

# Anathema

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

Version 0.84

by Brian Nowak, Jason Myatt, & Richard Brown

**Editor:** Todd Ammerman

**Triad Reviewer:** Todd Ammerman

**Circle Reviewer:** Britt F. Frey

**Playtesters:** Pat Fuge, Josh Demski, Dave Maskell, Nevin Mlodik, Andrew Pagel, David Reiter, Leah Schutte

Sometimes a horrible wrong can be set right, and sometimes a hero cannot pass up the chance to get something done. But sometimes that chance comes at a cost. Will the heroes of the day pay the price? Part 2 of *The Keeper of Word and Deed*. A one-round Highfolk Regional adventure set in the Vesve for APLs 4-10.

Resources for this adventure include *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Monster Manual IV* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Lique, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], and *Greyhawk Adventures: The Marklands* [Carl Sargent].

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

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## RPGA® SANCTIONED PLAY

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

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

### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

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

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

## AVERAGE PARTY LEVEL (APL)

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

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

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

## TIME UNITS AND UPKEEP

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

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

## ADVENTURE BACKGROUND

Ioethalenar Elethiel is the son of a dragon. Born an era ago to the great green wyrm of the Vesve Forest, Ioethalenar (Ioe for short) was raised for two very specific roles. The first is to act as the dragon's personal "angel of vengeance," for which he is known as the Wrath of the Emerald Dawn. The second is to record the dragon's ascent, in his role as the Keeper of Word and Deed.

Decades ago, the dragon granted Ioe a prophecy of the future – the method for her Ascension (the Prophecy of Ascension has been reproduced and may later be repeated to the PCs by Philidor' double in **Player Handout #2**). For years the pair has been working in unison, mother and son, to fulfill the terms of the prophecy. Thus far, it has been easy.

Lately, people with power have started taking notice of the dragon's activities; they are not pleased. The draconic duo has interpreted the next phase of the

Prophecy of Ascension to require the murder of every priest of note in the region.

Enter Philidor the Blue. Philidor is an elf wizard of great power renowned for two things: the abjurative orbs he created which patrol the Vesve Forest as a sort of medieval alarm system, and his trademark blue skin. For reasons unknown, Philidor took a great interest in the security of the forest during the Greyhawk Wars. While he largely left the forest to its own fate during the Shadow War, he has returned to see to its keeping in light of this new threat.

The arrival of such a powerful being did not go unnoticed by Ioethalenar and his mother. A quickly formed and hastily executed plan resulted in the easy capture and imprisonment of the Blue Wizard. Arrogance kept both dragon and son from wondering if it was too easy. That same arrogance has made way for the heroes to stop Ioethalenar and his mother – but at a cost.

Deep in the heart of the central Vesve Forest is an enclave of reclusive and powerful grey elves known as the Timeless Tree. The elves of the Tree long ago distanced themselves from Flameflower politics and the difficulties of the human world. They have lived in relative peace behind their powerful magics while the rest of the Vesve dealt with Iuz and the Shadow War.

Fearing the elves might involve themselves in preventing the ascension of a green wyrm to goddesshood, Ioethalenar and his mother hatched a plot to sever their already tenuous ties to the world outside the Tree. A bit of draconic and quasi-deific magic later, and the Tree has been essentially removed from the conflict.

## ADVENTURE SUMMARY

The adventure begins, as so many do, with the heroes in the right place at the right time. The Festival of the Cardinal is a local event held on the first day of each autumn and is led by the clergy at the Temple of Change in Highfolk town. At this year's festival, the High Priestess of Wenta is attacked by a sylph – a typical minion of the wind gods – at the Temple of Change.

The party sets out for the Tree with directions from Master Trueblood and finds it a city under siege. Packs of draconic creatures roam the borders of its lands. While crossing the borders, the party engages one of those packs.

Once inside the borders of the lands surrounding the Tree, it is not long before the traditional band of elf scouts discovers the party. Contrary to tradition, however, the elves are delighted to see humanoids from outside their lands.

The elf scouts are in a hurry and escort the party directly to the Tree proper. Here the High Priestess,

Calandryen of Labelas Enoreth, the Seer of All Time and de facto ruler of the Timeless Tree, meets with them. The heroes are informed of the many draconic creatures surrounding their lands. The elves are confined and under siege, and are as diligent as always in protecting the Tree. However, given their "imprisonment," the elves of the Tree have a task they would like the party to perform. Divinations have revealed that the green dragon and her kin have captured the Blue Mage, Philidor. The elves would like the party to go to the hidden location and free the blue-skinned elf. The High Priestess introduces the party to Dosmil, a grey elf wizard, who will teleport them to the locale where Philidor is imprisoned.

While waiting to be teleported, the party is approached by Aradaneth, an acolyte of Labelas Enoreth, with dire information. Divinations within the enclave have revealed that the priesthoods of Highfolk are in grave danger, but Calandryen has made the decision that the party must be sent to save Philidor. Aradaneth does not agree with the decision and implores the party to travel to the Dock of the Rushing Waves, a temple dedicated to Xerbo, to try to save the clergy there. This newly built temple in Shallowhaven is the scene of her divinations. Aradaneth tells the PCs that many priests plan to visit the temple to show their respects after the festival. Many could perish.

The party is given the opportunity to mull over the decision for only a few minutes before Aradaneth returns to them for their answer. If they choose to rescue Philidor, she is disappointed, but does not interfere with their decision. If they choose to go to the temple, she promises to arrange their teleportation to take them to the docks of Shallowhaven instead. This is the crux of the adventure, and the party should be allowed time to debate this decision. (DM: allow no more than 15 minutes to decide.)

No matter the decision, the party is teleported to whichever location they have chosen. Dosmil has cast a *teleportation circle* spell.

Here, the adventure branches. If the adventurers choose to locate and save Philidor, they appear deep in the northern Vesve Forest – old Oronodel lands. Much to the chagrin of the party, Philidor has already escaped imprisonment and left a double in his place so the dragon is unaware of his escape. The Philidor double offers to teleport his rescuers wherever they want to go next. He suggests the Temple of Xerbo (if they have not been there yet) or back to the grey elves since it sounds like they could use some help against the dragon's agents.

If the party chooses to defy the decision of the Tree and save the temple's clergy, they arrive in the midst of an ugly scene. It appears they are too late and many of the

clergy are dead. The assassins have already started the killing. Ioethalenar magically disguised his attackers and they appeared as representatives of the clergy's god. The battle is still going on – it remains on the party to claim vengeance on the killers. The killers' disguises vanish and they appear as large draconic creatures.

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## PREPARATION FOR PLAY

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### LEGENDARY DEEDS

At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. These deeds automatically activate (no rolling necessary). At the beginning of this scenario, each player chooses ONE of their unused Legendary Deeds and for the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, if the deed expires, mark it "USED".

### HIGHFOLK INFLUENCE CHART

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

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## INTRODUCTION

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The adventure begins with the heroes, together or individually, wandering the festivities at the Temple of Change. The first day of autumn is celebrated each year by the high clergy of Wenta with a day of carousing, revelry, and the ceremonial release of the cardinals.

Give the players the opportunity to explore a typical autumn festival, with carnival-like games and copious amounts of food. During the festival, PCs have the opportunity to hear rumors; have them make Knowledge (local – Iuz's Border States), Gather Information, or Bardic Knowledge checks as you feel appropriate:

DC 8 – *"The Stony Lodge of the Fiery Forge in Gildenhand seems to be thriving via its trade with the Gnomish Consortium. Gloryhammer Girban Steelrock just blessed a new worship anvil, supposedly made of solid gold!"* Followers of the Stony Lodge of the Fiery Forge automatically know that while the temples coffers are full, the new altar is an anvil made of regular steel, chased in gold filigree.

DC 8 – *"The pumpkin-carving contest is about to start. I sure hope I can beat Lindor Wood this year!"*

DC 10 – *"Gunther Sugarbaker is looking for more strange ingredients for his confections again. I*

*heard he thinks he can even beat Nella Folstrom this Brewfest.*

DC 10 – *"The Wanderer's Way Inn and Temple was burned down again, and Gileed Wanderfoot died in the conflagration."*(give them Player's Handout #1)

DC 12 – *"The newly rebuilt Smiling Halls of Good Fortune and a debate meeting of Town Council nominees were attacked by a giant five-headed dragon at the Brewfest celebration!"*

DC 12 – *"Those sayles berries just don't taste any good when baked, and they're actually quite bitter when brewed as a tea, too."*

DC 15 – *"The Voice of the Whispering Leaves (High Priestess of the Sacred Home of the Forest Mistress), Renae Wenyd is a staunch supporter of Aensylorin as the Rellen Heir, and recently of the Lady of the Wood as well."*

DC 18 – *"The woods near the Shieldmage's Tower in the northern Vesve are teeming with lizardfolk; they must breed like rabbits, since they've only been seen in the swamps of the southeastern Vesve until recently."*

DC 20 – *"Alysin Thanemantle, High Lady of the Glen of the Hearth of the Unicorn's Heart, has not been seen in public since the start of the elven civil war."*

DC 25 – *"It is rumored that Alysin is deathly ill and being tended to at the Hearth of the Unicorn's Heart in Quaalsten; her condition was possibly caused by an attack by none other than the Sword of the King, Tymir Menanine! He stabbed her in the chest with a ruddy thinblade with a rose-shaped pommel."*

DC 30 – *"Tymir Menanine is reported to have slain Releshi Elethiel-Rellen; this appears to be a falsehood though, as Releshi was seen shortly thereafter leading the Oronodel and their allies in the attack at the Crossroads."*

After they have had a chance to get a feel for the festivities, the cardinal ceremony begins. Read or paraphrase the following:

*As the evening rolls along, the crowd begins to gather at the main stage. Each season, the priests of the Temple of Change re-consecrate the temple grounds in the name of the ruling wind deity. Today, the first day of autumn, means the Temple falls*

*under the domain of Wenta. The High Priestess, Jenrial Weaveron, a rotund woman with an ample bosom and a smiling, cherubic face, takes the stage.*

*Her brother, Geldrin Weaveron, High Priest of Atroa, and an immense woman who can only be the High Priestess of Sotillion, Bellabee Weaveron, take their positions at Jenrial's right. To her left stands a dour-faced Phostia Lichentow, High Priestess of Telchur.*

*A hush falls over the gathered crowd as a large wagon is wheeled into its midst. A heavy canvas covers its contents. The Ceremony of Cardinals culminates with the fluttering release of hundreds of crimson birds.*

*The priestess's speech is typical, with praises to Wenta and a sermon on the inevitability of change and the glory of a harvest season. As it culminates, all four priests on stage take up a single airy chant. Wordless, the hymn summons up a cool wind from the west.*

*The wind gusts, whipping the tarp from the wagon, releasing a flurry of red feathers and squawks as the ceremonial cardinals take flight.*

*A sharp retort, like the crack of thunder, slices through the gasping crowd as a thick bolt of light sears the air. The stench of burnt flesh and feathers fills the air, and a single cry rings out.*

*Where the wagon stood is a single charred mark on the cobblestone courtyard. Standing delicately in a circle of dead cardinals, a small girl in a peasant tunic takes a breath. Her gossamer wings flit briefly as she raises a pale arm. Pointing at Jenrial and the gathered priests, her voice lilts with a barely contained threat.*

*"You have failed," she whispers. "The Four Winds are displeased. Just as the northern winds foretell the coming winter, so too am I the harbinger of your death."*

*In unison, the four priests fall to their knees in supplication and the crowd begins to break. The winged creature lifts herself easily into the air and raises her arms.*

**Creatures:** The creature is a sylph, an outsider from the Elemental Plane of Air. Sylphs are commonly found in service to the four deities in the Temple of Change, and she is here to strike down the priests.

Her primary focus is the death of the priests, but she does not hesitate to unleash her vast magical powers on any heroes who might stand in her way.

The priests are dumbstruck by the appearance of a messenger of their gods. They remain in full supplication on the stage. They take no offensive or defensive action, but may attempt Fortitude and Reflex saves as normal

(instinct, mostly). Assume each priest has 60 hit points, a +6 Fortitude save modifier, and a +4 Reflex save modifier. They automatically fail Will saves.

APL 4 (EL 5)

**Sylph:** hp 22; Appendix One.

APL 6 (EL 9)

**Sylph, Advanced:** hp 33; Appendix One.

**Air Elemental, Huge:** hp 136; MM 96

APL 8 (EL 11)

**Sylph, Advanced:** hp 40; Appendix One.

**Air Elemental, Greater:** hp 178; MM 96

APL 10 (EL 13)

**Sylph, Advanced:** hp 47; Appendix One.

**Air Elemental, Greater (2):** hp 178, 178; MM 96

Note that the EL has been increased by 1 due to the sylph's pre-cast spells.

#### Tactics

The sylph has cast many spells in preparation for her battle, which are struck-through in Appendix One. She has positioned herself 65 ft. above the clerics. The sylph has summoned a large air elemental using her *summon elemental* ability prior to combat. She keeps close to this creature, using it more as a bodyguard than an attack force, though at APL 4 she sends it to attack. She opens with her most powerful area-of-effect spells, and then moves down through her spell levels. Though she initially uses her *wind wall* to foil ranged attacks, she relies more on her *greater invisibility* and uses hit-and-run tactics for the remainder of the combat. She is an intelligent and graceful combatant, using her abilities to their greatest effect. She fights to the death.

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

**All APLs:** Loot 0 gp; Coin 0 gp; Magic 607 gp; *bracers of arcane freedom* (191 gp), *circlet of mages* (416 gp); Total 607 gp.

**Detect Magic Results:** *bracers of arcane freedom* (moderate abjuration), *circlet of mages* (moderate transmutation).

#### DEVELOPMENT

As a summoned outsider, the sylph's body disappears upon death.

## 1: THE JOB AT HAND

*The body of the sylph dissipates as you collect yourselves after the battle. A man approaches and congratulates you on your battle skills.*

*"You fought well! I warned them of something like this. Such a pity. Some of us feared that this would happen. A few priests have observed bad omens of late, and divinations have revealed godly forces at work. The high priests offered different interpretations. I sure am sorry to see that they were wrong. Now look what they brought upon themselves." He shakes his head sadly.*

*"I am Cecil Trueblood, and if you would listen, I may be able to shed some light on the why of today. I'm in need of some folks just like you. Are you interested in a little task?"*

*After gauging your reaction, he continues.*

*"For months the Temple of Change has been receiving omens and portents that the Timeless Tree was important to those opposed to the wishes of our deities, for reasons unknown, and action should be taken to investigate and defend the tree, to assist in preventing whatever may happen. The priests ignored these—with grave consequences, as you can see. Hidden deep in the Vesve Forest is a village of grey elves known as the Timeless Tree. They have divined information that they would like investigated. Can you go to them and help?"*

The Timeless Tree is both a community and a shrine. Legends tell that the tree itself houses a temple to Labelas Enoreth. This tree is taller than six giants and is so wide that a dozen men could not encircle it with their arms. The lands about the tree are home to an insular clan of grey elves who are outside the normal elven politics of the Vesve and do not mix with others. Only the elven clan Oronodel has had any contact with them, and even then, never within the Lands of the Tree.

These grey elves are led by a powerful cleric of the elven god of fate and time—stories say she is a woman of considerable age, even for an elf. The lands themselves are guarded not only by patrols of skilled wizards, but by the fey who spy for the grey elves. Many powerful enchantments guard the area from certain types of magic. For information, see **DM Aid #2**; any of the above information on the Land of the Tree and its inhabitants can be gained with a DC 15 Knowledge (history), Knowledge (local – Iuz's Border States), or Knowledge (nobility and royalty).

**Cecil Trueblood:** male human paladin 5.

Some of the party may remember Cecil from HIG6-01 Faerie Fire. He is a paladin of Heironeous.

## 2: TO THE TREE

This encounter takes place as the party makes its trek to the Timeless Tree. The Tree is relatively simple to reach if proper directions are available—this information is provided by Cecil Trueblood. Any PC who visited the Tree in HIG6-05 A Column of Five may remember the way on their own.

*This portion of the Vesve seems particularly verdant despite autumn's onset. Driven by some primal urge, trees shimmer and whisper with a green only barely matched during the height of summer. The sounds, smells, and sights of animals are as evident as ever – the forest's creatures boldly shadow your trek through its heart.*

*With days of travel behind you, the Timeless Tree – your destination – should be approaching, if Cecil Trueblood was correct. Then, without warning, as so often happens in the Vesve Forest, a poised silence falls over your group. The entire forest waits for something to happen.*

Allow the party to attempt Listen and Spot checks against the Move Silently and Hide checks of the greenspawn. Those who succeed may act during the surprise round, if warranted.

This combat takes place in a typical forested area. A map has not been provided—all that is needed is a sketch of an area dotted with trees (both wide and slender), with a few areas of underbrush (providing cover and hindering movement).

APL 4 (EL 6)

**Greenspawn Sneak (4):** hp 14, 13, 13, 12; Appendix One.

APL 6 (EL 8)

**Greenspawn Sneak Raid Leader:** hp 56; Appendix One.

**Greenspawn Sneak (3):** 13, 12, 11; Appendix One

APL 8 (EL 10)

**Greenspawn Razorfiend (2):** hp 87, 86; Appendix One.

**Greenspawn Sneak Raid Leader:** hp 56; Appendix One.

**Greenspawn Sneak (2):** 13, 12; Appendix One

APL 10 (EL 12)

**Greenspawn Razorfiend, Advanced:** hp 190; Appendix One.

**Greenspawn Razorfiend:** hp 86; Appendix One.

**Greenspawn Sneak Raid Leader:** hp 56; Appendix One.

**Greenspawn Sneak (3):** 13, 12, 11; Appendix One

## Tactics

The greenspawn attack in unison, acting as a well-rehearsed battle team. They choose lightly armored, weapon-wielding adventurers as primary targets, and throw their acid flasks when an opportunity presents, without fear of harming their razorfiend allies (if present). The raid leader uses his boots of agile leaping to stand from prone if subjected to a grease spell, and uses his brute ring if he sees a good bull rush opportunity. Under powerful orders, the greenspawn fight to the death.

**Special:** If the PCs appear to be losing, each round you may make APL/2 ranged attacks at an attack bonus of 6+APL, causing 1d8+3+APL damage, from the elf patrol that has been monitoring this greenspawn patrol.

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

**APL 4:** Loot 27 gp; Coin 0 gp; Magic 0 gp; Total 27 gp.

**APL 6:** Loot 30 gp; Coin 0 gp; Magic 531 gp; +1 dragonsplit (194 gp), +1 leather armor (96 gp), boots of agile leaping (50 gp), brute ring (191 gp); Total 561 gp.

**APL 8:** Loot 23 gp; Coin 0 gp; Magic 531 gp; +1 dragonsplit (194 gp), +1 leather armor (96 gp), boots of agile leaping (50 gp), brute ring (191 gp); Total 554 gp.

**APL 10:** Loot 30 gp; Coin 0 gp; Magic 531 gp; +1 dragonsplit (194 gp), +1 leather armor (96 gp), boots of agile leaping (50 gp), brute ring (191 gp); Total 561 gp.

**Detect Magic Results:** +1 dragonsplit (faint transmutation), +1 leather armor (faint abjuration), boots of agile leaping (faint transmutation), brute ring (strong transmutation)

## 3: OF ORBS AND MAGIC

*As the last of the green monsters falls, a half-dozen elves emerge from the forest. They clearly look glad to see you. The one who appears to be the leader steps forward. "We have been observing those spies for some time now. While we believe the information that could have been gleaned from their continued actions was more worthwhile than their deaths, that option has passed. Our sources, and your chosen path of travel, imply you are traveling to the Timeless Tree. We would guide you there, as our task is now at an end. The High Priestess welcomes brave allies such as yourselves."*

### PHILIDOR'S GLOBE

Along with the robed wizards, the PCs have come across one of Philidor's Globes that are known to guard the Vesve. These magical creations have been placed

throughout the great wood by the enigmatic archmage Philidor. How the globe reacts depends on the individual PC race and alignment, however, all passage sets off an alarm warning the patrols of the Timeless Tree. A master crystal ball in the Timeless Tree can see through any of the globes with a *true seeing* when activated due to an alarm.

**Glass Globe:** 1 ft. thick; hardness 1; hp 12; AC 11.

The globe is one foot in diameter and radiates an alternating soft blue and yellow light from its bobbing height twenty feet in the air. The globe moves away from anyone who moves toward it at a rate of 30' per round, staying within 30' to watch the intruder. When controlled through the master crystal ball, the globe may be moved by the user, although, not more than a mile from its point of creation.

The globe radiates strong divination magic if detected for, provided the caster overcomes the globes SR of 18. In addition, the globe has 20/epic damage reduction. The globe can be dispelled (caster level 25), turning it into a glass globe that falls from the sky, smashing into many pieces. The globe is immune to *light*, *daylight*, *continual flame*, *darkness*, and *deeper darkness*.

The globe also has an alarm system. If any goblinoid, evil humanoid, or servant of Iuz approaches within 360 feet of the globe, it flashes blue and emits a shrill noise for six rounds or until someone activates the master crystal ball to see what the globe has detected.

Philidor's Globes can be recognized with a DC 10 Knowledge (Local: Iuz Border States) or Bardic Knowledge. Success indicates the PC knows they are a fixture in the Vesve and are used by the forces of light to spy upon the evils that dwell there.

The elves are satisfied with the skills of the adventurers and offer to lead them to their village.

After a short walk, the characters see that a clearing lies ahead. The tree trunks disappear, and at the center of the clearing is the most enormous oak tree the characters have ever seen.

**Note to the DM:** If any players have visited the Timeless Tree before, they might observe that the elf scouts are less severe and much friendlier than on previous visits.

*At the center of the clearing is a massive oak tree. Looking at it closely, you determine that it might be the result of numerous trees growing together for several centuries. The canopy is so broad and thick that it merges with the surrounding forest to create a seamless cover.*

*Small huts and walkways are visible within the branches of the tree. Elves move about, tending to their daily business.*

#### 4: THE SEER OF ALL TIME

The elf scouting party knows that their situation is becoming desperate. They have seen increased activity from the greenspawn, and the beasts have been lingering for greater amounts of time. The leaders of the Timeless Tree fear that they will come under a concerted attack from the greenspawn in the next few months.

The scouts know that any outside help will prove valuable. They are under orders to escort any friendly newcomers, wanderers, visitors, or others to High Priestess Calandryen so she may assess whether they have any skills or resources to offer the elf tribe.

Read the following aloud:

*The scouting party escorts your group to the center of the elven village. It reminds you very much of other elven homes you may have visited. Everywhere you look, homes, walkways, and bridges are constructed to blend with the forest. Elves dressed in greens, browns, and tans take care of their daily needs. Children and pets dash through the main clearing.*

*The standout feature of the village is the Timeless Tree. You have never seen an oak so large, and doubt that you ever will again. It sweeps up to the sky magnificently, rising taller than six giants, and its upper branches disappear in a blur. You note numerous expanses of mesh strung below the branches of the tree, laden with acorns.*

*The scouts lead you to one of several lifts on the far side of the tree. You watch as an elderly male elf settles comfortably into a sling-like seat, and another elf flips a lever. The seat rises into the air with the speed of an arrow, then slows and stops alongside a high platform. More elves swing the seat onto the platform and the elf rider steps out of his seat and goes about his business.*

*The elves motion for you to follow in any of the numerous seats that await.*

The sling seats are perfectly safe. Characters may enjoy a fast but smooth ride that offers an incredible view of the surrounding forest.

If any PC should ask why Calandryen is meeting their party in this office rather than the crystal chamber, one of the elves, or Calandryen herself, explains that the chamber is being used as command center to prepare for the impending battle, and is therefore unavailable.

*You are led into the interior of the tree via a portal that looks like nothing more than an enormous knothole. Inside, you are escorted to a wide chamber with an oval shape. The far end contains a large desk, several chairs, and a table laden with diagrams, maps, and papers. An elderly elf woman is speaking quietly with a younger assistant.*

*The near end of the office is furnished with many wooden chairs and side tables. A pair of elves is putting the finishing touches on several platters of food—fruit, cheese, bread, and sweets—and pitchers of drinks. As you are seated, you note that the wooden chairs are quite possibly the most comfortable chairs you've ever used.*

*The elf woman and her aide finish their conversation and cross the room to greet you. The older woman speaks. "I am High Priestess Calandryen of Labelas Enoreth, the Seer and de facto ruler of the Timeless Tree."*

This encounter should seem hurried but polite. Calandryen is worried about Philidor's safety and feels that he is in imminent danger.

*"It is good of you to come. Our divinations have shown us that Philidor the Blue Wizard has been captured. We know where he is and we want you to rescue him. His power is needed to combat the growing troubles in our forest.*

*"Our village is in danger. We are being scouted by greenspawn and we expect that a major attack will come soon, but we do not know when or why.*

*"Our hope is that Philidor can help to protect the Timeless Tree. His blue orbs are famous for guarding the forest. If he could muster that same magic... but first we must reach him.*

*"The future of our village may depend upon his aid. Do you accept this task?"*

Assuming that the PCs accept the mission, Calandryen explains that the party will be teleported to the prison where Philidor is being held. They must depart immediately, but she gives each PC a twig and explains that it activates a *word of recall* to return them to the Tree so that they can report back when they complete their mission. Calandryen thanks them and wishes them luck. Her aide, Aradaneth, takes them to the place where they are to be teleported.

Aradaneth leads the party to the sling seats and back to the ground. Then she takes them to a small hut and explains that they may have one hour to ready themselves and pack their supplies. A young elf stationed outside the door fetches food, water, and disposable supplies such as arrows if the characters request them.



The woman hesitates, then quietly addresses the characters.

*"I must ask you to reconsider this mission," she says. "Philidor is badly needed, but I have been monitoring the scrying that takes place here, and we are aware that an unknown force is plotting the murder of a number of clergy in Shallowhaven. Dozens are marked for death.*

*"I beg you to go to Shallowhaven to intervene. Maybe you can find another way to teleport to Philidor when that mission is finished. The forces of good cannot withstand such a blow, and they have no idea what awaits them.*

*"Please consider my request as you ready yourselves. You may give your answer when I return for you in an hour."*

*She gives you a pleading look and exits the hut.*

Proceed to **Encounter Five**.

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## 5: DECISIONS MADE

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Read or paraphrase the following.

*At the prescribed time, Aradaneth arrives with an elf following closely behind. The companion, a grey elf dressed appropriately for a forest hunt, has a simple tree-shaped badge of gray felt over his left breast. The priestess smiles and introduces her companion as Dosmil, grey wizard of the Timeless Tree.*

*"Dosmil will activate our permanent teleportation circle and take you to your destination. He feels as I do, but is willing to use the circle to take you to the Blue Wizard or to the Dock of the Rushing Waves – the Temple of Xerbo – in Shallowhaven. Which do you choose?"*

If the party chooses to go to the temple, Aradaneth is pleased and visibly relieved. She relays the directive to Dosmil and then blesses the party in the name of Labelas Enoreth (granting each party member the benefits of an *aid* spell as cast by a 7<sup>th</sup>-level cleric for the duration of the encounter).

If one member of the party particularly impressed her, at the DM's discretion, she grants that hero the benefit of an *imbue with spell ability* spell (giving the ability to cast *cure light wounds* twice as a 7<sup>th</sup>-level cleric).

When the party is ready to proceed, read or paraphrase the following:

*Withdrawing an aged scroll from the fine ivory case at his belt, he speaks. "Be warned, adventurers. Once I begin activating the teleportation circle using the incantation on this scroll, I require ten*

*uninterrupted minutes to successfully enable the circle. If my concentration is broken, the scroll will be wasted, and your mission a failure before it even begins; it will take too long to pen another. We should be safe here for a time, though the Dawn has a number of minions nearby."*

**Dosmil:** male grey elf Wizard 13 (Concentration +17 when using scrolls).

Do your best to play up the suspense and cause the PCs to think an attack is imminent. If the party chooses to attempt to save members of the clergy, proceed to **Encounter Six**. If the party chooses to go after Philidor, proceed instead to **Encounter Seven**. Either way, Dosmil joins the PCs and has 3 *teleport* spells to use to transport the PCs to their next destination if they should attempt to accomplish both missions.

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## 6: ASSASSINS AT THE DOCKS

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The party arrives at the newly rebuilt Dock of the Rushing Waves, a temple dedicated to Xerbo in Shallowhaven. They have been transported into the middle of a great battle. Many clerics lie dead and the clash of battle is heard all around the party.

Read the following aloud.

*A nearby priest of Xerbo shouts surprised and delighted thanks to his god, then motions you into a huddle, watching warily all around. He is happy to see you and asks, "By what means did my god deliver you into our time of need?" Then he shakes off the question to focus on the emergency at hand. "An avatar of Xerbo presented itself to my clergy, and we were taken completely by surprise at such an honor. As the clerics bowed to give thanks, it began slaughtering them. Then the magics protecting the avatar were dismissed and subsequently revealed the large green draconic creatures you see dead at your feet.*

*"All is in chaos. The clergy of Corellon went down the street that way, and the followers of Phyton went in the other direction."*

*You hear screams of death coming from all sides.*

If the party went to Philidor first, they must fight the battle below. They learn that the three groups of clergy have been badly beaten and many murdered. In addition, Khaelen Hharp, Verlia Riverstone, and all their clergy are dead. If the PCs chose to come here first, they fight the battle and find that all the clergy of Corellon have been

murdered, including Khaelen Hharp, but they are able to save most of the priests of Phytan (including Verlia).

**Dock of the Rushing Waves** (Xerbo) – Sacred Harbormaster Johim Bahnree; male human cleric 8; AL N; last appeared in HIG7-01 *Luck Lost*).

**Blessed Glade of the Protector** (Corellon) – Keeper of Mysteries Khaelen Hharp; male high elf cleric 9; AL CG.

**Golden Harvest Temple** (Phyton) – High Priestess Verlia Riverstone; female half-elf cleric 6/radiant servant of Phytan 1; AL CG; last appeared in HIG7-03 *Lost in the Dark*).

APL 4 (EL 7)

**Dracotaur Guards** (4): hp 28, 28, 28, 28; Appendix One.

APL 6 (EL 9)

**Dracotaur Ragers** (2): hp 80, 80; Appendix One.

APL 8 (EL 11)

**Dracotaur Lieutenant**: hp 106; Appendix One.

**Dracotaur Ragers** (2): hp 80, 80; Appendix One.

APL 10 (EL 13)

**Dracotaur Captain**: hp 130; Appendix One.

**Dracotaur Lieutenant**: hp 106; Appendix One.

**Dracotaur Ragers** (2): hp 80, 80; Appendix One.

### Tactics

Attack and kill all that oppose them. Remember the extra die of damage and higher DC of their breath weapons, due to their *dragon spirit cinctures*; they use their *eagleclaw talismans* to sunder weapons if an opportunity presents itself. They are a death squad and are good at what they do.

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

**All APLs:** Mask piece

**APL 4:** Loot 3 gp; Coin 0 gp; Magic 332 gp; 4 *eagleclaw talisman* (83 gp each); Total 335 gp.

**APL 6:** Loot 42 gp; Coin 0 gp; Magic 1,924 gp; 2 +1 *flaming battleaxe* (692 gp each), 2 *dragon spirit cincture* (166 gp each), 2 *eagleclaw talisman* (83 gp each); Total 1,966 gp.

**APL 8:** Loot 42 gp; Coin 0 gp; Magic 3,903 gp; +1 *battleaxe* (192 gp), 2 +1 *flaming battleaxe* (692 gp each), +1 *leather armor* (96 gp), +1 *wounding handaxe* (1,525 gp), 2 *dragon spirit cincture* (166 gp each), *dragonmask* (166 gp each), 2 *eagleclaw talisman* (83 gp each); Total 3,947 gp.

**APL 10:** Loot 42 gp; Coin 0 gp; Magic 7,548 gp; +1 *acidic burst battleaxe* (1,525 gp), +1 *battleaxe* (192 gp), 2 +1 *flaming battleaxe* (692 gp each), +1 *handaxe* (192 gp), +1

*leather armor* (96 gp), +1 *moderate fortitude leather armor* (1,346 gp), +1 *wounding handaxe* (1,525 gp), 2 *dragon spirit cincture* (166 gp each), 2 *dragonmask* (166 gp each), *dragonscale cloak* (416 gp each), 2 *eagleclaw talisman* (83 gp each); Total 7,590 gp.

**Detect Magic Results:** +1 *acidic burst battleaxe* (strong conjuration), +1 *battleaxe* (faint transmutation), 2 +1 *flaming battleaxe* (moderate evocation), +1 *handaxe* (faint transmutation), +1 *leather armor* (faint abjuration), *mask piece* (faint transmutation), +1 *moderate fortitude leather armor* (strong abjuration), +1 *wounding handaxe* (strong evocation), 2 *dragon spirit cincture* (moderate evocation), 2 *dragonmask* (moderate divination), *dragonscale cloak* (strong transmutation), 2 *eagleclaw talisman* (faint transmutation).

### DEVELOPMENT

A DC 10 Search check reveals a piece of cracked porcelain that appears to be the forehead part of a broken mask – one PC gains access to the **Mask Piece** on the AR.

❖ If the party came here first:

*The Harbormaster, Johim Bahnree, steps forward and raises his hands, signaling for silence. "There was a great tragedy here today. Our friend Khaelen Hharp and his followers fell to these foul creatures. These abhorrent beasts used our faith and tricked us into believing that our gods had forsaken us. Let us bow our heads in a moment of silence for this great leader that left us."*

❖ If the party came here after their visit with Philidor's double:

*The Harbormaster, Johim Bahnree, steps forward and raises his hands, signaling for silence. "There was a great tragedy here today. Our friends Khaelen Hharp and Verlia Riverstone, along with their followers, fell to these foul creatures. These abhorrent beasts used our faith and tricked us into believing that our gods had forsaken us. Let us bow our heads in a moment of silence for these great leaders that left us."*

❖ If the party went to rescue Philidor, his double transported them back to the tree, and then they came to the clergy:

*A great tragedy lies before you. The followers and their leaders, Khaelen Hharp, Verlia Riverstone, and*

*Johim Bahnree, lie dead amidst the carnage brought by these foul beasts.*

After much discussion about the attacks, the PCs can decide what they wish to do next.

*As your party prepares for further adventure, many of the townsfolk start to creep toward the carnage. Piercing the silent hesitation of the masses is a single, resounding voice. A lone elf stands gazing at the people. He has come to town and brought with him a promise of salvation.*

*“Fret not, my brothers and sisters! I am Talavain, a member of the Oronodel clan.” A prominent symbol declaring him a member of the Oronodel Clan beams from his chest. “There is one who has not abandoned us – one who did not fall on this dark day. To our north, the Vesve still thrives! Give your hearts to the forest, and find comfort. All will be well.” The Oronodel’s words are not what unsettle your heart. It is the look of slow acknowledgement and acceptance on the faces of the gathering crowds that chills your bones.*

Talavain hands out symbols of the Lady of the Wood to any that wish them. He then offers to arrange a meeting with an Oronodel elder to perform the Verdant Oath for those that swear fealty.

Ask the characters what they do next.

- ❖ If the party came to Shallowhaven first, Dosmil appears shortly after the battle has ended. *“I am sorry, my friends, for your great loss, but my mistress has sent me to ask that you attend to the mission of rescuing Philidor. She feels that it is even more important now given the events this day. I can transport you there immediately. Will you go?”*
- ❖ If the party arrives in Shallowhaven after the visit with Philidor’s double, Dosmil appears shortly after the battle. *“I am sorry, my friends, for your great loss, but my mistress has a dire need for your further help this day. An attack will come at any time and our need is great. Will you help us?”*

When this encounter is complete, proceed to **Encounter Seven**, or to the **Conclusion** if they have already been to visit Philidor.

## 7: I’M NOT THE WIZARD YOU’RE LOOKING FOR

*Teleportation magic whisks you across space and time to your destination. You are delivered into a common area inside a dim prison. Weak daylight dribbles in through a few small windows set high in the walls. Three torches sputter in wall sconces in the common area.*

*You see a long corridor of prison cells, and at the far end, a pair of orcs guards the last cell.*

Orcs (2): hp 5 each; MM 203.

The locked door at the end of the corridor is thicker, sturdier, and more reinforced than other doors in the passage. The lock also appears more intricate than those on other cells.

**Iron Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 30.

No magic can be used to open the lock or break the door, due to the *antimagic field* in effect upon the door and the cell beyond it. The man behind the door introduces himself as Philidor. He has all the features of an elf, save that his skin is an intense cobalt blue. (He will not divulge the reason that his skin is blue.) After some discussion and pretenses, he learns the PCs’ purpose there.

*Philidor shakes his head sadly and looks at you gratefully. “I appreciate your efforts to rescue me. But in truth, I’m not the Philidor you’re looking for.*

*“Philidor placed me here so the Dawn would think she had captured him. I’m a double—a magical double that’s a perfect copy of the Blue Wizard. By placing me here, the real Philidor is free to conduct his business and practice his magic without interference from the green dragon.”*

Philidor shares the fact that his cell is encompassed by an antimagic field. Furthermore, he asks the PCs if they are familiar with the Prophecy of Ascension. Whether they are or not, he repeats it for them verbatim, and helps them analyze parts of it – give them **Player’s Handout #2**:

*“A short time ago, several adventurers found the remains of an enormous black dragon in the Deepmarsh; Philidor has since learned that this creature was known to his former followers – worshippers, actually – as the Marshlord. The being who slew the dragon must have been very powerful*

*indeed, and left a magical message on the Marshlord's skeleton, entitled the Prophecy of Ascension.*

Philidor's double allows the PCs to take the lead in deciphering the Prophecy, mainly guiding their interpretations. Allow them to puzzle things out for a few minutes, but the double can eventually reveal or confirm their guesses on the following:

- 'two children', perhaps siblings?
- he has no guesses as to the identity of 'the Harbinger' or 'the Wrath'
- the 'owl' is likely Clan Oronodel
- the 'ocean' is the Vesve, often referred to as the 'green sea'
- the 'Emerald Dawn' is the green dragon
- the 'darkness falls on feathers' was the siege of Quaalsten
- the 'walker' is probably the Nightwalker
- the 'dreamer' must be Maegla
- he is uncertain what the 'light', 'dark', or 'hold' are
- the 'Riddler' is probably the Copper dragon
- the 'Watcher' is likely the Silver
- the 'Destroyer' must be the Red
- the 'Wrath' surely is the being that killed the Marshlord
- the 'Horn' represents Ehlonna/Ehlenestra
- the 'Moon' refers to Sehanine Moonbow
- the Sword is Corellon
- 'thrown from the waters' refers to the green's attempt to supplant these gods
- 'She will Ascend' surely refers to her attempts to become a deity
- the 'Keeper of Word and Deed' must be her scribe
- he fears 'the fish' refers to the people of the Vesve

## DEVELOPMENT

The party should soon realize that this mission was mostly in vain; Philidor is not in need of a rescue. The double does not reveal his plans, other than to assure them that his master is trying to find a way to stop the Dawn, but thanks the PCs for their attempt. If the group has not yet made the journey to help the clerics, Dosmil offers to teleport them to Shallowhaven. Otherwise, when their conversation has run its course, they can break their *word of recall* twig to teleport back to the Timeless Tree. Before they leave, Philidor offers the PCs some gifts them to help in their coming battles:

- *Healing belt*
- *Ring of brief blessing*

- *Contact medallion*
- *Casting glove*
- *Cloak of displacement*
- *Eyes of truth*
- *Helm of heroes*
- *Love gem*

## CONCLUSION

Read or paraphrase the following.

*As the world reappears around you, you quickly notice that things are not as they were. Sounds of battle and confusion surround you. Skirmishes between elves of the Tree and the greenspawn are everywhere. There does not appear to be any defensive line held at the moment—everything is engulfed.*

*Elves loaded with sacks, bags, handcars, and anything else they can manage seem to be pouring out of the trees, moving quickly past you. One notices you in the rush and yells, "We're being overrun . . . they want the Tree . . . DO something!"*

If the PCs stay to help, they receive the **Calandryen's Boon** favor on the AR; this encounter leads into the Highfolk Special, HIG8-So1 *Fallen Heroes*.

## THE END

## 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.

## INTRODUCTION

Experience objective Save the Priests

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	360 XP

## 2: TO THE TREE

Experience objective: Find the Timeless Tree

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

APL 10	360 XP
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## 7: ASSASSINS AT THE DOCK

Experience objective: Save the Priests

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

## STORY AWARD

Objective(s) met: Gain information from Philidor's double.

APL 4	50 XP
APL 6	50 XP
APL 8	50 XP
APL 10	50 XP

## DISCRETIONARY ROLEPLAYING AWARD

APL 4	50 XP
APL 6	75 XP
APL 8	100 XP
APL 10	150 XP

## TOTAL POSSIBLE EXPERIENCE:

APL 4	640 XP
APL 6	845 XP
APL 8	1050 XP
APL 10	1310 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: INTRODUCTION

**All APLs:** Loot 0 gp; Coin 0 gp; Magic 607 gp; *bracers of arcane freedom* (191 gp), *circlet of mages* (416 gp); Total 607 gp.

## 2: TO THE TREE

**APL 4:** Loot 27 gp; Coin 0 gp; Magic 0 gp; Total 27 gp.

**APL 6:** Loot 30 gp; Coin 0 gp; Magic 531 gp; +1 *dragonsplit* (194 gp), +1 *leather armor* (96 gp), *boots of agile leaping* (50 gp), *brute ring* (191 gp); Total 561 gp.

**APL 8:** Loot 23 gp; Coin 0 gp; Magic 531 gp; +1 *dragonsplit* (194 gp), +1 *leather armor* (96 gp), *boots of agile leaping* (50 gp), *brute ring* (191 gp); Total 554 gp.

**APL 10:** Loot 30 gp; Coin 0 gp; Magic 531 gp; +1 *dragonsplit* (194 gp), +1 *leather armor* (96 gp), *boots of agile leaping* (50 gp), *brute ring* (191 gp); Total 561 gp.

## 6: ASSASSINS AT THE DOCKS

**APL 4:** Loot 3 gp; Coin 0 gp; Magic 332 gp; 4 *eagleclaw talisman* (83 gp each); Total 335 gp.

**APL 6:** Loot 42 gp; Coin 0 gp; Magic 1,924 gp; 2 +1 *flaming battleaxe* (692 gp each), 2 *dragon spirit cincture* (166 gp each), 2 *eagleclaw talisman* (83 gp each); Total 1,966 gp.

**APL 8:** Loot 42 gp; Coin 0 gp; Magic 3,903 gp; +1 *battleaxe* (192 gp), 2 +1 *flaming battleaxe* (692 gp each), +1 *leather armor* (96 gp), +1 *wounding handaxe* (1,525 gp), 2 *dragon spirit cincture* (166 gp each), *dragonmask* (166 gp each), 2 *eagleclaw talisman* (83 gp each); Total 3,947 gp.

**APL 10:** Loot 42 gp; Coin 0 gp; Magic 7,548 gp; +1 *acidic burst battleaxe* (1,525 gp), +1 *battleaxe* (192 gp), 2 +1 *flaming battleaxe* (692 gp each), +1 *handaxe* (192 gp), +1 *leather armor* (96 gp), +1 *moderate fortitude leather armor* (1,346 gp), +1 *wounding handaxe* (1,525 gp), 2 *dragon spirit cincture* (166 gp each), 2 *dragonmask* (166 gp each), *dragonscale cloak* (416 gp each), 2 *eagleclaw talisman* (83 gp each); Total 7,590 gp.

## TOTAL POSSIBLE TREASURE

**APL 4:** Loot 30 gp; Coin 0 gp; Magic 939 gp; Total 969 gp (319 gp over-the-cap).

**APL 6:** Loot 72 gp; Coin 0 gp; Magic 3,062 gp; Total 3,134 gp (2,234 gp over-the-cap).

**APL 8:** Loot 65 gp; Coin 0 gp; Magic 5,041 gp; Total 5,106 gp (3,806 gp over-the-cap).

**APL 10:** Loot 72 gp; Coin 0 gp; Magic 8,686 gp; Total 8,758 gp (6,458 gp over-the-cap).

## ADVENTURE RECORD

**Calandryen's Boon:** In exchange for your pledge to help the Timeless Tree in the impending battle, Calandryen one of her allies teach you the following druid spells: *dawn*, *babau slime*, *earthbind*, *blindsight*, *last breath*, *panacea*, *summon greater elemental*.

**Favor of the Tree:** Aradaneth of the Timeless Tree teaches you how to cast the spells *energized shield lesser*, *energized shield*, and *shield of warding*. She also sells you her +1 *ranged heavy steel shield*, and can add the *daylight* and/or *energy immunity (acid)* enhancements to it.

**The Lady's Favor:** This gift from Talavain is a 3 inch oaken disk that depicts a large tree with a female elf's face upon it; what is perhaps a glowing ball hovers behind the tree. It is non-magical.

**Mask Piece:** This elegant porcelain mask has been broken. The only piece you could find is this – the round forehead and smooth eye-ridges of a scaly-skinned female. The mask radiates faint transmutation magic. Only one character may take this shard, and it is added to the MIL at no cost.

**Philidor's Gift:** The simulacrum of Philidor gives you a small token of his appreciation for your attempt to free him, in the form of a tiny blue doll. Squeezing the doll's midsection, head, or right hand places you under the effects of the greater variety of *mage armor*, *dimension door*, or *enlarge person*, respectively. All spells take effect at CL 10, and turn the user's skin blue for the duration of the spell plus 1 hour. \*\*How often?\*\*\*

**Verdant Oath:** You have taken the Verdant Oath to reaffirm your loyalty to Clan Oronodel and the Vesve. Doing so has turned your skin a bright green and given you the ability to *treestride* (as the spell) once per day in the Vesve as a standard action with a range of sixty feet. You lose your +2 racial saving

throw bonus versus enchantment spells and effects while this oath remains in effect.

## ITEMS FOUND DURING THE ADVENTURE

APL 4:

- *Boots of agile leaping* (Adventure; MIC)
- *Eagleclaw talisman* (Adventure; MIC)
- *Healing belt* (Regional; MIC)
- *Ring of brief blessing* (Regional; MIC)

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

- +1 *flaming battleaxe* (Adventure; MIC; 8,310 gp)
- +1 *wounding hand axe* (Adventure; MIC; 18,306 gp)
- *Bracers of arcane freedom* (Regional; MIC)
- *Brute ring* (Adventure; MIC)
- *Contact medallion* (Regional; MIC)
- *Dragon spirit cincture* (Adventure; MIC)

APL 8 and 10 (all of APLs 4-6 plus the following):

- +1 *acidic burst battle axe* (Adventure; MIC; 18,310 gp)
- +1 *moderate fortification leather armor* (Adventure; DMG; 16,160 gp)
- *Casting glove* (Regional; MIC)
- *Circlet of mages* (Regional; MIC)
- *Cloak of displacement, minor* (Regional; DMG)
- *Dragon mask* (Adventure; MIC)
- *Dragonfang gauntlets* (Adventure; MIC)
- *Dragonscale cloak* (Adventure; MIC)
- *Eyes of truth* (Regional; MIC)
- *Helm of heroes* (Adventure; MIC)
- *Lore gem* (Regional; MIC)

## APPENDIX 1: APL 4

### INTRODUCTION

#### SYLPH

CR 5

N Small Outsider (Air)

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

**Languages** Auran, Common

**AC** 20, touch 12, flat-footed 19  
(+1 size, +1 Dex)

**hp** 22 (3HD)

**SR** 14

**Fort** +2, **Ref** +4, **Will** +6

**Speed** 30 ft. (6 squares), fly 90 ft. (good)

**Melee** unarmed strike +3 (1d2-1)

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

**Base Atk** +3; **Grp** -2

**Special Actions** *summon elemental*

**Class Spells Known** (Sor 7th):

3rd (5/day)—*fireball* (DC 16), *windwall*

2nd (7/day)—*false life*, *scorching ray*, *web* (DC 15),

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*

0 (6/day)—*acid splash*, *daze*, *detect magic*, *flare* (DC 13), *mage hand*, *message*, *ray of frost*

**Abilities** Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 17

**SQ** *improved invisibility*, outsider traits

**Feats** Point Blank Shot, Precise Shot

**Skills** Animal Empathy +9, Concentration +5, Escape Artist +7, Hide +11, Move Silently +7

**Possessions** *bracers of arcane freedom*, *circlet of mages*

**Improved Invisibility (Sp):** At will, a sylph can use *greater invisibility* (self only).

**Summon Elemental (Sp):** Once per day, a sylph can use *summon monster VI* (caster level 12th) to summon a large air, earth, fire, or water elemental.

**Physical Description:** A sylph appears as a small, beautiful woman with translucent, brightly colored wings. The typical sylph prefers filmy clothing and brightly colored jewelry.

**Power Down Suite** (*false life*, *mage armor*, *shield*):

**AC** 12, touch 11, flat-footed 11

**hp** 10

### 2: TO THE TREE

#### GREENSPAWN SNEAK

CR 2

LE Small monstrous humanoid (dragonblood)

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

**Languages** Draconic

**AC** 19, touch 14, flat-footed 16  
(+1 size, +3 Dex, +2 armor, +3 natural)

**hp** 11 (2 HD)

**Immune** acid

**Fort** +1, **Ref** +6, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** dragonsplit +4/+4 (1d4/19-20 or x4) or

**Melee** dragonsplit +6 (1d4/19-20 or x4)

**Ranged** dagger +6 (1d3)

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

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

**Atk Options** sneak attack +2d6

**Combat Gear** 4 flasks of acid

**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

**SQ** water breathing

**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

**Possessions** combat gear plus leather armor, 2 dragonsplits, 2 daggers

**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.

**Physical Description:** Greenspawn sneaks look like short lizardfolk with a distinct draconic appearance.

### 7: ASSASSINS AT THE DOCKS

#### DRACOTAUR GUARD

CR 3

NE Large dragon

**Init** +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Draconic

**AC** 17, touch 11, flat-footed 17

(-1 size, +1 Dex, +2 armor, +5 natural)

**hp** 28 (3HD);

**Immune** magic sleep, paralysis

**Fort** +9, **Ref** +5, **Will** +5

**Speed** 50 ft. in leather armor (10 squares), base movement 50 ft.

**Melee** spear +6 (2d6+6/x3) or

spear +6 (2d6+6/x3) and

bite +1 (1d8+2) and

tail slap +1 (1d8+6)

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

**Base Atk** +3; **Grp** +11

**Special Actions** spit fire +4 ranged touch attack (2d6)

**Combat Gear** *eagleclaw talisman*

**Abilities** Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

**Feats** Armor Proficiency (light), Iron Will

**Skills** Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

**Possessions** combat gear plus leather armor, spear

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob

of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Skills** A dracotaur's dragon levels give it skill points equal to  $6 \times (6 + \text{Int modifier})$ . Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.



## INTRODUCTION

## SYLPH

CR 7

N Small Outsider (Air)

**Init** +1; **Senses** darkvision 60'; Listen +3, Spot +3**Languages** Auran, Common**AC** 20, touch 12, flat-footed 19

(+1 size, +1 Dex)

**hp** 33 (5HD)**SR** 16**Immune** spells 3rd level or less**Fort** +3, **Ref** +5, **Will** +7**Speed** 30 ft. (6 squares), fly 90 ft. (good)**Melee** unarmed strike + 4 (1d2-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** 0**Special Actions** *summon elemental***Class Spells Known** (Sor 9th):4th (5/day)—~~lesser globe of invulnerability~~, *orb of acid*3rd (7/day)—*dispel magic*, *fireball* (DC 17), ~~wind wall~~2nd (7/day)—~~false life~~, *scorching ray*, *snake's*  
*swiftness*, *web* (DC 16),1st (7/day)—~~mage armor~~, *magic missile*, *ray of*  
*enfeeblement*, *shield*, *true strike*0 (6/day)—*acid splash*, *daze*, *detect magic*, *flare* (DC  
13), *mage hand*, *message*, *ray of frost*, *read magic***Abilities** Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 18**SQ** *improved invisibility*, outsider traits**Feats** Point Blank Shot and Precise Shot**Skills** Animal Empathy +13, Concentration+9, Escape  
Artist +11, Hide +15, Move Silently +11**Possessions** *bracers of arcane freedom*, *circlet of*  
*magics***Improved Invisibility (Sp):** At will, a sylph can use  
*greater invisibility* (self only).**Summon Elemental (Sp):** Once per day, a sylph can  
use *summon monster VI* (caster level 12th) to  
summon a large air, earth, fire, or water elemental.**Physical Description:** A sylph appears as a small,  
beautiful woman with translucent, brightly colored  
wings. The typical sylph prefers filmy clothing and  
brightly colored jewelry.**Power Down Suite** (*lesser globe of invulnerability*,  
*false life*, *mage armor*, *shield*):**AC** 12, touch 12, flat-footed 11**hp** 18

## 2: TO THE TREE

## GREENSPAWN SNEAK RAID LEADER CR 7

Male greenspawn sneak ranger 2/scout 3

LE Small monstrous humanoid (dragonblood)

**Init** +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Languages** Draconic**AC** 23, touch 16, flat-footed 23; Two-Weapon  
Defense, uncanny dodge

(+1 size, +5 Dex, +3 armor, +1 shield, +3 natural)

**hp** 56 (7 HD)**Immune** acid**Fort** +8, **Ref** +14, **Will** +7**Speed** 40 ft. (8 squares)**Melee** +1 *dragonsplit* +12/+7 (1d4+3/19-20 or x4) and  
*dragonsplit* +11 (1d4+1/19-20 or x4) or**Melee** +1 *dragonsplit* +14/+9 (1d4+3/19-20 or x4)**Ranged** longbow +12/+7 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +4**Atk Options** favored enemy humans +2, skirmish  
(+1d6, +1 AC), sneak attack +2d6**Combat Gear** 4 flasks of acid**Abilities** Str 15, Dex 20, Con 16, Int 10, Wis 12, Cha  
12**SQ** battle fortitude +1, fast movement, trackless step,  
water breathing, wild empathy +3 (-1 magical  
beasts)**Feats** Iron Will, Track<sup>B</sup>, Two-Weapon Defense<sup>B</sup>, Two-  
Weapon Fighting<sup>B</sup>, Weapon Finesse, Weapon  
Focus (dragon spirit cincture)**Skills** Balance +7, Bluff +10, Hide +22, Jump +4,  
Listen +7, Move Silently +16, Spot +7, Survival +5,  
Swim +7, Tumble +15**Possessions** combat gear plus +1 *leather*, +1  
*dragonsplit*, *brute ring*, *dragonsplit*, longbow with  
20 arrows**Skirmish (Ex)** +1 bonus on damage rolls and to AC in  
any round in which the greenspawn sneak raid  
leader moves at least 10 feet.**Battle Fortitude (Ex)** Bonus on initiative checks and  
Fortitude saves while wearing light or no armor and  
carrying a light load. Included above.**Sneak Attack (Ex)** Extra damage to flanked or flat-  
footed target; PH 50. This sneak attack damage  
stacks with that granted by class levels.**Water Breathing (Ex)** A greenspawn sneak can  
breathe underwater indefinitely.**Skills:** Greenspawn sneaks have a +5 racial bonus  
on Bluff, Hide, and Move Silently checks.**Physical Description:** This greenspawn sneak raider  
leader looks like a short lizardfolk with a distinct  
draconic appearance.

## GREENSPAWN SNEAK CR 2

LE Small monstrous humanoid (dragonblood)

**Init** +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2**Languages** Draconic**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

**hp** 11 (2 HD)**Immune** acid**Fort** +1, **Ref** +6, **Will** +3**Speed** 30 ft. (6 squares)**Melee** *dragonsplit* +4/+4 (1d4/19-20 or x4) or**Melee** *dragonsplit* +6 (1d4/19-20 or x4)**Ranged** dagger +6 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** -2**Atk Options** sneak attack +2d6

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**Combat Gear** 4 flasks of acid

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**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

**SQ** water breathing

**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

**Possessions** combat gear plus leather armor, 2 dragonsplints, 2 daggers

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**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.

*Physical Description:* Greenspawn sneaks look like short lizardfolk with a distinct draconic appearance.

## 7: ASSASSINS AT THE DOCKS

### DRACOTAUR RAGER

CR 7

NE Large dragon barbarian 4

**Init** +2; **Senses** darkvision 60 ft.; Listen +10, Spot +7

**Languages** Draconic

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**AC** 20, touch 12, flat-footed 20; uncanny dodge (-1 size, +2 Dex, +4 armor, +5 natural)

**hp** 80 (7HD);

**Immune** magic sleep, paralysis

**Fort** +14, **Ref** +7, **Will** +6

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**Speed** 60 ft. in mw chain shirt (12 squares), base movement 60 ft.

**Melee** battleaxe +13/+8 (2d6+7/x3) or  
battleaxe +11 (2d6+7/x3) and  
handaxe +11 (1d6+3) and  
bite +6 (1d8+3) and  
tail slap +6 (1d8+6)

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

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

**Atk Options** Power Attack, Two-weapon Fighting

**Special Actions** Spit Fire +9 ranged touch attack (2d6)

**Combat Gear** *dragon spirit cincture, eagleclaw talisman*

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**Abilities** Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12

**SQ** fast movement, illiteracy, rage (2x/day), trap sense (+1)

**Feats** Iron Will, Power Attack, Two-Weapon Fighting

**Skills** Balance +6, Intimidate +11, Jump +28, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spell Craft +6, Spot +7, Survival +10, Swim +9, Use Magic Device +7

**Possessions** combat gear plus +1 *flaming battle axe*, hand axe, mwk chain shirt

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**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the

barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Rage (Ex):** Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

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**Power Up Suite: Rage**

**AC** 18, touch 9, flat-footed 18;

**hp** 94

**Melee** battleaxe +15/+10 (2d6+9/x3) or  
battleaxe +13/+8 (2d6+9/x3) and  
handaxe +13 (1d6+5) and  
bite +8 (1d8+5) and  
tail slap +8 (1d8+8)

**Fort** +14, **Will** +9;

**Abilities** Str 28, Con 24

**Skills** Jump +30, Swim +11

## INTRODUCTION

## SYLPH

CR 8

N Small Outsider (Air)

**Init** +1; **Senses** darkvision 60'; Listen +3, Spot +3**Languages** Auran, Common**AC** 21, touch 13, flat-footed 19

(+1 size, +1 Dex)

**Miss Chance** 20% (blur)**hp** 40 (7HD)**Resist** 20 (one type); **SR** 18**Immunity** spells 3rd level or less**Fort** +4, **Ref** +7, **Will** +8**Speed** 60 ft. (6 squares), fly 120 ft. (good)**Melee** unarmed strike +7 (1d2-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +2**Special Actions** *summon elemental***Class Spells Known** (Sor 11th):5th (5/day)—~~contingent energy resistance~~, *dominate person*4th (7/day)—*Evard's black tentacles*, ~~lesser globe of invulnerability~~, *orb of acid*3rd (7/day)—*dispel magic*, *fireball* (DC 17), ~~haste~~, *wind wall*2nd (7/day)—~~blur~~, ~~false life~~, *scorching ray*, *snake's swiftness*, *web* (DC 16)1st (7/day)—~~mage armor~~, *magic missile*, *ray of enfeeblement*, ~~shield~~, *true strike*0 (6/day)—*acid splash*, *daze*, *detect magic*, *flare* (DC 13), *mage hand*, *message*, *ray of frost*, *read magic*, *resistance***Abilities** Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 18**SQ** *improved invisibility*, outsider traits**Feats** Empower Spell, Point Blank Shot, Precise Shot**Skills** Animal Empathy +17, Concentration+13, Escape Artist +15, Hide +19, Move Silently +15**Possessions** *bracers of arcane freedom*, *circlet of mages***Improved Invisibility (Sp):** At will, a sylph can use *greater invisibility* (self only).**Summon Elemental (Sp):** Once per day, a sylph can use *summon monster VI* (caster level 12th) to summon a large air, earth, fire, or water elemental.**Physical Description:** A sylph appears as a small, beautiful woman with translucent, brightly colored wings. The typical sylph prefers filmy clothing and brightly colored jewelry.**Power Down Suite** (*contingent energy resistance*, *lesser globe of invulnerability*, *haste*, *blur*, *false life*, *mage armor*, *shield*):**AC** 12, touch 11, flat-footed 11**Miss Chance** none**hp** 25**Resist** none**Immunity** none**Speed** 30 ft. (6 squares), fly 90 ft. (good)**Melee** unarmed strike +6 (1d2-1)**Ref** +6

## 2: TO THE TREE

## GREENSPAWN RAZORFIEND

CR 7

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9**Languages** Draconic**AC** 19, touch 12, flat-footed 16; Dodge, Mobility

(-1 size, +3 Dex, +7 natural)

**hp** 85 (10 HD); **DR** 5/magic**Immune** acid, paralysis, *sleep***Fort** +10, **Ref** +10, **Will** +5**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack**Melee** 2 wingblades +15 each (2d6+8/18-20/x3) and bite +10 (1d8+3)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Base Atk** +10; **Grp** +20**Atk Options** augmented critical, magic strike**Special Actions** breath weapon**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12**SQ** Tiamat's blessing (acid), water breathing**Feats** Dodge, Improved Initiative, Mobility, Spring Attack**Skills** Jump +22, Listen +8, Spot +9, Swim +14**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.**Tiamat's Blessing (Acid) (Su)** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.**Physical Description:** A draconic creature with slashing, razor-tipped, clawed wings. This creature sports a frill on its end reminiscent of a green dragon's.

## GREENSPAWN SNEAK RAID LEADER CR 7

Male greenspawn sneak ranger 2/scout 3

LE Small monstrous humanoid (dragonblood)

**Init** +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Languages** Draconic**AC** 23, touch 16, flat-footed 23; Two-Weapon Defense, uncanny dodge

(+1 size, +5 Dex, +3 armor, +1 shield, +3 natural)

**hp** 56 (7 HD)  
**Immune** acid  
**Fort** +8, **Ref** +14, **Will** +7

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**Speed** 40 ft. (8 squares)  
**Melee** +1 *dragonsplit* +12/+7 (1d4+3/19-20 or x4) and *dragonsplit* +11 (1d4+1/19-20 or x4) or  
**Melee** +1 *dragonsplit* +14/+9 (1d4+3/19-20 or x4)  
**Ranged** longbow +12/+7 (1d6+3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +4  
**Atk Options** favored enemy humans +2, skirmish (+1d6, +1 AC), sneak attack +2d6  
**Combat Gear** 4 flasks of acid

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**Abilities** Str 15, Dex 20, Con 16, Int 10, Wis 12, Cha 12  
**SQ** battle fortitude +1, fast movement, trackless step, water breathing, wild empathy +3 (-1 magical beasts)  
**Feats** Iron Will, Track<sup>B</sup>, Two-Weapon Defense<sup>B</sup>, Two-Weapon Fighting<sup>B</sup>, Weapon Finesse, Weapon Focus (dragon spirit cincture)  
**Skills** Balance +7, Bluff +10, Hide +22, Jump +4, Listen +7, Move Silently +16, Spot +7, Survival +5, Swim +7, Tumble +15  
**Possessions** combat gear plus +1 *leather*, +1 *dragonsplit*, *dragonsplit*, longbow with 20 arrows, *ring of swimming*

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**Skirmish (Ex)** +1 bonus on damage rolls and to AC in any round in which the greenspawn sneak raid leader moves at least 10 feet.  
**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load. Included above.  
**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; PH 50. This sneak attack damage stacks with that granted by class levels.  
**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.  
**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.  
*Physical Description:* This greenspawn sneak raider leader looks like a short lizardfolk with a distinct draconic appearance.

#### GREENSPAWN SNEAK CR 2

LE Small monstrous humanoid (dragonblood)  
**Init** +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2  
**Languages** Draconic

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**AC** 19, touch 14, flat-footed 16  
(+1 size, +3 Dex, +2 armor, +3 natural)  
**hp** 11 (2 HD)  
**Immune** acid  
**Fort** +1, **Ref** +6, **Will** +3

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**Speed** 30 ft. (6 squares)  
**Melee** *dragonsplit* +4/+4 (1d4/19-20 or x4) or  
**Melee** *dragonsplit* +6 (1d4/19-20 or x4)  
**Ranged** dagger +6 (1d3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** -2  
**Atk Options** sneak attack +2d6

#### Combat Gear 4 flasks of acid

**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15  
**SQ** water breathing  
**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse  
**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2  
**Possessions** combat gear plus leather armor, 2 *dragonsplits*, 2 daggers

---

**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; PH 50. This sneak attack damage stacks with that granted by class levels.  
**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.  
**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.  
*Physical Description:* Greenspawn sneaks look like short lizardfolk with a distinct draconic appearance.

### 7: ASSASSINS AT THE DOCKS

#### DRACOTAUR RAGER

CR 7

NE Large dragon barbarian 4  
**Init** +2; **Senses** darkvision 60 ft.; Listen +10, Spot +7  
**Languages** Draconic

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**AC** 20, touch 12, flat-footed 20; uncanny dodge (-1 size, +2 Dex, +4 armor, +5 natural)  
**hp** 80 (7HD);  
**Immune** magic sleep, paralysis  
**Fort** +14, **Ref** +7, **Will** +6

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**Speed** 60 ft. in mw chain shirt (12 squares), base movement 60 ft.  
**Melee** battleaxe +13/+8 (2d6+7/x3) or battleaxe +11 (2d6+7/x3) and handaxe +11 (1d6+3) and bite +6 (1d8+3) and tail slap +6 (1d8+6)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +7; **Grp** +18  
**Atk Options** Power Attack, Two-weapon Fighting  
**Special Actions** Spit Fire +9 ranged touch attack (2d6)  
**Combat Gear** *dragon spirit cincture*, *eagleclaw talisman*

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**Abilities** Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12  
**SQ** fast movement, illiteracy, rage (2x/day), trap sense (+1)  
**Feats** Iron Will, Power Attack, Two-Weapon Fighting  
**Skills** Balance +6, Intimidate +11, Jump +28, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spell Craft +6, Spot +7, Survival +10, Swim +9, Use Magic Device +7  
**Possessions** combat gear plus +1 *flaming battle axe*, hand axe, mwk chain shirt

---

**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the

barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Rage (Ex):** Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

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#### Power Up Suite: Rage

**AC** 18, touch 9, flat-footed 18;

**hp** 94

**Melee** battleaxe +15/+10 (2d6+9/x3) or battleaxe +13/+8 (2d6+9/x3) and handaxe +13 (1d6+5) and bite +8 (1d8+5) and tail slap +8 (1d8+8)

**Fort** +14, **Will** +9;

**Abilities** Str 28, Con 24

**Skills** Jump +30, Swim +11

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#### DRACOTAUR LIEUTENANT

**CR 9**

NE Large dragon barbarian 6

**Init** +2; **Senses** darkvision 60 ft.; Listen +13, Spot +8

**Languages** Draconic

**AC** 21, touch 12, flat-footed 21; improved uncanny dodge, uncanny dodge

(-1 size, +2 Dex, +5 armor, +5 natural)

**hp** 106 (9HD);

**Immune** magic sleep, paralysis

**Fort** +19, **Ref** +13, **Will** +12

**Speed** 60ft. in +1 *leather armor* (12 squares), base movement 60ft., other movement mode ft.;

**Melee** +1 *battleaxe* +17/+12 (2d6+6/x3) or +1 *battleaxe* +15 (2d6+6/x3) and +1 *wounding handaxe* +14 (1d6+2) and bite +8 (1d8+3) and tail slap +8 (1d8+6)

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

**Base Atk** +9; **Grp** +20

**Atk Options** Power Attack, Two-weapon Fighting

**Special Actions** spit fire +11 ranged touch attack (2d6)

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**Abilities** Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12

**SQ** fast movement, illiteracy dodge, rage (2x/day), trap sense (+2)

**Feats** Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe)

**Skills** Balance +6, Intimidate +13, Jump +30, Knowledge (arcana) +7, Listen +13, Sense Motive +7, Spell Craft +8, Spot +8, Survival +11, Swim +14, Use Magic Device +7

**Possessions** +1 *battleaxe*, +1 *leather armor*, +1 *wounding handaxe*, *dragon mask*

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**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Rage (Ex):** Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot

spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

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**Power Up Suite: Rage**

**AC** 19, touch 10, flat-footed 19;

**hp** 124

**Melee** +1 *battleaxe* +19/+14 (2d6+8/x3) or  
+1 *battleaxe* +17/+12 (2d6+8/x3) and  
+1 *wounding handaxe* +16 (1d6+4) and  
bite +10 (1d8+4) and  
tail slap +10 (1d8+8)

**Fort** +21, **Will** +14;

**Abilities** Str 28, Con 24

**Skills** Jump +32, Swim +16

## INTRODUCTION

## SYLPH

CR 9

N Small Outsider (Air)

**Init** +1; **Senses** darkvision 60'; Listen +3, Spot +3**Languages** Auran, Common**AC** 21, touch 13, flat-footed 19  
(+1 size, +1 Dex)**Miss Chance** 20% (blur)**hp** 47 (9HD)**Resist** 20 (one type); **SR** 20**Immunity** spells 3rd level or less**Fort** +7, **Ref** +10, **Will** +11**Speed** 60 ft. (6 squares), fly 120 ft. (good)**Melee** unarmed strike +9 (1d2-1)**Space** 5 ft.; Reach 5 ft.**Base Atk** +9; Grp +4**Special Actions** *summon elemental***Class Spells Known** (Sor 13th):6th (4/day)—*antimagic field*, *disintegrate*5th (6/day)—*break enchantment*, ~~*contingent energy resistance*~~, *dominate person*4th (7/day)—*Evard's black tentacles*, *ice storm*, ~~*lesser globe of invulnerability*~~, *orb of acid*3rd (7/day)—*dispel magic*, *fireball* (DC 17), ~~*haste*~~, ~~*wind wall*~~2nd (7/day)—~~*blur*~~, ~~*false life*~~, *scorching ray*, *snake's swiftness*, *web* (DC 16)1st (7/day)—~~*mage armor*~~, *magic missile*, *ray of enfeeblement*, ~~*shield*~~, *true strike*0 (6/day)—*acid splash*, *daze*, *detect magic*, *flare* (DC 13), *mage hand*, *message*, *ray of frost*, *read magic*, *resistance***Abilities** Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 19**SQ** *improved invisibility*, outsider traits**Feats** Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot**Skills** Animal Empathy +18, Concentration+20, Escape Artist +18, Hide +22, Move Silently +18**Possessions** *bracers of arcane freedom*, *circlet of mages***Improved Invisibility (Sp)**: At will, a sylph can use *greater invisibility* (self only).**Summon Elemental (Sp)**: Once per day, a sylph can use *summon monster VI* (caster level 12th) to summon a large air, earth, fire, or water elemental.**Physical Description**: A sylph appears as a small, beautiful woman with translucent, brightly colored wings. The typical sylph prefers filmy clothing and brightly colored jewelry.**Power Down Suite** (*contingent energy resistance*, *lesser globe of invulnerability*, *haste*, *blur*, *false life*, *mage armor*, *shield*):**AC** 12, touch 11, flat-footed 11**Miss Chance** none**hp** 32**Resist** none**Immunity** none**Speed** 30 ft. (6 squares), fly 90 ft. (good)**Melee** unarmed strike +8 (1d2-1)**Ref** +9

## 2: TO THE TREE

## GREENSPAWN RAZORFIEND, ADVANCED CR 10

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9**Languages** Draconic**AC** 19, touch 12, flat-footed 16; Dodge, Mobility  
(-1 size, +3 Dex, +7 natural)**hp** 190 (19+57 HD); **DR** 5/magic**Immune** acid, paralysis, *sleep***Fort** +14, **Ref** +14, **Will** +8**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack**Melee** 2 wingblades +26 each (3d6+10/18-20/x3) and bite +21 (2d6+7)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Base Atk** +10; Grp +20**Atk Options** augmented critical, magic strike**Special Actions** breath weapon**Abilities** Str 24, Dex 17, Con 16, Int 5, Wis 15, Cha 12**SQ** Tiamat's blessing (acid), water breathing**Feats** Dodge, Improved Initiative, Improved Natural Attack (wingblades), Improved Natural Attack (bite), Mobility, Improved Toughness, Spring Attack**Skills** Jump +30, Listen +12, Spot +11, Swim +18**Possessions** Dragonfang gauntlets**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid, Reflex DC 18 half. The save DC is Constitution-based.**Tiamat's Blessing (Acid) (Su)** All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.**Physical Description**: A draconic creature with slashing, razor-tipped, clawed wings. This creature sports a frill on its end reminiscent of a green dragon's.

## GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonblood)

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

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**Languages** Draconic

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

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

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

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

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

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

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

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

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

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

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

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

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

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

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

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

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

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

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

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**GREENSPAWN SNEAK RAID LEADER CR 7**

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Male greenspawn sneak ranger 2/scout 3

LE Small monstrous humanoid (dragonblood)

**Init** +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7

**Languages** Draconic

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**AC** 23, touch 16, flat-footed 23; Two-Weapon Defense, uncanny dodge

(+1 size, +5 Dex, +3 armor, +1 shield, +3 natural)

**hp** 56 (7 HD)

**Immune** acid

**Fort** +8, **Ref** +14, **Will** +7

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

**Melee** +1 *dragonsplit* +12/+7 (1d4+3/19-20 or x4) and *dragonsplit* +11 (1d4+1/19-20 or x4) or

**Melee** +1 *dragonsplit* +14/+9 (1d4+3/19-20 or x4)

**Ranged** longbow +12/+7 (1d6+3)

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

**Base Atk** +6; **Grp** +4

**Atk Options** favored enemy humans +2, skirmish (+1d6, +1 AC), sneak attack +2d6

**Combat Gear** 4 flasks of acid

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**Abilities** Str 15, Dex 20, Con 16, Int 10, Wis 12, Cha 12

**SQ** battle fortitude +1, fast movement, trackless step, water breathing, wild empathy +3 (-1 magical beasts)

**Feats** Iron Will, Track<sup>B</sup>, Two-Weapon Defense<sup>B</sup>, Two-Weapon Fighting<sup>B</sup>, Weapon Finesse, Weapon Focus (dragon spirit cincture)

**Skills** Balance +7, Bluff +10, Hide +22, Jump +4, Listen +7, Move Silently +16, Spot +7, Survival +5, Swim +7, Tumble +15

**Possessions** combat gear plus +1 *leather*, +1 *dragonsplit*, *dragonsplit*, longbow with 20 arrows, *ring of swimming*

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**Skirmish (Ex)** +1 bonus on damage rolls and to AC in any round in which the greenspawn sneak raid leader moves at least 10 feet.

**Battle Fortitude (Ex)** Bonus on initiative checks and Fortitude saves while wearing light or no armor and carrying a light load. Included above.

**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; PH 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.

*Physical Description:* This greenspawn sneak raider leader looks like a short lizardfolk with a distinct draconic appearance.

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**GREENSPAWN SNEAK CR 2**

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LE Small monstrous humanoid (dragonblood)

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

**Languages** Draconic

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**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

**hp** 11 (2 HD)

**Immune** acid

**Fort** +1, **Ref** +6, **Will** +3

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**Speed** 30 ft. (6 squares)

**Melee** *dragonsplit* +4/+4 (1d4/19-20 or x4) or

**Melee** *dragonsplit* +6 (1d4/19-20 or x4)

**Ranged** dagger +6 (1d3)

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

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

**Atk Options** sneak attack +2d6

**Combat Gear** 4 flasks of acid

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**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

**SQ** water breathing

**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2



**Possessions** combat gear plus leather armor, 2 dragonsplits, 2 daggers

**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.

*Physical Description:* Greenspawn sneaks look like short lizardfolk with a distinct draconic appearance.

## 7: ASSASSINS AT THE DOCKS

### DRACOTAUR CAPTAIN

CR 11

NE Large dragon barbarian 8

**Init** +3; **Senses** darkvision 60 ft.; Listen +15, Spot +12

**Languages** Draconic

**AC** 23, touch 13, flat-footed 22; improved uncanny dodge, uncanny dodge

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

**hp** 130 (11HD); DR 1/-

**Immune** magic sleep, paralysis

**Fort** +20, **Ref** +14, **Will** +12

**Speed** 60 ft. in +1 *moderate fortification leather armor* (12 squares), base movement 60 ft.

**Melee** +1 *acidic burst battleaxe* +18 (2d6+6/x3) or +1 *acidic burst battleaxe* +17/+12/+7 (2d6+6/x3) and

+1 *handaxe* +17 (1d6+4) and

bite +10 (1d8+3) and

tail slap +10 (1d8+6)

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

**Base Atk** +11; **Grp** +22

**Atk Options** Power Attack, Two-weapon Fighting

**Special Actions** spit fire +14 ranged touch attack (2d6)

**Abilities** Str 24, Dex 16, Con 20, Int 10, Wis 12, Cha 12

**SQ** fast movement, illiteracy, rage (3x/day), trap sense (+2)

**Feats** Iron Will, Power Attack, True Believer, Two-Weapon Fighting, Weapon Focus (battleaxe)

**Skills** Balance +7, Intimidate +14, Jump +32, Knowledge (arcana) +7, Listen +15, Sense Motive +7, Spell Craft +7, Spot +12, Survival +10, Swim +16, Use Magic Device +7

**Possessions** combat gear plus +1 *acidic burst battleaxe*, +1 *handaxe*, +1 *moderate fortification leather armor*, *dragon mask*, *dragonscale cloak*

**Damage Reduction (Ex)** At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This

benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Rage (Ex):** Three times per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

**Power Up Suite: Rage, dragonscale cloak**

**AC** 20, touch 11, flat-footed 20;

**hp** 152; resist energy 20

**Speed** 60 ft, fly 60 ft. (average)

**Melee** +1 *battleaxe* +20 (2d6+6/x3) or +1 *battleaxe* +19/+14/+9 (2d6+8/x3) and

+1 handaxe +18 (1d8+6) and  
bite +12 (1d8+4) and  
tail slap +12 (1d8+8)

**Fort** +22, **Will** +14;

**Abilities** Str 28, Con 24

**Skills** Jump +34, Swim +18

#### DRACOTAUR LIEUTENANT

CR 9

NE Large dragon barbarian 6

**Init** +2; **Senses** darkvision 60 ft.; Listen +13, Spot +8

**Languages** Draconic

**AC** 21, touch 12, flat-footed 21; improved uncanny dodge, uncanny dodge

(-1 size, +2 Dex, +5 armor, +5 natural)

**hp** 106 (9HD);

**Immune** magic sleep, paralysis

**Fort** +19, **Ref** +13, **Will** +12

**Speed** 60ft. in +1 *leather armor* (12 squares), base movement 60ft., other movement mode ft.;

**Melee** +1 *battleaxe* +17/+12 (2d6+6/x3) or  
+1 *battleaxe* +15 (2d6+6/x3) and  
+1 *wounding handaxe* +14 (1d6+2) and  
bite +8 (1d8+3) and  
tail slap +8 (1d8+6)

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

**Base Atk** +9; **Grp** +20

**Atk Options** Power Attack, Two-weapon Fighting

**Special Actions** spit fire +11 ranged touch attack (2d6)

**Abilities** Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12

**SQ** fast movement, illiteracy, rage (2x/day), Trap Sense (+2)

**Feats** Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe)

**Skills** Balance +6, Intimidate +13, Jump +30, Knowledge (arcana) +7, Listen +13, Sense Motive +7, Spell Craft +8, Spot +8, Survival +11, Swim +14, Use Magic Device +7

**Possessions** +1 *battleaxe*, +1 *leather armor*, +1 *wounding handaxe*, *dragon mask*

**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character

automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Rage (Ex):** Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

#### Power Up Suite: Rage

**AC** 19, touch 10, flat-footed 19;

**hp** 124

**Melee** +1 *battleaxe* +19/+14 (2d6+8/x3) or  
+1 *battleaxe* +17/+12 (2d6+8/x3) and  
+1 *wounding handaxe* +16 (1d6+4) and  
bite +10 (1d8+4) and  
tail slap +10 (1d8+8)

**Fort** +21, **Will** +14;

**Abilities** Str 28, Con 24

**Skills** Jump +32, Swim +16

#### DRACOTAUR RAGER

CR 7

NE Large dragon barbarian 4

**Init** +2; **Senses** darkvision 60 ft.; Listen +10, Spot +7

**Languages** Draconic

**AC** 20, touch 12, flat-footed 20; Uncanny Dodge (-1 size, +2 Dex, +4 armor, +5 natural)

**hp** 80 (7HD);

**Immune** magic sleep, paralysis

**Fort** +14, **Ref** +7, **Will** +6

**Speed** 60 ft. in mw chain shirt (12 squares), base movement 60 ft.

**Melee** battleaxe +13/+8 (2d6+7/x3) or

battleaxe +11 (2d6+7/x3) and  
handaxe +11 (1d6+3) and  
bite +6 (1d8+3) and  
tail slap +6 (1d8+6)

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

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

**Atk Options** Power Attack, Two-weapon Fighting

**Special Actions** Spit Fire +9 ranged touch attack (2d6)

**Combat Gear** *dragon spirit cincture, eagleclaw talisman*

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**Abilities** Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12

**SQ** fast movement, illiteracy, rage (2x/day), trap sense (+1)

**Feats** Iron Will, Power Attack, Two-Weapon Fighting

**Skills** Balance +6, Intimidate +11, Jump +28, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spell Craft +6, Spot +7, Survival +10, Swim +9, Use Magic Device +7

**Possessions** combat gear plus +1 *flaming battle axe*, hand axe, mwk chain shirt

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**Fast Movement (Ex)** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

**Rage (Ex):** Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

**Skills** A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

**Trap Sense (Ex):** A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

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**Power Up Suite: Rage**

**AC** 18, touch 9, flat-footed 18;

**hp** 94

**Melee** battleaxe +15/+10 (2d6+9/x3) or  
battleaxe +13/+8 (2d6+9/x3) and  
handaxe +13 (1d6+5) and  
bite +8 (1d8+5) and  
tail slap +8 (1d8+8)

**Fort** +14, **Will** +9;

**Abilities** Str 28, Con 24

**Skills** Jump +30, Swim +11

### ITEMS

#### BOOTS OF AGILE LEAPING

**Price (Item Level):** 600 gp (3rd)  
**Body Slot:** Feet  
**Caster Level:** 3rd  
**Aura:** Faint; (DC 16) transmutation  
**Activation:** –  
**Weight:** 2 lb.

*These crocodile boots feel slightly elastic.*

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

**Prerequisites:** Craft Wondrous Item, *cat's grace*.

**Cost to Create:** 300 gp, 24 XP, 1 day.

**Source:** *Magic Item Compendium* 76.

#### BRACERS OF ARCANES FREEDOM

**Price (Item Level):** 2,300 gp (6th)  
**Body Slot:** Arms  
**Caster Level:** 7th  
**Aura:** Moderate; (DC 18) abjuration  
**Activation:** Swift (command)  
**Weight:** 1/2 lb.

*These ornate leather armbands are stitched with depictions of golden eagles in flight.*

*Bracers of arcane freedom* allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time.)

This effect functions two times per day.

**Prerequisites:** Craft Wondrous Item, *freedom of movement*.

**Cost to Create:** 1,150 gp, 92 XP, 3 days.

**Source:** *Magic Item Compendium* 80.

#### BRUTE RING

**Price (Item Level):** 2,300 gp (6th)  
**Body Slot:** Ring  
**Caster Level:** 12th

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

**Activation:** Standard (command)

**Weight:** –

*This silver ring is set with a sapphire carved in the form of a crude fist.*

A *brute ring* allows you to push another creature away from you with pure force. When you activate the ring, a blast of force issues forth, making a bull rush attack against a single creature up to 30 feet from you. You can use either the ring's check modifier (+5) or your own bull rush check modifier, whichever is higher. As a force effect, this ability affects incorporeal creatures.

A *brute ring* functions two times per day.

**Prerequisites:** Forge Ring, *telekinesis*.

**Cost to Create:** 1,150 gp, 92 XP, 3 days.

**Source:** *Magic Item Compendium* 83.

#### CIRCLET OF MAGES

**Price (Item Level):** 5,000 gp (9th)  
**Body Slot:** Head  
**Caster Level:** 7th  
**Aura:** Moderate; (DC 18) transmutation  
**Activation:** – and free (command)  
**Weight:** –

*This leather circlet has a silver headpiece showing a crescent moon on either side of a seven-pointed star.*

A *circlet of mages* grants you a +2 competence bonus on Concentration checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you cast a spell allows you to avoid losing that prepared spell or spell slot (as if you hadn't cast it).

1 charge: Retain a spell of up to 1st level.

2 charges: Retain a spell of up to 2nd level.

3 charges: Retain a spell of up to 3rd level.

**Prerequisites:** Craft Wondrous Item, *Rary's mnemonic enhancer*.

**Cost to Create:** 2,500 gp, 200 XP, 5 days.

**Source:** *Magic Item Compendium* 86.

#### DRAGON MASK

**Price (Item Level):** 4,000 gp (8th)  
**Body Slot:** Face  
**Caster Level:** 6th

**Aura:** Moderate; (DC 18) divination

**Activation:** Swift (command)

**Weight:** 2 lb.

*Glittering metal and brilliant paints adorn this elaborate mask, which has the shape of a stylized dragon head. Spreading like a sunburst around the draconic features are rays of shimmering metal and glass, one for each breed of metallic and chromatic dragon.*

When activated, a dragon mask allows you to use *see invisibility*, as the spell, for 5 minutes. This ability functions two times per day.

*Prerequisites:* Craft Wondrous Item, *see invisibility*.

*Cost to Create:* 2,000 gp, 160 XP, 5 days.

**Source:** *Magic Item Compendium* 94.

#### DRAGON SPIRIT CINCTURE

**Price (Item Level):** 2,000 gp (6th)

**Body Slot:** Waist

**Caster Level:** 6th

**Aura:** Moderate; (DC 18) evocation

**Activation:** –

**Weight:** –

*This wide, embroidered belt sash is emblazoned with the images of fire-breathing dragons.*

While you wear a dragon spirit cincture, your breath weapon damage is increased by one die (or by 1 point if your breath weapon doesn't deal damage expressed in dice).

If you are holding a magic weapon that deals the same type of damage as your breath weapon, your breath weapon save DC increase by 1.

*Prerequisites:* Craft Wondrous Item, breath weapon.

*Cost to Create:* 1,000 gp, 80 XP, 2 days.

**Source:** *Magic Item Compendium* 95.

#### DRAGONFANG GAUNTLETS

**Price (Item Level):** 8,610 gp (12th)

**Body Slot:** Hands

**Caster Level:** 3rd

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

**Activation:** – and free (mental); see text

**Weight:** 1 lb.

*These thick leather gauntlets sport real dragon's teeth for studs.*

Dragonfang gauntlets function as masterwork spiked gauntlets and also grant you a +2 enhancement bonus to Strength.

In addition, three times per day, you can activate the gauntlets to treat your next melee attack against a weapon or shield as though you had the Improved Sunder feat, even if you don't meet its prerequisites.

If you have Improved Unarmed Strike, *dragonfang gauntlets* allow you to overcome damage reduction with your unarmed strikes as though you were wielding a magic weapon. In this case, you deal unarmed strike damage instead of spiked gauntlet damage.

*Prerequisites:* Craft Wondrous Item, *see invisibility*.

*Cost to Create:* 4,610 gp, 320 XP, 8 days.

**Source:** *Magic Item Compendium* 95.

#### DRAGONSCALE CLOAK [RELIC]

**Price (Item Level):** 5,000 gp (9th)

**Body Slot:** Shoulders

**Caster Level:** 20th

**Aura:** Strong; (DC 25) transmutation

**Activation:** Swift (command)

**Weight:** 2 lb.

*This long flowing cloak is sewn from an assortment of chromatic dragon scales.*

While wearing this cloak, you have resistance 5 to an energy type of your choice (acid, cold, electricity, or fire) provided that you are chaotic neutral. You can select or change the resistance by speaking the command word.

**Relic Power:** If you have established the proper divine connection, you can also transform a *dragonscale cloak* into functional dragon wings upon command. The wings (which last for 2 hours per day, divided up as you wish) allow you to fly with a speed of 60 feet and average maneuverability. Additionally, the value of the cloak's resistance to energy increases to 20.

To use the relic power, you must worship Tiamat and either sacrifice a 6<sup>th</sup>-level divine spell slot or have the True Believer feat and at least 11 HD.

**Lore:** The first *dragonscale cloak* is said to have been created from the scales of Tiamat herself by a devoted high priest who visited the dragon queen on her home plane. Since then, those who ally with evil dragons have occasionally collected assortments of scales with which to duplicate the process (Knowledge [religion] DC 20).

*Prerequisites:* Craft Wondrous Item, Sanctify Relic, polymorph, resist energy.

*Cost to Create:* 2,500 gp, 200 XP, 5 days.

**Source:** *Magic Item Compendium* 95.

#### EAGLE CLAW TALISMAN

**Price (Item Level):** 1,000 gp (4th)

**Body Slot:** Throat  
**Caster Level:** 5th  
**Aura:** Faint; (DC 27) transmutation  
**Activation:** Swift (command)  
**Weight:** –

*An eagle claw worked from adamantine dangles from a silver chain.*

The wearer of an *eagle claw talisman* is capable of delivering ruinous strikes against doors, locked chests, or other objects. When you activate an *eagle claw talisman*, you gain a +5 competence bonus on the next Strength check (or unarmed strike damage roll) you make to break or burst an item. This effect lasts for 1 round or until used.

This ability functions three times per day.  
**Prerequisites:** Craft Wondrous Item, *shatter*.  
**Cost to Create:** 500 gp, 40 XP, 1 day.  
**Source:** *Magic Item Compendium* 96.

#### +1 ACIDIC BURST BATTLE AXE

**Price (Item Level):** 18,310 gp (4th)  
**Property:** Weapon  
**Caster Level:** 12th  
**Aura:** Strong; (DC 21) conjuration  
**Activation:** Standard (command) and –  
**Synergy Prerequisite:** Corrosive

*The surface of this weapon is pitted and worn.*

An *acidic burst* weapon functions as a corrosive weapon (see page 31).

In addition, the weapon automatically showers an opponent with acid upon a successful critical hit, dealing extra acid damage as set out on the table below. This acid does not harm you or any creature other than the target. This is a continuous effect and requires no activation. Even if the weapon has not been activated to deal the extra 1d6 points of acid damage that comes from the corrosive property, the weapon still deals its extra acid damage on a successful critical hit.

Critical Multiplier	Extra acid Damage
X2	1d10
X3	2d10
X4	3d10

Projectile weapons bestow this property upon their ammunition.

**Prerequisites:** Craft Magic Arms and Armor, *Melf's acid arrow*.

**Cost to Create:** +1 bonus.

**Source:** *Magic Item Compendium* 28.

## SPELLS

### CONTINGENT ENERGY RESISTANCE

Abjuration  
**Level:** Cleric 4, druid 4, sorcerer/wizard 5  
**Components:** V, S, M  
**Casting Time:** 1 minute  
**Duration:** 1 hour/level (D)

*As you finish chanting the words, a pearlescent film covers your body before fading into your skin, a pale rainbow of colors offering their protection against potential damage to come.*

This spell functions similarly to contingency PH 213), but with a more limited scope. While *contingent energy resistance* is in effect, if you are dealt damage associated with one of the five types of energy (acid, cold, electricity, fire, or sonic), the spell automatically grants you resistance 10 against that type of energy for up to 10 minutes per caster level, or until the remainder of the spell's duration, just as if you were under the effect of a *resist energy* spell of the appropriate type.

Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one contingent energy resistance in effect on yourself at the same time – if you cast the spell a second time while an earlier casting is in effect, the earlier spell automatically expires.

The energy resistance granted by this spell does not stack with similar benefits against the same energy type (such as from the *resist energy* spell). However, it is possible to be simultaneously under the effect of *resist energy* (fire) and *contingent energy resistance* (electricity), or any other two such spells that protect against different types of energy.

**Material Component:** An oyster shell.

**Source:** *Spell Compendium* 52.

### ORB OF ACID

Conjuration (Creation) [Acid]  
**Level:** Sorcerer/wizard 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One orb of acid  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude partial; see text  
**Spell Resistance:** No

*Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.*

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

**Material Component:** A pinch of ashes from a destrachan.

**Source:** *Spell Compendium* 66.

## SNAKE'S SWIFTNESS

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)

*You toss the scales into the air, and they vanish in a sparkling mist as you indicate your target. Without hesitating, that creature draws and fires an arrow into the fray.*

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect 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.

**Material Component:** A few scales from a snake.

**Source:** *Spell Compendium* 193.

## CREATURES

### SYLPH

(from *Monster Manual II*, p. 192)

**Small Outsider (Air)**

**Hit Dice:** 3d8-3 (10 hp)

**Initiative:** +1

**Speed:** 30 ft., fly 90 ft. (good)

**AC:** 12 (+1 size, +1 Dex)

**Attacks:** Unarmed strike +3 melee

**Damage:** Unarmed strike 1d2-1 nonlethal

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Spells

**Special Qualities:** *Improved invisibility*, outsider traits, spells, SR 14, summon elemental

**Saves:** Fort +2, Ref +4, Will +6

**Abilities:** Str 8, Dex 13, Con 8, Int 15, Wis 16, Cha 17

**Skills:** Animal Empathy +9, Concentration +5, Escape Artist +7, Hide +11, Move Silently +7

**Feat:** Empower Spell

**Climate/Terrain:** Temperate and warm mountains

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Standard (gems and magic items only)

**Alignment:** Usually neutral

**Advancement:** 4-9 HD (Small)

Sylphs are native to the Elemental Plane of Air, but they have a liking for the scenery of the Material Plane. They often maintain homes high in the mountains, but since they love to travel, they are rarely found near their homes.

A sylph appears as a small, beautiful woman with translucent, brightly colored wings. The typical sylph prefers filmy clothing and brightly colored jewelry.

Sylphs always become invisible at the approach of strangers and remain so until they know whether there is any danger. The mere presence of danger, however, doesn't necessarily cause them to flee; they are so naturally curious that they may linger in dangerous situations just to watch. They are generally friendly, especially to human males.

Sylphs speak Auran and Common.

### Combat

Sylphs seldom engage in physical combat and usually do not carry any weapons. They depend on their spells and special abilities to protect themselves. When threatened, they often summon elementals to defend them.

**Spells:** A sylph can cast arcane spells as a sorcerer. Caster level = sylph's Hit Dice + 4.

**Improved Invisibility (Sp):** At will, a sylph can use *greater invisibility* (self only).

**Outsider Traits:** A sylph has darkvision (60-foot range). It cannot be raised or resurrected.

**Summon Elemental (Sp):** Once per day, a sylph can use *summon monster VI* (12<sup>th</sup> level caster) to summon a Large air, earth, fire, or water elemental.

### GREENSPAWN SNEAK CR 2

(from *Monster Manual IV*, p. 148)

LE Small monstrous humanoid (dragonblood)

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

**Languages** Draconic

**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +2 armor, +3 natural)

**hp** 11 (2 HD)

**Immune** acid

**Fort** +1, **Ref** +6, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** dragonsplit +4/+4 (1d4/19-20 or x4) or  
**Melee** dragonsplit +6 (1d4/19-20 or x4)  
**Ranged** dagger +6 (1d3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** -2  
**Atk Options** sneak attack +2d6  
**Combat Gear** 4 flasks of acid

---

**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

**SQ** water breathing

**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

**Advancement** by character class; **Favored Class** ranger

**Possessions** combat gear plus leather armor, 2 dragonsplits, 2 daggers

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**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills:** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silently checks.

*Physical Description:* Greenspawn sneaks look like short lizardfolk with a distinct draconic appearance.

#### GREENSPAWN RAZORFIEND CR 7

(from *Monster Manual IV*, p. 146)

LE Large magical beast (dragonblood)

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

**Languages** Draconic

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

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

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

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

---

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

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

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

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

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

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

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

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

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

---

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

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

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

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

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

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

#### DRACOTAUR

CR 3

(from *Monster Manual III*, p. 42)

NE large dragon

**Init** +1; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Draconic

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**AC** 17, touch 11, flat-footed 17

(-1 size, +1 Dex, +2 armor, +5 natural)

**hp** 28 (3HD);

**Immune** magic sleep, paralysis

**Fort** +9, **Ref** +5, **Will** +5

---

**Speed** 50ft. in leather armor (10squares), base movement 50ft.

**Melee** spear +6 (2d6+6/x3) or

spear +6 (2d6+6/x3) and

bite +1 (1d8+2) and

tail slap +1 (1d8+6)

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

**Base Atk** +3; **Grp** +11

**Special Actions** Spit Fire +4 ranged touch attack (2d6)

**Combat Gear** leather armor, spear

---

**Abilities** Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

**Feats** Armor Proficiency (light), Iron Will

**Skills** Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

**Possessions** combat gear plus

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**Spit Fire (Su):** A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.



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**Skills** A dracotaur's dragon levels give it skill points equal to  $6 \times (6 + \text{Int modifier})$ . Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

## APPENDIX 3: DM AID: THE TIMELESS TREE

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The following is reprinted directly from *Greyhawk Adventures: The Marklands*. The statistics present are in 2<sup>nd</sup>-edition and have not been updated. They are provided as a general reference, but should not be considered correct for the Living Greyhawk campaign.

### THE TIMELESS TREE

The Timeless Tree is both a community and a shrine. This vast oak stands in the central part of the Vesve forest. It measures 160 feet high and its trunk has a circumference of 55 feet. Its branches span a 200-foot radius.

Within this tree's massive network of branches are tree houses of extraordinary elven design. Rope bridges and trailing vine ladders are everywhere, seeming almost to be part of the vast tree itself.

This is the heart of the lands of the grey elves. Here their Seer, High Priestess Calandryen of Labelas Enoreth, holds court inside a glittering crystal chamber within the roots of the oak. This chamber may only be reached from above, by a dimension door effect. The oak is said to have grown from the same tiny group of acorns, which also gave rise to Oakvein in the Gnarley Forest. Calandryen can magically communicate with the Oakvein's loremasters as she wishes.

The grey elves protect the boundaries of their lands carefully, with the aid of dryads, brownies and other faerie spies. They do not permit anyone of non-good alignment to enter. They use illusion and non-damaging spells like *wall of force*, *phantasmal* and *spectral force* to deny access to unwanted visitors. In addition, *Philidor's globes* (see below) protect all of these lands, and Calandryen can see virtually anywhere within her domain as she wishes.

The grey elves seem only to passively resist the approach and advance of Iuz and the goblinoids of the Vesve. They certainly don't cooperate much with woodsmen, rangers, or even the high elves. Their own patrols are strictly watchful and defensive.

If anyone were to ask Calandryen why the grey elves choose this path, she would say, "Great magic is afoot which you know nothing about. Iuz has been upon Oerth barely a century I have been here for six, and my people for longer than any other race can tell. I saw Iuz born, and I will see him perish. He is barely a small wave coming to the shoreline of history." She is a priestess of Labelas Enoreth, and it is impossible to convey any urgency or haste to her.

Anyone attempting to attack these lands would face powerful wizardry. Calandryen is served by a ring of grey mages. These are all powerful wizards of 11th level and higher. These defenders of the Timeless Tree wear grey robes as a badge of office.

Grey elf patrols will always be Superior (see the encounter tables in *From the Ashes*), and accompanied by a wizard of level 6 + 1d6.

**Calandryen, High Priestess of Labelas Enoreth:** 15th-level Grey Elf Priestess. (Dex 15, Int 18, Wis 18, Cha 17). AC -6 (Bracers of defense AC2, cloak of displacement, ring of protection +5), hp 66, AL CG. Calandryen employs many magical items, including a *ring of free action*, a *ring of djinni summoning*, and a *brazier of sleep smoke*. She always wears an amulet which gives her the ability to *detect lie*, even negating *undetected lie* spells and similar stratagems. Calandryen is nearly 630 years old, a tiny (4' 7") grey elf with skin the color of faded parchment and violet eyes. Her silver hair is tied back from her face and braided down to the small of her back. She is peaceful and composed, taking a long time to think over what she says. The interdicted crystal chamber she rarely leaves radiates *protection from evil* throughout and any creature of evil alignment must save versus spells each round it is within it or be stunned. She can revoke this effect as she wills. Because of her age, Calandryen is a living font of lore and first hand knowledge, possibly unequalled in the Flanaess. Whether player characters learn any of it depends on whether they gain the trust of this otherworldly, secluded mystic.

## **Highfolk Dispatch, Patchwall 27, CY597**

Early on the morning of Patchwall 25, CY597, the Wanderer's Way Inn & Tavern, was burned down... again. The fire, despite the inn's strong stone construction, is reported to have been set by disgruntled merchants and pilgrims, irate at the years of poor service they had received.

In the conflagration, Gileed Wanderfoot, proprietor and high priest of Fharlanghn, was burned along with his establishment, and perished in the flames. When his spirit was consulted regarding a possible return to this mortal coil, his only comment was, "Enough is enough."

## PLAYER HANDOUT 2: THE PROPHECY OF ASCENSION

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Two children, born in the union of owl and ocean, shall carry Her will.  
The Harbinger will cry for the Emerald Dawn.  
The Wrath will cry for the Emerald Dawn.  
And She will Rise. And She will Rise.  
When the darkness falls on feathers, She will gather.  
When the walker flees the sea, She will move.  
When the dreamer dies, She will flourish.  
And She will Rise. And She will Rise.  
A light She will take, the Harbinger working Her will.  
A dark She will take, the Harbinger working Her will.  
A hold She will take, the Harbinger working Her will.  
A rose She will break, the Harbinger working Her will.  
And She will Rise. And She will Rise.  
Riddler. Watcher. Destroyer. Three remain with the Lord's skull upon Her wall.  
Three remain unknowing their danger.  
She silently lies in wait. To break them. To prepare them.  
She will Rise. She will Rise.  
Her Wrath will scour beneath the sea.  
The Horn. The Moon. The Sword.  
Thrown from the waters will they be.  
The fish will scream out in pain.  
She silently lies in wait. To prepare them. To break them.  
And She will Ascend.  
And as the Keeper of Word and Deed has written, the sea will thrive and the fish will tremble.