2d6; 19-20/x2)

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

Base Atk +21; **Grp** +34

Atk Options Combat Expertise, Improved Feint, smite good 1/day (+20 damage); Wisdom drain

Spell-Like Abilities (CL 21st):

At Will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 20), *darkness*, *major image* (DC 13), *mirror image*, *poison* (DC 19), *suggestion* (DC 15), *unholy aura* (DC 21), *unhallow* (DC 18)

1/day—*contagion* (DC 16), *deep slumber* (DC 13), *desecrate*, *destruction* (DC 19), *horrid wilting* (DC 21), *summon monster IX* (fiends only), *unholy blight* (DC 16)

Abilities Str 30, Dex 22, Con 20, Int 18, Wis 16, Cha 14

Feats Combat Expertise, Dodge, Improved Feint, Iron Will, Mobility, Multi-Attack, Spring Attack, Track

Skills Bluff +30, Concentration +29, Diplomacy +26, Disguise +26 (+28 acting in character), Hide +30, Intimidate +28, Knowledge (planes) +16, Listen +15, Move Silently +18, Search +13, Spot +23, Survival +13 (+15 on other planes; +15 Tracking)

Possessions combat gear plus *bracers of armor* +1, *gloves of Dexterity* +4, *dusty rose ioun stone*, *falchion* +1, *ring of protection* +1

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

3A: A PATH BENEATH THE WAVES

HALF-FIENDISH SLIME CHUUL CR 13

**Stormwrack* 163

CE Huge outsider (aquatic)

Init +5; **Senses** darkvision 60 ft., Listen +33, Spot +33

Languages Abyssal, Aquan, Common

AC 27, touch 16, flat-footed 25

(-2 size, +4 Dex, +2 deflection, +13 natural)

hp 150 (27 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 35

Fort +12, **Ref** +13, **Will** +16

Speed 20 ft., fly 20 ft., swim 20 ft.

Melee 2 claws +28 (3d8+10) and bite +26 (2d8+10)

Space 15 ft.; **Reach** 5 ft.

Base Atk +20; **Grp** +38

Atk Options Blind-Fight, Combat Expertise, Combat Reflexes, constrict 3d6+6, improved grab, paralytic tentacles (DC 17 Fort or paralyzed 6 rounds), smite good 1/day (+20 damage)

Spell-Like Abilities (CL 27th):

3/day—*darkness*, *poison*, *unholy aura*

1/day—*contagion* (DC 10), *desecrate*[†], *destruction* (DC 14), *horrid wilting* (DC 15), *summon monster* (fiends only), *unhallow*[†], *unholy blight* (DC 11)

[†] Already cast

Abilities Str 30, Dex 18, Con 20, Int 14, Wis 12, Cha 5

SQ amphibious, protective slime

Feats Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws), Multi-Attack

Skills Bluff +18, Concentration +18, Hide +26, Intimidate +20, Listen +33, Move Silently +11, Search +17, Spot +33, Swim +48

Constrict (Ex) An uchuulon deals 3d6+4 points of damage with a successful grapple attack

Improved Grab (Ex) To use this ability, an uchuulon must hit with a claw 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 or, on its next turn, transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex) An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes

1d8+2 points of damage each round from the creature's mandibles.

Protective Slime (Ex) The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hits made against the creature.

Skills An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

5: ENTRANCE TO MADNESS

HARPY GHOST BARD 9 CR 15

CE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., Listen +15, Spot +11

Languages Common

Incorporeal AC 14, touch 13, flat-footed 11; Dodge (+3 Dex, +1 natural)

Manifested AC 21, touch 21, flat-footed 18; Dodge (+3 Dex, +8 deflection, +0 natural)

Miss Chance 50% even when manifested

hp 69 (16 HD)

Resist turn resistance +4

Fort +4, **Ref** +14, **Will** +12

Speed 20 ft. (4 squares), fly 80 ft. (perfect); Flyby Attack

Melee 2 claws +12/+7 (1d6; have no effect on non-ethereal creatures)

Ranged +2 *crossbow* +17/+16 (1d8; 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested)

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

Atk Options draining touch

Special Actions frightful moan

Special Actions bardic music 13/day (inspire courage, inspire competence, suggestion), captivating song, manifestation

Bard Spells Known (CL 8th):

3rd (4/day)—*haunting tune* (DC 23), *wounding whispers*; *see invisibility*

2nd (5/day)—*blur* (DC 20), *hold person* (DC 22), *invisibility*; *sound burst* (DC 20)

1st (5/day)—*charm person* (DC 21), *insidious rhythm* (DC 21), *inspirational boost*, *joyful noise*
0 (3/day)—*dancing lights*, *daze* (DC 20 Will), *flare* (DC 18), *songbird*

Abilities Str 10, Dex 18, Con —, Int 10, Wis 12, Cha 27

SQ rejuvenation

Feats Dodge, Extra Music, Flyby Attack, Greater Spell Focus, Persuasive, Spell Focus (Enchantment)

Skills Bluff +26, Concentration +19, Hide +11, Intimidate +18, Listen +15, Move Silently +3, Perform (oratory) +27, Search +10, Spot +11

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Draining Touch (Su) A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, MM:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally

against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

AQUATIC ELF GHOST FIGHTER 13 CR 15

**Stormwrack* 39

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., superior low-light vision, Listen +11, Spot +15

Languages Common, Elven

Incorporeal AC 18, touch 13, flat-footed 16

(+3 Dex, +5 sharkskin armor (+2), +1 natural)

Manifested AC 14, touch 14, flat-footed 11

(+3 Dex, +1 deflection, +0 natural)

Miss Chance 50% even when manifested
hp 70 (13 HD)

Immune to sleep spells and effects,

Resist turn resistance +4

Fort +8, **Ref** +7, **Will** +4 (+6 against enchantments)

Speed 30 ft. (4 squares), swim 40 ft., fly 30 ft.

(perfect); Swim-By Attack

Melee +2 *ghost-touch trident* +20/+15/+10 (1d8+5, 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested) or

Melee incorporeal touch +13 (1d4 points drained from one ability score) or

Melee +2 *trident* +20/+15/10 (1d8+5, 19-20/x2; 50% chance of missing non-ethereal target, even when manifested; no harm when not manifested)

Ranged +1 *aquatic crossbow* +18/+13/+8 (1d8; 19-20/x2; does no harm to material creatures)

Base Atk +13; **Grp** +17 (non-ethereal)

Atk Options Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Point Blank Shot, Power Attack

Special Actions horrific appearance, manifestation

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

SQ gills, rejuvenation

Feats Blind-Fight^B, Cleave^B, Combat Reflexes^B, Great Cleave^B, Improved Critical, Improved Initiative, Point Blank Shot^B, Power Attack, Swim-By Attack, Track, Weapon Focus (*trident*)^B, Weapon Specialization (*trident*)^B

Skills Bluff +1, Handle Animal +4, Hide +11, Intimidate +8, Listen +11, Move Silently +3, Ride +6, Search +10, Spot +15, Survival +4, Swim +14

Possessions aquatic crossbow, net, spear, +1 *ghost-touch trident*

Superior Low-Light Vision (Ex) Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Horrific Appearance (Su) Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage,

and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.

A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, PH:118). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghosts manifest, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

Skills An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

6: SHADOW, FEAR & LUNACY

ADVANCED DUNGEONBRED* HOUND OF GLOOM** CR 12

* *Dungeonscape* 112

***Lords of Madness* 153

NE Large aberration

Init +7; **Senses** darkvision 60 ft., Listen +17, scent, Spot +17

Languages Hound of Gloom, Undercommon (understood not spoken)

AC 27, touch 11, flat-footed 24 (-2 size, +3 Dex, +16 natural)

hp 266 (24 HD)

Fort +19 (+21 against disease and poison), **Ref** +13, **Will** +19

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

Melee bite +28 (3d6+10) and

2 claws +26 (1d8+5 plus poison) and

2 tentacle rakes +26 (1d8+5 plus poison)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +18; **Grp** +34

Atk Options Cleave, Great Cleave, Combat Reflexes, Improved Grab, Power Attack, poison (DC 23 Fort, 1d8 Dex/1d8 Dex), pounce

Abilities Str 34, Dex 16, Con 32, Int 10, Wis 17, Cha 10

Special Qualities: easy maintenance,

Feats Endurance^B, Improved Initiative, Iron Will, Improved Natural Attack^B, Lightning Reflexes, Great Cleave, Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack

Skills Balance +10, Climb +25, Hide +1, Jump +27, Listen +17, Move Silently +11, Spot +17

Improved Grab (Ex) To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex) If a hound of gloom charges a foe, it can make a full attack, including two tentacle attacks.

Easy Maintenance (Ex) Dungeonbred monsters consume food and water as if they were one size smaller than they actually are (and thus two sizes smaller than the base creature. Further, all carnivorous dungeonbred monsters that are bred for the same dungeon will eat the same type of prey eagerly, regardless of the base creature used in each case, cutting down on the need to import exotic prey for different monsters.

Skills Hounds of the gloom have a +4 racial bonus on Listen and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

8: DEADLY ENTERTAINMENT

AMBASSADOR CR 16

Female half-fiend harpy bard 11

CE Medium outsider

Init +10; **Senses** darkvision 60 ft., Listen +20, Spot +18

Languages Common

AC 22, touch 16, flat-footed 18

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

hp 82 (18 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 23

Fort +6, **Ref** +18, **Will** +15

Speed 20 ft. (4 squares), fly 80 ft. (average);

Melee +1 *club* +17/+12 (1d6+1) and

bite +14 (1d6+1), and 2 claws +14 (1d4+1)

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

Atk Options captivating song, smite good 1/day (+7 damage)

Special Actions bardic music (countersong, *fascinate*, inspire competence, inspire courage +2, *suggestion*)

Bard Spells Known (CL 7th):

4th (3/day)—*break enchantment*, *dominate person* (DC 22), *greater invisibility*

3rd (5/day)—*blink*; *crushing despair* (DC 21), *deep slumber* (DC 21), *displacement*

2nd (5/day)—*blur* (DC 19), *glitterdust* (DC 19), *hold person* (DC 20), *invisibility*

1st (5/day)—*charm person* (DC 19), *insidious rhythm* (DC 19), *inspirational boost*, *joyful noise*

0 (3/day)—*dancing lights*, *daze* (DC 17), *flare* (DC 17), *know direction*, *lullaby* (DC 18), *songbird*

Spell-Like Abilities (CL 13th):

3/day—*darkness*, *poison* (DC 16), *unholy aura*

1/day—*blasphemy*; *contagion* (DC 20); *desecrate*, *unholy blight* (DC 21), *unhallow*

Combat Gear gauntlets of the blazing arc

Abilities Str 12, Dex 22, Con 12, Int 12, Wis 16, Cha 25

SQ bardic knowledge +7

Feats Dodge, Flyby Attack, Hover, Improved Initiative, MultiAttack, Persuasive, Spell Focus (Enchantment)

Skills Bluff +28, Diplomacy +34, Disguise +11 (+13 to act in character), Intimidate +32, Knowledge (history) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Listen +20, Perform (oratory) +29, Sense Motive +23, Spot +18,

Possessions combat gear plus *circlet of persuasion*, +1 mithral shirt of blurring, +1 club

Captivating Song (Su) When a harpy sings, all creatures (other than harpies), within a 300-foot spread must succeed on a DC 20 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like) the creature gets a second throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet6 of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

AMBASSADOR'S GUARD CR 13

Female half-fiendish lamia

CE Huge outsider

Init +10; **Senses** darkvision 60 ft. low-light vision;

Listen +18, Spot +29

Languages Common, Elven, Infernal, Undercommon

AC 28, touch 15, flat-footed 21; Dodge, Mobility (-2 size, +6 Dex, +2 armor, +1 deflection, +11 natural)

hp 240 (27 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 35

Fort +20, **Ref** +20, **Will** +14

Speed 60 ft. (6 squares), fly 60 ft. (average); Spring Attack

Melee touch +29 (1d4 Wis drain) or

Melee +1 *large falchion* +36/+31 (6d6+10; 15-20/x2) and 2 claws +26 (1d8+10) or

Melee 2 claws +35 (1d8+10) and bite +33 (12d6+10) or

Melee +1 *large falchion*+36/+31 (6d6+10; 15-20/x2) and bite +31 (2d6+10)

Ranged +1 *crossbow* +30 (2d6; 19-20/x2)

Space 20 ft.; **Reach** 10 ft.

Base Atk +27; **Grp** +40

Atk Options Combat Expertise, Improved Feint, smite good 1/day (+20 damage); Wisdom drain

Spell-Like Abilities (CL 21st):

At Will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 20), *darkness*, *major image* (DC 13), *mirror image*, *poison* (DC 19), *suggestion* (DC 15) *unholy aura* (DC 21), *unhallow* (DC 18)

1/day—*contagion* (DC 16); *deep slumber* (DC 13), *desecrate*; *destruction* (DC 19); *horrid wilting* (DC 21), *summon monster IX* (fiends only); *unholy blight* (DC 16)

Abilities Str 30, Dex 18, Con 20, Int 18, Wis 16, Cha 15

Feats Combat Expertise, Dodge, Improved Critical, Improved Feint, Improved Initiative, Iron Will, Mobility, Multi-Attack, Spring Attack, Track

Skills Bluff +36, Concentration +35, Diplomacy +32, Disguise +32 (+34 acting in character), Hide +38, Intimidate +34, Knowledge (planes) +19, Listen +18, Move Silently +19, Search +16, Spot +29, Survival +16 (+18 on other planes; +18 Tracking)

Possessions combat gear plus bracers of armor +2, *gloves of Dexterity* +4, *large falchion* +1, *ring of protection* +1

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

APPENDIX 2: NEW RULES ITEMS

Source: *Stormwrack* 93

FEATS

Aquatic Shot

You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision

Prerequisite: Point Blank Shot

Benefit: You can employ ranged weapons underwater at a reduced range increment. You do not take the normal penalty for making a ranged attack through water.

Thrown Weapons: You can use thrown piercing weapons underwater with a -2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.

Missile Weapons: You can use bows and crossbows underwater with a -2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.

Aquatic Longbow: You can fire an aquatic longbow (see page 107) underwater with a range increment of 30 feet.

In addition, water does not provide any cover against your ranged attacks if you are out of the water and firing at a target in the water! If your weapon's range increment is different underwater than it is above the water, count the water surface as the beginning of a new range increment, and use your underwater range increment after the point at which your weapon strikes the water.

Normal: Thrown weapons are not useable underwater. Ranged attacks through water normally receive a penalty of -2 for every 5 feet of water they pass through. An aquatic longbow has a range increment of 10 feet underwater. A target in water has improved cover or total cover against attacks from out of the water.

Source: *Stormwrack* 90-91

Extra Music

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic Music

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can gain this feat multiple times. Its effects stack.

Source: *Complete Adventurer* 109

Rapid Swimming

You are one with the water.

Prerequisite: Natural swim speed, base Fortitude save +2

Benefit: Your swim speed increases by 20 feet.

Swim-By Attack

You can attack in the middle of a fast pass by your opponent.

Prerequisite: Swim speed

Benefit: When swimming, you can take a move action and another standard action (such as an attack) at any point during the move. You cannot take a second move action during a round when you make a swim-by attack

Normal: Without this feat, you take a standard action either before or after your move, but not in the middle of your move.

Source: *Stormwrack* 94

INVOCATIONS

Beshadowed Blast

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *beshadowed blast*. Any living creature struck by a *beshadowed blast* must succeed on a Fortitude save or be blinded for 1 round.

Source: *Complete Arcane*: 132

Chilling Tentacles

Greater; 5th

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to the *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

Source: *Complete Arcane*: 132

Devil's Sight

Least; 2nd

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30 feet.

Source: *Complete Arcane*: 133

Devour Magic

Greater; 6th

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points. These temporary hit points fade after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the ones gained from the more recent spell, thus

resetting the duration. You cannot devour your own invocations.

Source: *Complete Arcane*: 133

Enervating Shadow

Greater; 5th

The dark powers cloak you and shield you from harm while draining vitality from nearby foes. This invocation grants you total concealment in any area that isn't brightly lit (it will not work in daylight or in the radius of a spell with the light descriptor). In addition, any living creature adjacent to you with this ability active must make a Fortitude saving throw at the beginning of its turn or take a -4 penalty to Strength for 5 rounds. Once a creature is affected by *enervating shadow*, it cannot be affected again by your *enervating shadow* for 24 hours. The duration of this ability is 5 rounds, and it can be countered or dispelled by any light spell or effect of equal or higher level.

Source: *Complete Arcane*: 133-134

Flee the Scene

Lesser; 4th

You can use *dimension door* as a spell-like ability, although the range is limited to short (25 ft. + 5 ft. /2 levels). When you use this ability, you leave behind a *major image* of yourself in your place that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.

Source: *Complete Arcane*: 134

Retributive Invisibility

Dark; 6th

You can use *greater invisibility* as the spell, but you can target only yourself with the invocation. If your *retributive invisibility* is dispelled, a shock wave releases from your body in a 20-foot-radius burst. This shock wave deals 4d6 points of sonic damage to all creatures in the area and stuns them for 1 round (a fortitude save halves the damage and negates the stunning effect).

Source: *Complete Arcane*: 135

See the Unseen

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

Source: *Complete Arcane*: 134

Voidsense

Lesser; 4th

You can sharpen your hearing and sight when you use this invocation, gaining blindsense out to 30 feet for 24 hours.

Source: *Complete Arcane*: 136

Voracious Dispelling

Lesser; 4th

You can use *dispel magic* as the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

Source: *Complete Arcane*: 136

Walk Unseen

Lesser; 2nd

You gain the ability to fade from view. You can use *invisibility* (self only), except the duration is 24 hours.

Source: *Complete Arcane*: 136

Word of Changing

Dark; 5th

You utter a powerful word that transforms a creature into an inoffensive form. This effect functions like a *baleful polymorph* spell, except that 24 hours after being transformed, the subject is entitled to a second saving throw (at its original base save bonus) to spontaneously resume its normal form. If this second save fails, it remains in its new form permanently or restored by some other means.

Source: *Complete Arcane*: 136

MUNDANE EQUIPMENT

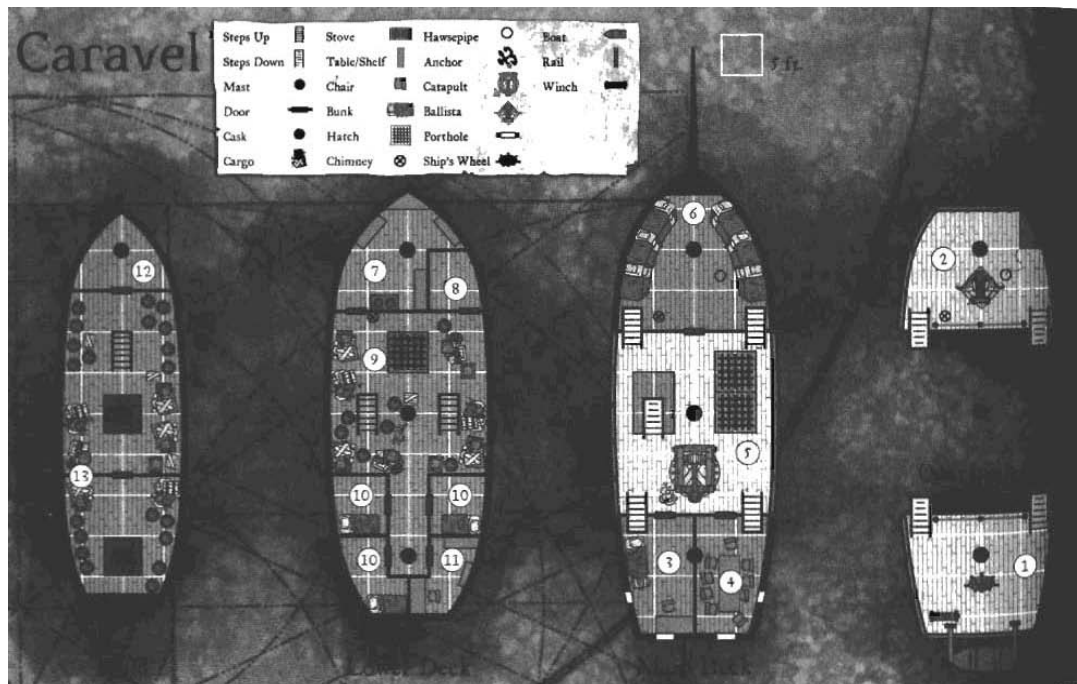
Aquatic Crossbow

This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by *aventi merfolk*, and *tritons*.

Source: *Stormwrack* 107

Caravel (Sailing Ship)

The caravel is a seaworthy, nimble ship that can handle long ocean crossings. It has a small forecastle and sterncastle, and three masts. A caravel is a smooth-hulled, full-decked vessel built on a strong internal frame. It is a relatively advanced design, and not every seafaring people have the skills and knowledge to build one.



Caravel: Colossal vehicle; Seaworthiness +4; Ship-handling +2; Speed wind x 30 ft. (average); Overall AC -3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); complement 30; Watch 7; Cargo 120 tons (Speed wind x 15 ft. if 60 tons or more); Cost 10,000 gp.

Source: *Stormwrack* 98

Harpoon

The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.

If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt). A harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check, while holding it, the harpooned creature can move only within the limits the rope allows (the trailing rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

Source: *Stormwrack* 107

Sharkskin

Armor

Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count

as armor spikes. Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made while the wearer is bound with rope or similar easily cut bindings.

Cost: 85 gp; Armor bonus +3; Max. Dex Bonus: +6; Armor check penalty: -1; Arcane Spell Failure chance: 10%; Speed 30 ft. (30 ft.), 20 ft. (20 ft.); Weight 15 lbs)

Source: *Stormwrack* 106

SPELLS

Haunting Tune

Compulsion (Enchantment) [Mind-Affecting, Sonic]

Level: Bard 3

Component: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The spell wrapped within your music makes even the most hard-hearted quail.

Targets that fail their saves become shaken.

Source: *Magic Item Compendium* 110

Insidious Rhythm

Compulsion (Enchantment) [Mind-Affecting]

Level: Bard 1

Component: V, S

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You recite a foolhardy ditty, tapping your foot in time. With a wink and a grin, you mark your target, who shortly thereafter follows suit.

The subject takes a -4 penalty on Intelligence-based skill checks and Concentration checks due to an endlessly recycling melody stuck in its mind. Whenever the subject attempts to cast, concentrate on, or direct a spell, it must succeed on a Concentration check (DC equal to the *insidious rhythm's* save DC + spell's level) or fail at the attempt.

Source: *Magic Item Compendium* 124

Inspirational Boost

Compulsion (Enchantment) [Mind-Affecting, Sonic]

Level: Bard 1

Component: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in affect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Magic Item Compendium* 124

Joyful Noise

Abjuration

Level: Bard 1

Component: V, S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: Concentration; see text

Saving Throw: None

Spell Resistance: No

You stamp your foot on the ground, creating a ripple of noise that unleashes suppressed sounds behind it.

You create sonic vibrations that negate any magical *silence* effect in the area. This zone of negation moves with you and lasts as long as you continue to concentrate.

The *silence* effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the joyful noise effect.

Source: *Magic Item Compendium* 127

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Component: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Source: *Magic Item Compendium* 151

Songbird

Transmutation

Level: Bard 0

Component: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: Performance + 1 hour, or until discharged; see text

You intone this simple spell and your control over your voice improves, your unruly hair straightens, and your flesh radiates a healthy glow. You're ready for showtime

You acquire an even greater charisma when you perform. Anyone who hears or views your performance becomes favorably inclined toward you. This spell grants you a +1 competence bonus on your next Charisma-based check involving any one person who saw the performance. This effect lasts for the duration of your performance and up to 1 hour immediately following. You must begin the performance within 1 hour of casting the spell for it to have any effect.

Source: *Magic Item Compendium* 195

Wounding Whispers

Abjuration

Level: Bard 3

Component: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

The words of this spell produce hissing, sibilant echoes that spin around you, invoking doom upon those who dare to harm you.

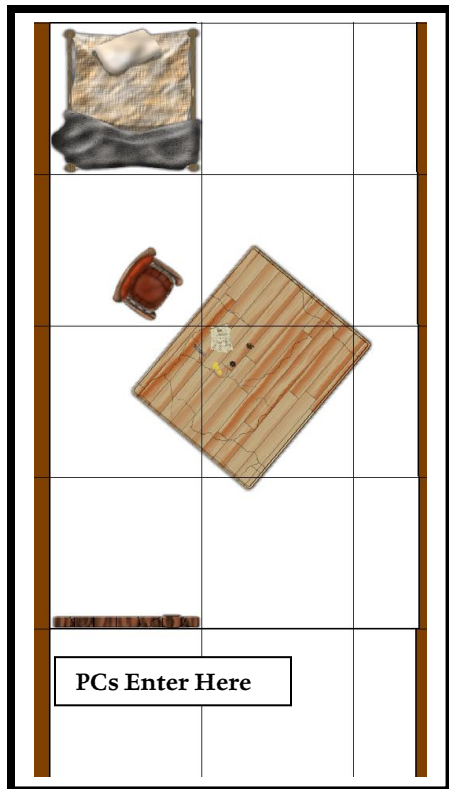
Any creature striking you with its body or a handheld weapon takes 1d6 points of sonic damage +1 point per caster level. If a creature has spell resistance, it applies to this damage. Weapons with reach, such as longswords, do not endanger their users in this way.

You cannot use this spell to deal damage to another target (for instance, with an unarmed attack or by forcing the whispers against a target). Only if another creature touches you does the effect deal damage.

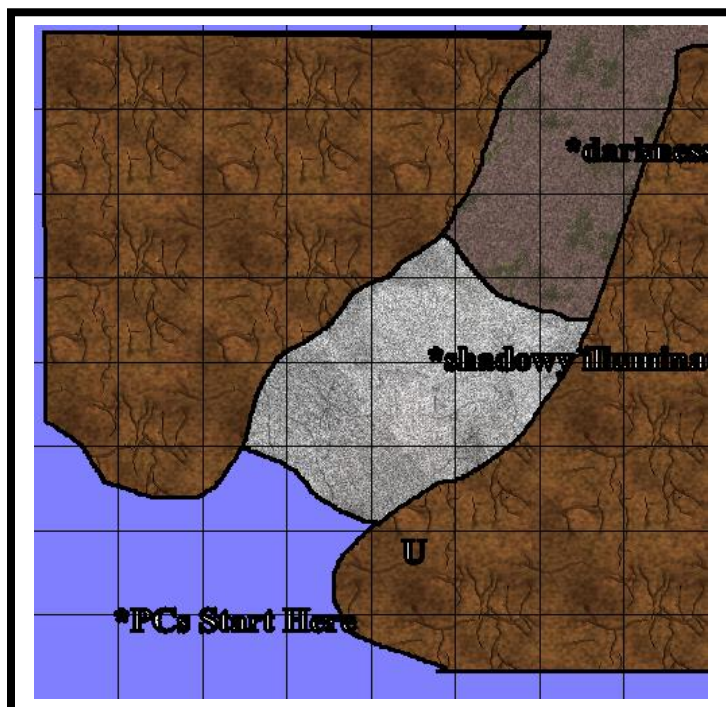
Source: *Magic Item Compendium* 243

DM MAPS

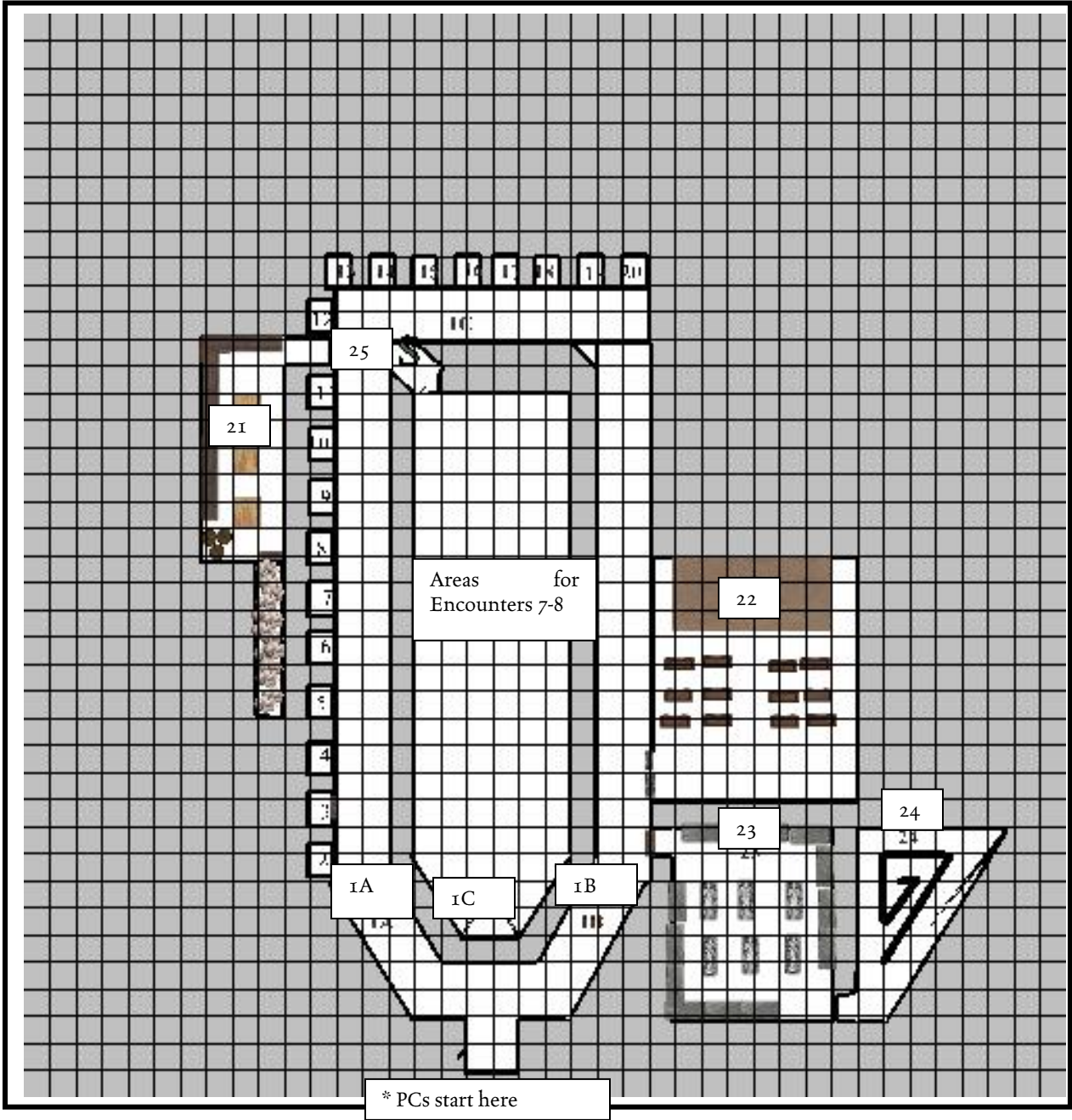
ENCOUNTER 2: GARDANZA'S CABIN



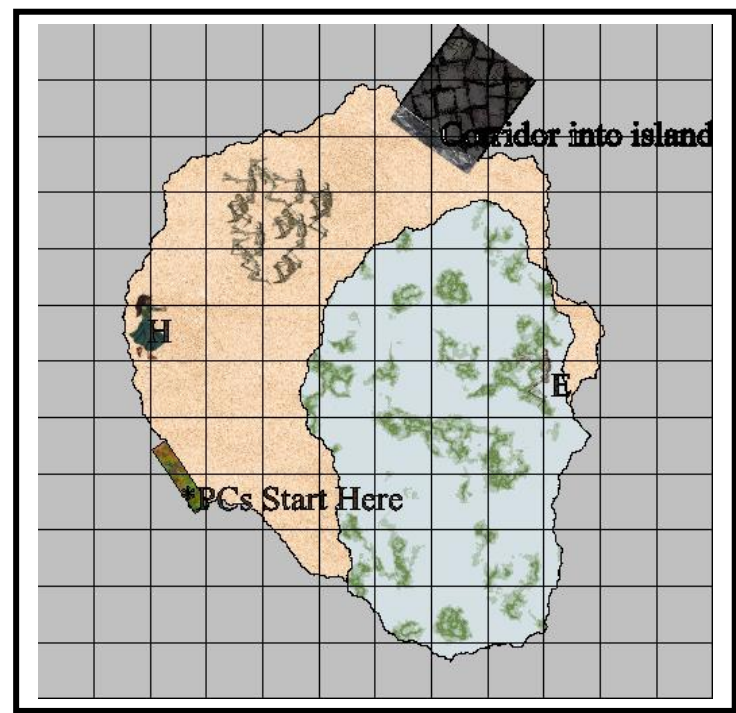
ENCOUNTER 3A: A PATH BENEATH THE WAVES



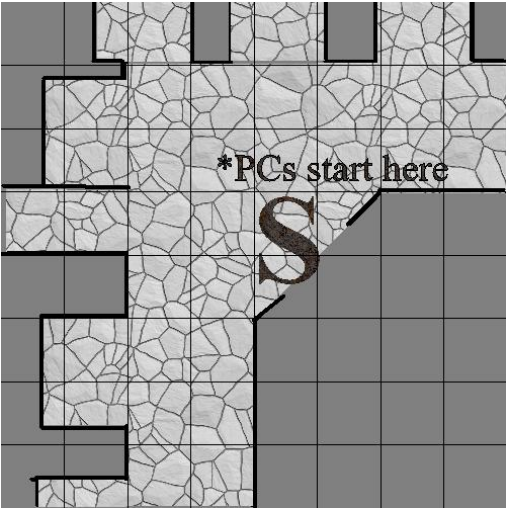
MALENDOR'S LAIR



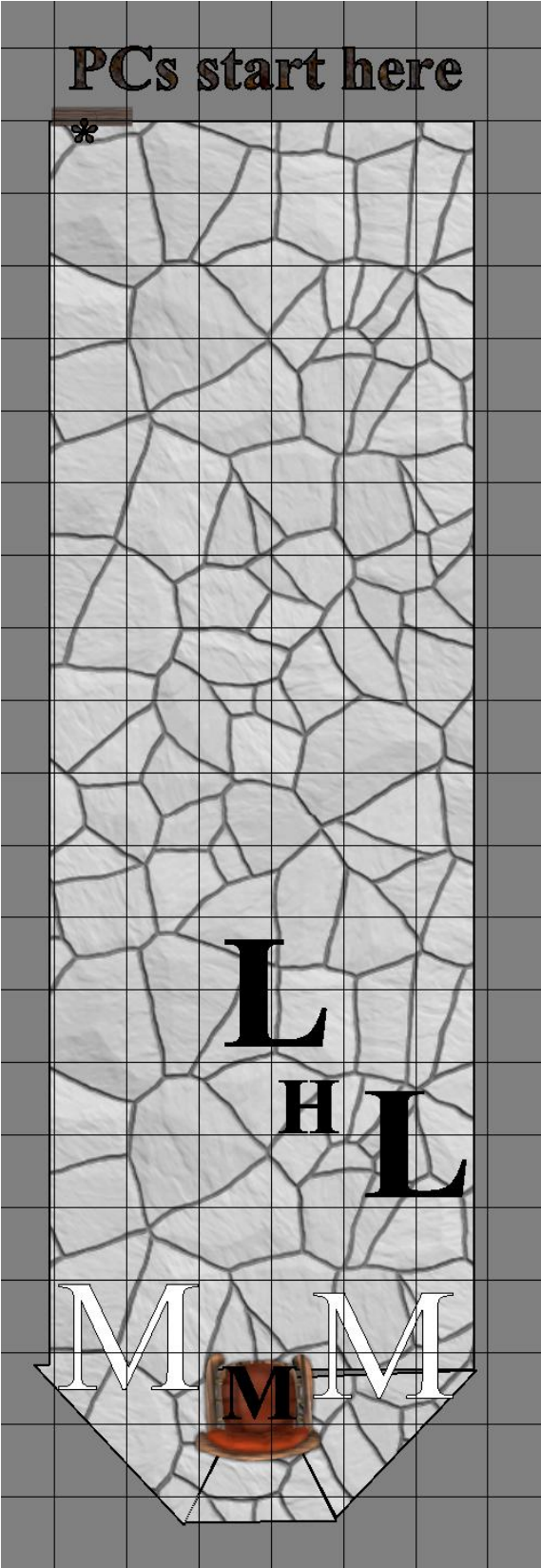
ENCOUNTER 5: ENTRANCE INTO MADNESS



ENCOUNTER 6: SHADOWS OF FEAR AND MADNESS



ENCOUNTER 8: DEADLY ENTERTAINMENT



H = Harpy Ambassador
L = Lamia
M = Malendor (big M = Marilith bodyguard)

PLAYER HANDOUT 1

The following note is penned on the parchment, left behind on the table in Gardanza's cabin.

The peoples of the sea will rise. They block the path and are the key to Malendor's home upon the Isle.