

Acceptance

A One Round Dungeons and Dragons® Living Greyhawk™ Sunndi Regional Adventure

Version 1.0

by Derek Knutsen and Pieter Sleijpen

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A special performance by Whice Ium sends you on a dangerous journey back to Qual. It is time to face the fiend and for the children of Londa to face their past. A one round Sunndi regional adventure for characters level 2-13 (APLs 4-10). Part 3 and conclusion of the *Hero's Love Song* series. This adventure contains spoilers for SND6-01 *Lesser Evil* and SND7-06 *Disillusion*, which should be played first. It is highly recommended that at least one charismatic character be included in the party.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Adventurer* [Jesse Decker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquette], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Fiendish Codex I* [Ed Stark, James Jacobs, Erik Mona], *Fiendish Codex II* [Robin D. Laws, Robert J. Schwalb], *Heroes of Horror* [James Wyatt, Ari Marmell, C.A. Suleiman], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Miniatures Handbook* [Mike Donais, Skaff Elias, Rob Heinsoo, and Jonathan Tweet], *Planar Handbook* [Bruce R. Cordell, Gwendolyn F.M. Kestrel], *Player's Handbook II* [David Noonan], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liquette], *Races of the Wild* [Skip Williams], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wilker], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker Jr., Jennifer Clarke Wilkes], SND6-01 *Lesser Evil* [Derek Knutsen and Pieter Sleijpen], SND7-06 *Disillusion* [Derek Knutsen], *Sunndi Meta-Gaming Guide Book* [Pierre van Rooden].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Sunndi regional adventure, set in the Kingdom of Sunndi. Characters native to Sunndi pay 1 Time Units per round. All other characters pay 2 Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The inhabitants of Munmoce are people who see the beauty in everyone and everything. They are ignorant of the wars happening around the country and have not seen many travelers pass through their area. But when the occasional traveler does appear, they are made welcome as if that person were a citizen without question.

The racial makeup of the villages is almost completely human with a few half-orcs that have migrated into the area. They do not discriminate against visitors, but because it is such an insular society, it is difficult to be completely accepted. Several people have left the villages to explore the outside world and most have ended up joining the Bardic College in Pitchfield. Mainly these people have dedicated their art to help couples get together by performing at weddings and playing music in romantic locations including restaurants.

Recent Developments

It has been two years since Payha, an orphaned girl, brought outsiders (a group of adventurers sent by Whice Ium, leader of Minstrels) to the remote location of Munmoce in *SND6-01 Lesser Evil*. Payha came from the hamlet of Londa where a group of children had killed the adults. The adventurers learned that the storyteller

Behrand unknowingly had placed the children on some kind of curse. The adventurers caught the storyteller who owned a strange staff, hoping that they removed a villain from the otherwise peaceful region. In that time the town of Londa has been deemed "cursed" and been left abandoned. The people of Qual, the closest neighbor of Londa, have adopted all the children from Londa.

Having been touched by the outside world, several people of Qual ventured out into the greater Sunndi region. They have joined the Bardic College in Pitchfield and some even joined the war that rages in the south. While most of these people remain outside the village, some do return. The town is showing the influences of the outside world. Half-elves and half-orcs fill the citizen's ranks now. While the general acceptance of all people still exist, some of the elders are starting to wonder if this change is for the best.

Several months have passed since *SND7-06 Disillusion*, where a group of adventurers came to the region for additional research into the murders (retrieving a couple of books as well) and learned things were going downhill for the region. It was the last time anyone has checked up on the town. Their situation has only deteriorated. The children's nightmares gained when they murdered their parents are manifesting, which has driven the townspeople indoors. Once a happy and inviting community, it has become one controlled by fear.

The Staff, the books, and the Fiend

Whice Ium, the head of the Minstrels, had uncovered much about what happened in Londa by investigating the staff. The places he had to go nearly drove him mad and some scars are physically evident. The books led him into even darker realms where children's tale and evil coexist. Recognizing the danger people were in, he threw caution to the wind and went to places few would be brave enough to explore. Now he knows how to defeat the fiend, but he also knows that the toll on his body and soul is too much for him to finish the job. He needs help from a brave set of adventurers to finally rid the world of this fiend.

Sentar

This man has been integral in helping the PCs find their way among the people of Munmoce in the earlier two adventures. Whice specifically picked him from the minstrel graduates, since he hailed from Qual. Yet he has always been a reluctant supporter of these excursions into Munmoce. Each one has dragged him mentally or physically back to his home that he left.

The emotional scars of childhood would have eventually healed and he would have had a perfectly content life in Qual, had it not been for his relatives. They would fuss and recount his past embarrassments during festivals when others of his family visited from neighboring towns. Sentar was also frustrated when he asked about the wider world. His relatives would laugh at

him and say that it had nothing to do with them. He started to drink at every family gathering.

The breaking point came when an escaped slave, Brissa, found her way into Qual. The townspeople healed her physical wounds and gave her shelter; but when she started to speak of the people still in captivity, she was universally ignored. Eventually the people of Qual became “polite” to her and she figured out that she was tolerated. So she decided to head towards Pitchfield.

At this point Sentar was fed up with Qual and wanted to join her. Brissa welcomed the company and they set off for Pitchfield. Along the way, Brissa taught Sentar everything he needed to know about living in the city. She also helped him join the Lyre. Sentar hoped never to return to Qual again.

Malcanther's Plots

Behind the scenes it is the demon lord Malcanther, Queen of the Succubi. As a patron of the hedonistic, the lustful and those who use beauty to control and ruin those around them, the region of Munmoce and the followers of Myrhiss are a tempting target all on its own. As it stands, ruining the region also helps her with the lethal internal politics of the demon lords. It was a perfect gift to entice the aid of another demon lord, Pazuzu, lord of the lower Aerial Kingdoms, to entice him to provide her aid in one of the many wars taking place in the Abyss. So she sent Raasha, a powerful succubus, to destroy the innocence of the Munmoce people in Pazuzu's honor. In her eagerness though she overreached herself. Raasha's actions brought about the unneeded attentions of the Church of Myrhiss and powerful adventurers that come with such attention.

ADVENTURE SUMMARY

SND7-08 *Acceptance* is a 1 round regional adventure set in the county of Trastol in the relatively safe eastern parts of Sunndi. In it the PCs face the horrible results of demonic plots and their attempts to corrupt the innocent.

Introduction: Whice Ium invites the PCs to a special performance. At the end of the performance, it becomes apparent how much his adventuring has taken a toll on Whice as he kills himself after giving a mission to the PCs.

Encounter 1 [On the Road Again]: The PCs encounter a lone wagon on the way to sacrifice captured people to a demon.

Encounter 2 [A Cold Welcome]: Qual has not done well lately, and the PCs get a cold welcome at their arrival. It is likely they arrive late in the afternoon, and people advise the PCs to stay inside or die.

Encounter 3 [Fighting Your Dreams]: The children's nightmares are becoming manifest during the night,

killing those who prowl the streets. The PCs are given a choice as to how to deal with the nightmares.

Encounter 4 [Those Poor Kids]: Over two days the PCs must convince as many parents as possible to allow their children to accompany the PCs back to Londa. The PCs also have the opportunity to show the children forgiveness.

Encounter 5 [Setting the Trap]: The PCs are given the tools to capture the fiend, but the flask turns out to be a fake.

Encounter 6A [Children's Revenge]: Raasha calls her children to disrupt the ceremony and kill the PCs. It is up to the PCs to protect the children as the children perform a ritual to summon the Four Brothers.

Encounter 6B [Accepting Defeat]: The PCs were unable to convince the parents and the binding failed. So the PCs must now defeat Raasha's children.

Encounter 7 [Acceptance]: The children have overcome their personal demons. Myrhiss appears in order to cleanse the area.

Conclusion A: The PCs have helped rid the land of a dangerous evil. Thanks to Sentar their heroic tale are told across Sunndi.

Conclusion B: Faced with insurmountable odds, the PCs were able to overcome most of the obstacles placed in front of them, but were unable to defeat Raasha.

Conclusion C: The children have died by the hand of Raasha and the Minstrels have been disbanded. Whice, Heneth, and Sentar all lay dead.

PREPARATION FOR PLAY

Please note that some descriptive text may not be suitable for sensitive people (e.g. children). Adjust it where needed.

Ask each player to write down a person or animal that their character cares about and the relationship to the PC. This person or animal needs to be alive and not accompanying the PC on this adventure. Please ask them to not choose a cohort. Also if the PC truly does not care for anyone other than himself or herself, please note that.

Determine who has played SND7-06 *Disillusion* and check whether any PC has been “Possessed by a Fiend”. Determine who has played SND6-01 *Lesser Evils* and check whether any PC has the “The Kiss of a Fiend”.

If a PC has played SND6-01 *Lesser Evils*, but not SND7-06 *Disillusion* and has the Rod of Behrand, they must make a DC 24 Will save. Anyone who fails the save gets a +4 Profane bonus to any ability score they choose, a +4 competence bonus to Craft (painting), and they get the Possessed by a Fiend part of the AR. This may get

removed if the PCs defeat the fiend. It is assumed that at one point during the PC's travels that they gave up the Rod to Whice.

If a PC has the Children's Book from SND7-06 *Disillusion*, they get a +5 bonus to identify all creatures in this adventure. Also they get a +1 insight bonus to attack and damage rolls against any foe in this scenario due to their study of the storybook monsters. These bonuses apply to both spells (but applies only once to a spell and not to each separate attack created by a single spell) and weapons.

INTRODUCTION

The adventure starts as the characters are once again in Pitchfield. The adventure starts with the PCs at the bar of the Broken Manacles Inn awaiting a performance by the now reclusive Whice Ium, the headmaster of the Minstrels. The Minstrels are a small group of romantic bard specialists within the Lyre.

Whice specifically ordered the place clear of all staff during his performance. The amount of platinum given to the owner assured that the PCs could drink whatever they wanted and that even if her place burned down, she would still be financially secure after the rebuilding. In other words, the staff makes sure to see to the PCs needs and then get out.

The PCs were given invitations and it was made clear that the performance would be private (including the absence of staff). Any DC 15 Knowledge (local: the Splintered Suns), Knowledge (nobility and royalty), or Bardic Knowledge assures the PCs that Whice can be fully trusted.

The characters can introduce themselves at the Broken Manacles before the start of Whice's performance.

DM's Note: The next part can be a bit long in exposition if no one has played the previous parts of the series. The story is used to fill the players in on the history so parts of the adventure make sense and more importantly to give the mood of the series. The PCs should have an ominous and uncomfortable feeling throughout this adventure. Player's Handout 1 contains Whice's story, make several copies and hand these out after the Introduction.

Paraphrase or read aloud:

An old man walks to the center of the stage. His body looks frail, but there is an inner strength that shows through. He fixes his gaze at each of you, staring through green dancing flames where eyeballs should be. A worm crawls out of a sore on his face and drops to the floor after clinging to his chin for a few seconds.

"Let me tell you a story that happened once upon a time."

The man walking upon the stage is Whice Ium.

☞ **Whice Ium:** Male human (Flan/Oeridian) Archivist 3/Bard 8/Seeker of the Song 4 (CN, Perform +25); see Appendix 1.

Characters who participated in SND6-01 *Lesser Evils* or SND7-06 *Disillusion* recognize him. He has been badly beaten up by his experiences during the investigation, and it shows. His voice is raspy and damaged from his travels in the Abyss and the Nine Hells.

Several things of note:

- Whice does not detect as evil.
- He does hallucinate and the things he sees do not exist – improvise this as you wish.
- Impress upon the players that merely looking evil does not necessarily mean he is evil.

If no one has played SND6-01 *Lesser Evils* and SND7-06 *Disillusion*, read aloud or paraphrase:

"A little girl came to the city one day carried in the arms of a group of brave and compassionate adventurers. These adventurers accepted a quest to learn what happened to a small town in the remote part of Sunndi where a peace-loving people live.

These people foolishly believed that their remote location protected them from the harshness of the world. A fiend, released in a jealous rage, would teach them all. The people of doomed Londa learned this lesson quickly as they watched their children stab, poison, and burn them.

What greeted the adventurers when they got to Londa was not the bright happy people that once lived there, but the broken and emotionally scarred children left there without food or water. There were no parents left to tuck them into bed nor sit at a table to eat and be merry. The closest thing several children had was the corpse of a loved one they curled up with at night. Fearless, the adventurers took these pitiful children under their care and safely transported them to the nearby town of Qual.

Time was against our heroes as they learned the instigator of the disaster in Londa had just left Qual. It was up to them to stop this man, now known as Behrand, at the place he lived. So off on their way again do our brave heroes run.

At Behrand's underground house, several traps were braved and the source of all the pain and misery in Londa was found cowering under the sheets. So cowardly was he that he called the ghostly remnants of the parents he brutally killed to protect him. But this was no match for the adventurers, who cut their way through the meager defenses and captured Behrand.

Now the heroes, who live in a world colored in various shades of gray, had a choice of two lesser evils. They could kill the man who caused so much death, but lose the information he had on the real fiend or capture him and hope he would never be free again. In their wisdom, they brought him to me

for safekeeping. The real source of the evil was not him, but the rod he carried – an item the heroes gave me as well.

It was through his mind I traveled to find the source of the evil afflicting the poor people of Munmoce. At least we knew it was a fiend. For the time being, Behrand and the little girl, Payha, were safe. Now my assistant Heneth and I needed to find the location in the endless Abyss where more information on the fiend could be found."

If no one has played SND7-06 Disillusion or the above part was read, read aloud or paraphrase:

"A foolish old man and a student with a bright future decided to go on a trip to the Abyss, but they did not know where to go. Ultimately that location was in a history book found in the Pitchfield library. It recounted a tale about a man who released a demon that destroyed the lost town of Sauwe.

The trip to the 570th layer of the Abyss was fruitful, but not without its lasting scars. Most of those you can see I carry with me now. But we got away with the information and most of our souls intact.

Once again we called on brave adventurers to locate the place where the fiend was called into our plane and retrieve several objects. We were told these objects would lead us to the ritual that would finally destroy the fiend.

Heneth and I would have gone, but our current state prevents us from going out in public often. So, in our place, we sent Payha and Sentar. We could no longer care for the girl, because of the evil that has tainted our bodies and souls. She belonged with her people and there was no one trustworthier than Sentar to guide the adventurers.

There are few regrets I have at this stage in my life. The decision I made to have Payha stay in the warehouse with no guards is my worst regret. It was supposed to have been safe, but the fact that her arms were torn off her body just showed me that nowhere is safe.

Unable to save Payha, the adventurers turned to the task at hand and returned to Qual. The town grew up and along with myself now faces the reality that the world is harsh and unforgiving. Their disillusionment was complete when the heroes saved the townsfolk and children from a clown who fed on people's emotions. The people of Qual now question the integrity of everyone who they allow to walk through their gates.

One of the people of Qual learned about the pain of the world when he joined the Sunndi Army. He could only watch as his best friend was cut down in battle. From that day on, he vowed to isolate his town once again. Unfortunately for him the world is not so easy to shut out as the adventurers he was trying to keep away came anyway. His plan to use a disreputable man to scare the adventurers away backfired as the Soldier learned a young girl was

killed in the process. The last I have heard of him is that he returned to his people to help protect them from outsiders as penance for his crimes.

Heroes will do as they must and they must prevail. They found the house where the current evil was borne. A shade, Halperle, showed the heroes her past and how her estranged boyfriend tried everything in his power to get back together with her. He even kidnapped her and locked her away in a secret compartment where she starved to death. In the end he could not stand the thought of her in another man's mind. So he called a fiend from the endless Abyss to do away with the man she was to have married. This the fiend did in exchange for the man's life.

This would have been the end, except for Behrand who found the rod where the fiend now hid. What followed was very similar to what happened in Londa. But that is now all in the past.

In the present the heroes found two books containing information about the fiend and on the way back encountered the Soldier and a few other deserters in the woods. A battle ensued, but the heroes once again showed compassion and let the Soldier and his companions go free.

This time around the heroes gave me all items they found during their adventure. They also gave me the rod, which would have made my first excursion into the Abyss easier. Now all that was left was to find the means to destroy the fiend."

The following should be read aloud regardless of the adventures played:

"Many years ago there was a battle that started between the chaotic demons of the Abyss and the more lawful devils of the Nine Hells. This is a war I could use to my advantage. But I had to make two very dangerous trips.

The Book of Fiends tells the location of one of the original Black Scrolls of Ahm. Figuring I could lose no more of my soul, Heneth and I returned to the Abyss this time to visit the disgraced Shami-Amourae: to find the book that would destroy the fiend and would humiliate Malcanthet. This humiliation was just payment for Shami-Amourae, who knew I was not powerful enough to free her.

We returned to the material plane and went hunting for the black scroll at a hidden Black Cult stronghold. After hiring a couple of companions, we were able to infiltrate, steal the scroll, and escape. Neither of us read what was contained in the scroll.

Our next stop was hell. Actually the second level of hell to meet with Dispater, Lord of Dis. He was quite genial and grateful for the scroll. In return he gave us an iron flask and five strange rocks. His words were, 'If one doesn't work. Try the other.' Heneth and I were allowed to leave. But now my adventuring days are done. And it is up to you finish what Heneth and I started. Don't try to take on the

fiend directly, because it will mean certain death. Now I bid you adieu."

Have everyone roll a DC 25 Sense Motive check to see whether they are surprised or not. Those PCs who succeed may act in order of initiative to prevent Whice from killing himself with a short sword.

Terrain: The PCs are seated during the performance on chairs roughly 20 feet away from the platform. The PCs can use a DC 10 Jump check to get on stage, which costs the PC 10 feet of movement or a move action.

Tactics: Whice draws his short sword in the surprise round and then tries to coup de grace himself in the next round. If attacked he tries his best to defend himself for 3 rounds, while trying to get away. He does not to kill any PC.

If he gets away in those 3 rounds, he runs to a back corner, curl up in a ball on the ground, drop the sword, and starts crying. At this point the PCs can do what they want with him, since he does not resist.

Development: Whice wants to die and he refuses any kind of resurrection magics. He is doing this by his own free will, so he is not under any magical compulsion.

Whice's diary (Player Handout 2), a flask covered with archane runes, and the Rod of Behrand (unless one of the PCs already has it in their possession) is with him. If no one searches him, then Sentar will find these items. If no one has the Rod of Behrand, then one PC needs to be the caretaker of the rod. That PC needs to roll a DC 24 Will save as in the Preparation for Play section if that PC is not already possessed.

If Whice is alive, he goes into a catatonic state. His soul has been ravaged so badly during his excursions into the Abyss, Hell, and Behrand's mind that he just cannot deal with anything anymore.

ARRIVAL OF A FRIEND

Shortly after Whice's performance, regardless of the results and before the PCs can do much, there is a new arrival at the tavern. Read aloud or paraphrase:

Running footsteps are heard from outside the bar. Bursting through the door is a tall Oeridian man with a holy symbol of Myrhiss hanging around his neck. His face is ash white and there is a look of terror in his eyes. He looks around almost in panic as if desperate to find somebody.

Characters who played SND6-01 Lesser Evils or SND7-06 Disillusion immediately recognize Sentar. Sentar found Heneth's body hanging from a rope in his room at the Lyre shortly before Whice's performance and immediately ran to the Broken Manacles in order to stop Whice from doing the same thing as Heneth.

Sentar expects to find Whice dead, but at the same time he still hopes to be in time to save his mentor and

friend. He is visibly relieved if Whice is still alive, and overcome with grief when dead. When alive, Whice is near catonic, refusing to be helped or moved. He just cries softly, begging Sentar and the PCs to finish it and to go to Qual to put an end to the fiend's reign of terror. When dead, Sentar ends up in a similar catonic state after desperately trying to cure Whice with *cure moderate wounds*. Regardless he asks the PCs to warn Gordalis at the Lyre – the man in charge of security and a devout follower of Myrhiss. Sentar doesn't want to leave Whice. The PCs can easily find a messenger outside and return quickly to the tavern. Sentar also wants to know what happened, informing the PCs afterwards about why he is here and why he suspected the worst. He was the one who found Haneth's corpse.

☛ **Sentar:** Male Human (Oeridian) bard 5 (NG).

Appearance: A young tall clean-shaven Oeridian male with short brow hair and a boyish face with stress lines starting to show. He wears simple traveler's outfit in subdued wilderness colors under which he wears a set of studded leather. He is armed with a dagger, a light crossbow and a lute.

Personality: The troubles at the Minstrels have shown its toll on him. Yet he still has the brash personality that has made him well liked in school. Sentar is quick with a quip and a joke, but will see to the care of everyone around him before he sees to his own care. He is a bit of a matchmaker, and he might try to apply his trade on the PCs.

Development: Shortly after a messenger has been sent Gordalis arrives. Gordalis was already mobilized by the shocking discovery of Heneth. It was no trouble to convince him and two of his best guards to go to the Broken Manacles. As soon as they arrive they take charge of Whice, using *calm emotions* if necessary or performing the first funeral rites of Myrhiss if dead. Gordalis also wants to know what happened. He tries to answer the PCs' questions as well, but he does not know much since Whice kept the information to himself. Sentar can repeat what Whice told during his performance and confirm that Whice wanted the adventurers to travel to Qual and defeat the fiend with the tools provided (mentioning a flask, the rocks and the diary). The Lyre cannot offer a financial reward beyond what they might find and the order's gratitude.

☛ **Gordalis:** Male Human (Flan) Cleric 5.

Appearance: A tall muscular man wearing polished armor. The symbol of a lovebird is brightly painted onto his chest.

Personality: Gordalis is a staunch follower of Myrhiss and was recently promoted to head of security. He is brave, but has a poet's soul and can be found in the local bars during their amateur poetry readings.

Once the PCs are finished providing their report and have agreed to accept the mission, Gordalis says:

"Thank you for your help in this. Professor Ium lost his way in the faith and has been a constant concern for the Thrice Kissed. Now that we know the extent of his suffering, we can better care for him.

Care for Sentar as he guides you through this last journey. He has been through so much. Please finish this investigation and destroy the evil Heneth and Whice gave up so much to find. May the love of Myrthiss shine upon you all."

Sentar wants to leave immediately regardless of the time of the day. He will argue with any PC not willing to leave Pitchfield, but will ultimately stay with the PCs for protection. The PCs have a very short time to buy additional supplies in Pitchfield which has a gp limit of 15,000 gp.

Members of the Order of the Phoenix who remember reporting the incident to their organization gain a vial of *silversheen*, an oil of *bless weapon* and at APL 8 and 10 a +1 *holy cold iron longsword*. These have to be returned at the end of the adventure, but if used the PC does not have to pay for a replacement. As soon as possible, the PCs proceed to Encounter 1 and their journey to Qual.

1: ON THE ROAD AGAIN

Determine the marching order of the PCs as well as whether any long duration buff spells are running or not. Sentar starts off the trip very serious and doesn't gain his boisterous attitude again until Encounter 4. He wants to get it over with and pushes the PCs into haste. The weather is typical for Sunndi, meaning there are a few clouds, but it is mostly clear and the temperature is around 25° Celcius (77° F).

The first couple of hours of travel nothing special happens, although close to Pitchfield there are ample of travelers on the road at daytime (mostly soldiers and local farmers). Further away from Pitchfield the roads become more deserted. About a day travel from Pitchfield (roughly midmorning if the PCs leave immediately in the evening or late afternoon when they left the next morning) the PCs run across the following scene:

You have been traveling for some time. At first there were ample of signs of habitations, but the further you get from Pitchfield the more deserted the region became. You haven't seen a fellow traveler on the road for a long time when you see a large covered wagon up ahead. The wagon is pulled by two sturdy looking horses. You are gaining on it, when you note something dropping on the ground out of the back of the wagon.

The PCs find a parchment with a small piece of wood pierced through it. Hand out Player Handout 3 to the PCs. A DC 15 Heal or Craft (alchemy) check reveals the

ink used was blood. The piece of wood is a large splinter, probably of a piece of furniture.

A tall Oeridian woman, Cainessa Goebel, and an unassuming broad-shouldered Oeridian male, Abelster, sit on the box. The cargo is covered by a tarp, and at a first glance it appears to be furniture and food. Only during a very close inspection can the 12 human captives be found. These are bound, gagged and hidden under the furniture.

Cainessa tries to talk her way out of a confrontation using her bluff skill. She is headed for Ahlissa where she has some relatives (she does have relatives there – she is just not planning to go there). Her lover and she is all that is left after a bullywug raid (survivors from the war that still make the area dangerous) on her father's farm. The wagon contains all that is left of their possessions. The note must have come from one of those who were slain at the farm. She must have accidentally picked it up. Any threatening move or anyone poking around the wagon starts combat.

The real purpose of Cainessa's trip is to take the captives to a portal to the Abyss as a sacrifice. She hopes to make a pact with the demon lord Pale Night. She already carries her holy symbol – a billowing white sheet draped over a starry field. With a DC 20 Knowledge (the planes) or Knowledge (religion) check the PCs know that Pale Night is an ancient demon, rumored to be the mother of many of the more powerful denizens of the Abyss. Her followers have a tendency to try and corrupt the innocent, and they have a special love to impregnate innocents with all kinds of new demonic monstrosities.

☛ **Cainessa Goebel:** Female human dread necromancer [APL dependent] (AL NE).

Appearance: A tall Oeridian woman with fierce eyes. She wears a chain shirt. Over one shoulder is a quiver and she carries a bow.

Personality: Arrogant, power hungry and lustful for information, particularly the dangerous kind. She is a bit of a thrill seeker. Her research told her of possessing demons and the benefits they can provide. The danger only made it more exciting. She views people as a means to experience new sensations.

At this point in the adventure, she is already possessed, but the demon is in riding mode and thus does not control her. She knows she is possessed and is proud to have been chosen by the demon.

☛ **Abelster Gormat:** Male human commoner 2 (AL CN).

Appearance: A medium sized broad shouldered Oeridian man in what appears to be the finest clothes of a farmer. He seems to be deeply infatuated with Cainessa and follows her commands slavishly.

Personality: Abelster is a local bully who fell in love with Cainessa. He is a bit simple. He keeps silent, at best confirming Cainessa's story and even when asked a direct question he turns to Cainessa.

Terrain: The area consists of low rolling hills overgrown with vineyards and orchards (mostly olives, oranges and apples). Farmers have not taken care of these for some time now and they are overgrown with weeds making the terrain outside the road difficult to move through. Treat the terrain as plains with farmland, except that 10% of the terrain consists of heavy undergrowth (see DMG 91).

Creatures: Besides Cainessa and Abelster there are several demons among the company. The guecubu possesses Cainessa and only reveals itself if she is disabled. It is shapeless, and only the sudden coppery scent of fresh blood and the unnerving feeling of a forgotten nightmare whose meaning could save a life hint at its presence. The nature of the other demons depends on the APL, but they are hiding among the prisoners. An illusion makes them look like normal humans, but a close inspection reveals them for what they are. The vrock at APL 10 act and look as horses. These are servants of Cainessa, and like all demons all they are interested in is in murder and mayhem.

All APLs

- **Abelster:** Male human commoner 2; hp 10 (AL CN).
- **Horse, heave (2):** hp 19 each; see *Monster Manual* 273. [Not at APL 10]
- **Wagon:** Huge vehicle; Handle Animal -2; Spd 30 (poor); AC 3; Hardness 5; hp 60; Ram 4d6.

APL 4 (EL 6)

- **Cainessa:** female human (Oeridian) dread necromancer 4; hp 22; see Appendix 1.
- **Guecubu:** hp 26; see Appendix 1. [Only stays inside Cainessa, fleeing immediately when Cainessa is disabled.]
- **Dretches (2):** hp 13 each; see *Monster Manual* 42.

APL 6 (EL 8)

- **Cainessa:** female human (Oeridian) dread necromancer 4; hp 22; see Appendix 1.
- **Guecubu:** hp 26; see Appendix 1.
- **Babau:** hp 66; see *Monster Manual* 40.

APL 8 (EL 10)

- **Cainessa:** female human (Oeridian) dread necromancer 6; hp 32; see Appendix 1.
- **Advanced Guecubu:** hp 52; see Appendix 1.
- **Babau (2):** hp 66 each; see *Monster Manual* 40.

APL 10 (EL 12)

- **Cainessa:** female human (Oeridian) dread necromancer 8; hp 42; see Appendix 1.
- **Advanced Guecubu:** hp 78; see Appendix 1.
- **Vrock (2):** hp 115 each; see *Monster Manual* 48.

Tactics: The guecubu starts hurling large rocks, preferably at elves and half-elves, which are abundant in the area. It can do so while possessing Cainessa. Only when Cainessa goes down, does the Guecubu leave her

body. At APL 4 it flees immediately, although its haunting aura does come into effect. At APL 6+ it then keeps pummeling elves and half-elves, or when these are all down it starts using its sleep touch to take the PCs down. If the PCs are all brought down, it leaves with its captives by using one of the PCs to release one captive and than by possessing the captive.

Cainessa tries to fight from a distance either by spell or bow. She tries to weaken as many opponents as possible at the onset of the fight with an area of effect spell before resorting to ranged spells. Remember that she can deliver many of her spells and class abilities through a *spectral hand*. At higher APLs she tries to animate any fallen PC both as a shock factor and to gain additional support. Meanwhile the demons engage in melee, trying to keep the PCs away from Cainessa. Abelster stays next to Cainessa, attacking with his dagger and whip when the PCs come too close. He and the demons fight to the death. Cainessa flees when at less than 25% of her hit points (excluding the hit points from her *false life*) or when all her demonic allies are defeated.

Throughout the fight all stay close to the wagon, trying to gain cover, but also to prevent the PCs from using area of effect spells. They do not kill the captives on purpose, but they do not care much about the prisoners' lives either.

Treasure: Refer to the treasure summary to determine what the PCs find here.

Detect magic results: +1 chain shirt (Faint Abjuration), +1 death ward chain shirt (Moderate Necromancy), +1 longbow (Faint Evocation), cloak of resistance +2 (Faint Abjuration), potion of cure light wounds (Faint Conjunction), potion of cure moderate wounds (Faint Conjunction), potion of remove blindness (Faint Conjunction).

Development: If the PCs defeat the enemies, they can free the 12 captives. All the captives are from a nearby small hamlet. They do not remember how they were imprisoned. Now that they are free, they can return there safely.

Abelster knows nothing of Cainessa's real goals, although he did realize it probably was nothing good. He can tell that the villagers just walked towards Cainessa's wagon during the night where they allowed themselves to be bound without a struggle. Cainessa is elusive during any interrogation, but realizes there is little point in denying that she was going to kill the prisoners. Still, she only talks with the use of a successful Intimidate check and even then she does not reveal the location of the portal. She would not betray that location even to her best friend, and only magic that can read her mind can reveal the location. The Order of the Phoenix and the local authorities would be most grateful with the location of the portal.

If the PCs are defeated Cainessa quickly proceeds without caring much about their bodies even when they are just sleeping. She needs to hurry before her window

of opportunity closes. The portal is only active during a very limited time span. By the time any sleeping PC wakes, the wagon has moved beyond their reach. They could follow the tracks, but all they find at an ancient circle of stones is an abandoned wagon, a ritually sacrificed human at one of the stones, and no trace of Cainessa, Abelster, the prisoners or the horses. It is almost as if they vanished. A *detect magic* spell reveals a dim Conjunction aura at two of the standing stones. Pitchfield is still nearby enough if the PCs require magical assistance from high-level spell casters.

Proceed with Encounter 2 if the PCs proceed to Qual.

2: A COLD WELCOME

It takes two more days to get to Qual. The time passes slowly and Sentar is resolutely silent. As the PCs approach Qual, the air feels heavy and imposing. They arrive shortly before nighttime unless they specifically time it otherwise. If there is still plenty of time before nightfall, the NPCs in the thorp are more willing to talk with the PCs. See this encounter and Encounter 3 for more information.

Qual (thorp): Conventional; AL NG; 40 gp limit; Assets 150 gp; Population 90; Isolated (72 humans, 5 half-orc, 10 half-elves).

Read aloud or paraphrase:

You approach a town that has seen much happier days. The brightly colored houses are faded and have a thick layer of dust. Even though there is a distinct feeling of life, it does not exist in the barren streets. Even stranger is that no one comes to greet you. Sentar looks visibly worried. He runs to the largest of the houses and bangs on the door. It opens partially. Behind it you note a sturdy looking broadshouldered man, but additional details are difficult to see in the shadows of the house and behind the cover of the door.

The man in the door is Defew, the local blacksmith and more or less the sheriff of the thorp. PCs that played SND6-01 Lesser Evils or SND7-06 Disillusion recognize him (as well as Moren – see below). He quickly whispers a few words with Sentar. PCs who succeed at a DC 31 Listen check or are standing right next to Sentar realize Defew is aggravated by the arrival of more adventurers, but once Sentar mentions the Kissed One he reluctantly tells Sentar to go to the common house for the night. He and Moren will bring them food; any long meetings have to wait till tomorrow. The streets are not safe at night. All other doors remain closed, and locals tell the PCs to go to Defew or Moren instead of bothering them at this time of the day.

Read aloud or paraphrase the following when the PCs go to the common house:

The large building has been set up with tables on the lower level and cots on the upper level. Two people sit at a nearby table. As soon as you come in, they look at you and run out the door.

Looking around you see a large board with upcoming festivals. The date on the board is last year. Dust covers everything. An easel with paper, brushes and paint lie against the wall.

As soon as a possessed PC notes the painting equipment he must make a DC 25 Will save. Any PC who fails the save immediately takes a sheet of paper, a brush, and some paint. They move to a corner of the building and start painting. Remember the +5 competence bonus to Craft (painting) they get from the fiend. They ignore all efforts by others to interrupt their painting unless the fiend's control is temporarily suppressed (such as with *protection from evil*) or she is temporarily removed (such as with a successful *dispel evil*). This effect ends at nightfall when the PC has finished the painting.

Choose a random PC's loved one for each possessed PC to draw. Roll a d6 to determine which picture each possessed PC illustrates:

1. The person or animal stands in the middle of the street. He stares out at the viewer with his mouth open. Blood pours from his a long gash down the center of his chest. Several of his innards are starting to poke out of the holes.
2. The person or animal is on her knees in the middle of a field. Her face is drawn and her eyes are bloodshot. A horrible looking substance is stuck on her lips and chin.
3. The person or animal looks at his arm in horror. It is black. His fingers no longer have any skin and meat left on them. Fire surrounds his entire arm.
4. The person or animal hangs limply from a tree.
5. The person or animal is tied up and lies on a barren field. Nearby several crows chew off bits of flesh and meat. Blood runs down their beaks.
6. The person or animal is enclosed in a box. It is clear that there is no way for the person or animal to leave.

Once the painting(s) are done, allow the PCs to react. No one remembers why he or she painted what he or she painted.

Development: Meanwhile Defew and Moren arrive at the common house carrying clean linen and fresh food and drink. Defew and Moren are anxious to leave, but note the strange actions of any PC painting and are willing to answer a few basic questions. The PCs are told to stay inside during the night. The PCs can determine that they are afraid of something other than the adventurers with a DC 15 Sense Motive check. There are several topics that they talk about, but their main concern is to get back home, fast.

- **Scared of the night:** A month ago strange creatures appeared. They only show at night, but kill anyone who is out of their house at the time.
- **The creatures:** No one has seen them or lived to tell what they look like.
- **The deaths:** Eddor was burned to the bone outside his door. Neri was found in pieces all around town. Kivan was just skin and bones. There was a pool of foul smelling stuff by his mouth.
- **The children:** The children are not doing well. They are having nightmares every night and they hardly eat and drink. All the children have these nightmares, not just the children from Londa. The adults do not know the source of the trouble.
- **The nightmares:** Little is remembered of the nightmares, but the children do remember three specific creatures that reoccur in each dream. There is a child made of knives, a desiccated child, and a child made of fire.
- **Any other question:** They avoid the question and tell the PCs that they can talk for as long as needed during the day.

Once finished, they leave for home quickly, and unless the PCs use force (certainly an evil act) they leave before nightfall. They promise to return in the morning for more extensive talks if that reassures the PCs. Proceed with Encounter 3 after the sun sets.

🔪 **Defew:** Male Human (Oeridian) Expert 4 (AL LG; blacksmith).

Appearance: Defew is a tall broad-shouldered muscled Oeridian with short brown hair and tanned skin. There is stubble on his chin. He has a broad nose, and a strong loud voice. He wears simple, but practical clothing.

Personality: Defew is a man who works hard by day, and likes to relax and enjoy himself at night. He has a strong sense of responsibility, and tries to protect his villagers from the cruelty of the outside world, though sometimes he can become a bit too protective. The current crisis has nearly completely taxed his abilities and patience.

🔪 **Moren:** Female human (Suel) Cleric 5 (AL NG; cleric of Myrhis; Diplomacy +13, Heal +9, Sense Motive +9).

Appearance: Moren is a short stocky woman with long almost white hair and fair skin. Her deep blue eyes betray her as a pure blood Suel. She is in her late twenties or early thirties, always ready for a smile. She prefers simple bright colored clothes.

Personality: Moren is a caring woman who completely lacks the typical arrogance and aloofness of the Suel. She believes in the inherent goodness of people and can sound a bit naïve to the average adventurer. Lately, though, she has grown fearful of the trouble adventurers tend to bring with them. Her healing abilities have been indispensable in the current crisis.

3: FIGHTING YOUR DREAMS

About fifteen minutes after the sun sets, the PCs hear a dog yelp, followed by the sounds of chanting. A DC 25 Listen check allows the PCs to recognize the chanting more as a children's song than a religious or arcane ritual. Any citizen of Qual ignores the sounds, advising the PCs to do the same through their closed doors. See Encounter 2 for what little information they can provide to the PCs.

If the PCs investigate they note three figures at the outskirts of the village humming a children's song and throwing some kind of ball to each other. As the PCs approach, they see the three figures are human children although all three are strangely malformed. The object the children are tossing to each other is a dog's head. If the children spot the PCs one of the children, Juxprie, turns to the PCs and with wide eyes and asks: **"Would you like to play?"**

Allow any PC to join in the game, but the children do not reveal any information. They seem genuinely surprised and delighted that the PC is joining them. Any attempt to appeal to the children to stop killing is met with laughter. Eventually they grow bored with the game and the new game is just as gruesome and sadistic and it involves hurting and killing their new playmate.

Creatures: All three the children are from the nightmare realm. They appear like malformed human children. They act like spoiled children with a love for sadistic games, and while they can be reasoned with for a short while, eventually they get bored and decide to play games with the PCs. Their games always end up killing or destroying the subject of their attention.

The nightmare children cannot cross any threshold. So running into the common house prevents all attacks, melee and ranged, from hurting the PCs. But this protection is two way, so any ranged attacks that leave the building does not hurt the nightmare children. If the PCs want to camp out and wait until the morning, they can with no more incidents.

🔪 **Juxprie:** Female human (Flan) (AL NE).

Appearance: This female creature looks like a Flan child, but for her mottled skin, grossly long legs, and one red eye. She wears rags. A sword is strapped to her back.

Personality: Juxprie plays the part of a child, but is really much older. For the most part she is very genial, but when she feels the need to kill someone. Then she is all rage.

🔪 **Igraa:** Female human (Flan) (AL NE).

Appearance: This female creature is Flan, but is covered with gleaming red scales. Her teeth are blackened. She wears rags. A scythe hangs at her side.

Personality: She is a woman of few words. Igraa finds it amusing when people are scared of her when she smiles.

☛ **Ezail:** Male human (Flan) (AL NE).

Appearance: This dangerously thin boy of Flan descent has mottled skin. One of his arms looks leathery and the other is nothing but bone. He wears armor made of bone.

Personality: Ezail is constantly depressed. When he talks his voice is very weak.

APL 4 (EL 6)

☛ **Juxprie:** female human scout 3; hp 17; see Appendix 1.

☛ **Igraa:** female human sorcerer 3; hp 13; see Appendix 1.

☛ **Ezail:** male human druid 3; hp 24; see Appendix 1.

APL 6 (EL 8)

☛ **Juxprie:** female human scout 4/rogue 1; hp 27; see Appendix 1.

☛ **Igraa:** female human sorcerer 5; hp 26; see Appendix 1.

☛ **Ezail:** male human druid 5; hp 38; see Appendix 1.

APL 8 (EL 10)

☛ **Juxprie:** female human scout 4/rogue 3; hp 38; see Appendix 1.

☛ **Igraa:** female human sorcerer 7; hp 36; see Appendix 1.

☛ **Ezail:** male human druid 7; hp 52; Appendix 1.

APL 10 (EL 12)

☛ **Juxprie:** female human scout 4/rogue 5; hp 47; see Appendix 1.

☛ **Igraa:** female human sorcerer 9; hp 46; see Appendix 1.

☛ **Ezail:** male human druid 9; hp 66; see Appendix 1.

Tactics: Juxprie starts by using her gaze attack and then moving in and out of melee to get her skirmish bonus. Igraa starts by casting *shield* and then breathes flames. She is as comfortable in melee as she is casting area effects from range, but her main concern is burning everything within sight. At APLs 8 and 10, she assists Juxprie with the *phantom foe* spell so Juxprie gets her sneak attack damage. Ezail starts by casting *barkskin*. He shapeshifts when necessary, but prefers to cast spells at the PCs. They fight to the death.

Treasure: When a nightmare child is knocked unconscious, dies or the sun rises, it and its equipment quickly rots away, leaving absolutely nothing behind.

Development: If the PCs defeat the last of the nightmare children (and they disappear when at 0 hit points, knocked unconscious or when the sun rises), they hear wails and then crying from various children around town. Then there is silence. The PCs can investigate, but find nothing wrong with the children after that outburst.

They are sleeping soundly for once and the parents *do not* disturb them nor do they allow the PCs to do so.

Even if defeated in battle, the nightmare children appear each night wherever the Londa's children are sleeping. The only way to permanently defeat these nightmare creatures is to show the children who originally came from Londa that they are forgiven for their actions. This has to come from *both* the parents and the adventurers as discussed in Encounter 4.

Read aloud to any PC who worships Myrhis or has the Children's Book from SND7-06 *Disillusion* who investigates these nightmare creatures and their apparent connection with the children:

You remember a story that seems to apply to this situation. It was about three children who loved playing together. They would hide and seek one another and play tag. One day they decided to play pretend and as they ran around, they accidentally set the barn on fire. Even the best efforts of the townspeople could not save all the horses.

No one in the town knew who set the barn on fire. None of the children told. They were so racked with guilt that they started having horrible dreams. On those nights people started to see fires appearing out of nowhere. The guilt became too much to bear that each child finally confessed. The parents disciplined them, but made sure each child knew that they were still loved. It is always better to take responsibility for your actions.

4: THOSE POOR KIDS

The following happens as the PCs leave the common house after sunrise if they confronted the nightmare children:

A small rainbow colored lovebird flits by the group and rests itself in a nearby tree.

If the PCs investigate the tree, the lovebird flies down and hovers in front of the PC with the highest Charisma.

If the PCs did not kill the nightmare children, read aloud or paraphrase:

"Compassionate adventurers? How unusual. Well if you don't want to be pursued then I'd convince the children from Londa that they are forgiven and loved."

Regardless of the PCs' actions, read aloud:

"You must gather as many children as you can and return to Londa. The children know the ceremony to perform in order to summon the Legendary Brothers and through them defeat the demon. I'm afraid the demon will not stand still for this. At least six children and two adults must remain free. You have two days before you must set out. See if you can find it in your hearts to forgive those that don't forgive themselves. Good luck and know that

Myrhiss' love shines on you. So don't mess this up." The bird flies away seemingly oblivious to anything you say.

If the PCs have the Children's Book, hand out Player Handout 4A. Otherwise give them Player Handout 4B.

This encounter is heavily slanted towards roleplaying and good roleplaying should result in bonuses to the PC's diplomacy roll. Due to the nature of the request and the number of people needed, Intimidation does not help. The PCs need at least 8 children (2 of which were from Londa) to accompany them to Londa. Those parents' children insist, and should be allowed, to join the party.

The list is sorted by the family name. They all live in single level houses with simple furniture. The sole exceptions are Defew and Moren. Defew lives in a two-story manor with simple furniture. Moren lives in a small house next to an outside shrine to Myrhiss. The shrine is circular with tall wooden columns surrounding the seating area. There is a lone wall with a basin filled with water. The center is a large dirt circle where Moren stands to speak with the faithful.

To keep this manageable, the five families who took in children from Londa and two other families are used. Assume the other families flat out refuse the PCs.

Convincing the parents DC is reduced by 5 if one of the PCs has the Kiss of the Lady from SND7-06 *Disillusion* and is reduced by another 5 if the PCs either kill the nightmare children or helped the children feel forgiveness. Allow the PCs to assist each other in their Diplomacy check.

FORGIVENESS

The PCs have the ability to show the children who originally came from Londa that they are forgiven for their actions. This has to come from *both* the parents and the adventurers. Mechanically this requires a Diplomacy check on both the parents and children. The DCs are given in the individual blocks.

Give the PCs a DC 20 Sense Motive check to determine that each child really wants forgiveness, but need others to express it before they forgive themselves. The PCs who made the check know that this forgiveness has to come from the PCs and the parents. This check can be made once per family.

If all children have been shown love and forgiveness, read aloud:

A soft glow envelops the town. The dirt and grime disappear from the buildings and the vibrant colors of the intricately painted buildings shines through.

FAMILY: ARDISSA

☛ **Adult Defew:** Male human (Oeridian) Expert 4 (AL LG; blacksmith) – see Encounter 2.

Information: In addition to what is provided in Encounter 2.

- **The Town:** These are scared people who want their lives to go back to before Londa. He is afraid that only the death of the fiend will do that.
- **The Legendary Brothers:** A children's story about four tigers.
- **Whice:** A well-respected man who lives in Pitchfield.
- **The Soldier:** He took the name of Floke, the Lone One. His friends from when he was a soldier live by themselves in the woods. They protect us from outside threats.
- **Serrand:** He cries at night and refuses to eat with utensils, but at least he speaks now.

☛ **Child Serrand:** Male human (Oeridian) Commoner 1 (AL N).

Appearance: A boy of about nine years old wearing nicely tailored farmer's clothes. He has a constant distant look on his face.

Personality: He is always serious. Nothing can make him smile. The opportunity to kill the creature is more than he could hope for. This is vengeance.

Child from Londa: Stabbed family.

Forgiveness: Parent DC 10 Diplomacy, Child DC 15 Diplomacy.

Parental Objections: Defew is amenable to having Serrand join the party, since he is worn out with all the recent problems. He is naturally skeptical of adventurers and wonders what problems the PCs bring this time.

Convince: DC 15 Diplomacy.

Runaway: Serrand will join the PCs as they leave town even if Defew objects.

FAMILY: ELERIL

☛ **Adult Moren:** Female human (Suel) Cleric 5 (AL NG; cleric of Myrhiss) – see Encounter 2.

Information: In addition to what is provided in Encounter 2.

- **The Town:** These are scared people who want their lives to go back to before Londa. He is afraid that only the death of the fiend will do that.
- **The Legendary Brothers:** A children's story about four tigers. Each tiger embodied a different aspect of Myrhiss. The names of the tigers are: Compassion, Love, Beauty, and Peace.
- **The Ceremony:** It requires at least six children. Five are seated in a circle surrounding a pole on which is tied a long string. The one child not seated takes the end of the string and skips around the circle, while the seated children clap their hands. After one full revolution, the skipping child chooses another child. He stops in front of that child. They swap positions and the ceremony continues until the tigers appear.

- **Whice:** A well-respected man who lives in Pitchfield.
- **The Soldier:** He took the name of Floke, the Lone One. His friends from when he was a soldier live by themselves in the woods. They protect us from outside threats.
- **Roden:** He has not spoken since he arrived here. The other children avoid him. So he is a very lonely boy.

☛ **Child Roden:** Male human (Oeridian) Commoner 1 (AL N).

Appearance: Roden is a short boy of about 10 years old and wears simple monk's clothes. His eyes are constantly downturned and reflect his sadness.

Personality: He wants to break out of his shell and be brave, but he just does not have the confidence. If he returns to Londa, he will find that spark. Till then he will do as Moren says.

Special: Mute. He hides behind Moren the entire time.

Child from Londa: Stabbed family.

Forgiveness: Parent DC 10 Diplomacy, Child DC 15 Diplomacy.

Parental Objections: Moren is very protective of Roden, but she knows that he would have to face what happened in Londa.

Special Modifier: Any mention of the lovebird will reduce the DC by 5.

Convince: DC 15 Diplomacy.

FAMILY: ATMAAS

☛ **Adult Balt:** Male human (Oeridian) Expert 3 (AL NG; tanner).

Appearance: Balt has tan skin and fierce brown eyes. He wears a thick leather apron and gloves.

Personality: A tanner is rarely popular, but his family is treated better here than anywhere else in the Flanaess. Balt is suspicious of everyone.

☛ **Adult Gratia:** Female human (Oeridian) Expert 2 (AL NG; tanner).

Appearance: Gratia, like her husband, has tan skin. Her brown eyes, though, are soft and caring.

Personality: The town recognizes her unequivocal compassion to all people. She is soft spoken, but can become stern in regards to her children.

Information: In addition to what is provided in Encounter 2.

- **Balora and Daraneth:** They are perfect angels. Sometimes they speak their own language, but they will eventually grow out of that. The Atmasses hope Balora and Daraneth will soon be able to put their past behind them.
- **Brinys:** She is our child and is around the same age as the twins. They all play together. Brinys will

eventually run the tannery, so she is with the Atmasses when they do their work.

☛ **Child Balora:** Female human (Oeridian-Suel) Commoner 1 (AL N).

Appearance: A young girl of about 11 years old. She is dressed in a very nice dress and typically plays outside with her sister. Thus the number of scrapes and bruises on her body.

Personality: She is very adventuresome, but will never leave her sister behind. Some may call her brash, but she is just bold. One adventurer taught a game of tag that involves punching instead of touching. She is the grand champion of the game to the detriment of her parents. The demon hunting sounds like a fun adventure to her.

Special: Twins with Daraneth. She will not go anywhere without Daraneth.

Child from Londa: Poisoned family

Forgiveness: Parent DC 5 Diplomacy, Child DC 15 Diplomacy.

☛ **Child Daraneth:** Female human (Oeridian-Suel) Commoner 1 (AL N).

Appearance: A young girl of about 11 years old. She is dressed in a nice dress and plays with Balora. Being the more cautious one, there are not as many scrapes and bruises on her as there are on Balora.

Personality: She is very submissive, but also quite contemplative. Anything Balora wants to do, Daraneth will do too, but Daraneth will think before crossing a log bridge. She is never the one to start any adventure.

Special: Twins with Balora. She will not go anywhere without Balora.

Child from Londa: Poisoned family.

Forgiveness: Parent DC 5 Diplomacy, Child DC 15 Diplomacy.

☛ **Child Brinys:** Female human (Oeridian) Commoner 1 (AL N).

Appearance: A girl of about 14. She wears the heavy apron of a tanner and is very strong.

Personality: A very strong willed girl, but also responsible. There is a great intellect inside her, which she uses regularly. She will do what her parents say, but strongly approves of killing the demon for what it did to her siblings.

Child from Qual: Accepts Balora and Daraneth as siblings.

Parental Objections: Balora and Daraneth have had very frightening situations when one was without the other. Children do not need to be heroes. That is why we tolerate adventurers.

Special Modifiers: Forgiving Balora and Daraneth will reduce the DC by 5. Mentioning that the safety of the area will be assured after the demon dies reduces the DC by 10.

Convince: DC 30 Diplomacy.

Runaways: Both Balora and Daraneth will join the PCs if their parents are not convinced.

FAMILY: MIDE LA

☛ **Adult Hildred:** Female human (Oeridian) Commoner 2 (NG; herbalist).

Appearance: Hildred has light olive skin. Her hair is brownish red and her eyes are gray. She wears a colorful dress and carries shears at all times.

Personality: Hildred is the more personable of the couple. Therefore she does most of the talking. Her main concerns are Brem and her children.

☛ **Adult Brem:** Female human (Oeridian) Commoner 1 (NG; herbalist).

Appearance: Brem's skin is a little darker than Hildred's skin. She has the same brownish red hair and gray eyes. Her dress is bright yellow.

Personality: She is quite shy. The only time the townsfolk have seen her open up was when she is around her children.

Information: In addition to what is provided in Encounter 2.

- **Nasran:** He is a very well behaved boy. The fact that he makes his own meals endears him to Hildred and Brem. They have tried all sorts of healing herbs on him, but nothing has eased his fears.
- **Nem:** He has taken Nasran under his wing and has become the perfect big brother.

☛ **Child Nasran:** Male human (Oeridian) Commoner 1 (AL N).

Appearance: A very thin boy, his clothes hang very loose on his frame.

Personality: He talks to people, but is very quick to temper. He does not want to go back, but will accompany his parents if they decide to go. All he has are bad memories of that place and nothing good can come from there again.

Special: He only eats food he has made himself. If he comes with the PCs, he packs his own food and water.

Child from Londa: Poisoned family.

Forgiveness: Parent DC 10 Diplomacy, Child DC 25 Diplomacy.

☛ **Child Nem:** Male human (Oeridian) Commoner 1 (AL N).

Appearance: An average boy of about 13 years old that wears farmer's clothes.

Personality: He views Nasran as his brother and does all he can to protect him. Now he sees the opportunity to shock the boy out of his fears by facing them. As much as Nasran objects, Nem wants to go.

Special: His father is Carn, who lives in town. Carn visits Nem often, but leaves the parenting up to Hildred and Brem.

Child from Qual: Accepts Nasran as his brother.

Parental Objections: Children should be able to be children. They do not need to see the horrors that must still exist in Londa.

Special Modifiers: If the PCs join in with Nem about facing fears, the DC is reduced by 10.

Convince: DC 30 Diplomacy.

FAMILY: EVERAN

☛ **Adult Evith:** Male human (Oeridian) Commoner 2 (AL NG; farmer).

Appearance: Evith has dark tan skin from working outside all the time. He is a little older than the other people the PCs have spoken with (35 years old). His hair is dirty blond and his eyes are dark gray. He wears simple clothes.

Personality: Evith is a very stern man. Ever since his wife died from a strange virus several years ago, he has been reclusive. If he goes out, he will usually sit in the back and watch everyone else. The townsfolk were shocked when he adopted Narizia. He said it was because his wife would have wanted him to do that.

Information: In addition to what is provided in Encounter 2.

- **Narizia:** The most well adjusted child from Londa, her only symptoms are the nightmares. She mothers Hado.
- **Hado:** His parents were killed within a year of one another. Nicole was killed by a strange looking clown a couple of months ago. The clown is the gray Jester from SND7-06 *Disillusion*. Eddor was burned alive outside his door. Evith immediately took Hado in.

☛ **Child Narizia:** Female human (Suel) commoner 1 (AL N).

Appearance: A blonde haired girl of about 9 years old. She has a distant look on her face and a haunted quality about her.

Personality: Her haunted quality permeates her personality. She talks in an airy voice and pretends that ghosts talk to her. Narizia mothers the younger Hado. She is more than willing to go with the PCs, because the "ghosts" told her that the nightmare would then be over.

Child from Londa: Stabbed family

Forgiveness: Parent DC 10 Diplomacy, Child DC 15 Diplomacy.

☛ **Child Hado:** Male human (Oeridian) Commoner 1 (AL N).

Appearance: A young boy of about 5 who is fearful of everything.

Personality: He says maybe two or four words. Nothing will separate him from Narizia.

Special: His father, Eddor, was killed by the nightmare children. Evith took him in to be a part of his family. He is visibly shocked and clings to Narizia.

Child from Qual: Accepts Nasran as his brother.

Parental Objections: There have been enough death surrounding these children. The adventurers need to do their job and destroy this fiend.

Special Modifiers: Any specific details of the ceremony and what it requires will reduce the DC by 10. Any indulgence in Narizia's delusions will raise the DC by 5.

Convince: DC 30 Diplomacy.

Runaways: Both Narizia and Hado will meet the PCs even if their father objects.

FAMILY: BAZGOKH

☛ **Adult Egill:** Male half-orc (Flan) Bard 2 (AL CG; storyteller).

Appearance: Egill has soft features for a half-orc. His lower canines are barely visible. He wears fine clothing and carries a long staff.

Personality: He is a traveler and moves from one community to another after living there for a couple of years. Egill is very kind and tries to learn as much as possible.

☛ **Adult Arnlaug:** Female half-orc (Flan) Expert 2 (AL CG; weaver).

Appearance: Arnlaug dresses very conservatively. She has stern, but very intelligent eyes.

Personality: She has travelled with her husband for years. Now she wants to settle down and raise a family. This community seems as good as any they have been in.

Information: In addition to what is provided in Encounter 2.

- **The Legendary Brothers:** According to the stories, there were four tigers that so enchanted Myrhis that she took them as companions. She infused them with aspects of herself. Myrhis uses the tigers to protect her children. It is told that only a group of children can call the tigers.
- **The Ceremony:** It requires at least six children. Five are seated in a circle surrounding a pole on which is tied a long string. The one child not seated takes the end of the string and skips around the circle, while the seated children clap their hands. After one full revolution, the skipping child chooses another child. He stops in front of that child. They swap positions and the ceremony continues until the tigers appear. Egill does not know how long it takes.

☛ **Child Gormr:** Male half-orc (Suel) Commoner 1 (AL N).

Appearance: An average half-orc boy. He is dressed in clothes from coastal regions of Naerie.

Personality: Gormr is strong, but also has a quick wit. He actively pursues Dania in the game of tag involving punching instead of touching. He likes her. The battle with the fiend will allow him to demonstrate both.

Child from the outside: He has integrated well with the children from Qual. His father taught Gormr all the Munmoce folklore. Gormr is brave and ready for anything.

Parental Objections: Egill and Gormr are up to accompany the PCs. Arnlaug is tired of moving and the constant threat of danger. She strongly objects. This discussion likely results in a shouting match between Arnlaug and Egill.

Special Modifiers: Telling Arnlaug that the villiage is constantly in danger with the fiend still out there will reduce the DC by 10. Mentioning the ceremony will reduce the DC by 5 as both Egill and Arnlaug are interested in seeing it firsthand.

Convince: DC 25 Diplomacy.

Runaway: Gormr knows he will get in trouble, but will meet the PCs.

FAMILY: FINTHAEL

☛ **Adult Samais:** Male half-elf (Baklunish) Commoner 2 (AL LN; farmer).

Appearance: Samais looks human except for his pointed ears. His skin is coppery and his eyes are deep green. He wears simple clothing.

Personality: A refugee from the south, the people of Qual openly welcomed what was left of his clan. He has tried to emulate the Munmoce society. The hardest parts have been the communal beliefs. Samais is tired of death and destruction.

☛ **Adult Cotu:** Female half-elf (Baklunish) Commoner 2 (AL LN; farmer).

Appearance: Cotu is dressed similarly to her husband. She is fairer, but still has distinctive copper skin. Her eyes are a lighter shade of green.


Personality: She is very grateful for all the help the people of Qual have provided to her clan. Cotu feels that their people should help in any way possible. She uses as few words as possible to get across her point.

☛ **Child Dania:** Female half-elf (Baklunish) Ranger 1 (AL N).

Appearance: A tomboy, she is dressed in male clothing and has many scrapes and bruises. There is a sense of life that permeates her body.

Personality: She plays with Balora and Daraneth and is second to Balora in Punch Tag. Her boisterous and blunt nature puts off many other children. Gormr is cool, but as a friend. Going to defeat the demon is already in her plans.

Child from the outside: Dania is a child of the world. Many of the children around her age find her to be obnoxious. She has no fear.

 **Child Aia:** Female half-elf (Baklunish) Rogue 1 (AL N).

Appearance: She dresses all in black and has short hair. It is hard to hear her as she moves.

Personality: Her favorite game is to sneak up on people and scare them. She talks little, but people get the sense that she is constantly reading their body language. Testing her skills on the demon interests her.

Child from the outside: Aia shows up when the PCs are talking with her parents. She drops down from her roof. She dresses in black.

Parental Objections: Samais will not put his daughters in danger. Cotu is easier to convince. Their main objection is that the family has seen enough death and war for their lifetimes.

Special Modifiers: Any mention of their debt to the good people of Qual reduces the DC by 10. Telling Samais that the village is constantly in danger with the fiend still out there will reduce the DC by 10.

Convince: DC 30 Diplomacy.

Runaways: Both Dania and Aia pride themselves in escaping their parents. They will join the PCs.

Development: The PCs should be able to visit all houses in one day. If the PCs did not make the forgiveness checks for the children, the nightmare children reappear during the night (see Encounter 3). If the children do not go and forgiveness was not achieved, the nightmare children do not follow the PCs.

The PCs have two days (12 hours available for diplomacy checks each day) in order to convince as many parents as possible to join the expedition to Londa. Each forgiveness check (includes both parent and child) takes ½ hour if rolled, 1 hour if taking 10, 2 hours if taking 20. Each convincing check takes 1 hour if rolled, 2 hours if taking 10, and 3 hours if taking 20. Each check DC is increased by 1 for each failed save. If less than six children are gathered, the convinced parents and children (including runaways) refuse to go stating the ceremony needs at least 6 children. If ready proceed with Encounter 5.

Read aloud as the PCs leave Qual:

A rainbow colored lovebird is seen taking a bath in a puddle. She looks up at you. "So. You ready for this?"

The PCs may talk to the lovebird:

- **What is needed of the PCs:** They need to take the tools left by Whice and finish what he started. A circle is needed.
- **What is the ceremony:** It takes the form of a children's game where one child dances around a pole, while others sit in a circle clapping tempo. Others need to play music. At least five children need to be in a circle. One additional child needs to dance around the pole. Two other people outside the circle need to play music. The ceremony takes 2 minutes.

- **What happens if the ceremony is performed:** The four legendary brothers are set upon the offender of children. They are very dangerous to any enemy.
- **How do we get the demon out:** Look in the notes the PCs have. They will need the rod. The binding has a limited duration. It is between 3 and 4 minutes.

5: SETTING THE TRAP

The PCs return back to Londa where time has not been kind to the town. There appears to be an accelerated amount of decay.

If the children and parents are with the PCs, they will insist on staying behind the hill, about 100 ft away, while the PCs entrap the fiend.

Have the PCs who are possessed make a DC 25 Will save. If the PC failed his save in Encounter 2, the DC is 26. If the possessed person fails his or her Will save against being controlled, he or she should actively try to convince the other party members not to perform the ceremony.

Read aloud or paraphrase the following once the PCs enter Londa:

This was once a proud small village with houses that were well cared for and a common area that shows signs of happy people taking their lunches under the large tree in the center of town. Now the houses are all peeling paint and in some cases there are holes in the woodwork. The tree in the center of town no longer has any leaves on its branches. Scattered all around the village are human and animal bodies, their black carcasses flattened to the ground. A surrounding patch of mold their coffin. The only life left are the beetles and flies that feed on the remaining flesh. Around a large rock by the large tree lie four wooden rods with a strange rock on one end and a leather pouch.

Checks that need to be made when the PCs enter the town square:

- DC 15 Fortitude save or be sickened until Encounter 7 or leaving the area
- DC 15 Will save (fear, mind affecting) or be shaken until Encounter 7 or leaving this area
- DC 13 Knowledge (architecture and engineering): The houses are deteriorating at an accelerated rate
- DC 13 Knowledge (nature) or Profession (botanist): It is unusual for a tree to have no leaves, even with the death that surrounds it.
- DC 15 Knowledge (nature) or DC 18 Heal: The bodies are decomposing at a slower rate than normal
- If two of the three knowledge checks are made, then the PCs can make a DC 18 Wisdom check

or a DC 15 Knowledge (the planes) check: decomposition has slowed or accelerated to the point where it would shock the most.

Characters that went through SND6-01 Lesser Evils recognize the rock at the center of Londa as where Roden was found. The corpses are the killed people of Londa. Raasha placed the corpses out. Each of the poles has to be placed surrounding the rock. Then a nursery rhyme has to be spoken to draw the fiend out of either the Rod or the possessed person. Whether the fiend or Myrthriss placed these here is unknown. Besides the above mentioned objects nothing special is to be found among the ruins. Nothing happens until the PCs perform the nursery rhyme to draw out Raasha. When the PCs do, read aloud or paraphrase:

A black and red swirling mass appears over the rock. It solidifies to the form of a strikingly beautiful woman. Her smooth dark tan skin and scantily clad body only adds to her seductiveness. She would be a great beauty if it weren't for two long curving horns, piercing red eyes, and teeth as sharp as claws. The fiend looks at you quizzically as if trying to decide whether to toy with you or destroy you on the spot. After a moment, she makes her decision and attempts to step forward. Her foot does not move. She growls in frustration. "Well. Isn't this interesting. Guess you monkeys learned a couple of tricks. Doesn't matter. This won't hold me long."

The PCs who were possessed by the fiend are no longer possessed. Whatever bonus they received from the possession is removed. Raasha is locked up, but she realizes it is temporary, and as long as she thinks the PCs cannot do a thing, she mocks them.

Now the PCs are on the clock. In ten minutes the binding spell fails. If the PCs try to use the flask, it fails, resulting in loud mocking from Raasha. A DC 20 Knowledge (arcane) check tells the PC that the flask was improperly created. At one point before the ritual to summon the four brothers starts she says she wants to show something to the PCs, read aloud or paraphrase:

"She bends down seductively and eyes one of you. Then she reaches into her pouch and takes out a large glass globe from her pouch. She slowly drags the orb up the center of her chest and holds the orb out for you to see. She smiles a wicked smile."

Read aloud or paraphrase to any PC looking at the globe (PCs who played SND6-01 Lesser Evils recognize the man as Behrand):

A tall, thin Oeridian man sits in a dungeon cell. He cries out loudly while baning on the door with bloodied fists: "Pazuzu. Pazuzu. Pazuzu."

In a flash a great winged man with the head of an eagle appears in the cell. "What is it that you need

mortal?" it screeches with a voice like finger nails scratching a chalkboard.

"I need to get out here and get as far away as possible. I did nothing wrong," the man wimpers.

The demon replies mockingly, "Of course Behrand. Your wish is my command."

The two disappear. The fiend rolls her eyes, sighs, and then shakes the orb. Another image appears of Behrand's broken body on the hard, cracked, rock floor. His body suddenly jerks and convulses as colored light explodes from his body. In its wake lies a steaming demon that resembles Behrand, except it is bloated and covered with bleeding sores. The demon prince looks down at the creature. "You have served me well." It then gives a loud shriek and the creature's body shakes again. Bright colored light shoots out of the body again. When the light dies down, a whimpering winged creature with the head of a bird lays at Pazuzu's feet. Pazuzu looks at the PCs and the sphere crumbles. The succubus dusts off her hand and shrugs.

"That was sped up. It actually takes between hours and days as you would know them. So, aren't you glad you saved him? These children from Munmoce will all turn out like Behrand one day. Oh and my agents have already taken care of your loved ones. Enjoy the paintings."

✶ **Raasha:** female succubus Fiend of Possession 6 (CE).

Appearance: A mid-size beauty with striking red eyes and a lithe body. She is scantily clad. Two horns protrude from her head. In her normal form, she has large red leathery wings and a long tail. She hides those aspects most of the time.

Personality: A succubus is a seducer and Raasha is no exception. Her seduction, though, is matched with her passion for controlling people. It is that ability that Malcanthet needed in gathering "gifts" for the demon lord Pazuzu. Raasha uses the children stories from Munmoce to her best advantage. Unbeknownst to her she became vulnerable to the rules of the stories.

Development: Give the PCs a chance to plan what to do next. If the PCs decide to run away, proceed to Conclusion B. If the PCs succeeded at enlisting the children proceed to Encounter 6. If the PCs remember the other ritual and get the children themselves also proceed with Encounter 6, but make the necessary adjustments. Otherwise Raasha's children still arrive on the scene as described in Encounter 6. They attack the PCs or any of the parents and children that came along. The ritual fails automatically though as described in the development section of Encounter 6.

6: CHILDREN'S REVENGE

If Moren, Serrand, Roden, or Balora are not with the PCs, substitute other adults and children, preferably from Londa.

Read aloud:

You hear two children argue for a short while before Serrand interrupts "Quit it! He can do what he wants. Let go of him! Go Roden!" Seconds later you note an Oeridian boy marching over the hill. His eyes gleam with rage and determination. He focuses his eyes on the fiend and his lips curve into a snarl. Out of his clothes, he draws an obsidian knife. The fiend looks amused.

If the PCs stop him, Serrand interrupts, stating the boy knows what needs to be done. If the PCs don't stop him or he is released, read aloud or paraphrase:

Across the hill march the children. They carry bows and knives. Fear no longer touches them as each child has the same determination that Roden showed. All around them, their parents fret and worry. Yet the children will not be deterred. Roden walks to within fifty feet of the fiend and violently stabs the ground. He ties a string to the hilt of the dagger. Serrand joins him and grabs his hand, saying with a firm voice: "With this ceremony we call upon the Brothers to destroy the enemy of innocence and love, Raasha."

All the children sit in a circle around Roden who stands in the center holding the string. The parents look at each other furtively. The children start to clap in cadence and one of the parents take out a lute and starts to play an upbeat tune. Other instruments are brought up and despite the decay the surround them, the children could be playing at a spring festival back home under the sun and dancing on green grass. There is a growing sense of hope that emanates from where they play. Roden nods and starts to skip around the circle. Serrand turns to you. "Protect us. Again."

The song soon ends and the young girl, Balora, looks at her sister who says, "go". Balora gets up and starts to skip around the circle to the same music. This sequence continues.

The bound demon screams in anger, then loudly shouts "Come forth children."

At APLs 4 and 8:

Two catlike people with bat wings and a centaur with bat wings appear. A second later a man with downy black wings appears.

At APL 6:

Two catlike with bat wings and a centaur with bat wings appear. One of the catlike people rides a large tiger with red stripes and large canines. A second later a man with downy black wings appears riding a jet black horse that spouts flames.

At APL 10:

Two catlike with bat wings and a centaur with bat wings appear. One of the catlike people rides a very

large tiger with red stripes and large canines. It wears armor. A second later a man with downy black wings appears.

Continue:

Raasha: "Hailiss and Safiss stop the children and their horrid little game. Terrox and Helfree kill those mercenaries."

Treat the ceremony as a 20 foot radius circle of difficult terrain (see *Player's Handbook* 148). Fifty feet away from the ceremony is a 10-foot radius circle of impassable terrain where the bound fiend stands by the dead tree. Treat all other terrain as having no hampering movement.

The Ceremony: The ceremony needs 2 minutes where at least 5 children sit in the circle and 1 additional child skips around the circle. At least 2 parents must be playing at all times. A child or parent entangled in a web or grabbed cannot be part of the ceremony. If the dancing child is captured, another child immediately steps into the center. Neither the children nor the parents take any hostile actions. Any disruption lengthens the time it takes to complete the ceremony.

☛ **The Children and Parents:** Treat each child as having the following stats: HD 1, hp 5, Str -1, Dex +1, AC 12, Touch AC 12, Grapple -4, Fort +1, Ref +1, Will +0.

Treat each parent as having the following stats: HD 3, hp 20, Str +1, Dex +1, AC 11, Touch AC 11, Grapple +3, Fort +2, Ref +2, Will +3.

☛ **Hailiss:** male half-fiend catfolk marshal/fighter/ranger (AL CE).

Appearance: Hailiss looks like a cross between a human and a cat with two black leathery wings protruding from his back and the two small horns on his head. Several nets and a thrown circle with sharp edges are within reach

Personality: Hailiss follows whatever his mother, Raasha, commands. He does not speak much and typically only when spoken to. Aside from his mother, he is very close to his fraternal twin, Safiss. This only means that he will most likely not leave them to die.

☛ **Safiss:** female half-fiend catfolk wizard (AL CE).

Appearance: Safiss looks exactly like her brother, except for being female. A longbow is strapped to her back and a pouch is worn on her waist.

Personality: Safiss follows her mother religiously. Like her brother, Hailiss, she does not speak unless spoken to. She will risk her life for her mother and probably for her brother.

☛ **Terrox:** male half-fiend centaur barbarian/fighter (AL CE).

Appearance: Terrox is a regal looking centaur. His eyes are bright red and his hair is brown. Two brown

leathery wings protrude from his back. A silver medallion showing an iron thorn drawing blood from a pair of feminine lips hangs around his neck (the symbol of Malcanthet).

Personality: He is a prideful creature. This causes him trouble all the time. Terrox was tasked with retrieving a golden vase, but he lost it due to a duel he insisted on fighting. After several of these incidents, Raasha roughly beat him in punishment.

☛ **Helfree:** male half-fiend human cleric/marshal of Erythnul (AL CE).

Appearance: Helfree is thought of highly by his mother. It shows in his fine clothes. His eyes are golden and his looks beautiful. Two black leathery wings protrude from his back. He wears his father's armor and carries his mace. The armor and shield were once dedicated to Pelor, but the symbol has been defaced. The mace once had the image of a sun in the pommel, but that too has been defaced. A symbol of a half-demon, half-boar is etched onto his armor over his heart.

Personality: Helfree is the product of Raasha's greatest corruption: the downfall of a Palidin of Pelor. Helfree knows how favored he is and has become arrogant because of that knowledge. He often brags and teases anyone he thinks are lesser than him. He adores Raasha and treats her with respect.

☛ **Lust:** female half-fiend warbeast tiger (AL CE).

Appearance: This tiger is one of the counterparts to Myrhi's Legendary Brothers. She has jet-black fur with red stripes. At higher levels she enters a job with barding.

Personality: She was stolen at birth from her parents in Sunndi and raised in the Abyss. The Abyss "blessed" her with intelligence and strength. Raasha trained her to steal children and defend her. There is always a chance that she will attack anyone near her.

Please note the tactics below and see DM's Aid 3.

APL 4 (EL 7)

☛ **Hailiss:** male half-fiend catfolk marshal 2/fighter 1; hp 28; see Appendix 1.

☛ **Safiss:** female half-fiend catfolk wizard 3; hp 19; see Appendix 1.

☛ **Terrox:** male half-fiend centaur outsider 4; hp 43; see Appendix 1.

☛ **Helfree:** male half-fiend human marshal 2/cleric 1; hp 27; see Appendix 1.

APL 6 (EL 9)

☛ **Hailiss:** male half-fiend catfolk marshal 2/fighter 2; hp 37; see Appendix 1.

☛ **Safiss:** female half-fiend catfolk wizard 4; hp 25; see Appendix 1.

☛ **Lust:** female fiendish tiger; hp 52; see Appendix 1.

☛ **Terrox:** male half-fiend centaur outsider 4/fighter 1; hp 54; see Appendix 1.

☛ **Helfree:** male half-fiend human marshal 2/cleric 2; hp 35; see Appendix 1.

☛ **Pain:** male nightmare; hp 45; see *Monster Manual* 194.

APL 8 (EL 11)

☛ **Hailiss:** male half-fiend catfolk marshal 2/fighter 2/ranger 2; hp 65; see Appendix 1.

☛ **Safiss:** female half-fiend catfolk wizard 6; hp 37; see Appendix 1.

☛ **Terrox:** male half-fiend centaur outsider 4/fighter 2/barbarian 1; hp 77; see Appendix 1.

☛ **Helfree:** male half-fiend human marshal 2/cleric 4; hp 51; see Appendix 1.

APL 10 (EL 13)

☛ **Hailiss:** male half-fiend catfolk marshal 2/fighter 2/ranger 3; hp 75; see Appendix 1.

☛ **Safiss:** female half-fiend catfolk wizard 7; hp 25; see Appendix 1.

☛ **Lust:** female fiendish warbeast tiger; hp 172; see Appendix 1.

☛ **Terrox:** male half-fiend centaur outsider 4/fighter 2/barbarian 3; hp 101; see Appendix 1.

☛ **Helfree:** male half-fiend human marshal 2/cleric 6; hp 67; see Appendix 1.

Tactics:

APL 4: Hailiss spends 1 round to get his annulet and ends up next to the ceremony. Then he uses his nets on the dancing child. When he runs out of nets, he uses his sap. If attacked, he attacks that PC for 1 round using lethal force. Safiss casts *mage armor* then *distract* on the dancing child. All her focus is on the children and parents. When she runs out of spells, she uses her blunt arrows. If attacked, she attacks that PC for 1 round with lethal force. Helfree remains airborne and cast *shield of faith* then *bless*. He focusses on one PC with the least armor using his flyby attack. Terrox charges one PC and then focus his full attacks on him or her.

APL 6, 8 and 10: Hailiss spends 1 round to get his annulet and ends up next to the ceremony riding Lust. Then he uses his nets on the dancing child. When he runs out of nets, he uses his sap. If attacked, he attacks that PC for 1 round with lethal force. Lust grabs and grapples a parent. If attacked, she attacks that PC for 1 round using lethal force. Safiss casts *mage armor* then *torrent of tears* on the dancing child. All her focus is on the children and parents. When she runs out of spells, she uses her blunt arrows. If attacked, she attacks that PC for 1 round. Helfree dismounts Pain, remains airborne and cast his two highest level buff spells. He focuses on one PC with the least armor using his flyby attack. Pain focuses on the same PC Helfree attacked. Terrox charge at one PC and then focus his full attacks on him or her.

Treasure: Refer to the treasure summary to determine what the PCs find here.

Detect magic results: amulet of health (Moderate Transmutation), corrupted mace of Pelor (Moderate Evocation [evil]), gloves of arrow snaring (Faint Abjuration), gauntlets of extended reach (Faint Transmutation), headband of intellect (Moderate Transmutation), periapt of wisdom (Moderate Transmutation), rearward's cape (Faint Transmutation), scourge of 1000 children (Strong Evocation and Faint Necromancy [evil]).

Development: If the PCs succeed in defeating or subduing the children of Raasha, proceed to Encounter 7.

If the PCs decide to run (allow them to run), proceed to Conclusion B. Otherwise after 35 rounds, read aloud or paraphrase:

The fiend takes a tentative step forward, says one word, and raises one hand showing several metal globes.

Give the PCs 1 full round to act. The following round, the fiend directs the blast globes to the center of the children and parents. Have the PCs in that 20-foot radius spread make a DC 15 Reflex save and DC 15 Fortitude save. All children and parents in that area instantly die. Everyone else takes 10d6 fire damage, 2d6 sonic damage, and is pushed 1d6 squares from the center of the blast. Those that succeeded on the Reflex save take half damage and are not pushed back. Anyone who fails the Fortitude save is deaf for 2d6 rounds.

The round after the blast, the fiend laughs and disappears back to the ethereal plane. Her children that still stand return to the Abyss as well. Proceed to Conclusion B.

7: ACCEPTANCE

Read Aloud:

As the clapping stops, there is a blinding flash of light. Four huge tigers stand between the people of Munmoce and the Raasha. Standing on the left is a tiger of silver with a serene expression. Next to him is a tiger of midnight black with piercing eyes. On the right is a tiger of yellow fur. His ear is pierced with a dove's feather and a holy symbol of Myrhis hangs around his neck. Standing to his left is a tiger of light blue fur. There is a tattoo of Myrhis' symbol on his forehead. He looks at Raasha and roars. Fear fills Raasha's face.

Each tiger, except for the one with the holy symbol of Myrhis, jumps onto Raasha and tears into her flesh. Blood and bone are scattered around the rock. With a loud crushing noise, the demon's body lies limp on the ground.

[If Roden is with the PCs:] *Roden walks up to her, screams "DIE!", and repeatedly stabs her body. Peace walks up to Roden and gently nuzzles the boy. Leaving the knife embedded in Raasha's stomach, Roden turns to the tiger tightly gripping her neck fur and buries his face. Tears soon fall to the ground.*

The other three tigers sit around him, protecting him.

[Otherwise:] *The tigers circle around the children in a protective stance.*

The demon's flesh rots away, leaving her bones and a sickly odor. The children all sit down and cry. They repeat, "I'm sorry." All the adults embrace them. Each tiger softly nuzzles each child.

NOTE: Her bones turn to dust at the slightest touch. With the defeat of the demon, the children and parents ask the help of the PCs to help bury the dead. The PCs may decide to help the children and adults. If they decide to leave this task to the townspeople, proceed to Conclusion A. If the PCs help the townspeople, read aloud when the last body is buried:

A chorus of birds sings the most beautiful song you have heard in your lives. The tree in the center of the town erupts into full life with the brightest of green leaves. Out of it steps a strikingly beautiful bronze skin woman with dark brown hair. Around her head is a garland of flowers. Her eyes are deep amber. The rainbow colored lovebird from Qual flies to her shoulder. The woman gently pets the bird.

Sentar, all the parents, children, and tigers kneel and bow. The woman looks at you with kind eyes.

Ask for the PCs reactions before reading aloud or paraphrasing:

The bird flies to you. "She's been very impressed with you. But first there is something she wishes to say to Sentar."

Myrhis walks to Sentar and holds his head in her hands. His eyes are streaming in tears. She lowers her head and kisses each eye. Sentar whispers softly "Thank you." To which Myrhis replies "You are such a sweet man. Everything will be ok. Be joyful once more."

She walks to your group. "Your compassion and bravery has allowed me to enter these people's hearts once again." Myrhis smiles. "I see love in your future."

If a PC did not write down a loved one, read aloud:

"You need to open your heart. There is much power there." She kisses you on the cheek and you pass out.

Read aloud:

She laughs and runs to the children.

The bird mumbles softly "Hmm. Such a strange woman, but I love her. It's not like we abandoned these people. We tried to help as much as we could like showing you the non-violent path, the calling of Halperle, and leaving the stories that would help the children. Look we had rules to follow. So don't judge." The bird flies away in a huff.

Myrhiss takes the hand of one of the children and light erupts from her. For several hours you feel as if the war never existed and you could sit outside content with your life. When you can see again, the town has been cleaned. The buildings look as if they were painted yesterday. The tree in the center of the town is vibrant. Carved into the trunk is the following:

"Let this tree be a reminder of the brave adventurers who showed compassion to a town's children they did not know. The adventurers led these children out of the darkest nightmare and defeated a most vile fiend. This tree is also a memorial to the people of Londa who fell to the fiend. They all proved that love can prevail. Love, Myrhiss." Your names are carved beneath this message.

Nothing can kill this tree and nothing can remove those words. Proceed with Conclusion A.

CONCLUSION A

The PCs have defeated the demon and rescued the people of Qual. Once back in Pitchfield they are treated to a lively celebration at the Lyre and they are the guests of honor. The Lyre soon spreads the story of the PCs' heroics they gain the **Favor of the Minstrels** and **Children's favor** AR item. In addition Whice or his relatives grant the PCs access to Whice's *circlet of persuasion*. In addition remove both the **Kiss from a Fiend** (SND6-01 Lesser Evils) and the **Possessed by a Fiend** (SND7-06 Disillusion) from the previous ARs.

If the PCs met Myrhiss in Encounter 7 they gain **Met with a Servant of Myrhis** and **Myrhiss' Blessing** AR items.

Touched by Evil: The possession by a fiend of its power has left a long-term mark on you. Only a *wish* or *miracle* can remove this affliction. At the time of gaining this affliction, roll 1d6 on the following table to determine the nature of this lasting evil:

Roll	Affliction	Game Mechanic
1	Odor of Decay	-2 penalty to Handle Animal, Ride, and Wild Empathy checks.
2	Dead Eye	Roll your miss chance to hit a concealed target twice. Take the worse of the rolls.
3	Ear Scabs	-2 penalty to Listen checks
4	Skin Seeps	+2 circumstance bonus to Escape Artist and Grapple checks to resist or escape a grapple. -2 penalty to Climb and Sleight of Hand checks. Opponents gain a +2 bonus to their attack roll when attempting to disarm you.
5	Skin Sloughs	-2 penalty on Diplomacy, Gather Information, and Perform checks.
6	Palsy	-2 penalty to Ranged Attack rolls.

CONCLUSION B

If the PCs failed in getting the children to help, but ultimately failed to banish the fiend, it was all in vain. Once they return to Pitchfield, they soon hear most adults either left Quan or were soon found dead. The children all disappeared, most likely guarded till ready to enter the service of the demon lord responsible for these actions.

The PCs still gain access to the *circlet of persuasion* as a form of payment for what little they did, but they do not get any other reward. In addition anybody who was possessed during this adventure or an earlier part gains the **Possessed by a Fiend** and **Touched by Evil** AR items.

Touched by Evil: The possession by a fiend of its power has left a long-term mark on you. Only a *wish* or *miracle* can remove this affliction. At the time of gaining this affliction, roll 1d6 on the following table to determine the nature of this lasting evil:

Roll	Affliction	Game Mechanic
1	Odor of Decay	-2 penalty to Handle Animal, Ride, and Wild Empathy checks.
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3	Ear Scabs	-2 penalty to Listen checks
4	Skin Seeps	+2 circumstance bonus to Escape Artist and Grapple checks to resist or escape a grapple. -2 penalty to Climb and Sleight of Hand checks. Opponents gain a +2 bonus to their attack roll when attempting to disarm you.
5	Skin Sloughs	-2 penalty on Diplomacy, Gather Information, and Perform checks.
6	Palsy	-2 penalty to Ranged Attack rolls.

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: On the Road Again

Defeat the Guecubu and helpers.

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

3: Fighting your Dreams

Overcome the nightmare children.

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

6 A/B: Children's Revenge/Accepting Defeat

Defeat Raasha's children

APL 4	150 XP
APL 6	210 XP
APL 8	360 XP
APL 10	420 XP

Story Award

Objective(s) met:

1. Recruit the children
2. Defeat Raasha
3. Cleanse Londa

APL 4	135 XP
APL 6	170 XP
APL 8	195 XP
APL 10	270 XP

Total Possible Experience

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

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this

gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

1: On the Road Again

Looting Cainessa (it is assumed the wagon and the horses are given to the captives so that they can get home – if not add 36 gp loot)

APL 4: Loot 5 gp; Coin 20 gp; Magic 306 gp; +1 chain shirt (104 gp), +1 longbow (198 gp), *potion of cure light wounds* (4 gp); Total 331 gp.

APL 6: Loot 5 gp; Coin 20 gp; Magic 306 gp; +1 chain shirt (104 gp), +1 longbow (198 gp), *potion of cure light wounds* (4 gp); Total 331 gp.

APL 8: Loot 5 gp; Coin 20 gp; Magic 723 gp; +1 chain shirt (104 gp), +1 longbow (198 gp), *cloak of resistance* +2 (333 gp), *potion of cure moderate wounds* (25 gp), *potion of remove blindness* (63 gp); Total 748 gp.

APL 10: Loot 5 gp; Coin 20 gp; Magic 973 gp; +1 death ward chain shirt (354 gp), +1 longbow (198 gp), *cloak of resistance* +2 (333 gp), *potion of cure moderate wounds* (25 gp), *potion of remove blindness* (63 gp); Total 998 gp.

6: Children's Revenge

APL 4: Loot 613 gp; Magic 671 gp; +1 light steel shield (97 gp), +1 longbow (198 gp), +1 scourge (194 gp), 2x mithril chain shirt (92 gp each); Total 1,284 gp.

APL 6: Loot 506 gp; Magic 1,557 gp; +1 annulet (194 gp), *gloves of arrow snaring* (333 gp), +1 heavy mace (193 gp), +1 light steel shield (96 gp), +1 longbow (198 gp), +1 scourge (194 gp), 2x mithril chain shirt (92 gp each), *rearguard cape* (167 gp); Total 2,063 gp.

APL 8: Loot 443 gp; Magic 5,391 gp; *amulet of health* +4 (1,333 gp), +1 *annulet* (194 gp), *gloves of arrow snaring* (333 gp), *gauntlets of extended reach* (167 gp), *headband of intellect* +2 (333 gp), +1 *heavy mace* (193 gp), +1 *light steel shield* (96 gp), +1 *longbow* (198 gp), *scourge of 1000 children* (1,694gp), 2x +1 *mithril chain shirt* (175 gp each), *periapt of wisdom* +2 (333 gp), *rearguard cape* (167 gp).

APL 10: Loot 443 gp; Magic 8,301 gp; *amulet of health* +2 (333 gp), *amulet of health* +4 (1,333 gp), +1 *annulet* (194 gp), *corrupted mace of Pelor* (1,526 gp), *gloves of arrow snaring* (333 gp), *gauntlets of extended reach* (167 gp), *headband of intellect* +2 (333 gp), +1 *light steel shield* (96 gp), +1 *longbow* (198 gp), *scourge of 1000 children* (1,694 gp), 2x +1 *mithril chain shirt* (175 gp each), +1 *mithril chain shirt* *barding* (huge) (1,050 gp), *periapt of wisdom* +2 (333 gp), *rearguard cape* (167 gp); Total 8,744 gp.

Treasure Cap

APL 4: 650

APL 6: 900

APL 8: 1,300

APL 10: 2,300

Total Possible Treasure

APL 4: 1,615

APL 6: 2,394

APL 8: 6,582

APL 10: 9,491

ADVENTURE RECORD ITEMS

Favor of the Minstrels: You may join the Lyre without cost, but you still have to take the test. Also you can buy (limit of 1) a special one use “dance song” with the following effect:

Affected allies are under the effects of a *freedom of movement* spell for 1 round. If the PC does not have bardic music, then the song can only be used on 1 target and takes a standard action to sing. If the PC has bardic music, then anyone who can hear it is affected following the rules for a normal song. Cost 50 gp.

Children's Favor: You gain free luxury upkeep for 5 adventurers set in the Sunndi region. For each adventure this character played in the Hero's Love Song series (SND6-01, SND7-06, SND8-01), he or she may purchase 1 item you have access to at 10% price reduction.

Possessed by a Fiend: For the next 2 adventures, you have a +4 profane bonus to one ability score (___) and you radiate faint evil.

Corrupted Mace of Pelor: This heavy mace, which once brought glory to Pelor, now is used for shameful purposes. Any good character wielding this weapon gains a negative level (see *unholy* in the DMG 226). To purify this weapon, spend 4 TUs. The weapon then becomes a +1 *holy mace*. Cost 9,156 gp (50% price reduction).

Myrhis's Blessing: You have been in the presence and have done a great favor for a deity. You gain +1 inherent bonus to Charisma or Wisdom (your choice).

Met with Servant of Myrhis: You fulfill the special requirements of a Contemplative of Myrhis (CD).

Touched by Evil: Only a *wish* or *miracle* can remove this affliction. Circle the one gained..

Odor -2 penalty to Handle Animal, Ride, and of Wild Empathy checks.

Decay

Dead Roll your miss chance to hit a concealed target twice. Take the worse of the rolls.

Eye -2 penalty to Listen checks

Ear

Scabs

Skin +2 circumstance bonus to Escape Artist and Seeps Grapple checks to resist or escape a grapple. -2 penalty to Climb and Sleight of Hand checks. Opponents gain a +2 bonus to their attack roll when attempting to disarm you.

Skin -2 penalty on Diplomacy, Gather Slough Information, and Perform checks.

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Palsy -2 penalty to Ranged Attack rolls.

ITEM ACCESS

APL 4:

- *Circlet of persuasion* (Regional; DMG)
- *Mithril chain shirt* (Adventure; DMG)
- *Masterwork annulat* (Adventure; *Planar Handbook*; 320 gp)

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

- *Rearguard's cape* (Adventure; 2,000 gp; MIC)

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

- *Gloves of arrow snaring* (Adventure; DMG)
- *Gauntlets of extended reach* (Adventure; 2,000 gp; MIC)

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

- +1 *death ward chain shirt* (Adventure; 4,250 gp; MIC)
- *Corrupted mace of Pelor* (Adventure; see above)

APPENDIX 1: ALL APLS

WHICE IUM

CR 15

Male human Bard 8/Archivist* 3/Seeker of the Song** 4

* *Heroes of Horror* 82; ** *Complete Arcane* 56
CN Medium Outsider (augmented humanoid, native)
Init +7; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Abyssal, Ancient Suloise, Common, Draconic, Flan, Infernal, Sylvan

AC 13, touch 13, flat-footed 10
(+3 Dex); +2 AC when performing

hp 62 (15 HD) ;

Fort +6, **Ref** +11, **Will** +15

Speed Base movement 30 ft. (6 squares)

Melee +1 *holy short sword* +11/+6 (1d6+1/19-20)

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

Special Actions bardic song/seeker music (fascinate, inspire courage +2, inspire competence, countersong, spellbreaker song, suggestion, burning melody, song of unmaking, dirge of the frozen loss, song of life) 16/day

Archivist Spells Prepared (CL 3rd):

2nd—*cure moderate wounds* (2), *lesser restoration*

1st—*comprehend languages*, *conviction* ✎, *cure light wounds*, *sanctuary* (DC 13)

0—*cure minor wounds* (2), *detect magic*, *detect poison*

Bard Spells Known (CL 8th):

3rd (2/day)—*displacement*, *haste*, *Otto's imperative*, *ambulation* (DC 18)

2nd (4/day)—*blur*, *eagle's splendor*, *glitterdust* (DC 17), *silence* (DC 17)

1st (5/day)—*identify*, *inspirational boost*, *lesser confusion* (DC 16), *share talents*

0 (3/day)—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

✎ Already cast

Abilities Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 21

SQ bardic knowledge

Feats Chant of Fortitude, Chant of the Long Road, Extra Music, Improved Initiative, Negotiator, Persuasive, Scribe Scroll^B, Skill Focus (perform (oratory)).

Skills Bluff +24, Concentration +18, Diplomacy +26, Knowledge (arcane) +20, Knowledge (religion) +13, Knowledge (the planes) +18, Perform (oratory) +25, Speak Language, Spellcraft +18

Possessions *circlet of persuasion*, *belt of giant strength* +4, *cloak of charisma* +4, *gauntlets of dexterity* +4, +1 *holy short sword*, *winged boots*

Rapture of the Song (Su): This creature gains +2 to AC when using his bardic / seeker music.

Combine Songs (Ex): As a standard action a seeker of the song can combine two types of bardic or seeker music.

Dark Knowledge: 4/day, an archivist can draw on his understanding of aberrations, elementals, magical

beasts, outsiders, and undead to make a knowledge check to give his allies special abilities.

Tactics: Grants a bonus to attacks equal to: +1 (make the DC of the check) or +2 (beat the DC of the check by at least 10) or +3 (beat the DC of the check by 20 or more)

Bardic/Seeker Music: A bard can create magical effect with his music. If a song has a refrain, that effect can be added while performing by expending another use of bardic/seeker music.

Spellbreaker Song: If a song has a verbal component, this creature can make enemy spellcasters within 30 ft. take a 20% spell failure. This song can be maintained for 3 rounds.

Burning Melody (Su): This creature and all allies within 30 ft. who can hear this creature gain fire resistance 15.

Burning Melody Refrain: This creature shoots a 30 ft. cone of fire, which deals 6d6 damage (Reflex 28 half)

Song of Unmaking (Su): This creature deals 4d8 damage to all constructs in a 30 ft. burst

Dirge of the Frozen Loss (Su): This creature and all allies within 30 ft. who can hear this creature gain cold resistance 15.

Dirge of the Frozen Loss Refrain (Su): This creature shoots a 60ft. line of cold that deals 10d6 damage. A Fortitude save (DC 28) halves the damage and negates the fatigue effect.

Song of Life (Su): This creature and all allies within 30 ft. who can hear this creature gain immunity to poison and disease.

Song of Life Refrain: This creature can heal a living creature an amount of damage equal to the perform check.

1: ON THE ROAD AGAIN

GUECUBU*

CR 4

* *Fiendish Codex I 41*

CE Medium Outsider (chaotic, evil, extraplanar, incorporeal, lounara)

Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Aura haunting aura 60 ft. (DC 18)

Languages Abyssal, Common; telepathy 100 ft.

AC 15, touch 15, flat-footed 13

(+2 Dex, +3 deflection); natural invisibility

hp 26 (4 HD); DR 5/cold iron or lawful

Immune acid, electricity, fire

Resist cold 10

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

Speed fly 30 ft. (perfect) (10 squares)

Melee touch +6 (sleep)

Ranged thrown object +7 (2d6)

Base Atk +4; **Grp** -

Special Actions possession, *telekinesis*

Abilities Str -, Dex 15, Con 14, Int 10, Wis 16, Cha 17

SQ natural invisibility

Feats Ability Focus (possession), Persuasive

Skills Bluff +12, Diplomacy +12, Disguise +10 (+12 acting in character), Forgery +7, Intimidate +14, Sleight of Hand +11

Haunting Aura (Su) Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 15 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from leaping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.

Natural Invisibility (Su) This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility* purge spell.

Possession (Su) A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. The victim is entitled to a DC 17 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). The save DC is Charisma-based and includes the +2 bonus granted by the guecubu's Ability Focus feat.

A guecubu can take on any of the following roles while possessing a creature: ally, controller, enemy, mutterer, or rider. (see appendix 2)

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 15 Will save or immediately fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or

wounding the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action. This is a mind-affecting sleep effect. The save DC is Charisma-based.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (caster level equals the guecubu's Hit Dice, maximum 20th). A guecubu can use this ability even when possessing a creature without that creature realizing it is technically the source of the effect.

If a guecubu elects to hurl something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question. A guecubu does not apply any Strength modifier to damage dealt by telekinetically hurled objects. Its chance to hit is equal to its base attack bonus + its Charisma modifier.

CAINESSA GOEBEL CR 4

Female Human Dread Necromancer* 4

**Heroes of Horror* 84

NE Medium Humanoid (human)

Init +2; **Senses** Listen -1, Spot -1

Languages Common, Abyssal

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 22 (4 HD) plus 9 temporary (*false life*); **DR** 2/bludgeoning and magic

Resist *undetectable alignment*

Fort +2, **Ref** +3, **Will** +3; (+2 against sleep, stunning, paralysis, poison, or disease)

Speed base movement 30 ft. (6 squares);

Melee charnel touch +2 (1d8+1)

Ranged +1 *longbow* +5 (1d8+1/x3)

Base Atk +2; **Grp** +1

Special Attacks negative energy burst 4d4 (DC 17) 1/day

Special Actions Point Blank Shot, Precise Shot, rebuke undead 8/day

Combat gear *potion of cure light wounds*, tanglefoot bag

Dread Necromancer Spells Known (CL 4th):

2nd (3/day)—*blindness/deafness* (DC 18), *command undead* (DC 18), *darkness*, *death knell* (DC 18), *false life*, *gentle repose* (DC 18), *ghoul touch* (DC 18), *inflict moderate wounds* (DC 18), *ray of weakness*, *scare* (DC 18), *spectral hand*, *summon swarm*, *summon undead II*

1st (7/day)—*bane* (DC 16), *bestow wound* (DC 16), *cause fear* (DC 17), *chill touch* (DC 17), *detect magic*, *detect undead*, *doom* (DC 17), *hide from undead* (DC 16), *inflict light wounds* (DC 17), *ray of enfeeblement*, *summon undead I*, *undetectable alignment* (DC 16)

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 20

SQ mental bastion

Feats Martial Weapon Proficiency (longbow), Point Blank Shot, Precise Shot, Spell Focus (Necromancy)

Skills Bluff +12, Concentration +8, Diplomacy +9, Disguise +8, Spellcraft +8

Possessions combat gear plus dagger, whip, +1 longbow, +1 chain shirt, spell component pouch

Charnel Touch (Su): 1/round, a dread necromancer can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels. A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Negative Energy Burst (Su): 1/day a dread necromancer can emit a 5 foot burst surrounding her dealing 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces the damage by half. Undead creatures within this burst are healed the same amount of hit points as that were dealt to living creatures.

3: FIGHTING YOUR DREAMS

JUXPRIE

CR 3

Female Human (Flan) Scout* 3

* *Complete Adventurer* 10

NE Medium Humanoid (human)

Init +4; **Senses** darkvision 60 ft. *see invisibility*; Listen -1, Spot -1

Languages Abyssal, Ancient Baklunish, Ancient Suloise, Cold Tongue, Common, Draconic, Flan, Infernal, Old Oeridian

AC 18, touch 13, flat-footed 17 (+3 Dex, +4 armor, +1 natural); Dodge, Mobility, Uncanny Dodge

hp 17 (3 HD);

Fort +3, **Ref** +6, **Will** +0

Speed 50 ft. (10 squares), base movement 30 ft.

Melee masterwork short sword +6 (1d6/19-20) or

Melee masterwork dagger +6 (1d4/19-20)

Ranged masterwork shortbow +6 (1d6) or

Ranged masterwork throwing axe +6 (1d6)

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

Special Attacks skirmish +1d6/+1 AC

Special Actions gaze from *fearsome eye* (DC 14)

Spell-like Ability (CL 16th):

1/day—*poison* (DC 19)

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 13

SQ battle fortitude, trackless step, trapfinding

Feats Dodge, Mobility, Weapon Finesse

Skills Balance +11, Bluff +4, Diplomacy +6, Escape Artist +9, Hide +9, Move Silently +9, Sense Motive +5, Speak Language +, Spellcraft +5, Tumble +9, Use Magic Device +4

Possessions combat gear plus arrows (20), masterwork dagger, mithril chain shirt, masterwork shortbow, masterwork short sword, and masterwork throwing axe

Fast Leg:** This fiendish graft elongates the creature's legs granting +10 to its speed. The graft also grants +5 to this creature's Climb and Jump checks.

Fearsome Eye:** The red eye grafted to the creature allows it to continuously *see invisibility* (CL 20) and grants a fear gaze attack. Any creature within 30 ft. that meets this creature's eyes must make a Will save (DC 14) or be paralyzed with fear for 1d4 rounds. This creature is immune to its own gaze attack.

Fiendish Skin:** This mottled skin that is grafted to the creature improves its natural armor bonus by +1, grants it a +2 inherent bonus to Dexterity, and it gains darkvision out to 60 ft. Once per day, this creature can use *poison* as the spell (CL 16). The Fort save equals 18 + this creature's Cha modifier.

** *Fiend Folio* 210.

IGRAA

CR 3

Female Human (Flan) Sorcerer 3

NE Medium Humanoid (human)

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

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +1 natural, +4 *mage armor*)

Resistance fire 5

hp 13 (3 HD); **DR** 1/magic

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +1 *scythe* +5 (2d4 + 3 / x4)

Ranged light crossbow +2 (1d8 / 19-20 x2)

Base Atk +1; **Grp** +3

Special Actions breath weapon (DC 13), spell shield

Sorcerer Spells Known (CL 3rd):

1st (4/day)—*jet of steam* (DC 14), *mage armor*

0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *flare* (DC 13), *prestidigitation*

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 8, Cha 15

Feats Combat Casting, Martial Weapon Proficiency (scythe), Somatic Weaponry, Spell Focus (Evocation), Weapon Focus (scythe)

Skills Concentration +9 (+11 when casting defensively), Knowledge (arcane) +6, Spellcraft +8

Possessions combat gear plus bolts (10), light crossbow, +1 *scythe*, spell component pouch

Gleaming Scales*: This graft increases your natural armor increases by 1. You gain 5 energy resistance to fire.

Metabolic Fire*: This red dragon graft gives the character a breath weapon. It takes the form of a cone of fire dealing 2d6 damage. A successful Reflex save of 10 + half this character's level + his Con bonus halves the damage. The breath weapon is usable every 1d4 rounds.

Spell Shield: As an immediate action, when this creature take damage from any source, you can expend a spell slot to make a Concentration check (DC 15 + level of sacrificed spell). If this creature

succeeds, he ignores an amount of damage equal to five times the level of the spell slot. The spell slot is still lost if this creature fails his save.

* *Races of the Dragon* 129

EZAIL

CR 3

Male Human (Flan) Druid 3
NE Medium Humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, Druidic

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 natural); Dodge, Mobility
hp 24 (3 HD)

Resistance 25% critical hits and sneak attack
Fort +5, **Ref** +2, **Will** +5

Speed 50 ft. (10 squares), base movement 30 ft;
woodland stride

Melee bite +7 (1d6+7)

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

Special Attacks enervating touch (DC 14) 2/day,
weakening touch 2/day

Special Actions shapeshift, spontaneous
rejuvenation

Combat Gear 3x *scroll of poison* (CL check DC 6),
potion of blur

Druid Spells Prepared (CL 3rd):
2nd—*barkskin*, *desiccate* (DC 14)
1st—*breath of the jungle* (DC 14), *snake's*
swiftness (2)
0—*light*, *detect poison* (3)

Abilities Str 16 (20), Dex 13, Con 14, Int 10, Wis 15,
Cha 8

SQ wild empathy

Feats Combat Casting, Dodge, Mobility

Skills Concentration +8 (+12 when casting
defensively), Craft (Poison) +6, Knowledge (nature)
+6, Survival +10, Tumble +4

Possessions combat gear plus a medallion with a
withered willow enscribed on it.

Enervating Arm*: 2/day, this creature can deliver an
enervating touch attack giving a living creature a
negative level. A Fort save (DC 14) removes the
negative level. A missed touch does not count
against the number of uses.

Weakening Arm*: 2/day, this creature can deliver a
weakening touch attack that deals 1d6 points of
Strength damage. A missed touch does not count
against the number of uses.

Undead Skin*: This mottled gray graft grants this
creature 25% resistance to critical hits and sneak
attacks, similar to *armor of light fortification*. This
resistance does not stack with similar abilities.

Spontaneous Rejuvenation: A druid can sacrifice
any spell and grant all allies within 30 feet Fast
Healing for a number of rounds equal to her druid
level. The amount of healing per round equals the
spell level.

Shapeshift (Su): At will, as a swift action, a druid can
assume an animal form. It takes a swift action to
turn back or choose another form. A druid cannot

cast spells in the animal form, but retains all
extraordinary, supernatural, and spell-like special
attacks and qualities of her natural form. All the
druid's gear melds into her new form. The druid
retains her size unless specified below.

Predator: This creature gains a primary bite
attack that deals 1d6 damage. She also gains a +4
enhancement bonus to Strength and Natural
Armor. Her speed is 50 ft.

* *Libris Mortis* 80

6: CHILDREN'S REVENGE

HAILISS

CR 4

Male Half-Fiend Catfolk Marshal* 2/Fighter 1

**Miniatures Handbook* 11

CE Medium Outsider (human, native)

Init +8; **Senses** darkvision 60 ft., low-light vision;
Listen +3, Spot +1

Languages Abyssal, Common, Feline, Twin Speak

AC 22, touch 16, flat-footed 16
(+6 Dex, +4 armor, +2 natural)

hp 28 (3 HD); **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 13

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

Speed Base movement 40 ft., fly 40 ft. (avg.)

Melee sap +4 (+5 Helfree's major) (1d6+2)

Ranged mwk net +7 (+8 Hailiss' major aura)

Ranged mwk annulat +9 (+8 Hailiss' major aura)
(1d6+2/19-20)

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

Attack Options smite good 1/day (+3 dmg), point
blank shot

Spell-like Abilities (CL 3rd):

3/day—*darkness*

1/day—*desecrate*

Abilities Str 14, Dex 23, Con 16, Int 12, Wis 13, Cha
16

SQ Minor Aura, Major Aura

Feats Skill Focus (diplomacy), Point Blank Shot,
Exotic Weapon Proficiency (net), Exotic Weapon
Proficiency (annulat)

Skills Bluff +4, Diplomacy +11, Handle Animal +9,
Ride +14 (+16 Helfree's minor aura), Survival +6

Possessions Combat gear plus masterwork annulat,
mithril chain shirt, masterwork net (6), sap

Minor Aura (Ex) This creature may project one minor
aura at a time while conscious

Art of War This creature and his allies gain a
bonus equal to his Cha bonus to disarm, trip, bull
rush, and sunder attempts.

Major Aura (Ex) This creature may project one major
aura at a time while conscious

Steady Hand This creature and his allies gain a
+1 bonus to ranged attack rolls

SAFISS

CR 4

Female Half-Fiend Human Wizard 3

CE Medium Outsider (human, native)

Init +6; **Senses** darkvision 60 ft., low-light vision;
Listen +6, Spot +4

Languages Abyssal, Common, Draconic, Sylvan

AC 16, touch 14, flat-footed 12

(+4 Dex, +2 natural)

hp 19 (3 HD); **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 13

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

Speed Base movement 40 ft.; fly 40 ft. (good)

Ranged +1 longbow +6 (+7 Hailiss' major aura)

Base Atk +1; **Grp** +2

Attack Options smite good 1/day (+3 dmg)

Spell-like Abilities (CL 3rd):

3/day—darkness

1/day—desecrate

Wizard Spells Prepared (CL 3rd):

2nd—*daze monster* (DC 16) (2), *summon monster II*

1st—*distract* (DC 15) (2), *mage armor*, *shield*

0—*daze* (DC 14), *message*, *ray of frost* (2)

Abilities Str 12, Dex 18, Con 16, Int 19, Wis 12, Cha 17

SQ Enchanter (school specialization)

Feats Scribe Scroll, Spell Focus (Conjuration),
Improved Flight

Skills Bluff +6, Concentration +9, Diplomacy +6,
Spellcraft +10

Possessions Combat gear plus blunt arrows (40), +1
longbow, spell component pouch

TERROX

CR 4

Male Half-Fiend Centaur Outsider 4

CE Large Outsider (native)

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

Languages Abyssal, Common, Elven, Sylvan

AC 18, touch 14, flat-footed 13

(+5 Dex, -1 size, +4 natural)

hp 43 (3 HD); **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 10

Fort +6, **Ref** +9, **Will** +4

Speed Base movement 50 ft.; fly 50 ft. (avg.)

Melee +1 scourge +13 (+14 Helfree's minor aura)
(2d6+10) and

hooves +12/+12 (+13/+13 Helfree's minor aura)
(1d6+4) and

bite +10 (+11 Helfree's minor aura) (1d8+9) or

Melee hooves +12/+12 (+13/+13 Helfree's minor
aura) (1d6+4) and

bite +10 (+11 Helfree's minor aura) (1d8+9) and
claws +10/+10 (+11/+11 Helfree's minor aura)
(1d6+4)

Ranged mwk composite shortbow +7 (1d8+5/x3)

Base Atk +4; **Grp** +17

Attack Options smite good 1/day (+3 dmg)

Spell-like Abilities (CL 3rd):

3/day—darkness

1/day—desecrate

Abilities Str 28, Dex 21, Con 20, Int 14, Wis 10, Cha 12

Feats Multiattack, Exotic Weapon Proficiency
(scourge)

Skills Jump +17, Move Silently +8, Speak Language,
Survival +7

Possessions +1 scourge, masterwork composite
shortbow (+5)

HELFREE

CR 4

Male Half-Fiend Human Marshal* 2/Cleric 1

**Miniatures Handbook* 11

CE Medium Outsider (human, native)

Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Sylvan

AC 18, touch 11, flat-footed 17

(+1 Dex, +4 armor, +2 shield, +1 natural)

hp 27 (3 HD); **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 13

Fort +8, **Ref** +1, **Will** +6

Speed base movement 30 ft.; fly 30 ft. (good)

Melee mwk heavy mace +5 (+6 Helfree's major aura)
(1d8 + 2)

Ranged mwk longbow +3 (+4 Hailiss' major aura)
(1d8/x3)

Base Atk +1; **Grp** +3

Attack Options rebuke undead (5/day), smite good
1/day (+3 dmg), spontaneous domain casting
(Madness)

Cleric Spells Prepared (CL 3rd):

1st—*bless*, *lesser confusion*^D (DC 13), *shield of
faith*

0—*cure minor wounds* (2), *detect magic*

Spell-like Abilities (CL 3rd):

3/day—darkness

1/day—desecrate

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

Feats Skill Focus (diplomacy), Improved Flight, Flyby
Attack, Weapon Focus (heavy mace), Practiced
Spellcaster

Skills Bluff +6, Concentration +9, Diplomacy +13,
Handle Animal +6, Knowledge (history) +5,
Knowledge (religion) +8, Ride +7, Sense Motive
+6, Spellcraft +5

Possessions arrows (20), masterwork longbow,
masterwork heavy mace, +1 *light steel shield*,
mithril chain shirt

Spontaneous Domain Casting: Sacrifice a
turn/rebuke attempt and a spell of the same or
higher level of the domain spell you wish to
spontaneously cast.

Minor Aura (Ex): This creature may project one minor
aura at a time while conscious

Motivate Dexterity This creature and his allies
gain a bonus equal to his Cha bonus to Dexterity
checks and initiative checks.

Major Aura (Ex): This creature may project one
major aura at a time while conscious

Motivate Attack This creature and his allies gain a
+1 bonus to melee attack rolls

1: ON THE ROAD AGAIN

GUECUBU

CR 4

* *Fiendish Codex I 41*

CE Medium Outsider (chaotic, evil, extraplanar, incorporeal, lounmara)

Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10**Aura** haunting aura 60 ft. (DC 18)**Languages** Abyssal, Common; telepathy 100 ft.**AC** 15, touch 15, flat-footed 13

(+2 Dex, +3 deflection); natural invisibility

hp 26 (4 HD); DR 5/cold iron or lawful**Immune** acid, electricity, fire**Resist** cold 10**Fort** +6, **Ref** +6, **Will** +7**Speed** fly 30 ft. (perfect) (10 squares)**Melee** touch +6 (sleep)**Ranged** thrown object +7 (2d6)**Base Atk** +4; **Grp** -**Special Actions** possession, *telekinesis***Abilities** Str -, Dex 15, Con 14, Int 10, Wis 16, Cha 17**SQ** natural invisibility**Feats** Ability Focus (possession), Persuasive**Skills** Bluff +12, Diplomacy +12, Disguise +10 (+12 acting in character), Forgery +7, Intimidate +14, Sleight of Hand +11

Haunting Aura (Su) Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 15 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from leaping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.

Natural Invisibility (Su) This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility* purge spell.

Possession (Su) A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. The victim is entitled to a DC 17 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). The save DC is Charisma-based and includes the +2 bonus granted by the guecubu's Ability Focus feat.

A guecubu can take on any of the following roles while possessing a creature: ally, controller, enemy, mutterer, or rider. (see appendix 2)

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 15 Will save or immediately fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or

wounding the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action. This is a mind-affecting sleep effect. The save DC is Charisma-based.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (caster level equals the guecubu's Hit Dice, maximum 20th). A guecubu can use this ability even when possessing a creature without that creature realizing it is technically the source of the effect.

If a guecubu elects to hurl something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question. A guecubu does not apply any Strength modifier to damage dealt by telekinetically hurled objects. Its chance to hit is equal to its base attack bonus + its Charisma modifier.

CAINESSA GOEBEL

CR 4

Female Human Dread Necromancer* 4

* *Heroes of Horror* 84

NE Medium Humanoid (human)

Init +2; **Senses** Listen -1, Spot -1**Languages** Common, Abyssal**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 22 (4 HD) plus 9 temporary (*false life*); **DR** 2/bludgeoning and magic**Resist** *undetectable alignment***Fort** +2, **Ref** +3, **Will** +3; (+2 against sleep, stunning, paralysis, poison, or disease)**Speed** base movement 30 ft. (6 squares);**Melee** channel touch +2 (1d8+1)**Ranged** +1 *longbow* +5 (1d8+1/x3)**Base Atk** +2; **Grp** +1**Special Attacks** negative energy burst 4d4 (DC 17) 1/day**Special Actions** Point Blank Shot, Precise Shot, rebuke undead 8/day**Combat gear** *potion of cure light wounds*, tanglefoot bag**Dread Necromancer Spells Known** (CL 4th):

2nd (3/day)—*blindness/deafness* (DC 18), *command undead* (DC 18), *darkness*, *death knell* (DC 18), *false life*, *gentle repose* (DC 18), *ghoul touch* (DC 18), *inflict moderate wounds* (DC 18), *ray of weakness*, *scare* (DC 18), *spectral hand*, *summon swarm*, *summon undead II*

1st (7/day)—*bane* (DC 16), *bestow wound* (DC 16), *cause fear* (DC 17), *chill touch* (DC 17), *detect magic*, *detect undead*, *doom* (DC 17), *hide from undead* (DC 16), *inflict light wounds* (DC 17), *ray of enfeeblement*, *summon undead I*, *undetectable alignment* (DC 16)

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 20**SQ** mental bastion

Feats Martial Weapon Proficiency (longbow), Point Blank Shot, Precise Shot, Spell Focus (Necromancy)

Skills Bluff +12, Concentration +8, Diplomacy +9, Disguise +8, Spellcraft +8

Possessions combat gear plus dagger, whip, +1 longbow, +1 chain shirt, spell component pouch

Charnel Touch (Su): 1/round, a dread necromancer can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels. A dread necromancer can use the *spectral hand* spell to deliver this attack from a distance.

Negative Energy Burst (Su): 1/day a dread necromancer can emit a 5 foot burst surrounding her dealing 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces the damage by half. Undead creatures within this burst are healed the same amount of hit points as that were dealt to living creatures.

3: FIGHTING YOUR DREAMS

JUXPRIE

CR 5

Female Human (Flan) Scout* 4/Rogue 1

* *Complete Adventurer* 10

NE Medium Humanoid (human)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Listen -1, Spot -1

Languages Abyssal, Ancient Baklunish, Ancient Suloise, Cold Tongue, Common, Draconic, Flan, Infernal, Old Oeridian, Olman, Sylvan

AC 19, touch 14, flat-footed 19 (+4 Dex, +4 armor, +1 natural); Dodge, Mobility, Uncanny Dodge

hp 27 (5 HD)

Fort +3, **Ref** +10, **Will** +0

Speed 50 ft. (10 squares), base movement 30 ft.

Melee +1 *short sword* +6 (1d6+1/19-20) or

Melee mwk dagger +6 (1d4/19-20)

Ranged masterwork shortbow +6 (1d6/x3) or

Ranged masterwork throwing axe +6 (1d6)

Base Atk +3; **Grp** +7

Special Attacks skirmish +2d6/+1 AC, sneak attack +1d6

Special Actions gaze from fearsome eye (DC 14)

Spell-like Ability (CL 16th):

1/day—*poison* (DC 19)

Abilities Str 10, Dex 18, Con 12, Int 14, Wis 8, Cha 13

SQ battle fortitude, trackless step, trap finding

Feats Dodge, Mobility, Swift Ambusher, Weapon Finesse

Skills Balance +12, Bluff +5, Diplomacy +6, Escape Artist +11, Hide +12, Knowledge (arcane) +3, Move Silently +12, Sense Motive +7, Speak Language, Spellcraft +6, Tumble +12, Use Magic Device +9,

Possessions combat gear plus arrows (20), masterwork dagger, mithril chain shirt, masterwork

shortbow, +1 *short sword*, and masterwork throwing axe

Fast Leg:** This fiendish graft elongates the creature's legs granting +10 to its speed. The graft also grants +5 to this creature's Climb and Jump checks.

Fearsome Eye:** The red eye grafted to the creature allows it to continuously *see invisibility* (CL 20) and grants a fear gaze attack. Any creature within 30 ft. that meets this creature's eyes must make a Will save (DC 14) or be paralyzed with fear for 1d4 rounds. This creature is immune to its own gaze attack.

Fiendish Skin:** This mottled skin that is grafted to the creature improves its natural armor bonus by +1, grants it a +2 inherent bonus to Dexterity, and it gains darkvision out to 60 ft. Once per day, this creature can use *poison* as the spell (CL 16). The Fort save equals 18 + this creature's Cha modifier.

** *Fiend Folio* 210.

IGRAA

CR 5

Female Human (Flan) Sorcerer 5

NE Medium Humanoid (human)

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

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +1 natural, +4 *mage armor*)

Resist fire 5

hp 26 (5 HD); **DR** 1/magic

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +1 *scythe* +6 (2d4 +3 / x4)

Ranged +1 *light crossbow* +4 (1d8 +1 / 19-20 x2)

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

Special Actions breath weapon (DC 15), spell shield

Sorcerer Spells Known (CL 5th):

2nd (5/day)—*phantom foe* (DC 14)

1st (6/day)—*burning hands* (DC 14), *jet of steam* (DC 14), *mage armor*, *shield*

0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *flare* (DC 13), *message*, *prestidigitation*

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 15

Feats Combat Casting, Martial Weapon Proficiency (*scythe*), Somatic Weaponry, Spell Focus (Evocation), Weapon Focus (*scythe*)

Skills Concentration +10 (+14 casting defensively), Knowledge (arcane) +8, Spellcraft +10

Possessions combat gear plus bolts (10), +1 *light crossbow*, +1 *scythe*, spell component pouch

Gleaming Scales*: This graft increases your natural armor increases by 1. You gain 5 energy resistance to fire.

Metabolic Fire*: This red dragon graft gives the character a breath weapon. It takes the form of a cone of fire dealing 4d6 damage. A successful Reflex save of 10 + half this character's level + his Con bonus halves the damage. The breath weapon is usable every 1d4 rounds.

Spell Shield: As an immediate action, when this creature take damage from any source, you can expend a spell slot to make a Concentration check (DC 15 + level of sacrificed spell). If this creature succeeds, he ignores an amount of damage equal to five times the level of the spell slot. The spell slot is still lost if this creature fails his save.

* *Races of the Dragon* 129

EZAIL

CR 5

Male Human (Flan) Druid 5
NE Medium Humanoid (human)
Init +2; **Senses** Listen +3, Spot +3
Languages Common, Druidic

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 natural); Dodge, Mobility

hp 38 (5 HD); **DR** 1/magic

Resistance 25% critical hits and sneak attack

Fort +6, **Ref** +3, **Will** +7; +4 vs. fey's spell-like ability

Speed 50 ft. (10 squares), base movement 30 ft.;
woodland stride

Melee bite +8 (1d6+7)

Base Atk +3; **Grp** +8

Special Attacks enervating touch (DC 14) 2/day,
weakening touch 2/day

Special Actions shapeshift, spontaneous
rejuvenation

Combat Gear *potion of blur*

Druid Spells Prepared (CL 5th):

3rd—*poison* (DC 16)

2nd—*barkskin*, *dessicate* (2) (DC 15)

1st—*breath of the jungle* (DC 14), *snake's
swiftness* (2), *sunstroke* (DC 14)

0—*detect magic*, *detect poison* (3), *light*

Abilities Str 16 (20), Dex 15, Con 16, Int 10, Wis 16,
Cha 8

SQ animal empathy

Feats Combat Casting, Dodge, Mobility

Skills Concentration +10 (+14 casting defensively),
Craft (Poison) +8, Knowledge (nature) +12,
Survival +13, Tumble +4

Possessions combat gear plus *amulet of health* +2
and a medallion with a withered willow enscribed
on it.

Enervating Arm*: 2/day, this creature can deliver an
enervating touch attack giving a living creature a
negative level. A Fort save (DC 14) will remove the
negative level. A missed touch does not count
against the number of uses.

Weakening Arm*: 2/day, this creature can deliver a
weakening touch attack that deals 1d6 points of
Strength damage. A missed touch does not count
against the number of uses.

Undead Skin*: This mottled gray graft grants this
creature 25% resistance to critical hits and sneak
attacks, similar to *armor of light fortification*. This
resistance does not stack with similar abilities.

Spontaneous Rejuvenation: A druid can sacrifice
any spell and grant all allies within 30 feet Fast
Healing for a number of rounds equal to her druid

level. The amount of healing per round equals the
spell level.

Shapeshift (Su): At will, as a swift action, a druid can
assume an animal form. It takes a swift action to
turn back or choose another form. A druid cannot
cast spells in the animal form, but retains all
extraordinary, supernatural, and spell-like special
attacks and qualities of her natural form. All the
druid's gear melds into her new form. The druid
retains her size unless specified below. If the druid
gains a natural attack, it is given an enhancement
bonus to attack and damage equal to ¼ her druid
level. At 4th level, all natural attacks are treated as
magical.

Predator: This creature gains a primary bite
attack that deals 1d6 damage. She also gains a +4
enhancement bonus to Strength and Natural
Armor. Her speed is 50 ft.

Aerial: This creature gains a primary talon attack
for 1d6 damage with 5 foot reach. She also gain a
+2 enhancement bonus to Strength, Reflex Saves,
and natural armor. She has a fly speed of 40 ft.
(good).

* *Libris Mortis* 80

6: CHILDREN'S REVENGE

HAILISS

CR 5

Male Half-Fiend Catfolk Marshal* 2/Fighter 2

**Miniatures Handbook* 11

CE Medium Outsider (native)

Init +9; **Senses** darkvision 60 ft., low-light vision;
Listen +3, Spot +1

Languages Abyssal, Common, Feline, Twin Speak

AC 22, touch 16, flat-footed 16
(+6 Dex, +4 armor, +2 natural)

hp 37 (4 HD); **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 14

Fort +9, **Ref** +7, **Will** +4

Speed Base movement 40 ft.; fly 40 ft. (avg.)

Melee sap +5 (+6 Helfree's major) (1d6+2)

Ranged mwk net +11 (+12 Hailiss' major aura)

Ranged +1 *annulat* +11 (+12 Hailiss' major aura)
(1d6+3/19-20)

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

Attack Options smite good 1/day (+4 dmg), point
blank shot

Spell-like Abilities (CL 4th):

3/day—*darkness*

1/day—*desecrate*

Abilities Str 14, Dex 24, Con 16, Int 12, Wis 13, Cha
16

SQ Minor Aura, Major Aura

Feats Skill Focus (diplomacy), Point Blank Shot,
Exotic Weapon Proficiency (net), Exotic Weapon
Proficiency (annulat), Precise Shot

Skills Bluff +4, Diplomacy +11, Handle Animal +10,
Intimidate +9, Ride +16, Survival +6

Possessions Combat gear plus +1 *annulat*, mithril
chain shirt, masterwork net (6), sap

Minor Aura (Ex): This creature may project one minor aura at a time while conscious
Art of War This creature and his allies gain a bonus equal to his Cha bonus to disarm, trip, bull rush, and sunder attempts.

Major Aura (Ex): This creature may project one major aura at a time while conscious
Steady Hand This creature and his allies gain a +1 bonus to ranged attack rolls

SAFISS

CR 5

Female Half-Fiend Human Wizard 4
CE Medium Outsider (native)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +4
Languages Abyssal, Common, Draconic, Gnoll, Sylvan, Feline, Twin Speak

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)
hp 25 (4 HD); **DR** 5/magic
Immunity poison
Resistances acid/cold/electricity/fire 10; **SR** 14
Fort +4, **Ref** +5, **Will** +5

Speed Base movement 40 ft.; fly 40 ft. (good)
Ranged +1 *longbow* +7 (+8 Hailiss' major aura)
Base Atk +2; **Grp** +2
Attack Options smite good 1/day (+4 dmg)
Combat Gear *gloves of arrow snaring*
Spell-like Abilities (CL 4th):
3/day—*darkness*
1/day—*desecrate*
Wizard Spells Prepared (CL 4th):
2nd—*baleful transposition* (DC 18), *daze monster* (DC 17) (2), *summon monster II*, *torrent of tears* (DC 17)
1st—*distract* (DC 16) (2), *grease* (DC 16), *hail of stone*, *mage armor*, *shield*
0—*daze* (DC 15) (3), *message*, *ray of frost* (2)
Abilities Str 12, Dex 18, Con 16, Int 20, Wis 12, Cha 17
SQ Enchanter (school specialization)
Feats Scribe Scroll, Spell Focus (Conjuration), Improved Flight
Skills Bluff +6, Concentration +10, Diplomacy +6, Knowledge(arcane) +10, Spellcraft +14
Possessions Combat gear plus blunt arrows (40), +1 *longbow*, spell component pouch

LUST

CR 5

Female Fiendish Tiger
CE Large magical beast (extraplanar)
Init +2 (+4 Hailiss' minor aura); **Senses** darkvision 60 ft., low-light vision, scent; Listen +3, Spot +3
Languages Abyssal, Common

AC 14, touch 11, flat-footed 12 (+2 Dex, -1 size, +3 natural)
hp 52 (7 HD); **DR** 5/magic
Resist cold 5, fire 5; **SR** 12
Fort +8, **Ref** +7, **Will** +3
Speed 40 ft. (8 squares)

Melee 2 claws +10 (1d8+6) and bite +5 (2d6+3)

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

Base Atk +5; **Grp** +15

Special Attacks improved grab, pounce, rake 1d8+3, smite good 1/day (+7 dmg)

Abilities Str 23, Dex 15, Con 17, Int 3, Wis 12, Cha 6
SQ Insane

Feats Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw)

Skills Balance +6, Hide +3, Move Silently +9, Swim +12

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10, 1d8 +3

Insane (Sp): This creature is under the insanity spell. Will never attack its rider.

TERROX

CR 5

Male Half-Fiend Centaur Outsider 4 / Fighter 1
CE Large Outsider (native)
Init +7; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Abyssal, Common, Elven, Gnome, Halfling, Sylvan

AC 18, touch 14, flat-footed 13 (+5 Dex, -1 size, +4 natural)
hp 54 (4 HD); **DR** 5/magic
Immunity poison
Resistances acid/cold/electricity/fire 10; **SR** 11
Fort +8, **Ref** +9, **Will** +4

Speed Base movement 50 ft.; fly 50 ft. (avg.)
Melee +1 *scourge* +14 (+15 Helfree's minor aura) (2d6+10) and hooves +13/+13 (+14/+14 Helfree's minor aura) (1d6+4) and bite +11 (+12 Helfree's minor aura) (1d8 + 9) or
Melee hooves +13/+13 (+14/+14 Helfree's minor aura) (1d6+4) and bite +11 (+12 Helfree's minor aura) (1d8+9) and claws +11/+11 (+12/+12 Helfree's minor aura) (1d6+4)

Ranged mwk composite shortbow +8 (+9 Safiss' minor aura) (1d8+5/x3)

Base Atk +4; **Grp** +17

Attack Options power attack, smite good 1/day (+4 dmg)

Spell-like Abilities (CL 3rd):
3/day—*darkness*
1/day—*desecrate*

Abilities Str 28, Dex 21, Con 20, Int 14, Wis 10, Cha 12

Feats Multiattack, Exotic Weapon Proficiency (Scourge), Power Attack

Skills Intimidate +5, Jump +17, Move Silently +8, Speak Language, Survival +7

Possessions +1 scourge, masterwork composite shortbow (+5)

HELFREE

CR 5

Male Half-Fiend Human Marshal* 2 / Cleric 2

**Miniatures Handbook* 11

CE Medium Outsider (native)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Abyssal, Common, Draconic, Sylvan

AC 18, touch 11, flat-footed 17

(+1 Dex, +4 armor, +2 shield, +1 natural)

hp 35 (4 HD) ; **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 14

Fort +9, **Ref** +1, **Will** +8

Speed base movement 30 ft.; fly 30 ft. (good)

Melee +1 *heavy mace* +6 (+7 Helfree's major aura)
(1d8+3)

Ranged mwk longbow +4 (+5 Hailiss' major aura)
(1d8/x3)

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

Attack Options rebuke undead (5/day), smite good
1/day (+4 dmg)

Combat Gear *rearguard's cape*

Cleric Spells Prepared (CL 4th):

1st—*bless*, *cure light wounds*, *lesser confusion*^D
(DC 14), *shield of faith*

0—*cure minor wounds* (3), *detect magic*

Spell-like Abilities (CL 4th):

3/day—*darkness*

1/day—*desecrate*

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

SQ spontaneous domain casting (Madness), minor aura, major aura

Feats Skill Focus (Diplomacy), Improved Flight, Flyby Attack, Weapon Focus (heavy mace), Practiced Spellcaster

Skills Bluff +6, Concentration +10, Diplomacy +14, Handle Animal +6, Knowledge (history) +5, Knowledge (religion) +8, Ride +8, Sense Motive +7, Spellcraft +7

Possessions arrows (20), masterwork longbow, +1 *heavy mace*, +1 *light steel shield*

Spontaneous Domain Casting: Can no longer spontaneously cast cure / inflict spells. Sacrifice a turn/rebuke attempt and a spell of the same or higher level of the domain spell you wish to spontaneously cast.

Minor Aura (Ex): This creature may project one minor aura at a time while conscious

Motivate Dexterity This creature and his allies gain a bonus equal to his Cha bonus to Dexterity checks and initiative checks.

Major Aura (Ex): This creature may project one major aura at a time while conscious

Motivate Attack This creature and his allies gain a +1 bonus to melee attack rolls

1: ON THE ROAD AGAIN

ADVANCED GUECUBU

CR 6

* *Fiendish Codex* / 41

CE Medium Outsider (chaotic, evil, extraplanar, incorporeal, lounara)

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

Aura haunting aura 60 ft. (DC 18)

Languages Abyssal, Common; telepathy 100 ft.

AC 15, touch 15, flat-footed 13

(+2 Dex, +3 deflection); natural invisibility

hp 52 (8 HD); DR 5/cold iron or lawful

Immune acid, electricity, fire

Resist cold 10

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

Speed fly 30 ft. (perfect) (10 squares)

Melee touch +10 (*sleep*)

Ranged thrown object +12 (2d6)

Base Atk +8; **Grp** -

Special Actions Point Blank Shot, possession, *telekinesis*

Abilities Str -, Dex 15, Con 14, Int 10, Wis 16, Cha 18

SQ natural invisibility

Feats Ability Focus (possession), Persuasive, Point Blank Shot **Skills** Bluff +17, Diplomacy +17, Disguise +15 (+17 acting in character), Forgery +11, Intimidate +19, Sleight of Hand +15

Haunting Aura (Su) Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 18 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from sleeping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.

Natural Invisibility (Su) This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility* purge spell.

Possession (Su) A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. The victim is entitled to a DC 20 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). The save DC is Charisma-based and includes the +2 bonus granted by the guecubu's Ability Focus feat.

A guecubu can take on any of the following roles while possessing a creature: ally, controller, enemy, mutterer, or rider. (see Appendix 2)

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 18 Will save or immediately fall into a deep sleep for 1

hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action. This is a mind-affecting sleep effect. The save DC is Charisma-based.

Telekinesis (Su) A guecubu can use *telekinesis* as a standard action (caster level equals the guecubu's Hit Dice, maximum 20th). A guecubu can use this ability even when possessing a creature without that creature realizing it is technically the source of the effect.

If a guecubu elects to hurl something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question. A guecubu does not apply any Strength modifier to damage dealt by telekinetically hurled objects. Its chance to hit is equal to its base attack bonus + its Charisma modifier.

CAINESSA GOEBEL

CR 6

Female Human Dread Necromancer* 6

**Heroes of Horror* 84

NE Medium Humanoid (human)

Init +2; **Senses** Listen -1, Spot -1

Aura fear 5 ft. (DC 18)

Languages Common, Abyssal

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 32 (6 HD) plus 11 temporary (*false life*); **DR** 2/bludgeoning and magic

Resist *undetectable alignment*

Fort +5, **Ref** +6, **Will** +6; +2 against sleep, stunning, paralysis, poison, or disease

Speed base movement 30 ft. (6 squares);

Melee charnel touch +3 (1d8+1)

Ranged +1 *longbow* +6 (1d8+1/x3)

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

Special Attacks negative energy burst 6d4 (DC 19) 1/day, scabrous touch (DC 18) 1/day

Special Actions Point Blank Shot, Precise Shot, rebuke undead 8/day

Combat Gear *potion of cure moderate wounds*, *potion of remove blindness*, tanglefoot bag

Spells Known (CL 6th):

3rd (4/day)—*crushing despair* (DC 18), *halt undead* (DC 20), *inflict serious wounds* (DC 20), *ray of exhaustion* (DC 20), *speak with dead* (DC 20), *summon undead III*, *vampiric touch*

2nd (5/day)—*blindness/deafness* (DC 19), *command undead* (DC 19), *darkness*, *death knell* (DC 19), *false life*, *gentle repose* (DC 19), *ghoul touch* (DC 19), *inflict moderate wounds* (DC 19), *ray of weakness*, *scare* (DC 19), *spectral hand*, *summon swarm*, *summon undead II*

1st (7/day)—*bane* (DC 16), *bestow wound* (DC 16), *cause fear* (DC 18), *chill touch* (DC 18), *detect magic*, *detect undead*, *doom* (DC 18), *hide from undead* (DC 16), *inflict light wounds* (DC 18), *ray*

of enfeeblement, summon undead I, undetectable alignment (DC16)

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 20

SQ mental bastion

Feats Greater Spell Focus (Necromancy), Martial Weapon Proficiency (longbow), Point Blank Shot, Precise Shot, Spell Focus (Necromancy).

Skills Bluff +14, Concentration +10, Diplomacy +10, Disguise +8, Spellcraft +10

Possessions combat gear plus dagger, whip, +1 shortbow, 20 arrows, +1 chain shirt, cloak of resistance +2, spell component pouch

Charnel Touch (Su): 1/round, a dread necromancer can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels. A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Negative Energy Burst (Su): 1/day a dread necromancer can emit a 5 foot burst surrounding her dealing 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces the damage by half. Undead creatures within this burst are healed the same amount of hit points as that were dealt to living creatures.

Scabrous Touch (Su): 1/day a dread necromancer can use her charnel touch to inflict a disease of her choice, with no incubation period, on a creature she touches. This ability works like the *contagion* spell (see 213 of the *Player's Handbook*). The initial Fortitude save has a DC equal to 10 + ½ her class level + her Cha modifier. The subsequent saving throws to resist the effects of the disease depends on the chosen disease (see 292 of the *Dungeon Master's Guide*).

It takes a swift action to activate the scabrous touch and lasts until the dread necromancer makes a successful charnel touch attack. The spectral hand spell enables the dread necromancer to deliver the scabrous touch attack from a distance.

3: FIGHTING YOUR DREAMS

JUXPRIE

CR 7

Female Human (Flan) Scout* 4/Rogue 3

* *Complete Adventurer* 10

NE Medium Humanoid (human)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Listen -1, Spot -1

Languages Abyssal, Ancient Baklunish, Ancient Suloise, Cold Tongue, Common, Draconic, Ferral, Flan, Infernal, Old Oeridian, Olman, Sylvan

AC 20, touch 14, flat-footed 20

(+4 Dex, +5 armor, +1 natural); Dodge, Mobility, Uncanny Dodge, Spell Sense

hp 38 (7 HD)

Fort +5, **Ref** +12, **Will** +2

Speed 50 ft. (10 squares), base movement 30 ft.

Melee +1 short sword +6 (1d6+1/19-20) or

Melee masterwork dagger +6 (1d4/19-20)

Ranged masterwork shortbow +6 (1d6/x3) or

Ranged masterwork throwing axe +6 (1d6)

Base Atk +5; **Grp** +9

Special Attacks skirmish +2d6/+2 AC, sneak attack +2d6

Special Actions gaze from fearsome eye (DC 14), spell reflection 5/day, spring attack

Spell-like Ability (CL 16th):

1/day— *poison* (DC 19)

Combat Gear *potion of ring of blades*

Abilities Str 10, Dex 18, Con 12, Int 14, Wis 8, Cha 13

SQ battle fortitude, trackless step, trap finding

Feats Dodge, Mobility, Spring Attack, Swift

Ambusher, Weapon Finesse

Skills Balance +12, Bluff +7, Diplomacy +11, Escape Artist +14, Hide +14, Knowledge (arcane) +3, Move Silently +14, Sense Motive +9, Speak Language, Spellcraft +7, Tumble +14, Use Magic Device +11

Possessions combat gear plus arrows (20), *cloak of resistance* +1, *elixir of hiding*, masterwork dagger, +1 *mithril chain shirt*, masterwork shortbow, +1 *short sword*, and masterwork throwing axe

Fast Leg:** This fiendish graft elongates the creature's legs granting +10 to its speed. The graft also grants +5 to this creature's Climb and Jump checks.

Fearsome Eye:** The red eye grafted to the creature allows it to continuously *see invisibility* (CL 20) and grants a fear gaze attack. Any creature within 30 ft. that meets this creature's eyes must make a Will save (DC 14) or be paralyzed with fear for 1d4 rounds. This creature is immune to its own gaze attack.

Fiendish Skin:** This mottled skin that is grafted to the creature improves its natural armor bonus by +1, grants it a +2 inherent bonus to Dexterity, and it gains darkvision out to 60 ft. Once per day, this creature can use *poison* as the spell (CL 16). The Fort save equals 18 + this creature's Cha modifier.

Trackless Step (Ex): A scout does not leave a trail in natural surroundings. Thus he cannot be tracked unless he chooses so.

Skirmish (Ex): A scout that moves 10 or more feet in a round, he gains 2d6 damage and +2 competence bonus to AC. Creatures immune to critical hits are immune to the skirmish damage.

Spell Reflection: 5/day, this creature can use an immediate action to redirect a spell or spell-like ability that misses him.

Spell Sense (Ex): +1 dodge bonus to AC against spells and spell-like abilities.

** *Fiend Folio* 210.

IGRAA

CR 7

Female Human (Flan) Sorcerer 7

NE Medium Humanoid (human)

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

Languages Common

AC 17, touch 12, flat-footed 16
(+1 Dex, +1 natural, +1 deflection, +4 *mage armor*)
Resistance fire 5
hp 36 (7 HD) plus 12 temporary (*false life*); **DR** 1/magic
Fort +5, **Ref** +4, **Will** +5

Speed 50 ft. (10 squares), base movement 30 ft.
Melee +1 *scythe* +6 (2d4+3/x4)
Ranged +1 *light crossbow* +4 (1d8+1/19-20)
Base Atk +3; **Grp** +5
Special Actions breath weapon (DC 16), spell shield
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*fireball* (DC 17)
2nd (6/day)—*body of the sun* (DC 14), *false life*,
phantom foe (DC 14)
1st (6/day)—*burning hands* (DC 15), *jet of steam*
(DC 15), *mage armor*, *shield*, *slide* (DC 13)
0 (6/day)—*acid splash*, *detect magic*, *detect*
poison, *flare* (DC 14), *message*, *prestidigitation*

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 15

Feats Combat Casting, Greater Spell Focus (Evocation), Martial Weapon Proficiency (*scythe*), Somatic Weaponry, Spell Focus (Evocation), Weapon Focus (*scythe*)

Skills Concentration +12 (+16 casting defensively), Knowledge (arcane) +10, Spellcraft +12

Possessions combat gear plus bolts (10), *cloak of resistance* +1, +1 *light crossbow*, *ring of protection* +1, +1 *scythe*, spell component pouch

Gleaming Scales*: This graft increases your natural armor increases by 1. You gain 5 energy resistance to fire.

Metabolic Fire*: This red dragon graft gives the character a breath weapon. It takes the form of a cone of fire dealing 6d6 damage. A successful Reflex save of 10 + half this character's level + his Con bonus halves the damage. The breath weapon is usable every 1d4 rounds.

Spell Shield: As an immediate action, when this creature take damage from any source, you can expend a spell slot to make a Concentration check (DC 15 + level of sacrificed spell). If this creature succeeds, he ignores an amount of damage equal to five times the level of the spell slot. The spell slot is still lost if this creature fails his save.

* *Races of the Dragon* 129

EZAIL

Male Human (Flan) Druid 7
NE Medium Humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Druidic

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 natural); Dodge, Mobility
hp 52 (7 HD); **DR** 1/magic

Resistance 25% critical hits and sneak attack;
Fort +7, **Ref** +4, **Will** +8; +4 fey's spell-like ability

Speed 50 ft. (10 squares), base movement 30 ft.; woodland stride

CR 7

Melee bite +10 (1d6+7)

Base Atk +5; **Grp** +10

Special Attacks enervating touch (DC 14) 2/day, Spring Attack, weakening touch 2/day

Special Actions shapeshift, spontaneous rejuvenation

Combat gear *metamagic rod* – extend, lesser, *potion of blur*

Druid Spells Prepared (CL 7th):

4th—*poison vines* (DC 17)

3rd—*poison* (2) (DC 16), *prickling torment* (DC 16)

2nd—*barkskin*, *decomposition*, *dessicate* (2) (DC 15)

1st—*breath of the jungle* (DC 14), *snake's swiftness* (2), *sunstroke* (2) (DC 14)

0—*detect magic* (2), *detect poison* (3), *light*

Abilities Str 16 (20), Dex 13, Con 14, Int 10, Wis 16, Cha 8

SQ animal empathy

Feats Combat Casting, Dodge, Mobility, Spring Attack

Skills Concentration +12 (+16 casting defensively), Craft (Poison) +10, Knowledge (nature) +14, Survival +15, Tumble +7

Possessions combat gear plus *amulet of health* +2 and a medallion with a withered willow enscribed on it.

Enervating Arm*: 2/day, this creature can deliver an enervating touch attack giving a living creature a negative level. A Fort save (DC 14) will remove the negative level. A missed touch does not count against the number of uses.

Weakening Arm*: 2/day, this creature can deliver a weakening touch attack that deals 1d6 points of Strength damage. A missed touch does not count against the number of uses.

Undead Skin*: This mottled gray graft grants this creature 25% resistance to critical hits and sneak attacks, similar to *armor of light fortification*. This resistance does not stack with similar abilities.

Spontaneous Rejuvenation: A druid can sacrifice any spell and grant all allies within 30 feet Fast Healing for a number of rounds equal to her druid level. The amount of healing per round equals the spell level.

Shapeshift (Su): At will, as a swift action, a druid can assume an animal form. It takes a swift action to turn back or choose another form. A druid cannot cast spells in the animal form, but retains all extraordinary, supernatural, and spell-like special attacks and qualities of her natural form. All the druid's gear melds into her new form. The druid retains her size unless specified below. If the druid gains a natural attack, it is given an enhancement bonus to attack and damage equal to ¼ her druid level. At 4th level, all natural attacks are treated as magical.

Predator: This creature gains a primary bite attack that deals 1d6 damage. She also gains a +4 enhancement bonus to Strength and Natural Armor. Her speed is 50 ft.

Aerial: This creature gains a primary talon attack for 1d6 damage with 5 foot reach. She also gain a +2 enhancement bonus to Strength, Reflex Saves, and natural armor. She has a fly speed of 40 ft. (good). Gain the flyby attack feat.

* *Libris Mortis* 80

6: CHILDREN'S REVENGE

HAILISS

CR 8

Male Half-Fiend Catfolk Marshal* 2/Fighter 2/Ranger 2

* *Miniatures Handbook* 11

CE Medium Outsider (human, native)

Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +7, Spot +5

Languages Abyssal, Common, Feline, Twin Speak

AC 23, touch 16, flat-footed 17

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

hp 65 (6 HD) ; **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 16

Fort +14, **Ref** +10, **Will** +4

Speed Base movement 40 ft.; fly 40 ft. (avg.)

Melee sap +7 (+8 Helfree's major) (1d6+2)

Ranged mwk net +13 (+14 Hailiss' major aura)

Ranged +1 *annulat* +13 (+14 Hailiss' major aura) (1d6+3/19-20)

Base Atk +5; **Grp** +7

Attack Options smite good 1/day (+6 dmg), point blank shot, rapid shot

Spell-like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 16)

Abilities Str 14, Dex 24, Con 20, Int 12, Wis 13, Cha 16

SQ Wild Empathy, Favored Enemy (human) +2

Feats Skill Focus (Diplomacy), Point Blank Shot, Exotic Weapon Proficiency (Net), Exotic Weapon Proficiency (Annulat), Precise Shot, Track, Quick Draw, Rapid Shot

Skills Bluff +4, Diplomacy +11, Handle Animal +12, Intimidate +9, Ride +18, Survival +8

Possessions Combat gear plus *amulet of health* +4, +1 *annulat*, *gauntlets of extended range*, +1 *mithril chain shirt*, masterwork net (6), sap

Minor Aura (Ex): This creature may project one minor aura at a time while conscious

Art of War This creature and his allies gain a bonus equal to his Cha bonus to disarm, trip, bull rush, and sunder attempts.

Major Aura (Ex): This creature may project one major aura at a time while conscious

Steady Hand This creature and his allies gain a +1 bonus to ranged attack rolls

SAFISS

CR 8

Female Half-Fiend Human Wizard 6

CE Medium Outsider (native)

Init +6; **Senses** darkvision 60 ft., low-light vision, Listen +7, Spot +5

Languages Abyssal, Common, Draconic, Gnoll, Sylvan, Feline, Twin Speak

AC 16, touch 14, flat-footed 12

(+4 Dex, +2 natural)

hp 37 (6 HD) ; **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 16

Fort +5, **Ref** +6, **Will** +6

Speed Base movement 40 ft.; fly 40 ft. (good)

Ranged +1 *longbow* +8 (+9 Hailiss' major aura)

Base Atk +3; **Grp** +4

Attack Options smite good 1/day (+6 dmg)

Combat Gear *gloves of arrow snaring*

Spell-like Abilities (CL 6th):

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 16)

Wizard Spells Prepared (CL 6th):

3rd—*displacement*, *hold person* (DC 19) (2), *mesmerizing glare* (DC 19), *summon monster III* (rapid spell, metamagic school focus)

2nd—*baleful transposition* (DC 19) (2), *daze monster* (DC 18) (2), *torrent of tears* (DC 18) (2)

1st—*distract* (DC 17) (2), *grease* (DC 17), *hail of stone* (rapid spell, metamagic school focus) (2), *mage armor*, *shield*

0—*daze* (DC 16) (2), *message*, *ray of frost* (2)

Abilities Str 12, Dex 18, Con 16, Int 22, Wis 12, Cha 17

SQ Enchanter (school specialization)

Feats Scribe Scroll, Spell Focus (Conjuration), Improved Flight, Metamagic School Focus (Conjuration), Rapid Spell

Skills Bluff +7, Concentration +12, Diplomacy +7, Knowledge(arcane) +13, Spellcraft +17

Possessions Combat gear plus blunt arrows (40), *headband of intellect* +2, +1 *longbow*, spell component pouch

TERROX

CR 8

Male Half-Fiend Centaur Outsider 4/Fighter 2/Barbarian 1

CE Large Outsider (native)

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

Languages Abyssal, Common, Elven, Gnome, Halfling, Sylvan

AC 18, touch 14, flat-footed 13

(+5 Dex, -1 size, +4 natural)

hp 77 (6 HD) ; **DR** 5/magic

Immunity poison

Resistances acid/cold 10/electricity/fire 10; **SR** 13

Fort +11, **Ref** +9, **Will** +4

Speed Base movement 60 ft.; fly 50 ft. (avg.)

Melee *scourge of 1000 children* +16/+11 (+17/+12 Helfree's minor aura) (2d6+10 plus 2d6good plus 1d4 sonic) and

hooves +15/+15 (+16/+16 Helfree's minor aura) (1d6+4) and

bite +13 (+14 Helfree's minor aura) (1d8+9) or

Melee hooves +15/+15 (+16/+16 Helfree's minor aura) (1d6+4) and bite +13 (+14 Helfree's minor aura) (1d8+9) and claws +13/+13 (+14/+14 Helfree's minor aura) (1d6+4)
Ranged mwk composite shortbow +10 (+11 Safiss' minor aura) (1d8+5/x3)
Base Atk +7; **Grp** +20
Attack Options awesome blow, bull rush, power attack, rage 1/day, smite good 1/day (+6 dmg)
Spell-like Abilities (CL 3rd):
 3/day—*darkness*, *poison* (DC 15)
 1/day—*desecrate*, *unholy blight* (DC 15)

Abilities Str 28, Dex 21, Con 20, Int 14, Wis 10, Cha 12
Feats Multiattack, Exotic Weapon Proficiency (scourge), Power Attack, Improved Bull Rush, Awesome Blow
Skills Intimidate +11, Jump +25, Move Silently +8, Speak Language, Survival +7
Possessions *scourge of 1000 children*, masterwork composite shortbow (+5)

HELFFREE CR 8

Male Half-Fiend Human Marshal* 2/Cleric 4
**Miniatures Handbook 11*
 CE Medium Outsider (native)
Init +3; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Abyssal, Common, Draconic, Sylvan

AC 18, touch 11, flat-footed 17
 (+1 Dex, +4 armor, +2 shield, +1 natural)
hp 51 (6 HD); **DR** 5/magic
Immunity poison
Resistances acid/cold/electricity/fire 10; **SR** 16
Fort +10, **Ref** +2, **Will** +10

Speed base movement 30 ft.; fly 30 ft. (good)
Melee +1 *heavy mace* +8 (+9 Helfree's major aura) (1d8+3)
Ranged mwk longbow +6 (+7 Hailiss' major aura) (1d8/x3)
Base Atk +4; **Grp** +6
Attack Options rebuke undead (5/day), smite good 1/day (+6 dmg)
Combat Gear *rearguard's cape*
Cleric Spells Prepared (CL 6th):
 2nd—*bull's strength*, *cure moderate wounds*, *spiritual weapon*^D
 1st—*bless*, *cure light wounds* (2), *lesser confusion*^D (DC 15), *shield of faith*
 0—*cure minor wounds* (3), *detect magic* (2)
Spell-like Abilities (CL 6th):
 3/day—*darkness*
 1/day—*desecrate*, *unholy blight* (DC 15)

Abilities Str 14, Dex 12, Con 16, Int 16, Wis 18, Cha 15
SQ spontaneous domain casting (Madness)
Feats Skill Focus (Diplomacy), Improved Flight, Flyby Attack, Weapon Focus (heavy mace), Practiced Spellcaster, Hover

Skills Bluff +6, Concentration +10, Diplomacy +14, Handle Animal +6, Knowledge (history) +5, Knowledge (religion) +8, Ride +8 (+10 Hailiss' minor aura), Sense Motive +7, Spellcraft +7

Possessions arrows (20), masterwork longbow, +1 *heavy mace*, *perapt of wisdom* +2, +1 *light steel shield*

Spontaneous Domain Casting: Can no longer spontaneously cast cure / inflict spells. Sacrifice a turn/rebuke attempt and a spell of the same or higher level of the domain spell you wish to spontaneously cast.

Madness Domain Spells

2 — *touch of madness* (DC 16)

1 — *lesser confusion* (DC 15)

Minor Aura (Ex): This creature may project one minor aura at a time while conscious

Motivate Dexterity This creature and his allies gain a bonus equal to his Cha bonus to Dexterity checks and initiative checks.

Major Aura (Ex): This creature may project one major aura at a time while conscious

Motivate Attack This creature and his allies gain a +1 bonus to melee attack rolls

1: ON THE ROAD AGAIN**ADVANCED GUECUBU****CR 8**** Fiendish Codex I/41*

CE Medium Outsider (chaotic, evil, extraplanar, incorporeal, lounara)

Init +7; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Aura** haunting aura 60 ft. (DC 20)**Languages** Abyssal, Common; telepathy 100 ft.**AC** 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection); natural invisibility

hp 78 (12 HD); DR 5/cold iron or lawful**Immune** acid, electricity, fire**Resist** cold 10**Fort** +10, **Ref** +11, **Will** +11**Speed** fly 30 ft. (perfect) (10 squares)**Melee** touch +14 (sleep)**Ranged** thrown object +16 (2d6)**Base Atk** +12/+7/+2; **Grp** -**Special Actions** Point Blank Shot, possession, Precise Shot, *telekinesis***Abilities** Str -, Dex 16, Con 14, Int 10, Wis 16, Cha 18**SQ** natural invisibility**Feats** Ability Focus (possession), Improved Initiative, Persuasive, Point Blank Shot, Precise Shot **Skills** Bluff +21, Diplomacy +21, Disguise +19 (+21 acting in character), Forgery +15, Intimidate +23, Sleight of Hand +20**Haunting Aura (Su)** Outside of a host body, a guecubu's presence is unnerving and distracting. Any living creature within 60 feet of a guecubu in its natural form must succeed on a DC 20 Will save or be shaken for as long as it remains in this area. An affected creature that attempts to rest within a guecubu's haunting aura can do so but gains no benefits from leeping and awakens fatigued, as if it had not slept at all. Once a creature makes this saving throw, it is immune to that particular guecubu's haunting aura for 24 hours.**Natural Invisibility (Su)** This ability is constant, allowing a guecubu to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.**Possession (Su)** A guecubu can possess any sleeping animal or humanoid. It must enter a square occupied by the sleeping creature to possess it. The victim is entitled to a DC 22 Will save to resist possession; however, a successful save does not cause the victim to awaken, nor is the victim aware of the possession attempt even after waking (although the victim can dimly recall some strange, otherworldly dream). The save DC is Charisma-based and includes the +2 bonus granted by the guecubu's Ability Focus feat.

A guecubu can take on any of the following roles while possessing a creature: ally, controller, enemy, mutterer, or rider. (see appendix 2)

Sleep Touch (Su) A creature touched by a guecubu in its natural form must make a successful DC 20 Will save or immediately fall into a deep sleep for 1 hour. A sleeping creature is helpless. Slapping or wounding the sleeping creature awakens it, but normal noise does not. Waking a creature is a standard action. This is a mind-affecting sleep effect. The save DC is Charisma-based.**Telekinesis (Su)** A guecubu can use *telekinesis* as a standard action (caster level equals the guecubu's Hit Dice, maximum 20th). A guecubu can use this ability even when possessing a creature without that creature realizing it is technically the source of the effect.

If a guecubu elects to hurl something such as a boulder or other dense object, it deals 2d6 points of damage on a hit. Weapons hurled in this manner deal damage appropriate for the weapons in question. A guecubu does not apply any Strength modifier to damage dealt by telekinetically hurled objects. Its chance to hit is equal to its base attack bonus + its Charisma modifier.

CAINESSA GOEBEL**CR 8**

Female Human Dread Necromancer* 8

**Heroes of Horror 84*

NE Medium Humanoid (human)

Init +2; **Senses** Listen +1, Spot +1**Aura** fear 5 ft. (DC 19)**Languages** Common, Abyssal**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 42 (8 HD) plus 13 temporary (*false life*); **DR** 4/bludgeoning and magic**Resist** *undetectable alignment***Fort** +5, **Ref** +6, **Will** +7; (+2 against sleep, stunning, paralysis, poison, or disease)**Speed** base movement 30 ft. (6 squares);**Melee** channel touch +4 (1d8+2)**Ranged** +1 *longbow* +7 (1d8+1/x3)**Base Atk** +4; **Grp** +4**Special Attacks** negative energy burst 6d4 (DC 19) 2/day, scabrous touch (DC 19) 1/day**Special Actions** rebuke undead 8/day**Combat Gear** *potion of cure moderate wounds*, *potion of remove blindness*, tanglefoot bag**Spells Known** (CL 8th):4th (5/day)—*animate dead*, *bestow curse* (DC 21), *contagion* (DC 21), *death ward* (DC 21), *dispel magic*, *enervation*, *Evard's black tentacles*, *fear* (DC 21), *giant vermin*, *inflict critical wounds* (DC 21), *phantasmal killer* (DC 19), *poison* (DC 21), *summon undead IV*, *touch of years* (DC 21)3rd (6/day)—*crushing despair* (DC 18), *halt undead* (DC 20), *inflict serious wounds* (DC 20), *ray of exhaustion* (DC 20), *speak with dead* (DC 20), *summon undead III*, *vampiric touch*

2nd (6/day)—*blindness/deafness* (DC 19), *command undead* (DC 19), *darkness*, *death knell* (DC 19), *false life*, *gentle repose* (DC 19), *ghoul touch* (DC 19), *inflict moderate wounds* (DC 19), *ray of weakness*, *scare* (DC 19), *spectral hand*, *summon swarm*, *summon undead II*

1st (7/day)—*bane* (DC 16), *bestow wound* (DC 16), *cause fear* (DC 18), *chill touch* (DC 18), *detect magic*, *detect undead*, *doom* (DC 18), *hide from undead* (DC 16), *inflict light wounds* (DC 18), *ray of enfeeblement*, *summon undead I*, *undetected alignment* (DC 16)

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 21

SQ familiar, mental bastion, undead mastery

Feats Greater Spell Focus (Necromancy), Martial Weapon Proficiency (longbow), Point Blank Shot, Precise Shot, Spell Focus (Necromancy)

Skills Bluff +16, Concentration +12, Diplomacy +11, Disguise +8, Spellcraft +12

Possessions combat gear plus dagger, whip, +1 longbow, 20 arrows, +1 *death ward chain shirt*, *cloak of resistance* +2, spell component pouch

Charnal Touch (Su): 1/round, a dread necromancer can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per four class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per four class levels. A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Fear Aura (Su): As a free action, a dread necromancer can emit a 5 foot radius fear aura. All enemies within that radius must make a Will save (DC 10 + ½ the dread necromancer's class level + her Cha modifier) or become shaken.

Negative Energy Burst (Su): 1/day a dread necromancer can emit a 5 foot burst surrounding her dealing 1d4 points of damage per class level. A successful Will save (DC 10 + ½ her class level + Cha modifier) reduces the damage by half. Undead creatures within this burst are healed the same amount of hit points as that were dealt to living creatures.

Mental Bastion: A dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease.

Scabrous Touch (Su): 1/day a dread necromancer can use her charnal touch to inflict a disease of her choice, with no incubation period, on a creature she touches. This ability works like the contagion spell (see 213 of the Player's Handbook). The initial Fortitude save has a DC equal to 10 + ½ her class level + her Cha modifier. The subsequent saving throws to resist the effects of the disease depends on the chosen disease (see 292 of the Dungeon Master's Guide).

It takes a swift action to activate the scabrous touch and lasts until the dread necromancer makes a successful charnal touch attack. The spectral hand spell enables the dread necromancer to deliver the scabrous touch attack from a distance.

Undead Mastery All undead created or animated by a dread necromancer gain a +4 enhancement bonus on Str and Dex, plus 2 extra hit points per die. She can create a number of HD of undead equal to 7 times her class level when casting animate dead and control 5 times her class level HD of undead when using the control undead spell.

STING

Male Quasit (familiar)

CE Tiny Outsider (chaotic, evil)

Init +7; **Senses** darkvision 60 ft; Listen +7, Spot +6

AC 22, touch 15, flat-footed 19

(+3 Dex, +2 size, +7 natural)

hp 21 (8 HD); Fast Healing 2.

Immune poison

Resist fire 10

Fort +3, **Ref** +6, **Will** +7

Speed base movement 20 ft., fly 50 ft. (perfect)

Melee claws +9/+9 (1d3-1 plus poison) and bite +4 (1d4-1)

Space 2 ½ ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -5

Special Attacks Poison (DC 17)

Spell-Like Abilities (CL 6th):

1/day—*cause fear* (as the spell, except that its area is a 30 ft. radius from the quasit) (DC 11)

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

Abilities Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

SQ Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak with Master, Alternate Form

Feats Improved Initiative, Weapon Finesse

Skills Bluff +11, Concentration +11, Diplomacy +4, Disguise +3, Hide +17, Intimidate +2, Move Silently +9, Search +6, Spellcraft +11

Alternate Form (Su): A quasit can assume either a bat or wolf at will as a standard action.

Poison (Ex): Injury, DC 17 Fortitude saves 1d4 Dex/2d4 Dex.

3: FIGHTING YOUR DREAMS

JUXPRIE

CR 9

Female Human (Flan) Scout* 4/Rogue 5

* *Complete Adventurer* 10

NE Medium Humanoid (human)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Listen -1, Spot -1

Languages Abyssal, Ancient Baklunish, Ancient Suloise, Cold Tongue, Common, Draconic, Feral, Flan, Infernal, Old Oeridian, Olman, Sylvan, Undercommon

AC 20, touch 14, flat-footed 20

(+4 Dex, +5 armor, +1 natural); Dodge, Mobility, Uncanny Dodge, Spell Reflection

hp 47 (9 HD)

Fort +4, **Ref** +14, **Will** +1

Speed 50 ft. (10 squares), base movement 30 ft.
Melee +1 *keen short sword* +6 (1d6+1/17-20) or
Melee masterwork dagger +6 (1d4/19-20)
Ranged masterwork shortbow +6 (1d6) or
Ranged masterwork throwing axe +6 (1d6)
Base Atk +6; **Grp** +10
Special Attacks skirmish +3d6/+2 AC, sneak attack +4d6
Special Actions gaze from fearsome eye (DC 14), spell reflection 5/day, Spring Attack
Spell-like Ability (CL 16th):
 1/day—*poison* (DC 20)
Combat Gear arrows (20), masterwork dagger, +1 *mithril chain shirt*, masterwork shortbow, +1 *keen short sword*, and masterwork throwing axe

Abilities Str 10, Dex 18, Con 12, Int 14, Wis 8, Cha 14
SQ battle fortitude, trackless step, trap finding
Feats Dodge, Mobility, Shadow Striker, Spring Attack, Swift Ambusher, Weapon Finesse
Skills Balance +12, Bluff +12, Diplomacy +16, Escape Artist +16, Hide +18, Knowledge (arcane) +3, Move Silently +18, Sense Motive +11, Speak Language, Spellcraft +7, Tumble +16, Use Magic Device +14
Possessions combat gear plus

Fast Leg**: This fiendish graft elongates the creature's legs granting +10 to its speed. The graft also grants +5 to this creature's Climb and Jump checks.
Fearsome Eye**: The red eye grafted to the creature allows it to continuously *see invisibility* (CL 20) and grants a fear gaze attack. Any creature within 30 ft. that meets this creature's eyes must make a Will save (DC 14) or be paralyzed with fear for 1d4 rounds. This creature is immune to its own gaze attack.
Fiendish Skin**: This mottled skin that is grafted to the creature improves its natural armor bonus by +1, grants it a +2 inherent bonus to Dexterity, and it gains darkvision out to 60 ft. Once per day, this creature can use *poison* as the spell (CL 16). The Fort save equals 18 + this creature's Cha modifier.
Skirmish (Ex): A scout that moves 10 or more feet in a round, he gains 3d6 damage and +2 competence bonus to AC. Creatures immune to critical hits are immune to the skirmish damage.
Spell Reflection: 5/day, this creature can use an immediate action to redirect a spell or spell-like ability that misses him.
Spell Sense (Ex): +1 dodge bonus to AC against spells and spell-like abilities.
 ** *Fiend Folio*, 210.

IGRAA **CR 9**
 Female Human (Flan) Sorcerer 9
 NE Medium Humanoid (human)
Init +1; **Senses** Listen -1, Spot -1
Languages Common

AC 17, touch 12, flat-footed 16

(+1 Dex, +1 natural, +1 deflection, +4 *mage armor*)
Resistance fire 5
hp 46 (9 HD) plus 14 temporary (*false life*); **DR** 1/magic
Fort +5, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.
Melee +1 *flaming scythe* +8 (2d4 +3 plus 1d6 fire / x4)
Ranged +1 *light crossbow* +6 (1d8 +1 / 19-20 x2)
Base Atk +4; **Grp** +6
Special Actions breath weapon (DC 17), spell shield
Sorcerer Spells Known (CL 9th):
 4th (5/day)—*parboil* (DC 19)
 3rd (7/day)—*fireball* (DC 18), *flashburst* (DC 18), *slow* (DC 17)
 2nd (6/day)—*body of the sun* (DC 18), *false life*, *fireburst* (DC 17), *phantom foe* (DC 15)
 1st (6/day)—*burning hands* (DC 16), *jet of steam* (DC 16), *mage armor*, *shield*, *slide* (DC 15)
 0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *flare* (DC 15), *message*, *prestidigitation*, *touch of fatigue* (DC 13)

Abilities Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 16
Feats Combat Casting, Greater Spell Focus (Evocation), Martial Weapon Proficiency (scythe), Somatic Weaponry, Spell Focus (Evocation), Spell Focus (Transmutation), Weapon Focus (scythe)
Skills Concentration +14 (+18 casting defensivel), Knowledge (arcane) +12, Spellcraft +14
Possessions combat gear plus bolts (10), +1 *light crossbow*, *ring of protection* +1, +1 *scythe*, spell component pouch

Gleaming Scales*: This graft increases your natural armor increases by 1. You gain 5 energy resistance to fire.
Metabolic Fire*: This red dragon graft gives the character a breath weapon. It takes the form of a cone of fire dealing 6d6 damage. A successful Reflex save of 10 + half this character's level + his Con bonus halves the damage. The breath weapon is usable every 1d4 rounds.
Spell Shield: As an immediate action, when this creature take damage from any source, you can expend a spell slot to make a Concentration check (DC 15 + level of sacrificed spell). If this creature succeeds, he ignores an amount of damage equal to five times the level of the spell slot. The spell slot is still lost if this creature fails his save.
 * *Races of the Dragon* 129

EZAIL

CR 9

Male Human (Flan) Druid 9
 NE Medium Humanoid
Init +2; **Senses** Listen +3, Spot +3
Languages Common, Druidic

AC 20, touch 12, flat-footed 19
 (+2 Dex, +8 natural); Dodge, Mobility
hp 66 (9 HD); **DR** 1/magic
Immune poison
Resistance 25% critical hits and sneak attack

Fort +8 (+12), **Ref** +6, **Will** +9; +4 fey's spell-like ability

Speed 40 ft. (8 squares), base movement 30 ft.; woodland stride

Melee bite +13 (1d8+10) and claws +8/+8 (1d8+7)

Base Atk +6; **Grp** +17

Special Attacks enervating touch (DC 16) 2/day, weakening touch 2/day

Special Actions shapeshift, spontaneous rejuvenation, Spring Attack

Combat Gear 2x *rod of metamagic - extend, lesser*, *potion of enlarge person*, *potion of haste*, *potion of resist energy (fire)* 20, *potion of blur*

Druid Spells Prepared (CL 9th):

5th—*poison thorns* (DC 18)

4th—*poison vines* (DC 17), *starvation* (DC 17)

3rd—*poison* (2) (DC 16), *prickling torment* (2) (DC 16)

2nd—*barkskin*, *decomposition*, *dessicate* (3) (DC 15)

1st—*breath of the jungle* (DC 14), *snake's swiftness* (2), *sunstroke* (2) (DC 14)

0—*detect magic* (2), *detect poison* (3), *light*

Abilities Str 16 (24), Dex 14, Con 14, Int 10, Wis 16, Cha 8

SQ wild empathy

Feats Ability Focus (enervating touch), Combat Casting, Dodge, Mobility, Spring Attack

Skills Concentration +14 (+18 casting defensively), Craft (Poison) +12, Knowledge (nature) +16, Survival +17, Tumble +7

Possessions combat gear plus *amulet of health* +2 and a medallion with a withered willow enscribed on it.

Enervating Arm*: 2/day, this creature can deliver an enervating touch attack giving a living creature a negative level. A Fort save (DC 14) will remove the negative level. A missed touch does not count against the number of uses.

Weakening Arm*: 2/day, this creature can deliver a weakening touch attack that deals 1d6 points of Strength damage. A missed touch does not count against the number of uses.

Undead Skin*: This mottled gray graft grants this creature 25% resistance to critical hits and sneak attacks, similar to *armor of light fortification*. This resistance does not stack with similar abilities.

Spontaneous Rejuvenation: A druid can sacrifice any spell and grant all allies within 30 feet Fast Healing for a number of rounds equal to her druid level. The amount of healing per round equals the spell level.

Shapeshift (Su): At will, as a swift action, a druid can assume an animal form. It takes a swift action to turn back or choose another form. A druid cannot cast spells in the animal form, but retains all extraordinary, supernatural, and spell-like special attacks and qualities of her natural form. All the druid's gear melds into her new form. The druid retains her size unless specified below. If the druid

gains a natural attack, it is given an enhancement bonus to attack and damage equal to ¼ her druid level. At 4th level, all natural attacks are treated as magical.

Predator: This creature gains a primary bite attack that deals 1d6 damage. She also gains a +4 enhancement bonus to Strength and Natural Armor. Her speed is 50 ft.

Aerial: This creature gains a primary talon attack for 1d6 damage with 5 ft. reach. She also gain a +2 enhancement bonus to Strength, Reflex Saves, and natural armor. She has a fly speed of 40 ft. (good). Gain the flyby attack feat.

Ferocious Slayer: This creature gains a primary bite attack that deals 1d8 damage and two secondary claw attacks for 1d6 damage each, all with 5 ft. reach. She enlarges one size category, up to colossal, gains a +8 enhancement bonus to Strength and natural armor, gains +4 to Fortitude saves. Her speed becomes 40 ft.

* *Libris Mortis* 80

6: CHILDREN'S REVENGE

HAILISS

CR 9

Male Half-Fiend Catfolk Marshal* 2/Fighter 2/Ranger 3

**Miniatures Handbook* 11

CE Medium Outsider (native)

Init +10; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +7

Languages Abyssal, Common, Feline, Twin Speak

AC 23, touch 16, flat-footed 17

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

hp 75 (7 HD) ; **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 17

Fort +14, **Ref** +10, **Will** +5

Speed Base movement 40 ft.; fly 40 ft. (avg.)

Melee sap +8/+3 (+9/+4 Helfree's major) (1d6+2)

Ranged mwk net +14 (+15 Hailiss' major aura)

Ranged +1 *annulat* +14 (+15 Hailiss' major aura) (1d6+3/19-20)

Base Atk +6; **Grp** +8

Attack Options smite good 1/day (+7 dmg), point blank shot, rapid shot

Spell-like Abilities (CL 6th):

3/day—*darkness*, *poison* (DC 16)

1/day—*desecrate*, *unholy blight* (DC 16)

Abilities Str 14, Dex 24, Con 20, Int 12, Wis 13, Cha 16

SQ Wild Empathy, Favored Enemy (Human) +2

Feats Skill Focus (Diplomacy), Point Blank Shot, Exotic Weapon Proficiency (Net), Exotic Weapon Proficiency (Annulat), Precise Shot, Track, Quick Draw, Rapid Shot, Endurance

Skills Bluff +4, Diplomacy +11, Handle Animal +13, Intimidate +9, Ride +19, Survival +9

Possessions Combat gear plus *amulet of health* +4, +1 *annulat*, *gauntlets of extended range*, +1 *mithril chain shirt*, masterwork net (6), sap

Minor Aura (Ex): This creature may project one minor aura at a time while conscious
Art of War This creature and his allies gain a bonus equal to his Cha bonus to disarm, trip, bull rush, and sunder attempts.
Major Aura (Ex): This creature may project one major aura at a time while conscious
Steady Hand This creature and his allies gain a +1 bonus to ranged attack rolls

SAFISS

CR 9

Female Half-Fiend Human Wizard 6
CE Medium Outsider (native)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +6
Languages Abyssal, Common, Draconic, Gnoll, Sylvan, Feline, Twin Speak

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)
hp 50 (7 HD); **DR** 5/magic
Immunity poison
Resistances acid/cold/electricity/fire 10; **SR** 17
Fort +6, **Ref** +6, **Will** +6

Speed Base movement 40 ft.; fly 40 ft. (good)
Ranged +1 *longbow* +8 (+9 Hailiss' major aura)
Base Atk +3; **Grp** +4
Attack Options smite good 1/day (+7 dmg)
Combat Gear *gloves of arrow snaring*
Spell-like Abilities (CL 7th):
3/day—*darkness*, *poison* (DC 16)
1/day—*desecrate*, *unholy blight* (DC 16)
Wizard Spells Prepared (CL 7th):
4th—*confusion* (DC 20) (2), *translocation trick* (DC 21)
3rd—*displacement*, *hold person* (DC 19) (2), *mesmerizing glare* (DC 19), *summon monster III* (rapid spell, metamagic school focus)
2nd—*baleful transposition* (DC 19) (2), *daze monster* (DC 18) (2), *torrent of tears* (DC 18) (2)
1st—*distract* (DC 17) (2), *grease* (DC 17), *hail of stone* (rapid spell, metamagic school focus) (2), *mage armor* (2), *shield*
0—*daze* (DC 16) (2), *message*, *ray of frost* (2)

Abilities Str 12, Dex 18, Con 18, Int 22, Wis 12, Cha 17
SQ Enchanter (school specialization)
Feats Scribe Scroll, Spell Focus (Conjuration), Improved Flight, Metamagic School Focus (Conjuration), Rapid Spell
Skills Bluff +7, Concentration +14, Diplomacy +7, Knowledge(arcane) +14, Spellcraft +18
Possessions Combat gear plus *amulet of health* +2, blunt arrows (40), *headband of intellect* +2, +1 *longbow*, spell component pouch

LUST

CR 9

Female Fiendish Warbeast* Tiger
**Monster Manual II* 218
CE Huge magical beast (extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision; scent; Listen +8, Spot +8

Languages Abyssal, Common

AC 22, touch 10, flat-footed 20 (+2 Dex, +5 armor, -2 size, +7 natural)

hp 172 (15 HD); **DR** 10/magic

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

Fort +16, **Ref** +11, **Will** +9

Speed 50 ft. (10 squares)

Melee 2 claws +21 (2d6+12) and bite +19 (3d6+6)

Space 15 ft; **Reach** 10 ft.

Base Atk +11; **Grp** +31

Special Actions improved grab, pounce, rake 2d6+6, smite good 1/day (+15 dmg)

Abilities Str 35, Dex 14, Con 24, Int 8, Wis 14, Cha 6
SQ combative mount, insane

Feats Alertness, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack

Skills Balance +7, Hide -1, Move Silently +9, Swim +13

Possessions +1 mithril chain shirt barding

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +21, 2d6 +12

Insane (Sp): This creature is under the *insanity* spell.

Combative Mount (Ex): A rider on a trained warbeast mount gets a +2 circumstance bonus on all Ride checks. A trained warbeast is proficient with light, medium, and heavy armor. A vermin warbeast, being mindless and therefore untrainable, cannot have this ability.

TERROX

CR 10

Male Half-Fiend Centaur Outsider 4/Fighter 2/Barbarian 3

CE Large Outsider (native)

Init +9; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Abyssal, Common, Elven, Gnome, Halfling, Sylvan

AC 19, touch 14, flat-footed 19 (+6 Dex, -1 size, +4 natural); Uncanny Dodge, spell sense

hp 101 (9 HD); **DR** 5/magic

Immunity poison

Resistances acid/cold/electricity/fire 10; **SR** 15

Fort +12, **Ref** +11, **Will** +5

Speed Base movement 60 ft.; fly 50 ft. (avg.)

Melee *scourge of 1000 children* +16/+11 (+17/+12 Helfree's minor aura) (2d6 +10 plus 2d6 good plus 1d4 sonic) and hooves +17/+17 (+18/+18 Helfree's minor aura) (1d6+4) and bite +15 (+16 Helfree's minor aura) (1d8+9) or

Melee hooves +17/+17 (+18/+18 Helfree's minor aura) (1d6+4) and bite +15 (+16 Helfree's minor aura) (1d8+9) and claws +15/+15 (+16/+16 Helfree's minor aura) (1d6+4)
Ranged mwk composite shortbow +13/+8 (+14 Safiss' minor aura) (1d8+5/x3)
Base Atk +9; **Grp** +22
Attack Options awesome blow, bull rush, overrun, power attack, rage 1/day, smite good 1/day (+9 dmg)
Spell-like Abilities (CL 5th):
 3/day—*darkness*, *poison* (DC 15)
 1/day—*desecrate*, *unholy blight* (DC 15), *contagion* (DC 15)

Abilities Str 28, Dex 22, Con 20, Int 14, Wis 10, Cha 12
SQ
Feats Multiattack, Exotic Weapon Proficiency (Scourge), Power Attack, Improved Bull Rush, Awesome Blow, Improved Overrun
Skills Intimidate +13, Jump +33, Knowledge (arcane) +3, Move Silently +9, Speak Language, Survival +7
Possessions *scourge of 1000 children*, masterwork composite shortbow (+5)

Spell Sense (Ex): A barbarian gains +1 AC against spells and spell-like abilities.

HELFFREE

CR 8

Male Half-Fiend Human Marshal* 2 / Cleric 6
**Miniatures Handbook 11*
 CE Medium Outsider (native)
Init +4; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Abyssal, Common, Draconic, Sylvan

AC 19, touch 11, flat-footed 17
 (+1 Dex, +5 armor, +2 shield, +1 natural)
hp 67 (7 HD) ; **DR** 5/magic
Immunity poison
Resistances acid/cold 10/ electricity/fire 10; **SR** 18
Fort +11, **Ref** +3, **Will** +11

Speed base movement 30 ft.; fly 30 ft. (good)
Melee *corrupted mace of Pelor* +9 (+10 Helfree's major aura) (1d8+3 plus 2d6 good)
Ranged mwk longbow +7 (+8 Hailiss' major aura) (1d8/x3)
Base Atk +5; **Grp** +7
Attack Options rebuke undead (6/day), smite good 1/day (+7 dmg)
Combat Gear *rearguard's cape*
Cleric Spells Prepared (CL 8th):
 3rd—*mass aid*, *rage*^D, *searing light* (2)
 2nd—*bull's strength*, *cure moderate wounds* (3), *spiritual weapon*^D
 1st—*cure light wounds* (2), *divine favor*, *lesser confusion*^D (DC 15), *shield of faith*
 0—*cure minor wounds* (3), *detect magic* (2)
Spell-like Abilities (CL 8th):
 3/day—*darkness*, *poison* (DC 17)
 1/day—*desecrate*, *unholy blight* (DC 17)

Abilities Str 14, Dex 12, Con 16, Int 16, Wis 18, Cha 16

SQ spontaneous domain casting (Madness)

Feats Skill Focus (Diplomacy), Improved Flight, Flyby Attack, Weapon Focus (heavy mace), Practiced Spellcaster, Hover

Skills Bluff +7, Concentration +14, Diplomacy +19, Handle Animal +7, Knowledge (history) +6, Knowledge (religion) +8, Ride +12, Sense Motive +8, Spellcraft +14

Possessions arrows (20), masterwork longbow, *corrupted mace of Pelor*, +1 *mithril chain shirt*, *peripat of wisdom* +2, +1 *light steel shield*

Spontaneous Domain Casting: Can no longer spontaneously cast cure / inflict spells. Sacrifice a turn/rebuke attempt and a spell of the same or higher level of the domain spell you wish to spontaneously cast.

Madness Domain Spells

3 — *rage*

2 — *touch of madness* (DC 16)

1 — *lesser confusion* (DC 15)

Minor Aura (Ex): This creature may project one minor aura at a time while conscious

Motivate Dexterity This creature and his allies gain a bonus equal to his Cha bonus to Dexterity checks and initiative checks.

Major Aura (Ex): This creature may project one major aura at a time while conscious

Motivate Attack This creature and his allies gain a +1 bonus to melee attack rolls

APPENDIX 2: NEW RULES ITEMS

FEATS

Chant of Fortitude

You can channel the power of your bardic music to sustain your allies, allowing them to function even after receiving wounds that would cause others to falter.

Benefit: You can expend one daily use of your bardic music ability as an immediate action to provide all allies (including yourself) the benefit of the diehard feat until the end of your next turn. You can use this feat multiple times consecutively to keep yourself and your allies conscious. Even while this feat is active, you or your allies die if reduced to -10 hit points or lower.

This feat does not function in an area of magical silence.

Source: *Complete Adventurer* 113.

Chant of the Long Road

You can channel the power of your bardic music to encourage your allies to pick up the pace on a long walk.

Benefit: As a standard action, you can expend one daily use of your bardic music ability to allow yourself and all allies within 60 feet to avoid taking nonlethal damage for hustling. This requires 1 minute of performance, and the effect lasts for 1 hour.

Source: *Complete Scoundrel* 74.

Defensive Archery

You can avoid attacks of opportunity when making ranged attacks while threatened.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

Source: *Races of the Wild* 150.

Domain Spontaneity

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Source: *Complete Divine* 80.

Extra Music

You can use your bardic music more often than you otherwise could.

Benefit: You can use your bardic music four extra times per day.

Source: *Complete Adventurer* 109.

Metamagic School Focus

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage* 45.

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Divine* 82.

Rapid Spell

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine* 84.

Shadow Striker

You melt into the shadows, hiding from your enemies until the time is right. Your cunning, guile, and stealth allow you to pick the most opportune moment to strike.

Benefit: The Shadow Striker feat grants you access to three special tactical maneuvers.

Evade Notice: If both you and an ally threaten an opponent, you can attempt to slip beneath your opponent's notice. On your turn, if you take no hostile actions, such as attacking, casting an offensive spell, and so forth, you can make a Hide check opposed by the threatened foe's Spot check. If you succeed on this check, your foe cannot attack you on his next turn as long as he threatens another active opponent. If you attack your foe for any reason before or during his next turn, you lose this maneuver's benefit.

Fade Away: To use this maneuver, you must first attack an opponent as a standard action, then move away and attempt a Hide check as part of your move action for the turn. If your attack hits, it creates a momentary diversion, granting you a +5 bonus on this Hide check.

Ghost Strike: You use an ally's distraction and your talent to move noiselessly and slip out of your opponent's field of vision for a single, crucial moment. To use this maneuver, both you and an ally must threaten a single foe. As a standard action, you make a Move Silently check opposed by your foe's Listen check. If you succeed on this check, you gain this maneuver's benefit. On the next round, your target loses his Dexterity bonus to AC against your fist attack of the round so long as your ally still threatens him.

Source: *Player's Handbook II* 94.

Somatic Weaponry

You are adept at performing somatic spell components while your hands are occupied.

Benefit: When wielding a weapon in one or both hands, you can use that item to trace the somatic component of a spell, rather than using your fingers. This allows you to cast spells with somatic components

even while your hands are full or occupied, as long as at least one hand is holding an item of proper size.

This feat doesn't allow you to use somatic components while grappling, regardless of the size of your foe.

Source: *Complete Mage* 47.

Swift Ambusher

You combine your scout training with the stealth of a rogue to open up new methods of ambushing enemies.

Benefit: Your rogue and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing.

Source: *Complete Scoundrel* 81.

WEAPONS AND ARMOR

Annulat

This exotic ranged weapon, invented by the neraphim, appears as a perfectly circular, nearly paper-thin hoop forged from a dark ironlike metal and sharpened on the outside edge. The annulat's diameter is a little over 1 foot. The band of metal, while thin, measures some 2 inches in breadth.

When thrown, an annulat sails through the air with deadly accuracy, its cross-sections so thin that it is almost invisible. Those proficient with the annulat are particularly accurate with the throwing hoop and can make it curve somewhat in flight. Targets who gain a cover bonus to their Armor Class have that bonus reduced by 2.

Source: *Planar Handbook* 68.

Blunt Arrow

These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Range Increment: 50 ft. (Longbow), 60 ft. (Longbow, Composite), 30 ft. (Shortbow), 40 ft. (Shortbow, Composite)

Source: *Races of the Wild* 163.

Scourge

This multitailed, barbed whip is often dipped in a poison delivered via injury. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attack fails) with this weapon.

Source: *Complete Warrior* 158.

MAGIC ITEMS

Corrupted Mace of Pelor

Price: 18,312 gp

Caster Level: 7th

Aura: Moderate evocation [evil]

Weight: 8 lb.

This +1 *unholy heavy mace* deals an extra 2d6 damage to good creatures. Any good creature that carries this

mace receives a negative level as long as he carries it. This negative level never results in a permanent level loss.

Lore: Originally the *mace of Pelor* was carried by a paladin of Pelor. During a trip into the abyss, that paladin was seduced by a succubus. He fell under her power and slowly became chaotic evil. His last act that finally converted him into a chaotic evil fallen paladin was submerging his *mace of Pelor* and *shield of Pelor*. It is rumored that he is now in service to Malcanthet and has passed both items to his son.

Prerequisites: Craft Magic Arms and Armor, *unholy blight*, creator must be evil.

Cost to Create: 9,156 gp, 732 XP, 10 days.

Death Ward

Price: +1 bonus

Property: Armor or shield

Caster Level: 7th

Aura: Moderate; (DC 18) necromancy

Activation: Immediate (mental)

Armor and shields that have this property are favored by those dedicated to fighting the foul art of necromancy. While wearing or using death ward armor or a death ward shield, you can activate the armor to ignore any death effect (including death spells, magical death effects, and energy drain) or negative energy effect (such as *infect* spells or *chill touch*).

The death ward property functions once per day.

Prerequisites: Craft Magic Arms and Armor, *death ward*.

Cost to Create: varies.

Source: *Magic Item Compendium* 10.

Gauntlets of Extended Range

Price: 2,000 gp

Body Slot: Hands

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: -

Weight: ½ lb.

Whenever you throw a weapon or other object, gauntlets of extended range give the weapon a telekinetic push, doubling its range increment.

Prerequisites: Craft Wondrous Item, *hawkeye* (*Spell Compendium* 110).

Cost to Create: 1000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 103.

Rearguard's Cape

Price (Item Level): 2,000 gp (6th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: 3 lb.

If you are a marshal, a *rearguard's cape* provides you with a potent ability whenever you and your allies are outnumbered. If the number of visible, active enemies within 60 feet of you exceeds the number of your visible, active allies (including yourself) within 60 feet, you can activate this cape. While it is active, the bonus granted by your minor and major auras improves by 2.

This benefit lasts for 10 rounds or until you and your allies are no longer outnumbered. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *eagle's splendor*.

Cost to Create: 1,000 gp, 160 XP, 2 days.

Source: *Magic Item Compendium* 120.

Scourge of 1000 Children

Price: 20,320 gp

Caster Level: 20th

Aura: Strong; (DC 21) evocation; and Faint; (DC 17) necromancy [evil]

Weight:

This +1 *unholy screaming burst scourge* strikes with the fury of 1000 trapped children's souls. Each time it strikes, the children scream their rage dealing 1d4 points of sonic damage and that creature must succeed on a Will save (DC 14) or be shaken for 1d4 rounds. As soon as a creature has succeeded on the Will save, that creature cannot be affected by the shaken effect for 24 hours, but still takes the sonic damage.

On a critical hit, the weapon explodes with an additional 1d8 points of sonic damage. (This effect activates even if the target is not normally subject to extra damage from critical hits.) Any good creature that carries this mace receives a negative level as long as he carries it. This negative level never results in a permanent level loss.

Lore: These scourges are very rare and solely come from the demon lord, Pale Night. She infuses each scourge with the souls of children she stole. Only those demons who performed a great deed for her were gifted with one of these vile weapons. Over the hundreds of years, it is believed that only eleven scourges exist.

Prerequisites: Cannot be crafted.

Source: scourge: *Complete Warrior* 158; *screaming and screaming burst* properties: *Magic Item Compendium* 42; Pale Night: *Fiendish Codex I* 74

DOMAIN

Madness Domain

Granted Power: You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

1. *Confusion, lesser*
2. *Touch of madness*
3. *Rage*
4. *Confusion*

5. Bolts of bedevilment
6. Phantasmal killer
7. Insanity
8. Maddening scream
9. Weird

Source: *Spell Compendium* 276.

SPELLS

Aid, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3

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

Targets: One or more creatures, no two of which are more than 30 ft. apart

This spell functions like *aid* (*Player's Handbook* 196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

Source: *Spell Compendium* 8.

Baleful Transposition

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity. If either creature succeeds on its Will save, the spell is negated.

Source: *Spell Compendium* 23.

Bestow Wound

Transmutation

Level: Dread necromancer 1, sorcerer/wizard 1, Spite 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

If wounded, you can cast this spell and touch a living creature. The target takes damage equal to your wounds at the rate of 1 point of damage per your caster level, or the amount needed to bring you up to your maximum hit points, whichever is less. At the same time, you heal that much damage, as if a *cure* spell had been cast on you.

Material Component: A small eye agate worth at least 10 gp.

Source: *Heroes of Horror* 127.

Bigby's Tripping Hand

Evocation [Force]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

The large hand sweeps at the target creature's legs in a tripping maneuver (*Player's Handbook* 158). This trip attempt does not provoke attacks of opportunity. Its attack bonus equals your caster level + your key ability modifier + 2 for the hand's Strength score (14). The hand has a bonus of +1 on the trip attempt for every three caster levels, to a maximum of +5 at 15th level.

Material Component: Three glass beads.

Source: *Player's Handbook* II 103

Blade of Blood

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: *Player's Handbook* II 103.

Body of the Sun

Transmutation [Fire]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 ft.

Area: 5-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Fire extends 5 feet in all directions from your body, illuminating the area and dealing 1d4 points of fire

damage per two caster levels (maximum 5d4). Adjacent creatures take fire damage each round on your turn.

Source: *Spell Compendium* 35

Breath of the Jungle

Transmutation

Level: Druid 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Mist spreads in a 40-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The DC of any saving throw made within the mist against poison or disease increases by 2. The mist does not provide concealment.

Source: *Spell Compendium* 39.

Conviction

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Source: *Spell Compendium* 52.

Decomposition

Necromancy

Level: Druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: Living enemies within a 50-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Whenever an enemy within the area takes normal (not nonlethal) damage, that wound festers for an additional 3 points of damage at the beginning of its turn each round thereafter for the duration of the spell. A DC 15 Heal check or the application of any *cure* spell or other healing magic stops the festering. Only one wound festers at a time; additional wounds taken while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound

taken while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 3 points of damage from the festering wound in the next round, and another 3 points in the round after that. In the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round. In the next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, dealing 3 points of festering damage in the following round.

Source: *Spell Compendium* 61.

Dessicate

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of dessication damage per two caster levels (maximum 5d6) and making it dehydrated (see page 15). A

successful Fortitude save results in half damage and negates the dehydration.

A plant or elemental of the water subtype takes 1d8 points of damage per caster level (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4).

Material Component: A pinch of dust.

Source: *Sandstorm* 114.

Distract

Enchantment (Compulsion)[Mind-Affecting]

Level: Bard 1, sorcerer/wizard 1

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The targets of this spell must succeed on a Will save or lose themselves to the urge to experience nearly everything. Failure indicates the creatures take a –4 penalty on all Concentration, Listen, Search, and Spot checks, and can take only a single standard or move action each round, but not both. Creatures with more than 6 HD are unaffected.

Source: *Spell Compendium* 69.

Distract Assailant

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Source: *Spell Compendium* 69.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 93.

Flashburst

Evocation [Fire]

Level: Sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

Flashburst creates a blinding, dazzling flash of light. Sighted creatures within the area are blinded for 2d8 rounds. A successful Will save negates the blindness. Creatures in the area are dazzled for 1 round even if their save was successful. Creatures outside the area, but within 120 feet of the burst, can be blinded for 2d8 rounds if they have line of sight to the burst (Will negates). Creatures outside the burst area are not dazzled.

Arcane Material Component: A pinch of sulfur or phosphorus.

Source: *Spell Compendium* 95.

Hail of Stone

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Source: *Spell Compendium* 108.

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium* 124.

Jet of Steam

Evocation [Water]

Level: Sorcerer/wizard 1, wu jen 1 (water)

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful jet of superheated steam that deals 1d4 points of fire damage per caster level (maximum 5d4) to each creature within its area. The jet begins at your fingertips.

The jet of steam deals no damage to objects in its path, nor can it set fire to combustibles.

Source: *Complete Mage* 108.

Mesmerizing Glare

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 3

Components: S

Casting Time: 1 standard action

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

Targets: One living creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Directing your gaze toward the target creatures, you cause them to stop and stare blankly at you. Creatures that fail their saving throws become *fascinated*.

Source: *Spell Compendium* 140.

Parboil

Evocation [Fire]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You flash-heat the air in an area, boiling the blood and baking the brains of creatures caught inside. The hot air deals 6d6 points of fire damage and 2d4 points of Intelligence damage. Creatures that make successful Fortitude saves take half fire damage and no Intelligence damage.

Arcane Material Component: Water and a pinch of sulfur.

Source: *Sandstorm* 118.

Phantom Foe

Illusion (Phantasm) [Mind-Affecting]

Level: Assassin 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

If the target creature fails its saving throw, this spell creates in the subject's mind an illusory double of whichever creature currently threatens it that it deems most dangerous. The form of this *phantom foe* changes as appropriate whenever the target perceives a different threatening creature more dangerous than the last. This illusory double provides two effects.

First, the subject believes it is being flanked by the *phantom foe* and the real creature the foe duplicates. Thus, the duplicated creature is always considered to be flanking the subject in melee. A creature that can't be flanked is immune to this aspect of the spell.

Second, the subject of the spell is unable to determine that the *phantom foe* is not a real threat, and whenever the subject attempts to attack the creature duplicated by the *phantom foe*, that creature benefits from a 50% miss chance against attacks from the subject of the spell. Because this miss chance comes from the subject's inability to tell the *phantom foe* from

the original, it is rolled separately from any miss chance that applies due to displacement or concealment.

Creatures other than the subject cannot see the *phantom foe*, although they can attempt to guess its location by how the target acts. If the subject is not threatened by any creature at the start of its turn, the spell ends.

Focus: A tiny pewter figure of a warrior that is worth 10 gp.

Source: *Spell Compendium* 156

Poison Thorns

Transmutation

Level: Druid 5

This spell functions like *thornskin*, except as noted above, and a scratch from the thorns is sufficient to deliver a dose of poison to your attacker. Any creature grappling you is exposed to the poison each round at the start of your turn. The poison from the thorns deals 1d4 points of Strength damage immediately and another 1d4 points of Strength damage 1 minute later. Each instance of damage can be negated by a successful Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Material Component: A dried black rose.

Source: *Spell Compendium* 159.

Poison Vines

Conjuration (Creation)

Level: Druid 4

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

This spell functions like *vine mine*, except that the vines you create are poisonous (contact, 1d6 Dex/2d6 Dex). A successful Fortitude save is required only upon the first entry into the spell's area (and again 1 minute later); creatures don't have to save each time they enter (or each round they remain within).

You are immune to the poison of the vines you create, and you can select a number of other targets equal to your caster level to share this immunity.

Source: *Spell Compendium* 160.

Prickling Torment

Necromancy

Level: Druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 5 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the subject's skin to erupt in a blistering rash accompanied by a maddening itch. An affected creature is sickened while the spell lasts. In addition, if the creature takes any actions on its turn

other than free, swift, or immediate actions, it takes 1d8 points of damage at the end of its turn.

While affected by this spell, a creature takes a -2 penalty on saves to resist the distraction effect of any creature of the swarm subtype (in addition to the save penalty from the spell's sickening effect).

If a subject under the effect of *prickling torment* is targeted by *fever dream* (see page 104), the two spells interact to create a greater effect. See the *fever dream* spell for details.

Source: *Complete Mage* 113.

Ray of Weakness

Necromancy

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. The target of this ray feels weaker and takes a -2 penalty on attack rolls. Its speed is reduced by 10 feet.

Source: *Spell Compendium* 168.

Ring of Blades

Conjuration (Creation)

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

Source: *Spell Compendium* 177.

Share Talents

Transmutation

Level: Bard 1, cleric 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 round

Range: Touch

Targets: Two willing creatures touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell on two subjects, you create a mystical link between them. For the duration of the spell, the subjects gain a +2 bonus on any skill checks they make, as long as at least one of the characters has 1 rank or more in the skill. In addition, if either character has ranks in a skill that is not normally usable by untrained characters (such as Tumble), the other character can make untrained checks using that skill.

Material Component: A knotted rope.

Source: *Player's Handbook II* 124.

Slide

Transmutation

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You slide the subject creature along the ground a distance of 5 feet in any direction. (If the creature is flying or otherwise not on the ground, it moves parallel to the ground.) You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object; if you attempt to do so, the spell automatically ends. You cannot slide the subject up or down, but you can slide it over the edge of a cliff or other drop-off if you desire.

This movement does not provoke attacks of opportunity.

Source: *Spell Compendium* 191.

Snake's Swiftess

Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Source: *Spell Compendium* 193.

Starvation

Transmutation

Level: Druid 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You inflict wracking hunger pangs on the target creature. It must make a Fortitude save or take 1d6 points of nonlethal damage per caster level (maximum 10d6) and become fatigued. A creature that makes a successful save takes half damage and is not fatigued by the spell.

A fatigued creature becomes exhausted when doing anything that causes the creature to become fatigued (such as dangerous environmental temperatures or ending a barbarian rage). A fatigued creature that fails its saving throw against *starvation* takes nonlethal damage as normal and becomes exhausted.

Material Component: A piece of spoiled food.

Source: *Spell Compendium* 206.

Summon Undead List:

1st Level: Human warrior skeleton (*Monster Manual* 226), kobold zombie (*Monster Manual* 266)

2nd Level: Owlbear skeleton (*Monster Manual* 226), bugbear zombie (*Monster Manual* 267).

3rd Level: Ghoul (*Monster Manual* 118), troll skeleton (*Monster Manual* 227), ogre zombie (*Monster Manual* 267).

4th Level: Allip (*Monster Manual* 10), ghastr (*Monster Manual* 119), wyvern zombie (*Monster Manual* 267).

5th Level: Mummy (*Monster Manual* 190), shadow (*Monster Manual* 221), vampire spawn (*Monster Manual* 253), wight (*Monster Manual* 255).

Summon Undead I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell functions like *summon monster I* (*Player's Handbook* 285), except that you summon an undead creature. *Summon undead I* conjures one of the creatures from the 1st-level list above. You choose which creature to summon, and you can change that

choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Source: *Spell Compendium* 215.

Summon Undead II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Source: *Spell Compendium* 215.

Summon Undead III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Source: *Spell Compendium* 215.

Summon Undead IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower level list.

Source: *Spell Compendium* 215.

Summon Undead V

Conjuration (Summoning) [Evil]

Level: Cleric 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th-level list, or four undead of the same kind from a lower level list.

Source: *Spell Compendium* 215.

Sunstroke

Necromancy

Level: Druid 1, sorcerer/wizard 1, Summer 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly (see *Dungeon Master's Guide* 303).

Thornskin

Transmutation

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your skin sprouts thorns when this spell is cast, increasing the damage you deal with an unarmed strike and making you difficult to grab. As well as dealing lethal damage with your unarmed strikes (if you don't already do so), you deal an extra 1d6 points of piercing damage (so that a human under the effect of *thornskin* would deal 1d3 points of bludgeoning damage + 1d6 points of piercing damage with an unarmed strike). In addition, any creature that hits you with a natural weapon or unarmed strike (including all successful grapple checks) takes 5 points of piercing damage.

A creature's damage reduction, if any, applies to the damage from this spell. The damage from *thornskin* is treated as piercing for the purpose of overcoming damage reduction.

Material Component: A thorn.

Source: *Spell Compendium* 219.

Torrent of Tears

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2, wu jen 2 (water)

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 5 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You force the subject to cry by drawing forth the water of his tears. For the duration of the spell, the subject is sickened and blinded; a successful Will save negates the effect.

Material Component: A single tear.

Source: *Complete Mage* 119.

Touch of Madness

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause on living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

Source: *Spell Compendium* 221.

Touch of Years

Necromancy

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch deals 3 points of drain to the subject's Strength, Dexterity, and Constitution scores; a successful Fortitude save negates this effect and prevents any further harm.

If the subject fails its initial saving throw, it takes another 3 points of drain to its Strength, Dexterity, and Constitution scores each day thereafter as long as the spell lasts. A successful Fortitude save negates this drain, but doesn't end the spell's duration. The ability drain from this spell can be eliminated as normal, but doing this doesn't end the spell's duration.

If you cast this spell on a creature while another casting of *touch of years* is already in effect on it, the second spell doesn't deal ability drain. Instead, a failed initial Fortitude save renders the creature permanently deafened and blinded. These conditions can be removed by normal means (such as *remove blindness/deafness*), but doing this has no effect on the ability drain.

This spell can't be dispelled, but any effect that would remove a curse allows the spellcaster a caster level check (DC 11 + your caster level) to end the spell's duration. This doesn't restore any ability score points already lost.

Source: *Complete Mage* 120.

Translocation Trick

Conjuration [Teleportation]

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: You and one creature

Duration: 10 minutes/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You and the other target switch locations, as if simultaneously using *dimension door* spells (*Player's Handbook* 221) and exchange appearances, as if using *disguise self* spells (*Player's Handbook* 222) to appear as each other. Your target can negate this spell with a successful saving throw.

If you or your target exceed the capacity of the *dimension door* spell or if you and your target have bodies that are so different that the *disguise self* spell could not disguise you as your target, this spell fails.

Magic that penetrates disguises (such as *true seeing*) reveals the identities of you and your target. Otherwise, you are considered to be disguised as your target and vice versa for the duration of the spell. You get a +10 bonus on Disguise checks to impersonate the target.

When the spell ends, you and your target revert to your true appearances in your current locations. You do not switch places again.

Source: *Spell Compendium* 222.

Vine Mine

Conjuration (Creation)

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius/level spread

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

You create and direct the rapid growth of vines. When you cast the spell, choose one of the following effects.

- Climbing aid (treat as knotted ropes)
- Bind helpless targets (Escape Artist DC 25 to escape)
- Hamper movement (as heavy undergrowth)
- Camouflage (add +4 competence bonus on Hide checks)

As a standard action, you can redirect the vines' growth (thus changing the effect).

Material Component: A crown of ivy leaves.

Source: *Spell Compendium* 230.

PLAYER'S HANDOUT 1: WHICE IUM'S STORY

"A little girl came to the city one day carried in the arms of a group of brave and compassionate adventurers. These adventurers accepted a quest to learn what happened to a small town in the remote part of Sunndi where a peace-loving people live.

These people foolishly believed that their remote location protected them from the harshness of the world. A fiend, released in a jealous rage, would teach them all. The people of doomed Londa learned this lesson quickly as they watched their children stab, poison, and burn them.

What greeted the adventurers when they got to Londa was not the bright happy people that once lived there, but the broken and emotionally scarred children left there without food or water. There were no parents left to tuck them into bed nor sit at a table to eat and be merry. The closest thing several children had was the corpse of a loved one they curled up with at night. Fearless, the adventurers took these pitiful children under their care and safely transported them to the nearby town of Qual.

Time was against our heroes as they learned the instigator of the disaster in Londa had just left Qual. It was up to them to stop this man, now known as Behrand, at the place he lived. So off on their way again do our brave heroes run.

At Behrand's underground house, several traps were braved and the source of all the pain and misery in Londa was found cowering under the sheets. So cowardly was he that he called the ghostly remnants of the parents he brutally killed to protect him. But this was no match for the adventurers, who cut their way through the meager defenses and captured Behrand.

Now the heroes, who live in a world colored in various shades of gray, had a choice of two lesser evils. They could kill the man who caused so much death, but lose the information he had on the real fiend or capture him and hope he would never be free again. In their wisdom, they brought him to me for safekeeping. The real source of the evil was not him, but the rod he carried – an item the heroes gave me as well.

It was through his mind I traveled to find the source of the evil afflicting the poor people of Munmoce. At least we knew it was a fiend. For the time being, Behrand and the little girl, Payha, were safe. Now my assistant Heneth and I needed to find the location in the endless Abyss where more information on the fiend could be found."

"A foolish old man and a student with a bright future decided to go on a trip to the Abyss,

but they did not know where to go. Ultimately that location was in a history book found in the Pitchfield library. It recounted a tale about a man who released a demon that destroyed the lost town of Sauwe.

The trip to the 570th layer of the Abyss was fruitful, but not without its lasting scars. Most of those you can see I carry with me now. But we got away with the information and most of our souls intact.

Once again we called on brave adventurers to locate the place where the fiend was called into our plane and retrieve several objects. We were told these objects would lead us to the ritual that would finally destroy the fiend.

Heneth and I would have gone, but our current state prevents us from going out in public often. So, in our place, we sent Payha and Sentar. We could no longer care for the girl, because of the evil that has tainted our bodies and souls. She belonged with her people and there was no one trustworthier than Sentar to guide the adventurers.

There are few regrets I have at this stage in my life. The decision I made to have Payha stay in the warehouse with no guards is my worst regret. It was supposed to have been safe, but the fact that her arms were torn off her body just showed me that nowhere is safe.

Unable to save Payha, the adventurers turned to the task at hand and returned to Qual. The town grew up and along with myself now faces the reality that the world is harsh and unforgiving. Their disillusionment was complete when the heroes saved the townsfolk and children from a clown who fed on people's emotions. The people of Qual now question the integrity of everyone who they allow to walk through their gates.

One of the people of Qual learned about the pain of the world when he joined the Sunndi Army. He could only watch as his best friend was cut down in battle. From that day on, he vowed to isolate his town once again. Unfortunately for him the world is not so easy to shut out as the adventurers he was trying to keep away came anyway. His plan to use a disreputable man to scare the adventurers away backfired as the Soldier learned a young girl was killed in the process. The last I have heard of him is that he returned to his people to help protect them from outsiders as penance for his crimes.

Heroes will do as they must and they must prevail. They found the house where the current evil was borne. A shade, Halperle, showed the heroes her past and how her estranged boyfriend

tried everything in his power to get back together with her. He even kidnapped her and locked her away in a secret compartment where she starved to death. In the end he could not stand the thought of her in another man's mind. So he called a fiend from the endless Abyss to do away with the man she was to have married. This the fiend did in exchange for the man's life.

This would have been the end, except for Behrand who found the rod where the fiend now hid. What followed was very similar to what happened in Londa. But that is now all in the past.

In the present the heroes found two books containing information about the fiend and on the way back encountered the Soldier and a few other deserters in the woods. A battle ensued, but the heroes once again showed compassion and let the Soldier and his companions go free.

This time around the heroes gave me all items they found during their adventure. They also gave me the rod, which would have made my first excursion into the Abyss easier. Now all that was left was to find the means to destroy the fiend."

"Many years ago there was a battle that started between the chaotic demons of the Abyss and the more lawful devils of the Nine Hells. This is a war I could use to my advantage. But I had to make two very dangerous trips.

The Book of Fiends tells the location of one of the original Black Scrolls of Ahm. Figuring I could lose no more of my soul, Heneth and I returned to the Abyss this time to visit the disgraced Shami-Amourae: to find the book that would destroy the fiend and would humiliate Malcanthet. This humiliation was just payment for Shami-Amourae, who knew I was not powerful enough to free her.

We returned to the material plane and went hunting for the black scroll at a hidden Black Cult stronghold. After hiring a couple of companions, we were able to infiltrate, steal the scroll, and escape. Neither of us read what was contained in the scroll.

Our next stop was hell. Actually the second level of hell to meet with Dispater, Lord of Dis. He was quite genial and grateful for the scroll. In return he gave us an iron flask and five strange rocks. His words were, 'If one doesn't work. Try the other.' Heneth and I were allowed to leave. But now my adventuring days are done. And it is up to you finish what Heneth and I started. Don't try to take on the fiend directly, because it will mean certain death. Now I bid you adieu."

PLAYER'S HANDOUT 2: EXCERPTS FROM WHICE'S DIARY

The fiend:

Name: ? (Thearna, Raasha, Quinlin?)

Source: Abyss

Lord: Malcanthet

Mission: Unknown - Corrupt souls for Pazuzu (Demon Lord?) - destroy followers of Myrhiss?

Powers: Possession, soul drain

Weaknesses: None - Found Children's game - may hold clues.

Latest Entry: "Fiend must be stopped now. Don't have time for more research. Her goals are far above those of us mortals."

Malcanthet :

Demon Lord, probably female, succubus, rules the 570th level of the abyss (Shendilavri). Deposed Shami-Aourae and locked her in the Wells of Darkness. Sami-Aourae - charming and dangerously seductive.

Allies: Pazuzu and Demogorgon

Enemies: Yeenoghu and Graz'zt

Plot: Unknown. - may involve Yeenoghu

Children's game: May be important - Origin: Munmoce. Remember an image of children skipping around pole and shadows of four large tigers watching over them. Maybe tigers can kill fiend? Don't understand meaning of dream. May be another hallucination. Those started after eating a rainbow colored fruit in Rivenheart (Shendilavri - Abyss).

Places to see in Shendilavri: Elluvia's Arch - Only the stout of stomach and morals should study this monument to Malcanthet 's debauchery. It is sickening. Some of those positions cannot possibly be pulled off. Then Heneth reminds me that we are dealing with creatures, although build similarly, which are different than us. Off next to the city named Rivenheart. Heneth and I need to get what we came for and leave as soon as possible.

The next entry is three weeks later: I think we may have run into trouble. It appears we have lost 3 - hey what is that beautiful woman doing in the air. Oh Myrhiss - please save us. Heneth and I found what we came for. What is this place? A huge manicured bush with a door-size opening. Our paramours are after us - we must go in there.

The next entry: "May I never see a bush again in my life. If caught on a very long staircase, make sure to have a good original story. Thankfully I had Heneth along."

"Qual and Londa is the key"

Reshka - Raasha or Thearna? - seems a bit of a stretch

Please HELP

U.S.

My daughter
is in danger.

PLAYER'S HANDOUT 4A: EXCERPT FROM CHILDREN'S BOOK

Once upon a time there was a young girl, named Bridget, who was very mean to her little sister, name Miele. Bridget would hide Miele's toys and hit Miele. Their parents were unaware of the abuse Miele took. One day Bridget was especially mean when she tripped Miele into a large patch of mud. As Bridget laughed, a larger laugh followed behind her. When Bridget looked, she screamed as Reshka, the demon of bad children, grabbed her. But before Reshka could take Bridget away, Miele screamed, "Reshka, Reshka stay your hand, for you do not belong in this land. I have no ill will against my sister, and have forgiven her. Martivir pok kothar Reshka thrice ossalur." The demon stopped moving to everyone's surprise. Bridget ran to her sister and hugged her. After a time the demon was free again, but left, because she knew that her hold over Bridget was broken.

PLAYER'S HANDOUT 4B: EXCERPTS FROM WHICE'S DIARY

The key to binding this fiend lies in the draconic tongue.

Found a key story in the children's book retrieved by the adventurers. Roughly translated it says Peace, stop the demon Reshka, prevent travel.

This with the stones may do what is needed.

Side note: I wonder why the name Reshka is used. There is no demon by that name. Very odd.

After many scratched out attempts, the last one is circled:

Martivir pok kothar (name of demon) thrice ossalur. <- must be it. Matches exactly the story, but that does not make sense. Who knows - This adventuring has taken a toll on my sanity.