

# Familiar Territory

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

Version 0.8

by Todd Ammerman, Toni Brill, & Paul Dohearty

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Not too long ago, the foul magic of the Old One caused a portion of the Vesve to be exchanged with an ancient and abandoned Shieldmage's Tower. Strange allies inform you that the time has come to explore the crumbling ruins that should still reside in the Shield Lands, and to discover its untold secrets before the Dawn rises. Part 3 of the Familiarity Breeds Contempt series (sequel to HIG6-02 *Antipathy* and HIG7-08 *Faerly Moot*). A Highfolk regional adventure set in the Vesve Forest for characters levels 1-13 (APL 4-10).

Resources for this adventure include Magic Item Compendium [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], Monster Manual IV [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Lique, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], Monster Manual V [David Noonan], and Planar Handbook [Bruce R. Cordell and Gwendolyn F.M. Kestrel].

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

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

### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## AVERAGE PARTY LEVEL (APL)

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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

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This is a standard Regional adventure, set in Highfolk. Characters native to Highfolk pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

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

## ADVENTURE BACKGROUND

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More than a year ago, an epic-level ritual was enacted by Iuz and his minions in an attempt to destabilize two of his border states, to undermine the gains that Highfolk and the Shield Lands have made against his forces in recent years. Through this ritual, a portion of the Vesve Forest was magically switched with an equal-sized portion of the occupied area of the Shield Lands, via a dimensional rift. A Shieldmage's Tower and its accompanying dungeon complex were transposed with an ancient grove of the Vesve.

Of note is that this Tower now lies in Oronodel lands; it has become apparent to many that there are forces that are quite interested in its contents. It was recently learned that a connection still exists between the transposed lands for some reason, and some of those forces wish to sever that connection completely, while others plot to exploit it.

Jye, the familiar of former Knight of the High Forest Releshi Elethiel-Rellen, and Sjach, the familiar of

Guildsman of the High Art Onvere Raycaster, went missing after the purging of the Old One from the Vesve near the end of CY595. Separate reports of an elven cat and a weasel seen helping various adventurers have been heard on several occasions since that time, but nothing really substantial has been confirmed... until now.

## ADVENTURE SUMMARY

At the end of HIG7-07 *Faerly Moot*, the PCs encounter Jye, the estranged elven cat familiar of Releshi Elethiel-Rellen (reh-LEE-she eh-LEE-thee-ell REL-en), who was last encountered in HIG5-09 *Twilight*. He is then joined by Sjach (SA-jik), Onvere Raycaster's (On-a-veer) estranged weasel familiar – this was the helpful weasel from HIG6-02 *Antipathy*. In his roundabout way, Jye refers to his 'pocket' (Releshi), how he misses her, and how he and Sjach think Releshi is in over her head but doesn't realize it. PCs that share Jye's toy with him garner enough trust that Jye asks the PCs to find a way to save her.

Ultimately, Jye and Sjach ask the PCs to close the Portal to the Upper Planes located beneath the recently transported Shieldmage's Tower in Oronodel lands, before it can be used by the Dawn.

After a short trip to the Tower, the PCs arrive to find it heavily guarded by an odd tribe of lizardfolk; they claim to have been sent by a being they refer to as the Ancient Protector to defend it from the PCs' entry, and attack any who attempt to pass.

Assuming they defeat or bypass the lizardfolk, the PCs approach the Tower to find no visible means of entry. They either need to bash their way in, or for those that have been here before, recall how they entered last time.

Descending to the catacombs beneath the Tower, the PCs find one or more celestials guarding the Portal. These beings are not interested in letting anybody close it - they allow the PCs to negotiate, but fight if it comes down to keeping the Portal open. The PCs need to slay the celestials if they wish to close the Portal.

As the PCs leave the Tower, a distinctly draconic Releshi arrives; likely too late to prevent the Portal's closing. She informs the PCs of the intended repercussions for their grave mistake, but before she can act, Onvere Raycaster arrives, teleporting between her and the PCs. The two greet each other as old friends, but a wariness can be detected between them. As they parlay briefly, greenish draconic creatures arrive and attack the PCs.

After defeating the first wave of draconic creatures, it becomes apparent that Releshi has brought a small army with her; as things begin to look very grim, a flight of giant owls arrives to whisk the PCs away to safety while a great grey render engages the draconic horde.

## PREPARATION FOR PLAY

- Determine if any PCs have Jye's Toy from HIG6-08 *Dusk*
- Ask if PCs have played HIG5-09 *Twilight*, HIG6-09 *Dusk*, or HIG7-102 *Crossroads* – if so, they recognize Releshi in **Encounter 5: Big Guns**, despite her enhanced draconic traits. If they have played HIG5-09 *Twilight*, they might also recognize Jye.
- Ask if PCs have played HIG6-02 *Antipathy* or HIG7-101 *Dwarrowdeep* – if so, they recognize Onvere in **Encounter 5: Big Guns**. If they have played HIG6-02 *Antipathy*, they might also recognize Sjach.

**Balance of Scales:** Determine if any PCs have levels of Dragon Disciple or other draconic prestige classes, base classes, feats, or other abilities and do not have Highfolk regional documentation granting them access (that is, they gained access from another region, or took access exercising the core or Open option). These PCs should be noted, as they are specifically targeted during **Encounter 5: Big Guns**; also refer to the Adventure Supplement for this adventure, if present.

**Highfolk Special PCs:** Determine if any PCs are "Caressed by Angels" or "Kissed by Devils". These PCs should be noted, as they may receive special benefits or penalties during **Encounter 3: Close the Portal** and **4: Aftermath**. Also, Devoted PCs receive some special attention in **Encounter 6: An Offer**.

**Legendary Deeds:** At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

**Highfolk Influence Chart:** PCs may wish to spend various Regional Influence Points during this adventure. Refer to the Supplemental Highfolk Influence Chart for guidelines.

## INTRODUCTION: FAMILIAR FRIENDS

*You come upon an odd site; a long-haired calico cat sits in the middle of the road, casually licking its paws to wash its face and its brown, green, and black fur. Without pausing, the cat says* (in Elven; if

nobody understands, repeat in Common), *"I wondered how long we'd have to wait for you."*

*He flicks a tufted ear and studies your group intently. As he does so, a sleek-furred brown weasel darts out of the brush and onto the road. It chitters loudly at the cat, and though you cannot understand the creature, its tone is unmistakable.*

*The calico wrinkles its nose and flops down casually in the middle of the dirt track. It sighs, "Relax, Sjach – I'm getting to it." Yawning and stretching, the furry cat speaks to your group once more.*

*"My name is Jye, and this is Sjach... and we were wondering if you'd be willing to help us with something. We need someone to enter into the Shieldmage's Tower and close the Portal that lies beneath it."*

A DC 15 Knowledge (local – Iuz's Border States) allows PCs to recognize these familiars, either by reputation, name, or sight – Devoted PCs gain a +4 circumstance bonus to these rolls. Sjach is unable to speak to the PCs directly (he is a magical beast, so *Speak with Animals* does not help though the spell *Tongues* does) and instead attempts to communicate with them via Jye and by using facial expressions and small noises. He seems to be quite friendly, and is very intelligent and focused on the matters at hand. He is constantly trying to keep his elven cat companion from getting sidetracked.

Jye, on the other hand, is easily distracted and chaotic. He is friendly, playful, and sarcastic, and like most cats, he has a mild selfish streak - though his overall disposition is good and helpful. Jye has a strong dislike for canines, so any wolves or dogs present are treated with disdain; at some point, Jye uses his *Enlarge* ability to puff himself up and show the canine just who is in charge. Should any animals cause trouble and the *Enlarge* trick doesn't work, Jye flees up a nearby tree and changes into a branch with his *Tree Shape* ability.

A DC 15 Knowledge (nature) check reveals the following about Jye:

- He is what is known as an elven cat.
- Elven cats are capable of speaking in elven.
- Elven cats have some unusual abilities that allow them to blend into the woods.
- They can *pass without trace* like druids, at will.
- They have the ability to change their size at will.

At some point, one of the PCs may give the elven cat Jye's Toy which they may have received from Releshi (in HIG6-08 *Dusk*); this causes Jye to immediately cease whatever action or conversation he was engaged in. He

becomes obviously excited about the gift; after taking it, he promptly and happily plays with the toy, rolling and pouncing on it while purring loudly. He appears to have completely forgotten both Sjach and the PCs for the moment.

Eventually, Sjach chitters loudly at Jye and the PCs need to try to get his attention again, which causes him to reluctantly stop with the toy and pay attention once more. Even afterward though, Jye occasionally bats at the toy with an idle paw. He is, after all, a cat and easily distracted.

PCs may have questions for either of these beats:

- Who are you two again? *"I told you, I'm Jye and this is Sjach. We are the leaders of..." Jye pauses and casts a sly look at his companion, "Jye's Brigade."*

*Sjach lets out an annoyed squeak, circling around the green splotched cat. Again, his chiding tone is evident.*

*"Listen, I'm the one talking to them and I'm the one that they understand. I've decided to rename our group Jye's Brigade. That Familiar Brigade name is too boring." Jye looks quite pleased with himself and puffs his chest out.*

- Why do you want us to close the Portal? *"Why?" The cat sniffs disdainfully, "I thought you were heroes? Don't you just do something when someone asks for your help?" He peers suspiciously at his furry companion. "I thought you said they'd help us?" Sjach waves his paws around and points at your group. Jye sighs and complains, "You are always so bossy, Sjach. Between you and Patchmo..." He leaves the sentence hanging. "I'm supposed to tell you that the reason we want the Portal closed is that we are afraid that its powers may be used to benefit the Dawn. I also want you try to save my Pocket while you are at it. She's in way over her head and she does not realize it."*

- Who is Patchmo? *A flea-ridden mutt, one of my 'servants'. He's not important."*

- What IS the Dawn and what is it trying to do? *Both animals shake their heads sadly before Jye replies, "You will find out soon enough."*

- Pocket? Who's your Pocket? *Jye squints at you, apparently thinking the answer is so obvious that you must be playing a joke on him to even ask it. He does have the grace to answer your question however. "She's my familiar – she keeps my god trapped in her pocket so that she can bring him out when I need to tell him to do something for me."*

*Elven cats don't have REAL pockets you know." The weasel says something to Jye but the cat appears to ignore him.*

- Who IS your familiar then, Jye? *Rel is, though she always calls ME the familiar. I let her have that little vanity because it makes her feel better. Strangely though, I've heard Cal call Releshi 'Sulsha' before. And she then calls him 'Ezree' sometimes."* At these words, a loud and shocked squeak emanates from the sleek furred weasel. His intelligent eyes regard Jye with surprise and Sjach jabbars at him.

*Jye bats playfully at the excited animal and appears to take Sjach's words in stride. "Fine, fine. We can talk more about it later." Jye wrinkles his feline nose, "I don't know what you are getting at, it's just one of those cute little kissy-names. Those two can be so annoyingly affectionate sometimes; they seem so in tune with one another. They occasionally don't even make room for me in their laps to be petted." It seems that to Jye, this is a great offense.*

- Releshi keeps a god in her pocket? *Yes, he's really a very little god or else he wouldn't fit. His name is Gadhelyn.* A DC 18 Knowledge (religion) check reveals that Gadhelyn is a somewhat obscure elven hero-god, whose portfolio includes independence, outlawry, feasting and hunting; he is also known as the Hunter or the Lord of the Wildwood.

- What exactly is Releshi up to (or similar questions regarding Releshi's current actions)? *"I honestly couldn't tell you what she is doing or why she's done certain things." Jye's tail stops its constant lashing for a moment and his ears press miserably against his furred skull. "I haven't seen her for a while now. I miss her terribly, and wish she would come back to me." Sjach sadly noses his companion.*

- Is Sjach a familiar too? If so, whose is he? *Now it is Sjach's turn to look insulted. Jye speaks for the other, "HIS familiar is Onvere Raycaster. He's worried about him too... we're going to get this whole mess figured out and fixed, that's why we're here. "What's that, Sjach? No, I don't think they really care that you once grappled Calentir to the ground. He must have been humoring you."*

- What is the Familiar Brigade or Jye's Brigade? *We accept all sorts of animals so long as they work to help and protect Highfolk and the Vesve."*(If the PC

has a familiar or animal companion he addresses them and adds, *"Even you, fleabag."*)

- Why aren't you with your masters anymore? *This time it is the weasel that tries to answer first. He chirps and hops, seemingly lecturing. Jye nods his whiskered head in agreement.*

*"Both of our familiars are trying to accomplish the same end goal through different means. We happen to believe that they are both wrong.*

- So, how do we close this Portal? *I have this scroll that you can use. Jye waves an idle paw over in the direction of the crotch of a nearby tree branch. "Take that – it was in Onvere's library and I think it might help you close the Portal." The silent familiar gives off an odd barking sound, and Jye adds, "Oh yes... Sjach says you'll need a few drops from a... what? A celestial being? And that makes the sealing permanent?" Sjach nods his tiny head once in confirmation as Jye licks a paw and casually begins to wash his whiskered face.*

This is a scroll of seal portal (see New Rules Items in Appendix 2 for details), which is an arcane spell. If the PCs cannot use it, the familiars act confused and are sure they'll find some way to figure things out. Allow the PCs a DC 22 Knowledge (arcana) or Knowledge (planes) check to realize that the spell might work with blood from someone who is Caressed by Angels.

They are also able to give PCs directions to the Shieldmage's Tower.

Interject the following into the above questions at any point you feel it appropriate: *"I don't suppose you have any mice for my anywhere? I'm hungry and I really like mice, especially fresh ones but dead ones are okay too so long as they haven't been dead for too long." Jye swishes his thickly furred tail hopefully. Sjach gives a resigned sigh.*

If the PCs actually DO have mice and they give one to Jye, he takes it quickly and eats it if it is already dead. If it is alive, he plays with it and bats at it while he continues talking to the PCs.

## CREATURES

Jye: elven cat familiar.

Sjach: weasel familiar.

**Treasure:** The PCs can gain the following treasure here:

All APLs: Loot 0 gp; Coin 0 gp; Magic 137 gp; scroll of seal portal (137 gp); Total 137 gp.

**Detect Magic Results:** Scroll of seal portal (moderate abjuration).

## TROUBLESHOOTING

If the PCs do not accept the mission from Jye and Sjach, the adventure is over. If they require monetary compensation, Sjach berates them with a flurry of angry chitters, then tells Jye to pass along that he can deliver some magic items to their homes.

## DEVELOPMENT

The PCs travel to the Shieldmage's Tower without incident.

### 1: LEAPIN' LIZARDS!

*Hurrying through the majestic trees of the Vesve, you crunch through the fallen leaves as the Patchwall sun winds its way among the ever-diminishing canopies overhead. You eventually reach a point where there is a distinctive change. The plants and trees are somehow a little different in certain places.*

PCs who make a DC 15 Knowledge (local – Iuz's Border States) check, Knowledge (geography) check, or played HIG6-103 *Conflict Interactive* '06 know that this is near the boundary of where the land translocation occurred.

PCs who make a DC 10 Knowledge (nature) check recognize the regional variation of the plants from the Shield Lands, though the flora of the Vesve is starting to intermix with the transplanted vegetation.

*Creeping vines have wrapped themselves around these foreign invaders, sucking the life out of them. Fauna have eaten the intruding grasses, undoubtedly making room for native varieties to grow in the spring. Not long after crossing this line, you spy a large stone tower through the gaps in the trees.*

Characters may think it prudent to cast any long-duration preparatory spells (i.e. one minute per level or greater) at this interval, if they expect trouble.

*Breaking into the clearing near the Tower, you see what would have once been a majestic site - a tall spire of worked stone. This tower lacks all of the traditional bricks and mortar that most edifices of this type utilize for construction.*

*Standing on the far side of the clearing about 50 feet away and blocking your path to the Tower is a small group of lizardfolk. They brandish their*

*weapons, and the largest of them steps forward to speak in broken Common to any male in the group (completely ignoring any females, and referring to them in a derogatory manner, if at all). "The Ancient Protector has foreseen the time and place of your intrusion into this sacred area. For this transgression, you must die!" With that, the pack readies their weapons and begins to stride forward.*

APL 4 (EL 6)

**Lizardfolk (3):** hp 10, 11, 12; *Monster Manual* xxx.

**Lizardfolk Cleric (1):** hp 41; *Appendix 1*.

APL 6 (EL 8)

**Lizardfolk Fighter (2):** hp 27; *Appendix 1*.

**Lizardfolk Ranger (1):** hp 26; *Appendix 1*.

**Lizardfolk Cleric (1):** hp 56; *Appendix 1*.

APL 8 (EL 10)

**Lizardfolk Fighter (2):** hp 58; *Appendix 1*.

**Lizardfolk Ranger (1):** hp 49; *Appendix 1*.

**Lizardfolk Cleric (1):** hp 71; *Appendix 1*.

APL 10 (EL 12)

**Lizardfolk Fighter (2):** hp 87; *Appendix 1*.

**Lizardfolk Ranger (1):** hp 64; *Appendix 1*.

**Lizardfolk Cleric (1):** hp 86; *Appendix 1*.

## Tactics

The lizardfolk charge, preferring lightly armored targets with their first assaults. These lizardfolk prefer to fight using shield and club (AC 17) instead of their two claws. They try to use flanking to their best advantage. The cleric attempts to handle heavier armored targets. Because of the vision the lizardfolk experienced, they cannot be dissuaded from fighting by use of Diplomacy. However, if they are brought to Friendly or Helpful (DC 35 or better Diplomacy check), they instead simply subdue PCs, strip them of their gear, and dump them far away in the forest before returning to guard the Tower. These lizardfolk fight to the death.

At all APLs, there is a small pool of water, about 10 ft by 20 ft. At APLs 4 and 6, it is 5 feet deep. At APLs 8 and 10, it is 10 feet deep.

At APL 4, this is a simple fight. The cleric has already drunk his *potion of enlarge*, and serves as the beef while the others simply support.

At APL 6, the cleric is a secondary melee combatant. The fighters try to push (and potentially grapple) the PCs into the water intent upon drowning them. The ranger fights from the back ranks while throwing a net on any PC who falls into the water.

At APL 8, the cleric buffs and supports from the rear. Other tactics are as at APL 6. Here, the water is 10 feet deep.

At APL 10, basic tactics are the same. However, the cleric traps any PCs in the water with a *wall of stone*. He also casts *control water* to remove any space underneath for a trapped PC to breathe. He uses his Dragonfire Channeling to convert his turning attempts so he can breathe for 4d6 points of fire damage in a 15 ft. cone (DC 15 Reflex save for half damage).

#### **Lizardfolk – Knowledge (local – Iuz’s Border States):**

12- These are reptilian humanoids known as lizardfolk; they generally speak Draconic.

17- They are adept at attacking with both their claws and their bite, and have a very thick, scaly skin.

22- Highfolk’s lizardfolk follow a being they refer to as the Ancient Protector, though none of them really know what it is other than it has appeared to them as a great wolf with glowing green eyes.

Each lizardfolk carries an oaken disk inscribed with an image of a large wolf with glowing green eyes.

**Treasure:** The PCs can gain the following treasure here:

**APL 4:** Loot 25 gp; Coin 0 gp; Magic 136 gp; +1 breastplate (112 gp), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 161 gp.

**APL 6:** Loot 50 gp; Coin 0 gp; Magic 590 gp; +1 greatclub (192 gp), +1 breastplate (112 gp), *potion of resurgence* (3 @4 gp each), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 640 gp.

**APL 8:** Loot 103 gp; Coin 0 gp; Magic 3005 gp; *amulet of health* +2 (2 @ 333 gp each), +1 breastplate (2 @112 gp each), +3 breastplate (779 gp), *gloves of dexterity* +2 (333 gp), +1 greatclub (192 gp), +1 heavy wooden shield (96 gp), +1 leather armor (96 gp), *periapt of wisdom* +2 (333 gp), *potion of resurgence* (3 @4 gp each), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 3108 gp.

**APL 10:** Loot 103 gp; Coin 0 gp; Magic 4005 gp; *amulet of health* +2 (2 @ 333 gp each), +1 breastplate (2 @112 gp each), +3 breastplate (779 gp), *gloves of dexterity* +2 (333 gp), +1 greatclub (192 gp), +1 heavy wooden shield (96 gp), +1 leather armor (96 gp), *periapt of wisdom* +4 (1333 gp), *potion of resurgence* (3 @4 gp each), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 4108 gp.

**Detect Magic Results:** *amulet of health* +2, +x breastplate, *gloves of dexterity* +2 (333 gp), +1 greatclub, +1 heavy wooden shield, +1 leather armor, *periapt of wisdom* +2 (all faint transmutation), *periapt of wisdom* +4 (moderate transmutation), *potion of resurgence* (faint abjuration),

*potion of enlarge person* (faint transmutation), *scroll of cure light wounds* (faint conjuration), *scroll of resurgence* (faint abjuration).

#### **TROUBLESHOOTING**

If the lizardfolk are subdued, they are resistant to talk, calling PCs “infidels”, “doom-bringers” and whatnot; they completely ignore any females. If they are charmed or turned using similar magics, they describe the vision of the adventurers breaking into the Tower. This action brought pain to their Ancient Protector.

## **2: WE’RE HERE – NOW, HOW DO WE GET IN?**

*After the final lizardfolk has fallen, the Tower still stands forebodingly. You see no physical opening; no windows or other means of possible entry.*

Upon a careful DC 20 Search, one area of the wall appears to be different than the others. A DC 25 Spellcraft check indicates that this is a *wall of stone* that has covered up a possible entry point. PCs that have participated in HIG6-i03 *Conflict Interactive* ‘06 recall the location of the entrance automatically.

There is no other entrance to the Tower. Most groups will need to either use magic (*rock to mud*, *stone shape*, etc.) to create an opening, *dimension door* inside, or else simply bash down the stone wall. Estimate how much time this takes, as some spells from the lizardfolk battle may expire.

**Reinforced Masonry Walls:** 1 ft. thick; hardness 8; hp 180; AC 5; Break DC 45, Climb DC 15.

*Peering into the Tower, you see a thick layer of dust and feel cool air pouring out.*

#### **DEVELOPMENT**

The PCs, may *dimension door* directly to the first lower level, materializing near the Portal (especially if they have been here before); adjust descriptions as appropriate. The Tower is compact enough that PCs feel they can keep minute/level spells running in case of danger.

## **3: CLOSE THE PORTAL BEHIND YOU. WHAT, WERE YOU BORN IN A SHIELDMAGE’S TOWER?**

*The Shieldmage’s Tower is a cold, imposing structure; much chillier than outside, uncomfortable, but not particularly dangerous. The*

*halls inside the Tower are cold and empty. Large statues of ancient heroes decorate the halls and appear to be supporting the ceiling. You walk through the deserted halls, searching for any sort of danger or trouble, but the Tower seems deserted and unused. Your directions suggest you head downward. In short order you find a stone spiral staircase that descends into the bowels of the structure.*

A DC 20 Listen check allows a PC to hear some of the spellcasting that the alerted guardians may be performing. Those that succeed at the Listen check can then make a Spellcraft check to identify one of the preparatory spells that the guardians have cast.

*Oddly, as you descend, the temperature begins to rise and brightness gradually begins to fill the passageway. Once you move off the bottom step, the entire room is bathed in illumination as bright as daylight. Amidst the rows of catacombs, a gigantic circle seems to have ripped through the fabric of the planes, and several beautiful creatures float through the air in front of it. The scene beyond the Portal is serene and reveals peaceful grassy fields.*

Continue with a description of the creature(s), based upon APL below:

APL 4

*While the short, stocky elf-like creature gazes upon you with eyes that constantly change hue, a long, serpentine shape dives to and fro around the Portal, a single claw jutting forward near its head.*

APL 6

*Three short, stocky elf-like creatures gaze upon you with eyes that constantly change hue, their silver-white hair blowing in an unseen breeze.*

APL 8

*While the short, stocky elf-like creature gazes upon you with eyes that constantly change hue, two tall, muscular humanoids with powerful wings instead of arms circle the air around the Portal. The pair's faces are only slightly bird-like, but their hair resembles a feathery cowl, they have eyes of bright gold, and their legs end in strong talons instead of feet.*

APL 10

*This angelic creature resembles a female elf with a noble bearing; its pearly, opalescent eyes glow,*

*seeming to bore into your very soul. It levels its glowing greatsword at you and waits.*

Consult the Knowledge (planes) results to see if PCs can identify the creatures. A DC 10 Knowledge (planes) check identifies the inter-planar Portal. A DC 20 Knowledge (planes) check identifies the plane on the other side of the Portal as Elysium. Through the Portal can be seen glimpses of a bridge resembling a white swan, spanning two high mountain peaks above a rushing river. Everything there seems brighter and more vivid, and a soft melodious music calls to the PCs through the Portal. PCs get a sense that, should they cross through, the destination is so beautiful that they might never wish to leave.

*As you enter the large room, one of the creatures holds itself aloft and speaks to you, while the other(s) continue(s) its (their) flight back and forth before the Portal, watching you closely. The lead creature holds out one hand, "Stop. The Divine Ones have spoken to us of you. We know who you are and what you are here to do." This voice is odd, and appears to you to be in your native tongue.*

The PCs may attempt to convince the celestials that the Portal must be closed. Use the following questions as a guide to your responses; the lead celestial speaks in deep, regal tones:

- Why do you want the Portal open? *The higher powers demand it; we do not question our orders.*
- What purpose does it serve? *The owner of this Tower, whom we have not seen in many decades, wishes us to maintain and guard the Portal for those known as the Shieldmages to use for the furthering of good. We have also learned that this connection to Elysium fuels the link between what your kind refers to as the Wraithwood, and the green sea, that which you mortals call the Vesve.*
- Why is a bralani (or ravid, or ghaele – any non-guardinal) guarding a portal to Elysium? *The Portal's import is far too great to allow petty ethics to restrict our options; all celestial beings are accepted as guardians.*
- But we want to close it to stop a great evil! *There is no great evil here in the presence of the Portal... not unless you have brought it here yourselves.*



- May we approach? ***“No, you may not. If you leave the area within 10 feet of the stairs, we have been instructed to attack. If you leave and return, we have been instructed to attack.”***

If the PCs attempt to use Diplomacy to sway the celestials, the beings cannot be convinced to let the PCs close the Portal. Consider the celestials as Hostile for this purpose. PCs that are *Caressed by Angels* receive a +4 circumstance bonus on this check. If the celestials are brought to Friendly (requiring a DC 35 Diplomacy check), they do not yield, but also do not kill the PCs, instead striking for non-lethal damage. They then transport any unconscious PCs far away from the Tower before returning to defend the Portal. At APL 10, Godsend *planeshifts* them elsewhere so they cannot continue to cause problems.

It is unlikely that stealth can be used by PCs to close the Portal. Most of the celestials are very alert and some can *see invisibility*. If any PC is detected and appears to be hiding and/or sneaking, the celestials call them out. If the PCs continue to hide, the celestials attack them until the PCs reveal themselves.

Should the PCs decide to return up the stairs so that they may privately discuss plans on how to close the Portal, or even merely to leave for good, the lead celestial shouts out a warning, ***“Do NOT return to this room. Your presence is no longer welcome here; you have seen the Portal, and it is good. If you do return, we will attack immediately.”***

PCs that are *Kissed by Devils* may treat their natural and manufactured weapon attacks as the appropriate materials/alignment to bypass these celestials' DR. They also automatically succeed on any of their SR checks.

PCs that are *Caressed by Angels* are punished for turning on and attacking their celestial cousins. The celestial's attacks are considered Bane: *Caressed by Angels* PC (+2 to hit, +2d6+2 damage).

## CREATURES

### APL 4 (EL 7)

**Bralani:** hp 45; *Monster Manual* 93.

**Ravid:** hp 16; *Monster Manual* 213.

### APL 6 (EL 9)

**Bralani (3):** hp 45; *Monster Manual* 93.

### APL 8 (EL 11)

**Avoral (2):** hp 66; *Monster Manual* 141.

**Bralani:** hp 45; *Monster Manual* 93.

### APL 10 (EL 13)

**Godsend, Ghaele (1):** hp 65; Appendix 1.

**Bralani (2):** hp 45; *Monster Manual* 93.

## Tactics

The bralani has *mirror image* and *blur* active and refreshes them continuously after the PCs enter the Tower until they reach this level. The bralani prefers to fly in this room. It uses *lightning bolts* to hit as many foes as possible, switching over to the bow when it runs out of uses. If foes have a high AC or deflect arrows, it switches to Whirlwind form and begins to blast them with buffets of air. Remember their DR and SR.

The ravid flies about, trying to stay within 20' of the statues, randomly animating them as Large-sized animated objects (see *Monster Manual* page 13) for one round. These objects charge a random foe and attack, then fall inert until they are possibly animated again. The ravid enters melee combat with anyone who attacks the bralani.

The avorals have *aid*, *blur*, *magic circle against evil* and *see invisibility* active, and refresh them continuously after the PCs enter the Tower until they reach this level. The avoral prefer to fly around the room shooting *lightning bolts* to affect a large number of PCs or empowered *magic missiles* at individual targets. If flying creatures or burly PCs get close to them, the avorals use their fear aura to scare the PCs off. Remember their DR and SR. When wounded, the avorals use their lay on hands ability.

Godsend has previously cast *heroes' feast* on itself (already factored into stat block). The ghaele has *aid* (already factored into the hp above), *greater invisibility* and *see invisibility* are active and refreshed continuously after the PCs enter the Tower until they reach this level. The PCs are actually speaking to a *major image* (a DC 15 Spot check notices this), rather than the ghaele itself. Remember its 20' protective aura acts as both a *magic circle against evil* and a *lesser globe of invulnerability* (stops 3rd level or lower spells from entering), and remember DR and SR. Godsend prefers to use *prismatic spray*, then *chain lightning* and other offensive cleric spells.

The ghaele uses *close wounds* on itself every round when it is hurt. When physically attacking, Godsend typically uses Combat Expertise for 5, unless it has trouble hitting foes or is Improved Disarming them.

Knowledge (planes) check results reveal the following information (PCs that are *Caressed by Angels* or *Kissed by Devils* receive a +4 circumstance bonus on this roll):

## Bralani

16- Bralani are chaotic good celestials.

21- They have a wide array of defenses including resistance to physical damage except from evil or cold iron weapons.

26- They are immune to paralysis and electricity, are resistant to cold and fire (10) and have SR 17.

### Ravid

- 13- This odd looking creature is a ravid.
- 18- Ravids are best known for randomly animating objects when they become upset.
- 23- Ravids are immune to fire.

### Avoral

- 17- This a bird-like celestial called an avoral.
- 22- Avorals are resistant to physical damage except from silver or evil weapons.
- 27- They are immune to paralysis and electricity, are resistant to cold and sonic (10) and have SR 25.

### Ghaele

- 20- This is a ghaele.
- 25- They are best known for wielding their glowing +4 holy greatswords.
- 30- Ghaele have a wide array of spell-like abilities and also casts spells as a high (14<sup>th</sup>) level cleric. They have access to the Air, Animal, Chaos, Good, or Plant domains.

**Treasure:** The PCs can gain the following treasure here:

**APL 4:** Loot 0 gp; Coin 0 gp; Magic 3092 gp; +1 holy composite longbow (+4 Str) (1566gp), +1 holy scimitar (1526gp); Total 3092 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic 9276 gp; +1 holy composite longbow (+4 Str) (3 @ 1566gp each), +1 holy scimitar (3 @ 1526gp each); Total 9276 gp.

**APL 8:** Loot 0 gp; Coin 0 gp; Magic 3092 gp; +1 holy composite longbow (+4 Str) (1566gp), +1 holy scimitar (1526gp); Total 3092 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic 6029 gp; +4 holy greatsword (6029gp); Total 6029 gp.

**Detect Magic Results:** +1 holy composite longbow (+4 Str), +1 holy scimitar (moderate transmutation), +4 Holy Greatsword (strong transmutation).

## TROUBLESHOOTING

PCs may try to close the Portal without fighting the celestials, who of course do everything within their power to stop them from doing so. If the PCs attempt this, skip ahead to the appropriate parts of the next encounter, returning here as needed to conduct the ongoing battle.

## 4: AFTERMATH

If the PCs choose not to fight the celestials:

*You argue and try to coerce, but you find that the celestial beings will not budge on their stance. Deciding that discretion is the better part of valor,*

*all that remains is for you to return and report your findings.*

Go to **Encounter 5: Big Guns**.

If the celestials are slain:

*The broken bodies of the celestial beings lie bleeding on the floor. Behind them still glows the wondrous Portal.*

There are several different ways to close the Portal, though all but the last method also require a few drops of celestial blood to make the sealing permanent; this either needs to be taken from one of the guardians, or from a PC that is *Caressed by Angels*:

- PCs can use the *scroll of seal portal* provided to them by the familiars in the **Introduction**. This closes the Portal automatically.
- If the PCs cannot use the scroll, either because they do not have the spell on their spell list or because they do not succeed at the Use Magic Device skill, there are several other options. PCs can make a DC 20+APL Disable Device skill check (the aura of the celestials, slain or incapacitated, still provides the Portal with some resistance to this tinkering; stronger celestials increase this resistance). PCs can take 20 on this roll, but only if all the celestial guardians have been disposed of to tinker with the Portal enough to break it and close it. PCs that are *Caressed by Angels* receive a +4 circumstance bonus on this check.
- A DC 15 Knowledge (planes), Disable Device, Spellcraft, or Int check reveals that causing an extradimensional rift (such as placing a *bag of holding* into another such space) may be enough to disrupt and close the Portal. PCs that are *Caressed by Angels* receive a +4 circumstance bonus on this check as well.
- Alternatively, a powerful (non-good) outsider from the Elysium side of the Portal eventually wanders by. A gift or offering of valuables worth 1000 x APL gp entices him to close the Portal for the PCs.

Once the PCs close the Portal, read the following:

*You bask in the last few rays of extraplanar sun as the Portal begins to shrink. Now all that is left is to return back and report. As the last bit of the Portal*

*irises closed, you feel something inside you snap, your mind reels and your vision goes blank.*

PCs that close the Portal gain the **Favor of the Familiars** AR item.

For those PCs that are *Caressed by Angels* or *Kissed by Devils*:

*As the last bit of the Portal irises closed, you feel something inside you snap, a connection deep inside you is lost, but only now do you feel something inside you blossom unto its own. With a horrible mix of pain and glory, you fall to the floor.*

PCs that are *Caressed by Angels* and *Kissed by Devils* fall unconscious. They awaken after one minute, but are disoriented for the next several hours. Treat them as shaken for the remainder of the adventure.

## TROUBLESHOOTING

PCs may try to close the Portal without fighting the celestials, who of course do everything within their power to stop them from doing so. If the PCs attempt this, jump back to the appropriate parts of the previous encounter, returning here as needed to conduct the closing of the Portal.

## 5: BIG GUNS

*Striding out of the Tower and into the clearing, you still see the lizardfolk corpses lying on the fallen leaves. A small figure approaches the ruined entrance; it is a draconic woman with red-hair, and emerald scales and wings, dressed in woodland blues and browns.*

If the PCs have played HIG5-09 *Twilight*, HIG6-08 *Dusk*, and/or HIG7-102 *Crossroads*, they recognize the woman as Releshi Elethiel-Rellen. Those that did not may recognize her by description with a DC10 Knowledge (local – Iuz's Border States) check; Devoted PCs receive a +4 circumstance bonus to this roll. Releshi is a former Knight of the High Forest.

Those PCs that have met Releshi previously may immediately recognize that her physical draconic traits appear stronger. PCs may make a DC 12 Knowledge (arcana) to realize that her appearance is more draconic than that of a typical dragon disciple.

Give this general description of Releshi to the PCs: while still grey elven, Releshi's oval face and forehead sport small, crested spines that disappear into her thick hairline, her scales appear to be a richer and darker green, and a long and powerful tail curls at her feet. Great wings

rest upon her back, while her razor sharp teeth and slitted violet eyes shine brightly. A jagged scar, angry red and badly healed, fully encircles her neck.

*Releshi wrinkles her nose in annoyance. Calmly she inquires, "And just why are you intruding in the Shieldmage's Tower, on Oronodel lands?"*

Allow the PCs to either provide an explanation or spin falsehoods here. Releshi has already figured out just what they may have done inside, which explains her irritation. How the PCs answer her question colors her interaction with them. If they are honest and admit exactly why they are here at the Tower, she is more tolerant in her interactions with them. If the PCs mention that Jye or Sjach sent them to shut the Portal, have them make a DC 10 Sense Motive check to realize that the news of the familiars sending the PCs there is quite upsetting to her. If the PCs merely mention that they've met the two familiars, those PCs that made the Sense Motive check instead notice a flicker of sadness.

If the PCs instead wish to question her about other matters, including her recent activities, Releshi entertains them for a few minutes:

- *"You wish to waste your time asking me questions?" She shakes her head in amazement. "I do not have time right now for such foolishness, nor for you." Gloved hands grasp the hilts of the two thinblades resting at her waist, but she reconsiders. "Very well... but be quick."*
- *Why do you betray Highfolk? Releshi stares at you incredulously, anger and hurt coloring her words. "Everything I have done is FOR Highfolk. Everything I have given up so much and suffered for what I think is right; to keep safe those I love. If you only knew what I have done..."*
- *What have you been doing lately/ Where is Maegla the Dreamer? / Why did you take her, etc.?" Now is not the time to be discussing these things. Soon the time of revelations will be at hand and you shall have your answers."*
- *Where is your son and/or husband? "My baby is with his father." She waves a hand dismissively. "I'm sure they are enjoying their time together at home."*

- We gave Jye your toy. *Her face softens slightly. "The last time I saw Jye was during the Purging while we stood with our friends against the forces of the Old One. But, thank you for that. I truly mean it."*
- Where did you get that nasty scar? *"I died once... well, twice now." An unspeakable fury rises within the tiny dragon-elf, thinly veiled behind her amethyst eyes, and she says no more on the subject.*

This last question (or any of the prior ones) might be asked once Onvere arrives; if so, work Onvere into the responses periodically:

- How do you two know each other? *This time, it is the wizard that speaks, "Releshi and I used to adventure together a few short years ago. Because of our disagreements and our separate tasks, we don't get to see each other very much anymore. I fear though, that someday, our disagreements will come to a head. Rubbing her temples, Releshi responds, "I have a great destiny before me. This is my fate and my path. It is as it must be." Onvere frowns, shaking his head solemnly. "No Releshi, I've told you before, Fate is not set in stone. It is a malleable thing, and what we make of it."*

After the PCs have attempted their explanations or asked their questions, Releshi addresses them:

*"I have to admit, I am quite annoyed with you at this moment. You knew the dangers of this place when you came out here." Quickly, the woman advances a step, but before she can take another, an Oeridian man with silver-streaked brown hair and a sad face appears, floating in mid-air and directly interposing himself between her and your group.*

*"Releshi, you know I will not let you harm them," the newcomer retorts.*

Many PCs have already met Onvere Raycaster in HIG6-02 Antipathy or HIG7-101 Dwarrowdeep. Those that did not may recognize him by description with a DC10 Knowledge (local – Iuz's Border States) check; Devoted PCs receive a +4 circumstance bonus to this roll. Onvere is a high-ranking member of the Guildsmen of the High Art. A DC 19 Spellcraft check confirms that Onvere used teleport to arrive here; a DC 20 Spellcraft check reveals he is currently using overland flight.

*The petite woman freezes in surprise at the sudden appearance of the archmage. Then her beautiful face breaks out into a huge grin and she squeals happily, charging Onvere and flinging her powerful arms around his neck.*

*Onvere's lined face smiles warmly, gently returning the elven woman's embrace. "I've missed you as well, Rel."*

*As he pulls away, Onvere frowns as confusion, surprise, and worry flit across his face; it seems Releshi's enhanced appearance has finally registered. "Wha...?"*

*Smirking, Releshi interrupts, "Not now; maybe we'll get to talk later." She pokes a finger playfully at the magic user, and adds, "You've been away too long, Onvere."*

*The archmage's expression once more turns serious. "You know the reasons for that, Releshi."*

*The green-scaled woman sighs, nods, and her demeanor changes slightly. The tension in the air rises visibly and Onvere looks wary. Releshi then watches your group out of the corner of her eye. "So, you wish me to let their meddling stand? Why should I leave them be? They have interfered when and where they should not have. But first – you and I need to talk in private."*

The PCs can interject once more on why they should be left alone. Allow them a DC 20 Diplomacy check to convince her to leave them be. If they succeed, the greenspawns then fight using non-lethal damage when the combat begins.

If the PCs wish to discern whether Releshi's and Onvere's affections for each other are genuine, allow them Sense Motive checks to ascertain that they most certainly are. At this point, the PCs easily see draconic figures approaching the clearing from the north, led by what appears to be another lizardfolk. Releshi's demeanor suddenly becomes a bit more abrupt:

*"But, enough of this." The tiny woman draws herself up to her full 4 ft. 5 in. height. Releshi turns to face her draconic companions when Onvere places a hand on her shoulder.*

*"Releshi, they aren't worth it. What's done is done. Why don't we go and have that talk?"*

*Glancing at your group, the draconic elf sighs. "You are right, my friend, they are not worth my effort."*

*The archmage relaxes some and begins to head into the woods. At the tree line, he frowns at the group of snarling and shifting lizard creatures. "What about them?"*

*"Do not worry about them, Onvere. They will do as I say." Rel gives the creatures, most especially the lone lizardfolk, a stern glare. The creature snarls and averts his eyes.*

*Onvere nods, "Good, and thank you Rel." Over his should he says, "You know where I will be." He then continues into the woods.*

Onvere leads Releshi away from the Tower, but just before they move out of sight...

*The woman immediately follows the Archmage; this time it is Releshi that pauses at the tree line.*

**If the PCs chose NOT to close the celestial Portal:**

Releshi merely asks the PCs to move away from the entrance to the Tower, telling them that she will allow them to leave unharmed. She then instructs her greenspawn creatures to guard the entrance. The monsters do not attack the PCs as long as they do not try to re-enter the Shieldmage's Tower and Releshi is there. Once she is gone, however, read the following:

*The lizardman watches the draconic woman leave, his eyes boring into her back. Once she is out of sight, he looks at your group and spits out in Draconic, "His Protector may be willing to let you leave without due punishment, but you have earned the anger our Master, the Ancient Protector. Death is the consequence for your meddling."*

It is at this point that the greenspawn attack.

**If the PCs have managed to close the celestial Portal within the Tower before Releshi arrives, read the following as she leaves:**

*With Onvere out of sight, Releshi gives a subtle flick of her gloved hand, sending the awaiting monsters charging in your direction. She then flies off into the woods. In response, several large green lizards emerge from the nearby trees, followed by a small troupe of others, pausing only to note their fallen kinsmen.*

Allow the PCs a DC 25 Sense Motive check. Those that succeed catch the slightest flicker of regret on the ex-Knight's face.

The creatures in both the first and second waves target non-certed Dragon Disciples and other creatures detailed under the Balance of Scales in preference to all others. The greenspawns specifically avoid Highfolk Green Dragon Disciples, as well as those green-skinned

PCs who took the Verdant Oath and any PC wearing the symbol of the Lady of the Wood, unless they attack the greenspawns themselves. Note that PCs should be discouraged from attacking either Releshi or Onvere; they are exceedingly powerful individuals and should not be taken lightly. If they decide to attack, Onvere has precast a *moment of prescience* and is therefore quite likely to win initiative. Remember that he is an Initiate of the Sevenfold Veils; as an immediate action, he puts up both a violet and an indigo veil between the PCs and Releshi and himself, regardless of who the PC intends to attack.

## CREATURES

All APLs:

**Releshi Elethiel-Rellen** female dragon (augmented grey elf), Barbarian 1/Fighter 2/Ranger 2/Sorcerer 1/Marshal 2/Dragon Disciple 10.

Traits: confident, driven, quick-witted, likeable, loyal.

**Onvere Raycaster:** Male human (Oeridian) Wizard 7/Fatespinner 2/Initiate of the Sevenfold Veils 7/Archmage 2.

Traits: free-spirited, intelligent, and mischievous. He is rather soft-spoken and carries himself quite well in conversation. He appears as if his thoughts are on a great many things at once, although his demeanor suggests he has great concentration on the task at hand.

APL 4 (EL 5):

**Greenspawn Leaper (3):** hp 19 each; *See Appendix 1.*

APL 6 (EL 7):

**Greenspawn Razorfiend (1):** hp 85; *See Appendix 1.*

APL 8 (EL 9):

**Greenspawn Razorfiend (2):** hp 85 each; *See Appendix 1.*

APL 10 (EL 11):

**Greenspawn Razorfiend (3):** hp 85 each; *See Appendix 1.*

**Greenspawn Zealot (2):** hp 45 each; *See Appendix 1.*

### **Greenspawn Leaper**

Knowledge (arcana) result:

10 - This creature is definitely draconic in origin.

12 - This creature is a greenspawn leaper, a predatory magical beast related to green dragons that lives in the forest canopy. This result reveals all magical beast traits.

17 - Greenspawn leapers are immune to acid and release a burst of acidic poison from their bodies when wounded. They are vicious and selfish creatures.

22 - Greenspawn leapers are very territorial and engage in races against others of their kind through the canopy to determine dominance.

27 - Greenspawn leapers dislike being out of their trees and rarely cross open ground or enter water.

32 - Greenspawn leapers mate once every three years. A leaper raised in captivity can serve a Small humanoid as a mount among the trees, but it retains its vicious disposition.

Knowledge (religion) result:

12 - Greenspawn leapers are some of Tiamat's spawn.

17 - Greenspawn leapers can sometimes be found among worshippers of Tiamat.

### **Greenspawn Razorfiend**

Knowledge (arcana) result:

10 - This creature is definitely draconic in origin.

17 - This creature is a greenspawn razorfiend, a vicious magical beast related to green dragons. This result reveals all magical beast traits.

22 - Greenspawn razorfiends are immune to acid, paralysis, and sleep. They have an acidic breath weapon and extremely sharp, bladed wings with which they slash at foes.

27 - Greenspawn razorfiends live to kill and prefer to ambush opponents, leaping in and out of combat to rip prey to shreds.

32 - Greenspawn razorfiends form mated pairs that defend their nests ferociously. One guards the eggs while the other hunts, staying nearby to respond to an alarm.

Knowledge (religion) result:

17 - Greenspawn razorfiends are some of Tiamat's spawn.

22 - Greenspawn razorfiends can often be found among worshippers of Tiamat.

27 - Tiamat's armies use greenspawn razorfiends as shock troops to take advantage of their ferocity and love of slaughter.

### **Greenspawn Zealot**

Knowledge (nature) result:

10 - This creature is definitely draconic in origin.

15 - This creature is a greenspawn zealot, a monstrous humanoid related to green dragons.

20 - Greenspawn zealots are the spiritual leaders and religious enforcers of Tiamat's armies. They command other dragonspawn and Tiamat's allies in battle, ensuring that dragonspawn remain faithful to Tiamat. A greenspawn zealot is more resilient when near another of its kind.

25 - A zealot has a damage-dealing touch attack that also allows it to heal itself or a nearby draconic creature.

### **Tactics**

Leapers attempt to spring down from the trees upon unsuspecting PCs, then use their Poison Burst. Razorfiends use their breath weapon, then Spring Attack and move adjacent to the zealots so that other razorfiends' breath weapons cannot injure their leaders. Zealots remain next to each other to benefit from Tiamat's grace, and use their touch of Tiamat to heal themselves and other greenspawns.

Note that at APL 4, two leapers wear a *brooch of shielding*, one wears a *wyrmfang amulet*, and all three carry *stench stones*. At APL 6, the razorfiend wears a *brooch of shielding*, as well as all 3 razorfiends in the second wave. At APL 8, the 2 razorfiends wear a *brooch of shielding* while the razorfiends of the second wave all wear *rending gauntlets*, and at APL 10 all 3 razorfiends wear a *brooch of shielding*.

If the enemies are slain (or whenever you deem appropriate – if the PCs are having an easy time of the combat, bring in the second wave 2-4 rounds after combat begins), read the following:

*When the last serpentine body falls, the rustling of the trees grows louder, branches shaking and fall leaves tumbling to the ground. Bursting from the surrounding forest are several larger green creatures that run towards you with unbridled aggression.*

At APL 6+:

*Several green lizardfolk-like creatures follow behind.*

The PCs hopefully realize they should flee from this encounter, as it is evidently overpowering. Use phrases like, "easily hitting, massive horde, etc." to convey that they should run.

### **Second Wave:**

All APLs:

**Giant Owl (12):** hp 85 each; MM 205, except (Str 22, Dex 21, Con 14, Int 12, Wis 16).

**Gray Render (1):** hp 170; MM 138.

APL 4 (EL 9):

**Greenspawn Razorfiend (2):** hp 85 each; Appendix 1.

APL 6 (EL 11):

**Greenspawn Razorfiend (3):** hp 85 each; Appendix 1.

**Greenspawn Zealot (2):** hp 45 each; Appendix 1.

APL 8 (EL 13):

**Greenspawn Razorfiend (6):** hp 85 each; Appendix 1.

**Greenspawn Zealot (7):** hp 45 each; Appendix 1.

APL 10 (EL 15):

**Greenspawm Razorfiend (14):** hp 85 each; Appendix 1.

**Greenspawm Zealot (10):** hp 45 each; Appendix 1.

If this wave is not sufficient to dissuade them, an identical wave appears in five (or less, if appropriate) rounds. When the PCs finally decide to flee, read the following:

*As your eyes dart around searching for the best route of escape, you hear the slight whisper of feathers in flight. Several very powerful-looking giant owls appear, arrowing over the Tower's clearing. Seeing you fighting the oncoming green horde, they swoop down toward you... but it looks like they may arrive too late, as the horde of green death closes the gap.*

*Just as certain death appears imminent, a hulking gray figure lurches into the clearing, swatting the greenpawns aside like flies. This seems to buy your group just enough time for the owls to dive down, grab you as gently as possible, and whisk you into the skies; meanwhile, the green horde now finds itself otherwise occupied.*

**Treasure:** The PCs can gain the following treasure here:

**APL 4:** Loot 0 gp; Coin 0 gp; Magic 437 gp; brooch of shielding (2 @ 125 gp each) stench stone (3 @ 25 gp each), wyrmfang amulet (112 gp); Total 437 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic 500 gp; brooch of shielding (4 @ 125 gp each); Total 500 gp.

**APL 8:** Loot 0 gp; Coin 0 gp; Magic 2050 gp; brooch of shielding (2 @ 125 gp each), rending gauntlets (6 @ 300 gp each); Total 2050 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic 375 gp; brooch of shielding (3 @ 125 gp each); Total 375 gp.

## TROUBLESHOOTING

Do everything in your power to encourage the PCs to flee the draconic horde after they defeat the first wave.

## DEVELOPMENT

Once safely away from the Shieldmage's Tower site, the owls descend to allow the PCs a brief chat with their mentor – proceed to **Encounter 6: An Offer**.

## 6: AN OFFER

*The owls take you only a short distance away, and gently set you down. They land in a spacious clearing, where a very small red draconic creature*

*waits on a log. "Greetings," it thinks into your head. "Glad to help you out of that little spat over there."*

A DC 12 Knowledge (arcana) check reveals that this is a pseudodragon. If a DC 17 check is made, it reveals that pseudodragons are usually neutral good. Rafeorae speaks and behaves like a whimsical, old curmudgeon. Any PCs that played HIG5-02 *Goblin Knights* or succeeds at a DC 15 Knowledge (local – Iuz's Border States) check recognize him; Devoteds gain a +4 circumstance bonus on this check.

PCs that are Devoted of the Green and White are taken aside (other PCs are discouraged from listening in, but not openly prevented; Rafeorae simply uses his telepathy to exclude those he didn't invite aside):

*Leading you away from the group, the miniature dragon hops onto your <pick a likely PC, ideally CG alignment> shoulder and directs you to take a short walk outside the clearing. The leaves fall gently in the cool breeze as the dragon speaks into your head again. "Hello, my name is Rafeorae. There's more of us, ya know. Not all dragons are bad. I have friends, and sometimes we need helpers. Say, you seem nice. My friends and I may need a favor sometime. Would it be okay if ya passed on any information we might find interestin' and maybe do more to help, if we needed it?"*

If the PC replies in the affirmative, he gains the **Pseudodragon Helper** AR item.

The PCs may have other questions for Rafeorae:

- These owls seem bigger/stronger than normal – what happened to them? *"I trained 'em! Lots of exercise, fresh air... and giant mice! Took me two years, but I whipped 'em into shape... just in case."*
- Where did they come from? *"Well... many are the offspring of Velira, an old friend of the Vesve that was slain by gnolls several years ago. Most of the owls were befriended and reared by adventurers like yourselves. Always knew they'd come in handy some day; hopefully, we can help out again." The pseudodragon pauses to fly up and pat one of the giant owls on the head. "You were a good girl today, Shesera. You, Hedwig, Baby, and all the others; not sure what would've become of our friends here without the lot of ya."*
- Do you know Keenwyn/Koop/the copper dragon? *Rafeorae gives you a sideways glance before*

*thinking into your heads. "Think you've finally figured it out, have ya? Well, good – it's about time! I'll let Heldeng know; you'll be hearing from us again soon."*

- Who is Heldeng? *"Eh? Oh, Heldeng Iryrinshae; he's young, but still my friend, and a disciple of... Keenwyn's."*

When the PCs are through with their questions, Rafeorae sends them off:

*"Well, you youngsters better toddle off now; them greenies are still hanging about, ya know. Might be unwise to travel 'round these parts anymore without an escort. I can have my friends here give ya a lift back to Highfolk town or wherever, if'n ya'd like."*

Rafeorae, Pseudodragon: Male dragon.

## CONCLUSION

Whether they accept the flight or make their own way back, the PCs return home, having possibly taken the first step towards thwarting the plans of the Dawn.

If they successfully closed the Portal, the PCs receive the **Favor of the Familiar Brigade**, and find both **Jye's Favor** and **Sjach's Favor** waiting upon their return; PCs that are *Caressed by Angels* or *Kissed by Devils* receive **Enhanced Taint**.

## EPILOGUE

Devoted PCs experience the following vision the next time they rest:

*In this vision, you see Onvere Raycaster sitting in an overstuffed chair before a roaring fire, a snifter of brownish liquid in his hand, apparently having a chat with a large ruddy canine near his feet. "... So, you're saying THAT is what the proverb really means? A golden sickle reaps a bitter harvest?"*

*The canine nods its snout up then down once before its form shifts; a dog-headed humanoid in gleaming plate armor, a huge blade of cold iron sheathed at its hip, now stands before the seated archmage.*

*"I don't know about that, sir... but it IS possible. Based upon that mossy cat's claims, it could be the time to test the theory. If anything could ever chance to sever the bond between the Dawn and Her Protector, that tool retrieved from the Hold might just do it. It freed Har'do Ilharn, after all."*

*"Of course, I would be quite surprised if she actually WANTS the bond severed. She refused my Master's offer nearly four years ago, so I cannot imagine she would be any more willing now. Over tea, she revealed she thought she could do more good by staying with her Mistress."*

*Onvere ponders these words carefully, sipping at the contents of his goblet. The dog-man catches the faintest of twinkles in the gray-templed archmage's eyes and hopes.*

## EXPERIENCE POINT SUMMARY

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

### 1: LEAPIN' LIZARDS

Defeated Lizardfolk Protectors

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

### 3: PORTAL

Defeated Celestial Guardians

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

### 5: BIG GUNS

Survived final battle

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

### STORY AWARD

Destroyed/Closed the Portal

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	1,125 XP
APL 10	1,350 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

## 1: LEAPIN' LIZARDS

**APL 4:** Loot 25 gp; Coin 0 gp; Magic 136 gp; +1 breastplate (112 gp), *potion of enlarge person* (20 gp), *scroll of*

*cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 161 gp.

**APL 6:** Loot 50 gp; Coin 0 gp; Magic 590 gp; +1 greatclub (192 gp), +1 breastplate (112 gp), *potion of resurgence* (3 @ 4 gp each), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 640 gp.

**APL 8:** Loot 103 gp; Coin 0 gp; Magic 3005 gp; *amulet of health* +2 (2 @ 333 gp each), +1 breastplate (2 @ 112 gp each), +3 breastplate (779 gp), *gloves of dexterity* +2 (333 gp), +1 greatclub (192 gp), +1 heavy wooden shield (96 gp), +1 leather armor (96 gp), *periapt of wisdom* +2 (333 gp), *potion of resurgence* (3 @ 4 gp each), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 3108 gp.

**APL 10:** Loot 103 gp; Coin 0 gp; Magic 4005 gp; *amulet of health* +2 (2 @ 333 gp each), +1 breastplate (2 @ 112 gp each), +3 breastplate (779 gp), *gloves of dexterity* +2 (333 gp), +1 greatclub (192 gp), +1 heavy wooden shield (96 gp), +1 leather armor (96 gp), *periapt of wisdom* +4 (1333 gp), *potion of resurgence* (3 @ 4 gp each), *potion of enlarge person* (20 gp), *scroll of cure light wounds* (2 gp), *scroll of resurgence* (2 gp); Total 4108 gp.

## 3: PORTAL

**APL 4:** Loot 0 gp; Coin 0 gp; Magic 3092 gp; +1 Holy Composite Longbow (+4 Str) (1566gp), +1 Holy Scimitar (1526gp); Total 3092 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic 9276 gp; +1 Holy Composite Longbow (+4 Str) (3 @ 1566gp each), +1 Holy Scimitar (3 @ 1526gp each); Total 9276 gp.

**APL 8:** Loot 0 gp; Coin 0 gp; Magic 3092 gp; +1 Holy Composite Longbow (+4 Str) (1566gp), +1 Holy Scimitar (1526gp); Total 3092 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic 6029 gp; +4 Holy Greatsword (6029gp); Total 6029 gp.

## 5: BIG GUNS

**APL 4:** Loot 0 gp; Coin 0 gp; Magic 437 gp; *brooch of shielding* (2 @ 125 gp each) *stench stone* (3 @ 25 gp each), *wyrmfang amulet* (112 gp); Total 437 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic 500 gp; *brooch of shielding* (4 @ 125 gp each); Total 500 gp.

**APL 8:** Loot 0 gp; Coin 0 gp; Magic 2050 gp; *brooch of shielding* (2 @ 125 gp each), *rending gauntlets* (6 @ 300 gp each); Total 2050 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic 375 gp; *brooch of shielding* (3 @ 125 gp each); Total 375 gp.

## TOTAL POSSIBLE TREASURE

APL 4: Loot 25 gp; Coin 0 gp; Magic 3,665 gp; Total 3,690 gp (3,040 gp over-the-cap).

APL 6: Loot 50 gp; Coin 0 gp; Magic 10,366 gp; Total 10,416 gp (9,516 gp over-the-cap).

APL 8: Loot 103 gp; Coin 0 gp; Magic 8,147 gp; Total 8,250 gp (6,950 gp over-the-cap).

APL 10: Loot 103 gp; Coin 0 gp; Magic 10,409 gp; Total 10,512 gp (8,212 gp over-the-cap).

## ADVENTURE RECORD

**Enhanced Taint:** The magical surge caused by the closing of the Elysian Portal has enhanced your already extraplanar heritage. If you are *Caressed by Angels* or *Kissed by Devils*, you may choose an additional celestial or infernal Taint from those listed on your certificate. Additionally, you may choose to enhance one of your existing Taints. During Highfolk adventures, as a swift action (mental), you may manifest the following effect, based on your original Taint. The effect can be manifested once per adventure, has a duration of 1 minute, and a CL of 5, unless otherwise noted.

### Caressed by Angels

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

Golden skin: DR 3/evil

Feathered wings: *fly*

Silver eyes: Darkvision 60 ft.

Smells of cinnamon: *calm emotions*

### Kissed by Devils

Tiny horns: gore attack, 1d4 damage

Red skin: DR 3/good

Bat-like wings: *fly*

Red eyes: *raging flame* (SpC 164)

Smells of brimstone: *rage*

**Sjach's Favor:** When you arrive back home, you find an item waiting for you, half-buried in a conspicuous spot. Choose one item from the list of items below marked with a \* – you gain Regional access to this item, even if you did not play at that APL.

**Jye's Favor:** When you arrive back home, you find a dead, headless mouse waiting for you, prominently displayed on your pillow. Clearly, a great boon has been bestowed upon you, knowing of Jye's affinity for mice.

**Pseudodragon Helper:** You made an oath to help the friendly pseudodragon, Rafeorae, which may have impact upon future adventures. Rafeorae grants all Devoted PCs Regional access to a *necklace of copper dragon scales* (MIC 118).

**Favor of the Familiar Brigade:** Jye and Sjach speak to their friends on your behalf, and give a small badge (depicting a small mammal wearing a cape) to any familiars, animal companions, or special mounts that wish to join. In all ways, this badge acts as an *amulet of natural armor +1*. This item only functions for the familiar, animal companion, or special mount that it was originally given to and it cannot be sold.

## ITEMS FOUND DURING THE ADVENTURE

APL 4:

+1 *holy composite longbow* (+4 Str) (Regional; DMG; 18,800 gp)

+1 *holy scimitar* (Regional; DMG; 18,315 gp)

*Brooch of shielding* (Adventure; DMG)

*Divine scroll of resurgence* (Adventure; SpC; CL 1; 25 gp)

*Shirt of angels* (Regional; MIC)

*Stench stone* (Adventure; MIC)

*Wyrmsfang amulet* (Adventure; MIC)

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

*Platinum helm* (Adventure; MIC)\*

*Rending gauntlets* (Adventure; MIC)

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

+4 *holy greatsword* (Regional; DMG; 72,350 gp)

*Ring of dragon friendship* (Adventure; MIC)\*

*Shroud of scales* (Adventure; MIC)\*

## APPENDIX 1: APL 4

### 1: LEAPIN' LIZARDS!

#### CLERIC

CR 4

Male lizardfolk cleric 3

LE Medium humanoid (reptilian)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Draconic

**AC** 23, touch 12, flat footed 21

(+2 Dex, +5 natural, +6 +1 *breastplate*)

**hp** 41 (5 HD)

**Fort** +6, **Ref** +6, **Will** +6

**Speed** 20 ft. in breastplate (4 squares); base movement 30 ft.

**Melee** mwk greatclub +5 (1d10+3)

**Ranged** -

**Base Atk** +3; **Grp** +5

**Special Actions** rebuke undead

**Combat Gear** ~~*potion of enlarge person*~~, *scroll of cure light wounds*, *scroll of resurgence* (x2)

**Cleric Spells Prepared** (CL 3rd):

2nd- *brambles*, ~~*bull's strength*~~, ~~*resist energy*~~<sup>P</sup>

1st- *bless*, *cause fear* (DC 14), *protection from good*<sup>P</sup>, ~~*shield of faith*~~

0- *detect magic*, *guidance*, *light* (x2)

**D:** Domain spell. Deity: Ancient Protector. Domains: Dragon, Evil

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

**SQ** Hold breath

**Feats** Skill Focus (Concentration), Martial Weapon Proficiency (greatclub)

**Skills** Balance +7, Concentration +12, Jump +0, Swim +3

**Possessions** combat gear plus +1 *breastplate*, greatclub, masterwork greatclub, holy symbol, spell component pouch

**Rebuke Undead (Su)** 2/day; 1d20-1; turning damage 2d6+2

**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Power-Up Suite:** (Cast *bull's strength*, *shield of faith*, *resist energy*, used *potion of enlarge person*), Large humanoid (reptilian), **Init** +1, **Melee** mwk *brambles* greatclub +8 (3d10+10), **AC** 23 (touch 12, flat-footed 21), **Str** 16, **Dex** 12, **SQ** resistance to fire 10.

### 5: BIG GUNS

#### GREENSPAWN LEAPER CR 2

NE Medium magical beast (dragonblood)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Listen +2, Spot +2

**Languages** --

**AC** 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

**hp** 19 (3 HD)

**Immune** acid

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

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

**Melee** bite +8 (1d6+4)

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

**Base Atk** +3; **Grp** +6

**Special Actions** poison burst

**Abilities** Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

**Feats** Weapon Finesse, Weapon Focus (bite)

**Skills** Balance +14, Climb +17, Hide +14, Jump +17, Listen +2, Spot +2

**Poison Burst (Ex):** A greenspawn leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspawn leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.

Contact; Fort DC 12; 2d6 acid/2d6 acid. The save DC is Constitution-based.

**Skills:** Greenspawn leapers have a +10 racial bonus on Balance, Hide, and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

**Physical Description:** A green-scaled, dragonlike creature about the size of a dwarf.

#### GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

**Languages** Draconic

**AC** 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)

**hp** 85 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

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

**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack

**Melee** 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)

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

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.

**Tiamat's Blessing (Acid) (Su)** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

## 1: LEAPIN' LIZARDS!

## FIGHTER

CR 3

Male lizardfolk fighter 1/monk 1

LE Medium humanoid (reptilian)

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

Languages Common, Draconic

AC 22, touch 12, flat footed 20

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

hp 35 (4 HD)

Fort +7, Ref +7, Will +2

Speed 20 ft. in breastplate (4 squares); base movement 30 ft. (6 squares)

Melee greatclub +6 (1d10+6) or claw +6 (1d4+4)

Ranged javelin +4 (1d6+4)

Base Atk: +2, Grapple: +10

Combat Gear: *potion of resurgence*

Abilities Str 19, Dex 14, Con 16, Int 10, Wis 10, Cha 8

Special Qualities: Hold breath

Feats: Power Attack, Improved Bull Rush, Combat Reflexes, Improved Grapple, Improved Unarmed Strike

Skills: Balance +3, Jump +5, Swim +7

Possessions: combat gear plus breastplate, greatclub, javelins (10)

Hold Breath A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

## RANGER

CR 3

Male lizardfolk ranger 2

LE Medium humanoid (reptilian)

Init +3, Senses Listen +4, Spot +4

Languages Common, Draconic

AC 20, touch 13, flat footed 17

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

hp 34 (4 HD)

Fort +6, Ref +9, Wis +0

Speed 30 ft. (6 squares)

Melee club +6 (1d6+3)

Ranged javelin +6 (1d6+3), net +1 touch

Base Atk: +3, Grapple: +6

Special Actions: wild empathy

Combat Gear: *potion of resurgence*

Combat Options: Favored enemy (humanoid (elf)) +2 damage

Abilities: Str 16, Dex 17, Con 16, Int 10, Wis 10, Cha 8

SQ: Hold breath

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

Skills: Jump +11, Listen +4, Spot +4, Survival +4, Swim +10

Possessions combat gear plus heavy wooden shield, javelins (20), leather armor, nets (2)

**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Wild Empathy (Ex):** A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

**Power Up Suite: (*bless*) Melee club +7 (1d6+3) Ranged javelin +7 (1d6+3)**

## CLERIC

CR 6

Male lizardfolk cleric 5

LE Medium humanoid (reptilian)

Init +2; Senses Listen +3, Spot +3

Languages Common, Draconic

AC 23, touch 12, flat footed 21

(+2 Dex, +5 natural, +6 armor)

hp 56 (7 HD)

Fort +7, Ref +6, Will +7

Speed 20 ft. in breastplate (4 squares); base movement 30 ft.

Melee +1 greatclub +8 (1d10+4)

Ranged -

Base Atk +4; Grp +6

Special Actions rebuke undead

Combat Gear *potion of enlarge person, scroll of cure light wounds, scroll of resurgence*

Cleric Spells Prepared (CL 5th):

3rd- *blindness/deafness* (DC 16), ~~*magic circle against good*~~<sup>P</sup>, ~~*spikes*~~2nd- ~~*bull's strength*~~<sup>P</sup>, *cure moderate wounds*, *hold person* (DC 15), ~~*resist energy*~~<sup>P</sup>1st- *bane* (DC 14), ~~*bless*~~<sup>P</sup>, *cause fear* (DC 14), *protection from good*<sup>P</sup>, *sanctuary*0- *detect magic, guidance, light* (x2), *resistance*

D: Domain spell. Deity: Ancient Protector. Domains: Dragon, Evil

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

SQ Hold breath

Feats Skill Focus (Concentration), Martial Weapon Proficiency (greatclub), Weapon Focus (greatclub)

Skills Balance +7, Concentration +16, Jump +0, Swim +3

Possessions combat gear plus +1 breastplate, +1 greatclub, greatclub, holy symbol (2), spell component pouch

Rebuke Undead (Su) 2/day; 1d20-1; turning damage 2d6+4

**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Power-Up Suite:** (Cast *bull's strength*, *magic circle against good*, *resist energy*, *spikes*) **Grp:** +8 **Melee** +2 *spiked greatclub* +12 (1d10+11, 19-20/x2), AC vs. good: 25 (touch 14, flat-footed 23), **SQ** resistance to fire 10.

## 5: BIG GUNS

### GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

**Languages** Draconic

**AC** 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)

**hp** 85 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

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

**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack

**Melee** 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)

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

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.

**Tiamat's Blessing (Acid) (Su)** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

### GREENSPAWN ZEALOT CR 5

LE Medium monstrous humanoid (dragonblood)

**Init** +4; **Senses** darkvision 60 ft., Listen +1, Spot +10

**Languages** Common, Draconic

**AC** 21, touch 10, flat-footed 21

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

**hp** 45 (6 HD)

**Immune** acid

**Fort** +5, **Ref** +5, **Will** +8; Tiamat's grace, zealotry

**Speed** 20 ft. (4 squares) in banded mail, base speed 30 ft.

**Melee** heavy mace +10/+5 (1d8+3)

**Ranged** light crossbow +6 (1d8/19-20)

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

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

**Atk Options** favored enemy humans +2

**Special Actions** touch of Tiamat (+9 melee touch)

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

**Feats** Improved Initiative, Iron Will, Weapon Focus (heavy mace)

**Skills** Listen +1, Sense Motive +10, Spot +10

**Possessions** banded mail, heavy steel shield, heavy mace, light crossbow with 10 bolts

**Tiamat's Grace (Su)** When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

**Zealotry (Ex)** Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

**Favored Enemy (Ex)** A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

**Touch of Tiamat (Su)** A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same amount of damage. The save DC is Constitution based.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

## 1: LEAPIN' LIZARDS!

## FIGHTER

CR 5

Male lizardfolk fighter 3/monk 1

LE Medium humanoid (reptilian)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common, Draconic**AC** 23, touch 12, flat footed 21

(+2 Dex, +6 armor, +5 natural)

**hp** 58 (6 HD)**Fort** +9, **Ref** +8, **Will** +3**Speed** 20 ft. in breastplate (4 squares); base movement 30 ft. (6 squares)**Melee** masterwork greatclub +9 (1d10+6) or claw +8 (1d6+4)**Ranged** javelin +6 (1d6+4)**Base Atk**: +4, **Grapple**: +12**Combat Gear**: ~~potion of enlarge person~~, *potion of resurgence***Abilities** Str 19, Dex 14, Con 16 (18), Int 10, Wis 10, Cha 8**Special Qualities**: Hold breath**Feats**: Power Attack, Improved Bull Rush, Combat Reflexes, Improved Unarmed Strike, Improved Grapple, Improved Initiative, Cleave**Skills**: Jump +7, Swim +11**Possessions**: combat gear plus +1 *breastplate*, *amulet of health* +2, greatclub, javelins (10), masterwork greatclub**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.**Power Up Suite**: (used *potion of enlarge person*; *bless*, *bull's strength* and *spikes* from cleric) Large humanoid (reptilian) Init +5, AC 21 (+1 Dex, +6 +1 *breastplate*, +5 natural, -1 size), Grapple +19, Attacks +2 *spiked* greatclub +13 (3d6+17, 19-20/x2), claw +11 (1d8+8); Save Ref +7, Str 25, Dex 12.

## RANGER

CR 5

Male lizardfolk ranger 4

LE Medium humanoid (reptilian)

Init +3; **Senses** Listen +8, Spot +8**Languages** Common, Draconic**AC** 24, touch 14, flat footed 20

(+4 Dex, +5 natural, +3 armor, +2 shield)

**hp** 49 (6 HD)**Fort** +7, **Ref** +11, **Wis** +1**Speed** 30 ft. (6 squares)**Melee** club +8 (1d6+3)**Ranged** javelin +9 (1d6+3), net +5 touch**Base Atk**: +5, **Grapple**: +8**Special Actions**: wild empathy**Combat Gear**: *potion of resurgence***Combat Options**: Favored enemy (humanoid (elf)) +2 damage**Abilities**: Str 16, Dex 17 (19), Con 16, Int 10, Wis 10, Cha 8**SQ**: Hold breath**Feats**: Point Blank Shot, Precise Shot, Track, Rapid Shot, Endurance, Quick Draw**Skills**: Jump +10, Listen +8, Spot +8, Survival +8, Swim +8**Possessions** combat gear plus +1 heavy wooden shield, *gloves of dexterity* +2, javelins (20), +1 *leather armor*, nets (4)**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.**Wild Empathy (Ex)**: A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.**Power Up Suite** (*bless*) **Melee** club +9 (1d6+3)**Ranged** javelin +10 (1d6+3), net +6.

## CLERIC

CR 8

Male lizardfolk cleric 7

LE Medium humanoid (reptilian)

Init +1; **Senses** Listen +4, Spot +4**Languages** Common, Draconic**AC** 24, touch 11, flat footed 23

(+1 Dex, +5 natural, +8 armor)

**hp** 71 (9 HD)**Fort** +8, **Ref** +6, **Will** +9**Speed** 20 ft. in breastplate (4 squares); base movement 30 ft.**Melee** +1 *greatclub* +11/+6 (1d10+5)**Ranged** -**Base Atk** +6/+1; **Grp** +8**Special Actions** rebuke undead**Combat Gear** *potion of enlarge person*, *scroll of cure light wounds*, *scroll of resurgence***Cleric Spells Prepared** (CL 7th):4th- ~~*freedom of movement*~~, *poison* (+9 touch, DC 17), *unholy blight*<sup>P</sup> (DC 19)3rd- *blindness/deafness*, ~~*magic circle against good*~~<sup>P</sup>, ~~*spikes*~~<sup>P</sup> x22nd- ~~*bull's strength*~~ x2, *cure moderate wounds*, *hold person* (DC 16), ~~*resist energy*~~<sup>P</sup>1st- *bane* (DC 15) x2, ~~*bless*~~, *cause fear* (DC 15), *protection from good*<sup>P</sup>, *sanctuary*0- *detect magic*, *guidance*, *light* (x2), *resistance* (x2)**D**: Domain spell. Deity: Ancient Protector. Domains: Dragon, Evil**Abilities** Str 14, Dex 12, Con 16, Int 10, Wis 16 (18), Cha 12**SQ** Hold breath

**Feats** Skill Focus (Concentration), Martial Weapon Proficiency (greatclub), Weapon Focus (greatclub), Dragonfire Channeling

**Skills** Balance +6, Concentration +18, Jump +0, Knowledge (religion) +2, Swim +3

**Possessions** combat gear plus +3 *breastplate*, +1 *greatclub*, greatclub, holy symbol (2, periapt of wisdom +2), spell component pouch (2)

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**Rebuke Undead (Su)** 4/day; 1d20+1; turning damage 2d6+8

**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Power-Up Suite:** (Cast *bleed*, *freedom of movement*, *magic circle against good*, *resist energy*) Melee +1 *greatclub* +12/+7 (1d10+5), AC vs. good: 26 (touch 13, flat-footed 25) SQ resistance to fire 10.

## 5: BIG GUNS

### GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

**Languages** Draconic

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**AC** 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)

**hp** 85 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

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

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**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack

**Melee** 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)

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

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

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**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.

**Tiamat's Blessing (Acid) (Su)** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on

a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

### GREENSPAWN ZEALOT CR 5

LE Medium monstrous humanoid (dragonblood)

**Init** +4; **Senses** darkvision 60 ft., Listen +1, Spot +10

**Languages** Common, Draconic

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**AC** 21, touch 10, flat-footed 21

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

**hp** 45 (6 HD)

**Immune** acid

**Fort** +5, **Ref** +5, **Will** +8; Tiamat's grace, zealotry

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**Speed** 20 ft. (4 squares) in banded mail, base speed 30 ft.

**Melee** heavy mace +10/+5 (1d8+3)

**Ranged** light crossbow +6 (1d8/19-20)

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

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

**Atk Options** favored enemy humans +2

**Special Actions** touch of Tiamat (+9 melee touch)

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

**Feats** Improved Initiative, Iron Will, Weapon Focus (heavy mace)

**Skills** Listen +1, Sense Motive +10, Spot +10

**Possessions** banded mail, heavy steel shield, heavy mace, light crossbow with 10 bolts

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**Tiamat's Grace (Su)** When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

**Zealotry (Ex)** Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

**Favored Enemy (Ex)** A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

**Touch of Tiamat (Su)** A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same amount of damage. The save DC is Constitution based.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.



## 1: LEAPIN' LIZARDS!

## FIGHTER

CR 7

Male lizardfolk fighter 5/monk 1

LE Medium humanoid (reptilian)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common, Draconic**AC** 23, touch 12, flat footed 21

(+2 Dex, +6 armor, +5 natural)

**hp** 87 (8 HD)**Fort** +10, **Ref** +8, **Will** +3**Speed** 20 ft. in breastplate (4 squares); base movement 30 ft. (6 squares)**Melee** masterwork greatclub +13 (1d10+7) or claw +11 (1d6+5)**Ranged** javelin +8 (1d6+5)**Base Atk**: +6, **Grapple**: +15**Combat Gear**: ~~potion of enlarge person~~, *potion of resurgence***Abilities** Str 20, Dex 14, Con 16 (18), Int 10, Wis 10, Cha 8**Special Qualities**: Hold breath**Feats**: Power Attack, Improved Bull Rush, Combat Reflexes, Improved Unarmed Strike, Improved Grapple, Improved Initiative, Cleave, Weapon Focus (greatclub)**Skills**: Jump +10, Swim +14**Possessions**: +1 *breastplate*, *amulet of health* +2, greatclub, javelins (10), masterwork greatclub**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.**Power Up Suite**: (used *potion of enlarge person*; *bless*, *bull's strength*, *shield of faith* and *spikes* from cleric) Large humanoid (reptilian) Init +5, AC 24 (+1 Dex, +6 +1 *breastplate*, +5 natural, -1 size, +3 deflection), Grapple +22, Attacks +2 *spiked* greatclub +16 (3d6+17, 19-20/x2), claw +13 (1d8+8); Save Ref +7, Str 26, Dex 12.

## RANGER

CR 7

Male lizardfolk ranger 6

LE Medium humanoid (reptilian)

Init +3, **Senses** Listen +12, Spot +12**Languages** Common, Draconic**AC** 27, touch 16, flat footed 21

(+6 Dex, +5 natural, +3 armor, +3 shield)

**hp** 64 (8 HD)**Fort** +7, **Ref** +11, **Wis** +1**Speed** 30 ft. (6 squares)**Melee** club +10 (1d6+3)**Ranged** javelin +12/+7 (1d6+3), net +8/+3 touch**Base Atk**: +7/+2, **Grapple**: +10**Special Actions**: wild empathy**Combat Gear**: *potion of resurgence***Combat Options**: Favored enemy (humanoid (elf)) +4 damage, favored enemy (humanoid (human)) +2 damage**Abilities**: Str 16, Dex 18 (22), Con 16, Int 10, Wis 10, Cha 8**SQ**: Hold breath**Feats**: Point Blank Shot, Precise Shot, Track, Manyshot, Rapid Shot, Endurance, Quick Draw**Skills**: Jump +10, Listen +12, Spot +12, Survival +12, Swim +8**Possessions** +1 *heavy wooden shield*, +1 *leather armor*, *gloves of dexterity* +4, javelins (20), nets (4)**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.**Wild Empathy (Ex)**: A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.**Power Up Suite** (*bless*) Melee club +11 (1d6+3) Ranged javelin +14 (1d6+3), net +10.

## CLERIC

CR 10

Male lizardfolk cleric 9

LE Medium humanoid (reptilian)

Init +1; **Senses** Listen +4, Spot +4**Languages** Common, Draconic**AC** 24, touch 11, flat footed 23

(+1 Dex, +5 natural, +8 armor)

**hp** 86 (11 HD)**Fort** +9, **Ref** +7, **Will** +10**Speed** 20 ft. in breastplate (4 squares); base movement 30 ft.**Melee** +1 *greatclub* +12/+7 (1d10+5)**Ranged** -**Base Atk** +7/+2; **Grp** +9**Special Actions** rebuke undead**Combat Gear** *potion of enlarge person*, *scroll of cure light wounds*, *scroll of resurgence***Cleric Spells Prepared** (CL 9th):5th- *slay living* (+9 touch, DC 20), *true seeing*<sup>P</sup>, *wall of stone*4th- *control water*, ~~*freedom of movement*~~, *poison* (+19 touch, DC 19), *unholy blight*<sup>P</sup> (DC 20)3rd- *blindness/deafness*, (DC 18), *dispel magic*, ~~*magic circle against good*~~<sup>P</sup>, *spikes* x22nd- ~~*bear's endurance*~~, ~~*bull's strength*~~ x2, *cure moderate wounds*, *hold person* (DC 17), ~~*resist energy*~~<sup>P</sup>1st- *bane* (DC 16) x2, ~~*bless*~~, *protection from good*<sup>P</sup>, *sanctuary*, ~~*shield of faith*~~ (x2)0- *detect magic*, *guidance*, *light* (x2), *resistance* (x2)

**D:** Domain spell. Deity: Ancient Protector. Domains: Dragon, Evil

**Abilities** Str 14, Dex 12, Con 16, Int 10, Wis 16 (20), Cha 12

**SQ** Hold breath

**Feats** Skill Focus (Concentration), Martial Weapon Proficiency (greatclub), Weapon Focus (greatclub), Dragonfire Channeling

**Skills** Balance +6, Concentration +20, Jump +0, Knowledge (religion) +4, Swim +3

**Possessions** +3 *breastplate*, +1 *greatclub*, greatclub, holy symbol (2), *periapt of wisdom* +4, spell component pouch (2)

**Rebuke Undead (Su)** 4/day; 1d20+1; turning damage 2d6+10

**Hold Breath** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Power-Up Suite:** (Cast *bear's endurance*, *bless*, *freedom of movement*, *magic circle against good*, *resist energy*) hp 108 Melee +1 *greatclub* +12 (1d10+5), AC vs. good: 26 (touch 13, flat-footed 25) Fort +11, Con 20, SQ resistance to fire 20.

### 3: CLOSE THE PORTAL BEHIND YOU. WHAT, WERE YOU BORN IN A SHIELDMAGE'S TOWER?

**GODSEND** **CR** 13

Male, Ghaele

CG Medium outsider (chaotic, extraplanar, good)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, Listen +16, Spot +16

**Languages** Celestial, Infernal, and Draconic; plus *tongues* ability

**AC** 29, touch 11, flat-footed 24 (+1 Dex, +21 natural), or 19, touch 14, flat-footed 13 (+1 Dex, +3 deflection, +5 natural)

**hp** 111 (10d8+40 + *Aid* [1d8+10] + *Heroes' Feast* [1d8+7]); **DR** 10/evil and cold iron

**Immune** Electricity, fear (*heroes' feast*), petrification, poison (*heroes' feast*)

**Resist** cold 10 and fire 10; **SR** 28; Protective Aura (no 3rd level spells)

Fort +9, Ref +8, Will +11

**Speed** 50 ft. (10 squares), fly 150 ft. (perfect)

**Melee** +4 *holy greatsword* +22/+17 melee (2d6+14/19-20)

**Ranged** 2 light rays +12 ranged touch (2d12)

**Base Atk** +10; **Grapple**: +17

**Atk Options** Combat Expertise, Improved Disarm, Improved Trip

**SQ** A ghaele's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

**Combat Gear** incandescent +4 holy greatsword

**Cleric Spells Prepared CL (14<sup>th</sup>):**

7<sup>th</sup>—*animate plants*<sup>D</sup>, *holy word*, *summon monster VII*

6<sup>th</sup>—*blade barrier*, *chain lightning*<sup>D</sup>, *heal*, ~~*heroes' feast*~~

5<sup>th</sup>—*control winds*<sup>D</sup>, *flame strike*, *plane shift*, *true seeing*

4<sup>th</sup>—*command plants*<sup>D</sup>, *death ward*, *dismissal*, *divine power*, *restoration*

3<sup>rd</sup>—*daylight*, *gaseous form*<sup>D</sup>, *prayer*, *remove blindness* (2), *searing light*

2<sup>nd</sup>—~~*bear's endurance*~~, *barkskin*<sup>D</sup>, *close wounds* (x4), *remove paralysis*,

1<sup>st</sup>—*bless*, *command*, ~~*deathwatch*~~, *divine favor*, *obscuring mist*<sup>D</sup>, *sanctuary*, *shield of faith*

0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*

**spell** = already cast (and factored into stat block if appropriate)

**D:** Domain spell. Domains: Air, Plant

**Spell-Like Abilities** (Caster level 12th. The save DCs are Charisma-based):

At will—*aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects only)

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*.

**Abilities** Str 25, Dex 12, Con 15 (19), Int 16, Wis 17, Cha 16

**Feats** Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip

**Skills** Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (arcana) +16, Knowledge (planes) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spot +16, Use Rope +1 (+3 with bindings)

**Possessions** +4 *holy greatsword*

**Gaze (Su)** In humanoid form—slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a fear spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the fear effect. The save DCs are Charisma-based.

**Light Ray (Ex)** A ghaele in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

**Alternate Form (Su)** A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the ghaele has no Strength score while in that form.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be

dispelled, nor does the ghaele revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

**Protective Aura (Su)** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's statistics block.)

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

**Air Domain Granted Powers (Su)** Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

**Plant Domain Granted Powers (Su)** Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. Add Knowledge (nature) to your list of cleric class skills.

## 5: BIG GUNS

### GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

**Languages** Draconic

**AC** 19, touch 12, flat-footed 16; **Dodge**, **Mobility** (-1 size, +3 Dex, +7 natural)

**hp** 85 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

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

**Speed** 50 ft. (10 squares), swim 50 ft.; **Spring Attack**

**Melee** 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)

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

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.

**Tiamat's Blessing (Acid) (Su)** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

### GREENSPAWN ZEALOT CR 5

LE Medium monstrous humanoid (dragonblood)

**Init** +4; **Senses** darkvision 60 ft., Listen +1, Spot +10

**Languages** Common, Draconic

**AC** 21, touch 10, flat-footed 21

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

**hp** 45 (6 HD)

**Immune** acid

**Fort** +5, **Ref** +5, **Will** +8; Tiamat's grace, zealotry

**Speed** 20 ft. (4 squares) in banded mail, base speed 30 ft.

**Melee** heavy mace +10/+5 (1d8+3)

**Ranged** light crossbow +6 (1d8/19-20)

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

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

**Atk Options** favored enemy humans +2

**Special Actions** touch of Tiamat (+9 melee touch)

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

**Feats** Improved Initiative, Iron Will, Weapon Focus (heavy mace)

**Skills** Listen +1, Sense Motive +10, Spot +10

**Possessions** banded mail, heavy steel shield, heavy mace, light crossbow with 10 bolts

**Tiamat's Grace (Su)** When a greenspawn zealot is adjacent to one or more other greenspawn zealots, it gains a +2 bonus on saving throws.

**Zealotry (Ex)** Once per day, as an immediate action, a greenspawn zealot can reroll one saving throw.

**Favored Enemy (Ex)** A greenspawn zealot gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. Likewise, it gains a +2 bonus on weapon damage rolls against humans.

**Touch of Tiamat (Su)** A greenspawn zealot can damage living creatures with its touch attack. It can deal up to 18 points of damage per day in this way (Will save DC 16 half), divided among as many touches as it chooses. When a greenspawn zealot deals damage with its touch, it simultaneously heals one dragon or dragonblood creature of its choice (including itself) within 30 feet of the same

amount of damage. The save DC is Constitution based.

**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings, this creature sports a frill on its end reminiscent of a green dragon's.

### FEATS

#### DRAGONFIRE CHANNELING [DIVINE, DRACONIC]

You channel draconic fire through your holy symbol.

**Prerequisite:** Cha 11, dragonblood subtype, ability to turn or rebuke undead or elementals.

**Benefit:** You can spend a turn or rebuke undead attempt or a turn or rebuke elementals attempt as a standard action to create a 15-foot cone of fire that deals 1d6 points of damage per 2 cleric levels (minimum 1d6 points). A successful Reflex save (DC 10+1/2 your cleric level+ your Cha modifier) halves this damage. Half of this damage is fire, while the remainder is sacred damage (to which resistance or immunity to fire does not apply).

If your effective cleric level for the purpose of turning or rebuking is higher than your actual level (for instance, if you are a paladin), use that value instead.

**Special:** If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

**Source:** *Dragon Magic* 17

### ITEMS

#### RENDING GAUNTLETS

**Price (Item Level):** 3,610 gp (8th)

**Body Slot:** Hands

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) evocation

**Activation:** Swift (command)

**Weight:** –

*These heavy, fingerless leather gloves bear shining adamantine bands across the knuckles.*

These masterwork spiked gauntlets allow you to tear the flesh of any creature you strike with at least two weapons. If you deal damage to a creature with at least two different weapons or natural attacks on your turn, you can activate *rending gauntlets* to deal an extra 2d6 points of damage with the second attack.

This ability functions three times per day.

**Prerequisites:** Craft Wondrous Item, *shatter*.

**Cost to Create:** 1,500 gp (plus 610 gp for masterwork spiked gauntlets), 120 XP, 3 days.

**Source:** *Magic Item Compendium* 121.

#### STENCH STONE

**Price (Item Level):** 300 gp (2nd)

**Body Slot:** (held); see text

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) necromancy

**Activation:** Standard (thrown) or – (ammunition)

**Weight:** –

*This stone reeks of rotting meat.*

A *stench stone* nauseates its target and sickens those nearby. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged attack. If the stone strikes its target, it deals no damage but bursts into a cloud of noxious vapor. If a *stench stone* misses its target, it is consumed without effect. Any living creature struck by a *stench stone* becomes nauseated for 1 round (Fort DC 13 negates). Regardless of the success or failure of the save, the target exudes a stench for 3 rounds that causes all creatures within 10 feet of it to be sickened for the remaining duration of the stench (Fort DC 13 negates). Creatures immune to poison are unaffected by *stench stones*; any effect that neutralizes or delays poison also protects against the effect.

Once activated, this item is expended and cannot be used again.

**Prerequisites:** Craft Wondrous Item, *ghoul touch*.

**Cost to Create:** 150 gp, 12 XP, 1 day.

**Source:** *Magic Item Compendium* 186.

#### WYRMFANG AMULET

**Price (Item Level):** 1,350 gp (5th)

**Body Slot:** Throat

**Caster Level:** 12th

**Aura:** Strong; (DC 21) transmutation

**Activation:** –

**Weight:** 1 lb.

*This necklace consists of a leather thong strung with dragon's teeth.*

All attacks you make with natural weapons or unarmed strikes while wearing this amulet overcome damage reduction as though they were magic weapons. (The attacks don't gain an enhancement bonus, just the ability to overcome some creatures' damage reduction.)

**Prerequisites:** Craft Wondrous Item, *greater magic fang*.

**Cost to Create:** 675 gp, 54 XP, 2 days.

**Source:** *Magic Item Compendium* 148.

## SPELLS

### CLOSE WOUNDS

Conjuration (Healing)

Level: Cleric 2

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes (harmless)

*Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.*

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage, it would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative points but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes its Will saving throw).

**Source:** *Spell Compendium* 48.

### RESURGENCE

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.*

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any

conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

**Source:** *Spell Compendium* 174.

### SEAL PORTAL

Abjuration

Level: Sorcerer/wizard 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One interplanar *gate* or portal

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** No

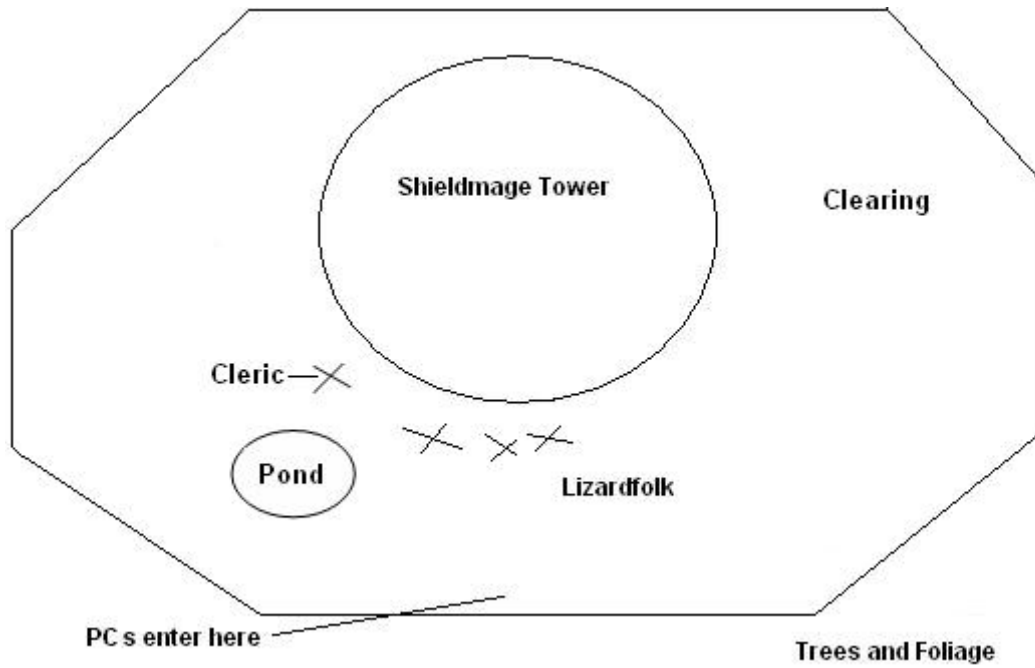
You can permanently seal an interplanar portal or *gate*. If cast on a portal, the spell prevents any activation of it, although *seal portal* may be dispelled by a *dispel magic* spell. A *knock* spell does not function on the sealed portal, but a *chime of opening* dispels *seal portal* if *seal portal* was cast by a spellcaster of lower than 15th level. In addition, the ability of the gatecrasher prestige class (see *Manual of the Planes*) to open portals may be able to break through a sealed portal, but if the first attempt fails, the gatecrasher can't try again. Once the portal is opened, *seal portal* does not remain in effect and must be cast again.

**Material Component:** A silver bar worth 50 gp.

**Source:** *Planar Handbook* 104.

### APPENDIX 3: DM MAP 1 – SHIELDIMAGE’S TOWER ENVIRONS

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### DM MAP 2: SHIELDIMAGE’S TOWER

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This room is about 100' across.

