

FUR7-06

Where Angels Fear to Tread

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

Version 0.99

by Andrew Lloyd

Triad Reviewer: John du Bois

Circle Reviewer: Britt F. Frey

Playtesters: Pete Cooney, Brian Gray, Ken McRowe, Andrew Nuxoll, Shelley Stephen, Terry Stephen, Philip Tchou.

For years since Greyhawk Wars, the Razing Line has lain fallow; a dark shadow on the land near the great forest. But forests have shadows, too, and the land has an anger all its own; when both begin to spread, to whom does it fall to stop them? A loose sequel to FUR5-08 *Be Still My Beating Heart*, recommended for players with the Curse of Iniquity, as well as members of the Green Jerkins and the Order of the Hart. A one-round Furyondy Regional adventure for APLs 4-10.

Resources for this adventure include *Book of Exalted Deeds*, *Fiend Folio*, *Monster Manual III*, and *The Marklands*.

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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For questions specific to this document, please e-mail your contact.fur@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Furyondy. Characters native to that region pay 1 Time Units per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the wake of the Greyhawk Wars, a terrible scar was left on the land of northern Furyondy: the Razing Line, a stretch of blighted land created by the foul necromantic experiments conducted by Iuz's army. Rumors abound that the land remains infused with the residue of those atrocities . . . and the rumors are true.

This land has drawn the attention of two very different forces, whose convergence is the subject of this adventure.

The first is one who has interacted with the Razing Line before. The succubus Malystandirynx utilized the soil of that cursed land to develop the plague she used to decimate the small farming town of Grafton (in FUR5-08 *Be Still My Beating Heart*). Using her abilities as a fiend of possession, she released the disease into the populace, while masterfully framing the town's two clerics for the deed. Following the event, she slipped out of town by using her possession abilities to use one of her adventurer pawns as a new host; players who were possessed at the end of the module are marked with the Curse of Iniquity.

In the months since that event, however, she has come to believe that her choice of host was a poor one, and began to scheme for an opportunity for a new one, one better suited to her purposes. She has spent some time scouting in her ethereal form while her host slept, until at last she found a perfect candidate.

In the Vesve Forest not far from Castle Ehlenestra, a half-fey sorcerer by the name of Veldaje has hatched a

sinister plan. Disillusioned by the damage done to the forest during the war, as well as the continuing corruption of the land, he has concluded bitterly that there will be war on the forest until the forest rises up to strike down all who would harm it. Accordingly, he has hatched a plan to create a particularly dangerous form of fey: the ragewalker, a creature born of war and suffering, an ultimate weapon for the forest to use against its enemies. But such a creature can only be born from war, death, and misery . . . catalysts he intends to provide.

Accordingly, Veldaje has gathered the most wicked fey of the southern forests near Castle Ehlenestra to his cause, building them into his personal army with promises of blood to be spilled. Unbeknownst to them, however, his true plan is to use the energies of the Razing Line to create an army of the dead, and then turn that army against his own people, generating the kind of war and suffering necessary to birth the Ragewalker.

Hearing of this plan, Malys has become increasingly intrigued by this devious sorcerer, and has come to view him as the perfect host; his abilities and interest in necromantic alchemy are the perfect to supplement her own. Accordingly, she has hatched a plan of her own: to get her current carrier close enough to him while his defenses are down and claim him as her own. She plans to lead her host into knowledge of the plan, under the assumption that the foolish do-gooder will take her close in an attempt to foil him. Malys has no interest in seeing the half-fey's machinations actually come to fruition, of course; she's much more interested in making sure he escapes with his life so that he can be used in the future. She doesn't oppose them, however; she simply wants to ensure that her helpful pawns aren't given the chance to kill him while he's vulnerable.

Should Veldaje succeed, a powerful, uncontrollable destructive force will be unleashed upon the people of Furyondy. But should Malys succeed in attaining what might be her perfect host, the consequences for Furyondy may be even direr...

ADVENTURE SUMMARY

The adventure begins as the party returns from adventuring in the southern Vesve Forest.

Encounter 1: The PCs are stopped in the road by a Green Jerkin Scout named Shana Winsdotter, looking for help in investigating a strangeness in the woods by visiting a nearby fey glade. If no PCs begin the module with the Curse of Iniquity, Malys' initially possesses Shana, but passes to one of the players, who serves as a much better host.

Encounter 2: The PCs arrive at the fey glade to find a pixie being accosted by redcaps. If they are successful in saving her, she warns them of Veldaje's plan and entreats them to take this information to Lady Sharnalem at Castle Ehlenestra, in the hope that she can provide some aid once alerted to the danger. If the pixie does not survive, Shana suggests that they visit the castle to deliver word of what has happened in the glade itself.

Encounter 3: The PCs visit Castle Ehlenestra to speak with the Lady of the house. If they had not yet learned of Veldaje's plans, Lady Sharnalem fills them in, but mourns that she has no agents to send, and would at any rate be unable to perform the task herself due to her vows. She begs the PCs to deal with the threat, while her agents care for the pixie (if alive) and Shana returns to her superiors to seek additional aid.

Encounter 4: The party reaches the outskirts of Veldaje's camp, but are accosted by the "native" undead, who want to stop any interference in Veldaje's machinations (as more death and misery is always favorable to the undead).

Encounter 5: The PCs arrive at the ritual site, just in time to catch Veldaje busy channeling the spell. They must contend with his shadar-kai bodyguards while attempting to disrupt the ritual, while Malys makes her final play in her efforts to take his body.

Conclusion: If Veldaje succeeds, the PCs have to run for their lives lest his new creation destroy them. If he fails, but lives, he vows revenge before fleeing. If he dies, then not only have his own schemes been foiled, but Malys' as well. And if Malys takes his body, she escapes with a knowing smile and the potential to unleash an entirely new level of suffering upon the land.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?
- What defensive/protective magics or abilities do you always have active?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

As Malys' possession ability plays an integral role in the course of the adventure, it is highly advisable to review the mechanics presented in her stat-block, included at the end of this adventure. There are multiple cases in which said mechanics may affect the outcome of a combat and, of course, the adventure as a whole, so it is highly advisable to become as familiar with the rules as possible before they come up, to prevent undue interruptions of play. It is also recommended that you review Judge's Aid: Detecting and Defeating Malys to understand the ways in which her presence can be confirmed, and what measures can be taken to thwart her possession or dispose of her more permanently.

Before beginning, check to see if any players are afflicted with the Curse of Iniquity from FUR5-08 Be Still My Beating Heart. This "curse" is not actually a curse at all, but an effect of the character being Malys' current host.

If multiple characters have the Curse, use the guidelines presented in Judge's Aid: Malys' Preferences to choose the one most suitable to serve as the host during the adventure. Any other characters with the curse are safe from its effects during the adventure; only the particular one chosen to be the host is actually being possessed, so the effects of the curse cannot occur in any others who may have been hosts as well. Note, however, that any other bearers of the curse are more susceptible to further possession as outlined in the rules of the ability.

If no characters have the Curse of Iniquity, consult the Judge's Aid to order the characters by which she would prefer to possess. Ask the players to pre-roll a Will save; this will be used to determine which (if any) of the players become possessed during their first encounter with Shana (who, in the case of no PCs with the curse at the start of the adventure, is Malys' current victim).

Also, check whether any characters are members of the Green Jerkin Rangers or the Order of the Hart and their ranks in that organization, as certain NPCs will be more well-disposed to members of that order. Likewise, any PCs who have the enmity of either of these groups should be noted.

INTRODUCTION

The adventure begins with the characters having just returned from a trip, traveling east through the southern fringes of the Vesve Forest in northern Furyondy.

If there is one thing that can be said of those who choose the life of an adventurer, it is that they are well traveled. You and your companions are, of course, no exception, and your travels have most recently brought you to the southern edge of the Vesve Forest in northern Furyondy; having just returned from a diplomatic mission to the elves of the north, you agreed to travel together, at least until you are out of the forest. For some, this marks a return home; for others, simply another stop on the journey. Regardless, however, only a bit of travel to the east remains before you'll once again be out of the forest and on your way to your final destination.

Pause here for character introductions, as the PCs have been traveling together through the forest. When they are finished, proceed to the first encounter.

1: OUT IN THE WOODS

As the PCs continue on their way, they are stopped by a figure in the road, barring their way.

Though it is difficult to tell through the thick cover of leaves, Pelor's light through the branches comes from high in the sky above as you travel down the worn but wild path through forest. It has been days since you've seen another person; in fact, the forest seems quiet, as if even the birds and beasts are far away.

Thus, it is something of a welcome surprise when you see ahead in the road a woman clad in green and brown leathers waving you down. "Hail travelers!" she calls out. "Can I trouble you to stop a moment, and talk? I've a need for a bit of help, and you seem the sort that might be able to lend a hand."

Creature: The figure in question is one Shana Winsdotter, the Green Jerkin scout assigned to this section of the forest.

Shana Winsdotter: female human (Oeridian) ranger 2; see Appendix 1

Shana is a good ranger, but she's fairly inexperienced, and this assignment is her first serious one. Though she's not aware of the specific happenings in the nearby forest, she's become increasingly uneasy about the atmosphere of the place. Being conscious of her inexperience, however, she has thus far hesitated to take any direct action; with the presence of the PCs, however, she has decided to take the chance in asking them to assist, rather than taking the much longer trip back to civilization to put in a call for more official back-up.

Shana introduces herself to the PCs, and then proceeds to explain the situation. Of late, she has noticed that there is a strange air about the forest, one that makes her increasingly ill at ease. She explains that the forest is too quiet, and that she's not seen any of the fey that normally are common in the area, which is not far from the Castle Ehlenestra, for several days. Being somewhat concerned, she would like the PCs to accompany her to investigate a fey glade, located not far from where they are.

Divine spellcasters who draw their power from nature, or who worship a deity with strong connections to it, may make a DC 15 Knowledge (nature) check to confirm Shana's impressions. The forest is far too quiet, and it seems to resonate with a sense of what is almost anger.

Shana is happy to answer any questions that the PCs might have for her; a few of what are likely to be the most common, and the responses, are included below. When roleplaying Shanna, play up her nervousness and inexperience, to help build tension.

- Why do you feel like you need our help? *As you may have surmised, I'm something of a new recruit; my order is a bit short-handed of late, with our*

increasingly large responsibilities. The number of dangers coming from the wilds in Furyondy has increased a great deal since the last war, and even more experienced rangers are having trouble maintaining order by themselves. I'm not sure exactly what's going on here, but it seems to me that it can't hurt to ask for a bit of aid when it's needed.

- Who are these fey that we're going to meet? *The land around Castle Ehlenestra is full of fey, of a number of kinds. They're far more in tune with the forest than I, and I thought it might be wise to consult them about what's going on. I don't really know any of them very well, but I know they're a bit friendlier to mortals than average.*
- Isn't there anyone else to speak to? *I could take this information back to my order, but that would take days. And while I could report to Lady Sharnalem, I'm hesitant to disturb her until I have something a little more solid. Visiting the glade is my best chance to get that evidence.*

While Shana and the PCs speak, Malys initiates her own plans.

If no PC has the Curse of Iniquity, Malys is currently residing in Shana. However, she recognizes the PCs as superior hosts, and so attempts to “move” to one of them, by leaving Shana in her ethereal form, and then trying to possess the PCs instead. Compare the saves rolled by players at the beginning of the adventure against Malys' possession ability (DC 24), in the order which she would “prefer” them as hosts (ranked according to the qualifications in the Judge's Aid: Malys' Preferences). Any players on the list who succeed on the save before reaching one that fails it (and thus becomes her host) feel a strange tickling sensation at the back of their minds; their first clue that things may not be all that they seem.

Once Malys has a host, if the PCs seem reluctant to follow Shana, she uses her suggestion ability to try to force her host to convince her companions to comply.

When the PCs agree to visit the glade, proceed to Encounter 2.

2: THE TAINTED GLADE

Shana leads the party south through the forest, towards where she believes the glade to be.

You have not been walking long before the forest seems to become denser and wilder than the sections you had been traveling through before. Just as you begin to think that this truly seems the sort of enchanted forest one might expect to meet the fey in, however, your ears are pierced by a high-pitched scream of fear and pain.

Hurrying forward, you pass through the foliage and into the edge of a small clearing which must be the glade of which Shana had spoken. What you see there, however, is a scene of slaughter; delicate

bodies of pixies and dryads litter the ground. The source of the earlier scream is revealed as the sole pixie left standing, backed up against a tree with a look of horror on her face. Standing in front of her is a horrible little creature; it looks something like a small, stooped old man wearing a blood-red hat and wielding a scythe far larger than him. His lips are split in a wide and wicked smile, revealing a mouth full of hideous sharp and pointy teeth. He advances on her with deadly intent. The pixie, and the entire glade, is covered in some sort of clinging, golden powder.

Shana gasps in horror at the sight... attracting the attention of another of the creatures in your direction!

The creatures in question are redcaps, bloodthirsty and vicious fey in the service of Veldaje who have come to purge a glade of fey who would not support his schemes. The redcaps took the glade by surprise, using a pouch of glitterdust powder to prevent the pixies from fleeing invisibly and slaughtering the rest before they had a chance to flee.

CREATURES

APL 4 (EL 6)

Redcap (4): hp 22 each; see Appendix 1

Pixie; hp 3; *Monster Manual* 236

APL 6 (EL 8)

Redcap, advanced (4): hp 45 each; see Appendix 1

Pixie; hp 3; *Monster Manual* 236

APL 8 (EL 10)

Redcap, advanced (4): hp 76 each; see Appendix 1

Pixie; hp 3; *Monster Manual* 236

APL 10 (EL 12)

Redcap, advanced (4): hp 147 each; see Appendix 1

Pixie; hp 3; *Monster Manual* 236

Tactics: The redcap menacing the pixie remains focused on his prey until she is dealt with, or he is interrupted by the PCs. If he hits her, do not roll damage; instead, she is immediately reduced to -5 hp (this is to give the players a chance to save her; using normal damage mechanics, he is quite likely to simply kill her outright). Allow a DC 15 Heal check at range for the players to determine that she isn't dead just yet. Make stabilization rolls as normal until she is either saved or dies from the wound.

The other redcaps advance on the party and attack, preferably with their scythes. They make full and liberal use of their Power Attack feat whenever it is prudent to do so. Redcaps who are killed leave no bodies; their forms simply vanish from existence, leaving behind a single tooth.

Shana stays out of the fight as much as possible; she recognizes that she's of little use here. Instead, she tries

her best to stay out of the line of fire; she tries to flank around to reach the pixie if possible.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot: ogp; Coin ogp; Magic: 333gp; 4 redcap's tooth (83gp each); Total: 333gp.

APL 6: Loot: ogp; Coin ogp; Magic: 333gp; 4 redcap's tooth (83gp each); Total: 333gp.

APL 8: Loot: ogp; Coin ogp; Magic: 333gp; 4 redcap's tooth (83gp each); Total: 333gp.

APL 10: Loot: ogp; Coin ogp; Magic: 333gp; 4 redcap's tooth (83gp each); Total: 333gp.

Detect Magic Results: redcap's tooth (faint transmutation)

Development: If the pixie (whose name is Bella) survives, and is able to be made conscious, she breathlessly informs the party that the redcaps were minions of the "half-breed Veldaje," and that they were sent to kill her and her friends because they opposed his plot to unleash Rage upon the people of Furyondy. She begs the players to take her to Lady Sharnalem, so that she can beg for her help in stopping the plot.

If she dies, or remains unconscious, it is instead Shana who recommends that the party pay a visit to Lady Sharnalem, to inform her of this attack and seek her counsel.

3: OUR LADY OF THE FOREST

The journey to the Castle Ehlenestra is short and uneventful, as it lies less than half a day's travel from the site of the attack. If Bella remains unconscious, she mumbles in her sleep as they travel, speaking of Sylvan of needing to "stop the Rage."

Your steps quicken as you see the first signs of the stone walls in the distance. The buildings that rise over them, however, are constructed of heavy wood rather than stone, though their architecture is by no means crude. A second wall can be seen adjacent to the castle, built high and of wood around a section of the forest, and stretching far off into the distance.

The other wall surrounds a glade that serves as the home of a number of fey in the service of Lady Sharnalem. It is, however, currently all but abandoned, as its residents are currently away attempting to minimize the damage done by Veldaje and his minions.

The PCs are stopped at the gate by a pair of guards, who ask their business in the city. They are particularly suspicious or concerned if the PCs bring with them an unconscious Bella. Once they have explained the nature of their visit (corroborated by Shana, who is known in the area), they are allowed within the walls and lead towards the court where Sharnalem awaits.

As soon as you enter the castle grounds, you are nearly overwhelmed by the palpable aura of magic

that permeates this place. Even the most unattuned to the presence of such things cannot help but get goose bumps on the back of his neck; it's a wonder almost that it doesn't crackle through the air. Between this aura and the strange construction of the buildings here (being of exotic and hearty wood rather than the more traditional stone), the experience is more than a little eerie. Adding to the effect are what appear to be packs of un-minded dogs, wolves, and tyrgs (a rare species of intelligent magical canine resembling a cross between a wild dog and a great spotted cat) that wander about the castle grounds as if defending their territory!

Tyrgs are about as intelligent as orcs, but incapable of speech. The ones found in the castle were personally trained by Lady Sharnalem to hunt and kill goblinoid creatures that threaten the forests. Also mixed among the more mundane canines are mist wolves, highly intelligent (similar to humans) creatures that resemble normal wolves and are staunch champions of good.

If Malys did not successfully possess a PC, she instead chooses to remain outside the castle in her ethereal form, as she sees no need to risk entry without a host (she does not consider Shana a good enough host to risk even the small chance of exposure within the castle). If Malys currently inhabits a PC, or any of the PCs carry another form of similar taint (such as an effect that would cause them to detect as evil or otherwise bear an evil essence or aura), as they approach the entryway of the castle proper, the dogs that line the path stop to growl and raise their hackles. A DC 15 Handle Animal or DC 10 Wild Empathy check can calm them down as well as identify the seeming source of their ire to be the character who currently serving as her host (or the one bearing another form of evil taint). If asked, the guard simply shrugs and states that sometimes the animals take a dislike to newcomers; in truth, he plans to report this development to Lady Sharnalem, as he knows that their dislike is usually a sign of something deeper. Even if not placated, the dogs do not attack, though they remain wary. This may serve as a clue for the PCs that something strange is afoot.

At last, the PCs are brought before the lady of the house.

While not as lavish as some audience chambers, the simple room seems more fitting of the castle than such might be; though the furnishings are simple, they are of exceedingly fine quality, and constructed from rare and exotic woods. Indeed, it is likely that no simple carving knife wrought the intricate detail of the chair in which sits the lady of the house,

The Lady Sharnalem herself regards you thoughtfully as you are shown in, her auburn-gold hair falling unbound about her shoulders. While her bearing makes it clear that she is used to ruling, she wears only finely-crafted leathers, and a blue-hilted longsword rests lightly against her chair. "Greetings,

adventurers. I understand you've something to share with me?"

Sharnalem listens patiently throughout the PCs description of events, nodding patiently. If they brought Bella with them, she gratefully accepts the pixie into her care, having one of her guards take him to be cared for by one of her clerics (regardless of whether she is in immediate danger; Sharnalem is equally concerned with her emotional state after the tragedy).

"It is as I had feared, then," Sharnalem says gravely as you complete your tale. "Perhaps I can shed a bit of light upon this tragedy.

"The creatures you dispatched were servants of a sorcerer by the name of Veldaje, a half-fey from the Vesve who remains bitter about the injuries his home suffered during the wars. Unfortunately, bitterness and power are a poor mix.

"Veldaje has decided that the only way to end the battles that threaten his home is the destruction of everything that might threaten it, be it goblin, demon, or human. To that end, he plans to commit an atrocity so vile that it will force nature itself to rise up against its supposed oppressors. His plans would give birth to a creature known as a ragewalker, an evil and dangerous fey that embodies the spirit of war, conflict, and slaughter in the same manner that a dryad embodies the spirit of a tree. The destruction that can be wrought by such a creature is unimaginable.

"My agents in the forest have been observing Veldaje and his agents as best they can, but my resources are spread thinly, and until now I had not been certain that there was anything to his plans but the ravings of a madman. But given your story of his agents' actions and a report from my hounds that Veldaje has taken some of his most loyal followers and marched northeast towards the Razing Line, I fear for the worst.

"Unfortunately, my own agents remain preoccupied. I wonder if, perhaps, I might be able to recruit you to deal with this situation in my service. Veldaje's plan is a danger to our kingdom and all of its people, and he cannot be allowed to succeed. Should you succeed in this task, you would have my deepest gratitude, and be rewarded accordingly, of course."

At this point, Sharnalem pauses to allow the PCs to accept or refuse her offer, as well as to answer any questions they might have that she is able to. While she is aware of the scope of Veldaje's plans, the details are mostly unknown to her, and she has no knowledge of Malys or her plans. Some likely questions and their answers are as follows:

- Why is Veldaje doing this? What does he hope to gain?
I fear that Veldaje is quite mad. Though I too weep for the suffering that these lands have

suffered from our wars, to him vengeance has become an obsession.

- Why is he traveling to the Razing Line? *I can only guess, but my suspicion is that he plans to utilize that blighted soil to power whatever atrocity he has in mind. Ragewalkers can be born only from the most horrific of battles; he is likely planning to use the lingering malevolence left there by Iuz's minions to create a large number of undead. To what purpose he will then direct them, I know not, nor do I care to learn.*
- Don't you have other agents to take care of this? *As I said, my agents are currently irrevocably tied up dealing with the more immediate damage Veldaje has caused, as well as a number of other matters of vital importance to the kingdom. Unfortunately, his timing could not have been worse; it will be days before I can gather suitable agents to attend to this matter if you do not.*
- Why not take care of this yourself? *I would take care of it personally, were it not for my vows. As a swanmay I have taken a sacred vow to refrain from contact with the dead, and in light of the horrors already committed there, simply setting foot on the fringes of the Razing Line would be a violation of that sacred oath. My hands, are, regrettably, tied; you and your companions are the only ones I can entreat to prevent this ritual.*
- Why did the hounds outside growl at us? *I am not certain. My packs are, however, more perceptive than you might expect; perhaps they smelt something about you that they found distressing.* If this question is asked, Sharnalem makes certain to detect evil the party at some point before they leave the castle, as she's learned to trust the instincts of her hounds. She is, however, unable to detect Malys' presence, though she will immediately order any PCs who detect as evil from another source detained until he or she can provide a reasonable and confirmable explanation for why it is so. A DC 15 Sense Motive check reveals that she seems suspicious of the character in question after this question is asked, but she denies it if questioned.
- What kinds of followers can we expect to have to face? *Veldaje's minions are primarily evil fey of all sorts, but given that he intends to utilize the Razing Line, it would be no surprise to find some forms of undead among them.*

When the PCs accept the mission, Lady Sharnalem offers them lodging and food for the night, suggesting that they set out at dawn, as traveling through the forest at night is exceedingly dangerous. She insists that the PCs borrow mounts from her stables if they have none; the Razing Line is far off, and if the PCs do not ride, they are far too late to stop Veldaje. If the PCs still seem reluctant, Malys uses her suggestion ability to convince her host of the

wisdom of the plan; she has just as much vested interest in reaching Veldaje as the PCs, after all.

At this point, Shana declines her invitation, saying that she needs to take word of these events back to her superiors. She thanks the PCs graciously for their assistance, and wishes them luck in their quest, before leaving and making haste for the nearest higher-ranking Green Jerkin.

Sharnalem summons the guards to show the PCs to their room, warning them not to wander the castle, as the halls can be somewhat . . . confusing to newcomers. In fact, the castle is deeply magical, full of illusions and strange tricks that would lead a PC wandering without a guide to quickly become lost, and so this is no idle warning. If required, however, she sends her retainers to guide the PCs to purchase any basic supplies (items from the PHB, as well as items from the PHB made from cold iron or alchemical silver) they might require. Sharnalem is also served by a 6th-level cleric of Corellon Larethian and an 8th-level cleric of Ehlonna, should the PCs need to purchase spellcasting services. While there is only a 25% chance that the clerics have a given spell that the PCs request that night, in the morning the clerics are able to prepare and cast any cleric spell listed as Open in the *Living Greyhawk Campaign Standards*.

Development: If the PCs choose to utilize instantaneous (or nearly so) magical travel to reach the Razing Line, Sharnalem encourages them to do so immediately; as a result, they come to the camp at the same time of day as they would have otherwise. In this case, simply omit any references to the intervening travel. However, as they do not know the precise location of Veldaje's camp, without using divinatory magics ahead of time, they will still have to spend some time searching for its precise location upon arrival.

4: DISJUNCTION

The edge of the Razing Line is a long way from Castle Ehlenestra, so the PCs need to keep a brisk pace to reach it, though not quite so much so that they'd need to worry about fatigue. Such a pace gets them to the camp at sunset, in time to interrupt the ritual before it completes. As they approach the site of Veldaje's camp, however, they find it seemingly deserted.

As the sun sets, you come upon the edge of what appears to have been Veldaje's camp, kept just out of sight of the line itself, as if even the wicked fey Veldaje has gathered are nervous at the mark of profanity upon the land that lies just beyond. As you approach, however, it becomes obvious that this camp has been abandoned; it seems your arrival has come after the ritual has already begun!

Beyond this point, no animal not bonded to its owner in some way (such as familiars, animal companions, or paladin mounts) travel closer to the ritual as the deeply

unnatural and defiled terrain is terrifying to a normal animal; the PCs must leave them if they want to continue. If the PCs were riding horses borrowed from Sharnalem, the horses wait patiently where they are tied, but refuse to step any closer to the camp.

As you approach the camp, a flicker of movement catches your eye: a shadow seems slightly out of place...

CREATURES

APL 4 (EL 5)

Shadow (1): hp 19; *Monster Manual* 221-222

Allip (1): hp 26; *Monster Manual* 10

APL 6 (EL 7)

Shadow (2): hp 19; *Monster Manual* 221-222

Allip (2): hp 26; *Monster Manual* 10

APL 8 (EL 9)

Greater Shadow (1): hp 58; *Monster Manual* 221-222

Allip, Advanced (2): hp 52; see *Appendix 1*

APL 10 (EL 11)

Greater Shadow (2): hp 58; *Monster Manual* 221-222

Allip, advanced (2): hp 104; see *Appendix 1*

Tactics: This encounter takes place essentially out in the open; place the undead about 30 ft. from the party at the beginning of the combat, as this is the distance at which the silently moving incorporeal undead emerge from the ground (if the PCs have unusual means to detect such creatures, modify the encounter distance accordingly). The undead are natives of the Razing Line who happen to approve of the chaos to come. As such, they seek to prevent the meddling of any third parties, in this case the PCs. They attack relentlessly, until either the PCs are slain or they are.

During the fight, Malys readies an action to use her Control Creature ability to take short-term control of her host if he gets within 10 ft. of the allips. If she succeeds, she takes advantage of the situation to expose her host to the allips' Wisdom-draining attacks by moving him to provoke an attack of opportunity, then relinquishing control. The reason for this is simple: if the host suffers Wisdom damage now, he or she becomes even less able to resist her at the critical juncture. The PC in question experiences this as a strange, momentary blackout; another clue that something more is happening than it may appear.

Development: Once the undead are destroyed, the PCs have a seemingly free path towards the location Veldaje has chosen for his ritual...

5: ASCENDANCE

The PCs have at last arrived at the site of the ritual, and the critical moment is at hand, for both Veldaje and Malys.

You crest a ridge to find yourselves overlooking the blasted, barren land of the Razing Line. You can vaguely see in the dim moonlight a number of figures moving about on the tainted soil, moving or dragging things towards a central position. But it is not the activity on the line itself that draws your attention, but the figure standing alone on a hill just before it, surrounded by torches burning with sickly green flames. Even if his tell-tale wings, like those of a coal-black moth, were not visible in the torchlight surrounding the ritual circle in which he stands, you would know him for Veldaje at a glance. His bearing is that of one exulting in triumph, and from the baritone chanting sound you can make out as the wind picks up, it seems that his ritual is already well underway...

CREATURES

ALL APLs

Veldaje: half-fey sorcerer 12; hp 37; see Appendix 1

Though Veldaje may appear alone, in truth he is attended by his elite guard: a group of shadar-kai, shadow fey who use their ability to remain hidden in plain sight when not in direct sunlight (or the effects of a *daylight* spell) to protect their master unobserved.

APL 4 (EL 7)

Shadar-kai (4); hp 10; see Appendix 1

APL 6 (EL 9)

Shadar-kai rogue 2 (4); hp 22; see Appendix 1

APL 8 (EL 11)

Shadar-kai rogue 4 (4); hp 31; see Appendix 1

APL 10 (EL 13)

Shadar-kai rogue 4/assassin 2 (4); hp 40; see Appendix 1

Tactics: Veldaje's invocation takes 10 more rounds to complete after the PCs have reached him, so combat rounds should be initiated immediately after finishing the text above. The ritual itself is essentially an extended casting, and so Veldaje can do nothing except continue the incantation until he is interrupted, killed, or he completes it. Follow the rules for interrupting spellcasting on page 170 of the *Player's Handbook* to determine if the PCs' attacks succeed in preventing his casting. Veldaje is protected only by a limited number of long-duration defensive spells (included in his stat block); his ritual requires that he not use any objects of

magic, as they would interfere with his personal arcane resonance. If his casting is interrupted in any way, he is immediately stunned for one round by the backlash of necromantic energy.

For their part, the shadar-kai are not willing to stand back and allow their master to be attacked in his moment of weakness. As soon as they spot the PCs, they move to engage; preferably striking from stealth, but they act more overtly if necessary (such as charging PCs or those who try to stay back and attack from range). Being rogues, they use tactics appropriate to their skills, moving to flank to put their sneak attack ability to its maximum use. Their targeting prioritizes those attempting to strike at Veldaje from range, and they also attempt to tie up melee combatants who seem inclined to rush at their master. They are quite devoted to their master, and fight to the death while he remains on the field; if he is killed or forced to flee, however, they retreat if the battle seems unfavorable.

At higher APLs, the shadar-kai possess assassin levels; however, the nature of the fight makes it somewhat unlikely that they have the opportunity to utilize their death attacks, unless the PCs dally without attacking or approaching Veldaje, giving them the opportunity to observe them for the necessary number of rounds. They do, however, make full use of their ability to use poisons, as noted in their statistics.

In this final battle, Malys abandons her previous pretexts of subtlety. When her turn in the initiative order arrives, she first uses her Ally or Enemy ability to give her host a -4 profane penalty to his Wisdom score as a free action, then attempts to seize control of her host with her Control Creature ability. If she succeeds, she moves her host forward until he encounters the guards. She suspects that Veldaje has not left himself entirely defenseless, and so she plans to use her hapless host to absorb whatever trap or trick the sorcerer has up his sleeves. Once she finds them, she releases both control and possession of her host, exiting his body in her ethereal form to assault Veldaje himself.

If she fails, she simply leaves her host and observes in her ethereal form until the shadow fey are revealed. As usual, she is easier to detect in her ethereal form than when she is in a host, as discussed in the "Detecting Malys" appendix.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot: 66 gp; Coin 100 gp; Magic: 224 gp; 4 +1 gal-ralan (54 gp each), 4 *night extract* (2 gp each); Total: 390 gp.

APL 6: Loot: 266 gp; Coin 100 gp; Magic: 224 gp; 4 +1 gal-ralan (54 gp each), 4 *night extract* (2 gp each); Total: 590 gp.

APL 8: Loot: 166 gp; Coin 100 gp; Magic: 1000 gp; 4 +1 *spiked chain* (194 gp each) 4 +1 *gal-ralan* (54 gp each), 4 *night extract* (2 gp each); Total: 1266 gp.

APL 10: Loot: 274 gp; Coin 100gp; Magic: 2008 gp; 4 +1 *spiked chain* (194 gp each), 4 +1 *studded leather armor* (98 gp each), +2 *gal-ralan* (208 gp each), 4 *night extract* (8gp each)Total: 2382 gp.

Detect Magic Results: *gal-ralan* (faint transmutation), *night extract* (faint evocation), +1 *spiked chain* (faint transmutation), +1 *studded leather* (faint transmutation)

Development: If Malys reaches Veldaje before the PCs kill him or drive him away, she possesses him. Don't roll a Will save for Veldaje; he has essentially had to lower his defenses against possessive magic to conduct his ritual. If she succeeds, she spends her next action plundering his mind for his knowledge and information and uses Control Creature to take control of him the following round, breaking his concentration. After the stun wears off, read the following:

Veldaje turns as he recovers from the backlash of necromantic energy caused when his chanting was interrupted, regarding you with a malevolent smile. His voice is strangely triumphant, and has a different timbre than when he was incanting. "Thank you, my dear pawns, for leading me to this exquisite prize. I do apologize that I can't stay and chat, but I'm afraid we need to be going now. I do look forward to our next encounter."

She then attempts to use his teleport spell to escape, leaving the shadar-kai to fend for themselves. When the battle is resolved, proceed to Conclusion A if Veldaje and Malys escape, or Conclusion C if he is killed.

If Veldaje's concentration is broken without Malys gaining control of him, read the following when the stun wears off:

Veldaje turns to face you, his face a mask of rage. "Curse you, meddling mortals! You have no idea the kind of error you have committed this day. Know that you have made a powerful enemy in me . . . something you will come to regret in the days to come."

In the backs of your minds, you seem to hear a feminine voice. "More impressive than I'd thought, to deny me my prize. You have won today . . . but time is, after all, my greatest ally..." A musical but cruel laugh follows, and then there is silence.

He then attempts to use his teleport spell to escape, as he has little other magic left and isn't willing to risk his life for a battle he's already lost. When the battle is resolved, proceed to Conclusion B if Veldaje escapes or Conclusion C if he is killed.

If Veldaje is killed, read the following:

"No!" Veldaje cries as the mortal blow is struck. "It cannot be! I... to such trash..." He falls to the ground, his final words cut short as his life leaves him.

In the backs of your minds, you seem to hear a feminine voice. "More impressive than I'd thought, to deny me my prize. You have won today . . . but time is, after all, my greatest ally..." A musical but cruel laugh follows, and then there is silence.

When the battle with the shadow fey is resolved, proceed to Conclusion C.

If the PCs fail to stop Veldaje, and Malys is unable to gain possession of him in time to do so as well, then the ritual finishes. Read the following:

Veldaje turns, his smile exultant. "Rejoice, mortals, for today you observe the birth of that which will cleanse this land of your foul ilk! Nature will at last respond to your endless depredations, and wipe clean the parasites that infest her. Behold the incarnation of Rage!" He laughs maniacally as the bodies out in the line begin to rise, and attack the very fey that have been serving in their preparation!

Veldaje, of course, is well aware that the ragewalker would not spare him for his actions in its creation, and so seeks to retreat by means of his teleport spell, while the undead and fey slaughter each other out on the Razing Line. After 3 rounds of this atrocity, the ragewalker is born.

From the distance comes a scream; a primal expression of unleashed rage and pain. The ragewalker's birth sends a chill down your spine and a shockwave of angry, chaotic energies through the winds. For the moment, it seems far off, but you can hear it coming, and you know that this is an enemy that you cannot face.

The PCs should be encouraged to flee while they have the chance; the ragewalker is likely entirely outside of their ability to face, particularly after their earlier fights. It has no interest in them, however, and, if left to its own devices, quickly uses its powers to slaughter the fey and undead on the line, ignoring the PCs unless they deliberately provoke it

CREATURES

ALL APLs (EL 14)

Ragewalker: hp 165; see Appendix 1

Proceed to Conclusion D after the PCs have escaped. In the unlikely event that the PCs manage to destroy the Ragewalker, instead proceed to Conclusion B if Veldaje escaped, or Conclusion C if he was killed.

CONCLUSION A

Though the ritual was interrupted, the PCs are left with questions as to exactly how or why. Regardless, when they return to report on their battle to Lady Sharnalem, she is exceedingly pleased that the immediate threat has been resolved.

"I thank you, heroes, for your service in this matter. You have done a great deed for Furyondy and its people, and earned my sincere gratitude for going where I could not. It is a favor that I will not soon forget."

"Your report of Veldaje's actions is indeed troubling; it sounds little like the man I know. I suspect we have seen neither the truth of this matter nor the ending of the threat he represents. But, that is a matter for the future. For the present, allow me to see to it that you are properly rewarded for saving us in the present."

Sharnalem is willing to have provided magical restoration for any ability drain caused by Veldaje's minions free of charge.

Meanwhile, the unholy union of Veldaje and Malys begins, as the demon and her new host begin to plot their next move...

CONCLUSION B

Although Veldaje escaped, his ritual was prevented from coming to fruition, and the citizens of Furyondy and the fey of the forest are safe, for now. Lady Sharnalem is pleased to hear of the PCs success.

"I thank you, heroes, for your service in this matter. You have done a great deed for Furyondy and its people, and earned my sincere gratitude for going where I could not. It is a favor that I will not soon forget."

"Though Veldaje escaped for now, he is forced to go to ground, without his servants to protect him. And my hounds are exceptionally good at sniffing out prey that cowers within its holes," she says with a predatory smile.

"But for now, allow me to express my gratitude for your actions. Truly you have earned it."

Sharnalem is willing to have provided magical restoration for any ability drain caused by Veldaje's minions free of charge.

Malys, of course, has other plans. Abandoning her host, she searches the forest for Veldaje herself. In his current desperate situation, he cannot help but be receptive to her promises.

CONCLUSION C

Veldaje's death foils not only his own plans, but also Malys' designs. Lady Sharnalem is overjoyed to hear of it, though somewhat intrigued by stories of the voice of which the PCs speak (if the PCs decide to conceal that bit of information, of course, omit any mentions of it).

"I thank you, heroes, for your service in this matter. You have done a great deed for Furyondy and its people, and earned my sincere gratitude for going where I could not. It is a favor that I will not soon forget."

"Though you have ended one grave threat to our kingdom, your talk of this woman's voice concerns me. It may be that, perhaps, another, more subtle threat was unfolding in the background as we were distracted by the one on the surface. If that is so, then perhaps I will need to call upon you again to reveal that which now lies in shadows."

"Regardless, that is a matter for the future. Today, you have done well in ending a grave danger once and for all, and for that, I am deeply grateful."

Sharnalem is willing to have provided magical restoration for any ability drain caused by Veldaje's minions free of charge.

Malys, her schemes foiled, now sees the PCs as a threat rather than a tool. She abandons her host, striking out on her own, seeking new opportunities to sow chaos and despair...

CONCLUSION D

The PCs have failed to stop Veldaje, and a new and terrible threat has been unleashed upon the kingdom of Furyondy. Lady Sharnalem is greatly distraught at the news.

"These are ill tidings you bring indeed, adventurers. The creature that Veldaje has unleashed will only grow in strength as it kills, releasing conflict and death upon our lands. Leave my castle. I must prepare for what you could not prevent."

The ragewalker runs rampant through the countryside, with little to oppose it, while Malys and Veldaje scheme in the shadows...

CONCLUSION E (SUPPLEMENTAL)

While not a separate conclusion, it is entirely possible, given how overtly Malys acts, that she is discovered during the course of the adventure. If she is banished or destroyed, rather than simply chased off, all her plans are as naught, and the kingdom is safe at last from her depredations. In this case, Lady Sharnalem expresses her appreciation and informs the PCs that she is impressed by their ability to see what had been hidden even from her. Furyondy is a safer place with one less demon acting in the shadows.

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Favour of Lady Sharnalem: The PCs gain this favour if Veldaje is prevented from completing his ritual.

Greater Favour of Sharnalem: The PCs gain this favour if they gain the Favour of Lady Sharnalem and also rescue the pixie Bella from the redcaps, and succeed in killing Veldaje. This favour is also awarded to PCs who gain the Favour of Lady Sharnalem and discover and banish Malys, even if the other criteria are not met.

Influence point with the Green Jerkins: The PCs gain this favour if they defeat the redcaps and Shana survives.

Torment Me No More!: Any PC with the Curse of Iniquity from FUR5-08: Be Still My Beating Heart automatically receives this AR item at the conclusion of the adventure.

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: THE TAINTED GLADE

Defeating the redcaps	
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

4: DISJUNCTION

Defeating the undead	
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

5: ASCENSION

Defeating the shadar-kai or disrupting the ritual	
APL 4	210 XP
APL 6	270 XP

APL 8	330 XP
APL 10	390 XP

STORY AWARD

Ragewalker's creation averted	
APL 4	75 XP
APL 6	100 XP
APL 8	125 XP
APL 10	150 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	60 XP
APL 6	80 XP
APL 8	100 XP
APL 10	120 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 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.

2: THE TAINTED GLADE

APL 4: Loot: ogp; Coin ogp; Magic: 333gp; 4 *redcap's tooth* (83gp each); Total: 333gp.

APL 6: Loot: ogp; Coin ogp; Magic: 333gp; 4 *redcap's tooth* (83gp each); Total: 333gp.

APL 8: Loot: ogp; Coin ogp; Magic: 333gp; 4 *redcap's tooth* (83gp each); Total: 333gp.

APL 10: Loot: ogp; Coin ogp; Magic: 333gp; 4 *redcap's tooth* (83gp each); Total: 333gp.

5: ASCENSION

APL 4: Loot: 66 gp; Coin 100 gp; Magic: 224 gp; 4 *+1 gal-ralan* (54 gp each), 4 *night extract* (2 gp each); Total: 390 gp.

APL 6: Loot: 266 gp; Coin 100 gp; Magic: 224 gp; 4 *+1 gal-ralan* (54 gp each), 4 *night extract* (2 gp each); Total: 590 gp.

APL 8: Loot: 166 gp; Coin 100 gp; Magic: 1000 gp; 4 *+1 spiked chain* (194 gp each) 4 *+1 gal-ralan* (54 gp each), 4 *night extract* (2 gp each); Total: 1266 gp.

APL 10: Loot: 274 gp; Coin 100gp; Magic: 2008 gp; 4 *+1 spiked chain* (194 gp each), 4 *+1 studded leather armor* (98 gp each), 4 *+2 gal-ralan* (208 gp each), 4 *night extract* (8gp each)Total: 2382 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 66 gp; Coin 100 gp; Magic 557 gp; Total 723 gp (max 650 gp).

APL 6: Loot 266 gp; Coin 100 gp; Magic 557 gp; Total 923 gp (max 900 gp).

APL 8: Loot 166 gp; Coin 100 gp; Magic 1,333 gp; Total 1,599 gp (max 1,300 gp).

APL 10: Loot 274 gp; Coin 100 gp; Magic 2,341gp; Total 2,715 gp (max 2,300 gp).

ADVENTURE RECORD ITEMS

Favour of Lady Sharnalem: This favour may be expended as an influence point with the Nobility of Furyondy, as an influence point with the Furyondy Order of the Hart, or to gain a +10 circumstance bonus on a single Charisma-based skill check when dealing with fey. Cross off this favour when used. Additionally, you receive Adventure access to the following items:

APLs 4-10 – *boots of elvenkind*, *cloak of elvenkind*

APLs 6-10 – *circlet of persuasion*, *horseshoes of a zephyr*

APLs 8-10 – *gauntlets of rust*

APL 10 – *periapt of wound closure*

If you are a member of the Furyondy Order of the Hart, until this point is expended, you gain Regional access to *horseshoes of speed* and *stone horse (destrier)*.

Greater Favour of Sharnalem: For exemplary service, the Lady Sharnalem considers the PC to have performed a great service for her, allowing the PC to meet the special requirement of the Swanmay prestige class from the *Book of Exalted Deeds*. The PC does not gain access to this class or its prerequisite feats, but may petition for a special mission in the service of Lady Sharnalem to gain that access.

Influence Point with the Green Jerkins: In addition to the normal uses of influence, you may expend this influence point to gain a +10 circumstance bonus on one Survival check. If you are a member of the Green Jerkins, until this point is expended, you gain Regional access to both *lens of detection* and *necklace of adaptation*.

Torment Me No More!: You are no longer afflicted with the Curse of Iniquity from FUR5-08 *Be Still My Beating Heart*.

ITEM ACCESS

APL 4:

- *Redcap's tooth* (Adventure; CL 6th; MM III)
- *+1 gal-ralan* (Adventure; CL 5th; *Fiend Folio* 151)
- *Night extract* (Adventure; CL 1st; *Fiend Folio* 151)

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

- *+2 gal-ralan* (Adventure; CL 6th; *Fiend Folio* 151)

I: OUT IN THE WOODS

SHANA WINDDOTTER

CR 2

Female human (suel) ranger 2
NG Medium humanoid (human)
Init +3; **Senses** Listen +6, Spot +6
Languages Common, Sylvan

AC 16, touch 13, flat-footed 13
(+3 Dex, +3 studded leather)

hp 13 (2 HD)

Fort +3, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares)

Melee shortsword +4 (1d6+2/19-20)

Ranged composite shortbow (+2 Str bonus) +5
(1d6+2/x3) or
composite shortbow (+2 Str bonus) +3/+3
(1d6+2/x3) with Rapid Shot

Atk Options Point Blank Shot, Rapid Shot, favored
enemy (magical beasts) +2

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

Combat Gear *potion of cure light wounds (2)*

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

SQ wild empathy

Feats Point Blank Shot, Precise Shot, Rapid Shot,
Track

Skills Handle Animal +5, Hide +8, Knowledge
(nature) +8, Listen +6, Move Silently +8, Search
+6, Spot +6, Survival +6 (+8 following tracks, +8
above ground)

Possessions combat gear plus studded leather
armor, composite shortbow (+2 Str bonus), quiver
with 20 arrows, shortsword

Favored Enemy (magical beasts) (Ex) Due to her
extensive study, Shana gains a +2 bonus on Bluff,
Listen, Sense Motive, Spot and Survival checks
when using these skills against magical beasts, as
well as a +2 bonus on weapon damage rolls
against them.

Wild Empathy (Ex) Shana's bonus to Wild Empathy
checks is +2.

MALYSTANDRINYX

CR 16

Advanced succubus fiend of possession 6

CE Medium outsider (chaotic, extraplanar, evil,
tan'ar'ri)

Init +5; **Senses** darkvision 60ft; Listen +26, Spot +26

Languages Common, Abyssal, Infernal, Elven,
Sylvan, Draconic plus telepathy 100 ft., permanent
tongues

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

hp 123 (18 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +15, **Ref** +14, **Will** +18

Speed 30 ft. (6 squares), fly 50ft (average) (10
squares)

Melee 2 claws +16 (1d6+1)

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

Special Actions energy drain, possession

Spell-Like Abilities (CL 12th):

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

Abilities Str 13, Dex 13, Con 14, Int 18, Wis 16, Cha 26

SA energy drain, *summon tanar'ri*, possession

SQ telepaty 100 ft, tongues, ethereal form

Feats Ability Focus (suggestion), Dodge, Hover, Improved
Initiative, Iron Will, Mobility, Persuasive, Wingover

Skills Bluff +31, Concentration +17, Diplomacy +16,
Disguise +29 (+31 acting in character), Escape Artist
+16, Hide +22, Intimidate +25, Knowledge (arcane) +16,
Knowledge (religion) +13, Listen +26, Move Silently +16,
Search +19, Spot +26

Energy Drain (Su) A succubus drains energy from a mortal
it lures into some act of passion, or by simply planting a
kiss on the victim. If the target is not willing to be kissed,
the succubus must start a grapple, which provokes an
attack of opportunity. The succubus's kiss or embrace
bestows one negative level. The kiss also has the effect
of a *suggestion* spell, asking the victim to accept another
kiss from the succubus. The victim must then succeed on
a DC 21 Will save to negate the effect of the *suggestion*.
The DC is 21 to remove the negative level. These save
DCs are Charisma-based.

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

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

Ethereal Form (Su) At will, a fiend of possession can
become ethereal, as though using *ethereality* as cast
by a sorcerer of the fiends total hit dice plus its fiend of
possession level (18th). Possessing an object or creature
effectively ends a use of this ability, so time spent in
another body or object does not count against the
duration of this ability.

Hide Presence (Ex) A fiend in possession of an object or
creature can attempt to hid its presence by making a
special Hide check. This "mental" Hide check uses the

fiend's Intelligence modifier instead of her Dexterity modifier (making Malys' modifier +25). A successful check allows the fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection by *detect evil*. The DC for this Hide check is the same as the saving throw DC for the spell the fiend is trying to avoid would be. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check. When possessing a creature, a fiend of possession can make this Hide check to protect the creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check against the save DC of the spell, the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend. Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Object (Su) A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least Tiny and no larger than Colossal. Magic items and attended objects receive DC 24 Will saving throws. Unattended nonmagical items are automatically possessed. A fiend of possession becomes part of the object it possesses, so it is no longer ethereal. The fiend is aware of what is going on around the object; it can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight). In any round in which it takes no other action (such as using a spell-like ability), it extends its senses to twice its normal range (120 ft). The fiend is vulnerable to spells that specifically affect outsiders or creatures of the fiend's alignment (such as *holy word* and *holy smite*, as well as *chaos hammer* or *order's wrath*), and mind affecting spells and effects, but is unaffected by physical attacks or standard magical attacks (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form. While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells (since it can neither speak nor move), attack physically, or perform any other physical action until it reaches a high enough level to make the possessed item perform these tasks for it.

Curse (Su) A fiend of possession has the ability to make a possessed item radiate a corrupt and befouling nature. Anyone touching the object must make a DC 24 Will save or fall under the effect of a *bestow curse* spell. The affected creature does not know that the curse came from the item, and in fact might not know right away that he or she is affected by the curse. Nothing about the object's appearance suggests that it is possessed. The curse lasts until it is removed, even if the fiend vacates the object it possessed.

Magic Item (Su) A fiend of possession has the ability to make a possessed weapon or armor function as a magic item. The fiend can bestow powers on the item with value of up to its class level, so Malys can bestow abilities and bonuses of total power up to +6. When a fiend uses this power on a non-magical item, the possessed item does not actually become magical. *Detect magic* does not reveal an aura on the item, though *detect evil* does. If a fiend possessing an item attempts to possess a creature that uses the item or keeps it on its person, the target's save DC increases by 1 for each day the possessed item has been on its person or in its use, to a maximum of +10 A

character that makes a DC 25 Search check while examining the possessed item can tell that there is "something strange" about it.

Control Object (Su) When possessing an object with some inherent mobility, a fiend of possession of at least 3rd level can control the object's movement. The fiend can cause a vehicle or similar object to move at a speed of up to the fiend's own land speed in corporeal form. Other moving parts—such as a clock's hands, or a crossbow's firing mechanism—are under the fiend's control. Thus, a fiend could make a wagon steer towards a pedestrian, or roll out of a stable without a horse to pull it. It could make a crossbow cock and fire (but not aim or load itself). Exerting control is itself a free action, though actually moving an object requires a move action.

Animate Object (Su) A fiend of possession as the ability to force an object with no inherent moving parts to animate, effectively animating it as with the *animate objects* spell. See the description of animated objects in the *Monster Manual*.

Possess Creature (Su) A fiend of possession has the ability to possess creatures as well as objects. The fiend must be in ethereal form and adjacent to its target, and must use a standard action to attempt possession. A *protection from evil* spell or similar magic wards a creature against being possessed in this manner. An unprotected target must make a DC 24 Will save. Evil creatures take a -2 penalty on this saving throw, as do creatures that are engaged in an evil act at the time of the possession attempt (at the DM's discretion. If the saving throw is successful, that creature is immune to that fiend's possession attempts for one day. If the saving throw fails, the creature is possessed, though it is not necessarily aware of this fact. A fiend possessing a creature becomes part of the victim, so it is no longer ethereal. It cannot be targeted by spells or effects separately from the victim, including attacks from ethereal creatures. Damage taken by the possessed creature has no effect on the fiend. If the victim dies, the fiend is forced back into its ethereal form. The fiend can sense anything the victim can, even including the benefits of blindsight or other exceptional senses the victim may have. At any time, the fiend of possession can communicate with the victim telepathically, projecting words in any language the victim understands directly into the victim's current thoughts. It can also choose to probe the victim's memories, but the victim is allowed a DC 24 Will save. If this saving throw is successful, the fiend cannot probe that creature's thoughts for one day.

Ally or Enemy (Su) A fiend of possession can reward or punish a creature it is possessing. If the possessed creature is aware of the fiend's presence and willing to host the fiend, the fiend can bestow a +4 profane bonus on any of the creature's ability scores. This bonus lasts as long as the fiend wants it to; the fiend can retract it as a free action at any time, particularly if the possessed creature starts acting contrary to the fiend's wishes. Similarly, a fiend of possession can bestow a -4 profane penalty on any of the possessed creature's ability scores, usually when attempts to control the creature have failed, or the creature contradicts the fiend's wishes. As with the bonus, the fiend can remove the penalty at any time as a free action. Bestowing either a bonus or a penalty is a free action for the possessing fiend.

Possess Noncontinuous Object (Su) A fiend of possession can use her possess object ability to take control of an "object" more loosely defined, such as a pool of water, a cloud of dust, or a section of a wall or floor.

Control Creature (Su) A fiend of possession can exert direct control over a creature it is possessing. Attempting to establish control is a standard action for the fiend. The victim must make a base-DC 24 Will saving throw each round until the fiend abandons the attempt, or the victim fails a saving throw and the fiend gains control, or the victim makes three consecutive successful saves, indicating that the fiend cannot control the victim that day (though it remains in possession of the victim). Each round of the struggle, the victim can take only a single move or attack action. Once the fiend gains control, it automatically maintains control for a number of rounds equal to its class level + its Charisma modifier, +1 for each previous occasion in which it has controlled its host (for Malys this is 14 + the number of times). When this time expires, the fiend can attempt to reassert control or not, as it chooses. While in control of a victim, the fiend of possession has access to all of the creature's abilities, skills, feats, and spell knowledge. The fiend now acts as though it is the creature in all respects, until it loses or or relinquishes control. The fiend uses its own Intelligence, Wisdom, and Charisma scores, but it adopts all of the possessed creature's physical ability scores. It can make use of its own spell-like abilities as well. The fiend retains the creature's type, and is affected by spells as if it were the possessed creature except in regard to its alignment. For instance, a cornugon possessing a wolf is vulnerable to spells that affect animals, even though it is far more intelligent than a normal wolf. A balor possessing the body of a paladin is not subject to *unholy blight*, however, but it is fully affected by *holy smite* if it fails its Hide check (see above). The fiend can choose whether the possessed creature retains awareness of the body's senses and actions, in which case it can mentally communicate with the fiend, or simply blacks out for the duration of the fiend's control.

Ending Possession (Su) Spells such as *dismissal* and *banishment* are among the only effects that can target a fiend of possession separately from the object or creature it inhabits. When these spells are directed against a fiend of possession, the spell effect is resolved as if the fiend were in its normal corporeal form, using its own Hit Dice, saving throws, ability scores, and so on. If successful, these spells drive the fiend out of the victim and back to its home plane. *Holy word* and similar spells can also drive out a possessing fiend and send it back to its home plane, but the fiend can hide its presence to escape the effects of such spells. Certain special abilities (such as the granted power of the exorcism domain) can force a fiend out of a victim and back into its ethereal form.

Skills Succubi have a +8 racial bonus on Listen and Spot checks. Additionally, while using her *alter self* ability, Malys gains a +10 circumstance bonus on disguise checks.

Physical Description: In her natural form, Malys is tall and achingly beautiful, with pale skin and dark hair. The malicious gleam in her eyes and bat-like wings unfurling from her back draw less attention than the cruel, yet beguiling smile on her lips.

3: OUR LADY OF THE FOREST

LADY SHARNALEM

CR 11

Female human ranger 4/fighter 1/swanmay 5/knight of Furyondy 1

NG Medium humanoid (human)

Init +3; **Senses** low-light vision; Listen +15, Spot +15

Languages Common, Elven, Sylvan

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 *leather armor* +3)

Miss Chance 50% (*major cloak of displacement*)

hp 98 (11 HD)

SR 17

Fort +15 (+4 to resist disease and death effects), **Ref** +8, **Will** +6

Speed 30 ft. (6 squares)

Melee +3 *frost brand longsword* +16/+11/+6 (1d8+5/19-20 plus 1d6 cold) or

Melee *Sharnalem's Spear* +14/+9/+4 (1d8+4/x3)

Ranged *Sharnalem's Spear* +17 (1d8+5/x3)

Atk Options Power Attack, Two-Weapon Fighting, fated strike, favored enemy (humanoid [goblinoid]) +2, favored enemy (outsider [evil]) +4

Special Actions shifting, *Sharnalem's Spear*

Base Atk +11; **Grp** +13

Knight of Furyondy Spells Prepared (CL 1st)

1st—*detect evil*

Ranger Spells Prepared (CL 4th)

2nd—*barkskin*

1st—*entangle* (DC 13), *longstrider*

Spell-Like Abilities (CL 5th):

At will—*speak with animals*

3/day—*charm person* (DC 17)

Abilities Str 15, Dex 16, Con 16, Int 15, Wis 18, Cha 18

SQ enemies, wild empathy +17

Feats Diehard, Endurance, Iron Will, Leadership, Mounted Combat, Power Attack, Sacred Vow, Track, Two-Weapon Fighting, Vow of Purity

Skills Diplomacy +11, Handle Animal +11, Knowledge (local [Iuz's Border States]) +5, Knowledge (nature) +17, Knowledge (nobility & royalty) +7, Listen +15, Ride +18, Spot +15, Survival +15 (+17 above ground)

Possessions *major cloak of displacement*, *ring of controlling canines*, +3 *leather armor*, +3 *frost longsword*, *Sharnalem's Spear*

Sharnalem's Spear Sharnalem's spear is a special magical weapon; it is a +1 *spear* in melee, a +3 *spear* when thrown, and can cast a *lightning bolt* (DC 14) as a 12th level caster once per day.

Fated Strike (Ex) When striking enemies of the Knights of the Hart, Sharnalem gains a +2 sacred bonus on damage rolls.

Favored Enemy (Ex) Sharnalem's favored enemy from her ranger levels is outsider (evil); she gains a +4 bonus on weapon damage rolls and Bluff, Listen, Sense Motive, and Survival checks related to evil outsiders. Her favored enemy from her swanmay levels is humanoid (goblinoid), and her bonus against them is +2 for the same skills.

Shifting (Su) The hallmark of the swanmay is the ability to assume the form of a swan. Sharnalem can assume this form and return to her normal form 3 times per day. This is identical to the druid's wild shape ability, except that the swanmay can only assume the form of a swan. While in swan form, a swanmay gains damage reduction 5/cold iron.

Enemies For the purposes of her Knight of Furyondy abilities that mention enemies of the Knights of the Hart are individuals with allegiance to the following organizations or nations: the Empire of Iuz, the Scarlet Brotherhood, the Horned Society, Ket, and the Pomarj. In addition, the Knights of the Hart dislike several organizations or nations. These groups are not considered enemies for the purposes of a knight's special abilities, but a knight using any social skill (such as Bluff, Diplomacy, or Intimidate) when dealing with these groups suffers a -2 circumstance penalty. The exception here is Sense Motive, which is instead a +2 circumstance bonus in these social situations. The following organizations or nations are considered disliked: Perrenland, Dyvers, Nyronde, the Knights of Holy Shielding, and the Knights of the Watch.

Wild Empathy (Ex) Sharnalem's bonus on wild empathy checks is +17.

Physical Description: Strikingly beautiful, with auburn-gold hair that falls to her shoulders. She is slim and lithe, with an almost magical presence.

5: ASCENDANCE

VELDAJE

CR 13

Male half-fey elf (gray) Sorcerer 12

CE Medium fey

Init +4; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Elven, Sylvan

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 armor)

hp 37 (12 HD); damage reduction 10/adamantine (limit 120 damage absorbed), 10/magic against ranged attacks (limit 100 damage absorbed)

Immune enchantment spells and effects

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

Speed 30 ft. (6 squares), fly 60 ft (good)

Melee dagger +5/+0 (1d4-1)

Ranged dagger +10 (1d4-1)

Base Atk +6; **Grp** +5

Sorcerer Spells Known (CL 12th)

6th (4/day; 0 remaining)—*create undead*

5th (6/day; 1 remaining)—*telekinesis* (DC 21), *teleport*

4th (7/day; 0 remaining)—*animate dead*, *fear* (DC 22), *stoneskin*

3rd (7/day; 0 remaining)—*arcane sight*, *dispel magic*, *fireball* (DC 19), *ray of exhaustion* (DC 21, +10 ranged attack)

2nd (8/day; 0 remaining)—*command undead* (DC 20), *eagle's splendor*, *locate object*, *mirror image*, *protection from arrows*

1st (8/day; 0 remaining)—*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement* (+10 ranged touch), *shield*

0 (6/day; 0 remaining)—*detect magic*, *detect poison*, *disrupt undead* (+10 ranged touch), *ghost sound* (DC 16), *light*, *mage hand*, *ray of frost* (+10 ranged touch), *read magic*, *touch of fatigue* (DC 18)

Spell-Like Abilities (CL 12th):

At will—*charm person* (DC 17)

3/day—*detect law*, *protection from law*

1/day—*confusion* (DC 20), *dominate person* (DC 21) or *hold monster* (DC 21), *eyebite* (DC 22) or *lesser geas* (DC 20), *faerie fire* or *glitterdust* (DC 18), *hypnotism* (DC 17), *sleep* (DC 17) or *enthrall* (DC 18), *Tasha's hideous laughter* (DC 18) or *suggestion* (DC 19)

Abilities Str 8, Dex 18, Con 10, Int 12, Wis 10, Cha 23

Feats Greater Spell Focus (necromancy), Point Blank Shot, Precise Shot, Skill Focus (Craft [alchemy]), Spell Focus (necromancy)

Skills Concentration +15, Craft (alchemy) +19, Listen +2, Search +3, Spellcraft +16, Spot +2 **Skills** Veldaje's gray elven heritage gives him a +2 racial bonus on Listen, Search, and Spot checks, as well as the ability to roll a Search check to notice secret doors within 5 feet.

Physical Description: Tall for an elf, Veldaje's piercing green eyes stare out above a mouth continually twisted by a scowl or malevolent smile. Unlike most half-fey, his wings are black and gray, more like those of a moth than a gossamer butterfly.

RAGEWALKER**CR 14**

NE Large fey

Init +11; **Senses** low-light vision; Listen +27, Spot +27**Aura** Induce Blood Frenzy, 10 ft radius**Languages** Common, Sylvan**AC** 28, touch 16, flat-footed 21

(-1 size, +7 Dex, +6 natural, +6 armor)

hp 165 (22 HD); DR 10/cold iron, fast healing 5**SR** 26**Fort** +13, **Ref** +20, **Will** +15**Speed** 50 ft. (10 squares)**Melee** +5 *spiked chain* +22/+17+12 (2d6+11) or 2 claws +17 melee (1d6+4)**Space/Reach** 10 ft/10 ft (spiked chain up to 20 ft.)**Base Atk** +11; **Grp** +19**Special Actions** control living spells**Spell-Like Abilities** (CL 20th):3/day—*blade barrier* (DC 23), *bull's strength*, *greater magic weapon*, *wall of fire***Abilities** Str 19, Dex 25, Con 19, Int 10, Wis 14, Cha 24**SA** control living spells, induce blood frenzy, weapon cloud**SQ** grafted armor, repel missiles**Feats** Combat Reflexes, Empower Spell-Like ability (*blade barrier*), Empower Spell-Like Ability (*wall of fire*), Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*blade barrier*), Quicken Spell-Like Ability (*wall of fire*), Weapon Finesse**Skills** Diplomacy +9, Hide +28, Jump +37, Listen +27, Move Silently +32, Sense Motive +27, Spot +27
Control Living Spells (Su) A ragewalker rebukes and commands living spells in the same way that evil clerics rebuke and command undead. A ragewalker can use this ability a number of times per day equal to 3 + its Charisma bonus (10 times per day for a typical ragewalker). A ragewalker rebukes and commands living spells as a cleric with a level equal to one-half its Hit Dice (11th for a typical ragewalker).**Grafted Armor (Ex)** A ragewalker wears armor it has scavenged from countless battlefields. This armor provides significant protection in combat, but it imposes no maximum Dexterity bonus, no armor check penalty, and no arcane spell failure chance. Other creatures, even other ragewalkers, cannot wear a ragewalker's armor.**Induce Blood Frenzy (Su)** Any creature coming within 10 feet of a ragewalker must make a DC 28 Will save or fly into a mindless killing frenzy. Any creature that fails the saving throw gains a +2 bonus to Strength and takes a -2 penalty to AC. Affected creatures become unable to distinguish friend from foe and must make a melee attack against the nearest creature each round (using a full attack if possible, or charging if appropriate). An affected creature is incoherent and cannot talk, cast spells, or otherwise communicate for the duration of the effect. It remains in a frenzy for a number of rounds equal to 10 minus its Wisdom bonus (minimum 1 round), even if the ragewalker is dead or no longer present. This is a mind-affecting ability. The save DC is Charisma based.**Repel Missiles (Su)** Any time a thrown or projectile weapon is used against a ragewalker, the weapon instead turns and could strike the wielder. The attacker compares his attack roll against his own Armor Class, figuring the attack's success and damage as if he had attacked himself. Ranged weapons with epic enhancement bonuses are not affected by this ability.**Weapon Cloud (Su)** Rage walkers are surrounded at all times by a cloud of flying, whirling weapons. This cloud deals 2d6 points of slashing damage each round to any creature adjacent to the ragewalker. Damage reduction applies to this damage.*Physical Description:* This tall creature looks at once slender and deadly. Its generally humanoid body has thin legs and arms, and its features are concealed by tight-fitting metal armor. The creature's movements are graceful and sure, yet they are sharp and angry at the same time. Swords, axes, and other bladed weapons spin around the creature in a tight cloud. These weapons look sharp and deadly, but none comes close enough to the creature that it risks striking it.

2: THE TAINTED GLADE

REDCAP

CR 2

CE Small fey

Init +5; **Senses** low-light vision; Listen +8, Spot +8**Languages** Common, Sylvan**AC** 13, touch 12, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 22 (4 HD); DR 5/cold iron**Fort** +3, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares)**Melee** Medium scythe +5 (2d4+7/x4)**Ranged** Medium sling +4 (1d6+3)**Atk Options** Power Attack**Base Atk** +2; **Grp** +4**Abilities** Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13**SA** Eldritch stone, powerful build**Feats** Improved Initiative, Power Attack

Skills Hide +13, Intimidate +8, Listen +8, Move Silently +9, Spot +8, Survival +8 **Eldritch Stone (Su)** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets in function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A very short, tough-looking old man with leathery skin, iron boots, and a bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

5: ASCENDANCE

SHADAR-KAI

CR 1

NE Medium fey (extraplanar)

Init +3; **Senses** superior low-light vision; Listen +8, Spot +8**Languages** Common, Sylvan**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 studded leather)

hp 10 (3 HD)**Fort** +2, **Ref** +7, **Will** +4**Speed** 30 ft. (6 squares)**Melee** spiked chain +4 (2d4)**Ranged** shortbow +4 (1d6/x3)**Atk Options** sneak attack +1d6**Base Atk** +1; **Grp** +1**Combat Gear** *night extract***Abilities** Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9**SA** sneak attack +1d6**SQ** Hide in plain sight, shadow curse**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Skills Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks) **Possessions** Combat gear plus +1 gal-ralan

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on a shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a DC 15 Will save or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a gal-ralan, if she has one. A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul. A shadar-kai afflicted with the shadow curse cannot be raised from the dead or

resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether. A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Physical Description: Gray skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids.

2: THE TAINTED GLADE

REDCAP, ADVANCED

CR 4

CE Small fey

Init +7; **Senses** low-light vision; Listen +11, Spot +11**Languages** Common, Sylvan**AC** 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 natural)

hp 45 (7 HD); DR 5/cold iron**Fort** +5, **Ref** +8, **Will** +6**Speed** 30 ft. (6 squares)**Melee** Medium scythe +7 (2d4+4/x4)**Ranged** Medium sling +7 (1d6+4)**Atk Options** Power Attack**Base Atk** +3; **Grp** +6**Abilities** Str 17, Dex 16, Con 17, Int 11, Wis 12, Cha 13**SA** Eldritch stone, powerful build**Feats** Cleave, Improved Initiative, Power Attack

Skills Hide +17, Intimidate +11, Listen +11, Move Silently +13, Spot +11, Survival +11 **Eldritch Stone (Su)** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets in function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A very short, tough-looking old man with leathery skin, iron boots, and a bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

5: ASCENDANCE

SHADAR-KAI ROGUE 2

CR 3

NE Medium fey (extraplanar)

Init +3; **Senses** superior low-light vision; Listen +10, Spot +10**Languages** Common, Sylvan**AC** 16, touch 13, flat-footed 13

(+3 Dex, +1 studded leather)

hp 22 (5 HD)**Fort** +2, **Ref** +10, **Will** +4**Speed** 30 ft. (6 squares)**Melee** spiked chain +6 (2d4)**Ranged** shortbow +6 (1d6/x3)**Atk Options** sneak attack +2d6**Base Atk** +2; **Grp** +2**Combat Gear** *night extract***Abilities** Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 9**SA** sneak attack +2d6**SQ** evasion, hide in plain sight, shadow curse, trapfinding**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Skills Disable Device +5, Hide +11, Listen +10, Move Silently +11, Search +8, Spot +10, Survival +8 (+10 following tracks) **Possessions** Combat gear plus +1 gal-ralan

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on a shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a DC 15 Will save or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a gal-ralan, if she has one. A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul. A shadar-kai afflicted with the

shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether. A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Evasion (Ex) If the rogue makes a successful saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light or no armor. A helpless rogue does not gain the benefit of evasion.

Trapfinding Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC of at least 20 or higher. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Skills Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Physical Description: Gray skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids.

2: THE TAINTED GLADE**REDCAP, ADVANCED****CR 6**

CE Small fey

Init +8; **Senses** low-light vision; Listen +13, Spot +13**Languages** Common, Sylvan**AC** 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 natural)

hp 76 (9 HD); DR 10/cold iron**Fort** +8, **Ref** +10, **Will** +7**Speed** 30 ft. (6 squares)**Melee** Medium scythe +9 (2d4+6/x4)**Ranged** Medium sling +9 (1d6+5)**Atk Options** Power Attack**Base Atk** +4; **Grp** +8**Abilities** Str 19, Dex 18, Con 20, Int 11, Wis 12, Cha 13**SA** Eldritch stone, powerful build**Feats** Cleave, Improved Initiative, Power Attack, Track

Skills Hide +20, Intimidate +13, Listen +13, Move Silently +16, Spot +13, Survival +13 **Eldritch Stone (Su)** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex) The physical stature of a redcap lets in function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Physical Description: A very short, tough-looking old man with leathery skin, iron boots, and a bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.

4: DISJUNCTION**ALLIP, ADVANCED****CR 4**

NE Medium undead

Init 5; **Senses** darkvision 60 ft; Listen +11, Spot +11**Aura** babble**Languages** Common (cannot speak intelligibly)**AC** 15, touch 15, flat-footed 14

(+1 Dex, +4 deflection)

hp 52 (8 HD)

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, fatigue, exhaustion, death from massive damage

Fort +2, **Ref** +5, **Will** +6**Speed** Fly 30 ft. (perfect) (6 squares)**Melee** Incorporeal touch +5 (1d4 Wisdom drain)**Base Atk** +4; **Grp** -**Abilities** Str - , Dex 12, Con - , Int 11, Wis 11, Cha 19**SA** babble, madness, Wisdom drain**SQ** incorporeal traits, +2 turn resistance, undead traits

Feats Ability Focus (babble), Improved Initiative, Lightning Reflexes

Skills Hide +12, Intimidate +7, Listen +11, Search +8, Spot +11, Survival +0 (+2 following tracks) **Babble (Su)** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 18 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based

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

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

5: ASCENDANCE

SHADAR-KAI ROGUE 4

CR 5

NE Medium fey (extraplanar)

Init +3; **Senses** superior low-light vision; Listen +12, Spot +12

Languages Common, Sylvan

AC 16, touch 13, flat-footed 16
(+3 Dex, +3 studded leather)

hp 31 (7 HD)

Fort +4, **Ref** +11, **Will** +5

Speed 30 ft. (6 squares)

Melee +1 *spiked chain* +9 (2d4+1)

Ranged shortbow +8 (1d6/x3)

Atk Options sneak attack +3d6

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

Abilities Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 9

SA sneak attack +3d6

SQ evasion, hide in plain sight, shadow curse, trapfinding, trap sense +1, uncanny dodge

Feats Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse, Weapon Focus (spiked chain)

Skills Disguise +9, Hide +13, Listen +12, Move Silently +13, Search +10, Spot +12, Survival +10(+12 following tracks)
Possessions Combat gear plus +1 gal-ralan

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on a shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a DC 15 Will save or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a gal-ralan, if she has one. A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a

shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul. A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether. A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Evasion (Ex) If the rogue makes a successful saving Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light or no armor. A helpless rogue does not gain the benefit of evasion.

Trapfinding Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC of at least 20 or higher. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Trap Sense (Ex) The rogue has a +1 bonus on reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) The rogue retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized.

Skills Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Physical Description: Gray skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids.

2: THE TAINTED GLADE**REDCAP, ADVANCED****CR 8**

CE Small fey

Init +10; **Senses** low-light vision; Listen +20, Spot +20**Languages** Common, Sylvan**AC** 23, touch 17, flat-footed 17

(+1 size, +6 Dex, +6 natural)

hp 147 (14 HD); DR 10/cold iron**Fort** +11, **Ref** +15, **Will** +10**Speed** 30 ft. (6 squares)**Melee** Medium scythe +15/+10 (2d4+10/x4)**Ranged** Medium sling +9 (1d6+8)**Atk Options** Power Attack**Base Atk** +7; **Grp** +14**Abilities** Str 24, Dex 23, Con 24, Int 11, Wis 12, Cha 13**SA** Eldritch stone, powerful build**Feats** Alertness, Cleave, Improved Initiative, Power Attack, Track**Skills** Hide +27, Intimidate +18, Listen +20, Move Silently +23, Spot +20, Survival +18
Eldritch Stone (Su) Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex)** The physical stature of a redcap lets in function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.*Physical Description:* A very short, tough-looking old man with leathery skin, iron boots, and a bright red hat. He is wielding a scythe that looks too large for him. His wicked grin is lined with sharp teeth.**4: DISJUNCTION****ALLIP, ADVANCED****CR 6**

NE Medium undead

Init +5; **Senses** darkvision 60 ft; Listen +19, Spot +19**Aura** babble**Languages** Common (cannot speak intelligibly)**AC** 16, touch 16, flat-footed 15

(+1 Dex, +5 deflection)

hp 104 (16 HD)**Immune** mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, fatigue, exhaustion, death from massive damage**Fort** +5, **Ref** +8, **Will** +10**Speed** Fly 30 ft. (perfect) (6 squares)**Melee** Incorporeal touch +9/+4 (1d4x1.5/19-20 Wisdom drain)**Base Atk** +8; **Grp** -**Abilities** Str - , Dex 12, Con -, Int 11, Wis 11, Cha 21**SA** babble, madness, Wisdom drain**SQ** incorporeal traits, +2 turn resistance, undead traits**Feats** Ability Focus (babble), Empowered Ability Damage, Improved Critical (incorporeal touch), Improved Initiative, Lightning Reflexes**Skills** Hide +20, Intimidate +7, Listen +19, Search +16, Spot +19, Survival +0 (+2 following tracks)
Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 19 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based**Madness (Su)** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.**Wisdom Drain (Su)** an allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch ability. On each successful attack, it gains 5 temporary hit points.

5: ASCENDANCE

SHADAR-KAI ROGUE 4/ASSASSIN 2 CR 5

NE Medium fey (extraplanar)

Init +3; **Senses** superior low-light vision; Listen +14, Spot +14

Languages Common, Sylvan

AC 17, touch 13, flat-footed 17

(+3 Dex, +4 *studded leather* +1)

hp 40 (9 HD)

Fort +5 (+6 against poisons), **Ref** +15, **Will** +6

Speed 30 ft. (6 squares)

Melee +1 *spiked chain* +10 (2d4+1 plus poison)

Ranged shortbow +9 (1d6/x3)

Atk Options sneak attack +3d6, poison use

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

Combat Gear *night extract*, 2 shadow essence poison (Injury DC 17 1 Str drain, secondary 2d6 Str; see *DMG* 297)

Assassin Spells Known (CL 2nd):

1st (2/day)—*jump*, *true strike*

‡ Already cast

Abilities Str 10, Dex 16, Con 12, Int 12, Wis 10, Cha 9

SA sneak attack +4d6, death attack, poison use

SQ evasion, hide in plain sight, shadow curse, trapfinding, trap sense +1, uncanny dodge, improved uncanny dodge

Feats Alertness, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Finesse, Weapon Focus (spiked chain)

Skills Disguise +9, Hide +15, Listen +14, Move Silently +15, Search +13, Spot +14, Survival +10(+12 following tracks)**Possessions** Combat gear plus +2 *gal-ralan*

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on a shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a DC 15 Will save or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a *gal-ralan*, if she has one. A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul. A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse

galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether. A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Evasion (Ex) If the rogue makes a successful saving Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light or no armor. A helpless rogue does not gain the benefit of evasion.

Trapfinding Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC of at least 20 or higher. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Trap Sense (Ex) The rogue has a +1 bonus on reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) The rogue retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex) The assassin cannot be flanked, except by rogues of 10th level or higher.

Death Attack If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a DC 13 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+2 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has complete the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save), or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon.

Skills Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Physical Description: Gray skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids.

FEATS

EMPOWERED ABILITY DAMAGE [MONSTROUS]

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

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

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

Source: *Libris Mortis* 26

SACRED VOW [EXALTED]

You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.

Benefit: You gain a +2 perfection bonus on Diplomacy checks.

Source: *Book of Exalted Deeds* 45

VOW OF PURITY [EXALTED]

You have taken a sacred vow to avoid contact with dead flesh.

Prerequisites: Sacred Vow

Benefit: You gain a +4 perfection bonus on Fortitude saving throws to resist disease and death effects.

Special: to fulfill your vow, you must avoid all contact with dead creatures, including meat cooked for food. You may not touch fallen foes. You may fight undead foes, but must purify yourself as soon as possible afterward. You may touch dead characters in order to restore them to life (by way of a *raise dead* or similar spell that requires you to touch the corpse, but for no other purpose.

If you fight undead creatures or accidentally touch dead flesh, you must purify yourself in a special ritual that requires 1 hour and a flask of holy water.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

Source: *Book of Exalted Deeds* 48

MAGIC ITEMS

GAL-RALAN

When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body, but also causes never-ending pain. As long as a character

wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death attacks, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects, a +3 gal-ralan provides a +5 resistance bonus, and so on.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; Price 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), 15,600 gp (+5)

Source: *Fiend Folio* 151

NIGHT EXTRACT

When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius. Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area. The DC of Spot checks made against targets within the *night extract's* area increase by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with low-light vision gain a +5 bonus on Spot checks made in starlight. The *night extract* provides nine-tenths concealment (40% miss chance) against creatures without low-light vision, one-half concealment (20% miss chance) against creatures with low-light vision, and no concealment against creatures with darkvision or superior low-light vision. The effect lasts for 10 minutes

Faint evocation; CL 1st; Craft Wondrous Item, *light*; Price 50 gp

Source: *Fiend Folio* 151-152

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with the fey, and a +4 circumstance bonus when dealing with other redcaps.

Faint transmutation; CL 6th; cannot be made; Price 1,000 gp

Source: *Monster Manual* 3 139

APPENDIX 3: DM AID: MALYS' PREFERENCES

Malys' choice of possession target is in no way random; she selects based on a series of criteria designed to maximize the effectiveness of her control over her host, as well as to benefit her own predilections. These criteria are listed in order of importance, so a character who satisfies one of the earlier criteria but not the later is preferable to a character who satisfies the later but not the earlier.

- Shady characters, characters prone to deception, or characters who actively behave selfishly or without regard to moral "good" are the ideal hosts. Not only do they match better with her own personality, they also are more likely to engage in evil acts, making it easier for Malys to seize control when she so desires.
- Malys also has a strong interest in characters who study necromancy or alchemy. While such hosts are more resistant than the alternatives, the opportunity to observe their thoughts and steal their knowledge is too tempting to pass up when available.
- Characters who are obviously physical-primary. Because Malys gets to use the physical scores of her host while in control (while retaining her own mental stats), a physical-powerhouse (be it a mighty barbarian or a nimble rogue) is a fantastic host. That they also tend to have poor Will saves is icing on the proverbial cake.
- Malys prefers NOT to use good-aligned divine casters and paladins when possible. While the irony of using the tools of good against it is amusing to her, she finds the experience of using the powers of a good-aligned deity exceedingly unpleasant, and so avoids it whenever possible.
- Malys prefers neutral-aligned characters to good-aligned ones. If she can't find anyone matching the above criteria, she'll simply use her *detect good* ability and pick one of the neutral characters.
- Vanity is part of her nature as a succubus, in spite of her desire to rise above the mere temptations of her kin. As such, her final tie-breaker is the potential victim's Charisma score, preferring those with higher scores.

APPENDIX 4: DM'S AID: DETECTING AND DEFEATING MALYS

Malys is an exceptionally cunning and dangerous creature, as well as being quite cowardly; if given reason to fear for her safety, she's more likely to flee than fight. While some of her actions and hints given may be enough to make players suspect that there is something strange going on, definitively proving her presence is nearly impossible. That being said, here are some of the methods that PCs might try to use to ferret her out:

- *Detect evil* and similar spells are nearly useless, due to Hide Presence. Malys' +25 Hide modifier on such checks means that even the most powerful of diviners are hard pressed to recognize her presence when she chooses to conceal it.
- Similarly, the use of spells such as *holy smite* are unlikely to be effective, and even if they were, all damage and ill effects would be inflicted on her host instead of her.
- Spells allowing the detection of ethereal creatures (such as *see invisibility* or *true seeing*) are capable of detecting Malys when she is in her ethereal form, but not when she is possessing a host.
- Warding spells with effects like *protection from evil* can prevent Malys from possessing a target, but cannot expel her once she is in possession of her host. Their ability to prevent mind affecting spells protects the host against her *suggestion* ability, but she can subvert the protection it gives against her *control creature* ability by hiding her presence from it.
- A *dismissal* or *banishment* spell is one of the few effects that can target Malys separately, and thus successfully remove her. Such spells, if successful, expel her from the material plane entirely, and serve as one of the best ways to actually defeat her. Note, however, that *dismissal* requires that the caster be able to "target" her, by recognizing her presence.
- The granted power of the exorcism domain and similar effects or the death of her host can potentially force Malys out of her host and into her ethereal form, where she can be detected and combated like any other ethereal creature.
- Malys' possession effect cannot be dispelled, though as it is a supernatural effect, she could potentially be ejected and forced into the corporeal world by an *anti-magic sphere*.

Knowledgeable characters might be able to hazard a guess as to the sources of the disturbances. While only Knowledge (the planes) reveals information specifically dealing with demonic possession, Knowledge (arcana) and Knowledge (religion) can provide information about other forms of possession and compulsion, to act as either inspiration or red herrings.

KNOWLEDGE (THE PLANES)

- DC 10: Many fiendish creatures have the ability to control minds through the use of magic.
- DC 15: Some particular fiends have the ability to possess mortals and control their actions.
- DC 20: Such fiends exist in ethereal form when not in possession of a host, but are exceptionally difficult to discover once they've taken a host.
- DC 25: Only spells that specifically target outsiders such as *dismissal* and *banishment* are likely to be effective against a possessing fiend; it can protect itself against spells that target evil creatures. Additionally, a possessing fiend is aware of anything the victim is aware of.

KNOWLEDGE (ARCANA)

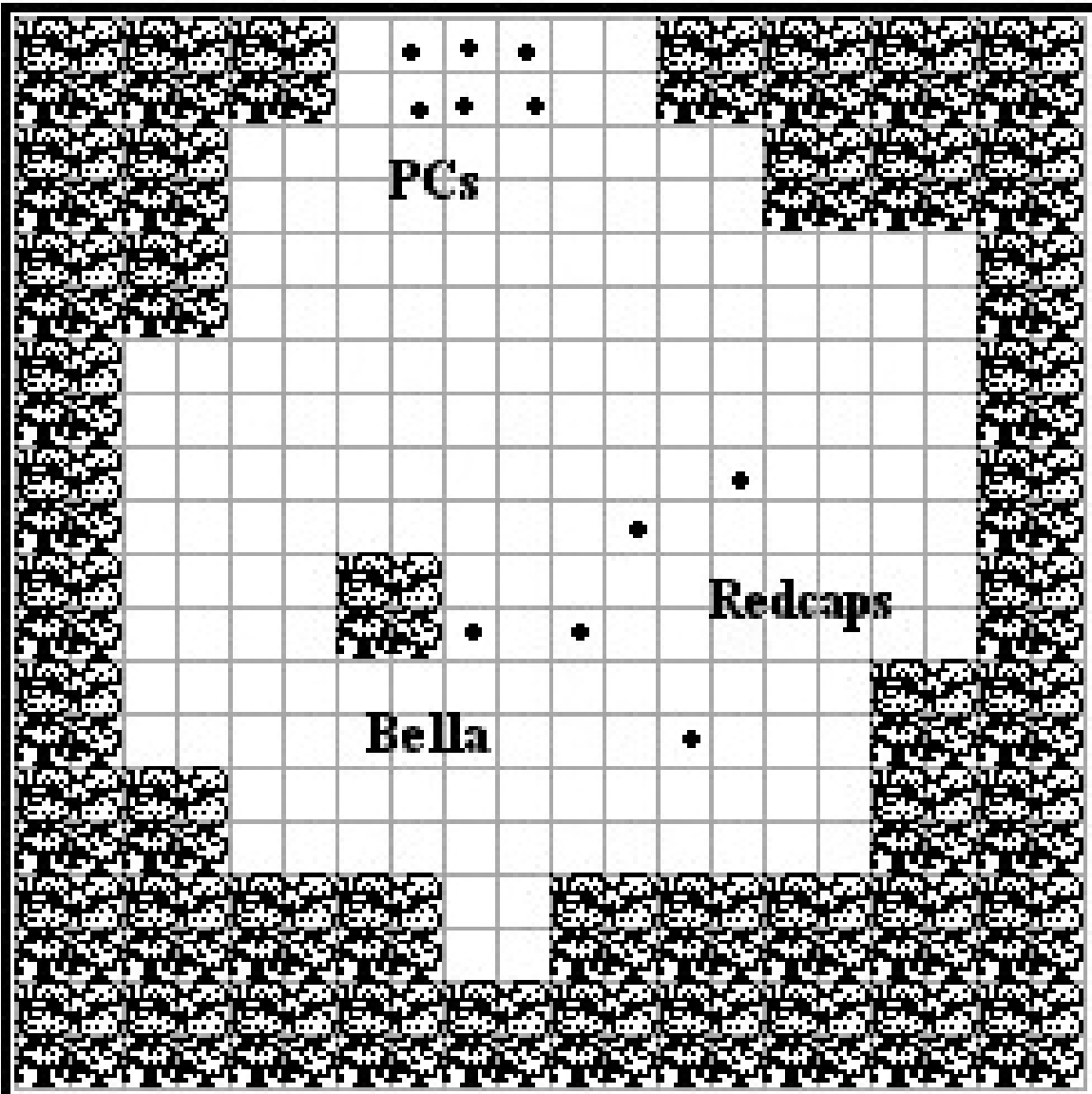
- DC 10: A plethora of spells and abilities allow for control of a person's actions.
- DC 15: The *magic jar* spell or similar effect could allow a wizard or sorcerer to take possession of a person. Some magical items exist that could duplicate the effect.

KNOWLEDGE (RELIGION)

- DC 10: Many forms of undead have the ability to make mortals into their thralls.
- DC 15: Some ghosts have the ability to possess a person, taking over the host's body. Such undead are still vulnerable to being turned, however, and can be revealed by effects that detect their alignments.

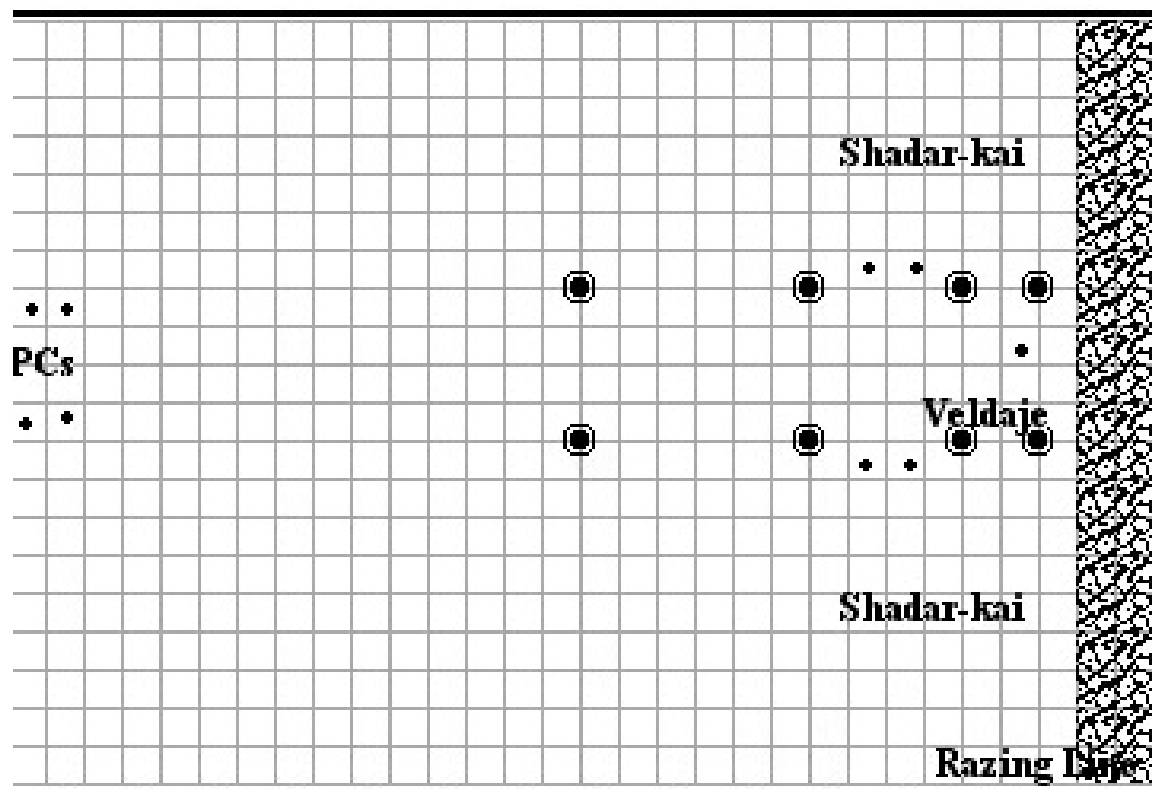
If Malys fears that the PCs might be planning to kill or banish her, she is more inclined to flee using her *greater teleport* ability than to fight. PCs planning to combat her ethereal form will need to counter that ability if they want to defeat her for good. While Malys is powerful, she's not willing to risk her current pleasant excursion onto the material plane for her plans; after all, as an immortal demon, time is on her side.

APPENDIX 5: ENCOUNTER 2: THE TAINTED GLADE MAP



(Scale: 1 square = 5 ft.)

APPENDIX 6: ENCOUNTER 5: ASCENSION MAP



(Scale: 1 square = 5 ft.)

Circled dots are planted torches, and provide lighting accordingly.