

# The Planting

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

by David Kerscher, Brian Gilkison & Lynn Register

Circle Reviewers: Tim Sech

The wasting disease has gotten worse, and Rao's Vision has sent you into the wilderness. Do you have the fortitude to cultivate the cure? It is recommended that at least one character have ranks in Knowledge (nature) or ranks in Survival to increase the chances of satisfactorily completing this module. A one-round Regional adventure set in the Archclericy of Veluna for characters level 1-15 (APLs 2-14).

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Resources for this adventure [and the authors of those works] include *Book of Exalted Deeds* [James Wyatt, Christopher Perkins, Darrin Drader], *Book of Vile Darkness* [Monte Cook], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeonscape* [Jason Bulmahn, Rich Burlew], *Exemplars of Evil* [Robert J. Schwalb], *Fiend Folio*, *Heroes of Horror* [James Wyatt, Ari Marmell, C.A. Sulemain], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Magic Item Compendium*, *Monster Manual IV*, *Monster Manual V*, *Player's Handbook II* [David Noonan], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liqueite], *Savage Species* [David Eckelberry, Rich Redman, Jennifer Clarke Wilkes], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], and *Spell Compendium*.

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find

the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Archclericy of Veluna. ***As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities of penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is Veluna, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.***

PCs that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

## PREPARATION FOR PLAY

- Determine which PCs (if any) have played VEL8-03 "A Day at the Museum". These PCs receive a different Introduction than those that have not.
- Determine which PCs (if any) have the wasting disease. These PCs need to make their disease progression saves at the beginning of the adventure.
- Determine which PCs (if any) do NOT have the wasting disease. Get these PCs' alignment, class and deity of choice, as these factors partially determine

the save DC against the wasting disease should they be exposed. (Like if any PCs have the disease to start with.)

- It is always good to have a few pre-rolled Spot and Listen checks from each PC handy.

## NEW RULE ITEMS

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

## ADVENTURE BACKGROUND

Many years ago, Canon Hazen and a small group of advisors invoked the Flight of Fiends, a great and powerful spell which banished diabolic hordes under the command of Iuz from the land.

Unfortunately, Iuz was able to corrupt the ceremony, not only leaving the banishment incomplete, but also cursing the clergy involved therein with a terrible wasting disease. The ramifications of said ceremony tainting were manifold and of obvious import over the past 12 years (and were dealt with in the "For the Greater Good" series of Core adventures).

The wasting disease, however, has received scant attention in the years since the Flight because very few people had seen the effects firsthand. The Crook of Rao, the holiest of Raoan relics and instrumental in the Flight of Fiends, was able to thwart Iuz's planned revenge and limit the spread of the curse. As long as the Crook existed on Oerth (in whatever form or state), the disease would not spread beyond the priests (and one noted wizard) who participated in the ceremony. As events have unfolded over the past few years (in the Core series and in Velunan adventures), that protection has been lost.

When adventurers separated the Crook's essence was from the young boy it had inhabited and banished the young man to Perdition, (see CORS8-01 "Whispers of the Obsidian Citadel"), they probably did so believing that the essence would simply reunite with the original staff and all would be well.

However, that staff, dormant at the time due to the separation from its essence, had been lost to Herion in

the War of the Heretic (VEL4-03 “The War of the Rings”). When adventurers invaded Herion’s sanctuary, however, the staff was never found. It is assumed to have been claimed by the pit fiend Gozrag after his ultimate battle with Herion and taken to his home in the Nine Hells.

Thus, while the Crook of Rao may very well be restored to its full original power and glory, it is no longer on this plane, and the protections it had been maintaining have worn off, loosing Iuz’s curse – the wasting disease – on an unsuspecting Oerth.

With the contagion suddenly starting to spread, the Church of Rao has divined that there are two keys to curing the disease and foiling Iuz’ plan. One, recovering the Crook of Rao, will be dealt with in VEL8-05 “The Essence of Peace”. This adventure deals with the planting of a special medicinal tea bush of fey origin and protecting its growth.

## ADVENTURE SUMMARY

PCs either played VEL8-03 “A Day at the Museum” or did not. Those that did are following up that adventure at the behest of the Church. Those that did not are recruited by those that did, or the Church itself.

Introduction – The Church of Rao sends the PCs back to the Lake Krag Dam to plant the seeds brought back from the fey lands (in VEL8-03 “A Day at the Museum”). Version A is for use at tables where at least one PC played VEL8-03. Version B is for use at tables where no PCs played VEL8-03.

Encounter 1: Tilling the Soil – PCs arrive at the planting site, but must fight off a hungry resident before commencing with the rituals.

Encounter 2: Sowing the Seeds – PCs plant the seeds and perform the required rituals to start the growing process.

Encounter 3: Fending Off Crows – PCs have a chance to set up defenses to protect the plant. This is a good thing, as the PCs and their charge are soon attacked by an Incubulite cancer mage/druid and his minions.

Encounter 4: Spraying for Bugs– PCs barely have time to recover before an Iuzian attack hits the site.

Encounter 5: Reaping the Harvest – PCs harvest some of the berries and leaves for the Colleges of the Divine and Arcane to use to create the cure for the disease.

Conclusion – Everybody prepares for death, or the PCs get sent on another mission....

## INTRODUCTION A

If there are any PCs that played VEL8-03 “A Day at the Museum”, they get the following introduction:

*Having returned from the fey lands with the seeds you sought, you consulted with members of both the Colleges of the Divine and the Arcane, deciding on the best course of action.*

*All agree that the original divinations point to planting the seeds during the Midsummer’s Festival, which is starting soon, and that the seeds should be planted at the site of the Lake Krag Dam, where there may be lingering vestiges of the power that grew an entire primeval jungle in under two years:*

Death brought life which led to death  
That is where the seeds grow best  
The longest reign of Pelor’s light  
Feeds the seeds through one dark night

*The exact rituals involved, however, are under some debate, as is the exact meaning of a further divination on the subject:*

Beory’s blessings come unbidden  
To the seeds once they’re hidden  
Ravens steal, bugs lay waste  
But that which harms the most is haste  
Royal fruit and blushing palm  
Are truly gifts from the Shalm  
Thus nature will, with the support of  
reason  
Cleanse the land within the season

*At one point, while the academicians debate over semantics and subtleties, Canon Truft himself enters the room. All discussions stop as he speaks.*

*“Ladies and gentlemen, everyone here values the Reason of Rao, and we all love a good debate, but time presses on and people are dying. We need to act now, before Midsummer is past.”*

*He turns to you.*

*“Go – take the seeds to the site and find a good place to plant them – close to the water. If the divinations are correct, the plant will sprout and you can bring back berries and leaves. The Church will provide you with horses, rations – whatever reasonable measures you think you will require.”*

*An old Raoan priest interrupts, “Pardon my boldness, Canon, but we do not know for sure what to do! Certainly you ... er, we do not want to act before reasoning this all the way through.”*

*The Canon looks calmly at the old man and smiles just a bit. “I understand your concern, Joffrey. I have learned valuable lessons over the past years.” Joffrey flushes, embarrassed, and looks down into his lap. Truft turns back to address the entire room.*

*“I am not advocating rushing off blindly. We will continue to investigate the divinations. If something*

*in the interpretation changes, or find something new, we will find a way to contact them and inform them of our findings.” He turns back to you.*

*“Go. And may Rao guide you.”*

Before the PCs can begin preparations for their trip, they must complete their adventuring party. If any PCs at the table still need recruited, have the PCs do it if at all possible. Otherwise, the Church ‘recommends’ additions to the party. If they go looking for companions in Mitrik, read the following:

*Trepidation walks alone in the streets of Mitrik. Few people are out and about, and those that are scurry along, avoiding all contact. Most doors are closed, most windows shuttered. After a bit of a search, you finally find a bar that is still open, and in that bar, some adventurers.*

Once the party is together, go to Party Preparations.

## INTRODUCTION B

If there are NO PCs that played VEL8-03 “A Day at the Museum”, then the whole table gets the following introduction:

*Trepidation walks alone in the streets of Mitrik. Few people are out and about, and those that are scurry along, avoiding all contact. Most doors are closed, most windows shuttered. Luckily (or not), you seem to have found the one bar still open – a rough place simply called “Belch’s Bar”.*

*Why are the streets so empty, you may ask? The news has spread that the wasting disease, a terrible curse previously limited to the most devout of the Raoan clergy, has begun spreading outside that limited sphere of victims. Rumors say that the plague is spreading like wildfire, that there is no cure, and that even powerful magic can only delay the inevitable.*

*The Church has tried to calm the fears, stating that the contagion has not spread nearly as much as some of the rumors indicate, and that they have recently discovered the means to a cure. They still advise caution, however, and hence, the normally bustling avenues of Mitrik are nearly empty.*

*You assume the few patrons in the bar to be, like you, adventurous types. Not only from the way they dress and comport themselves, but from the basic fact that they are here, brave (or foolish) enough to come have a drink in the face of an epidemic.*

Allow the PCs to come together as a group if they wish. (Or they can wait until after the job offer appears.)

*After a round of drinks or two, a Mitrik Temple Guardsman pokes his head in the door. Seeing there*

*are people here, he steps in. In addition to his normal uniform, you can see he is wearing his dress gloves, as well as a handkerchief over his nose and mouth.*

*“You are adventurers, yes?” he addresses you from the doorway. Assuming you answer affirmatively, he continues, “The Church has urgent need of your assistance. Come with me, please.”*

If the party asks him any questions, he can only impart the following information:

- **What’s the job?** “The Church requires some adventurer types to pursue a mission that will hopefully lead to a cure for the Wasting Disease.”
- **Why don’t they do it themselves?** “Of course the Church is working on the problem as well, but the majority of its people are focusing on protecting the populace and tending to those already ill.”
- **What’s the pay?** “I’m sure you will be well compensated.”
- **What’s up with the handkerchief and gloves?** “I’m just taking every precaution I can. The powers that be say the disease is fairly well contained at this point, and the chance of getting it is very slim, but I’d rather be safe than sorry.”

Assuming the party goes along, read the following:

*The Guardsman leads you to the Cathedral of Rao, where he calls out to a group of priests huddled near the doorway.*

*“Sirs! I found some! Adventurers!”*

*The priests turn toward the call, and you can see that the one in the center is none other than Canon Truft himself. He looks worn and tired, as if he has gone without sleep for some time.*

*“Thank you, Guardsman. And thank you for coming, brothers and sisters. The Church is in need of a small group such as yourselves for a simple, yet very important job. Are you amenable to a short trip to plant some seeds?”*

Assuming the party has questions:

- **What are we to do?** “Simply take some seeds up to the Lake Krag Dam and plant them – as close to the water as possible. If the divinations have been interpreted correctly, the plant should sprout and you can bring back berries and leaves.”
- **What does the plant look like?** “We are not sure, actually. There had only been one in this world and it died with the heavy winter two years ago. The fey the seeds came from are unreachable at this time. Trouble of some sort with evil fey, we gather.”

- **What's so special about this plant?** "It is a very rare fey tea plant that is fabled to grant immortality to those that drink its tea. I don't know about that, but the tea did seem to cure a Bishop that had been suffering from the Wasting Disease."
- **What's the pay?** "He seems disappointed in the question. "I have no figures for you at this time, but rest assured you will be compensated. We will provide horses and other equipment as well."
- **Why don't the druids do it?** "The divinations seem to indicate that druidic assistance may actually be harmful to the process – one of the details we are researching. Still, we can send one along with you if you would like."
- **What did the divinations say?**  
 "Death brought life which led to death  
 That is where the seeds grow best  
 The longest reign of Pelor's light  
 Feeds the seeds through one dark night  
 Beory's blessings come unbidden  
 To the seeds once they're hidden  
 Ravens steal, bugs lay waste  
 But that which harms the most is haste  
 Royal fruit and blushing palm  
 Are truly gifts from the Shalm  
 Thus nature will, with the support of reason  
 Cleanse the land within the season"
- **What's the catch?** "There's no catch as far as we know. Obviously, Old Wicked would not want the cure to be found, but we have already defeated some of his agents that tried to intercept the seeds coming back from faerie. A small group of trained adventurers could be small enough to escape notice, but able enough to deal with problems should any arise.

Assuming the party takes the job, go to Party Preparations.

## PARTY PREPARATIONS

Once the party is together, they may begin preparations for the trip.:

- PCs may request horses (and related gear), plus any other mundane gear from the "Adventuring Gear", "Special Substances and Items", and "Tools and Skill Kits" sections of Table 7-8 in the PHB. Anything not used this adventure must be returned (though PCs could obviously purchase the items to keep).
- PCs may purchase potions or scrolls, or even hire NPCs to cast spells on them. At this time (and ONLY at this time), these items (and services) can be

purchased at half price. Costs derived from expensive material components and/or a caster's expenditure of XP are NOT halved when calculating this cost. Assume the Colleges of the Arcane and Divine have the access to the following:

- Open spells, levels 1-3 (PHB): 4 of each
- Open spells, levels 1-3 (SC): 3 of each
- Open spells, levels 4-6 (PHB): 2 of each
- Open spells, levels 4-6 (SC): 1 of each
- PCs may request the assistance of someone with Knowledge (Nature), Survival, Profession (Herbalist), or such. If they do, it comes in the form of a druid from the Circle of Life, Sunbeam Moonblossom. She is a dedicated pacifist (read non-combatant) who serves to provide advice about planting, deliver messages back to Mitrik, etc:

**Sunbeam Moonblossom:** female half-elf druid, see Appendix 1.

These preparations occupy all of one day, which happens to be the day before Midsummer's Festival begins. Once preparations are finished, proceed with the following text for all PCs:

*You are finally ready to head out on this important mission. Midsummer's Festival starts tomorrow, meaning you have one week to accomplish the task set before you. Hopefully nothing goes wrong...*

It takes 3 days to travel to the dam site on foot (base speed 30), 2 days by laden horse (base speed 45), and 7 hours if flying (base speed 60).

## 1: TILLING THE SOIL

*Following first the Fals River and then the Krag Stream upstream to where the massive lumber and ice dam once stood takes quite a while, though not as long as it did even mere weeks ago, when the forest teemed with beasts both dire and magical.*

*No such beasts interrupt your travel on this trip however, and soon you arrive at what could only be the dam site. The quarter-mile gap between two large, rocky hills is still blocked by a twenty-foot high wall of truly massive tree trunks and boulders. More timber and rocks are strewn about the area as well. Water cascades down the face of the wall from various gaps, forming into the stream you followed here.*

*Climbing up what is left of the dam is not terribly difficult, despite the slickness from the water. Reaching the top, you see that it is not a mere wall of rock and wood, but a huge hill in and of itself at least 250' across. Walking across the tumbled mass of timber and chunks of stone is a chore, made more*

*difficult by the occasional bush or tree that has grown up from the rich soil trapped within the dam.*

*Finally, you espy the lake itself. At least a mile across, it reflects the sunlight with multi-colored brilliance. A beautiful site for a garden...*

PCs that encountered the primal conduit's guardian in VEL8-02 may feel comfortable that the great danger in this area has already been dealt with (either by them or by the Church). Unfortunately for the PCs, something else had been growing here all the while; it just never came in contact with the drake that guarded the lake. With the guardian gone, it now considers this area its own private hunting ground.

**APL 2 (EL 5)**

**Advanced Fetid Fungus (2):** hp 20, 20; Appendix 1

**APL 4 (EL 4)**

**Advanced Fetid Fungus (2):** hp 36, 36; Appendix 1

**APL 6 (EL 6)**

**Advanced Vine Horror:** hp 77; Appendix 1

**APL 8 (EL 8)**

**Burrow Root:** hp 120; Appendix 1

**APL 10 (EL 10)**

**Corrupture:** hp 240; Appendix 1

**APL 12 (EL 12)**

**Sentry Corrupture:** hp 240; Appendix 1

**APL 14 (EL 14)**

**Sentry Corrupture (2):** hp 240, 240; Appendix 1.

**Conditions:** The water, as well as the detritus from the shattered dam may well affect combat in this area:

- In the water – there is no gradual slope to the bottom of the lake. The shallowest part is 10' deep, and it gets deeper from there. In the event of underwater combat, see the *DMG*, pg 93.
- At the edge of the lake (within 15') the logs are very large, but are also very slick. Running and charging are impossible. Moving more than half speed requires a DC15 Balance check. Tumbling checks are made at –5.
- Away from the lake (16'+), the footing is more solid, but the ground itself is fairly swampy (from water seeping through from the lake). This reduces landbound movement speeds by 5', and increases Balance and Tumble checks by 2. Running and charging are possible, however.

- A *detect magic*, followed by a DC20 Spellcraft check, will reveal that there is lingering transmutation magic in the soil.

**Tactics:** At all APLs, the monster is just out for food. If a PC goes down, the monster will try to take him or her away to eat at its leisure. Continued attacks may distract it from that plan, at the DM's discretion.

**Treasure:** None

**Development:** Once the plant monster has been dealt with, the PCs may proceed with the planting process. Go to Encounter 2.

## 2A: SOWING THE SEEDS

*Now that that is out of the way, you can get down to the business at hand – planting the fey seeds in the rich soil that has been soaking in life-rich energies for over two years.*

There is really no special ritual to perform for planting the seeds (though see below regarding *plant growth*, etc), but you can have some fun making them think there is if you want (and if you have the time). Sunbeam Moonblossom is a good source for this, if you need some way to suggest a 'special dance of thanks' to the soil. And the water. And the sun. And the seeds....)

***Plant Growth:*** The delicate nature of this plant will be disrupted if its germination and growth is accelerated beyond the rate at which the primal-energy soaked soil will already be growing it. This was alluded to in the Church's *divination*.

If the players did not pick up on that, and are making plans to cast *plant growth* or similar magic, they need a nudge away from that path. (If they choose to ignore the nudge, then so be it – all Oerth will suffer from their hubris.) This nudge should come from a druid PC or Sunbeam Moonblossom (see below). If there are no druids in the group, any PC with Knowledge (Nature) or Survival will have to do.

If the only druid in the group is a PC, then take them aside and have them a Knowledge (Arcana), Knowledge (Religion) or plain Wisdom check. As long as they don't really tank the roll, remind them of the divination's lines that "Beory's blessings come unbidden" and "that which harms the most is haste". Try to get them to come up with the idea that *plant growth* is not a good idea.

If Sunbeam is the group's druid, she will wonder aloud if the PCs' magic might interfere with whatever magics there are here. After all, this place was chosen for a reason – if *plant growth* would do the job, why not just grow the plant in the College itself?

If the PCs pursue this line of doubt:

- A successful *augury*, *divination*, or similar magic, gets a response indicating that trying to hurry the process along would be a bad idea.
- Contacting the Church for advice (via *sending* or other means), gets a response that those debating the previous divination have agreed that using accelerative magics of any sorts would be a bad thing to do.

**Development:** Once the seeds have been planted, make note if the PCs use *plant growth* or similar magic or not. If they do, the plant will not grow to full ripeness (see Encounter 4).

At this point, the PCs may choose to leave for home or to stay and set up defenses for the plant.

If they leave, this adventure is over. Go to Conclusion A.

If they stay, go to Encounter 2B.

## 2B: BUILDING A FENCE

Give the players some time to devise their defenses for their newly planted seeds. The PCs have five hours before Encounter 3, when the first group of bad guys attacks. (Of course, they don't know that.)

Some details that may or may not come into play in the PCs' plans:

- The dam area contains a good amount of rich dirt, but the bulk of it is huge trees and massive boulders, too big and too securely wedged together to move around.
- There are many trees already growing on the dam – each can provide cover to any one standing behind it. Most are large enough to support a Medium or smaller creature in their branches.
- The logs at the edge of the lake (within 15') are very large, but are also very slick. Running and charging are impossible. Moving more than half speed requires a DC15 Balance check.
- Away from the lake (16'+), the footing is more solid, but the ground itself is fairly swampy (from water seeping through from the lake). This reduces landbound movement speeds by 5', and increases Balance and Tumble checks by 2. Running and charging are possible, however.
- The hills to either side of the dam (each a couple hundred yards from the planting site) are very dense rock with only a thin layer of dirt, with small scrubby plants at best.
- There is no wildlife (mundane or otherwise) within a half mile of the dam at this time (an occasional bird – such as a hawk or buzzard – may be seen high overhead or in the distance).

- A *detect magic*, followed by a DC20 Spellcraft check, will reveal that there is lingering transmutation magic in the soil.

After the PCs have made their plans, read the following then proceed to Encounter 3.

*As you finalize your preparations, you notice that the seeds have already sprouted. The divinations must have been correct – this was definitely a good location to grow the herb. Given its rate of growth, the plant should be fully grown within a day.*

## 3: FENDING OFF CROWS

Five hours after the PCs start planning their defenses, a group of Incabulites led by a cancer mage arrive on the scene, intent on capturing the seeds/plant for themselves and the cult of the greater god of diseases.

(Remember that even if the PCs have rested since the last fight, spells cast within the past 8 hours count against the PCs' number of spells prepared. *PHB* pp 178, 180.)

Have any PCs on watch roll Spot and Listen checks to determine the distance at which they detect the Incabulite's (or his minions) approach; due to the flora scattered here and there on top of the dam, and the swampy terrain, the maximum distance the PCs will be able to spot any of them is 2d8x10 feet – adjust downward for the PCs' Spot and Listen checks, and the NPCs' Hide and Move Silently checks (if any). The plague walkers and filth-eater trolls will always approach through the forested area. Karosh's approach varies depending on the PCs' actions in setting up watches.

See Tactics for precautions the cultists have taken at each APL which may affect their checks.

### APL 2 (EL 5)

**Karosh:** male Flan druid 5; hp 42; Appendix 1.

**Dysentery:** dire rat animal companion; hp 17; Appendix 1.

### APL 4 (EL 7)

**Karosh:** male Flan druid 6; hp 51; Appendix 1.

**Dysentery:** dire rat animal companion; hp 29; Appendix 1.

**Plague Walker:** hp 57; Appendix 1.

### APL 6 (EL 9)

**Karosh:** male Flan druid 7/ranger 1; hp 68; Appendix 1.

**Dysentery:** dire rat animal companion; hp 29; Appendix 1.

**Plague Walker (2):** hp 57, 57; Appendix 1.



#### APL 8 (EL 11)

**Karosh:** male Flan druid 7/ranger 1/cancer mage 2; hp 75; Appendix 1.

**Dysentery:** dire rat animal companion; hp 29; Appendix 1.

**Plague Walker (2):** hp 57, 57; Appendix 1.

**Filth-eater:** troll barbarian 3; hp 141; Appendix 1.

#### APL 10 (EL 13)

**Karosh:** male Flan druid 7/ranger 1/cancer mage 4; hp 87; Appendix 1.

**Dysentery:** dire rat animal companion; hp 29; Appendix 1.

**Filth-eater (2):** troll barbarian 3; hp 141, 141; Appendix 1.

#### APL 12 (EL 15)

**Karosh:** male Flan druid 9/ranger 1/cancer mage 4; hp 102; Appendix 1.

**Dysentery:** dire rat animal companion; hp 48; Appendix 1.

**Filth-eater (2):** troll barbarian 4; hp 158, 158; Appendix 1.

#### APL 14 (EL 17)

**Karosh:** male Flan druid 11/ranger 1/cancer mage 4; hp 117; Appendix 1.

**Dysentery:** dire rat animal companion; hp 48; Appendix 1.

**Filth-eater (2):** troll barbarian 6; hp 192, 192; Appendix 1.

**Conditions:** The water, as well as the detritus from the shattered dam may well affect combat in this area:

- In the water – there is no gradual slope to the bottom of the lake. The shallowest part is 10' deep, and it gets deeper from there. In the event of underwater combat, see the *DMG*, pg 93.
- At the edge of the lake (within 15') the logs are very large, but are also very slick. Running and charging are impossible. Moving more than half speed requires a DC15 Balance check. Tumbling checks are made at –5.
- Away from the lake (16'+), the footing is more solid, but the ground itself is fairly swampy (from water seeping through from the lake). This reduces landbound movement speeds by 5', and increases Balance and Tumble checks by 2. Running and charging are possible, however.
- A *detect magic*, followed by a DC20 Spellcraft check, will reveal that there is lingering transmutation magic in the soil.

**Tactics:** The Incabulites want to capture the seeds for themselves, so they don't want to destroy the plant. They will try not to damage it with area spells, won't charge through it, etc.

Particularly creative PCs may try to use this to their advantage (to stop or slow down the attack) by threatening the plant. Let the PC with the idea make a Bluff check against the thug types' Sense Motive Checks. (Remember that he/she should be in a position where he can actually threaten the plant.) At best, a success will only get the thug types to delay a bit – specifically, until after their leader's action (when he chastises them back on track). Otherwise, Karosh will delight in causing as much pain and suffering as he can from spreading his diseases.

At all APLs, Karosh's woodland stride ability allows him to move about the terrain on top of the dam without impediment. Though not a particularly sneaky type, he plans on using his wild shape ability to get as close to the PCs as possible without alerting them to his presence.

At APL 2, Karosh only has one use of wild shape available to him for the day. He will try to conserve its use in case he runs out of spells or if his rat proves ineffective, so at this lowest APL, he will simply try to approach as close as possible (in his normal form) over the top of the dam, along with his companion. He will lead off with an *entangle* spell, trying to catch as many PCs as possible in its area of effect.

(Due to the lingering effects of the wild growth magic, the plants in the area are quite receptive to spells like *entangle* and *spore field*, etc., and the DC for saves and checks resulting from any such spell are increased by 2; this increase is already reflected in Karosh's stat block.)

At all other APLs, Karosh will position himself some distance away from the PCs (on one of the hills on either side of the dam), try to determine if they are setting up any way to watch above the trees on top of the dam – at higher APLs, this would likely be PCs under the effects of *fly*, a flying animal companion or familiar, etc.; creative types without such capabilities at lower APLs will undoubtedly come up with alternatives, so adjudicate as necessary.

If there does not appear to be any sort of aerial watch, then Karosh will approach from the air (typically as some kind of scavenger bird, such as a hawk or buzzard). Ground-to-air spotting distance would normally be quite high, but the jumble of trees on top of the dam grant him sporadic cover from sight, so the maximum spotting distance is the same as if he were approaching on the ground – 2d8x10 feet.

If he determines that the PCs are watching the skies, then he can also choose to wild-shape into an aquatic form that would likely appear in Krag Lake (any type of lake fish will do – trout, salmon, etc.) and approach via

the water. Because of the difficulty of spotting underwater creatures from the ground, it would be possible for him to approach very close to the PCs before surfacing at the shoreline (within 50-100 feet), and commencing his attack. (But remember that if there are druids in the PCs' party, they might use similar tactics to patrol, so use your best judgment.)

At higher APLs he will try to keep at least one wild shape "in reserve" as an escape route, and does not consider himself a strong melee combatant (despite having a lot of touch delivery spells).

At APL 4 and above, Karosh's minions are the "first wave" of attack. At APL 4 through 8, the druid has constructed a plague walker (or two) with the hope of sickening a few PCs with its Diseased Touch ability, or catching them in its Putrid Burst explosion when it can. He will start them lumbering through the trees on the dam towards the PCs and attempt to attack from the opposite side once the PCs are distracted.

At APL 8 and above, the filth-eater troll(s) perform a similar function, though they can be much more effective combatants, and will also serve to try and keep PCs directly away from Karosh while he whittles them down with his spells.

At APL 10 and above, Karosh can also use his Children of the Night ability to summon a swarm of dire rats (these are not a swarm, as in the Swarm type, but 4d8 dire rats) before approaching the PCs' position, and he can mentally command them for up to 40 minutes. Use this as you see fit, either as a distraction to soak up PC attacks, to form a "wall" of rats for blocking, or simply as an atmospheric element (since the rats will be hard pressed to damage many PCs at the higher APLs).

As far as spellcasting is concerned, Karosh tends to favor his spells and abilities that poison and sicken his enemies. If possible, one round before making himself known, he will cast *decomposition* to establish its effects. Following that, he will try to cast *breath of the jungle* centered somewhere near the plant, so that PCs must enter its mists (and be subject to its effects) if they want to defend the plant. Other than that, he likes to affect as many PCs as possible, so spells such as *mass contagion* or *pox* are his first choice (when available).

Buff spells that Karosh has precast are marked in his stat blocks with "~~Already Cast~~"; he has sufficient caster level that you can assume that his min./level spells have at least 2 minutes remaining on them, and his 10 min./level spells have at least 20 minutes remaining.

If severely damaged (below 20% of his maximum hit points at any given APL), Karosh is not above retreating and trying to nurse his wounds (though he does not have

much in the way of healing magic memorized or available to him). If the PCs do not actively pursue him, it is possible that he might hang around enough that he could come back to haunt the PCs in the final encounter. He wants to obtain the plant for himself and the "glory" of Incabulos, and he is mad, but not so much so that he's willing to die today. The plague walkers fight until destroyed or until they can use their Putrid Burst ability. The trolls are in a blood-lust by the time they begin fighting the PCs, and will fight to the death, even if Karosh flees.

### Diseases

Karosh is cancer mage (or an aspiring one), and delights in all manner of diseases. At APL 2 through 6, he keeps *delay disease* running every day to stall the effects of the diseases on his body (giving him time to study them), while at APL 8 and above, him simply has immunity to their effects as a result of his cancer mage levels. However, this does not prevent him from infecting others, and in fact, as a worshipper of Incabulos, it amuses him greatly to share his "gifts" with others.

Karosh is infected with at least one disease at every APL, and he "gains" them in the following order:

- **APL 2: Shakes (Ex)**—incubation period 1 day, damage 1d8 Dex.
- **APL 4: Slimy Doom (Ex)**—incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.
- **APL 6: Sandeyes (Ex)**—incubation period 1 day, damage 1d4 Cha. Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.
- **APL 8: Melting Fury (Su)**—incubation period 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d3 Con.
- **APL 10: Lightning Curse (Su)**—incubation period 1 day, damage 1d6 Int. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.
- **APL 12: Sea Rot (Ex)**—incubation period 1 day, damage 1d6 Con and 1d6 Str. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.
- **APL 14: Death Song (Su)**—incubation period 1 day, damage 1d8 Str, 1d8 Dex, and 1d8 Con.

Details on shakes and slimy doom can be found on DMG page 292, while the others are detailed in Appendix 2. The save DC for each disease varies with Karosh's hit dice and Constitution modifier, and is detailed in his stat block at each APL. Note that some of the diseases are supernatural in nature, so class or racial features that grant immunity to disease may or may not extend to those diseases (for example, a 3rd level or higher paladin would be immune to *melting fury*, but a 5th level or higher or monk would not).

Because all of these diseases are transmitted via contact, any creature striking Karosh with an unarmed strike, a natural weapon, or a melee touch attack risks exposure to the diseases, and must save against possible infection. Any time any such attack succeeds in striking Karosh, pick one disease at random with which Karosh is infected at that APL (for example, if playing at APL 6, a PC striking Karosh can be exposed to either shakes, slimy doom, or sandeyes). PCs must then make the appropriate Fortitude save to stave off infection (generally, this roll is made in secret by the DM, as the PC would not immediately know that he had been infected).

Any PC so foolish as to try grappling with Karosh has a greater risk of infection. In addition to the infection that can occur on the initial touch attack to start the grapple, for each round the grapple is maintained, the grappling PC is exposed to half of the diseases currently affecting Karosh (minimum of 1 per round; choose randomly). As Karosh is quite mad, he may actually choose to stay in a grapple at APL 6 or above (when he has *freedom of movement* in effect – he can choose not to resist grapple checks), just so he might spread his afflictions (since he does not have the Improved Unarmed Strike feat, nor any natural weapons, he would take an attack of opportunity if he attempted an unarmed strike or touch attack just to deliver a disease).

If Karosh must make a melee touch attack to deliver a touch spell, there is a 50% chance that the energy of the magic will suppress the infection at the moment of delivering the spell; regardless of whether a disease is passed, the spell is still delivered as normal.

**Treasure:** The PCs can gain the following treasure here; note that looting Karosh's corpse will expose the PC(s) doing the looting to one disease (determine randomly) that Karosh was infected with at that APL:

**APL 2:** Loot 130 gp; Coin 5 gp; Magic 216 gp; *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 351 gp.

**APL 4:** Loot 130 gp; Coin 5 gp; Magic 257 gp; *chronocharm of the uncaring archmage* (41 gp), *potion of*

*cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 392 gp.

**APL 6:** Loot 97 gp; Coin 5 gp; Magic 514 gp; *+1 chitin breastplate* (141 gp), *anklet of translocation* (116 gp), *chronocharm of the uncaring archmage* (41 gp), *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 616 gp.

**APL 8:** Loot 93 gp; Coin 5 gp; Magic 1106 gp; *+1 nimbleness chitin breastplate* (391 gp), *anklet of translocation* (116 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 1204 gp.

**APL 10:** Loot 66 gp; Coin 5 gp; Magic 2129 gp; *+2 tatterdemalion* (treat as padded armor) (346 gp), *+1 chitin buckler* (110 gp), *anklet of translocation* (116 gp), *cloak of comfort +1* (250 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds* (x2) (25 gp each), *talisman of undying fortitude* (666 gp), *tunic of steady spellcasting* (208 gp); Total 2200 gp.

**APL 12:** Loot 57 gp; Coin 5 gp; Magic 3700 gp; *+1 small leather barding* (97 gp), *+2 tatterdemalion* (treat as padded armor) (346 gp), *+1 chitin buckler* (110 gp), *anklet of translocation* (116 gp), *cloak of comfort +1* (250 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +4* (1333 gp), *potion of cure moderate wounds* (25 gp), *ring of counterspells* (333 gp), *ring of protection +1* (166 gp), *talisman of undying fortitude* (666 gp), *tunic of steady spellcasting* (208 gp); Total 3762 gp.

**APL 14:** Loot 40 gp; Coin 5 gp; Magic 6308 gp; *+1 sickle* (192 gp), *+1 small leather barding* (97 gp), *+2 tatterdemalion* (treat as padded armor) (346 gp), *+1 chitin buckler* (110 gp), *anklet of translocation* (116 gp), *cloak of comfort +2* (500 gp), *gloves of dexterity +2* (333), *greatreach bracers* (166 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +6* (3000 gp), *potion of cure moderate wounds* (25 gp), *ring of counterspells* (333 gp), *ring of protection +1* (166 gp), *talisman of undying fortitude* (666 gp), *tunic of steady spellcasting* (208 gp); Total 6353 gp.

**Development:** If this attack succeeds in capturing the plant, the PCs have failed – go to Conclusion B.

If this attack is rebuffed, continue:

*After the fight, you check to see how the seedling is doing. It has weathered the storm well, and there are some small green berries appearing here and there. When you check on it again a couple of hours later, the berries have turned a bright blue.*

If the PCs harvest the leaves and berries at this time, go to Conclusion A.

If the PCs wait longer, go to Encounter 4.

## 4: SPRAYING FOR BUGS

Three hours after the Incabulites' attack, a group of Iuzians attack, dead set on destroying the seeds/plant that could cure their master's cursed disease.

(Remember that even if the PCs have rested since the last fight, spells cast within the past 8 hours count against the PCs' number of spells prepared. *PHB* pp 178, 180.)

At APL 2-8 have any PCs on watch roll Spot and Listen checks to determine the distance at which they detect the Iuzian's approach. Distance = (Highest [Spot or Listen] check) x 10'. The Iuzians approach along the lake side of the dam, just inside the "slick zone" next to the lake.

At APL 10-14, you'll need to determine how the PCs are watching for danger (if at all), as Spot and Listen checks will vary depending on the NPCs' approach vector. All three can coordinate their actions via the *rings of communication* they all wear. The displacer beast soul eater will be flying in low, next to the lake and just below the tree-line; any PCs watching the shoreline could spot it up to 6d10x10 feet away; however, even though it could be in plain sight, it's displacement ability, and the varying terrain and background as it approaches will allow the displacer beast to make Hide checks to remain hidden until it is within 150 feet – once the PCs spot it within that distance, it will need cover to attempt to Hide again. Cuániel uses his teleport ability to arrive in the midst of the PCs just as the soul eater closes (not directly on top of the plant though – he is closer to the shoreline than not). Finally, Fal'a'Zil is approaching through trees; due to the flora scattered here and there on top of the dam, and the swampy terrain, the maximum distance the PCs will be able to spot him is 2d8x10 feet (adjust for their Spot and Listen, checks, and his Hide and Move Silently checks). If he can remain hidden until closing within 60 feet, he will wait until appears to attack.

### APL 2 (EL 5)

**Fal'a'Zil:** male unholy scion hexblade 3; hp 27; Appendix 1.

**I'kizichs:** quasit; hp 18; Appendix 1.

### APL 4 (EL 7)

**Fal'a'Zil:** male unholy scion hexblade 5; hp 45; Appendix 1.

**I'kizichs:** quasit; hp 18; Appendix 1.

### APL 6 (EL 9)

**Fal'a'Zil:** male unholy scion hexblade / warrior of darkness 1; hp 63; Appendix 1.

**Cuániel:** fallen hound archon; hp 40; Appendix 1.

### APL 8 (EL 11)

**Fal'a'Zil:** male unholy scion hexblade 8 unholy scion 1; hp 91; Appendix 1.

**Cuániel:** fallen hound archon barbarian 2; hp 88; Appendix 1.

### APL 10 (EL 13)

**Fal'a'Zil:** male unholy scion hexblade 9 / warrior of darkness 1; hp 107; Appendix 1.

**Cuániel:** fallen warden archon; hp 82; Appendix 1.

**Soul Eater:** advanced half-fiend displacer beast soul eater 1; hp 90; Appendix 1.

### APL 12 (EL 15)

**Fal'a'Zil:** male unholy scion hexblade 9 / warrior of darkness 2; hp 125; Appendix 1.

**Cuániel:** advanced fallen warden archon; hp 126; Appendix 1.

**Soul Eater:** advanced half-fiend displacer beast soul eater 1; hp 143; Appendix 1.

### APL 14 (EL 17)

**Fal'a'Zil:** male unholy scion hexblade 9 / warrior of darkness 4; hp 147; Appendix 1.

**Cuániel:** advanced fallen sword archon; hp 149; Appendix 1.

**Soul Eater:** advanced half-fiend displacer beast soul eater 3; hp 195; Appendix 1.

**Conditions:** The water, as well as the detritus from the shattered dam may well affect combat in this area:

- In the water – there is no gradual slope to the bottom of the lake. The shallowest part is 10' deep, and it gets deeper from there. In the event of underwater combat, see the *DMG*, pg 93.
- At the edge of the lake (within 15') the logs are very large, but are also very slick. Running and charging are impossible. Moving more than half speed requires a DC15 Balance check. Tumbling checks are made at –5.
- Away from the lake (16'+), the footing is more solid, but the ground itself is fairly swampy (from water seeping through from the lake). This reduces landbound movement speeds by 5', and increases Balance and Tumble checks by 2. Running and charging are possible, however.
- A *detect magic*, followed by a DC20 Spellcraft check, will reveal that there is lingering transmutation magic in the soil.

**Tactics:** These Iuzians have one mission – prevent the plant from growing, or die trying. They will not ignore PCs, but if an opportunity presents itself to attack the

plant, they will take it. The plant itself is not “statted out” – most PCs and NPCs would easily kill it or destroy it in one blow if they wanted to. If the PCs are making “good faith” efforts to have the plant avoid taking damage (blocking the NPCs from getting to close, making sure it is not in the area of effect of damaging spells, etc.), then you can assume it makes it through the battle intact (perhaps a few singed leaves, or dropped berries, but nothing substantial). Otherwise, note what happens to damage the plant – use your best, fair judgment.

The NPCs have two different sets of tactics. From APLs 2 through 8, they will actually attempt to trick the PCs into letting them get close. Fal'a'Zil will have used his *eternal wand of undetectable alignment* on both himself and his companion (I'kizichs the quasit at APL 2 and 4, and Cuániel the fallen hound archon at APL 6 and 8) earlier in the day. His companion will adopt the form of a wolf. (Since Cuániel's change shape ability does not meld his equipment into his form, Fal'a'Zil straps the archon's sword onto the archon's back, along with a supply pack, to make it appear as though the wolf carries some of Fal'a'Zil's equipment). The two will then approach the party openly, Fal'a'Zil pretending to be a ranger-type, with Cuániel playing the role of animal companion.

As there is nothing in particular in his apparel that distinguishes Fal'a'Zil (as a hexblade) as being something other than a ranger (he wears light armor, is rather dirty, and travels quite light – as outsiders, neither he nor his companions require food or drink), this interaction with the party will involve more use of the Bluff skill than Disguise. He will try to convince the party that he was traveling through the area and saw signs of their activity, and tries to “offer” whatever assistance he can, while trying to get close to the tea plant. He knows enough about surviving in the wild (2-3 ranks in Survival, depending on the APL), but very little about local customs and organizations, so a wise nature-oriented PC (druid or ranger) might be able to see through *some* of his posturing – members of the Circle of Life receive a +4 circumstance bonus on Sense Motive checks if any questioning/conversation concerns local events (such as why the dam is here in the first place, the events of the Cleansing/Flood from VEL6-03 *Circular Logic*, etc.).

If at any time the PCs become extremely suspicious of his motives, or see through his bluffs, he will drop all pretense and attack. I'Kizichs takes that as his cue to turn *invisible*, while Cuániel changes shape back to archon form, and summon his great sword into his hands (a move action, via its attached *lesser crystal of return*) at his first opportunity.

(I'kizichs will actually be present at APL 6 and higher, but he will always be invisible, always in quasit form, and will never participate in attacking the party – he remains a true coward at these levels. You can use him for comic relief if necessary – gleeful little cackles coming from seemingly nowhere whenever Fal'a'Zil or Cuániel land a particularly devastating blow against a PC, for example. If you need to impress upon the party the need to defend the tea plant, have them make a free DC 10 Spot check during the battle, to notice leaves being plucked from the tea plant by an invisible hand. If one or more of the PCs want to target I'kizichs (perhaps because they have *see invisibility* or similar effect up), just use his APL 2 stat block, and if he takes any damage, he will flee the scene, cursing in Abyssal...)

At APL 10 and above, however, the bad guys are simply out to destroy. They will have as many of their buff spells and abilities active as possible (noted in the stat blocks where appropriate), and will approach directly without fear, though they will try and get as close as possible (using Hide and Move Silently checks) before being noticed. At these APLs, Fal'a'Zil can also use *major image* to create whatever distraction seems appropriate.

#### **APL specific tactics/notes:**

At APL 6+, Cuániel will have precast *aid* on himself.

At APL 8+, Fal'a'Zil will have precast *false life*. In addition to himself, Cuániel will have precast *aid* on the soul eater.

At APL 10+, Fal'a'Zil will have already activated his *belt of growth*, and will also have activated his *eternal wand of shield*. Cuániel will use all three of his daily uses of his *true seeing* spell-like ability to grant its effects to himself, Fal'a'Zil, and the soul eater.

At APL 10 and 12, Cuániel will have *detect scrying* active on himself.

At APL 12 and 14, all creatures will have the effects of an *unholy aura* active. At APL 12, the effect comes from the soul eater and has a DC of 18; at APL 14, the effect comes from Fal'a'Zil and has a DC of 25.

#### **APL 14 \*\*\* IMPORTANT NOTE \*\*\***

At APL 14, the sword archon has a strong attack ability – Discorporating Dive – with the potentially devastating side effect of permanently remove a PC from play. For the purposes of the adventure, you may have the sword archon use the ability, but you must also use the following guidelines:

- Resolve the attack as described in the ability's text. If the attack succeeds, and the PC fails the Fortitude

save, then the PC is dead and his soul is sent to the Seven Heavens. **HOWEVER...**

- The soul appears in a featureless room suffused with soft golden light. Shortly after arriving, a creature appears radiating a profound sense of calm tinged with sorrow and regret (this can be any type of celestial being the DM feels appropriate, but “type” wise, it will be some sort of angel or archon.
- The angel explains that the sword archon that just sliced and diced the PC was one captured and tortured during one of the Abyss’s many attempts at assaulting the gates of Heaven. It finally succumbed to the torture, its spirit broken and converted to evil. But by some twist of fate, those killed by its attack are still sent to the heavenly donjons. The being explains that this may be because the archon still believes it is fulfilling its original purpose (in some twisted way).
- It has been determined that it is a grave injustice for an individual to be sent to the heavens as a result of the evil archon’s in this situation. As such, the PC will be returned to where he came from and restored to life.
- The in-game effect is that the PC’s body is restored to wholeness, and the PC is returned to life as if *raise dead* were cast on his body, including removal of disease and poison effects, amount of hit points, level loss, etc. Until the end of the encounter, treat the level loss as if the PC had gained a negative level, but once the encounter is over, the level loss is permanent. There is no material component cost to this effect.
- The PC returns to life one round after he is killed, though it seems like he speaks with the angel for hours. (Basically, the PC will lose one turn in the initiative order.)
- The PC also receives an “insurance policy” – 35 temporary hit points, damage reduction 5/magic, and a +2 luck bonus on saving throws, as if a *stalwart pact* (CL 14) had been triggered on him. If the PC’s alignment is neutral, chaotic good, or chaotic neutral, the angel will also issue a stern warning and a recommendation for the PC to consider changing his ways.

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

**APL 2:** Loot 29 gp; Coin 4 gp; Magic 243 gp; *+1 mithral shirt* (175 gp), *eternal wand (undetectable alignment)* (68 gp); Total 276 gp.

**APL 4:** Loot 29 gp; Coin 4 gp; Magic 526 gp; *+1 mithral shirt* (175 gp), *least crystal of return* (25 gp), *eternal wand (undetectable alignment)* (68 gp), *hexbands* (258 gp); Total 559 gp.

**APL 6:** Loot 29 gp; Coin 4 gp; Magic 1251 gp; *+1 greatsword* (x2) (196 gp each), *+1 mithral shirt* (175 gp), *belt of growth* (250 gp), *least crystal of return* (25 gp), *lesser crystal of return* (83 gp), *eternal wand (undetectable alignment)* (68 gp), *hexbands* (258 gp); Total 1284 gp.

**APL 8:** Loot 1 gp; Coin 8 gp; Magic 2174 gp; *+1 greatsword* (x2) (196 gp each), *+1 mithral shirt* (175 gp), *belt of growth* (250 gp), *cloak of charisma* +2 (333 gp), *cloak of predatory vigor* (116 gp), *lesser crystal of return* (x2) (83 gp each), *eternal wand (undetectable alignment)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *vest of resistance* +1 (83 gp); Total 2183 gp.

**APL 10:** Loot 1 gp; Coin 8 gp; Magic 4080 gp; *+1 greatsword* (196 gp), large *+1 light fortification full plate* (596 gp), *+1 mithral shirt* (175 gp), *amulet of health* +2 (333 gp), *amulet of natural armor* +2 (666 gp), *belt of growth* (250 gp), *cloak of charisma* +2 (333 gp), *counterstrike bracers* (208 gp), *eternal wand (shield)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *lesser crystal of return* (83 gp), *ring of communication* (x3) (166 gp each), *vest of resistance* +1 (83 gp); Total 4089 gp.

**APL 12:** Loot 1 gp; Coin 8 gp; Magic 6662 gp; *+1 keen greatsword* (696 gp), large *+1 light fortification full plate* (596 gp), *+2 mithral shirt* (425 gp), *amulet of health* +4 (1333 gp), *amulet of natural armor* +2 (666 gp), *belt of growth* (250 gp), *cloak of charisma* +2 (333 gp), *counterstrike bracers* (208 gp), *eternal wand (shield)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *lesser crystal of return* (83 gp), *ring of communication* (x3) (166 gp each), *ring of protection* +1 (166 gp), *ring of protection* +2 (666 gp), *vest of resistance* +1 (83 gp); Total 6671 gp.

**APL 14:** Loot 1 gp; Coin 8 gp; Magic 11365 gp; *+1 keen greatsword* (696 gp), *+2 mithral breastplate* (683 gp), *amulet of health* +4 (x3) (1333 gp each), *belt of growth* (250 gp), *belt of giant strength* +4 (1333 gp), *boots of swift passage* (416 gp), *circlet of mages* (416 gp), *cloak of charisma* +4 (1333 gp), *eternal wand (shield)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *lesser crystal of return* (83 gp), *ring of communication* (x3) (166 gp each), *ring of protection* +2 (666 gp), *vest of resistance* +2 (333 gp); Total 11374 gp.

**Development:** If this attack succeeds in destroying the plant, the PCs have failed, go to Conclusion B.

If this attack is rebuffed, but plant growth (or similar magic) WAS used on the plant, read this and then go to Conclusion A:

*A couple of days pass with no further attacks. The plant doesn't seem to be changing anymore, perhaps it is time to return to Mitrik.*

If this attack is rebuffed, and plant growth (or similar magic) was NOT used on the plant, continue:

*A couple of days pass with no further attacks. With nothing to do but wait and watch, you notice that the berries on the bush soon begin to turn a rich purple color, and the leaves develop a reddish tint.*

PCs should get some leaves and berries and return to Mitrik. Go to Conclusion C.

## CONCLUSION

A: PCs planted the seeds, but didn't wait long enough for them to 'ripen':

*You return to Mitrik, bringing some leaves and the [green or blue] berries. Rushed into the Colleges, the ingredients are swiftly but carefully prepared as the divinations instructed.*

*A monk of Zodal takes the small mug to a special infirmary where one of the disease's victims rests. Butlers and bishops, guards and gardeners all wait in the hallway with bated breath. After a tense few minutes, the monk exits the room, his head hung low and face drawn.*

*"It didn't work."*

*Much discussion takes place over the next few hours, and it is reasoned that the berries were not quite ripe, and the leaves needed more curing. A mage quickly teleports you back to the Dam, but when you arrive all that remains of the bush is a charred stump, and an Iuzian holy symbol that seems to maliciously smile at you.*

*You have failed. The Wasting Disease will rage unchecked until all the good peoples of Oerth have fallen to the scythe of Old Wicked's wrath.*

B: PCs planted the seeds, but allowed them to be destroyed or captured:

*You have failed. The Wasting Disease will rage unchecked until all the good peoples of Oerth have fallen to the scythe of Old Wicked's wrath.*

C: PCs planted the seeds and defended them from all attacks:

*You return to Mitrik with a delivery of the precious berries and leaves. Rushed into the Colleges, the ingredients are swiftly but carefully prepared just as the divinations instructed.*

*A monk of Zodal takes the small mug to a special infirmary where one of the disease's victims rests. Butlers and bishops, guards and gardeners all wait in the hallway with baited breath. After a tense few minutes, the monk bursts out of the door, smiling, but still concerned.*

*"It worked, but it looks like it was only temporary. It looks like we will need the – um – other ingredient. The support of reason."*

*Everyone in the hallway turns to look at the ranking Bishop present. He sighs, and turns to you.*

*"So, would you be interested in one more trip?"*

To be concluded in VEL8-05 "The Essence of Peace".

## CAMPAIGN CONSEQUENCES

**Success:** We're almost there – now we just need to get that missing Crook back... Go to VEL8-05 "The Essence of Peace".

**Failure:** Uh-oh. We're all gonna die...

## EXPERIENCE POINT SUMMARY

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

### 1: Tilling the Soil

Defeating the bad plant(s)/ooze(s)

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

### 3: Fending Off Crows

Defeating the Incubulites

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### 4: Spraying For Bugs

Defeating the Iuzians

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### Story Award

Successfully growing the plant

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

APL 8  
APL 10  
APL 12  
APL 14

1,125 XP  
1,350 XP  
1,575 XP  
1,800 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.

### 3: Fending Off Crows

**APL 2:** Loot 130 gp; Coin 5 gp; Magic 216 gp; *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 351 gp.



**APL 4:** Loot 130 gp; Coin 5 gp; Magic 257 gp; *chronocharm of the uncaring archmage* (41 gp), *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 392 gp.

**APL 6:** Loot 97 gp; Coin 5 gp; Magic 514 gp; *+1 chitin breastplate* (141 gp), *anklet of translocation* (116 gp), *chronocharm of the uncaring archmage* (41 gp), *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 616 gp.

**APL 8:** Loot 93 gp; Coin 5 gp; Magic 1106 gp; *+1 nimbleness chitin breastplate* (391 gp), *anklet of translocation* (116 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of cure light wounds* (x2) (4 gp each), *tunic of steady spellcasting* (208 gp); Total 1204 gp.

**APL 10:** Loot 66 gp; Coin 5 gp; Magic 2129 gp; *+2 tatterdemalion* (treat as padded armor) (346 gp), *+1 chitin buckler* (110 gp), *anklet of translocation* (116 gp), *cloak of comfort +1* (250 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +2* (333 gp), *potion of cure moderate wounds* (x2) (25 gp each), *talisman of undying fortitude* (666 gp), *tunic of steady spellcasting* (208 gp); Total 2200 gp.

**APL 12:** Loot 57 gp; Coin 5 gp; Magic 3700 gp; *+1 small leather barding* (97 gp), *+2 tatterdemalion* (treat as padded armor) (346 gp), *+1 chitin buckler* (110 gp), *anklet of translocation* (116 gp), *cloak of comfort +1* (250 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +4* (1333 gp), *potion of cure moderate wounds* (25 gp), *ring of counterspells* (333 gp), *ring of protection +1* (166 gp), *talisman of undying fortitude* (666 gp), *tunic of steady spellcasting* (208 gp); Total 3762 gp.

**APL 14:** Loot 40 gp; Coin 5 gp; Magic 6308 gp; *+1 sickle* (192 gp), *+1 small leather barding* (97 gp), *+2 tatterdemalion* (treat as padded armor) (346 gp), *+1 chitin buckler* (110 gp), *anklet of translocation* (116 gp), *cloak of comfort +2* (500 gp), *gloves of dexterity +2* (333), *greatreach bracers* (166 gp), *pearl of speech (Giant)* (50 gp), *periapt of wisdom +6* (3000 gp), *potion of cure moderate wounds* (25 gp), *ring of counterspells* (333 gp), *ring of protection +1* (166 gp), *talisman of undying fortitude* (666 gp), *tunic of steady spellcasting* (208 gp); Total 6353 gp.

#### 4: Spraying for Bugs

**APL 2:** Loot 29 gp; Coin 4 gp; Magic 243 gp; *+1 mithral shirt* (175 gp), *eternal wand (undetectable alignment)* (68 gp); Total 276 gp.

**APL 4:** Loot 29 gp; Coin 4 gp; Magic 526 gp; *+1 mithral shirt* (175 gp), *least crystal of return* (25 gp), *eternal wand (undetectable alignment)* (68 gp), *hexbands* (258 gp); Total 559 gp.

**APL 6:** Loot 29 gp; Coin 4 gp; Magic 1251 gp; *+1 greatsword* (x2) (196 gp each), *+1 mithral shirt* (175 gp), *belt of growth* (250 gp), *least crystal of return* (25 gp), *lesser crystal of return* (83 gp), *eternal wand (undetectable alignment)* (68 gp), *hexbands* (258 gp); Total 1284 gp.

**APL 8:** Loot 1 gp; Coin 8 gp; Magic 2174 gp; *+1 greatsword* (x2) (196 gp each), *+1 mithral shirt* (175 gp), *belt of growth* (250 gp), *cloak of charisma +2* (333 gp), *cloak of predatory vigor* (116 gp), *lesser crystal of return* (x2) (83 gp each), *eternal wand (undetectable alignment)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *vest of resistance +1* (83 gp); Total 2183 gp.

**APL 10:** Loot 1 gp; Coin 8 gp; Magic 4080 gp; *+1 greatsword* (196 gp), *large +1 light fortification full plate* (596 gp), *+1 mithral shirt* (175 gp), *amulet of health +2* (333 gp), *amulet of natural armor +2* (666 gp), *belt of growth* (250 gp), *cloak of charisma +2* (333 gp), *counterstrike bracers* (208 gp), *eternal wand (shield)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *lesser crystal of return* (83 gp), *ring of communication* (x3) (166 gp each), *vest of resistance +1* (83 gp); Total 4089 gp.

**APL 12:** Loot 1 gp; Coin 8 gp; Magic 6662 gp; *+1 keen greatsword* (696 gp), *large +1 light fortification full plate* (596 gp), *+2 mithral shirt* (425 gp), *amulet of health +4* (1333 gp), *amulet of natural armor +2* (666 gp), *belt of growth* (250 gp), *cloak of charisma +2* (333 gp), *counterstrike bracers* (208 gp), *eternal wand (shield)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *lesser crystal of return* (83 gp), *ring of communication* (x3) (166 gp each), *ring of protection +1* (166 gp), *ring of protection +2* (666 gp), *vest of resistance +1* (83 gp); Total 6671 gp.

**APL 14:** Loot 1 gp; Coin 8 gp; Magic 11365 gp; *+1 keen greatsword* (696 gp), *+2 mithral breastplate* (683 gp), *amulet of health +4* (x3) (1333 gp each), *belt of growth* (250 gp), *belt of giant strength +4* (1333 gp), *boots of swift passage* (416 gp), *circlet of mages* (416 gp), *cloak of charisma +4* (1333 gp), *eternal wand (shield)* (68 gp), *gauntlets of ogre power* (333 gp), *hexbands* (258 gp), *lesser crystal of return* (83 gp), *ring of communication* (x3) (166 gp each), *ring of protection +2* (666 gp), *vest of resistance +2* (333 gp); Total 11374 gp.

#### Treasure Cap

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1300 gp
APL 10:	2300 gp
APL 12:	3300 gp
APL 14:	6600 gp

### Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp

### AR ITEM GUIDELINES:

**A Blessing from the Shalm:** Every PC that defeats the corruption of nature in Encounter 1 gets this reward.

**All together now – Kum-ba-yaaa.....:** Every PC that travels with Sunbeam Moonflower gets this reward UNLESS they killed a helpless foe.

**For Your Next Mission:** Every PC that successfully completes this adventure (i.e. gets to Conclusion C) receives this reward.

**I Don't Want to Go On the Cart...** : Any PC infected by a disease from the druid / cancer mage of Incabulos in Encounter 3 receives this reward. The PC must have actually been infected, even if later cured of the disease.

**I'm Getting Better!** : Any PC infected by a disease from the druid / cancer mage of Incabulos in Encounter 3 \*AND\* who has the **Scars of the Sewers** favor from VEL8-01 *One Dirty Job* receives this reward. The PC must have actually been infected, even if later cured of the disease.

**I'm Not Dead Yet!** : Any PC sent to the Seven Heavens as a result of the sword archon's Discorporating Dive attack (encounter 4) receives this item. **NOTE: this can only be awarded at APL 14** (the sword archon does not appear at any other APL).

## ADVENTURE RECORD ITEMS

**A Blessing from the Shalm:** You helped to cleanse the land of an abomination of nature. Obad-Hai thanks you with a boon: one time, as an immediate action, you may call out for his aid. This aid will manifest in one of three ways, to be chosen by you at the time you call upon him. You gain characteristics of either a fish (swim [speed 20] and *water breathing*), a bird (*fly* [speed 40]), or a beast (+3 natural armor). Whichever effect you choose takes effect immediately and lasts for 5 minutes. Cross this off when used.

**All together now – Kum-ba-yaaa.....:** This PC learned a lot from Sunbeam Moonshadow, and now has access to the following feats: Animal Friend, Gift of Faith, Sacred

Vow, Subduing Strike, Vow of Nonviolence and Vow of Peace.

**For Your Next Mission:** The Church of Rao will do one of the following for you:

- (a) upgrade any one suit of armor or weapon or shield with a synergy enhancement from the MIC with an enchantment bonus of +1 (PC must pay normal cost, and item must meet the synergy prerequisite)
- (b) add a +2 or +4 ability boost enhancement to any one magic item which occupies the appropriate body slot (i.e., Str = hands or waist; Dex = feet; Con = throat; Int = head; Wis = throat; Cha = shoulders). The cost for this is 4000 gp for a +2 bonus, or 12,000 gp for a +4 bonus

**I Don't Want to Go On the Cart...** You survived exposure to something a bit stronger than a nasty cold. Three times, as an immediate action, you may add a +4 circumstance bonus to your saving throw to resist a disease or disease effect. Cross this off once used. [ ] [ ] [ ]

**I'm Getting Better!** As long as you don't go on the cart, you gain the spell-like ability to cast remove disease once per adventure (caster level = hit dice).

**I'm Not Dead Yet!** You took a small side trip while fighting some fiends, and met some friends of Rao. You now have access to the Contemplative prestige class (Rao, Allitur, Zodal).

**Chitin armor:** This equipment appears to be constructed from the carapace of a giant beetle or other similar vermin. Though quite sturdy, there are stains and discolorations that just won't come out (and it smells funny, too). Chitin armor is non-metallic, so druids can wear it without penalty. Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below. Chitin armor has 10 hit points per inch of thickness and hardness 5. Breastplate cost: 700 gp; armor bonus: +5; maximum Dex bonus: +4; armor check penalty: -3; arcane spell failure: 25%; speed 20 ft./15 ft.; weight: 30 lb. Buckler cost: 330 gp; armor bonus: +1; maximum Dex bonus: -; armor check penalty: 0; arcane spell failure: 5%; speed: -; weight: 5 lb.

### ITEM ACCESS

APL 2:

+1 *mithral shirt* (Adventure; DMG)

Chitin breastplate (Adventure; see above)

Chitin buckler (Adventure; see above)

*Eternal wand (undetectable alignment)* (Adventure; 820 gp; MIC)

*Tunic of steady spellcasting* (Adventure; MIC)

APL 4 (all of APL 2 plus the following):  
*Chronocharm of the uncaring archmage* (Adventure; MIC)  
*Least crystal of return* (Adventure; MIC)  
*Hexbands* (Adventure; MIC)

APL 6 (all of APL 2-4 plus the following):  
*+1 chitin breastplate* (Adventure; 1,700 gp; see above)  
*Belt of growth* (Adventure; MIC)  
*Lesser crystal of return* (Adventure; MIC)

APL 8 (all of APL 2-6 plus the following):  
*+1 nimbleness chitin breastplate* (Adventure; 4,700 gp; see above)  
*Cloak of predatory vigor* (Adventure; MIC)

APL 10 (all of APLs 2-8 plus the following):  
*+1 chitin buckler* (Adventure; 1,330 gp; see above)  
Large *+1 light fortification full plate* (Adventure; 7,150 gp; DMG)  
*Cloak of comfort +1* (Adventure; CM)  
*Counterstrike bracers* (Adventure; MIC)

APL 12 (all of APLs 2-10 plus the following):  
*+2 mithral shirt* (Adventure; 5,100gp; DMG)  
*Ring of counterspells* (Adventure; DMG)

APL 14 (all of APLs 2-12 plus the following):  
*+2 mithral breastplate* (Adventure; 8,200gp; DMG)  
*Boots of swift passage* (Adventure; MIC)  
*Greatreach bracers* (Adventure; MIC)

## APPENDIX 1: APL 2

### PARTY PREPARATIONS

#### SUNBEAM MOONFLOWER CR 2

Female half-elf druid 1/expert 2  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +1 armor)  
**hp** 13 (3 HD)  
**Immune** sleep spells and effects  
**Fort** +1, **Ref** +0, **Will** +6; +2 vs enchantment spells and effects  
**Speed** 30 feet (6 squares)  
**Melee** mw quarterstaff -4 (1d6-1 non-lethal)  
**Base Atk** +1; **Grp** +0  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure light wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 1st— *charm animal* (DC12), *speak with animals*  
 0— *create water*, *cure minor wounds*, *light*  
**Abilities** Str 8, Dex 10, Con 9, Int 11, Wis 13, Cha 12  
**SQ** Link, share spells, wild empathy (+2)  
**Feats** Sacred Vow\*, Vow of Nonviolence \*  
**Skills** Craft (Basket Weaving) +2, Craft (Pottery) +2, Diplomacy +4, Gather Information +2, Handle Animal +7, Heal +2, Knowledge (Nature) +10, Perform (Folk Singing) +2, Profession (Herbalist) +5, Survival +7 (+9 above ground), Listen +1, Search +1, Spot +1  
**Possessions** combat gear plus masterwork quarterstaff, padded armor, masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

#### HER LITTLE PONY CR -

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +5, Spot +5  
**AC** 13, touch 11, flat-footed 12  
 (+1 Dex, +2natural)  
**hp** 11 (2 HD)  
**Fort** +4, **Ref** +4, **Will** +0  
**Speed** 40 ft. (8 squares)  
**Melee** hoof -3 (1d3)

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

**Abilities** Str 12, Dex 13, Con 12, Int 2, Wis 11, Cha 4

**SQ** Link, share spells

**Feats** Endurance

**Skills** Listen +5, Spot +5

### 1: TILLING THE SOIL

#### ADVANCED FETID FUNGUS (2) CR 1

N Medium plant  
**Init** -1; **Senses** blind, blindsight 60 ft.; Listen +0  
**Aura** sickening gas  
**Languages** —  
**AC** 14, touch 9, flat-footed 14  
 (-1 Dex, +5 natural)  
**hp** 20 (3 HD); death throes  
**Immune** acid, gaze attacks, illusions, plant immunities, visual effects  
**Fort** +4, **Ref** +0, **Will** +1  
**Weakness** vulnerability to fire

**Speed** 20 ft. (4 squares)  
**Melee** acid touch +2 (1d6 acid)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +2  
**Atk Options** decomposing slime  
**Special Actions** engulf

**Abilities** Str 11, Dex 8, Con 13, Int 1, Wis 10, Cha 5  
**SQ** plant traits  
**Feats** Track, Improved Natural Armor  
**Skills** Hide +3 (+13 in marsh or swamp terrain), Listen +0, Survival +2

**Sickening Gas (Ex)** A fetid fungus's amorphous body is filled with gases given off by decomposing matter. All living creatures within 30 feet of a fetid fungus must succeed on a DC 12 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by that same fetid fungus's gas for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

**Death Throes (Ex)** When destroyed, a fetid fungus explodes in a 10-foot-radius burst of corrosive ichor that deals 1d4 points of acid damage (Reflex DC 12 half) to all creatures in the area. The save DC is Constitution-based.

**Decomposing Slime (Ex)** A fetid fungus's body produces a decomposing slime. Any creature that strikes or touches a fetid fungus with its body, or that grapples a fetid fungus, takes 1 point of acid damage. A creature takes damage from this ability only once per round.

**Engulf (Ex)** As a standard action, a fetid fungus can envelop creatures of its size or smaller, entrapping them within itself. The fungus simply moves into

the opponent's space; any creature whose space it completely covers is subject to the engulf attack. A fungus cannot make a touch attack during a round in which it engulfs. It can engulf as many creatures as can fit in its space.

Opponents can make attacks of opportunity against the fungus, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 12 Reflex save or be engulfed. On a success, a creature moves aside or back (opponent's choice) to move out of the fungus's path. The save DC is Constitution-based.

Engulfed creatures are considered to be grappled within the fungus's body, they are subject to its touch attack, and they take 1 point of acid damage per round from its decomposing slime.

**Skills** Fetid fungi have a +10 racial bonus on Hide checks when in marsh or swamp terrain.

### 3: FENDING OFF CROWS

#### KAROSH

CR 5

Male human (Flan) druid 5

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +5, Spot +5

**Languages** Common, Druidic

**AC** 20, touch 12, flat-footed 18

(+2 Dex, +5 armor, +1 shield, +2 natural)

**hp** 42 (5 HD)

**Fort** +6, **Ref** +3, **Will** +7; +4 against spell-like abilities of fey

**Speed** 20 ft. in chitin breastplate (4 squares); woodland stride

**Melee** mwk sickle +5 (1d6+1) or

**Melee** quarterstaff +4 (1d6+1) or

**Melee** unarmed strike +4 (1d3+1 nonlethal plus disease) or

**Melee** touch +4 (disease)

**Ranged** sling +5 (1d4+1)

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

**Base Atk** +3; **Grp** +4

**Special Actions** spontaneous affliction\* (DC 13), wild shape 1/day (5 hours)

**Combat Gear** *potion of cure light wounds* (x2), tanglefoot bag

**Class Spells Prepared** (CL 5th):

3rd—*contagion* (+4 melee touch, DC 18), *poison* (+4 melee touch, DC 18)

2nd—~~*barkskin*~~, *decomposition*\*, *summon swarm*

1st—*breath of the jungle*\*, ~~*delay disease*~~\*, *entangle* (DC 16), *produce flame* (+4 melee touch or +5 ranged touch)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare*, ~~*naturewatch*~~\*

~~Already cast~~

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

**SQ** animal companion, link with companion, resist nature's lure, share spells, trackless step, wild empathy +7 (+3 magical beasts)

**Feats** Greater Spell Focus (necromancy), Improved Toughness, Spell Focus (necromancy)

**Skills** Concentration +15, Handle Animal +7 (+11 with animal companion), Heal +9, Knowledge (nature) +9, Listen +5, Spellcraft +5, Spot +5, Survival +10

**Possessions** combat gear plus Dysentery (dire rat animal companion), chitin breastplate, chitin buckler, mwk sickle, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), *tunic of steady spellcasting*, trail rations (4 days), bag of scab- and pus-filled vials

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 14, incubation period 1 day, damage 1d8 Dex.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

#### DYSENTERY

CR —

N Small animal

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

**Languages** —

**AC** 20, touch 15, flat-footed 16

(+1 size, +4 Dex, +2 armor, +3 natural)

**hp** 17 (3 HD)

**Resist** evasion

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

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

**Melee** bite +7 (1d4 plus disease)

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

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

**Abilities** Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4

**SQ** Link, share spells

**Feats** Ability Focus (disease), Alertness, Weapon Finesse<sup>B</sup>

**Skills** Climb +12, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +12

**Possessions** combat gear plus mwk small leather barding

**Disease (Ex)** Filth fever—bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Tricks** This animal companion knows the following tricks: Attack, Defend, Down, Fetch, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

### 4: SPRAYING FOR BUGS

#### FAL'A'ZIL

CR 4

Male unholy scion\* human hexblade\*\* 3

\* *Heroes of Horror*, \*\* *Complete Warrior*

CE Medium outsider (augmented humanoid (human), evil, native)

**Init** +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

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**AC** 22, touch 17, flat-footed 19

(+3 Dex, +5 armor, +4 deflection)

**hp** 27 (3 HD); fast healing 4; **DR** 5/good or magic

**Immune** mind-affecting effects, poison

**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 13

**Fort** +3, **Ref** +4, **Will** +3; +4 against spells and spell-like effects; **mettle**

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**Speed** 30 ft. in +1 *mithral shirt* (6 squares)

**Melee** mwk greatsword +8 (2d6+4/19-20 plus 2d6 against good) or

**Melee** 2 claws +6 (1d4+3 plus 2d6 against good)

**Ranged** javelin +6 (1d6+3)

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

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

**Atk Options** Power Attack, aligned strike (evil)

**Special Actions** Chaos Devotion\* (d6), hexblade's curse 1/day (DC 15)

**Combat Gear**

**Spell-Like Abilities** (CL 3rd):

3/day—*charm person* (DC 15)

1/day—*desecrate*

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**Abilities** Str 16, Dex 16, Con 14, Int 14, Wis 10, Cha 18

**Feats** Chaos Devotion<sup>B\*</sup>, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +10, Concentration +8, Intimidate +8, Knowledge (arcana) +7, Spellcraft +9, Survival +2

**Possessions** combat gear plus +1 *mithral shirt*, mwk greatsword, javelin (x3), *eternal wand\** (*undetected alignment*), backpack with moldy trail rations, bottle of vinegary wine

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**Hexblade's Curse (Su)** Twice per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a –2 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of *mettle*.

**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-

aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

## I'KIZICHS (QUASIT)

**CR 2**

CE Tiny outsider (chaotic, extraplanar, evil)

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

**Languages** Common, Abyssal

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**AC** 18, touch 15, flat-footed 15

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

**hp** 18 (3 HD); fast healing 2; **DR** 5/cold iron or good

**Immune** poison

**Resist** fire 10

**Fort** +3, **Ref** +6, **Will** +4

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

**Melee** 2 claws +8 (1d3-1 plus poison) and bite +3 (1d4-1)

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

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

**Atk Options** aligned strike (chaotic, evil), poison (DC 13, 1d4 Dex, 2d4 Dex)

**Spell-Like Abilities** (CL 6th):

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

1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11)

---

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

**SQ** alternate form (bat, wolf)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6

**Possessions** combat gear plus

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

**Alternate Form (Su)** A quasit can assume another form at will as a standard action. I'kizichs can assume the form of a bat or a wolf.

While in wolf form, I'kizichs has the following changed statistics:

Medium size

**Init** +6

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**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

**Fort** +5, **Ref** +5

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**Speed** 50 ft. (10 squares)

**Melee** bite +5 (1d6+1 plus trip)

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

**Grp** +4

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**Abilities** Str 13, Dex 15, Con 15

**Skills** Hide +16, Move Silently +8

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**Alternate Form** While in his alternate form, I'kizichs loses his poison ability.

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**Trip (Ex)** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

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## PARTY PREPARATIONS

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**SUNBEAM MOONFLOWER CR 2**

Female half-elf druid 1/expert 2  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +1 armor)  
**hp** 13 (3 HD)  
**Immune** sleep spells and effects  
**Fort** +1, **Ref** +0, **Will** +6; +2 vs enchantment spells and effects  
**Speed** 30 feet (6 squares)  
**Melee** mw quarterstaff -4 (1d6-1 non-lethal)  
**Base Atk** +1; **Grp** +0  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure light wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 1st— *charm animal* (DC12), *speak with animals*  
 0— *create water*, *cure minor wounds*, *light*  
**Abilities** Str 8, Dex 10, Con 9, Int 11, Wis 13, Cha 12  
**SQ** Link, share spells, wild empathy (+2)  
**Feats** Sacred Vow\*, Vow of Nonviolence \*  
**Skills** Craft (Basket Weaving) +2, Craft (Pottery) +2, Diplomacy +4, Gather Information +2, Handle Animal +7, Heal +2, Knowledge (Nature) +10, Perform (Folk Singing) +2, Profession (Herbalist) +5, Survival +7 (+9 above ground), Listen +1, Search +1, Spot +1  
**Possessions** combat gear plus masterwork quarterstaff, padded armor, masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

**HER LITTLE PONY CR -**

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +5, Spot +5  
**AC** 13, touch 11, flat-footed 12  
 (+1 Dex, +2natural)  
**hp** 11 (2 HD)  
**Fort** +4, **Ref** +4, **Will** +0  
**Speed** 40 ft. (8 squares)  
**Melee** hoof -3 (1d3)

**Base Atk** +1; **Grp** +2  
**Abilities** Str 12, Dex 13, Con 12, Int 2, Wis 11, Cha 4  
**SQ** Link, share spells  
**Feats** Endurance  
**Skills** Listen +5, Spot +5

**1: TILLING THE SOIL****ADVANCED FETID FUNGUS (2) CR 2**

N Large plant  
**Init** -2; **Senses** blind, blindsight 60 ft.; Listen +0  
**Aura** sickening gas  
**Languages** —  
**AC** 14, touch 7, flat-footed 14  
 (-1 size, -2 Dex, +7 natural)  
**hp** 36 (4 HD); death throes  
**Immune** acid, gaze attacks, illusions, plant immunities, visual effects  
**Fort** +8, **Ref** -1, **Will** +1  
**Weakness** vulnerability to fire

**Speed** 20 ft. (4 squares)  
**Melee** acid touch +6 (1d6 acid)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +11  
**Atk Options** decomposing slime  
**Special Actions** engulf

**Abilities** Str 19, Dex 6, Con 18, Int 1, Wis 10, Cha 5  
**SQ** plant traits  
**Feats** Track, Improved Natural Armor  
**Skills** Hide -1 (+9 in marsh or swamp terrain), Listen +0, Survival +2

**Sickening Gas (Ex)** A fetid fungus's amorphous body is filled with gases given off by decomposing matter. All living creatures within 30 feet of a fetid fungus must succeed on a DC 17 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by that same fetid fungus's gas for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

**Death Throes (Ex)** When destroyed, a fetid fungus explodes in a 10-foot-radius burst of corrosive ichor that deals 1d4 points of acid damage (Reflex DC 17 half) to all creatures in the area. The save DC is Constitution-based.

**Decomposing Slime (Ex)** A fetid fungus's body produces a decomposing slime. Any creature that strikes or touches a fetid fungus with its body, or that grapples a fetid fungus, takes 1 point of acid damage. A creature takes damage from this ability only once per round.

**Engulf (Ex)** As a standard action, a fetid fungus can envelop creatures of its size or smaller, entrapping them within itself. The fungus simply moves into



the opponent's space; any creature whose space it completely covers is subject to the engulf attack. A fungus cannot make a touch attack during a round in which it engulfs. It can engulf as many creatures as can fit in its space.

Opponents can make attacks of opportunity against the fungus, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed. On a success, a creature moves aside or back (opponent's choice) to move out of the fungus's path. The save DC is Constitution-based.

Engulfed creatures are considered to be grappled within the fungus's body, they are subject to its touch attack, and they take 1 point of acid damage per round from its decomposing slime.

**Skills** Fetid fungi have a +10 racial bonus on Hide checks when in marsh or swamp terrain.

### 3: FENDING OFF CROWS

#### KAROSH

CR 6

Male human (Flan) druid 6

NE Medium humanoid (human)

**Init** +3; **Senses** Listen +7, Spot +7

**Languages** Common, Druidic

**AC** 22, touch 13, flat-footed 18

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

**hp** 51 (6 HD)

**Fort** +7, **Ref** +5, **Will** +8; +4 against spell-like abilities of fey

**Speed** 20 ft. in chitin breastplate (4 squares); woodland stride

**Melee** mwk sickle +8 (1d6) or

**Melee** quarterstaff +4 (1d6) or

**Melee** unarmed strike +7 (1d3+1 nonlethal plus disease) or

**Melee** touch +7 (disease)

**Ranged** sling +7 (1d4)

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

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

**Special Actions** spontaneous affliction\* (DC 12), wild shape 2/day (6 hours)

**Combat Gear** *chronocharm of the uncaring archmage*, *potion of cure light wounds* (x2), tanglefoot bag

**Class Spells Prepared** (CL 6th):

3rd—*contagion* (+7 melee touch, DC 18), *dehydrate*\* (DC 18), *poison* (+7 melee touch, DC 18)

2nd—~~*barkskin*~~, *decomposition*\*, *healing sting*\* (+7 melee touch), *summon swarm*

1st—*breath of the jungle*\*, ~~*delay disease*~~\*, *entangle* (DC 16), *produce flame* (+7 melee touch or +7 ranged touch)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare*, ~~*naturewatch*~~\*

**Already cast**

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

**SQ** animal companion, link with companion, resist nature's lure, share spells, trackless step, wild empathy +7 (+3 magical beasts)

**Feats** Greater Spell Focus (necromancy), Improved Toughness, Spell Focus (necromancy), Weapon Finesse

**Skills** Concentration +16, Handle Animal +7 (+11 with animal companion), Heal +8, Knowledge (nature) +9, Listen +7, Spellcraft +5, Spot +7, Survival +10

**Possessions** combat gear plus Dysentery (dire rat animal companion), chitin breastplate, chitin buckler, mwk sickle, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), *tunic of steady spellcasting*, trail rations (4 days), bag of scab- and pus-filled vials

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 14, incubation period 1 day, damage 1d8 Dex.

**Disease (Ex)** Slimy Doom—unarmed strike or touch, Fortitude DC 14, incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

#### DYSENTERY

CR —

N Small animal

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

**Languages** —

**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +2 armor, +5 natural)

**hp** 29 (5 HD)

**Resist** evasion

**Fort** +5, **Ref** +8, **Will** +5 (+9 against enchantment spells and effects)

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

**Melee** bite +8 (1d4+1 plus disease)

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

**Base Atk** +3; **Grp** +0

**Abilities** Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4

**SQ** Link, share spells, devotion

**Feats** Ability Focus (disease), Alertness, Weapon Finesse<sup>B</sup>

**Skills** Climb +12, Hide +10, Listen +4, Move Silently +8, Spot +4, Swim +12

**Possessions** combat gear plus mwk small leather barding

**Disease (Ex)** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Tricks** This animal companion knows the following tricks: Attack, Defend, Down, Fetch, Heel, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb

checks and can always choose to take 10 on Climb checks, even if rushed or threatened.  
Dire rats use their Dexterity modifier for Climb and Swim checks.

## PLAGUE WALKER

CR 3

CE Medium undead

**Init** -2; **Senses** darkvision 60 ft.; Listen +10, Spot +1  
**Languages** understands creator's orders

**AC** 12, touch 8, flat-footed 12  
(-2 Dex, +4 natural)

**hp** 57 (6 HD)

**Immune** undead immunities

**Fort** +2, **Ref** +0, **Will** +6

**Speed** 20 ft. (4 squares)

**Melee** 2 claws +8 each (1d6+4 plus diseased touch)

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

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

**Atk Options** diseased touch

**Special Actions** putrid burst

**Abilities** Str 18, Dex 6, Con —, Int 4, Wis 13, Cha 3

**SQ** bloated target, undead traits

**Feats** Skill Focus (Listen), Toughness, Weapon Focus (claws)

**Skills** Climb +7, Listen +10, Spot +1

**Diseased Touch (Su)** Any living creature struck by a plague walker's claws must succeed on a DC 13 Fortitude save or be overcome with racking pain and nausea, causing that creature to become sickened for 1 minute. The save DC is Constitution-based. Creatures that have immunity to disease are not affected by this ability.

**Putrid Burst (Ex)** When reduced to one-quarter of its starting hit points or fewer, a plague walker can use a swift action to explode. This burst has a 30-foot radius and deals 3d6 points of damage to everything in the area. All living creatures in the area are nauseated for 1 round; a DC 15 Reflex save halves the damage and negates the nauseated effect.

If reduced to 0 hit points before it can activate its putrid burst, a plague walker simply dissolves into a pile of rotting flesh.

**Bloated Target (Ex)** The -4 penalty for firing into melee does not apply to ranged attacks made against a plague walker. This penalty does, however, apply to other creatures in melee with it.

## 4: SPRAYING FOR BUGS

### FAL'A'ZIL

CR 7

Male unholy scion\* human hexblade\*\* 5

\* *Heroes of Horror*, \*\* *Complete Warrior*

CE Medium outsider (augmented humanoid (human), evil, native)

**Init** +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

**AC** 22, touch 17, flat-footed 20

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

**hp** 45 (5 HD); fast healing 4; **DR** 5/good or magic

**Immune** mind-affecting effects, poison

**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 15

**Fort** +3, **Ref** +3, **Will** +4; +5 against spells and spell-like effects; **mettle**

**Speed** 30 ft. in +1 *mithral shirt* (6 squares)

**Melee** mwk greatsword +10 (2d6+4/19-20 plus 2d6 against good) or

**Melee** 2 claws +8 (1d4+3 plus 2d6 against good)

**Ranged** javelin +7 (1d6+3)

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

**Base Atk** +5; **Grp** +8

**Atk Options** Power Attack, aligned strike (evil)

**Special Actions** Chaos Devotion\* (d6), hexblade's curse 2/day (DC 18)

**Combat Gear** *least crystal of return\** (on greatsword), *hexbands\** 5/day (+5 damage)

**Class Spells Known** (CL 2nd):

1st (2/day)—*karmic aura\** (DC 16), *Tasha's hideous laughter* (DC 16)

**Spell-Like Abilities** (CL 5th):

3/day—*charm person* (DC 16), *protection from good*

1/day—*desecrate*, *enervation* (+7 ranged touch)

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

**SQ** dark companion\*

**Feats** Chaos Devotion<sup>B\*</sup>, Combat Casting<sup>B</sup>, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +13, Concentration +10 (+14 when casting defensively), Intimidate +9, Knowledge (arcana) +8, Spellcraft +10, Survival +3

**Possessions** combat gear plus +1 *mithral shirt*, mwk greatsword, javelin (x3), *eternal wand\** (*undetectable alignment*), backpack with moldy trail rations, bottle of vinegary wine

**Hexblade's Curse (Su)** Twice per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a -2 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of **mettle**.

**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-aligned for the purpose of overcoming damage

reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

## I'KIZICHS (QUASIT)

**CR 2**

CE Tiny outsider (chaotic, extraplanar, evil)

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

**Languages** Common, Abyssal

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**AC** 18, touch 15, flat-footed 15

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

**hp** 18 (3 HD); fast healing 2; **DR** 5/cold iron or good

**Immune** poison

**Resist** fire 10

**Fort** +3, **Ref** +6, **Will** +4

---

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

**Melee** 2 claws +8 (1d3-1 plus poison) and bite +3 (1d4-1)

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

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

**Atk Options** aligned strike (chaotic, evil), poison (DC 13, 1d4 Dex, 2d4 Dex)

**Spell-Like Abilities** (CL 6th):

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

1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11)

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

**SQ** alternate form (bat, wolf)

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6

**Possessions** combat gear plus

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

**Alternate Form (Su)** A quasit can assume another form at will as a standard action. I'kizichs can assume the form of a bat or a wolf.

While in wolf form, I'kizichs has the following changed statistics:

Medium size

**Init** +6

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**AC** 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

**Fort** +5, **Ref** +5

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**Speed** 50 ft. (10 squares)

**Melee** bite +5 (1d6+1 plus trip)

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

**Grp** +4

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**Abilities** Str 13, Dex 15, Con 15

**Skills** Hide +16, Move Silently +8

---

**Alternate Form** While in his alternate form, I'kizichs loses his poison ability.

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**Trip (Ex)** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

## PARTY PREPARATIONS

### SUNBEAM MOONFLOWER CR 2

Female half-elf druid 1/expert 2  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +1 armor)  
**hp** 13 (3 HD)  
**Immune** sleep spells and effects  
**Fort** +1, **Ref** +0, **Will** +6; +2 vs enchantment spells and effects  
**Speed** 30 feet (6 squares)  
**Melee** mw quarterstaff -4 (1d6-1 non-lethal)  
**Base Atk** +1; **Grp** +0  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure light wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 1st— *charm animal* (DC12), *speak with animals*  
 0— *create water*, *cure minor wounds*, *light*  
**Abilities** Str 8, Dex 10, Con 9, Int 11, Wis 13, Cha 12  
**SQ** Link, share spells, wild empathy (+2)  
**Feats** Sacred Vow\*, Vow of Nonviolence \*  
**Skills** Craft (Basket Weaving) +2, Craft (Pottery) +2, Diplomacy +4, Gather Information +2, Handle Animal +7, Heal +2, Knowledge (Nature) +10, Perform (Folk Singing) +2, Profession (Herbalist) +5, Survival +7 (+9 above ground), Listen +1, Search +1, Spot +1  
**Possessions** combat gear plus masterwork quarterstaff, padded armor, masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

### HER LITTLE PONY CR -

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +5, Spot +5  
**AC** 13, touch 11, flat-footed 12  
 (+1 Dex, +2natural)  
**hp** 11 (2 HD)  
**Fort** +4, **Ref** +4, **Will** +0  
**Speed** 40 ft. (8 squares)  
**Melee** hoof -3 (1d3)

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

**Abilities** Str 12, Dex 13, Con 12, Int 2, Wis 11, Cha 4

**SQ** Link, share spells

**Feats** Endurance

**Skills** Listen +5, Spot +5

## 1: TILLING THE SOIL

### ADVANCED VINE HORROR CR 6

NE Large plant (aquatic)  
**Init** -1; **Senses** low-light vision; Listen +3, Spot +3  
**Languages** Sylvan  
**AC** 18, touch 8, flat-footed 18  
 (-1 size, -1 Dex, +10 natural)  
**hp** 77 (7 HD); **DR** 5/bludgeoning  
**Immune** plant immunities  
**Fort** +11, **Ref** +1, **Will** +3  
**Speed** 30 ft. (6 squares), swim 20 ft.  
**Melee** 2 slams +12 melee (1d8+8)  
**Space** 10 ft.; **Reach** 15 ft.  
**Base Atk** +5; **Grp** +17  
**Special Actions** animate vines  
**Abilities** Str 26, Dex 8, Con 23, Int 9, Wis 13, Cha 10  
**SQ** plant traits  
**Feats** Alertness, Blind-Fight, Extended Reach\*  
**Skills** Hide +0 (+15 in swamps), Listen +3, Spot +3, Swim +20

**Animate Vines (Sp)** A vine horror can use this ability to animate any single vine or similar kind of plant life within 90 feet. An animated vine fights as an assassin vine in all respects (see the *Monster Manual*). An animated vine loses its ability to fight if the vine horror that animated it is incapacitated or moves out of range.

**Malleability (Ex)** Because of a vine horror's unusual body structure, it can compress its body enough to squeeze through a 1- inch-wide crack. Cracks and similar openings that are 1 inch or more in width do not slow the vine horror at all.

**Skills** Vine horrors have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. Vine horrors have a +15 racial bonus on Hide checks in swamps or other areas with noticeable concentrations of algae.

## 3: FENDING OFF CROWS

### KAROSH CR 8

Male human (Flan) druid 7/ranger 1  
 NE Medium humanoid (human)  
**Init** +2; **Senses** Listen +9, Spot +9  
**Languages** Common, Druidic  
**AC** 22, touch 12, flat-footed 20  
 (+2 Dex, +6 armor, +1 shield, +3 natural)  
**hp** 68 (8 HD)

**Fort** +9, **Ref** +6, **Will** +9; +4 against spell-like abilities of fey

**Speed** 20 ft. in +1 *chitin breastplate*\* (4 squares); *freedom of movement*, woodland stride

**Melee** mwk sickle +8/+3 (1d6+1) or

**Melee** quarterstaff +7/+2 (1d6+1) or

**Melee** unarmed strike +7/+2 (1d3+1 nonlethal plus disease) or

**Melee** touch +7/+2 (disease)

**Ranged** sling +8 (1d4+1)

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

**Base Atk** +6; **Grp** +7

**Special Actions** spontaneous affliction\* (DC 12), wild shape 3/day (7 hours)

**Atk Options** favored enemy humans +2

**Combat Gear** *anklet of translocation*\*, *chronocharm of the uncaring archmage*\*, *potion of cure light wounds* (x2)

**Class Spells Prepared** (CL 7th):

4th—~~*freedom of movement*~~, *sudden stalagmite*\* (DC 18)

3rd—*Moilian contagion* (+7 melee touch, DC 19), *Moilian dehydrate*\* (DC 19), *Moilian poison* (+7 melee touch, DC 19)

2nd—~~*barkskin*~~, *Moilian decomposition*\*, *Moilian healing sting*\* (+7 melee touch), *summon swarm*

1st—*breath of the jungle*\*, ~~*delay disease*~~\*, *entangle* (DC 17), *produce flame* (+7 melee touch or +8 ranged touch), *Moilian sunstroke*\* (DC 17)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (x2), ~~*naturewatch*~~\*

**Already cast**

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

**SQ** animal companion, link with companion, resist nature's lure, share spells, trackless step, wild empathy +9 (+5 magical beasts)

**Feats** Black Lore of Moil\*, Greater Spell Focus (necromancy), Improved Toughness\*, Spell Focus (necromancy), Track<sup>B</sup>

**Skills** Concentration +18, Handle Animal +7 (+11 with animal companion), Heal +13, Hide +1, Knowledge (nature) +9, Listen +9, Move Silently +1, Spellcraft +5, Spot +9, Survival +11

**Possessions** combat gear plus Dysentery (dire rat animal companion), +1 *chitin breastplate*\*, *chitin buckler*\*, mwk sickle, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), 50-gp runebone (x6), 25-gp runebone (x2), *tunic of steady spellcasting*\*, trail rations (4 days), bag of scab- and pus-filled vials

**Disease (Ex)** Sandeyes—unarmed strike or touch, Fortitude DC 16, incubation period 1 day, damage 1d4 Cha. Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 16, incubation period 1 day, damage 1d8 Dex.

**Disease (Ex)** Slimy Doom—unarmed strike or touch, Fortitude DC 16, incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

## DYSENTERY

CR —

N Small animal

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

**Languages** —

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +2 armor, +5 natural)

**hp** 29 (5 HD)

**Resist** evasion

**Fort** +5, **Ref** +8, **Will** +5 (+9 against enchantment spells and effects)

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

**Melee** bite +8 (1d4+1 plus disease)

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

**Base Atk** +3; **Grp** +0

**Abilities** Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4  
**SQ** Link, share spells, devotion

**Feats** Ability Focus (disease), Alertness, Weapon Finesse<sup>B</sup>

**Skills** Climb +12, Hide +10, Listen +4, Move Silently +8, Spot +4, Swim +12

**Possessions** combat gear plus mwk small leather barding

**Disease (Ex)** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Tricks** This animal companion knows the following tricks: Attack, Defend, Down, Fetch, Heel, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

## PLAGUE WALKER (2)

CR 3

CE Medium undead

**Init** -2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

**Languages** understands creator's orders

**AC** 12, touch 8, flat-footed 12  
(-2 Dex, +4 natural)

**hp** 57 (6 HD)

**Immune** undead immunities

**Fort** +2, **Ref** +0, **Will** +6

**Speed** 20 ft. (4 squares)

**Melee** 2 claws +8 each (1d6+4 plus diseased touch)

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

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

**Atk Options** diseased touch

**Special Actions** putrid burst

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**Abilities** Str 18, Dex 6, Con —, Int 4, Wis 13, Cha 3

**SQ** bloated target, undead traits

**Feats** Skill Focus (Listen), Toughness, Weapon Focus (claws)

**Skills** Climb +7, Listen +10, Spot +1

---

**Diseased Touch (Su)** Any living creature struck by a plague walker's claws must succeed on a DC 13 Fortitude save or be overcome with racking pain and nausea, causing that creature to become sickened for 1 minute. The save DC is Constitution-based. Creatures that have immunity to disease are not affected by this ability.

**Putrid Burst (Ex)** When reduced to one-quarter of its starting hit points or fewer, a plague walker can use a swift action to explode. This burst has a 30-foot radius and deals 3d6 points of damage to everything in the area. All living creatures in the area are nauseated for 1 round; a DC 15 Reflex save halves the damage and negates the nauseated effect.

If reduced to 0 hit points before it can activate its putrid burst, a plague walker simply dissolves into a pile of rotting flesh.

**Bloated Target (Ex)** The –4 penalty for firing into melee does not apply to ranged attacks made against a plague walker. This penalty does, however, apply to other creatures in melee with it.

## 4: SPRAYING FOR BUGS

### FAL'A'ZIL

**CR 9**

Male unholy scion\* human hexblade\*\* 6 / warrior of darkness\*\*\* 1

\* *Heroes of Horror*, \*\* *Complete Warrior*, \*\*\* *Book of Vile Darkness*

CE Medium outsider (augmented humanoid (human), evil, native)

**Init** +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

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**AC** 22, touch 17, flat-footed 20

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

**hp** 63 (7 HD); fast healing 4; **DR** 5/good or magic

**Immune** mind-affecting effects, poison

**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 17

**Fort** +6, **Ref** +4, **Will** +9; +5 against spells and spell-like effects; **mettle**

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**Speed** 30 ft. in +1 *mithral shirt* (6 squares)

**Melee** +1 *greatsword* +12/+7 (2d6+5/19-20 plus 2d6 against good) or

**Melee** 2 claws +10 (1d4+3 plus 2d6 against good)

**Ranged** javelin +9/+4 (1d6+3)

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

**Base Atk** +7; **Grp** +10

**Atk Options** Blind-Fight, Power Attack, aligned strike (evil)

**Special Actions** Chaos Devotion\* (d6), hexblade's curse 2/day (DC 19)

**Combat Gear** *least crystal of return\** (on greatsword), *belt of growth\** 1/day, *hexbands\** 5/day (+5 damage)

**Class Spells Known** (CL 3rd):

1st (3/day)—*karmic aura\** (DC 16), *reaving aura\**, *Tasha's hideous laughter* (DC 16)

**Spell-Like Abilities** (CL 7th):

3/day—*charm person* (DC 16), *major image* (DC 18), *poison* (+10 melee touch, DC 19) *protection from good*

1/day—*desecrate*, *enervation* (+9 ranged touch)

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

**SQ** dark companion\*

**Feats** Blind-Fight<sup>B</sup>, Chaos Devotion<sup>B\*</sup>, Combat Casting<sup>B</sup>, Iron Will, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +15, Concentration +12 (+16 when casting defensively), Intimidate +14, Knowledge (arcana) +8, Spellcraft +8, Survival +3

**Possessions** combat gear plus +1 *greatsword*, +1 *mithral shirt*, javelin (x3), *eternal wand\** (*undetectable alignment*), backpack with moldy trail rations, bottle of vinegary wine

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**Hexblade's Curse (Su)** Twice per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a –2 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of *mettle*.

**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Black Magic Oil (Su)** A warrior of darkness can use his forbidden arcane arts to create a magic oil that he anoints himself. Fal'a'Zil has chosen to create an oil that grants him the Blind-Fight feat.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

When enlarged via his *belt of growth*, Fal'a'Zil has the following changed statistics:

Large size

AC 20, touch 15, flat-footed 19  
**Ref** +3  
**Melee** +1 *greatsword* +12/+7 (3d6+7/19-20 plus 2d6 against good) or  
**Melee** 2 claws +10 (1d6+4 plus 2d6 against good)  
**Ranged** javelin +7/+2 (1d6+4)  
**Ranged** touch +7 (—)  
**Space** 10 ft.; **Reach** 10 ft.  
**Grp** +15  
**Abilities** Str 18, Dex 12

## CUÁNIEL

CR 4

Fallen hound archon  
 CE Medium outsider (archon, lawful, good, extraplanar)  
**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10  
**Aura** magic circle against good (10 ft.), menace (20 ft., DC 16)  
**Languages** Celestial; tongues

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AC 19, touch 10, flat-footed 19 (+9 natural)  
**hp** 50 (6 HD); **DR** 10/evil  
**Immune** electricity, petrification  
**SR** 16  
**Fort** +6 (+10 against poison), **Ref** +5, **Will** +6; +1 against fear effects

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**Speed** 40 ft. (8 squares)  
**Melee** +1 *greatsword* +10/+5 (2d6+4/19-20) and bite +4 (1d8+1) or  
**Melee** bite +9 (1d8+2) and slam +4 (1d4+1)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +8  
**Atk Options** Power Attack, aligned strike (lawful, good)  
**Special Actions** change shape, teleport  
**Combat Gear** *lesser crystal of return*\* (on greatsword)  
**Spell-Like Abilities** (CL 6th):  
 At Will—*aid*, *continual flame*, *detect evil*, *message*

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**Abilities** Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12  
**SQ** outsider traits  
**Feats** Improved Initiative, Power Attack, Track  
**Skills** Concentration +10, Diplomacy +3, Hide +9\*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10\* (+12 following tracks)  
**Possessions** combat gear plus +1 *greatsword*, bloody sack with unidentifiable hunk of meat

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**Fallen Archon** Any effect that depends on alignment affects Cuáníel as if he had a lawful good alignment. He also suffers effects according to his actual alignment.

**Aura of Menace (Su)** An aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of Cuáníel must succeed on a Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who

fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by Cuáníel's aura for 24 hours.

**Change Shape (Su)** Cuáníel can assume any canine form of Small to Large size. While in canine form, he loses his bite, slam, and greatsword attacks, but gains the bite attack of the form he chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

**Magic Circle against Good (Su)** A *magic circle against good* effect always surrounds Cuáníel (CL 6). (The defensive benefits from the circle are not included in his statistics block.)

**Teleport (Su)** Cuáníel can use *greater teleport* at will, as the spell (CL 14), except that he can transport only himself and up to 50 pounds of objects.

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

**Skills** While in canine form, Cuáníel gains a +4 circumstance bonus on Hide and Survival checks.

Cuáníel currently has the following spells in effect (already included in his stat block):

—*aid* (10 hp, +1 morale bonus to attacks)

## PARTY PREPARATIONS

### SUNBEAM MOONFLOWER CR 8

Female half-elf druid 5/expert 4  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +3 armor)  
**hp** 28 (9 HD)  
**Immune** sleep spells and effects  
**Fort** +2, **Ref** +1, **Will** +7; +2 vs enchantment spells and effects, +4 vs fey spell-like abilities  
**Speed** 30 feet (6 squares)  
**Melee** +1 *merciful quarterstaff* +3 (1d6+1d6 non-lethal)  
**Base Atk** +3; **Grp** +2  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure serious wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 3rd—*dominate animal* (DC 15)  
 2nd—*barkskin*, *gust of wind*, *hold animal* (DC14)  
 1st—*charm animal* (DC13), *speaking with animals*  
 0—*create water*, *cure minor wounds* (x3), *light*  
**Abilities** Str 8, Dex 10, Con 10, Int 11, Wis 14, Cha 12  
**SQ** Link, share spells, trackless step, wild empathy (+8), wild shape 1/day, woodland stride  
**Feats** Eschew Materials, Natural Spell, Sacred Vow\*, Vow of Nonviolence \*  
**Skills** Craft (Basket Weaving) +6, Craft (Pottery) +6, Diplomacy +4, Gather Information +2, Handle Animal +11, Heal +10, Knowledge (Nature) +18, Perform (Folk Singing) +6, Profession (Herbalist) +9, Survival +11 (+13 above ground), Listen +1, Search +1, Spot +1  
**Possessions** combat gear plus +1 *merciful quarterstaff*, +2 *padded armor*, *wildling clasp*, masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

### HER LITTLE PONY CR -

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +6, Spot +6

**AC** 16, touch 12, flat-footed 14  
 (+2 Dex, +4 natural)  
**hp** 27 (4 HD)  
**Fort** +5, **Ref** +6 (evasion), **Will** +1  
**Speed** 40 ft. (8 squares)  
**Melee** hoof –1 (1d3)  
**Base Atk** +3; **Grp** +4  
**Abilities** Str 13, Dex 14, Con 12, Int 2, Wis 11, Cha 4  
**SQ** Link, share spells  
**Feats** Endurance, Run  
**Skills** Listen +6, Spot +6

## 1: TILLING THE SOIL

### BURROW ROOT CR 8

N Large plant  
**Init** +6; **Senses** blind, blindsight 30 ft., tremorsense 60 ft.; Listen +1  
**Languages** —  
**AC** 22, touch 11, flat-footed 20  
 (-1 size, +2 Dex, +11 natural)  
**hp** 120 (12 HD)  
**Immune** plant immunities, visual effects  
**Fort** +13, **Ref** +6, **Will** +5  
**Speed** 30 ft. (6 squares), burrow 20 ft.; speed burrow  
**Melee** bite +16 (2d6+12/19–20 plus wounding) or  
**Melee** tail spike +16 (1d6+4 plus 1 Con plus wounding)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +9; **Grp** +21  
**Atk Options** Improved Bull Rush, Power Attack  
**Special Actions** split  
**Abilities** Str 26, Dex 15, Con 20, Int 2, Wis 12, Cha 7  
**SQ** plant traits  
**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack  
**Skills** Hide +13, Listen +1

**Speed Burrow (Ex)** A burrow root can move quickly through loose soil. Three times per day, as an immediate action, a burrow root can move 20 feet through the ground. This movement does not provoke attacks of opportunity.

**Split (Ex)** When a burrow root is reduced to half of its full normal hit points or fewer, it splits in half. The new root's game statistics are identical to those of its parent. Divide the parent creature's remaining hit points evenly between the two organisms. The older burrow root cannot split again for 24 hours, and the younger burrow root cannot split for 24 hours after it emerges.

**Wounding (Ex)** Any living creature damaged by a burrow root continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative blood loss. The bleeding can be stopped by a DC 21 Heal check or the application of healing magic.



### 3: FENDING OFF CROWS

#### KAROSH

CR 10

Male human (Flan) druid 7/ranger 1/cancer mage\* 2

\* *Book of Vile Darkness*

NE Medium humanoid (human)

**Init** +2; **Senses** blindsight 30 ft.; Listen +6, Spot +6

**Languages** Common, Druidic, Giant; telepathy with cancerous companion

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**AC** 22, touch 12, flat-footed 20

(+2 Dex, +6 armor, +1 shield, +3 natural)

**hp** 75 (10 HD)

**Immune** striped toadstool poison

**Fort** +14 (+15 against poisons), **Ref** +9, **Will** +10; +4 against spell-like abilities of fey

**Weakness** *remove disease*

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**Speed** 30 ft. in +1 *nimbleness chitin breastplate* (6 squares); *freedom of movement*, woodland stride

**Melee** mwk sickle +9/+4 (1d6+1) or

**Melee** quarterstaff +8/+3 (1d6+1) or

**Melee** unarmed strike +8/+3 (1d3+1 nonlethal plus disease) or

**Melee** touch +8/+3 (disease)

**Ranged** sling +9 (1d4+1)

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

**Base Atk** +7; **Grp** +8

**Special Actions** spontaneous affliction\* (DC 12), wild shape 3/day (7 hours)

**Atk Options** favored enemy humans +2, sneak attack +1d6

**Combat Gear** *anklet of translocation\**, *potion of cure light wounds* (x2)

**Class Spells Prepared** (CL 7th):

4th—~~*freedom of movement*~~, *sudden stalagmite\** (DC 19)

3rd—*Moilian dehydrate\** (DC 19), *Moilian infestation of maggots\** (+8 melee touch, DC 19), *Moilian poison* (+8 melee touch, DC 19)

2nd—~~*barkskin*~~, *Moilian decomposition\**, *Moilian healing sting\** (+8 melee touch), *summon swarm*

1st—*breath of the jungle\**, *entangle* (DC 18), ~~*longstrider*~~, *produce flame* (+8 melee touch or +9 ranged touch), *spore field\** (DC 18), *Moilian sunstroke\** (DC 17)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (x2), ~~*naturewatch\**~~

Already cast

**Spell-Like Abilities** (CL 10th):

2/day—*contagion* (+8 melee touch, DC 18)

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

**SQ** animal companion, cancerous companion, disease host, link with animal companion, resist nature's lure, share spells, trackless step, wild empathy +9 (+5 magical beasts)

**Feats** Black Lore of Moil\*, Great Fortitude, Poison Immunity\*, Spell Focus (necromancy), Toughness, Track<sup>B</sup>

**Skills** Concentration +19, Handle Animal +7 (+11 with animal companion), Heal +14, Hide +10, Knowledge (nature) +9, Listen +6, Move Silently

+10, Sense Motive +5, Spellcraft +5, Spot +6, Survival +12

**Possessions** combat gear plus Dysentery (dire rat animal companion), +1 *nimbleness chitin breastplate\**, chitin buckler\*, mwk sickle, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), 50-gp runeblade (x5), 25-gp runeblade (x2), *pearl of speech (Giant)\**, *periapt of wisdom* +2, *tunic of steady spellcasting\**, trail rations (4 days), bag of scab- and pus-filled vials

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**Disease (Su)** Melting Fury—unarmed strike or touch, Fortitude DC 17, incubation period 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d3 Con.

**Disease (Ex)** Sandeyes—unarmed strike or touch, Fortitude DC 17, incubation period 1 day, damage 1d4 Cha. Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 17, incubation period 1 day, damage 1d8 Dex.

**Disease (Ex)** Slimy Doom—unarmed strike or touch, Fortitude DC 17, incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Cancerous Companion (Ex)** An intelligent (Int 6) tumor grows inside Karosh. The tumor and Karosh can communicate telepathically. The tumor uses all of Karosh's statistics except Intelligence. The tumor cannot take actions. It bestows Karosh with blindsight out to 30 feet.

**Disease Host (Ex)** Karosh never takes damage from disease, though he might manifest cosmetic effects. Whenever he encounters a disease, he becomes a carrier and can transmit the disease to others. If Karosh is the target of a *remove disease* spell or effect, he must make a Fortitude save, or else he takes 1d6 points of damage per caster level and loses his blindsight for 1d10 days.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

#### DYSENTERY

CR —

N Small animal

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

**Languages** —

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**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +2 armor, +5 natural)

**hp** 29 (5 HD)

**Resist** evasion

**Fort** +5, **Ref** +8, **Will** +5 (+9 against enchantment spells and effects)

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

**Melee** bite +8 (1d4+1 plus disease)

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

**Base Atk** +3; **Grp** +0

**Abilities** Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4

**SQ** Link, share spells, devotion

**Feats** Ability Focus (disease), Alertness, Weapon Finesse<sup>B</sup>

**Skills** Climb +12, Hide +10, Listen +4, Move Silently +8, Spot +4, Swim +12

**Possessions** combat gear plus mwk small leather barding

**Disease (Ex)** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Tricks** This animal companion knows the following tricks: Attack, Defend, Down, Fetch, Heel, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

## PLAGUE WALKER (2)

CR 3

CE Medium undead

**Init** -2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

**Languages** understands creator's orders

**AC** 12, touch 8, flat-footed 12  
(-2 Dex, +4 natural)

**hp** 57 (6 HD)

**Immune** undead immunities

**Fort** +2, **Ref** +0, **Will** +6

**Speed** 20 ft. (4 squares)

**Melee** 2 claws +8 each (1d6+4 plus diseased touch)

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

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

**Atk Options** diseased touch

**Special Actions** putrid burst

**Abilities** Str 18, Dex 6, Con —, Int 4, Wis 13, Cha 3

**SQ** bloated target, undead traits

**Feats** Skill Focus (Listen), Toughness, Weapon Focus (claws)

**Skills** Climb +7, Listen +10, Spot +1

**Diseased Touch (Su)** Any living creature struck by a plague walker's claws must succeed on a DC 13 Fortitude save or be overcome with racking pain and nausea, causing that creature to become sickened for 1 minute. Creatures that have immunity to disease are not affected by this ability.

**Putrid Burst (Ex)** When reduced to one-quarter of its starting hit points or fewer, a plague walker can use a swift action to explode. This burst has a 30-foot radius and deals 3d6 points of damage to everything in the area. All living creatures in the area are nauseated for 1 round; a DC 15 Reflex save halves the damage and negates the nauseated effect.

If reduced to 0 hit points before it can activate its putrid burst, a plague walker simply dissolves into a pile of rotting flesh.

**Bloated Target (Ex)** The -4 penalty for firing into melee does not apply to ranged attacks made against a plague walker. This penalty does, however, apply to other creatures in melee with it.

## FILTH-EATER (RAGING)

CR 8

Male troll barbarian 3

CE Large giant

**Init** +2; **Senses** darkvision 90 ft., low-light-vision, scent; Listen +8, Spot +8

**Languages** Giant

**AC** 16, touch 9, flat-footed 16; uncanny dodge  
(-1 size, +2 Dex, +2 armor, +5 natural, -2 rage)

**hp** 141 (9 HD); regeneration 5

**Immune** normal disease

**Fort** +18, **Ref** +5, **Will** +7

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

**Melee** 2 claws +17 each (1d6+11 plus disease) and bite +12 (1d6+5 plus disease)

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

**Base Atk** +7; **Grp** +22

**Atk Options** Power Attack, rage 1/day (13 rounds), rend 2d6+16

**Abilities** Str 32, Dex 14, Con 30, Int 4, Wis 10, Cha 9

**SQ** trap sense +1

**Feats** Alertness, Iron Will, Power Attack, Track

**Skills** Climb +11, Jump +15, Listen +8, Spot +8

**Possessions** large leather armor

**Disease (Ex)** Filth fever—claw or bite, Fortitude DC 23, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Regeneration (Ex)** Acid and fire deal normal damage to a troll filth-eater. If a troll filth-eater loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex)** If a troll filth-eater hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 2d6+16 points of damage.

When not raging, a troll filth-eater has the following changed statistics:

**AC** 18, touch 11, flat-footed 18

**hp** 123 (9 HD)

**Fort** +16, **Will** +5

**Melee** 2 claws +15 each (1d6+9 plus disease) and bite +10 (1d6+4 plus disease)

**Grp** +20

**Atk Options** disease (Fort DC 21), rend 2d6+13

**Abilities** Str 28, Con 26

**Skills** Climb +9, Jump +13

## 4: SPRAYING FOR BUGS

FAL'A'ZIL

CR 11

Male unholy scion\* human hexblade\*\* 8 / warrior of darkness\*\*\* 1

\* *Heroes of Horror*, \*\* *Complete Warrior*, \*\*\* *Book of Vile Darkness*

CE Medium outsider (augmented humanoid (human), evil, native)

**Init** +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

**AC** 24, touch 19, flat-footed 21

(+3 Dex, +5 armor, +6 deflection)

**hp** 91 (9 HD); fast healing 4; **DR** 5/good or magic

**Immune** mind-affecting effects, poison

**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 19

**Fort** +7, **Ref** +6, **Will** +11; +6 against spells and spell-like effects; **mettle**

**Speed** 30 ft. in +1 *mithral shirt* (6 squares)

**Melee** +1 *greatsword* +15/+10 (2d6+7/17-20 plus 2d6 against good) or

**Melee** 2 claws +13 (1d4+4 plus 2d6 against good)

**Ranged** javelin +12/+7 (1d6+4)

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

**Base Atk** +9; **Grp** +13

**Atk Options** Blind-Fight, Power Attack, aligned strike (evil)

**Special Actions** Chaos Devotion\* (d6), hexblade's curse 2/day (DC 21)

**Combat Gear** *lesser crystal of return*\* (on greatsword), *belt of growth*\* 1/day, *hexbands*\* 5/day (+6 damage)

**Class Spells Known** (CL 4th):

2nd (2/day)—*false life*, *karmic backlash*\* (DC 18)

1st (3/day)—*expeditious retreat*, *karmic aura*\* (DC 17), *reaving aura*\*, *Tasha's hideous laughter* (DC 17)

~~Already cast~~

**Spell-Like Abilities** (CL 9th):

3/day—*charm person* (DC 17), *major image* (DC 19), *poison* (+13 melee touch, DC 20) *protection from good*

1/day—*baleful polymorph* (DC 21), *desecrate*, *dominate person* (DC 21), *enervation* (+12 ranged touch)

**Abilities** Str 18, Dex 16, Con 14, Int 14, Wis 10, Cha 22

**SQ** dark companion\*

**Feats** Blind-Fight<sup>B</sup>, Chaos Devotion<sup>B\*</sup>, Combat Casting<sup>B</sup>, Improved Critical (greatsword), Iron Will, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +18, Concentration +14 (+18 when casting defensively), Craft (alchemy) +5, Intimidate +14, Knowledge (arcana) +10, Knowledge (planes) +3, Spellcraft +10, Survival +3

**Possessions** combat gear plus +1 *greatsword*, +1 *mithral shirt*, javelin (x3), *cloak of charisma* +2, *eternal wand*\* (*undetected alignment*), *gauntlets of ogre power*, *vest of resistance* +1, backpack with moldy trail rations, bottle of vinegary wine

**Greater Hexblade's Curse (Su)** Two times per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a –4 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of *mettle*.

**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Black Magic Oil (Su)** A warrior of darkness can use his forbidden arcane arts to create a magic oil that he anoints himself. Fal'a'Zil has chosen to create an oil that grants him the Blind-Fight feat.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

Fal'a'Zil currently has the following spells in effect (already included in his stat block):  
—*false life* (10 hp)

When enlarged via his *belt of growth*, Fal'a'Zil has the following changed statistics:

Large size

**AC** 22, touch 17, flat-footed 20

**Ref** +5

**Melee** +1 *greatsword* +15/+10 (3d6+8/17-20 plus 2d6 against good) or

**Melee** 2 claws +13 (1d6+5 plus 2d6 against good)

**Ranged** javelin +10/+5 (1d6+5)

**Ranged** touch +10 (—)

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

**Grp** +18

**Abilities** Str 20, Dex 14

## CUÁNIEL (RAGING)

CR 6

Fallen hound archon barbarian 2

CE Medium outsider (archon, lawful, good, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +11

**Aura** magic circle against good (10 ft.), menace (20 ft., DC 16)

**Languages** Celestial; tongues

**AC** 18, touch 9, flat-footed 17; uncanny dodge (+1 Dex, +9 natural, -2 raging)

**hp** 100 (8 HD); **DR** 10/evil

**Immune** electricity, petrification

**SR** 18

**Fort** +13 (+17 against poison), **Ref** +6, **Will** +9; +1 against fear effects

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**Speed** 50 ft. (10 squares)  
**Melee** +1 *greatsword* +16/+11 (2d6+11/19-20) and bite +10 (1d8+3) or  
**Melee** Bite +15 (1d8+7) and slam +10 (1d4+3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +8; **Grp** +15  
**Atk Options** Power Attack, aligned strike (lawful, good), rage 1/day (10 rounds)  
**Special Actions** change shape, teleport  
**Combat Gear** *cloak of predatory vigor*\* 2/day, *lesser crystal of return*\* (on greatsword)  
**Spell-Like Abilities** (CL 8th):  
*At Will*—*aid*, *continual flame*, *detect evil*, *message*  
**Abilities** Str 24, Dex 13, Con 20, Int 10, Wis 14, Cha 10  
**SQ** fast movement, outsider traits  
**Feats** Improved Initiative, Power Attack, Track  
**Skills** Climb +9, Concentration +14, Diplomacy +2, Hide +10\*, Jump +26, Listen +13, Move Silently +10, Sense Motive +11, Spot +11, Survival +13\* (+15 following tracks)  
**Possessions** combat gear plus +1 *greatsword*, bloody sack with unidentifiable hunk of meat

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**Fallen Archon** Any effect that depends on alignment affects Cuániel as if he had a lawful good alignment. He also suffers effects according to his actual alignment.

**Aura of Menace (Su)** An aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of Cuániel must succeed on a Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by Cuániel's aura for 24 hours.

**Change Shape (Su)** Cuániel can assume any canine form of Small to Large size. While in canine form, he loses his bite, slam, and greatsword attacks, but gains the bite attack of the form he chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

**Magic Circle against Good (Su)** A *magic circle against good* effect always surrounds Cuániel (CL 8). (The defensive benefits from the circle are not included in his statistics block.)

**Teleport (Su)** Cuániel can use *greater teleport* at will, as the spell (CL 14), except that he can transport only himself and up to 50 pounds of objects.

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

**Skills** While in canine form, Cuániel gains a +4 circumstance bonus on Hide and Survival checks.

Cuániel currently has the following spells in effect (already included in his stat block):  
—*aid* (12 hp, +1 morale bonus to attacks)

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When not raging, Cuániel has the following changed statistics:

**AC** 20, touch 11, flat-footed 19  
**hp** 84 (8 HD)  
**Fort** +11 (+15 against poison), **Will** +7  
**Melee** +1 *greatsword* +14/+9 (2d6+8/19-20) and bite +8 (1d8+2) or  
**Melee** Bite +13 (1d8+5) and slam +8 (1d4+2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Grp** +13  
**Abilities** Str 20, Con 16  
**Skills** Climb +7, Concentration +12, Jump +24

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## PARTY PREPARATIONS

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**SUNBEAM MOONFLOWER CR 8**

Female half-elf druid 5/expert 4  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +3 armor)  
**hp** 28 (9 HD)  
**Immune** sleep spells and effects  
**Fort** +2, **Ref** +1, **Will** +7; +2 vs enchantment spells and effects, +4 vs fey spell-like abilities  
**Speed** 30 feet (6 squares)  
**Melee** +1 *merciful quarterstaff* +3 (1d6+1d6 non-lethal)  
**Base Atk** +3; **Grp** +2  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure serious wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 3rd—*dominate animal* (DC 15)  
 2nd—*barkskin*, *gust of wind*, *hold animal* (DC14)  
 1st—*charm animal* (DC13), *speaking with animals*  
 0—*create water*, *cure minor wounds* (x3), *light*  
**Abilities** Str 8, Dex 10, Con 10, Int 11, Wis 14, Cha 12  
**SQ** Link, share spells, trackless step, wild empathy (+8), wild shape 1/day, woodland stride  
**Feats** Eschew Materials, Natural Spell, Sacred Vow\*, Vow of Nonviolence \*  
**Skills** Craft (Basket Weaving) +6, Craft (Pottery) +6, Diplomacy +4, Gather Information +2, Handle Animal +11, Heal +10, Knowledge (Nature) +18, Perform (Folk Singing) +6, Profession (Herbalist) +9, Survival +11 (+13 above ground), Listen +1, Search +1, Spot +1  
**Possessions** combat gear plus +1 *merciful quarterstaff*, +2 *padded armor*, *wildling clasp*, masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

**HER LITTLE PONY CR -**

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +6, Spot +6

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

**hp** 27 (4 HD)

**Fort** +5, **Ref** +6 (evasion), **Will** +1

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

**Melee** hoof –1 (1d3)

**Base Atk** +3; **Grp** +4

**Abilities** Str 13, Dex 14, Con 12, Int 2, Wis 11, Cha 4

**SQ** Link, share spells

**Feats** Endurance, Run

**Skills** Listen +6, Spot +6

**1: TILLING THE SOIL****CORRUPTURE CR 10**

N Huge ooze (aquatic)

**Init** -5; **Senses** blind, blindsight 60 ft.; Listen -5

**Languages** —

**AC** 3, touch 3, flat-footed 3

(-2 size, -5 Dex)

**hp** 240 (15 HD); **DR** 5/—

**Immune** acid, gaze attacks, illusions, visual effects; ooze immunities

**SR** 18

**Fort** +15, **Ref** +0, **Will** +0

**Speed** 20 ft. (4 squares), climb 20 ft., swim 20 ft.

**Melee** slam +19 (2d6+15 plus 2d6 acid)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +11; **Grp** +29

**Atk Options** acid sheath, trample 2d6+15 plus 2d6 acid

**Special Actions** acid burst

**Abilities** Str 31, Dex 1, Con 30, Int —, Wis 1, Cha 1

**SQ** amphibious, ooze traits

**Skills** Climb +18, Listen -5, Swim +18

**Acid Sheath (Ex)** A corrupture's body produces corrosive slime. Any creature that strikes or touches a corrupture with its body, or that grapples a corrupture, automatically takes 2d6 points of acid damage. A creature takes damage from this ability only once per turn.

**Trample (Ex)** Reflex DC 27 half. The save DC is Strength-based.

**Acid Burst (Ex)** A corrupture can activate an acid burst as a standard action. Any creature within 20 feet must succeed on a DC 27 Reflex save or take 6d6 points of acid damage. A successful save results in half damage. The save DC is Constitution-based.

**Amphibious (Ex)** A corrupture can survive indefinitely on land or underwater.

**Skills** A corrupture has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. In addition, it has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run

action while swimming, provided it swims in a straight line.

### 3: FENDING OFF CROWS

#### KAROSH

CR 12

Male human (Flan) druid 7/ranger 1/cancer mage\* 4

\* *Book of Vile Darkness*

NE Medium humanoid (human)

**Init** +2; **Senses** blindsight 30 ft.; Listen +8, Spot +8

**Languages** Common, Druidic, Giant; telepathy with cancerous companion

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

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

**hp** 87 (12 HD)

**Resist** evasion

**Immune** striped toadstool poison

**Fort** +16 (+17 against poisons), **Ref** +11, **Will** +12; +4 against spell-like abilities of fey

**Weakness** *remove disease*

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**Speed** 40 ft. in +2 *tatterdemalion* (8 squares); *freedom of movement*, woodland stride

**Melee** mwk sickle +11/+6 (1d6+1) or

**Melee** quarterstaff +10/+5 (1d6+1) or

**Melee** unarmed strike +10/+5 (1d3+1 nonlethal plus disease) or

**Melee** touch +10/+5 (disease)

**Ranged** sling +11 (1d4+1)

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

**Base Atk** +9; **Grp** +10

**Special Actions** children of the night (40 min.), spontaneous affliction\* (DC 12), wild shape 3/day (7 hours)

**Atk Options** favored enemy humans +2, sneak attack +1d6

**Combat Gear** *anklet of translocation\**, *potion of cure moderate wounds* (x2), *talisman of undying fortitude\**

**Class Spells Prepared** (CL 7th):

4th—~~*freedom of movement*~~, *sudden stalagmite\** (DC 19)

3rd—*downdraft* (DC 18), *Moilian dehydrate\** (DC 20), *Moilian infestation of maggots\** (+10 melee touch, DC 20)

2nd—~~*barkskin*~~, *Moilian decomposition\**, *Moilian healing sting\** (+10 melee touch), *summon swarm*

1st—*breath of the jungle\**, *entangle* (DC 18), ~~*longstrider*~~, *produce flame* (+10 melee touch or +11 ranged touch), *spore field\** (DC 18), *Moilian sunstroke\** (DC 18)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (x2), ~~*naturewatch\**~~

Already cast

**Spell-Like Abilities** (CL 12th):

4/day—*contagion* (+10 melee touch, DC 18), *poison* (+10 melee touch, DC 19)

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**Abilities** Str 12, Dex 14, Con 14, Int 10, Wis 21, Cha 8

**SQ** animal companion, cancerous companion, disease host, link with animal companion, resist

nature's lure, share spells, trackless step, wild empathy +9 (+5 magical beasts)

**Feats** Black Lore of Moil\*, Great Fortitude, Greater Spell Focus (necromancy), Poison Immunity\*, Spell Focus (necromancy), Toughness, Track<sup>B</sup>

**Skills** Concentration +19, Handle Animal +7 (+11 with animal companion), Heal +16, Hide +12, Knowledge (nature) +11, Listen +8, Move Silently +12, Sense Motive +7, Spellcraft +5, Spot +8, Survival +12

**Possessions** combat gear plus Dysentery (dire rat animal companion), +2 *tatterdemalion*, +1 *chitin buckler\**, mwk sickle, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), 50-gp runeblade (x5), 25-gp runeblade (x2), *cloak of comfort* +1\*, *pearl of speech* (Giant)\*, *periapt of wisdom* +2, *tunic of steady spellcasting\**, trail rations (4 days), bag of scab- and pus-filled vials

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**Disease (Su)** Lightning Curse—unarmed strike or touch, Fortitude DC 18, incubation period 1 day, damage 1d6 Int. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Disease (Su)** Melting Fury—unarmed strike or touch, Fortitude DC 18, incubation period 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d3 Con.

**Disease (Ex)** Sandeyes—unarmed strike or touch, Fortitude DC 18, incubation period 1 day, damage 1d4 Cha. Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 18, incubation period 1 day, damage 1d8 Dex.

**Disease (Ex)** Slimy Doom—unarmed strike or touch, Fortitude DC 18, incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Cancerous Companion (Ex)** An intelligent (Int 8) tumor grows inside Karosh. The tumor and Karosh can communicate telepathically. The tumor uses all of Karosh's statistics except Intelligence. The tumor can use one of Karosh's spells or spell-like abilities on its own as a standard action once per day, requiring no action from Karosh. The tumor cannot take any other actions. It bestows Karosh with evasion and blindsight out to 30 feet.

**Children of the Night (Su)** A 4th-level cancer mage commands the lesser creatures of the world and can call forth a swarm of 2d6 Small monstrous spiders or a pack of 4d8 dire rats or a swarm of 10d10 bats, once per day, as a standard action. These creatures arrive in 2d6 rounds and serve the cancer mage (understanding his mental commands) for up to 10 minutes per class level.

Karosh only ever summons dire rats using this ability.

**Disease Host (Ex)** Karosh never takes damage from disease, though he might manifest cosmetic effects. Whenever he encounters a disease, he

becomes a carrier and can transmit the disease to others. If Karosh is the target of a *remove disease* spell or effect, he must make a Fortitude save, or else he takes 1d6 points of damage per caster level and loses his blindsight and evasion for 1d10 days.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

**Tatterdemalion (Ex)** Gathering scraps of clothing and old, discarded rags, a 3rd-level cancer mage is able to make such articles into light armor with a the following stats: armor bonus +4, maximum Dex bonus +5, armor check penalty -1, arcane spell failure 15%, speed 30 ft./20 ft., weight 20 lb. Only a 3rd-level or higher cancer mage can wear this armor and gain these benefits; other wearers treat it as padded armor. This armor is considered masterwork quality and can be fashioned into magic armor.

## DYSENTERY

CR —

N Small animal

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

**Languages** —

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +2 armor, +5 natural)

**hp** 29 (5 HD)

**Resist** evasion

**Fort** +5, **Ref** +8, **Will** +5 (+9 against enchantment spells and effects)

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

**Melee** bite +8 (1d4+1 plus disease)

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

**Base Atk** +3; **Grp** +0

**Abilities** Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4

**SQ** Link, share spells, devotion

**Feats** Ability Focus (disease), Alertness, Weapon Finesse<sup>5</sup>

**Skills** Climb +12, Hide +10, Listen +4, Move Silently +8, Spot +4, Swim +12

**Possessions** combat gear plus mwk small leather barding

**Disease (Ex)** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Tricks** This animal companion knows the following tricks: Attack, Defend, Down, Fetch, Heel, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

## FILTH-EATER (RAGING) (2)

CR 8

Male troll barbarian 3

CE Large giant

**Init** +2; **Senses** darkvision 90 ft., low-light-vision, scent; Listen +8, Spot +8

**Languages** Giant

**AC** 16, touch 9, flat-footed 16; uncanny dodge  
(-1 size, +2 Dex, +2 armor, +5 natural, -2 rage)

**hp** 141 (9 HD); regeneration 5

**Immune** normal disease

**Fort** +18, **Ref** +5, **Will** +7

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

**Melee** 2 claws +17 each (1d6+11 plus disease) and bite +12 (1d6+5 plus disease)

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

**Base Atk** +7; **Grp** +22

**Atk Options** Power Attack, rage 1/day (13 rounds), rend 2d6+16

**Abilities** Str 32, Dex 14, Con 30, Int 4, Wis 10, Cha 9

**SQ** trap sense +1

**Feats** Alertness, Iron Will, Power Attack, Track

**Skills** Climb +11, Jump +15, Listen +8, Spot +8

**Possessions** large leather armor

**Disease (Ex)** Filth fever—claw or bite, Fortitude DC 23, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Regeneration (Ex)** Acid and fire deal normal damage to a troll filth-eater. If a troll filth-eater loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex)** If a troll filth-eater hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 2d6+16 points of damage.

When not raging, a troll filth-eater has the following changed statistics:

**AC** 18, touch 11, flat-footed 18

**hp** 123 (9 HD)

**Fort** +16, **Will** +5

**Melee** 2 claws +15 each (1d6+9 plus disease) and bite +10 (1d6+4 plus disease)

**Grp** +20

**Atk Options** disease (Fort DC 21), rend 2d6+13

**Abilities** Str 28, Con 26

**Skills** Climb +9, Jump +13

## 4: SPRAYING FOR BUGS

FAL'A'ZIL

CR 12

Male unholy scion\* human hexblade\*\* 9/warrior of darkness\*\*\* 1

\**Heroes of Horror*, \*\**Complete Warrior*,

\*\*\**Book of Vile Darkness*

CE Large outsider (augmented humanoid (human), evil, native)

**Init** +2; **Senses** darkvision 60 ft., *true seeing*; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

**AC** 26, touch 17, flat-footed 24

(-1 size, +2 Dex, +5 armor, +4 shield, +6 deflection)  
**hp** 107 (10 HD); fast healing 4; **DR** 5/good or magic  
**Immune** mind-affecting effects, poison  
**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 20  
**Fort** +9, **Ref** +6, **Will** +11; +6 against spells and spell-like effects; **mettle**

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**Speed** 30 ft. in +1 *mithral shirt* (6 squares)

**Melee** +1 *greatsword* +16/+11 (3d6+8/17-20 plus 2d6 against good) or

**Melee** 2 claws +14 (1d6+5 plus 2d6 against good)

**Ranged** javelin +11/+6 (1d6+5)

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

**Base Atk** +10; **Grp** +19

**Atk Options** Blind-Fight, Power Attack, aligned strike (evil)

**Special Actions** Chaos Devotion\* (d8), hexblade's curse 3/day (DC 21)

**Combat Gear** *hexbands\** 5/day (+6 damage), *lesser crystal of return\** (on greatsword)

**Class Spells Known** (CL 4th):

2nd (2/day)—*false life*, *karmic backlash\** (DC 18)

1st (3/day)—*expeditious retreat*, *karmic aura\** (DC 17), *reaving aura\**, *Tasha's hideous laughter* (DC 17)

~~Already cast~~

**Spell-Like Abilities** (CL 10th):

3/day—*charm person* (DC 17), *major image* (DC 19), *poison* (+14 melee touch, DC 20) *protection from good*

1/day—*baleful polymorph* (DC 21), *desecrate*, *dominate person* (DC 21), *enervation* (+11 ranged touch)

---

**Abilities** Str 20, Dex 14, Con 16, Int 14, Wis 10, Cha 22

**SQ** dark companion\*

**Feats** Blind-Fight<sup>B</sup>, Chaos Devotion<sup>B\*</sup>, Combat Casting<sup>B</sup>, Improved Critical (greatsword), Iron Will, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +19, Concentration +16 (+20 when casting defensively), Craft (alchemy) +5, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +3, Spellcraft +10, Survival +3

**Possessions** combat gear plus +1 *greatsword*, +1 *mithral shirt*, javelin (x3), *amulet of health* +2, *belt of growth\**, *cloak of charisma* +2, *eternal wand\** (*shield*), *gauntlets of ogre power*, *ring of communication\**, *vest of resistance* +1, backpack with moldy trail rations, bottle of vinegary wine

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**Greater Hexblade's Curse (Su)** Three times per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a -4 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

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**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Black Magic Oil (Su)** A warrior of darkness can use his forbidden arcane arts to create a magic oil that he anoints himself. Fal'a'Zil has chosen to create an oil that grants him the Blind-Fight feat.

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of *mettle*.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

Fal'a'Zil currently has the following spells in effect (already included in his stat block):

—*false life* (10 hp)

—*true seeing*

When **not** enlarged via his *belt of growth*, Fal'a'Zil has the following changed statistics:

Large size

**AC** 28, touch 19, flat-footed 25

**Ref** +7

**Melee** +1 *greatsword* +16/+11 (2d6+7/17-20 plus 2d6 against good) or

**Melee** 2 claws +14 (1d4+4 plus 2d6 against good)

**Ranged** javelin +13/+8 (1d6+4)

**Ranged** touch +13 (—)

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

**Grp** +14

**Abilities** Str 18, Dex 16

## CUÁNIEL

CR 9

Fallen warden archon

CE Large outsider (archon, lawful, good, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Listen +22, Spot +22

**Aura** magic circle against good (10 ft.), menace (20 ft., DC 18)

**Languages** Celestial; tongues

---

**AC** 30, touch 9, flat-footed 30; uncanny dodge (-1 size, +9 armor, +12 natural)

**hp** 96 (10 HD); **DR** 10/evil

**Immune** electricity, petrification

**SR** 26

**Fort** +10 (+14 against poison), **Ref** +7, **Will** +8; +1 against fear effects

---

**Speed** 30 ft. in +1 *light fortification full plate* (6 squares); base 40 ft.

**Melee** 2 claws +18 melee (2d6+8) and bite +13 melee (2d6+4)

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



**Base Atk** +10; **Grp** +22

**Atk Options** aligned strike (lawful, good), rend  
2d8+12

**Special Actions** teleport

**Combat Gear** *counterstrike bracers*\* 2/day

**Spell-Like Abilities** (CL 12th):

3/day—*true seeing* (DC 16)

At Will—*aid*, *continual flame*, *detect scrying*, *detect thoughts* (DC 13), *locate creature*, *scrying* (DC 16), *see invisibility*, *true strike*

---

**Abilities** Str 27, Dex 11, Con 17, Int 16, Wis 12, Cha 12

**SQ** outsider traits

**Feats** Alertness, Improved Initiative, Improved Natural Attack (claw), Power Attack

**Skills** Climb +14, Concentration +16, Diplomacy +14, Jump +14, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +24, Search +14, Sense Motive +14, Spot +24, Survival +6 (+8 following tracks or on other planes), Swim +9, Tumble +13

**Possessions** combat gear plus +1 *light fortification full plate*, *ring of communication*\*

---

**Fallen Archon** Any effect that depends on alignment affects Cuániel as if he had a lawful good alignment. He also suffers effects according to his actual alignment.

**Aura of Menace (Su)** An aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of Cuániel must succeed on a Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by Cuániel's aura for 24 hours.

**Magic Circle against Good (Su)** A *magic circle against good* effect always surrounds Cuániel (CL 10). (The defensive benefits from the circle are not included in his statistics block.)

**Rend (Ex)** When Cuániel hits with both claw attacks he latches onto his opponent's body and tears its flesh. This attack automatically deals an extra 4d6+12 points of damage.

**Teleport (Su)** Cuániel can use *greater teleport* at will, as the spell (CL 14), except that he can transport only himself and up to 50 pounds of objects.

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

**Uncanny Dodge (Ex)** Cuániel retains his Dexterity bonus to AC even when flat-footed and cannot be flanked except by a 12th level or higher rogue.

**Unerring Assay (Su)** Cuániel instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as *misdirection* or *non-detection*, have no effect upon a warden archon's unerring assay.

**Skills** A warden archon's keen senses give it a +8 racial bonus on Listen and Spot checks.

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Cuániel currently has the following spells in effect (already included in his stat block):

—*aid* (14 hp, +1 morale bonus to attacks)

—*true seeing*

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## LARGE SOUL EATER

**CR 8**

Advanced half-fiend displacer beast soul eater\* 1

Usually LE Large outsider (augmented magical beast, native)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Listen +15, Spot +15

**Languages** Common

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**AC** 22, touch 14, flat-footed 17; Dodge (-1 size, +5 Dex, +8 natural)

**Miss Chance** 50% (displacement)

**hp** 104 (10 HD); **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, fire 10, electricity 10; **SR** 20

**Fort** +12, **Ref** +12, **Will** +6; +2 against ranged attacks (see below); +1 against fear effects

---

**Speed** 40 ft. (8 squares), fly 40 ft. (average)

**Melee** 2 tentacles +17 (1d6+6 plus energy drain) and bite +11 (1d8+3) and  
2 claws +11 (1d6+3) or

**Melee** 2 claws +16 (1d6+6) and bite +11 (1d8+3)

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

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

**Atk Options** magic strike

**Special Actions** smite good 1/day (+10 damage)

**Spell-Like Abilities** (CL 10th):

3/day—*darkness*, *poison* (+16 melee touch, DC 14)

1/day—*contagion* (+16 melee touch, DC 14),  
*desecrate*, *unholy blight* (DC 14)

---

**Abilities** Str 22, Dex 20, Con 18, Int 9, Wis 12, Cha 10

**Feats** Alertness, Dodge, Stealthy, Weapon Focus (tentacles)

**Skills** Balance +7, Climb +12, Concentration +7, Hide +23, Jump +17, Knowledge (arcana) +1, Listen +15, Move Silently +19, Spot +15, Tumble +12

**Possessions** combat gear plus *amulet of natural armor* +2, *ring of communication*\*

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**Displacement (Su)** A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

**Energy Drain (Su)** Living creatures hit by the soul eater's tentacle attack gain one negative level. For each negative level bestowed, the soul eater gains 5 temporary hit points that last for up to 1 hour. DC 15 Fortitude save to remove a negative level. The save DC is Charisma-based.

**Magic Strike (Su)** A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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**Resistance to Ranged Attacks (Su)** A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

**Smite Good (Su)** Once per day a half-fiend displacer beast can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

**Skills** A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

The soul eater currently has the following spells in effect (already included in his stat block):

- aid* (14 hp, +1 morale bonus to attacks)
- true seeing*

## PARTY PREPARATIONS

### SUNBEAM MOONFLOWER CR 8

Female half-elf druid 5/expert 4  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +3 armor)  
**hp** 28 (9 HD)  
**Immune** sleep spells and effects  
**Fort** +2, **Ref** +1, **Will** +7; +2 vs enchantment spells  
 and effects, +4 vs fey spell-like abilities  
**Speed** 30 feet (6 squares)  
**Melee** +1 *merciful quarterstaff* +3 (1d6+1d6 non-  
 lethal)  
**Base Atk** +3; **Grp** +2  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure serious wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 3rd—*dominate animal* (DC 15)  
 2nd—*barkskin*, *gust of wind*, *hold animal* (DC14)  
 1st—*charm animal* (DC13), *speaking with animals*  
 0—*create water*, *cure minor wounds* (x3), *light*  
**Abilities** Str 8, Dex 10, Con 10, Int 11, Wis 14, Cha  
 12  
**SQ** Link, share spells, trackless step, wild empathy  
 (+8), wild shape 1/day, woodland stride  
**Feats** Eschew Materials, Natural Spell, Sacred Vow\*,  
 Vow of Nonviolence \*  
**Skills** Craft (Basket Weaving) +6, Craft (Pottery) +6,  
 Diplomacy +4, Gather Information +2, Handle  
 Animal +11, Heal +10, Knowledge (Nature) +18,  
 Perform (Folk Singing) +6, Profession (Herbalist)  
 +9, Survival +11 (+13 above ground), Listen +1,  
 Search +1, Spot +1  
**Possessions** combat gear plus +1 *merciful*  
*quarterstaff*, +2 *padded armor*, *wildling clasp*,  
 masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

### HER LITTLE PONY CR -

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +6, Spot  
 +6

**AC** 16, touch 12, flat-footed 14  
 (+2 Dex, +4 natural)  
**hp** 27 (4 HD)  
**Fort** +5, **Ref** +6 (evasion), **Will** +1  
**Speed** 40 ft. (8 squares)  
**Melee** hoof –1 (1d3)  
**Base Atk** +3; **Grp** +4  
**Abilities** Str 13, Dex 14, Con 12, Int 2, Wis 11, Cha 4  
**SQ** Link, share spells  
**Feats** Endurance, Run  
**Skills** Listen +6, Spot +6

## 1: TILLING THE SOIL

### SENTRY CORRUPTURE CR 12

N Huge ooze (aquatic)  
**Init** +2; **Senses** blind, blindsight 60 ft.; Listen +6  
**Languages** —  
**AC** 6, touch 6, flat-footed 6  
 (-2 size, -2 Dex)  
**hp** 240 (15 HD); **DR** 5/—  
**Immune** acid, critical hits, flanking, gaze attacks,  
 illusions, paralysis, poison, polymorph, sleep  
 effects, stunning, visual effects  
**SR** 18  
**Fort** +15, **Ref** +5, **Will** +7; +4 against mind-affecting  
**Speed** 20 ft. (4 squares), climb 20 ft., swim 20 ft.  
**Melee** slam +19 (3d6+15 plus 2d6 acid)  
**Space** 15 ft.; **Reach** 20 ft.  
**Base Atk** +11; **Grp** +29  
**Atk Options** acid sheath, Power Attack, trample  
 3d6+15 plus 2d6 acid  
**Special Actions** acid burst  
**Abilities** Str 31, Dex 7, Con 30, Int 2, Wis 11, Cha 11  
**SQ** amphibious, ooze traits  
**Feats** Extended Reach\*, Improved Initiative,  
 Improved Natural Attack (slam), Iron Will, Lightning  
 Reflexes, Power Attack, Stealthy  
**Skills** Climb +18, Hide +2, Listen +6, Move Silently  
 +2, Swim +18

**Acid Sheath (Ex)** A corrupture's body produces corrosive slime. Any creature that strikes or touches a corrupture with its body, or that grapples a corrupture, automatically takes 2d6 points of acid damage. A creature takes damage from this ability only once per turn.

**Trample (Ex)** Reflex DC 27 half. The save DC is Strength-based.

**Acid Burst (Ex)** A corrupture can activate an acid burst as a standard action. Any creature within 20 feet must succeed on a DC 27 Reflex save or take 6d6 points of acid damage. A successful save results in half damage. The save DC is Constitution-based.

**Amphibious (Ex)** A corrupture can survive indefinitely on land or underwater.

**Skills** A corrupture has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb

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

### 3: FENDING OFF CROWS

#### KAROSH

CR 14

Male human (Flan) druid 9/ranger 1/cancer mage\* 4

\* *Book of Vile Darkness*

NE Medium humanoid (human)

**Init** +2; **Senses** blindsight 30 ft.; Listen +11, Spot +11

**Languages** Common, Druidic, Giant; telepathy with cancerous companion

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**AC** 25, touch 13, flat-footed 23

(+2 Dex, +6 armor, +2 shield, +1 deflection, +4 natural)

**hp** 102 (14 HD)

**Resist** evasion, *ring of counterspells* (remove disease)

**Immune** poison

**Fort** +17, **Ref** +12, **Will** +14; +4 against spell-like abilities of fey

**Weakness** *remove disease*

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**Speed** 40 ft. in +2 *tatterdemalion* (8 squares); *freedom of movement*, woodland stride

**Melee** mwk sickle +12/+7 (1d6+1) or

**Melee** quarterstaff +11/+6 (1d6+1) or

**Melee** unarmed strike +11/+6 (1d3+1 nonlethal plus disease) or

**Melee** touch +11/+6 (disease)

**Ranged** sling +12 (1d4+1)

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

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

**Special Actions** children of the night (40 min.), spontaneous affliction\* (DC 14), wild shape 3/day (9 hours, Large)

**Atk Options** favored enemy humans +2, sneak attack +1d6

**Combat Gear** *anklet of translocation*\*, *potion of cure moderate wounds*, *talisman of undying fortitude*\*

**Class Spells Prepared** (CL 9th):

5th—*Moilian mass contagion*\* (DC 23), *quill blast*\* (DC 21)

4th—~~*freedom of movement*~~, *sudden stalagmite*\* (DC 20), *vortex of teeth*\*

3rd—*downdraft* (DC 19), *Moilian dehydrate*\* (DC 21), *Moilian infestation of maggots*\* (+11 melee touch, DC 21), *spiritjaws*\* (Atk +16/+11; Grp +20)

2nd—~~*barkskin*~~, *blinding spittle*\* (x2) (+8 ranged touch), *Moilian decomposition*\*, *Moilian healing sting*\* (+11 melee touch), *summon swarm*

1st—*breath of the jungle*\*, *entangle* (DC 18), ~~*longstrider*~~, *produce flame* (+11 melee touch or +12 ranged touch), *spore field*\* (DC 18), *Moilian sunstroke*\* (DC 19)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (x2), ~~*naturewatch*~~\*

~~Already cast~~

**Spell-Like Abilities** (CL 14th):

4/day—*contagion* (+11 melee touch, DC 19), *poison* (+11 melee touch, DC 20)

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**Abilities** Str 12, Dex 14, Con 14, Int 10, Wis 22, Cha 10

**SQ** animal companion, cancerous companion, disease host, link with animal companion, resist nature's lure, share spells, trackless step, wild empathy +12 (+8 magical beasts)

**Feats** Black Lore of Moil\*, Great Fortitude, Greater Spell Focus (necromancy), Poison Immunity\*, Spell Focus (necromancy), Toughness, Track<sup>B</sup>

**Skills** Concentration +21, Handle Animal +8 (+12 with animal companion), Heal +19, Hide +12, Knowledge (nature) +11, Listen +11, Move Silently +12, Sense Motive +10, Spellcraft +5, Spot +11, Survival +13

**Possessions** combat gear plus Dysentery (dire rat animal companion), +2 *tatterdemalion*, +1 *chitin buckler*\*, mwk sickle, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), 75-gp runebone (x1), 50-gp runebone (x5), 25-gp runebone (x2), *cloak of comfort* +1\*, *pearl of speech* (Giant)\*, *periapt of wisdom* +4, *ring of counterspells*, *ring of protection* +1, *tunic of steady spellcasting*\*, trail rations (4 days), bag of scab-and pus-filled vials

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**Disease (Su)** Lightning Curse—unarmed strike or touch, Fortitude DC 19, incubation period 1 day, damage 1d6 Int. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Disease (Su)** Melting Fury—unarmed strike or touch, Fortitude DC 19, incubation period 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d3 Con.

**Disease (Ex)** Sandeyes—unarmed strike or touch, Fortitude DC 19, incubation period 1 day, damage 1d4 Cha. Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

**Disease (Ex)** Sea Rot—unarmed strike or touch, Fortitude DC 19, incubation period 1 day, damage 1d6 Con and 1d6 Str. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 19, incubation period 1 day, damage 1d8 Dex.

**Disease (Ex)** Slimy Doom—unarmed strike or touch, Fortitude DC 19, incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Cancerous Companion (Ex)** An intelligent (Int 8) tumor grows inside Karosh. The tumor and Karosh can communicate telepathically. The tumor uses all of Karosh's statistics except Intelligence. The tumor can use one of Karosh's spells or spell-like abilities on its own as a standard action once per

day, requiring no action from Karosh. The tumor cannot take any other actions. It bestows Karosh with evasion and blindsight out to 30 feet.

**Children of the Night (Su)** A 4th-level cancer mage commands the lesser creatures of the world and can call forth a swarm of 2d6 Small monstrous spiders or a pack of 4d8 dire rats or a swarm of 10d10 bats, once per day, as a standard action. These creatures arrive in 2d6 rounds and serve the cancer mage (understanding his mental commands) for up to 10 minutes per class level. Karosh only ever summons dire rats using this ability.

**Disease Host (Ex)** Karosh never takes damage from disease, though he might manifest cosmetic effects. Whenever he encounters a disease, he becomes a carrier and can transmit the disease to others. If Karosh is the target of a *remove disease* spell or effect, he must make a Fortitude save, or else he takes 1d6 points of damage per caster level and loses his blindsight and evasion for 1d10 days.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

**Tatterdemalion (Ex)** Gathering scraps of clothing and old, discarded rags, a 3rd-level cancer mage is able to make such articles into light armor with a the following stats: armor bonus +4, maximum Dex bonus +5, armor check penalty -1, arcane spell failure 15%, speed 30 ft./20 ft., weight 20 lb. Only a 3rd-level or higher cancer mage can wear this armor and gain these benefits; other wearers treat it as padded armor. This armor is considered masterwork quality and can be fashioned into magic armor.

## DYSENTERY

CR —

N Small animal

**Init** +5; **Senses** low-light vision, scent; Listen +4, Spot +4

**Languages** —

**AC** 26, touch 16, flat-footed 21  
(+1 size, +5 Dex, +3 armor, +7 natural)

**hp** 48 (7 HD)

**Resist** evasion

**Fort** +6, **Ref** +10, **Will** +6 (+10 against enchantment spells and effects)

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

**Melee** bite +11/+6 (1d4+1 plus disease)

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

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

**Abilities** Str 13, Dex 20, Con 12, Int 1, Wis 12, Cha 4

**SQ** Link, share spells, devotion

**Feats** Ability Focus (disease), Alertness, Improved Toughness, Weapon Finesse<sup>B</sup>

**Skills** Climb +13, Hide +11, Listen +4, Move Silently +11, Spot +4, Swim +13

**Possessions** combat gear plus +1 small leather barding

**Disease (Ex)** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Tricks** This animal companion knows the following tricks: Attack, Come, Defend, Down, Fetch, Heel, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

## FILTH-EATER (RAGING) (2) CR 9

Male troll barbarian 4

CE Large giant

**Init** +2; **Senses** darkvision 90 ft., low-light-vision, scent; Listen +8, Spot +9

**Languages** Giant

**AC** 16, touch 9, flat-footed 16; uncanny dodge  
(-1 size, +2 Dex, +2 armor, +5 natural, -2 rage)

**hp** 158 (10 HD); regeneration 5

**Immune** normal disease

**Fort** +19, **Ref** +5, **Will** +7

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

**Melee** 2 claws +18 each (1d6+11 plus disease) and bite +13 (1d6+5 plus disease)

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

**Base Atk** +8; **Grp** +23

**Atk Options** Power Attack, rage 2/day (13 rounds), rend 2d6+16

**Abilities** Str 32, Dex 14, Con 30, Int 4, Wis 10, Cha 9  
**SQ** trap sense +1

**Feats** Alertness, Iron Will, Power Attack, Track

**Skills** Climb +11, Jump +15, Listen +8, Spot +9

**Possessions** large leather armor

**Disease (Ex)** Filth fever—claw or bite, Fortitude DC 23, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Regeneration (Ex)** Acid and fire deal normal damage to a troll filth-eater. If a troll filth-eater loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex)** If a troll filth-eater hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 2d6+16 points of damage.

When not raging, a troll filth-eater has the following changed statistics:

**AC** 18, touch 11, flat-footed 18

**hp** 138 (10 HD)

**Fort** +17, **Will** +5

**Melee** 2 claws +16 each (1d6+9 plus disease) and bite +11 (1d6+4 plus disease)

**Grp** +21

**Atk Options** disease (Fort DC 21), rend 2d6+13

**Abilities** Str 28, Con 26  
**Skills** Climb +9, Jump +13

## 4: SPRAYING FOR BUGS

### FAL'A'ZIL

CR 14

Male unholy scion\* human hexblade\*\* 9/warrior of darkness\*\*\* 2

\**Heroes of Horror*, \*\**Complete Warrior*, \*\*\**Book of Vile Darkness*

CE Large outsider (augmented humanoid (human), evil, native)

**Init** +2; **Senses** darkvision 60 ft., *true seeing*; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

**AC** 27, touch 17, flat-footed 25

(-1 size, +2 Dex, +6 armor, +4 shield, +6 deflection)

**hp** 125 (11 HD); fast healing 4; **DR** 5/good or magic

**Immune** mind-affecting effects, poison

**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 21 (25 against good spells and spells cast by good creatures)

**Fort** +15, **Ref** +10, **Will** +16; +6 against spells and spell-like effects; *mettle*

**Speed** 30 ft. in +2 *mithral shirt* (6 squares)

**Melee** +1 *corrosive keen greatsword* +17/+12/+7 (3d6+8/17-20 plus 1d6 acid plus 2d6 against good) or

**Melee** 2 claws +15 (1d6+5 plus 2d6 against good)

**Ranged** javelin +12/+7/+2 (1d6+5)

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

**Base Atk** +11; **Grp** +20

**Atk Options** Blind-Fight, Power Attack, Power Critical (greatsword), aligned strike (evil)

**Special Actions** Chaos Devotion\* (d8), hexblade's curse 3/day (DC 21)

**Combat Gear** *hexbands*\* 5/day (+6 damage), *lesser crystal of return*\* (on greatsword)

**Class Spells Known** (CL 4th):

2nd (2/day)—*false life*, *karmic backlash*\* (DC 18)

1st (3/day)—*expeditious retreat*, *karmic aura*\* (DC 17), *reaving aura*\*, *Tasha's hideous laughter* (DC 17)

~~Already cast~~

**Spell-Like Abilities** (CL 11th):

3/day—*charm person* (DC 17), *major image* (DC 19), *poison* (+15 melee touch, DC 20) *protection from good*, *true seeing*

1/day—*animate dead* (up to 44 HD), *baleful polymorph* (DC 21), *desecrate*, *dominate person* (DC 21), *enervation* (+12 ranged touch)

**Abilities** Str 20, Dex 14, Con 18, Int 14, Wis 10, Cha 22

**SQ** dark companion\*

**Feats** Blind-Fight<sup>B</sup>, Chaos Devotion<sup>B</sup>\*, Combat Casting<sup>B</sup>, Power Critical\* (greatsword), Iron Will, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +20, Concentration +18 (+22 when casting defensively), Craft (alchemy) +5, Intimidate +16, Knowledge (arcana) +10, Knowledge (planes) +3, Spellcraft +14, Survival +3

**Possessions** combat gear plus +1 *keen greatsword*, +2 *mithral shirt*, javelin (x3), *amulet of health* +4, *belt of growth*\*, *cloak of charisma* +2, *eternal wand*\* (shield), *gauntlets of ogre power*, *ring of communication*\*, *vest of resistance* +1, backpack with moldy trail rations, bottle of vinegary wine

**Greater Hexblade's Curse (Su)** Three times per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a -4 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Black Magic Oil (Su)** At 1st level, a warrior of darkness can use his forbidden arcane arts to create a magic oil that he anoints himself with, granting him a select permanent supernatural ability.

Fal'a'Zil has chosen to create an oil that grants him the Blind-Fight feat.

**Darkling Weapon (Su)** With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already has an enhancement bonus, the warrior of darkness can instead imbue the weapon with any magical special quality that is the equivalent of a +1 bonus. The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level. The warrior can imbue only one special quality in a weapon at a time.

Fal'a'Zil has chosen to add the *corrosive* ability to his greatsword. (Benefit already included in stat block)

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of *mettle*.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

Fal'a'Zil currently has the following spells in effect (already included in his stat block):

—*false life* (10 hp)

—*true seeing*

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—*unholy aura* (DC 18)

When **not** enlarged via his *belt of growth*, Fal'a'Zil has the following changed statistics:

Large size

**AC** 29, touch 19, flat-footed 26

**Ref** +7

**Melee** +1 *corrosive keen greatsword* +17/+12/+7  
(2d6+7/17-20 plus 1d6 acid plus 2d6 against good)  
or

**Melee** 2 claws +15 (1d4+4 plus 2d6 against good)

**Ranged** javelin +14/+9/+4 (1d6+4)

**Ranged** touch +14 (—)

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

**Grp** +15

**Abilities** Str 18, Dex 16

## CUÁNIEL

CR 11

Fallen warden archon

CE Large outsider (archon, lawful, good, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent, *detect scrying*, *true seeing*; Listen +22, Spot +22

**Aura** magic circle against good (10 ft.), menace (20 ft., DC 20)

**Languages** Celestial; tongues

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**AC** 34, touch 24, flat-footed 34; uncanny dodge  
(-1 size, +9 armor, +4 deflection, +12 natural)

**hp** 140 (14 HD); **DR** 10/evil

**Immune** electricity, petrification

**SR** 28

**Fort** +17 (+21 against poison), **Ref** +13, **Will** +14; +1  
against fear effects

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**Speed** 30 ft. in +1 *light fortification full plate* (6 squares); base 40 ft.

**Melee** 2 claws +22 melee (2d6+8) and  
bite +17 melee (2d6+4)

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

**Base Atk** +14; **Grp** +26

**Atk Options** aligned strike (lawful, good), rend  
2d8+12

**Special Actions** teleport

**Combat Gear** *counterstrike bracers*\* 2/day

**Spell-Like Abilities** (CL 14th):

3/day—*quicken true strike*, *true seeing* (DC 16)  
At Will—*aid*, *continual flame*, *detect scrying*, *detect thoughts* (DC 13), *locate creature*, *scrying* (DC 16), *see invisibility*, *true strike*

---

**Abilities** Str 27, Dex 11, Con 18, Int 16, Wis 12, Cha 12

**SQ** outsider traits

**Feats** Alertness, Improved Initiative, Improved Natural Attack (claw), Power Attack, Quicken Spell-Like Ability (*true strike*)

**Skills** Climb +18, Concentration +21, Diplomacy +18, Jump +18, Knowledge (religion) +20, Knowledge (the planes) +20, Listen +28, Search +18, Sense Motive +18, Spot +28, Survival +7 (+9 following tracks or on other planes), Swim +10, Tumble +14

**Possessions** combat gear plus +1 *light fortification full plate*, *ring of communication*\*, *ring of protection* +2

---

**Fallen Archon** Any effect that depends on alignment affects Cuániel as if he had a lawful good alignment. He also suffers effects according to his actual alignment.

**Aura of Menace (Su)** An aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of Cuániel must succeed on a Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by Cuániel's aura for 24 hours.

**Magic Circle against Good (Su)** A *magic circle against good* effect always surrounds Cuániel (CL 14). (The defensive benefits from the circle are not included in his statistics block.)

**Rend (Ex)** When Cuániel hits with both claw attacks he latches onto his opponent's body and tears its flesh. This attack automatically deals an extra 4d6+12 points of damage.

**Teleport (Su)** Cuániel can use *greater teleport* at will, as the spell (CL 14), except that he can transport only himself and up to 50 pounds of objects.

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

**Uncanny Dodge (Ex)** Cuániel retains his Dexterity bonus to AC even when flat-footed and cannot be flanked except by a 12th level or higher rogue.

**Unerring Assay (Su)** Cuániel instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as *misdirection* or *nondetection*, have no effect upon a warden archon's unerring assay.

**Skills** A warden archon's keen senses give it a +8 racial bonus on Listen and Spot checks.

Cuániel currently has the following spells in effect, (already included in his stat block):

—*aid* (14 hp, +1 morale bonus to attacks)  
—*true seeing*  
—*detect scrying*  
—*unholy aura* (DC 18)

## HUGE SOUL EATER

CR 10

Advanced half-fiend displacer beast soul eater\* 1

\* *Book of Vile Darkness*

Usually LE Huge outsider (augmented magical beast, native)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Listen +18, Spot +18

**Languages** Common

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**AC** 27, touch 16, flat-footed 23; Dodge  
(-2 size, +4 Dex, +4 deflection, +11 natural)

**Miss Chance** 50% (displacement)

**hp** 157 (13 HD); **DR** 10/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23 (25 against good spells and spells cast by good creatures)

**Fort** +20, **Ref** +18, **Will** +11; +2 against ranged attacks (see below; does not apply while *unholy aura* is active); +1 against fear effects

---

**Speed** 40 ft. (8 squares), fly 40 ft. (average); Flyby Attack

**Melee** 2 tentacles +23 (1d8+10 plus energy drain) and bite +17 (2d6+5) and 2 claws +17 (1d8+5) or

**Melee** 2 claws +22 (1d8+10) and bite +17 (2d6+5)

**Space** 15 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Base Atk** +13; **Grp** +31

**Atk Options** magic strike

**Special Actions** smite good 1/day (+13 damage)

**Spell-Like Abilities** (CL 13th):

3/day—*darkness*, *poison* (+22 melee touch, DC 14), *unholy aura* (DC 18)

1/day—*blasphemy* (DC 17), *contagion* (+22 melee touch, DC 14), *desecrate*, *unhallow*, *unholy blight* (DC 14)

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**Abilities** Str 30, Dex 18, Con 22, Int 10, Wis 12, Cha 10

**Feats** Alertness, Dodge, Flyby Attack, Stealthy, Weapon Focus (tentacles)

**Skills** Balance +13, Climb +17, Concentration +17, Hide +21, Intimidate +7, Jump +23, Knowledge (arcana) +6, Listen +18, Move Silently +21, Sense Motive +8, Spellcraft +7, Spot +18, Tumble +13

**Possessions** combat gear plus *amulet of natural armor* +2, *ring of communication*\*, *ring of protection* +1

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**Displacement (Su)** A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

**Energy Drain (Su)** Living creatures hit by the soul eater's tentacle attack gain one negative level. For each negative level bestowed, the soul eater gains 5 temporary hit points that last for up to 1 hour. DC 16 Fortitude save to remove a negative level. The save DC is Charisma-based.

**Magic Strike (Su)** A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Resistance to Ranged Attacks (Su)** A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

**Smite Good (Su)** Once per day a half-fiend displacer beast can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

**Skills** A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

The soul eater currently has the following spells in effect, (already included in his stat block):

—*aid* (14 hp, +1 morale bonus to attacks)

—*true seeing*

—*unholy aura* (DC 18)



If Fal'a'Zil has the opportunity to use his *animate dead* spell-like ability on one of the troll corpses (from **Encounter 3: Fending Off Crows**), use one of the following stat blocks:

### TROLL ZOMBIE

CR —

NE Large undead

**Init** +1; **Senses** Listen +0, Spot +0

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**AC** 18, touch 10, flat-footed 17

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

**hp** 81 (12 HD); **DR** 5/slashing

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

---

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

**Melee** claws +12 each (1d6+7) or

**Melee** bite +12 (1d6+3) or

**Melee** slam +12 each (1d8+10)

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

**Base Atk** +6; **Grp** +17

**Atk Options** single actions only

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**Abilities** Str 25, Dex 12, Con —, Int —, Wis 10, Cha 1

**SQ** undead traits

**Feats** Toughness

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**Single Actions Only (Ex)** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

### TROLL SKELETON

CR —

NE Large undead

**Init** +7; **Senses** darkvision 60 ft.; Listen +0, Spot +0

---

**AC** 14, touch 12, flat-footed 11

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

**hp** 39 (6 HD); **DR** 5/bludgeoning

**Immune** cold

**Fort** +2, **Ref** +5, **Will** +5

---

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

**Melee** 2 claws +8 melee (1d6+6) and

bite +3 melee (1d6+3)

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

**Base Atk** +3; **Grp** +13

**Atk Options** single actions only

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**Abilities** Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1

**SQ** undead traits

**Feats** Improved Initiative

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## PARTY PREPARATIONS

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**SUNBEAM MOONFLOWER CR 8**

Female half-elf druid 5/expert 4  
 NG Humanoid (half-elf)  
**Init** +1; **Senses** low-light vision; Listen +1, Spot +1  
**Languages** Common, Druidic, Elven  
**AC** 11, touch 11, flat-footed 11;  
 (+1 Dex, +3 armor)  
**hp** 28 (9 HD)  
**Immune** sleep spells and effects  
**Fort** +2, **Ref** +1, **Will** +7; +2 vs enchantment spells  
 and effects, +4 vs fey spell-like abilities  
**Speed** 30 feet (6 squares)  
**Melee** +1 *merciful quarterstaff* +3 (1d6+1d6 non-  
 lethal)  
**Base Atk** +3; **Grp** +2  
**Atk Options** spontaneous casting  
**Combat Gear** *potion of cure serious wounds* (x2)  
**Druid Spells Prepared** (CL 1st):  
 3rd—*dominate animal* (DC 15)  
 2nd—*barkskin*, *gust of wind*, *hold animal* (DC14)  
 1st—*charm animal* (DC13), *speaking with animals*  
 0—*create water*, *cure minor wounds* (x3), *light*  
**Abilities** Str 8, Dex 10, Con 10, Int 11, Wis 14, Cha  
 12  
**SQ** Link, share spells, trackless step, wild empathy  
 (+8), wild shape 1/day, woodland stride  
**Feats** Eschew Materials, Natural Spell, Sacred Vow\*,  
 Vow of Nonviolence\*  
**Skills** Craft (Basket Weaving) +6, Craft (Pottery) +6,  
 Diplomacy +4, Gather Information +2, Handle  
 Animal +11, Heal +10, Knowledge (Nature) +18,  
 Perform (Folk Singing) +6, Profession (Herbalist)  
 +9, Survival +11 (+13 above ground), Listen +1,  
 Search +1, Spot +1  
**Possessions** combat gear plus +1 *merciful*  
*quarterstaff*, +2 *padded armor*, *wildling clasp*,  
 masterwork lute, flowers in her hair

Sunbeam is a young half-elven woman with pale skin and wide brown eyes. Into her long, straight, straw-colored hair she has woven some small white and yellow flowers, which match the one painted on her right cheek. Over a plain cloth jerkin she wears a colorful, hand quilted poncho, and there are simple sandals on her feet.

She is quiet of voice, and speaks with love, peace, and flowers making numerous appearances in any discussion. She is very knowledgeable about plants and nature, makes her own clothes, and enjoys singing – especially if she can get a whole group to join her.

**HER LITTLE PONY CR -**

N Medium animal  
**Init** +1; **Senses** low-light vision, scent; Listen +6, Spot  
 +6

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

**hp** 27 (4 HD)

**Fort** +5, **Ref** +6 (evasion), **Will** +1

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

**Melee** hoof –1 (1d3)

**Base Atk** +3; **Grp** +4

**Abilities** Str 13, Dex 14, Con 12, Int 2, Wis 11, Cha 4

**SQ** Link, share spells

**Feats** Endurance, Run

**Skills** Listen +6, Spot +6

**1: TILLING THE SOIL****SENTRY CORRUPTURE (2) CR 12**

N Huge ooze (aquatic)

**Init** +2; **Senses** blind, blindsight 60 ft.; Listen +6

**Languages** —

**AC** 6, touch 6, flat-footed 6

(–2 size, –2 Dex)

**hp** 240 (15 HD); **DR** 5/—

**Immune** acid, critical hits, flanking, gaze attacks,  
 illusions, paralysis, poison, polymorph, sleep  
 effects, stunning, visual effects

**SR** 18

**Fort** +15, **Ref** +5, **Will** +7; +4 against mind-affecting

**Speed** 20 ft. (4 squares), climb 20 ft., swim 20 ft.

**Melee** slam +19 (3d6+15 plus 2d6 acid)

**Space** 15 ft.; **Reach** 20 ft.

**Base Atk** +11; **Grp** +29

**Atk Options** acid sheath, Power Attack, trample  
 3d6+15 plus 2d6 acid

**Special Actions** acid burst

**Abilities** Str 31, Dex 7, Con 30, Int 2, Wis 11, Cha 11

**SQ** amphibious, ooze traits

**Feats** Extended Reach\*, Improved Initiative,  
 Improved Natural Attack (slam), Iron Will, Lightning  
 Reflexes, Power Attack

**Skills** Climb +18, Hide +0, Listen +6, Move Silently  
 +0, Swim +18

**Acid Sheath (Ex)** A corrupture's body produces  
 corrosive slime. Any creature that strikes or  
 touches a corrupture with its body, or that grapples  
 a corrupture, automatically takes 2d6 points of acid  
 damage. A creature takes damage from this ability  
 only once per turn.

**Trample (Ex)** Reflex DC 27 half. The save DC is  
 Strength-based.

**Acid Burst (Ex)** A corrupture can activate an acid  
 burst as a standard action. Any creature within 20  
 feet must succeed on a DC 27 Reflex save or take  
 6d6 points of acid damage. A successful save  
 results in half damage. The save DC is  
 Constitution-based.

**Amphibious (Ex)** A corrupture can survive indefinitely  
 on land or underwater.

**Skills** A corrupture has a +8 racial bonus on Climb  
 checks and can always choose to take 10 on Climb

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

### 3: FENDING OFF CROWS

#### KAROSH

#### CR 16

Male human (Flan) druid 11/ranger 1/cancer mage\* 4

\* *Book of Vile Darkness*

NE Medium humanoid (human)

**Init** +3; **Senses** blindsight 30 ft.; Listen +11, Spot +11

**Languages** Common, Druidic, Giant; telepathy with cancerous companion

**AC** 26, touch 14, flat-footed 23

(+3 Dex, +6 armor, +2 shield, +1 deflection, +4 natural)

**hp** 117 (16 HD)

**Resist** *antilife shell*, evasion, *ring of counterspells* (remove disease)

**Immune** poison

**Fort** +19, **Ref** +14, **Will** +18; +4 against spell-like abilities of fey

**Weakness** *remove disease*

**Speed** 40 ft. in +2 *tatterdemalion* (8 squares); *freedom of movement*, woodland stride

**Melee** +1 *sickle* +14/+9/+4 (1d6+2) or

**Melee** quarterstaff +13/+8/+3 (1d6+1) or

**Melee** unarmed strike +13/+8/+3 (1d3+1 nonlethal plus disease) or

**Melee** touch +13/+8/+3 (disease)

**Ranged** sling +15 (1d4+1)

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

**Base Atk** +12; **Grp** +13

**Special Actions** children of the night (40 min.), spontaneous affliction\* (DC 14), wild shape 4/day (11 hours, Large, Tiny)

**Atk Options** Fearsome Necromancy\*, favored enemy humans +2, *greatreach bracers*\*, sneak attack +1d6

**Combat Gear** *anklet of translocation*\*, *potion of cure moderate wounds*, *talisman of undying fortitude*\*

**Class Spells Prepared** (CL 11th):

6th—*antilife shell*, *Moilian pox*\* (DC 26)

5th—*memory rot*\* (DC 23), *Moilian mass contagion*\* (DC 25), *quill blast*\* (DC 23)

4th—*air walk*, *freedom of movement*, *languor*\* (+15 ranged touch, DC 22), *sudden stalagmite*\* (DC 22), *vortex of teeth*\*

3rd—*downdraft* (DC 21), *Moilian contagion* (+13 melee touch, DC 23), *Moilian dehydrate*\* (DC 23), *Moilian infestation of maggots*\* (+13 melee touch, DC 23), *quillfire*\* (+13 melee or +15 ranged, DC 21), *spiritjaws*\* (Atk +20/+15/+10; Grp +24)

2nd—*barkskin*, *blinding spittle*\* (x2) (+11 ranged touch), *Moilian decomposition*\*, *Moilian healing sting*\* (+13 melee touch), *summon swarm*

1st—*breath of the jungle*\*, *entangle* (DC 21), *longstrider*, *produce flame* (x2) (+13 melee touch or +15 ranged touch), *spore field*\* (DC 21), *Moilian sunstroke*\* (DC 21)

0—*cure minor wounds*, *detect magic*, *detect poison*, *flare* (x2), *naturewatch*\*

**Already cast**

**Spell-Like Abilities** (CL 16th):

4/day—*contagion* (+13 melee touch, DC 21), *poison* (+13 melee touch, DC 22)

**Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 26, Cha 8

**SQ** animal companion, cancerous companion, disease host, link with animal companion, resist nature's lure, share spells, trackless step, wild empathy +13 (+9 magical beasts)

**Feats** Black Lore of Moil\*, Fearsome Necromancy\*, Great Fortitude, Greater Spell Focus (necromancy), Poison Immunity\*, Spell Focus (necromancy), Toughness, Track<sup>B</sup>

**Skills** Concentration +23, Handle Animal +7 (+11 with animal companion), Heal +23, Hide +13, Knowledge (nature) +11, Listen +15, Move Silently +13, Sense Motive +14, Spellcraft +5, Spot +15, Survival +15

**Possessions** combat gear plus Dysentery (dire rat animal companion), +2 *tatterdemalion*, +1 *chitin buckler*\*, +1 *sickle*, sling, 10 bullets, handmade holy symbol (x2), spell component pouch (x2), 100-gp runebone (x1), 75-gp runebone (x1), 50-gp runebone (x6), 25-gp runebone (x2), *cloak of comfort* +2\*, *gloves of dexterity* +2, *greatreach bracers*, *pearl of speech* (Giant)\*, *periapt of wisdom* +6, *ring of counterspells*, *ring of protection* +1, *tunic of steady spellcasting*\*, trail rations (4 days), bag of scab- and pus-filled vials

**Disease (Su)** Death Song—unarmed strike or touch, Fortitude DC 25, incubation period 1 day, damage 1d8 Str, 1d8 Dex, and 1d8 Con.

**Disease (Su)** Lightning Curse—unarmed strike or touch, Fortitude DC 20, incubation period 1 day, damage 1d6 Int. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Disease (Su)** Melting Fury—unarmed strike or touch, Fortitude DC 20, incubation period 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d3 Con.

**Disease (Ex)** Sandeyes—unarmed strike or touch, Fortitude DC 20, incubation period 1 day, damage 1d4 Cha. Each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

**Disease (Ex)** Sea Rot—unarmed strike or touch, Fortitude DC 20, incubation period 1 day, damage 1d6 Con and 1d6 Str. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Disease (Ex)** Shakes—unarmed strike or touch, Fortitude DC 20, incubation period 1 day, damage 1d8 Dex.

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**Disease (Ex)** Slimy Doom—unarmed strike or touch, Fortitude DC 20, incubation period 1 day, damage 1d4 Con. When damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

**Cancerous Companion (Ex)** An intelligent (Int 8) tumor grows inside Karosh. The tumor and Karosh can communicate telepathically. The tumor uses all of Karosh's statistics except Intelligence. The tumor can use one of Karosh's spells or spell-like abilities on its own as a standard action once per day, requiring no action from Karosh. The tumor cannot take any other actions. It bestows Karosh with evasion and blindsight out to 30 feet.

**Children of the Night (Su)** A 4th-level cancer mage commands the lesser creatures of the world and can call forth a swarm of 2d6 Small monstrous spiders or a pack of 4d8 dire rats or a swarm of 10d10 bats, once per day, as a standard action. These creatures arrive in 2d6 rounds and serve the cancer mage (understanding his mental commands) for up to 10 minutes per class level.

Karosh only ever summons dire rats using this ability.

**Disease Host (Ex)** Karosh never takes damage from disease, though he might manifest cosmetic effects. Whenever he encounters a disease, he becomes a carrier and can transmit the disease to others. If Karosh is the target of a *remove disease* spell or effect, he must make a Fortitude save, or else he takes 1d6 points of damage per caster level and loses his blindsight and evasion for 1d10 days.

**Spontaneous Affliction (Ex)** You can spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

**Tatterdemalion (Ex)** Gathering scraps of clothing and old, discarded rags, a 3rd-level cancer mage is able to make such articles into light armor with a the following stats: armor bonus +4, maximum Dex bonus +5, armor check penalty -1, arcane spell failure 15%, speed 30 ft./20 ft., weight 20 lb. Only a 3rd-level or higher cancer mage can wear this armor and gain these benefits; other wearers treat it as padded armor. This armor is considered masterwork quality and can be fashioned into magic armor.

## DYSENTERY

CR —

N Small animal

**Init** +5; **Senses** low-light vision, scent; Listen +4, Spot +4

**Languages** —

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**AC** 26, touch 16, flat-footed 21

(+1 size, +5 Dex, +3 armor, +7 natural)

**hp** 48 (7 HD)

**Resist** evasion

**Fort** +6, **Ref** +10, **Will** +6 (+10 against enchantment spells and effects)

---

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

**Melee** bite +11/+6 (1d4+1 plus disease)

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

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

**Abilities** Str 13, Dex 20, Con 12, Int 1, Wis 12, Cha 4

**SQ** Link, share spells, devotion

**Feats** Ability Focus (disease), Alertness, Improved Toughness, Weapon Finesse<sup>B</sup>

**Skills** Climb +13, Hide +11, Listen +4, Move Silently +11, Spot +4, Swim +13

**Possessions** combat gear plus +1 *small leather barding*

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**Disease (Ex)** Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Tricks** This animal companion knows the following tricks: Attack, Come, Defend, Down, Fetch, Heel, Seek.

**Skills** Dire rats have a +8 racial bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

## FILTH-EATER (RAGING) (2) CR 11

Male troll barbarian 6

CE Large giant

**Init** +2; **Senses** darkvision 90 ft., low-light-vision, scent; Listen +8, Spot +9

**Languages** Giant

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**AC** 16, touch 9, flat-footed 16; improved uncanny dodge

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

**hp** 192 (12 HD); regeneration 5

**Immune** normal disease

**Fort** +22, **Ref** +6, **Will** +8

---

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

**Melee** 2 claws +20 each (1d6+11 plus disease) and bite +15 (1d6+5 plus disease)

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

**Base Atk** +10; **Grp** +25

**Atk Options** Power Attack, rage 2/day (13 rounds), rend 2d6+16

---

**Abilities** Str 32, Dex 14, Con 30, Int 5, Wis 10, Cha 9

**SQ** trap sense +2

**Feats** Alertness, Great Fortitude, Iron Will, Power Attack, Track

**Skills** Climb +13, Jump +15, Listen +8, Spot +9

**Possessions** large leather armor

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**Disease (Ex)** Filth fever—claw or bite, Fortitude DC 23, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Regeneration (Ex)** Acid and fire deal normal damage to a troll filth-eater. If a troll filth-eater loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

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**Rend (Ex)** If a troll filth-eater hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 2d6+16 points of damage.

When not raging, a troll filth-eater has the following changed statistics:

**AC** 18, touch 11, flat-footed 18

**hp** 168 (12 HD)

**Fort** +20, **Will** +6

**Melee** 2 claws +18 each (1d6+9 plus disease) and bite +13 (1d6+4 plus disease)

**Grp** +23

**Atk Options** disease (Fort DC 21), rend 2d6+13

**Abilities** Str 28, Con 26

**Skills** Climb +11, Jump +13

## 4: SPRAYING FOR BUGS

### FAL'A'ZIL

CR 16

Male unholy scion\* human hexblade\*\* 9/warrior of darkness\*\*\* 4

\**Heroes of Horror*, \*\**Complete Warrior*, \*\*\**Book of Vile Darkness*

CE Large outsider (augmented humanoid (human), evil, native)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft., *true seeing*; Listen +0, Spot +0

**Languages** Common, Abyssal, Draconic

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**AC** 29, touch 18, flat-footed 27

(-1 size, +2 Dex, +7 armor, +4 shield, +7 deflection)

**hp** 147 (13 HD); fast healing 4; **DR** 10/good or magic

**Immune** mind-affecting effects, poison

**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 23 (25 against good spells and spells cast by good creatures)

**Fort** +17, **Ref** +14, **Will** +18; +7 against spells and spell-like effects; *mettle*

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**Speed** 30 ft. in +2 *mithral breastplate* (6 squares)

**Melee** +1 *corrosive keen greatsword* +20/+15/+10 (3d6+10/17-20 plus 1d6 acid plus 2d6 against good) or

**Melee** 2 claws +18 (1d6+6 plus 2d6 against good)

**Ranged** javelin +14/+9/+4 (1d6+6)

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

**Base Atk** +13; **Grp** +23

**Atk Options** Blind-Fight, Power Attack, Power Critical (greatsword), aligned strike (evil)

**Special Actions** Chaos Devotion\* (d8), hexblade's curse 3/day (DC 22)

**Combat Gear** *boots of swift passage*\* 5/day, *circlet of mages*\* (3 charges), *hexbands*\* 5/day (+6 damage), *lesser crystal of return*\* (on greatsword)

**Class Spells Known** (CL 4th):

2nd (2/day)—*false life*, *karmic backlash*\* (DC 19)

1st (3/day)—*expeditious retreat*, *karmic aura*\* (DC 18), *reaving aura*\*, *Tasha's hideous laughter* (DC 18)

**Spell-Like Abilities** (CL 13th):

3/day—*charm person* (DC 18), *major image* (DC 20), *poison* (+18 melee touch, DC 21) *protection from good*, *true seeing*, *unholy aura* (DC 25)

1/day—*animate dead* (up to 52 HD), *bane*, *polymorph* (DC 22), *desecrate*, *dominate person* (DC 22), *enervation* (+14 ranged touch), *unhallow*

---

**Abilities** Str 22, Dex 14, Con 18, Int 14, Wis 10, Cha 24

**SQ** dark companion\*

**Feats** Blind-Fight<sup>B</sup>, Chaos Devotion<sup>B\*</sup>, Combat Casting<sup>B</sup>, Lightning Reflexes, Power Critical\* (greatsword), Iron Will, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +23, Concentration +22 (+26 when casting defensively), Craft (alchemy) +5, Intimidate +18, Knowledge (arcana) +12, Knowledge (planes) +6, Spellcraft +16, Survival +3

**Possessions** combat gear plus +1 *keen greatsword*, +2 *mithral breastplate*, javelin (x3), *amulet of health*+4, *belt of growth*\*, *cloak of charisma* +4, *eternal wand*\* (shield), *gauntlets of ogre power*, *ring of communication*\*, *vest of resistance* +2, backpack with moldy trail rations, bottle of vinegary wine

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**Greater Hexblade's Curse (Su)** Three times per day as a free action, Fal'a'Zil can bestow a curse on a single target within 60 feet. The target takes a -4 penalty on attack rolls, saves, ability checks, skill checks, and weapon damage rolls for 1 hour. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Arcane Resistance (Su)** Fal'a'Zil gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Black Magic Oil (Su)** At 1st and 4th level, a warrior of darkness can use his forbidden arcane arts to create magic oils that he anoints himself with, granting him select permanent supernatural abilities.

Fal'a'Zil has chosen to create oils that grants him the Blind-Fight feat, and a +1 inherent bonus to Strength.

**Black Magic Elixir (Su)** A warrior of darkness can use his knowledge of black magic and alchemy to create an elixir that he then imbibes, granting him a select permanent supernatural ability.

Fal'a'Zil has chosen to create an elixir that grants him the tremorsense ability out to 60 feet..

**Darkling Weapon (Su)** With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already has an enhancement bonus, the warrior of darkness can instead imbue the weapon with any magical special

quality that is the equivalent of a +1 bonus. The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level. The warrior can imbue only one special quality in a weapon at a time.

Fal'a'Zil has chosen to add the *corrosive* ability to his greatsword. (Benefit already included in stat block)

**Mettle (Ex)** If Fal'a'Zil makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

**Unholy Strike (Su)** Fal'a'Zil's natural weapons and any melee weapon he wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

Fal'a'Zil currently has the following spells in effect (already included in his stat block):

- false life* (10 hp)
- true seeing*
- unholy aura* (DC 25)

When **not** enlarged via his *belt of growth*, Fal'a'Zil has the following changed statistics:

Medium size

**AC** 31, touch 20, flat-footed 28

**Ref** +11

**Melee** +1 *corrosive keen greatsword* +20/+15/+10 (2d6+8/17-20 plus 1d6 acid plus 2d6 against good) or

**Melee** 2 claws +18 (1d6+5 plus 2d6 against good)

**Ranged** javelin +16/+11/+6 (1d6+5)

**Ranged** touch +16 (—)

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

**Grp** +18

**Abilities** Str 20, Dex 16

## CUÁNIEL

CR 13

Fallen sword archon

CE Large outsider (archon, lawful, good, extraplanar)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent, *detect scrying*, *true seeing*; Listen +15, Spot +15

**Aura** magic circle against good (10 ft.), menace (20 ft., DC 22)

**Languages** Celestial, Infernal; tongues

**AC** 30, touch 16, flat-footed 27

(-1 size, +3 Dex, +4 deflection, +14 natural)

**hp** 149 (15 HD); **DR** 10/evil

**Immune** electricity, petrification

**SR** 28

**Fort** +17 (+21 against poison), **Ref** +16, **Will** +15; +1 against fear effects

**Speed** 40 ft. (8 squares), fly 90 ft. (good); Flyby Attack

**Melee** 2 armbldes +27 melee (1d8+12/19–20 plus 2d6 unholy plus 1d6 fire)

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

**Base Atk** +15; **Grp** +29

**Atk Options** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, aligned strike (lawful, good)

**Special Actions** discorporating dive, teleport

**Combat Gear**

**Spell-Like Abilities** (CL 15th):

3/day—*commune*, *dispel law* (DC 18), *bestow curse* (DC 17), *mark of justice*, *wages of sin\** (DC 19)

1/day—*touch of adamantite\** (DC 19)

At Will—*aid*, *continual flame*, *divination*, *locate creature*, *locate object*, *message*

**Abilities** Str 30, Dex 17, Con 18, Int 12, Wis 14, Cha 17

**SQ** outsider traits

**Feats** Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Initiative, Power Attack

**Skills** Balance +18, Concentration +19, Decipher Script +12, Diplomacy +17, Disguise +14, Gather Information +15, Hide +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +15, Search +12, Sense Motive +14, Spot +15, Survival +12 (+14 following tracks or on other planes)

**Possessions** combat gear plus *amulet of health* +4, *belt of giant strength* +4

**Fallen Archon** Any effect that depends on alignment affects Cuániel as if he had a lawful good alignment. He also suffers effects according to his actual alignment.

**Aura of Menace (Su)** An aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of Cuániel must succeed on a Will save to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by Cuániel's aura for 24 hours.

**Magic Circle against Good (Su)** A *magic circle against good* effect always surrounds Cuániel (CL 15). (The defensive benefits from the circle are not included in his statistics block.)

**Armbldes (Ex)** As a free action, a sword archon can mold the flesh of its forearms, hardening and sharpening organic matter into the form of powerful magic blades. The archon wields the blades like longswords, and they gain the properties of +2 *unholy flaming longswords*.

Sword archons can shift back to their "normal" hands as a free action. The armbldes cannot be disarmed or sundered, and they automatically assume limb form upon the archon's death.

**Discorporating Dive (Su)** [NOTE: Please see *Tactics section in adventure for how to handle this ability*] Three times per day, a sword archon can attempt to destroy a living enemy with a

powerful dive attack, literally flying through its opponent armblades-first, tearing apart its body and sending its soul to imprisonment in the Seven Heavens.

Resolve a flying charge as normal. If the archon fails to damage its opponent, the discorporating dive attack is wasted. If damaged, however, the target must make a DC 21 Fortitude save. Those who succeed on the Fortitude save suffer no further effect beyond the damage of the attack.

If the save fails, the attack utterly annihilates the victim's body, killing it instantly. Further, the victim's soul is bound to a great prison in the Seven Heavens of Celestia, where it remains until the archons that manage the celestial donjon see fit to release it. Release generally involves bartering with a throne archon, with some quest for the cause of law and goodness being the most common price. Such agents of Heaven never release the soul of an unredeemed evil creature.

**Teleport (Su)** Cuáníel can use *greater teleport* at will, as the spell (CL 14), except that he can transport only himself and up to 50 pounds of objects.

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

**Skills** A sword archon's innate understanding of law, detection, and the taint of sin grants it a +8 racial bonus on Gather Information and Sense Motive checks.

Cuáníel currently has the following spells in effect, (already included in his stat block):

- aid* (14 hp, +1 morale bonus to attacks)
- true seeing*
- detect scrying*
- unholy aura* (DC 25)

## SOUL EATER CR 12

Advanced half-fiend displacer beast soul eater\* 3

\* *Book of Vile Darkness*

Usually LE Huge outsider (augmented magical beast, native)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Listen +18, Spot +18

**Languages** Common

**AC** 25, touch 16, flat-footed 21; Dodge (-2 size, +4 Dex, +4 deflection, +9 natural)

**Miss Chance** 50% (displacement)

**hp** 195 (15 HD); **DR** 10/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

**Fort** +23, **Ref** +19, **Will** +12; +2 against ranged attacks (see below; does not apply while *unholy aura* is active), +1 against fear effects

**Speed** 40 ft. (8 squares), fly 40 ft. (average); Flyby Attack

**Melee** 2 tentacles +27 (1d8+12 plus energy drain) and bite +21 (2d6+6) and 2 claws +21 (1d8+6) or

**Melee** 2 claws +16 (1d8+12) and bite +21 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft. (20 ft. with tentacles)

**Base Atk** +15; **Grp** +35

**Atk Options** Power Attack, magic strike

**Special Actions** smite good 1/day (+15 damage), soul blast 1/day (3d6, DC 13)

**Spell-Like Abilities** (CL 15th):

3/day—*darkness*, *poison* (+25 melee touch, DC 14), *unholy aura* (DC 18)

1/day—*blasphemy* (DC 17), *contagion* (+25 melee touch, DC 14), *desecrate*, *horrid wilting* (DC 18), *unhallow*, *unholy blight* (DC 14)

**Abilities** Str 34, Dex 18, Con 26, Int 10, Wis 12, Cha 10

**Feats** Alertness, Dodge, Flyby Attack, Power Attack, Stealthy, Weapon Focus (tentacles)

**Skills** Balance +13, Climb +19, Concentration +23, Hide +21, Intimidate +7, Jump +25, Knowledge (arcana) +6, Listen +18, Move Silently +21, Sense Motive +8, Spellcraft +7, Spot +18, Tumble +13

**Possessions** combat gear plus *amulet of natural armor* +2, *ring of communication*\*, *ring of protection* +2

**Displacement (Su)** A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but see *invisibility* has no effect.

**Energy Drain (Su)** Living creatures hit by the soul eater's tentacle attack gain one negative level. For each negative level bestowed, the soul eater gains 5 temporary hit points that last for up to 1 hour. DC 17 Fortitude save to remove a negative level. The save DC is Charisma-based.

**Magic Strike (Su)** A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Resistance to Ranged Attacks (Su)** A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

**Smite Good (Su)** Once per day a half-fiend displacer beast can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

**Soul Blast (Su)** When a 3rd-level soul eater uses its energy drain ability, it may project a 100-foot ray of force that deals 1d6 points of damage per soul eater level against one target. The target is allowed a Reflex saving throw to avoid the damage (DC 10 + soul eater's class level + soul eater's Cha bonus). This ability can be used once per day, and only on a day when the soul eater has drained levels.

**Soul Strength (Su)** When a 2nd-level soul eater uses its energy drain ability, it gains a +4 enhancement

bonus to Strength for 24 hours. (Benefit already included in stat block)

**Skills** A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

The soul eater currently has the following spells in effect, (already included in his stat block):

—*aid* (14 hp, +1 morale bonus to attacks)

—*true seeing*

—*unholy aura* (DC 25)

If Fal'a'Zil has the opportunity to use his *animate dead* spell-like ability on one of the troll corpses (from **Encounter 3: Fending Off Crows**), use one of the following stat blocks:

### **TROLL ZOMBIE** **CR —**

NE Large undead

**Init** +1; **Senses** Listen +0, Spot +0

**AC** 18, touch 10, flat-footed 17

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

**hp** 81 (12 HD); **DR** 5/slashing

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

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

**Melee** claws +12 each (1d6+7) or

**Melee** bite +12 (1d6+3) or

**Melee** slam +12 each (1d8+10)

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

**Base Atk** +6; **Grp** +17

**Atk Options** single actions only

**Abilities** Str 25, Dex 12, Con —, Int —, Wis 10, Cha 1

**SQ** undead traits

**Feats** Toughness

**Single Actions Only (Ex)** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

### **TROLL SKELETON** **CR —**

NE Large undead

**Init** +7; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**AC** 14, touch 12, flat-footed 11

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

**hp** 39 (6 HD); **DR** 5/bludgeoning

**Immune** cold

**Fort** +2, **Ref** +5, **Will** +5

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

**Melee** 2 claws +8 melee (1d6+6) and

bite +3 melee (1d6+3)

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

**Base Atk** +3; **Grp** +13

**Atk Options** single actions only

**Abilities** Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1

**SQ** undead traits

**Feats** Improved Initiative



## APPENDIX 2: NEW RULES ITEMS

### ALTERNATE CLASS FEATURES

#### DARK COMPANION

**Class:** Hexblade

**Level:** 4th.

**Replaces:** If you select this class feature, you do not gain a familiar.

**Benefit:** At 4th level, you can create an illusory companion resembling a panther, spun from the darkness of the night. Doing so takes 24 hours and uses up magic materials that cost 100 gp. Once created, your dark companion stands with you in battle, hindering your enemies' defenses.

Any enemy adjacent to your dark companion takes a –2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly—in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to 1/4 your hexblade level. If it is dispelled, it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provoke attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

**Source:** *Player's Handbook II*, page 47

#### Spontaneous Affliction

**Class:** Druid.

**Level:** 1st.

**Replaces:** If you select this class feature, you do not gain the ability to spontaneously convert prepared spells into *summon nature's ally* spells.

**Benefit:** You can transform the stored energy of a spell you have prepared and use it to weaken your enemies. To use spontaneous affliction, you must spend a standard action and sacrifice a prepared spell. All humanoids within 30 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your class level + your Cha

modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed.

**Source:** *Exemplars of Evil*, page 21

### CONDITIONS

#### Treating Heatstroke

Nonlethal damage from heatstroke (including the accompanying fatigue) cannot be recovered until a character gets cooled off—by reaching shade, surviving until nightfall, getting doused in water, being targeted by *endure elements*, or the equivalent. Once the character is cooled or reaches a cooler environment (a temperature of 90 degrees or lower), the character responds normally to healing that removes nonlethal damage. When the character recovers the nonlethal damage taken from heatstroke, the fatigue penalties also end.

**Source:** *Sandstorm*, page 13

### DISEASES

**Death Song (Su)**—Contact, Fortitude DC 25, incubation period 1 day, damage 1d8 Str, 1d8 Dex, and 1d8 Con.

One of the worst diseases known, this terrible plague has laid waste to entire communities in less than a week. Victims of deathsong can do nothing but shriek and howl as their bodies wither and blacken. Once the incubation period expires, the progress of the disease is so fast that a victim can hear his skin crackle and his bones grow brittle and break.

**Source:** *Book of Vile Darkness*, page 30

**Lightning Curse (Su)**—Contact, Fortitude DC 18, incubation period 1 day, damage 1d6 Int; when damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

When a character takes more than 30 points of electricity damage and is at the same time exposed to great evil (as with acid fever, above), she risks contracting lightning curse. As her blood vessels burst, the victim is covered in blue and black bruises. Her muscles ache and she cannot think straight.

**Source:** *Book of Vile Darkness*, page 30

**Melting Fury (Su)**—Contact, Fortitude DC 16, incubation period 1d6 days, damage 1d4 Str, 1d4 Dex, and 1d3 Con.

Caught by characters who handle undead flesh, this disease is as horrific to watch as it is to contract. The victim's flesh slowly liquefies and “melts” off his body until he is dead.

**Source:** *Book of Vile Darkness*, page 30

**Sandeyes (Ex)**—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Cha; each time the disease deals 2 or more points of Charisma damage, a victim must make another successful Fortitude save or become permanently blind.

A creeping blindness caused by desiccated eye tissue.

**Source:** *Sandstorm*, page 21

**Sea rot (Ex)**—Contact, Fortitude DC 20, incubation period 1 day, damage 1d6 Con and 1d6 Str; when damaged, victim must succeed on a second saving throw or 1 point of damage is drain instead.

Usually found in the worst sort of sargasso, sea rot is caused by contact with infected creatures.

**Source:** *Stormwrack*, page 12

## FEATS

### Awesome Blow

A creature that has this feat can choose to deliver blows that send its smaller opponents flying like bowling pins.

**Prerequisites:** Str 25, Power Attack, Improved Bull Rush, size Large or larger.

**Benefit:** As a standard action, the creature can choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC equal to damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can push the opponent only in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

**Special:** A fighter can select Awesome Blow as one of his fighter bonus feats.

**Source:** *Monster Manual V*, page 204

### Black Lore of Moil [Metamagic]

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

**Prerequisites:** Spell Focus (necromancy), caster level 7th.

**Benefit:** Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of negative energy damage +1d6 per two spell

levels (+1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone — a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts finger of death (a 7th-level spell, so normally +4d6) with a 75-gp (3d6) runebone, the spell deals only 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.

**Source:** *Complete Arcane*, page 75

### Chaos Devotion [Domain]

The forces of chaos assist you in combat.

**Benefit:** Once per day as a swift action, you can summon the force of chaos to aid you. When you activate this ability, roll 1d6. If the result is odd, add that number as a sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls until your next action. If the result is even, add that number as a sacred or profane bonus to your AC. At the beginning of each action thereafter, roll the die again and apply the designated bonus. This effect lasts for 1 minute.

**Source:** *Complete Champion*, page 56

### Extended Reach [Monstrous]

Your flexible body allows you to reach farther than normal.

**Prerequisite:** Small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

**Benefit:** Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

**Source:** *Savage Species*, page 34

### Fearsome Necromancy [General]

Creatures subjected to your necromantic spells feel the chill of fear.

**Prerequisite:** Spell Focus (necromancy) or necromancer level 1st.

**Benefit:** Any foe required to save against a necromancy spell you cast is shaken for 1 round, regardless of the result of the save. This mind-affecting fear ability does not stack with any other fear effect (it can't make a foe worse than shaken).

**Special:** A necromancer can select this feat as a wizard bonus feat.

**Source:** *Complete Mage*, page 42

### Improved Toughness [General]

A creature with this feat is significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** The creature gains a number of hit points equal to its current Hit Dice. Each time it gains a Hit Die (such as by gaining a level or advancing), it gains 1 additional hit point. If it loses a Hit Die (such as by losing a level), it loses 1 hit point permanently.

**Special:** A fighter can select Improved Toughness as one of his fighter bonus feats.

**Source:** *Monster Manual IV*, page 203

### Poison Immunity [General]

After prolonged exposure to a poison or toxin, the character has rendered himself immune to it.

**Benefit:** The character is immune to one specific poison (chosen by the DM or the character's player), whether available as a blade poison, the venom of a specific creature, or one other toxin. The character also gains a +1 circumstance bonus on saving throws against other poisons.

**Special:** A character may take this feat multiple times, choosing a different poison each time. The +1 bonus against other poisons doesn't stack with itself, because the circumstances of each poison immunity are essentially the same.

**Source:** *Book of Vile Darkness*, page 49

### Power Critical [General]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisite:** Weapon focus with weapon, base attack bonus +4.

**Benefit:** When using weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

**Source:** *Complete Warrior*, page 103

### Sacred Vow [Exalted]

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

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

**Special:** This feat serves as the prerequisite for several other feats, including the Vow of Nonviolence.

**Source:** *Book of Exalted Deeds*, pg 45.

### Vow of Nonviolence [Exalted]

You have taken a sacred vow to avoid violence against humanoids.

**Prerequisite:** Sacred Vow

**Benefit:** The saving throw DCs for spells you cast or other special abilities you use against humanoid or monstrous humanoid targets is increased by +4 if the spell does not deal lethal damage (including ability damage, but not nonlethal damage), bestow negative levels, or cause death. Spells affected by this feat include most Abjuration, Enchantment, and Illusion spells (though not *phantasmal killer*, for example), those few Divination spells that have targets and require saving throws (including *detect thoughts* and *discern lies*), and even Necromancy spells such as waves of fatigue and ray of exhaustion. It does not affect most Evocation, Conjuraction and Transmutation spells.

The bonus granted by this feat does not stack with the bonus granted by the Spell Focus feat. It affects only saving throw DCs, not caster level checks or other elements of a spell.

The benefit of this feat extends to special abilities other than spells that allow a saving throw, but only if the ability does not deal damage and is not dependent on dealing damage. For example, a character with the Stunning Fist feat can increase the saving throw DC to avoid being stunned by +4 if she deals nonlethal damage, rather than regular damage, with her stunning attack. A couatl's venom would not become more virulent because of this feat, however, because it deals ability damage and requires the couatl to deal hit point damage in order to deliver it.

**Special:** To fulfill your vow, you must not cause harm or suffering to humanoid or monstrous

humanoid foes. You may not deal real damage or ability damage to such forces through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, pain effects, or other spells that have the immediate potential to cause death, suffering or great harm.

Your purity is so great that any ally of yours who slays a helpless or defenseless foe within 120 feet of you feels great remorse. Your ally takes a –1 morale penalty on his attack rolls for 1 hour per your character level. For each helpless foe slain, the attack penalty increases by 1, to a maximum equal to your character level. The duration of the increased penalty starts from the latest slaying.

You may ask your allies to give you an oath that a helpless foe will not be slain. If the oath is sworn, an ally who later breaks the oath takes the penalty for doing so as if you were present. If you leave a helpless foe to be killed by your allies, you have broken your vow. You may ask a defeated creature to give you an oath of surrender or noninterference in exchange for its life. If the creature breaks this oath to you, you can allow your allies to deal with the creature as they see fit without breaking their oaths or your vow of nonviolence.

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

**Source:** *Book of Exalted Deeds*, pg 45.

## MAGIC ITEMS

(All items from *Magic Item Compendium* except as noted)

### Anklet of Translocation

**Price (Item Level):** 1,400 gp (5th)

**Body Slot:** Feet

**Caster Level:** 7th

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

**Activation:** Swift (command)

**Weight:** —

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects

weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

**Prerequisites:** Craft Wondrous Item, *dimension door*.

**Cost to Create:** 700 gp, 56 XP, 2 days.

### Belt of Growth

**Price (Item Level):** 3,000 gp (7th)

**Body Slot:** Waist

**Caster Level:** 10th

**Aura:** Moderate; (DC 20) transmutation

**Activation:** Standard (command)

**Weight:** —

When you activate a *belt of growth*, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size.

A *belt of growth* functions once per day.

**Prerequisites:** Craft Wondrous Item, *enlarge person*.

**Cost to Create:** 1,500 gp, 120 XP, 3 days.

### Boots of Swift Passage

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

**Body Slot:** Feet

**Caster Level:** 7th

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

**Activation:** Move (command)

**Weight:** 1 lb.

When activated, boots of swift passage teleport you up to 20 feet in any direction (with no chance of error).

You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

*Boots of swift passage* function five times per day.

**Prerequisites:** Craft Wondrous Item, *dimension door*.

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

### Chronocharm of the Uncaring Archmage

**Price (Item Level):** 500 gp (3rd)

**Body Slot:** Throat

**Caster Level:** 9th

**Aura:** Moderate; (DC 19) transmutation

**Activation:** Swift (command)

**Weight:** —

A *chronocharm of the uncaring archmage* alters your perception of time, allowing you to cast a single spell more quickly. When it is activated, the next spell of 3rd level or lower you cast that has a casting time of 1 full round can be cast as a standard action instead. If you don't cast such a spell by the end of your turn, the effect fades.

This ability functions once per day.

**Prerequisites:** Craft Wondrous Item, Quicken Spell.

**Cost to Create:** 250 gp, 20 XP, 1 day.

### 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:** —

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.

### Cloak of Comfort

**Price (Item Level):** 3,000 gp (7th) (+1), 6,000 gp (10th) (+2)

**Body Slot:** Shoulders

**Caster Level:** 3rd

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

**Activation:** —

**Weight:** 2 lb.

You are protected by a constant *endure elements* effect, as are any allies within 30 feet of you. You also gain a +1 resistance bonus on saving throws.

These are continuous effects and require no activation.

**Variants:** More powerful versions of this cloak can be created with a higher resistance bonus on saves.

**Prerequisites:** Craft Wondrous Item, *endure elements* or *cold comfort* (CM 123), *resistance*.

**Cost to Create:** 1,500 gp, 120 XP, 3 days (+1); 3,000 gp, 240 XP, 6 days (+2).

**Source:** *Complete Mage*, page 132

### Cloak of Predatory Vigor

**Price (Item Level):** 1,400 gp (5th)

**Body Slot:** Shoulders

**Caster Level:** 3rd

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

**Activation:** Swift (mental)

**Weight:** 2 lb.

A *cloak of predatory vigor* helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice.

This effect functions two times per day.

**Prerequisites:** Craft Wondrous Item, *cure moderate wounds*.

**Cost to Create:** 700 gp, 56 XP, 2 days.

### Corrosive

**Price:** +1 bonus

**Property:** Weapon

**Caster Level:** 10th

**Aura:** Moderate; (DC 20) conjuration

**Activation:** Standard (command)

When activated, a corrosive weapon is sheathed in acid. The acid does not harm you as long as you have the weapon in hand. The effect persists until you speak a second command word. A weapon that has this property deals an extra 1d6 points of acid damage on a successful hit.

Projectile weapons bestow this property upon their ammunition.

**Prerequisites:** Craft Magic Arms and Armor, *acid fog*, *acid storm* (SC 7), *Melf's acid arrow*, or *storm of vengeance*.

**Cost to Create:** Varies.

### Counterstrike Bracers

**Price (Item Level):** 2,500 gp (7th)

**Body Slot:** Arms

**Caster Level:** 5th

**Aura:** Faint; (DC 17) transmutation

**Activation:** Immediate (command)

**Weight:** —

*Counterstrike bracers* allow you to answer an unsuccessful melee attack against you with an

unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions.

This ability functions two times per day.

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

*Cost to Create:* 1,250 gp, 100 XP, 3 days.

## Crystal of Return

**Price (Item Level):** 300 gp (2nd) (least); 1,000 (4th) (lesser); 4,000 gp (8th) (greater)

**Body Slot:** — (weapon crystal)

**Caster Level:** 5th

**Aura:** Faint; (DC 17) transmutation

**Activation:** —

**Weight:** —

A crystal of return allows a weapon to leap into its owner's hand.

**Least:** This crystal allows you to draw the weapon to which it is attached as a free action.

**Lesser:** As the least crystal, and in addition you can call the weapon (if unattended) to your hand from up to 30 feet away as a move action.

**Greater:** As the lesser crystal, and the weapon also gains the returning property (DMG 225). This property functions only for a weapon designed to be thrown.

*Prerequisites:* Craft Magic Arms and Armor, *mage hand*.

*Cost to Create:* 150 gp, 12 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 2,000 gp, 160 XP, 4 days (greater).

## Eternal Wand

**Price (Item Level):** see table

**Body Slot:** — (held)

**Caster Level:** See table

**Aura:** Faint; (see table) school of spell contained in eternal wand

**Activation:** Standard (command)

**Weight:** —

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

*Prerequisites:* Craft Wand, Craft Wondrous Item, the spell contained in the eternal wand.

*Cost to Create:* see table

## ETERNAL WAND

Spell Level	Caster Level	Price (Item Level)	Spellcraft DC	Cost to Create
0	1st	460 gp (3rd)	15	230 gp, 18 XP, 1 day
1st	1st	820 gp (4th)	15	410 gp, 32 XP, 1 day
2nd	3rd	4,420 gp (9th)	16	2,210 gp, 176 XP, 3 days
3rd	5th	10,900 gp (13th)	17	5,450 gp, 436 XP, 11 days

## Greatreach Bracers

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

**Body Slot:** Arms

**Caster Level:** 7th

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

**Activation:** Swift (command)

**Weight:** 5 lb.

Sometimes called “choker sleeves” due to their appearance and effect, these pliable bracers allow you to attack from a surprising distance. When you activate *greatreach bracers*, your arms stretch and elongate, extending your reach by 10 feet for 1 round.

This ability functions three times per day.

*Prerequisites:* Craft Wondrous Item, *enlarge person*.

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

## Hexbands

**Price (Item Level):** 3,100 gp (8th)

**Body Slot:** Arms

**Caster Level:** 7th

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

**Activation:** — and swift (command)

**Weight:** 3 lb.

Hexblades (CW5) rely on these items to enhance their curse power and their combat prowess. While worn, *hexbands* increase the save DC of your hexblade's curse by 1. This is a continuous effect and requires no activation.

In addition, when you activate your *hexbands*, you can add your Charisma bonus (if any) on weapon damage rolls you make against any creature currently affected by your hexblade's curse. This benefit lasts for 1 round, and this ability functions five times per day.

*Prerequisites:* Craft Wondrous Item, *eagle's splendor*.

*Cost to Create:* 1,550 gp, 124 XP, 4 days.

## Nimbleness

**Price:** +1 bonus

**Property:** Armor

**Caster Level:** 8th

**Aura:** Moderate; (DC 19) transmutation

**Activation:** —

A suit of armor that has this property has a maximum Dexterity bonus 1 higher than normal, and its armor check penalty is reduced by 2.

*Prerequisites:* Craft Magic Arms and Armor, *cat's grace*.

*Cost to Create:* Varies.

### Pearl of Speech

**Price (Item Level):** 600 gp (3rd)

**Body Slot:** Face

**Caster Level:** 7th

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

**Activation:** — and standard (command)

**Weight:** —

These items were originally created by drow and used to command their slaves without stooping to learn their foul languages. The secret of creating *pearls of speech* long ago became known to bards and others who rely on languages. When you place a *pearl of speech* upon your tongue (a standard action), it is absorbed into your mouth until you speak the proper command word to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language, such as Dwarven or Draconic. Each pearl is created for a specific language, and you can have only one *pearl of speech* active at a time.

In addition, while the pearl is active, it can be activated to produce a *command* effect once per day (Will DC 11 negates).

*Prerequisites:* Craft Wondrous Item, *command tongues*.

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

### Ring of Communication

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

**Body Slot:** Ring

**Caster Level:** 5th

**Aura:** Faint; (DC 17) divination

**Activation:** Free (mental)

**Weight:** —

When you activate a *ring of communication*, for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are attuned. The volume of the speech and the background noise at either end

make no difference; whispers are audible above even the sounds of combat.

Any two or more ring wearers need only touch their rings together (a standard action) and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time.

A ring remains attuned to the others until you attune it to a different ring.

*Prerequisites:* Forge Ring, *detect thoughts*.

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

### Talisman of Undying Fortitude

**Price (Item Level):** 8,000 gp (11th)

**Body Slot:** — (held)

**Caster Level:** 15th

**Aura:** Strong; (DC 22) necromancy

**Activation:** Swift (command)

**Weight:** —

A *talisman of undying fortitude* allows you to take on some of the physical qualities of undead. When you activate the talisman, you gain immunity to poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, physical ability damage, ability drain, energy drain, fatigue, exhaustion, death from massive damage, and any effect that requires a Fortitude save. Also, you do not need to breathe. This effect lasts for 3 rounds.

A *talisman of undying fortitude* functions two times per day.

*Prerequisites:* Craft Wondrous Item, *veil of undeath* (SC 229).

*Cost to Create:* 4,000 gp, 320 XP, 8 days.

### Tunic of Steady Spellcasting

**Price (Item Level):** 2,500 gp (7th)

**Body Slot:** Torso

**Caster Level:** 3rd

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

**Activation:** —

**Weight:** 1 lb.

You gain a +5 competence bonus on Concentration checks. Despite the name, the tunic's bonus applies on all Concentration checks, not just those made to cast spells.

*Prerequisites:* Craft Wondrous Item, *bear's endurance*.

*Cost to Create:* 1,250 gp, 100 XP, 3 days.

## MUNDANE EQUIPMENT

### Chitin Armor

Though less durable than dragonhide, chitin armor (also known as beetleback armor) has other advantages. Chitin is less restricting than metal, even though it weighs the same amount. The maximum Dexterity bonus of an armor or shield made of chitin is 1 greater than that of the same type of armor made from metal. Breastplates, half-plate armor, full plate armor, and shields can be made from chitin. (Typically, the only kind of shield crafted from chitin is a tower shield, since most shields don't have a maximum Dexterity bonus.)

A single giant beetle provides enough material to create a single breastplate or tower shield sized for a character of the same size category as the beetle (or two such items for a character two or more sizes smaller than the beetle). For example, a Large giant stag beetle has enough chitin to make either a breastplate or a tower shield sized for a Large character, or two such items for Medium or smaller characters. A suit of half-plate or full plate armor takes twice as much chitin, while a light shield or heavy shield takes half as much. (A chitin buckler can be made from the cast-off bits of any giant beetle.) The chitin from multiple giant beetles can be combined; a Small beetle counts as half of a Medium beetle, a Medium beetle as half of a Large beetle, and so forth.

Because chitin armor isn't made from metal, druids can wear it without penalty. Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below. Chitin armor or shields cost double what masterwork armor of that type ordinarily costs, but take no longer to make than ordinary armor of that type.

Chitin armor has 10 hit points per inch of thickness and hardness 5.

Breastplate cost: 700 gp; armor bonus: +5; maximum Dex bonus: +4; armor check penalty: -3; arcane spell failure: 25%; speed 20 ft./15 ft.; weight: 30 lb.

Buckler cost: 330 gp; armor bonus: +1; maximum Dex bonus: -; armor check penalty: 0; arcane spell failure: 5%; speed: -; weight: 5 lb.

**Source:** *Races of the Dragon*, page 121

## SPELLS

(All spells from *Spell Compendium* except as noted)

### Blinding Spittle

Transmutation

**Level:** Druid 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One missile of spit

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

*Whipping your head forward with the last word of the spell, you spit a globule of dark liquid at your foe.*

You spit caustic saliva into your target's eyes with a successful ranged touch attack. A -4 penalty applies to the attack roll. The subject is blinded until it can wash its eyes with water or some other rinsing fluid, which requires a standard action.

This spell has no effect on creatures without eyes or creatures that don't depend on eyes for vision.

### Breath of the Jungle

Transmutation

**Level:** Druid 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Mist spreads in a 40-ft. radius, 20 ft. high

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

*With a word of power and flick of your wrist, a foul-smelling, fine mist appears.*

With a word of power and flick of your wrist, a foul-smelling, fine mist appears. The DC of any saving throw made within the mist against poison or disease increases by 2.

The mist does not provide concealment.

### Contagion, Mass

Necromancy [Evil]

**Level:** Cleric 5, druid 5, sorcerer/wizard 6

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius spread

*Forcing a hacking cough, you complete the spell. In the area you've designated, you see swirling red and black mist rise up, accompanied by the distant sound of your echoing cough.*

This spell functions like contagion (PH 213), but all creatures within the area are infected.

### Decomposition

Necromancy



**Level:** Druid 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** Living enemies within a 50-ft.-radius emanation centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*Using your link to the natural world, you create an air of decay that makes death come quicker to the wounded.*

Whenever an enemy within the area takes normal (not nonlethal) damage, that wound festers for an additional 3 points of damage at the beginning of its turn each round thereafter for the duration of the spell. A DC 15 Heal check or the application of any *cure* spell or other healing magic stops the festering. Only one wound festers at a time; additional wounds taken while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound taken while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 3 points of damage from the festering wound in the next round, and another 3 points in the round after that. In the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round. In the next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, dealing 3 points of festering damage in the following round.

### Dehydrate

Necromancy

**Level:** Druid 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*With a squeezing gesture, you indicate your target and see sweat pour off it.*

You afflict the target with a horrible, desiccating curse that deals 1d6 points of Constitution damage, plus 1

additional point of Constitution damage per three caster levels, to a maximum of 1d6+5 at 15th level.

Oozes, plants, and creatures with the aquatic subtype are more susceptible to this spell than other targets.

Such creatures take 1d8 points of Constitution damage, plus 1 additional point of Constitution damage per three caster levels, to a maximum of 1d8+5.

### Delay Disease

Conjuration (Healing)

**Level:** Cleric 1, druid 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

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

**Spell Resistance:** Yes (harmless)

*You press your focus to the creature and implore the contagion that ravages it to lie dormant. As the spell takes effect, a dim yellow glow passes over the creature's body.*

The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell.

*Delay disease* allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease.

Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. *Delay disease* does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases.

### Downdraft

Evocation [Air]

**Level:** Cleric 3, druid 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (20-ft. radius, 100 ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** Yes

*Dropping the small carving in your hand to the ground, you crush it with your foot as you recite the last few words of the spell. In the distance you see a column of air turn a hazy gray. The air column then*

*blasts toward the ground, and you hear a distant whoosh.*

*Downdraft* sends a column of turbulent air rushing toward the earth. Airborne creatures caught in the area of a downdraft must succeed on a Reflex save or immediately plummet up to 100 feet straight downward, taking falling damage (1d6 points of damage per 10 feet fallen) if the downdraft makes them hit the ground or collide with an object. Those who succeed on the Reflex save plummet only 50 feet.

Creatures already on the ground must succeed on a Reflex save or be knocked prone by the spell.

**Material Component:** A balsa-wood bird carving, which is crushed underfoot.

### Healing Sting

Necromancy

**Level:** Druid 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** You and one living creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

*Your palms tingle as you smash the dead wasps between your hands. The tingling intensifies as you strike the opposing warrior, pulling his vitality into yourself.*

Focusing the power of negative energy, you deal 1d12 points of damage +1 per caster level (maximum 1d12+10) to a living creature and gain an equal amount of hit points if you make a successful melee touch attack. A *healing sting* cannot give you more hit points than your full normal total. Excess hit points are lost.

**Material Component:** Five dried wasp bodies.

### Infestation of Maggots

Necromancy

**Level:** Druid 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/2 levels

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*You touch your foe with the dust of dead flies on your fingers, giving birth to hundreds of writhing maggots in his flesh.*

With a successful melee touch attack, you infest a creature with maggotlike creatures. If the touched creature fails a Fortitude saving throw, the magical maggots deal 1d4 points of Constitution damage each round at the beginning of your turn. The subject makes a new Fortitude save each round to negate the damage in that round and end the effect.

The infestation can be removed with a *remove disease* or *heal* spell.

**Material Component:** A handful of dead, dried flies.

### Karmic Aura

Abjuration

**Level:** Hexblade 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Range:** 20 ft.

**Area:** 20-ft.-radius emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

*You feel the currents of fate flow through you, tugging on the strings of chance.*

While this spell is in effect, any creature within range that deals damage to you with an attack, spell, or other effect becomes fatigued for 3 rounds. A successful Will save indicates that the attacker is unaffected and immune to the spell's effect until the start of your next turn, but must save again if he damages you after that point. An attacker already fatigued suffers no additional effect from this spell.

*Karmic aura*, *karmic backlash*, and *karmic retribution* interact in an unusual fashion. If you have more than one of these spells active at once, the subject must save against each spell in descending order of spell level. If he fails any of these saves, he is automatically fails any save against any lower-level spell of the set that you have active. (Spell resistance still applies to each effect separately.)

For example, suppose you have all three spells active when a foe strikes you. He first attempts to save against *karmic retribution*. If that save fails, he is treated as if he had failed his saving throws against all three spells. If the first save succeeds, but the save against *karmic backlash* fails, he is treated as if he had failed his saves against both that spell and *karmic aura*. Only if he succeeds on both of the first two saves is he entitled to a save against *karmic aura*.

**Source:** *Complete Mage*, page 108

### **Karmic Backlash**

Abjuration

**Level:** Hexblade 2, sorcerer/wizard 3

*Your magic influences the flow of fate, doing harm to all who would dare attack you.*

This spell functions like karmic aura, except that any creature that damages you and fails its Will save becomes exhausted for 2 rounds.

**Source:** *Complete Mage*, page 109

### **Languor**

Transmutation

**Level:** Druid 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

*With a low thrumming sound, a blue beam lances from your finger to strike your foe and weaken him.*

You must succeed on a ranged touch attack with the ray to strike a target. This ray causes creatures it hits to become weak and slow for the spell's duration. A struck creature takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+10). In addition, a subject that fails a Will save is *slowed*.

The spell's slow effect counters and is countered by *haste*.

### **Memory Rot**

Evocation

**Level:** Druid 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*You blow across your open palm at your opponent, and your breath coalesces into a cloud of glowing yellow spores that surround your foe's head, driving through its scalp into the brain beneath.*

You create a cloud of spores that infests the brain of the subject creature, gradually destroying its mind. The spores deal 1d6 points of Intelligence damage

immediately. The spores then gradually eat away at the subject's brain, dealing 1 point of Intelligence drain each round thereafter at the beginning of your turn. The subject can attempt a Fortitude save each round to combat the effect of the spores. A successful save ends the spores' advance and halts any further Intelligence drain.

### **Naturewatch**

Necromancy

**Level:** Druid 0, ranger 1

**Components:** S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped emanation

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

*Reaching out with your heart, you seek knowledge of the health of plants and animals in the area.*

This spell is similar to *deathwatch* (PH 217), but it functions only on animals and plants. In addition, it also allows you to determine a variety of other mundane information about the animals and plants (whether or not the plants are dehydrated, the animals are malnourished, and so forth).

### **Pox**

Necromancy [Evil]

**Level:** Druid 6

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Targets:** Up to one living creature/level, no two of which can be more than 10 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The affected creatures take 1d4 points of Constitution drain. Their skin breaks out in lesions and takes on a pale yellow pallor.

**Source:** *Lords of Madness*, page 213

### **Quill Blast**

Conjuration (Creation)

**Level:** Druid 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Area:** 20-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text  
**Spell Resistance:** Yes

*Needle-sharp quills emerge from your skin as you begin casting this spell, then fly outward in every direction when you complete the spell.*

Creatures within the spread of a quill blast are hit by one or more quills, depending on their size: Tiny or smaller, 4 quills; Small, 6 quills; Medium, 8 quills; Large, 10 quills; and Huge or larger, 12 quills. Small or larger creatures that make their saves are struck by half as many quills; Tiny or smaller creatures that make their saves avoid the quills completely.

Each quill deals 1d6 points of damage and lodges itself into the creature it hits. Lodged quills impose a noncumulative –1 penalty on attack rolls, saves, and checks. All quills can be removed safely as a standard action with a DC 20 Heal check. Otherwise, removing the quills deals an extra 1d6 points of damage.

*Material Component:* A porcupine quill.

### Quillfire

Transmutation

**Level:** Druid 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

*You evoke the power of nature, and the back of your hand bristles with a spikelike growth of quills.*

Your hand sprouts poisonous quills that you can use in melee or as a ranged attack.

The quills deal 1d8 points of damage. They can be thrown (range increment 10 feet). The quills are poisonous (injury DC equal DC of quillfire, 1d6 Str/1d6 Str).

### Reaving Aura

Necromancy [Evil]

**Level:** Assassin 1, cleric 1, hexblade 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation, centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

*The air around you turns black as it floods with negative energy.*

This spell deals 1 point of damage to every creature in the area that has 0 or fewer hit points. Stable creatures that were at –1 to –8 hit points become dying, while creatures at –9 hit points die immediately.

This spell has no effect on creatures that have 0 or more hit points.

**Source:** *Complete Mage*, page 114

### Spiritjaws

Evocation [Force]

**Level:** Druid 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 + 10 ft./level)

**Effect:** Jaws of force

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

*You call upon the power of the dinosaurs to complete the spell. A set of ghostly dinosaur jaws comes into being and attacks the creature you designate.*

This spell creates a set of powerful jaws of force. The jaws attempt to grapple the designated opponent, starting with one attack in the round the spell is cast and continuing each round thereafter. The *spiritjaws* use your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) + your Wis modifier as its attack bonus. If an initial attack hits, the *spiritjaws* deal 2d6 points of damage and attempt to start a grapple as a free action. The jaws' bonus on grapple checks is equal to their attack bonus + 4.

Once the opponent is grappled, the jaws deal 2d6 points of damage with each subsequent grapple check. The target is considered to be grappling and cannot move. The target creature no longer threatens squares and loses its Dexterity bonus to AC against opponents not grappling it.

The set of jaws always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. Your feats do not affect the jaws. If the jaws move beyond the range of the spell, they vanish. Attacking the set of jaws has no effect. As a magical force effect, the jaws cannot be damaged, but *disintegrate* or a *sphere of annihilation* destroys the effect.

The grappled opponent can cast a spell only if the spell has no somatic component, the material components are in hand, and a Concentration check

(DC 20 + spell level) is made. A creature grappled by the set of jaws can attempt to escape by succeeding on a grapple check against the jaws or by making a successful Escape Artist check as a standard action opposed by the set of jaws' grapple check.

As a free action, you can direct the jaws to pin a grappled opponent instead of dealing damage with a grapple check. If the jaws win the opposed grapple check, the opponent is pinned. A pinned opponent is held immobile and must break the pin before it can escape the grapple. Creatures other than those grappling the pinned target gain a +4 bonus on attack rolls to hit it. If the jaws have multiple attacks (granted by your attack bonus), you can use them to cause damage to a pinned target or to make more grapple attempts against that target.

If you become unable to command the jaws, they vanish.

*Material Component:* A piece of bone from a dinosaur's jaw.

### Spore Field

Transmutation

**Level:** Druid 1, ranger 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 10-ft.-radius spread

**Duration:** 1 minute/level

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

*The ground at which you point erupts with countless puffball mushrooms.*

You cause the ground to become thick with spore-ridden fungus. The area affected by this spell becomes difficult terrain. Entering a square of difficult terrain costs 2 squares of movement, and creatures cannot charge or run through such squares (*PH* 148). The uneven surface created by this spell also increases the DCs of Balance and Tumble checks by 5 and the DC of Move Silently checks by 2.

In addition, any creature that enters a square affected by this spell bursts several mushrooms, causing their choking spores to fill the air. The spores render the creature sickened for 1 round (Fortitude negates). Treat the spore cloud as an inhaled poison for the purpose of bonuses on the save or immunity to poison. Entering more than one affected square during a turn doesn't force multiple saves.

You can cast *spore field* on any type of ground or flooring, regardless of the material that comprises it.

**Source:** *Complete Scoundrel*, page 104

### Stalwart Pact

Evocation

**Level:** Cleric 5, Pact 5

**Components:** V, S, M, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Willing living creature touched

**Duration:** Permanent until triggered, then 1 round/level

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

**Spell Resistance:** Yes (harmless)

*You touch your ally and empower him with a spell that will later take effect in dire need.*

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends.

*Material Component:* Incense worth 250 gp.

### Sudden Stalagmite

Conjuration (Creation) [Earth]

**Level:** Druid 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

*You point your finger upward and utter a curt shout. Immediately, a razor-sharp stalagmite bursts from the ground to impale your foe.*

This spell creates a stalagmite about 1 foot wide at its base and up to 10 feet tall. If it encounters a ceiling before it reaches full size, it stops growing. The stalagmite grows from the ground under the target creature and shoots upward. An airborne creature within 10 feet of the ground gains a +4 bonus on its saving throw, and airborne creatures more than 10 feet above the ground cannot be harmed by this spell.

The stalagmite deals 1d6 points of piercing damage per caster level (maximum 10d6). In addition, a target that fails to make a saving throw against this spell and takes damage from it is impaled on the

stalagmite and cannot move from its current location until it makes a DC 15 Escape Artist check. The stalagmite can be removed in other ways as well, such as with a stone shape spell. The victim can break free with a DC 25 Strength check, although doing this deals it 3d6 points of slashing damage.

A creature's damage reduction, if any, applies to the damage from this spell. The damage from sudden stalagmite is treated as piercing for the purpose of overcoming damage reduction.

### Sunstroke

Necromancy

**Level:** Druid 1, sorcerer/wizard 1, Summer 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke [see **Conditions** in this appendix], the damage and fatigue dealt can only be healed after that condition is treated properly.

**Source:** *Sandstorm*, page 123

### Touch of Adamantine

Transmutation

**Level:** Cleric 6, druid 6, sorcerer/wizard 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (object, harmless)

This spell grants one weapon the properties of an adamantine weapon. The weapon gains a +1 enhancement bonus on attack rolls (as though it was a masterwork weapon) and bypasses hardness when striking objects or sundering weapons, ignoring hardness less than 20. The affected weapon also has one-third more hit points than normal for the duration of the spell.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is

considered a weapon, and thus it can be enhanced by this spell.

If the weapon is made of another special material (cold iron or silver, for example), it loses the benefits of its original special material for the spell's duration.

*Touch of adamantine* cannot be made permanent with a *permanency* spell.

**Source:** *Book of Exalted Deeds*, page 110

### Vortex of Teeth

Evocation [Force]

**Level:** Druid 4, sorcerer/wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Hollow cylinder (40-ft. radius, 20 ft. high, with a 5-ft.-radius safe zone at the center)

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

*A huge school of transparent piranhas swims rapidly through the air in the area you indicate. These magic fish are made of force and tear into the bodies of creatures as though ravenous.*

Creatures in the area take 3d8 points of damage per round at the beginning of your turn. Because this spell is a force effect, it harms incorporeal creatures.

Material Component: A fish tooth.

## TEMPLATES

### Sentry Ooze

"Sentry" is an inherited template that can be added to any living corporeal ooze with no Intelligence (referred to hereafter as the base creature). A sentry ooze uses all the base creature's statistics and special abilities except as noted here.

**Special Qualities:** A sentry ooze retains the special qualities of the base creature, and also gains the following qualities.

—Spell resistance equal to Hit Dice + 2.

—No longer mindless, a sentry ooze is susceptible to mind-affecting spells and effects. However, it has a +4 racial bonus on its Will saves against such spells and effects.

**Abilities:** Increase from the base creature as follows: Dex +6, Int +2, Wis +10, Cha +10.

**Skills:** A sentry ooze gains skill points equal to (2 + Int modifier, minimum 1) × (Hit Dice + 3) to account for its new Intelligence score of 2. The ooze's class skills are Climb, Hide, Listen, and Move Silently.

**Feats:** A sentry ooze gains one feat for every 3 Hit Dice. Typical feats include Ability Focus, Improved Initiative, Lightning Reflexes, Iron Will, Power Attack, and Stealthy.

**Challenge Rating:** As the base creature + 2.

**Source:** *Dungeonscape*, page 114

## Unholy Scion

**Source:** *Heroes of Horror*, page 155

“Unholy scion” is an inherited template that can be added to any living humanoid or animal (referred to hereafter as the base creature). Animal scions are exceptionally rare; the overwhelming majority of unholy scions are humanoids.

An unholy scion uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to outsider (evil, native). Do not recalculate Hit Dice, base attack bonus, or saving throws. Size is unchanged.

**Armor Class:** The unholy power of a scion grants it a deflection bonus to AC equal to its Charisma modifier (minimum 1).

**Attack:** An unholy scion gains a claw attack if it did not already possess one. (The creature’s nails or claws do not appear to be any stronger or sharper than normal for its race.) If the base creature can use weapons, the scion retains this ability. A scion fighting without weapons uses its claws when making an attack action. When it has a weapon, it usually uses the weapon instead.

**Full Attack:** An unholy scion fighting without weapons uses its claws when making a full attack. If armed with a weapon, it uses the weapon as its primary attack and its claws as a natural secondary attack.

**Damage:** Unholy scions have claw attacks. Use the damage values in the table below, or the base creature’s damage values (if any), whichever is greater.

Size	Claw Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	3d6

**Special Attacks:** An unholy scion retains all the special attacks of the base creature and gains the following special attacks.

**Familial Charm (Su):** An unholy scion’s mother is under a constant charm person or charm animal effect

(as appropriate), generated by the scion. The mother might be aware that her actions are inappropriate, even that her child is evil, but she cannot shake her emotional devotion to it. The scion can switch between its own senses and its mother’s at will as a free action. The scion can use any of its spell-like abilities with its mother, rather than itself, as the source, much as wizards can deliver touch attacks through their familiars. Familial charm does not allow a save, and applies even before the scion’s actual birth (since the unborn scion is already intelligent and knowledgeable enough to have its own agenda).

**Spell-Like Abilities (Sp):** An unholy scion with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. These abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Charm animal</i> or <i>charm person</i> 3/day <sup>1</sup>
3–4	<i>Desecrate</i>
5–6	<i>Enervation</i> , <i>protection from good</i> 3/day
7–8	<i>Major image</i> 3/day, <i>poison</i> 3/day
9–10	<i>Dominate animal</i> or <i>dominate person</i> , <i>baleful polymorph</i>
11–12	<i>Animate dead</i> , <i>true seeing</i> 3/day
13–14	<i>Unholy aura</i> 3/day, <i>unhallow</i>
15–16	<i>Harm</i>
17–18	<i>Gate</i> <sup>3</sup>
19–20	<i>Polymorph any object</i>

<sup>1</sup> An unholy scion gains charm animal and dominate animal if the base creature is an animal, or charm person and dominate person if the base creature is humanoid.

<sup>2</sup> An unholy scion can control up to four times its HD in skeletons and zombies with this ability, in addition to any similar ability the scion might gain from class features.

<sup>3</sup> This ability can only open a gate to the home plane of the parent or possessing fiend who created the scion. If the scion was created by taint rather than by fiendish possession, the gate opens to the Abyss.

**Unholy Strike (Su):** An unholy scion’s natural weapons and any melee weapon it wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2d6 points of damage against good-aligned opponents.

**Special Qualities:** An unholy scion has all the special qualities of the base creature, plus the following special qualities.

- Damage reduction 5/good or magic (if HD 11 or less) or 10/good or magic (if HD 12 or more)
- Darkvision out to 60 feet
- Fast healing 4

- Immunity to poison and mind-affecting spells and abilities
- Instant Knowledge: The moment a fetus is corrupted or possessed, it gains a working knowledge of the world and has full access to its mental abilities, skills, and spell-like abilities
- Resistance to acid 5, cold 5, electricity 5, and fire 5
- Spell resistance equal to creature's HD + 10 (maximum 35)

**Abilities:** Increase from the base creature as follows: Dex +2, Int +6, Wis +2, Cha +4. (Note: Intelligence, Wisdom, and Charisma modifiers apply even before birth.)

**Skills:** An unholy scion gains skill points as an outsider and has skill points equal to  $(8 + \text{Int modifier}) \times (\text{HD} + 3)$ . Do not include Hit Dice from class levels in this calculation—a scion gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills and other skills as cross-class.

**Organization:** Unholy scions are usually solitary creatures (not counting any minions they might gain), regardless of the proclivities of the base creature.

**Challenge Rating:** HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

**Alignment:** Always evil (any).

**Level Adjustment:** +5.

**Treasure:** As base creature.

**Source:** *Heroes of Horror*, page 155



## APPENDIX 3: DM AIDS

The following information can be used to assist players who make appropriate knowledge checks to determine information about various foes they may encounter in the adventure. Descriptions are taken from the sourcebook where the creature originally appeared. Where appropriate, (mainly in regard to the various archons in **Encounter 4: Spraying for Bugs**), the description has been modified to reflect the creatures as they appear in this adventure.

### 1: TILLING THE SOIL

**Fetid Fungus lore** – Knowledge (nature)

*An amorphous mass of colorful, lichen-crusting bubbles lumbers toward you. Its outer layer is mottled with bright red, amber, and flesh-colored blotches, and covered with a slick coat of leafy, hairlike stalks. As the bubbles writhe to the surface, some of them pop, releasing the unmistakable stench of decomposing matter and swamp gas.*

- DC 11 – This is a fetid fungus, an aggressive plant that envelops opponents, smothering and digesting them with its amorphous body. This result reveals all plant traits.
- DC 16 – A fetid fungus's stench is caused by decomposing matter and can sicken people. Fetid fungus gas is flammable, making the fungus extremely susceptible to fire attacks.
- DC 21 – Fetid fungi spew acid when attacking, and they explode in a shower of acidic ichor when slain.

**Vine Horror lore** – Knowledge (nature)

*A large, green-skinned humanoid covered in algae, with features that appear smooth and somewhat unformed, rises from the swampy waters. It seems to speak, its voice changing pitch in unusual and seemingly random patterns.*

- DC 14 – This is a vine horror, a sentient algae colony with the ability to assume a humanoid form. They stalk swamps and similar areas, and they attack by surprise whenever possible. This result reveals all plant traits.
- DC 19 – Vine horrors seek to harm and slay any who enter their territory. Their unusual body structure lets them squeeze through almost any opening.
- DC 24 – Vine horrors can animate the plants around them, forcing them to attack foes one at a time. Unlike treants and similar creatures, vine horrors care nothing for the trees they animate or the swamps they inhabit.

**Burrow Root lore** – Knowledge (nature)

*A massive ripple churns through the topsoil with great speed and fluidity. Suddenly, a strange, serpentine root—twice the length of a grown human—bursts through the surface. Its massive, thorny jaws snap at you with a ravenous hunger.*

- DC 18 – This is a burrow root, a strange, burrowing plant. Wounds caused by a burrow root continue to bleed, spilling blood into the soil and providing the creature with food.
- DC 23 – A burrow root can quickly burrow underground to escape its enemies. Its tail is a spiked root that can drain blood and small amounts of vitality from creatures it pierces.
- DC 28 – When severely wounded, a burrow root becomes two independent creatures.

**Corrupture lore** – Knowledge (nature)

*A hideous avalanche of flesh rolls down upon you, undulating like a wave of skin. Warts full of thick, yellow liquid swell up continually across its mass, bursting with loud pops and spraying corrosive fluids into the air.*

- DC 19 – Corruptures are acid-spraying oozes that feed on flesh. This result reveals all ooze traits.
- DC 24 – Corruptures are equally at home on land or underwater. They move relatively swiftly and can climb and swim as well.
- DC 29 – Corruptures come into being wherever the wilderness has been horribly befouled or natural laws have been repeatedly broken. They hunger endlessly for flesh, which they dissolve with their acid.

### 3: FENDING OFF CROWS

**Plague Walker lore** – Knowledge (religion)

*Staggering forward with an uneven gait, this moving corpse is a large sphere of bloated, rotting flesh. Its bloodshot eyes dart back and forth, and a gurgling sound issues from deep in its throat.*

- DC 13 – This creature is a plague walker, a disgusting kind of undead. This result reveals all undead traits.
- DC 18 – A plague walker's filth-encrusted claws can sicken a creature.
- DC 23 – When a plague walker takes enough damage, it detonates in a sickening blast. If it is killed outright, before it triggers its body to explode, it collapses into a pile of putrid flesh.

**Troll lore** – Knowledge (nature)

*A thin, green-skinned creature, at least 9 feet tall, flails at you with elongated arms tipped with filth-encrusted claws. It*

*bared yellow fangs in a snarl, and a blast of foul air buffets you.*

- DC 15 – This creature is a troll, a bestial giant of immense toughness and ferocity. This result reveals all giant traits.
- DC 20 – Trolls can heal damage with amazing speed, although they are susceptible to acid and fire.
- DC 25 – Trolls can be found almost anywhere. Some live in filth and are carriers of disease, and others are stealthy hunters.

#### 4: SPRAYING FOR BUGS

**Quasit lore** – Knowledge (the planes)

*A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts or pustules cover its greenish skin.*

- DC 12 – This creature is quasit, an insidious demon from the Abyss. This result reveals all outsider traits.
- DC 17 – Quasits are often found serving chaotic evil spellcasters as counselors and spies. Their claws are coated in a poison that makes the victim clumsier.
- DC 22 – Though they thirst for power, quasits are cowards at heart. They can turn *invisible* at will, and can also take the form of one or two other creatures, such as a bat, toad, or wolf.

**Hound archon lore** – Knowledge (the planes)

*A powerfully built humanoid with the head of a dog appears agitated and ready for action, with a greatsword strapped across its broad back and an expression that indicates cunning and a lust for battle. Foam and bile drip from its bared fangs.*

- DC 14 – This creature seems to be a hound archon, a creature normally charged with the protection of the Seven Mounting Heavens of Celestia. This result reveals all outsider traits.
- DC 19 – Hound archons consider themselves guardians of all who are innocent or free of evil. They are the natural enemies of fiends, particularly demons. Archons never attack without provocation. They possess a few simple magical abilities, and can take the form of almost any canine creature. This result reveals all archon traits.
- DC 24 – Their broad shoulders and meaty fists mark hound archons as able combatants; they prefer to attack with their natural weapons but occasionally use greatswords. Likewise, their strong legs indicate that fleeing enemies won't get very far. They avoid harming other good creatures if they can, using nonlethal spells or subdual attacks if possible. An angry archon can be wrath incarnate, however.

**Warden archon lore** – Knowledge (the planes)

*Standing as tall as an ogre, this hulking creature has blood-stained fur that may have once been white, a bearlike head, and eyes like gleaming black opals. Its broad white paws end in razor-sharp, jet-black claws dripping with gore. The creature is clad in fearsome full plate engraved with faintly glowing symbols of decadence and vice.*

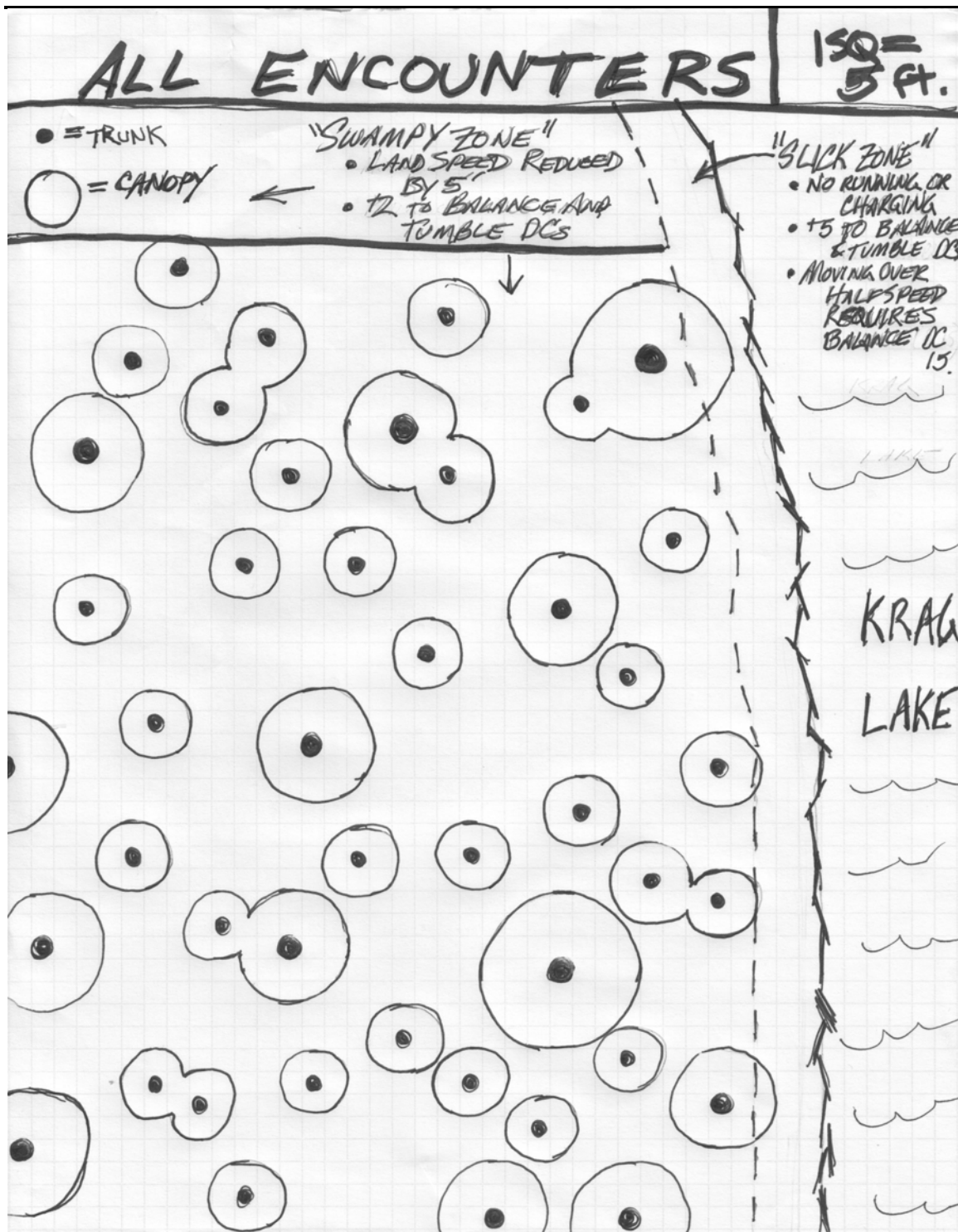
- DC 18 – This creature seems to be a warden archon, a creature normally charged with guarding the gates to the Seven Mounting Heavens of Celestia. This result reveals all outsider traits.
- DC 23 – Wardens never sleep, spending all of their time observing their assigned gates, or the affairs of the Material Plane through great magical scrying pools located near the gates. Many mortals hence refer to wardens as "Watchers." They have more interactions with and a keener understanding of the mortal world than any other archons. This result reveals all archon traits.
- DC 28 – Enemies often assume that warden's share the ursine disposition toward laziness, a conclusion soon proven wrong by powerful jaws and claws once combat has begun. Wardens generally use their keen senses and observational abilities to locate potential targets before wading into melee and attempting to grab, constrict, and rend as many opponents as possible. Their powerful muscles and razor-sharp claws make them stunning, if reluctant, hand-to-hand fighters.

**Sword archon lore** – Knowledge (the planes)

*This creature resembles a ruggedly handsome, oversized human with what must have once been glorious, feathered wings, now covered in filth and ichor. As it enters the battle, it transforms its forearms into sharp, fiery blades that ripple the air around them with sickly black and green flames.*

- DC 21 – This creature seems to be a sword archon, creatures normally charged with enforcing of the heavenly laws of the Seven Mounting Heavens of Celestia. This result reveals all outsider traits.
- DC 26 – The beauty of a sword archon's feathered wings rivals that of the most stunning giant eagles. When angered or in combat, the forearms of a sword archon shift form to take on the quality of holy flaming longswords. This result reveals all archon traits.
- DC 31 – Unless the situation requires a specific weapon, sword archons generally prefer to use their armbldes in combat. While most sword archons revel in battle, they understand the heavy burden of their magic abilities available to them. They are known to use a fierce diving attack to render justice against the sworn enemies of Mount Celestia and lawful good deities.

## APPENDIX 4: DM MAPS



## APPENDIX 5: PLAYER HANDOUTS

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### The divination of the seeds

#### Part I

Consume that not of this world  
but born of Oerth and blessed by my hand  
to stop the plague of the old one  
before he consumes the good of Oerth.

The Church had interpreted this original divination to mean that a certain fey-bred herb (not of this world), when grown here (born of Oerth), blessed by Rao (blessed by my hand) and consumed as tea could cure the Wasting Disease (the plague of the Old One).

#### Part II

Death brought life which led to death  
That is where the seeds grow best  
The longest reign of Pelor's light  
Feeds the seeds through one dark night

The Church had interpreted this part of the further divinations to indicate that the seeds should be planted at the Krag Lake Dam (the flood brought the primal life surge, which was stopped with a sacrifice of a hero's life) during the Midsummer's Festival (the longest reign of Pelor's light).

#### Part III

Beory's blessings come unbidden  
To the seeds once they're hidden  
Ravens steal, bugs lay waste  
But that which harms the most is haste  
Royal fruit and blushing palm  
Truly are the gifts of the Shalm  
Thus nature will, with the support of reason  
Cleanse the land within the season

The priests have yet to agree on an interpretation for this stanza, though "Beory's blessings" most likely refers to the plant's growth and/or properties, and "the Shalm" is definitely Obad-Hai, so the "royal fruit and blushing palm" probably refers to the plant itself (berries, etc), which can be used by the Raoans ("the support of reason") will cure the disease.