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# Fane of the FALLEN

By William Loran Christensen



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# Fane of the FALLEN

By William Loran Christensen

At twilight on warm summer days in the elven kingdom of Caer Myrrdin mothers tell their children tales of old. Most often my mother told me one of treachery and dissent. Let's see, how did the tale go? Ah, yes...long ago when the races of men and elves were young this land was ruled by the half-elven queen Alexandra Silverstar. You see, this was before the Kingdom of Myrridon came to be, before the humans broke away from Caer Myrrdin to rule their own land. In those days it seemed only proper and wise that one of both human and elven blood should rule over the kingdom, so that she did not favor one people over the other.

Queen Silverstar ruled Caer Myrrdin with the wisdom of the elves and the ambition of the humans, and the kingdom reached a golden age. But there were those that vehemently opposed Queen Silverstar in the belief that one of 'tainted blood' should not rule the kingdom. They believed that the elves were superior, and as such an elf should rule the land. This faction of elves was led by a great warrior named Vargoth Novgorod. He incited rebellion and uprisings in many of the otherwise peaceful elves of Caer Myrrdin, and finally when the dissent reached a crescendo he called for civil war. Horrible battles ensued throughout the land, and the elven capital was nearly taken by Vargoth, but in the end it was the alliance of humans and elves that prevailed. Vargoth and his faction were driven out of Caer Myrrdin and into uncharted lands. No-one knows what became of them, although some mothers speculate that they lurk at the edge of the woods at dusk, ready to snatch and eat little children that misbehave.

—Aloria Tel'Adriel, Caer Myrrdin Ambassador

*Fane of the Fallen* is a *Pathfinder RPG* adventure that introduces the players to the fallen elves, a murderous faction bent on releasing demonic forces to enact revenge on the sister kingdoms of Myrridon and Caer Myrrdin. This adventure includes several creatures from the 3.5 edition of *Tome of Horrors* by **Necromancer Games**, modified for use here. Other than that, all that you need to play are the *Pathfinder RPG Core rulebook* and the *Pathfinder RPG Bestiary*. Non-standard monsters and magical items are detailed in Appendix 2 and Appendix 3 of this adventure.

*Fane of the Fallen* is designed to be used with the area map contained in this adventure, but the cities and places presented herein can easily be replaced by areas in your own campaign (for example, Brookmere can be replaced by any large city with woods and a lake nearby, and Harwood Forest can be replaced by any large forest area in your own campaign). Likewise, you can simply drop the Kingdoms of Myrridon and Caer Myrrdin on the borders of your current campaign, using the areas detailed in this module as a "mini-campaign" for this and subsequent adventures.

*Fane of the Fallen* is designed to take characters of 13th level up to 18th level. Well-balanced parties are the likeliest to succeed, as this adventure frequently calls for a variety of talents. Rogues are especially needed for their trap finding and disarming abilities (particularly in Castle Novgorod toward the end of the adventure). A wizard with counterspelling abilities could prove particularly useful, as the adventure finale has a large amount of deadly spellcasting NPCs. Death magic is prevalent and a cleric (as always) would prove exceptionally useful. And of course, fighter-types are needed to see

the party through the many battles ahead (although there are many NPCs throughout this adventure that likely cannot be defeated in combat, and players are encouraged to choose their battles wisely, knowing the difference between the time to fight and the time to negotiate). Bardic characters can enliven the adventure as well, as their knowledge could allow players much insider information. Side boxes are interspersed throughout the adventure with additional details of the history and areas detailed within, and the information presented there could be relayed to all characters with Knowledge skills.

At many times the adventure calls for wandering monster checks. Most areas have their own wandering monster table, each of which is detailed in Appendix 1 of this adventure. In addition, player handouts are detailed in Appendix 4, and DM references are detailed in Appendix 5.

## Adventure Background

As Aloria's story attests above, long ago a faction of elves with a renowned bloodlust were driven out of the kingdom of Caer Myrrdin. Where they went nobody ever knew, although there was much speculation. Unknown to most, the elves (the Fallen as they came to be known), ventured into the dark and foreboding Harwood forest, a massive, sprawling woodland reputed to be haunted by all unknown manner of evil. Deep within Vargoth and his followers sought to create a new kingdom of their own, and it was there in the heart of Harwood Forest that the Fallen attracted the attention of Lilith, a Succubus that became a goddess.

The Fallen came to worship Lilith with unflinching fervor, and in return she granted them powers the like of which they had never dreamed. Their settlement prospered, and Vargoth ruled with an iron fist. The settlement and castle was named Novgorod, Vargoth's surname. The city grew and soon other fallen elf settlements sprang up in Harwood, all paying the Novgorod family homage.

It was many years before humans began their expansion into Harwood Forest. King Ravegost of Myrridon wished to build a road through Harwood, creating a much faster and linear route to the kingdoms in the east. His efforts were short lived, as the fallen elves swept down on the unsuspecting Myrridonians, murdering most and taking others back to their settlements as slaves. Nobody ever returned from Harwood Forest, and thus its villainous and ghostly reputation has persisted and even redoubled throughout the years.

Some time after, Morwenna Novgorod came to rule the fallen elves, and since has plotted revenge upon the humans and elves. From her studies and delving into the demon realms she has learned of an ancient succubus warrior, the mightiest servant of Lilith, Medb. In ancient times Medb wreaked havoc on the mortal realm, doing Lilith's bidding. No deed was too vile for Medb, and indeed she seemed invigorated by slaughter and villainy. In time Medb was defeated by a mighty warrior known as Katya of Nanna-Sin, a Paladin whose god gave her the power to seal Medb inside her own weapon — a cruel, black-lacquered axe, the blade of which was shaped as a succubus.

Medb and her location were long forgotten. Morwenna pleaded



with her goddess for the location, but Lilith refused to answer, saying that Morwenna must prove her worth and find the axe on her own. Lilith did however offer a source for the answer: an ancient text called *Il Oboroten* which she said resided in the Myrridonian city of Brookmere. In addition, Lilith said that the text held the secret of freeing Medb from the axe, and if Morwenna could do so then a vast array of demon legions would be hers to command. The final piece of advice given to Morwenna was that the price for freeing Medb and her demonic legions would be the blood of 700 innocents, spilled in the name of Lilith.

Morwenna immediately set her plan into motion. She ordered her sister, Elyria and the warmaster, Ivan, to prepare for an assault on the Myrridonian towns of Brookmere and Sylvanus. Elyria hired a large clan of mercenary orcs known as the Stonebones, and is to attack the city of Brookmere. In the confusion, Elyria is to lead the strongest of the mercenaries to Brookmere's renowned library, where they are to break in, raid the restricted area, and procure *Il Oboroten*.

Soon after Elyria's attack on Brookmere, Ivan is to lead the remaining members of the Stonebones clan and his own army of Fallen Elves in an attack against the settlement of Sylvanus. There the Fallen Elves are to capture as many slaves as possible (preferably the entire town), and take them back to Novgorod for sacrifice in Morwenna's ritual.

## Summary

The adventure begins with players in Brookmere on the night of Elyria's staged orc attack. The players notice the orcs headlong rush into the Brookmere library, and follow. There Elyria likely escapes with *Il Oboroten* and players are left wondering what sort of trouble is afoot. Most Brookmerians blame the attacks on the Irontooth clan (who Brookmere has a treaty with). As such, Lord Thorbold summons the players, and asks them to go deep into the territory of the Irontooth's and seek an audience with their leader, Gorgrim. Gorgrim is outraged by the "accusations," and as such throws them headlong into a gladiatorial combat. In the end, players are likely to learn that the Irontooths were not responsible for the raid, but many questions still remain.

Soon after, Lord Thorbold of Brookmere presents a letter of distress (from the Mayor of Sylvanus) to the PCs. The letter states that Sylvanus is in dire need of assistance, and as such Thorbold asks for the character's help. The road to Sylvanus is fraught with peril, and when the PCs arrive at their destination they find it bereft of citizens. After much searching the players find a handful of citizens hiding in a cellar, and learn the details of the battle. It is in this section that players have their first true encounters with the fallen elves, and by investigating learn from whence the fallen elves came.

## Lilith, the Succubus Goddess

Lilith was a succubus, who over the course of her infernal life learned to wield great magic and power. Not content with being a mere demon, Lilith attained godhood through seduction and treachery, assassinating several lesser deities in their most vulnerable moments. Gaining the portfolios of the lesser gods, and taking their vile clerical domains and duties upon herself, Lilith became a goddess, at first only worshipped by aspiring succubi and the like. Not content with having only abyssal followers, Lilith sought mortal worshippers in the kingdom of Caer Myrrdin, in the days of Queen Silverstar. Some believe that Lilith actually had relations with Vargoth before he led his people out of the elven kingdom, placing the seed of dissonance in his mind, hoping to incite civil war. These claims are however, unsubstantiated. Whatever the truth of the matter, Vargoth did lead his people out of Caer Myrrdin, and into the secluded Harwood Forest. It was there that Lilith appeared before all of the exiled elves, and earned their worship through her promises of protection from the evils of the dark forest, power and revenge. The followers (the fallen elves as they came to be known) became Lilith's most cherished prize. Over the years they bred with succubi and their ilk, and came to resemble the succubus goddess not only in mind, but in body.

## Transformations

Being a succubus, Lilith delights in beauty and her followers tend to be vane creatures. As such, her devoted often attain an unearthly, radiant beauty, and so all fallen elves gain a +2 Cha racial bonus, in addition to their other elven traits. When Lilith feels that a follower has done something of particular note and has proven herself worthy, she rewards the follower with traits similar to her own. The devoted gains leathery, bat-like wings, much like those of a succubus, and takes on the chosen of Lilith template (see Appendix 3). Those followers that displease the succubus goddess in some way are transformed by Lilith into fallen harpies (see Appendix 3), and are henceforth slaves of the elite, able to be commanded at the slightest whim of a chosen of Lilith. Unlike standard harpies, which have beautiful upper bodies but horrific lower bodies, the fallen harpies are perhaps even more beautiful than their fallen elf brethren, retaining their bodily features and grace.

Lilith is a Chaotic Evil goddess, and has power over the domains of Chaos, Death, and Evil. Her favored weapon is the longsword.





## INTRODUCTION

The adventure path next takes characters into the foreboding realm that is Harwood Forest. There the players encounter an enormous tree inside of which lives an ancient druid bent on turning intruders into wood. The players learn of the passing of the fallen elves and the prisoners taken from Sylvanus. They also learn that many of the prisoners were unfortunately turned into wood by the druid, Dobrynya. The players are then sent to seek aid from the old crone of legend, Baba Yaga. There they seek her assistance in turning the unfortunates back from wood to flesh, and to learn more of the fallen elves. Baba Yaga is not a generous spirit however, and requires a service in return.

For Baba Yaga, the characters may find themselves on a mission that takes them into the afterlife: Annwn, the Land of the Dead. There they meet Circe, a comely but cruel sorceress bent on owning the same item the PCs have been sent for by Baba Yaga: a phoenix egg. Should the players resist the lure of Circe and return the egg to Baba Yaga, they gain the power to revive the wooden folk of Sylvanus and learn all of the secrets of the fallen elves' dark plot, including the location of *Medb*.

Once they learn the location of the axe, the players are in a race against Morwenna, the queen of the fallen elves. They arrive at an ancient meteoric crater known as Tunguska and there they find the ancient temple of the god Nanna-Sin, which houses the demon axe, *Medb*. In the temple the PCs must confront a fallen angel, and are hounded by a party of Morwenna's minions that are bent on getting to *Medb* before the PCs do.

Finally, the adventure reaches its climax as the PCs race against time to stop Morwenna's grisly ritual. In this section the players infiltrate the city and castle of Novgorod, and are faced with a vast evil. Within the castle the PCs confront hordes of demons and other vile denizens, the fallen elf Queen Morwenna, and depending on their actions, *Medb* herself.

at 13th level, it should not be too difficult to run players of higher or lower levels through it. Many of the creatures have levels or hit dice added to their statistics, and in many cases you can lower the challenge of said creatures by simply using the stats straight out of the *Bestiary*. If this is not an option simply subtract a level or two, or hit dice if need be.

Should you wish to raise the challenge of the adventure you can simply raise the encounter level of each area by either adding more creatures of the same or similar type, or by upping the existing creature's level or hit dice.

In both cases, you should pay particular attention to "boss" encounters, and make certain that the encounter level is about three higher than the effective party level (for a significant challenge). If you find the adventure to be too challenging, you may wish to lower the difference to two.

## Adventure Hooks

The adventure can begin in many different ways, and several adventure hooks are provided to help you get the adventure rolling. The adventure default begins with the players staying in (perhaps residents of) the city of Brookmere on the night of Elyria's raid. There they rush out into the city streets and witness the ensuing mayhem, and are instantly pulled into an action filled adventure.

If you do not wish to begin with the players in Brookmere, the adventure can easily start elsewhere. The players could hear about the orc raid on Brookmere, and the attack on the library. The idea that orcs would be concerned with looting a library should be encouragement enough for the PCs, but the hefty reward offered for those willing to investigate should spur the players along.

Another interesting hook could begin with the adventurers in Sylvanus. After having heard of the raid on Brookmere, Mayor Gareth orders defensive preparations for fear of similar attacks. The adventure could begin with the players seeing strange folk moving about in the woods outside of town (fallen elves), hearing beautiful songs or keening screams (fallen harpies), or finding a blood drained corpse (left by Myrrdivar and Vasilisa. See Sylvanus, Area 4).

## Scaling the Adventure

Although this adventure is designed for characters beginning play





# Raid on Brookmere

The following player introduction assumes that you used the standard given under the adventure hooks setting. Thus, play begins with the players staying at the wizard's school in Brookmere, after a long day of studying at Brookmere's renowned library. Otherwise, PCs who are "just passing through" can be staying at the nearby Inn, the Silver Sage, only to have their rest interrupted by the clamor of an orc raid. From there they can easily follow a large party of orcs and other goblinoids to the nearby library.

## Brookmere Streets (EL 10)

Read or paraphrase the text below to the players when you are ready to begin the adventure:

Bells sound in the distance, heralding some unknown danger that lurks in the night. Their toll nudges you into consciousness even before you hear the sounds of battle. Out the window you see that the sky burns a dull orange, lit by a multitude of fires on the horizon.

Wait for the PCs to meet up (in the case of separate rooms) and take action before reading the next bit of text. They may devise another course of action that does not put them in the immediate threat of battle. Should they exit to the streets below, however, read the following:

The courtyard is pandemonium as orcs and other humanoids rush forward, snarling and brandishing cruel weapons. You worry that their vast numbers will overwhelm you, but luck seems to be on your side. You are left to deal with only a few enemies, as the majority of the horde moves past, paying you no heed. A hooded figure in a dark cloak leads them in an unwavering line to Brookmere's library, and before them the doors are thrown open by some mystical force. You have little time to watch however, as your attackers move forward, their wicked grins reflected on the steel of their blades.

The only foes that remain to fight the PCs are **2 goblins**, **2 orcs**, and a **bugbear**. The rest of the creatures enter the library.

### BUGBEAR FIGHTER

**XP 1,600**

Male Bugbear Fighter 3

CE Medium humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +10

### DEFENSES

**AC** 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

**hp** 43 (6 HD; 3d8+3d10+9)

**Fort** +5, **Ref** +5, **Will** +2; +1 against fear

**Defensive Abilities** bravery 1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +9 (1d8+3)

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

### TACTICS

**During Combat** The bugbear fighter targets spellcasters, attacking them from hiding for as long as possible. He will only attack an armored foe if there are no more robed figures available.

**Morale** If the battle goes against the group, the bugbear attempt escape.

### STATISTICS

**Str** 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +5; **CMB** +8; **CMD** 19

**Feats** Cleave, Intimidating Prowess, Power Attack, Skill Focus (Perception), Weapon Focus (battleaxe)

**Skills** Intimidate +17, Perception +10, Stealth +12; **Racial**

**Modifiers** +4 Intimidate, +4 Stealth

**Languages** Common, Goblin

**SQ** armor training 1, stalker

**Gear** Mwk battleaxe, 5 javelins, leather armor, buckler, 100 gp.

### GOBLIN ROGUE

**CR5**

**XP 1,600**

Male Goblin Rogue 5

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception -1

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

**hp** 30 (5 HD; 5d8+5)

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

**Defensive Abilities** trap sense +1, uncanny dodge

### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +4 (1d4/19-20)

**Ranged** short bow +6 (1d4/×3)

**Special Attacks** rogue talent (bleeding attack), sneak attack +3d6

### TACTICS

**Before Combat** Before engaging in melee, the rogues fire arrows at any unarmored PCs.

**During Combat** The two rogues attempt to flank the character they see as the most dangerous, always attempting to work together.

**Morale** If the battle goes soundly against the group, the rogues attempt escape.

### STATISTICS

**Str** 11, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Dodge, Improved Initiative, Mobility

**Skills** Acrobatics +11, Bluff +6, Climb +8, Escape Artist +11, Intimidate +6, Perception +7, Ride +12, Sense Motive +7, Stealth +15; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**SQ** rogue talent (fast stealth), trapfinding

**Gear** Mwk short sword, 3 javelins, leather armor, 100 gp.

### GOBLIN SORCERER

**CR5**

**XP 1,600**

Female Goblin Sorcerer 5

NE Small humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

## RAID ON BROOKMERE



### DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +1 natural, +1 size)  
**hp** 25 (5 HD; 5d6+10)  
**Fort** +2, **Ref** +2, **Will** +5  
**Resist** fire 5

### OFFENSE

**Speed** 30 ft.  
**Melee** staff +1 (1d6-1) or 2 claws (1d3-1)  
**Melee** touch +1 (by spell)  
**Ranged** ray +3 touch (by spell)  
**Special Attacks** bloodline powers (claws, 4 rounds/day)  
**Spells Known** (CL 7th; concentration +10)  
 2nd (4/day)—*invisibility*, *scorching ray*  
 1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic missile*, *shocking grasp* (DC 15)  
 0 (at will)—*acid splash*, *detect magic*, *flare*, *message*, *ray of frost*, *read magic*  
**Bloodline** draconic (red)

### TACTICS

**Before Combat** She casts *mage armor* before any other spells.  
**During Combat** The goblin sorceress does her best to help from afar using *magic missile* and *scorching ray* after casting *mage armor* on herself.  
**Morale** The sorceress fights to the death out of fear of Elyria.

### STATISTICS

**Str** 9, **Dex** 13, **Con** 12, **Int** 10, **Wis** 9, **Cha** 13  
**Base Atk** +2; **CMB** +0; **CMD** 11

**Feats** Combat Casting, Eschew Materials<sup>b</sup>, Iron Will, Spell Focus (Evocation)

**Skills** Intimidate +7, Perception +4, Ride +5, Spellcraft +6, Stealth +8; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

**SQ** bloodline arcane

**Combat Gear** *wand of magic missiles* (25 charges, CL 5); **Other Gear** Staff.

### ORC FIGHTER

CR5

**XP** 1,600

Male Orc Fighter 5

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception -1

**Weakness** light sensitivity

### DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)  
**hp** 35 (5 HD; 5d10+10)  
**Fort** +5, **Ref** +1, **Will** +0; +1 against fear  
**Defensive Abilities** bravery 1, ferocity

### OFFENSE

**Speed** 30 ft.  
**Melee** mwk battleaxe +10 (1d8+5)  
**Ranged** javelin +6 (1d6+3)

### TACTICS

**During Combat** The orc fighter attempts to engage one PC in single combat, and moves to another when the first is defeated.



## The Free City of Brookmere

Brookmere is home to nearly 20,000 people. The city is comprised primarily of humans and elves, although there is a fair mix of the other races found in the *Pathfinder RPG Core Rules*. The presence and toleration of half-orcs is on the rise since the treaty with the Irontooth clan, signed between Lord Thorbold (the ruler of the city) and Gorgrim, the chieftain of the Irontooths. Brookmere is a free-city of the kingdom of Myrridon, and owes its allegiance to Queen Galicia, the ruler of the Kingdom. The city is renowned for its fine wizard's college and library, both having been founded nearly 2,000 years ago when the city was young. Students come from all over Myrridon in hopes of entering the college. Brookmere is near the border of the elven kingdom of Caer Myrrdin. The predominantly human kingdom of Myrridon has long had an alliance with the elven people to the north.

**Brookmere (Large City):** Conventional, Magical and Nonstandard; AL NG; 40,000 gp limit; Assets 40,000,000 gp; Population 20,000; Mixed (human 50%, elf 30%, half-elf 10%, dwarf 3%, halfling 3% half-orc 2%, gnome 2%).

**Authority Figures:** Lord Thorbold, male human Ari2, Ftr15 (Lord of Brookmere); Johnathon Althor ("Wanderlust Inn" innkeeper and leader of The Horned Masks thieves guild), male human Rog13; Lady Aerlyn Tel'estiel, female elf Wiz18 (Brookmere Wizard's College archmage).

**Important Characters:** Kendall Brookstone, male human Wiz7, Lor8 (Brookmere Library loremaster); Mathias Crowley, male human Exp9 ("Silver Sage" innkeeper); Marian Crowley, female elf Exp9 ("Silver Sage" innkeeper); Aurora Crowley, female half-elf Exp3 ("Silver Sage" innkeeper); Madam Kira Marly female human Exp 10 ("The Flirty Wench" innkeeper); Sariah Moonblood female elf Brd10 ("The Flirty Wench" house bard); Goldar Perrindor male human Ftr12 ("Goldar's Armor and Weaponsmithing" owner); Lady Dalila Bree female halfling Clr 15 (Temple of Freya high priestess); Lady Evaine Atwell female human Pal14 (Temple of Muir paladin); Gerrard Black, male human war17 (captain of the watch); Nessa Stormhold, female human ftr15 (Castle Brookmere captain of the guard).

**Others:** Castle Guards, Ftr 15 (x1), Ftr10 (x50), Ftr5 (x100); Town Guards, War17 (x1), War15 (x2), War 12 (x8), War10 (x64), War8 (x125), War4 (x250), War2 (x500), War1 (x1000); The Horned Masks Thieves Guild Members, Rog12 (x10), Rog6 (x50), Rog3 (x100), Rog1 (x200); Exp10 (x10), Exp5 (x20), Exp2 (x40), Exp1 (x1,000); Com1 (15,000); Wizard's College Members Wiz18 (x1), Wiz13 (x1), Wiz9 (x2), Wiz4 (x4), Wiz2 (x8), Wiz1 (x16).

### Places of note in Brookmere

**Castle Brookmere:** Thorbold's castle is found on the western edge of Brookmere, and is the home of many nobles, ambassador's from Caer Myrrdin, and a number of castle guards. The castle has three floors and four towers, and an inner courtyard surrounded by an outer wall. It is well defended in case of attack.

**The Brookmere Wizard's College:** The archmage, Lady Aerlyn Tel'estiel, runs a tight ship, and only those with the greatest arcane potential are admitted. The institute is home to a

coveted Tower of the Moon (see Castle Novgorod, First Floor, Area 1-19, Sidebox: Tower of the Moon), and thus wizards from near and far petition the institution in hopes of conducting ritual magic here. The college is near the center of town, and the area is a hub of activity. Many strange things can be found in and around the school, and those in the market for magic might find what they desire here.

**Brookmere Library:** The library is famous all throughout Myrridon for its extensive collections and ancient texts. Travelers from other kingdoms often make pilgrimages to this site to research the lore contained within. The library is kept by Kendall Brookstone, the sage.

**The Silver Sage:** This inn and tavern is next to the wizard's college and library, and as such, scholars and those that are magically inclined often frequent this area. More than a few wizards duels have been fought here, and a large wooden board (up kept by Mathias Crowley, the inn's owner) displays the outcome of each. Mathias's wife, Marian, and daughter, Aurora, help run the tavern.

**The Wanderlust Inn:** This inn is found on the western road into town, and thus is the favored place of most travelers to stay. Shady business deals are often conducted in The Wanderlust's back rooms, and a secret sub-basement of the inn is often used as a storage area and meeting place of a burgeoning thieves guild, The Horned Masks, led by Jonathon Althor, the inn's owner. The guild does not prey on victims while they stay at the inn, not wanting to draw unwanted attention. Rather, they take stock of wealthy merchants that stay at the inn, and rob their caravans outside of Brookmere.

**The Flirty Wench:** This inn is Brookmere's house of ill repute. It is ran by Madam Kira Marly and is frequented by gamblers, travelers and many of the city guards, and gets rowdy on a regular basis. Entertainment consists of a staff bard (Sariah Moonblood, a beautiful elf from the north), and a cadre of risqué dancers and prostitutes.

**Lake Brookmere:** This Lake lies on the northern edge of Brookmere, and its waters extend into Blackstump Forest. Fishing boats work on the lake daily, and a fish market thrives near the docks.

**Goldar's Armor and Weaponsmithing:** There are other smiths in town, but none of them hold a candle to Goldar's Armor and Weaponsmithing. Goldar Perrindor is a retired adventurer who took up his late father's profession, giving up the sword for a more peaceful lifestyle. He makes standard and masterwork weapons both, and is known throughout the land for his work. Goldar can etch and create beautiful designs for armor and weapons, and can inlay precious metals and gemstones into such items.

**Temples:** The most predominate temples in Brookmere are those dedicated to Freya, Muir and Thyr, although there are temples dedicated to many other gods of good and light. The most accomplished healer and cleric in Brookmere is Lady Dalila Bree, a halfling of the temple of Freya. Also of note and renown in Brookmere is Lady Evaine Atwell, a paladin dedicated to Muir. There are rumors of underground cults and secret temples dedicated to the goddesses Hel and Hecate hidden throughout the city.

## RAID ON BROOKMERE

**Morale** This orc fights until defeated, and does not quit or surrender.

### STATISTICS

**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Cleave, Intimidating Prowess, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

**Skills** Intimidate +6, Perception -1, Survival +5

**Languages** Common, Orc

**SQ** armor training 1, weapon training (axes +1)

**Gear** Mwk battleaxe, 5 javelins, chainmail armor.

### ORC FIGHTER

**XP** 1,600

Male Orc Rogue 5

CE Medium humanoid

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

**Weakness** light sensitivity

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 30 (5 HD; 5d8+5)

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

**Defensive Abilities** ferocity, trap sense +1, uncanny dodge

### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +8 (1d8+1/19-20)

**Ranged** light crossbow +7 (1d8/19-20)

### TACTICS

**Before Combat** Before engaging in melee, the rogues fire arrows at any unarmored PCs

**During Combat** The two rogues attempt to flank the character they see as the most dangerous, always attempting to work together.

**Morale** If the battle goes soundly against the group, the rogues attempt escape.

### STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Dodge, Skill Focus (Perception), Weapon Finesse<sup>b</sup>, Weapon Focus<sup>b</sup> (short sword)

**Skills** Acrobatics +10, Bluff +6, Climb +9, Intimidate +6, Perception +10, Sense Motive +7, Sleight of Hand +10, Stealth +10.

**Languages** Common, Orc

**SQ** trapfinding, rogue talent (finesse rogue), rogue talent (weapon training)

**Gear** Mwk short sword, light crossbow, 20 bolts, studded leather armor, 100 gp.

Characters that manage to capture one of the creatures find them to be uncooperative. They do not tell who their master is, and give little information without being coerced. Should the PCs charm the goblinoids they can learn that this particular group (the group escorting Elyria to the library) are rogues in that they have no clan allegiances. These are the strongest orcs that Elyria could find, and thus escort her in the most important part of her mission (stealing the forbidden tome from the library). The rogues were rounded up in the hills along the road from Sylvanus to Brookmere. One of the orcs may know that most of the war band is of the Stonebones clan.

This battle should be relatively easy for the PCs. Players are likely to follow the cloaked figure and her horde into the library. If players somehow overlook the attack on the library (or simply choose to intervene elsewhere), don't force them. Allow them to help others throughout town, setting up encounters similar to the one above. Uncooperative PCs can easily be set back on track later, simply by having an NPC (such as Thorbold, the Lord of Brookmere) confide in them that he believes that the library was the focal point of the raid.

This should make the PCs ask an obvious question: "why would orcs wish to raid a library?"

## Library, First Floor

### I-I. Library Foyer (EL 14)

Should the players follow the natural course of action and go to the library, they find the doors left open and the first level in a state of complete disarray (thanks to **2 ogres**, **Bron** and **Crom**. Read the following as PCs enter:

Books lay strewn about the foyer of the library, thrown from their shelves in nearby rooms to the floor. The foul creatures have left chaos in their wake, paying no heed to the delicate tomes that have been collected here. Two ogres enter the foyer from side rooms, each holding a giant club in his hand. "Mwa, ha, ha! Methinks it's time for us to be doin' some bashin'!" One laughs. "Crack bones, break heads, stomp foes, kill 'em deads!" The other chants.

### BRON

**XP** 19,200

Male Ogre Fighter 9

CE Large humanoid (giant)

**Init** +4; **Senses** darkvision 60 ft, low-light vision, Perception +11

### DEFENSE

**AC** 21, touch 10, flat 20 (+6 armor, +1 dodge, +5 natural, -1 size)

**hp** 139 (13HD; 4d8+9d10+73)

**Fort** +14, **Ref** +4, **Will** +4; +2 against fear

**Defensive Abilities** bravery 2

### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** mwk greatclub + 25/+20/+15 (2d8+16) or unarmed +17/+12/+7 (1d6+10)

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

### TACTICS

**During Combat** The two ogres do little more planning than "bash them". Bron attacks the nearest foes first, using Power Attack and Vital Strike to drop opponents as quickly as possible. Against opponents with one-handed weapons, Bron attempts to sunder. If the sunder attempts fail, he goes back to Power Attack and Vital Strike.

**Morale** Bron does not surrender.

### STATISTICS

**Str** 26, **Dex** 11, **Con** 18, **Int** 8, **Wis** 10, **Cha** 4

**Base Atk** +12; **CMB** +21 (+23 to sunder); **CMD** 31 (+33 vs. sunder)

**Feats** Cleave, Critical Focus (greatclub), Dodge, Greater Weapon Focus (greatclub), Improved Initiative, Improved Sunder, Power Attack, Toughness, Vital Strike, Weapon Focus (greatclub), Weapon Specialization (greatclub)

**Skills** Climb +13, Intimidate +8, Perception +11

**Languages** Common, Giant

**SQ** armor training 2; weapon training (hammers +2, natural +1)

**Gear** Mwk greatclub, large splint mail armor, 100 gp.

### CROM

**XP** 19,200

Male Ogre Barbarian 9

CE Large humanoid (giant)

CR12

CR12



## RAID ON BROOKMERE

**Init** +0; **Senses** darkvision 60 ft, low-light vision, Perception +9

### DEFENSE

**AC** 18, touch 9, flat 18 (+4 armor, +5 natural, -1 size)

**hp** 149 (13 HD; 4d8+9d12+73)

**Fort** +14, **Ref** +5, **Will** +6

**Defensive Abilities** improved uncanny dodge, rage power (guarded stance +2, 6 rounds), rage power (increased damage reduction), trap sense +3; **DR** 2/—

### OFFENSE

**Speed** 40 ft. (50 ft. base)

**Melee** mwk greatclub + 22/+17/+12 (2d8+12)

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

**Special Attacks** rage power (powerful blow +3)

### TACTICS

**During Combat** The two ogres do little more planning than “bash them”. Crom rages at the first sign of a fight and attacks the nearest foes first, using Power Attack. Against opponents with one-handed weapons, Crom also attempts to sunder. If the sunder attempts fail, he goes back to Power Attack. Crom uses his guarded stance rage power against opponents that hit him, and will use renewed vigor when reduced to one-half hit points.

**Morale** Crom does not surrender.

### STATISTICS

**Str** 26, **Dex** 11, **Con** 18, **Int** 8, **Wis** 10, **Cha** 4

**Base Atk** +12; **CMB** +21 (+23 to sunder); **CMD** 31 (+33 vs. sunder)

**Feats** Cleave, Great Cleave, Improved Sunder, Power Attack, Toughness, Weapon Focus (greatclub).

## Protections on Brookmere's Library

The library is protected from certain magical phenomena. First, teleportation and planar magic cannot be used in, or to gain access to the library, as the spell *forbiddance* (but with no alignment restrictions). Second, a permanent *nondetection* was long ago cast upon the library by a venerable and powerful archmage (30th-level wizard, DC 41). Thus, scrying on any part of the library or any room within the library is extremely difficult.

**Library Features:** 1 ft. thick superior masonry; Hardness 8; hp 90; Break (DC 35); Climb (DC 20). The ceilings of the library are 15 ft. high.

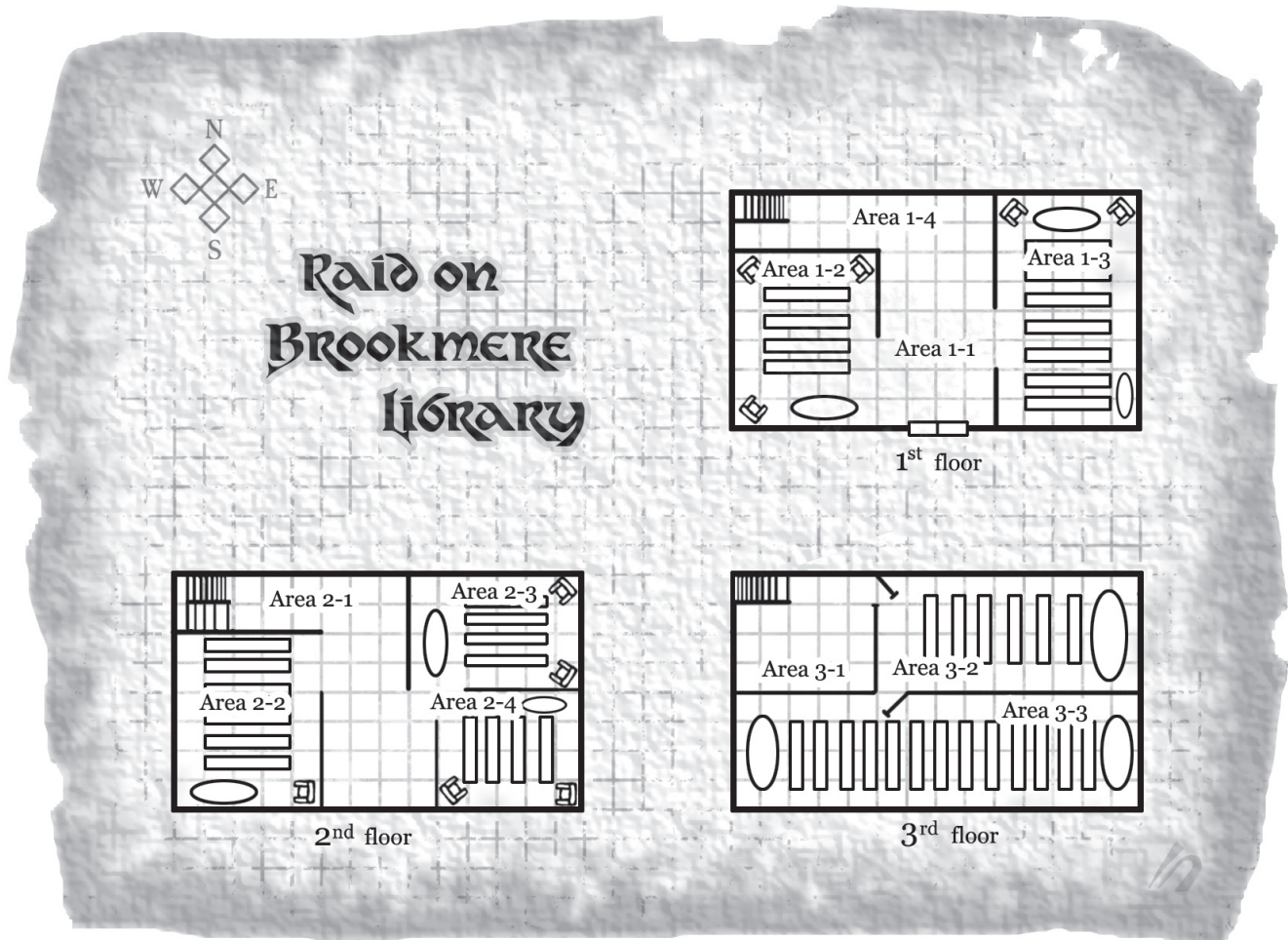
**Skills** Climb +19, Intimidate +9, Perception +9, Survival +10

**Languages** Common, Giant

**SQ** rage (22 rounds), rage power (renewed vigor 2d8+4)

**Gear** Mwk greatclub, large hide armor, 100 gp.

Bron and Crom were ordered to guard the entrance of the library. Players may be able to charm the ogres, or coerce information out of them by other means, but these two know little of value. All that they can say for certain is that they are hired mercenaries (these two have no particular clan allegiances) who make their dwellings in the hills just to the south of Brookmere. They were hired by Elyria, an



## RAID ON BROOKMERE

elven woman (the figure leading this particular attack). Elyria did not inform the ogres (or any of her other mercenaries for that matter) of her motives. She is however, paying the mercenaries well enough that they do not care what her motives are.

### 1-2. West Wing

Crom was busy in this room smashing the tables and chairs. The west wing housed all of the tomes on local history and geography. There is a great deal of information about Brookmere and the surrounding area in here, but obviously nothing that the war band found valuable.

This room looks as if it has been ransacked. Shelves are knocked over and books lay in disarray on the marble floor. A table lays in splinters, broken in half by some heavy object, likely an ogre's club. Nearby wooden chairs share a similar fate.

### 1-3. East Wing

Bron was busy amusing himself by attacking the library shelves. Most of the shelves are knocked over, their contents lying in heaps on the floor. The tables and chairs are, surprisingly, still intact. This section of the library houses texts on a variety of subjects, from known flora and fauna to famous artwork throughout and beyond the kingdoms.

The shelves of this room have been knocked over and many appear to have been cut through with a large blade.

### 1-4. Switchback Stairs

An ornate, marble staircase rises above you, ascending to a mid-platform and then switchbacks to the next level of the library. The sounds of the ransacking war band can be heard above.

## Library, Second Floor

### 2-1. Stairwell (EL Variable)

The stairs continue winding up to the third floor. Before you a short hall opens to two rooms. Sounds of rowdy orcs escape both of the rooms. The orcs do not seem to be paying careful attention to the stairwell.

The orcs do not pay much attention to the stairs, as they are too busy tearing apart books, fighting one another, and causing general mayhem. PCs may continue up the switchback staircase unnoticed should they succeed at DC 10 Stealth checks. Use the roll of the party member that rolled the lowest to determine whether or not the orcs heard the group. There are of course ramifications for skipping this level. Once fighting breaks out on the level above, the orcs on this floor are allowed DC 15 Perception checks every round to hear the clamor. The band ascends the stairs to attack the following round. Getting the jump on the mischief making orcs is the wisest move, and

PCs can gain a surprise round by ambushing the orcs unawares.

If charmed or captured, the orcs on the second level have the same information as the first group that PCs encountered (see Brookmere Streets).

### 2-2. West Wing (EL 6 or Variable)

An orc, wearing a cruel curved sword on his belt holds a book upside down in his hands. His head tilts to one side as he stares quizzically at the text.

The players can easily get the jump on this **orc**, as he is busy puzzling out the book. The **2 orc rogues** from Area 2-3, the East Wing, are allowed DC 15 Perception checks to hear the dins of battle. Should they succeed, they alert **Martak** in Area 2-4, the Scroll and Magic Tomes Room, and join the battle on the next round.

The book that the orc holds in his hand is of no real importance. It is a popular fairy tale that the PCs may remember from their childhood, titled "Red Cap and the Slaverling Wolf Beast."

This section of the library is dedicated to prose and poetry. The shelves in this room are still mostly intact, as are the tables and chairs, although many books lie scattered about on the floor.

#### ORC GUARD

CR6

XP 2,400

Male Orc Fighter 6

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

**Weakness** light sensitivity

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 armor)

**hp** 52 (6 HD; 6d10+12)

**Fort** +6, **Ref** +2, **Will** +1; +2 against fear

**Defensive Abilities** bravery 2, ferocity

#### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** mwk falchion +11/+6 (1d8+5)

**Ranged** javelin +7/+2 (1d6+3)

#### TACTICS

**During Combat** The orc is slow to start combat, but fights to the death once started.

**Morale** This orc does not surrender.

#### STATISTICS

**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

**Base Atk** +6; **CMB** +9; **CMD** 19

**Feats** Cleave, Intimidating Prowess, Power Attack, Skill Focus (Perception), Weapon Focus (falchion), Weapon Specialization (falchion)

**Skills** Intimidate +6, Perception +2, Survival +5

**Languages** Common, Orc

**SQ** armor training 1, weapon training (heavy blades +1)

**Gear** Mwk falchion, 5 javelins, +1 chainmail armor.

### 2-3. East Wing (EL 8 or Variable)

If these orcs have not already been alerted, read or paraphrase the following:

Two orcs clad in black leather armor stand atop a mound of books, and yell back and forth at one another. Their hands both rest on the hilts of their short swords, as if they are ready to cut one another down.



## RAID ON BROOKMERE

These two orcs are fighting over who made the most kills through the streets of Brookmere on the way to the library, as anyone who speaks the Orcish language knows. The orcs do not physically fight one another, and soon go back to ransacking the library if not attacked.

### ORC ROGUES (2)

CR6

XP 2,400

Male Orc Rogue 6

CE Medium humanoid

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

**Weakness** light sensitivity

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 30 each (5 HD; 5d8+5)

**Fort** +3, **Ref** +7, **Will** +1

**Defensive Abilities** ferocity, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +8 (1d8+1/19-20)

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

**Special Attacks** rogue talent (slow reactions)

#### TACTICS

**During Combat** The two orc rogues team up to fight one opponent at a time, attempting to flank and move out of the way of counterattacks.

**Morale** These orcs do not surrender.

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

**Base Atk** +4; **CMB** +5; **CMD** 17

**Feats** Dodge, Mobility, Skill Focus (Perception), Weapon Finesse<sup>b</sup>, Weapon Focus<sup>b</sup> (short sword)

**Skills** Bluff +7, Climb +10, Disguise +7, Escape Artist +11, Perception +8, Sleight of Hand +11, Stealth +11.

**Languages** Common, Orc

**SQ** trapfinding, rogue talent (finesse rogue), rogue talent (weapon training)

**Gear** Mwk short sword, light crossbow, 20 bolts, studded leather armor.

As before, the wizard in the adjacent room (Area 2-4, Scroll and Magic Tomes Room) is allowed a DC 10 Perception check to hear the commencing of battle in this room.

This chamber of the library houses tomes written on the philosophy and workings of magic. Just outside of the door to Area 2-4 lay two charred orc bodies, victims of the *glyph of warding* that was cast on this door. After the blast and a good laugh, the remaining orc rogues commenced with picking the lock.

## 2-4. Scroll and Magic Tomes Room (EL 6 or Variable)

Unless Martak has already been alerted, read or paraphrase the following:

Amid shelves of musty tomes and scrolls stands a hunched orc, his nose in a book. He leans on his staff and grunts to himself in delight.

### MARTAK

CR6

XP 2,400

Male Orc Wizard 6

CE Medium humanoid

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

**Weakness** light sensitivity

#### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 dodge)

**hp** 25 (6 HD; 6d6+6)

**Fort** +3, **Ref** +3, **Will** +5

**Defensive Abilities** ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk staff +4 (1d6)

**Melee** touch +3 (by spell)

**Ranged** ray +4 touch (by spell)

**Special Attacks** hand of the apprentice 5/day

**Spells Known** (CL 6th; concentration +12)

3rd—*fireball* (DC 15), *slow* (DC 15)

2nd—*acid arrow*, *mirror image*, *touch of idiocy*, *web* (DC 14)

1st—*mage armor*, *magic missile* (x2), *ray of enfeeblement* (DC 13)

0—*detect magic*, *message*, *ray of frost*, *read magic*

#### TACTICS

**Before Combat** Martak has *mage armor* cast upon himself when he first encounters the PCs.

**During Combat** If forced to fight Martak uses *mirror image*, and then *acid arrow* and *magic missile*. He uses the *fireball* only in case of an emergency, as the quarters of the library are cramped, making the spell especially dangerous. If given the chance Martak flees.

**Morale** Martak will surrender if defeated, but attempts to flee if reduced to one-quarter hit points.

#### STATISTICS

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

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Brew Potion, Combat Casting, Dodge, Scribe Scroll, Skill Focus (Perception)

**Skills** Fly +10, Knowledge (arcane) +11, Linguistics +11, Perception +9, Spellcraft +11

**Languages** Common, Orc, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon.

**SQ** arcane bond (mwk staff)

**Combat Gear** *potion of haste*, *scroll of fireball*, *scroll of hideous laughter* (CL5), *scroll of web* (CL5); **Other Gear** Mwk staff, spellbook (contains all spells above plus 1st—*alarm*, *chill touch*, *featherfall*, *hypnotism*, *identify*, *shield*, *silent image*, *sleep*; 2nd—*darkness*, *invisibility*, *see invisibility*, *spider climb*; 3rd—*arcane sight*, *dispel magic*, *haste*, *hold person*, *sleet storm*, *tongues*).

Martak is busy thumbing through a magical text. Should the PCs catch him unawares he attempts to negotiate rather than fight. Should Martak hear the PCs battling in the other rooms, he joins his companions in the fray until things begin to go badly for he and his group. Then he attempts to negotiate, hoping to save his own skin.

Martak is fairly intelligent (for an orc), and tries to mislead PCs when under interrogation. He is a member of the Stonebones clan, but does not say so. He knows that the people of Brookmere are likely to blame the Irontooth clan for the attack, and thus claims to be a member of the Irontooth's. When asked about the raid he claims that the Irontooth's have been itching to break the treaty and attack Brookmere for some time. The attack on the library, he claims, was planned because it seems to be the pride of Brookmere.

Should Martak be subjected to a *zone of truth*, he attempts to mislead PCs by speaking "half-truths." For example, if PCs ask if the raiders are from the Irontooth clan, he states "the Irontooth's have been eager to attack Brookmere for many years."

Should the PCs charm Martak he tells the truth (that he is a member of the Stonebones clan, as are many of those involved in the raid). He tells PCs that he and the others were paid well by a strange elf wizard who goes by the name of Elyria. He truthfully tells PCs that he does not know her motives, or where she is from. He knows only that she seeks a tome that she believes is kept in this library.

This room holds a great deal of spellbooks and magical scrolls (both arcane and divine). PCs can find nearly any spell found in the

*Pathfinder Core Rulebook.* The only spells that cannot be found on this floor are those that can be considered evil (either by cleric domain, or at the DMs discretion). Such spells might include *finger of death*, *wail of the banshee*, etc. The spells that are considered “restricted” can still be found on the above floor, as the wizard’s feel that all knowledge is valuable, and all sources have a multitude of purposes. Besides the books and scrolls, PCs can find a *manual of bodily health +1* stored on a back shelf. You may have to remind greedy PCs that the keepers of the library (wizards from the nearby school and a variety of clerics from the city’s temples) would not be pleased to see them looting what they sought to protect.

## Library, Third Floor

### 3-1. Stairwell

The stairwell ends on the third floor in a nearly empty 20-foot by 60-foot room. Two orcs, their flesh charred, lie dead before an open, metal door. The door is engraved with a multitude of runes.

PCs may know that the third floor houses the restricted lore of the library. The Brookmere Wizard’s Academy only allows entry to those who have proven their worth and morality.

The door was trapped with a *glyph of warding*, and is responsible for the death of the two orc rogues before the door.

### 3-2. Restricted Magic

A sense of heaviness permeates this room as if the dark subject matter contained herein had infused the air with its essence. A multitude of strange books and scrolls occupy this room.

This room houses the arcane and divine spells that cannot be found on the floor below (the restricted spells). The spells contained herein are restricted, as the members of Brookmere’s Wizard’s Academy feel that they are harmful, or evil in some way. The content of this room is at the DMs discretion. Besides having a great deal of tomes and scrolls in this room, PCs can find a *vacuous grimoire* and a small gray bag (hidden behind several books on a shelf in the back of the room) filled with *dust of sneezing and choking*.

### 3-3. Restricted Lore (EL 14)

“Fools! I told you not to light it on fire!” A woman’s voice escapes her black robes, scolding her minions as she hurriedly places a number of books in her satchel. A flame spreads on the third floor of the library, and a thick black smoke fills the air. The woman turns toward the door and halts upon seeing you. “Insolent whelps! I spared you in the streets, but you lay your lives back down at my feet! Kill them!” She gestures to her guards and they rush forward to attack.





## RAID ON BROOKMERE

There are **2 bugbear fighters**, and a **hill giant fighter** in this room, acting as the personal guard of **Elyria**. When PCs enter this room, read the following:

### BUGBEAR GUARDS (2)

CR10 XP

9,600

Male Bugbear Fighter 8

CE Medium humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +12

### DEFENSES

**AC** 18, touch 11, flat-footed 17 (+2 armor, +1 Dex, +1 dodge, +3 natural, +2 shield)

**hp** 73,77 (11 HD; 3d8+8d10+19)

**Fort** +8, **Ref** +6, **Will** +3; +2 against fear

**Defensive Abilities** bravery 2

### OFFENSE

**Speed** 30 ft.

**Melee** +1 morningstar +17/+12 (1d8+7/19-20)

**Ranged** javelin +11/+6 (1d6+3)

### TACTICS

**During Combat** The bugbears do everything they can to stay between the PCs and Elyria. They use Dazzling Display and Intimidation to demoralize opponents. They also attempt to get into flanking positions to take down the most powerful foes first.

**Morale** The bugbears fight to the death.

### STATISTICS

**Str** 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +10; **CMB** +13; **CMD** 24

**Feats** Cleave, Critical Focus (morningstar), Dodge, Greater Weapon Focus (morningstar), Improved Critical (morningstar), Intimidating Prowess, Mobility, Skill Focus (Perception), Weapon Focus (morningstar), Weapon Specialization (morningstar)

**Skills** Intimidate +19, Perception +12, Stealth +14; **Racial**

**Modifiers** +4 Intimidate, +4 Stealth

**Languages** Common, Goblin

**SQ** stalker, armor training 2, weapon training (flails +1)

**Gear** +1 morningstars, +1 bucklers, 5 javelins each, leather armor.

### HILL GIANT GUARD

CR10

XP 9,600

Male Hill Giant Fighter 3

CE Large humanoid (giant)

**Init** -1; **Senses** low-light vision; Perception +10

### DEFENSE

**AC** 20, touch 8, flat-footed 20 (+3 armor, -1 Dex, +9 natural, -1 size)

**hp** 98 (13 HD; 10d8+3d10+43)

**Fort** +14, **Ref** +3, **Will** +4; +1 against fear

**Defensive Abilities** bravery 1, rock catching

### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +18/+13 (2d8+11) or 2 slams +16 (1d8+7)

**Ranged** rock +9 (1d8+10)

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

**Special Attacks** rock throwing (120 ft.)

### TACTICS

**During Combat** The hill giant uses Awesome Blow and Improved Bull Rush to keep the PCs away from Elyria. He throws stones at unarmored foes in the back of the group if the bugbears are handling melee.

**Morale** The hill giant fights to the death.

### STATISTICS

**Str** 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +10; **CMB** +18 (+20 to Bull Rush); **CMD** 27 (+29 vs. Bull Rush)

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Power Attack, Skill Focus (Perception), Weapon Focus (greatclub)

**Skills** Climb +14, Intimidate +14, Perception +10

**Languages** Giant

**SQ** armor training 1

**Gear** Masterwork greatclub, 5 stones in a large sack, large hide armor.

### ELYRIA NOVGOROD

CR10

XP 9,600

Female Fallen Elf Evoker 10

CE Medium humanoid (elf)

**Init** +7; **Senses** low-light vision; Perception +16

### DEFENSE

**AC** 22, touch 16, flat-footed 18 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural)

**hp** 50 (10 HD; 10d6+10)

**Fort** +5, **Ref** +6, **Will** +8; +2 against enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** +1 staff +4 (1d6)

**Melee** touch +4 (by spell)

**Ranged** ray +8 touch (by spell)

**Special Attacks** arcane school (intense spells +5), arcane school (*force missile*, 1d4+5, 7/day), arcane school (elemental wall, 10 r)

**Spells Prepared** (CL 10th; concentration +18)

5th—*cone of cold* (DC 20), *stone shape*, *teleport*

4th—*confusion* (DC 19), *greater invisibility*, *lesser globe of invulnerability*, *ice storm* (DC 19)

3rd—*deep slumber* (DC 18), *dispel magic*, *lightning bolt* (DC 18) x2, *suggestion* (DC 18)

2nd—*acid arrow*, *darkness*, *detect thoughts* (DC 17), *see*

*invisibility*, *hideous laughter* (DC 17), *touch of idiocy*

1st—*charm person* (DC 16), *hypnotism* (DC 16), *mage armor*, *magic missile* x3

0 (at will)—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** necromancy, illusion

### TACTICS

**Before Combat** Despite her words of bravado, Elyria wishes to take no chances. In fact, the woman that PCs see before them isn't even Elyria. Elyria has cast a string of spells on herself in an attempt to make certain that her plans are not foiled. She has the following spells cast when PCs enter this area: *lesser globe of invulnerability*, *greater invisibility* and *mage armor*. Elyria hides behind the easternmost bookshelf, safely hidden and peering at the PCs through the books. On her turn she uses *stone shape* to create an exit in the library wall and uses her move action to jump out (note that she is equipped with a *ring of feather falling*). On her next round she casts *teleport* and returns to Castle Novgorod.

**During Combat** If forced into combat, Elyria does not care about anything other than the book. She uses *ice storm*, *lightning bolt*, and *acid arrow* indiscriminately.

**Morale** Elyria will do whatever is necessary to survive this encounter and escape with the book.

### STATISTICS

**Str** 9, **Dex** 16, **Con** 14, **Int** 19, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Combat Casting, Craft Rod, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

**Skills** Craft +17, Fly +16, Knowledge (arcane) +17, Linguistics

## RAID ON BROOKMERE

+17, Perception +16, Spellcraft +17, Stealth +13.

**Languages** Common, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon, Orc, Giant.

**SQ** arcane bond (+1 staff)

**Combat Gear** *rod of wonder*, *wand of lightning bolt* (25 charges, CL10); **Other Gear** +1 staff, *amulet of natural armor* +2, *ring of protection* +2, *ring of featherfall*, spellbook (contains all spells above plus 1st—*floating disk*, *hold portal*, *identify*, *obscuring mist*, *reduce person*, *shield*, *sleep*; 2nd—*alter self*, *arcane lock*, *cat's grace*, *false life*, *levitate*, *mirror image*, *resist energy*, *shatter*, *summon swarm*; 3rd—*fireball*, *fly*, *major image*, *stinking cloud*, *black tentacles*, *enervation*, *remove curse*, *nightmare*, *waves of fatigue*).

Stealing the book is of the utmost importance to Elyria, and she does not wish to put her mission in jeopardy. In fact, the mission is so important that as the DM, you may wish to make certain that Elyria escapes with the text, as it is a key plot point and hinge for the adventure.

To make matters worse for the PCs, a fire has broken out in this room, and spreads rapidly each round. After 1d4 rounds of combat all creatures must make DC 15 Reflex saves or catch fire (unless PCs somehow put out the fire beforehand). Creatures that catch fire immediately take 1d6 points of fire damage, and 1d6 more each subsequent round, until the fire is put out. Items on the creature may have to make saves as well to avoid combusting (see the *Pathfinder Core Rulebook*, Chapter 13, "The Environment," *Catching on Fire*).

**Experience:** Add 20% to the normal experience for this encounter due to the fire. PCs are also likely to expend a fair amount of their resources searching for an enemy who is no longer there. Award PCs an additional 10% if they think of a way to put out the flames and save the library on their own.

### After the Battle

After the battle, assuming that players do not get the fire out on their own, citizens and wizards from the academy take notice and quickly rush to put out the flames. Citizens form a line of buckets from the well to the library, passing water to be thrown on the fire. Meanwhile, wizards cast *sleet storm* spells from scrolls taken from the academy. Between the groups the citizens can quench the flames (although the library does sustain considerable damage).

Area 3-3 houses all of the lore that the Brookmere Wizard's Academy believes should be restricted. Topics found in this room include demonology, vile "ethnography" style memoirs of those that have experienced firsthand the rituals and ways of evil societies, and other such works of evil.

*Il Oboroten* is a rare and valuable text written in an ancient dialect of elvish. The word "Oboroten" is used in ancient elvish to describe those that have been condemned to inhabiting another form (in this case the axe). The book details the ancient axe, *Medb*, and the rite that is said will release the demoness entrapped within from her imprisonment. It also details the history of the axe, and its apparent ties to Lilith. For more details on *Il Oboroten*, see Appendix 2.

Given the state of the library it is nigh impossible for PCs to determine what has been taken without the aid of divination magic. Characters who learn of the missing book's title and who speak Elvish have a 25% chance to know the ancient word (as the ancient language is similar to the current dialect). Otherwise, a DC 15 Knowledge (arcane) or Linguistics check would suffice.

## Raid Aftermath

The horde of orcs is driven off after a great battle. Many were slain and much of Brookmere lies in ruin. Citizens begin an attempt to put their lives back together. A general animosity rises amongst the citizens for Lord Thorbold. They see the attack as being his fault, as he was the one that drafted a treaty with the Irontooth Orc clan (who most believe are the attackers). Soon after the battle Lord Thorbold hears of the PCs deeds and sends a messenger to summon them to his keep. Should the PCs accept his summons and follow the messenger

to the keep, read or paraphrase the following:

Lord Thorbold's messenger leads you up a long staircase to the third floor of the keep and continues ahead to a set of ornately carved wooden double doors. Two guards clad in full-plate armor and bearing halberds usher you forth. The messenger pushes the large doors open and beckons you to follow as you enter the chamber beyond. Lord Thorbold sits at the head of an oak table, and stands as you enter. "Greetings! I have heard of your exploits, and ask that you might dine with me!" He gestures to the table, displaying an array of foods. "Please, make yourselves comfortable!"

This is a chance for the characters to discuss the recent events, make plans, and do some role-playing. Thorbold asks the PCs about their encounter in the library, and what they make of the attack. He is especially interested in the sorceress that led the attack. After allowing the PCs a chance to tell their part of the story, read or paraphrase the following:

Thorbold sits back in his chair after listening to your account. "That is strange indeed." He says. "What would the orcs want with our library?" He lights a pipe and takes a long puff, blowing a thick ring of smoke. "You know of the treaty with the Irontooth's no doubt. Well, many years ago they were a constant burden to Brookmere, until we drafted the treaty, that is. Gorgrim is reasonable enough for an orc, and has seemed satisfied with the treaty for the past several years. It was only recently that he expressed new hostilities toward our city." Thorbold takes another long drag of his pipe before continuing.

"It seems that a company of lumberjacks encroached on Gorgrim's side of the Blackstump Woods. The orcs resorted to violent measures, and threatened to break the treaty. Well, it seems that they've grown in numbers over the years, and a war with the Irontooth's is the last thing I want. But with this attack it seems inevitable. Still, I'm not so certain that Gorgrim is to blame."

Allow the PCs to interact with Thorbold. He answers any questions for them concerning the raid. If the PCs ask if Gorgrim was seen during the raid, Thorbold states that there are no reliable accounts of the chief's presence. Should the PCs ask about the orcs that retreated, Thorbold states that Rangers tracked the orcs to the Blackstump Woods, but from there the tracks disbanded in all directions. If the PCs ask about other orc clans, Thorbold says that he knows of no other large clans in the area, although there are many small factions of orcs and goblinoids nearby that pay no clan allegiance.

After the PCs have asked their questions, Thorbold asks them for their help. He fears that even if the Irontooths are not to blame, the attack may incite bloodlust in the Irontooths, and bring a second attack on the city. He asks PCs to act as ambassadors, bear the white treaty flag, and go to the Irontooth's territory to parlay with Gorgrim. Thorbold wishes the PCs to question Gorgrim of the attack, and learn if they were involved, or if they know which clan was involved. He wishes to know which clan is responsible before deciding upon war.

Thorbold realizes that going deep into hostile orc territory is dangerous, and offers 1,000 gp to each party member willing to act as an ambassador, should the PCs ask for payment. Brookmere is not a rich city, but Thorbold will pay up to 500 gp more per person should players haggle.

Should players accept the terms, Thorbold draws them a map of the Blackstump forest, and the way to the Irontooth caverns. Give players **Handout 1**.



# Blackstump Forest

This chapter details a number of wilderness encounters and lairs of the many inhabitants of Blackstump Forest. In addition, PCs have a 10% chance each day and night spent in the woods of running into a wandering monster. Wandering Monster Table 1, found in the adventure Appendix 1, details possible encounters.

The Blackstump Woods lie just a few miles north of Brookmere, as does Blackstump Lake, which extends several miles into the woods. Under the treaty, Blackstump Lake lies completely in Brookmere's territory, and a cart road leads along the lake out into the woods. The road stretches nearly the entire way to the Irontooth lair, although there is a visible decline in the road's quality as one enters Irontooth territory. The road has become overgrown and washed out, as the orcs pay no heed to its upkeep. It is a single day's ride to the Irontooth orc caves. Read or paraphrase the following as PCs enter the Blackstump Forest:

A road with deep cart ruts leads out of Brookmere along Blackstump Lake. Boats sail on the lake, propelled by a cool breeze blowing from the east. The road follows the lake and is flanked by farmland and abandoned dwellings. Finally, after several miles, you see the Blackstump Woods looming ahead. Tall pines flank the road and continue east for as far as the eye can see. To the west the lake stretches deeper into the woods, but no boats float these waters.

PCs with the Tracking feat that make a successful DC 20 Survival check can find tracks in this area left by the orc raiders. Shortly after entering the forest the tracks disband in all directions. Each set leads deep into the forest in erratic patterns. If PCs persist in following tracks to the eastern side of the road, they continue to the hills just north of Sylvanus, a small town several days ride northeast of here. These are the tracks of the Stonebones clan members.

## 1. Lumberjack Camp

After a short distance into the woods the PCs come upon a smaller road leading off to the east. Should they choose to follow it they soon come upon a small encampment of twelve lumberjacks. Should PCs openly approach, read the following:

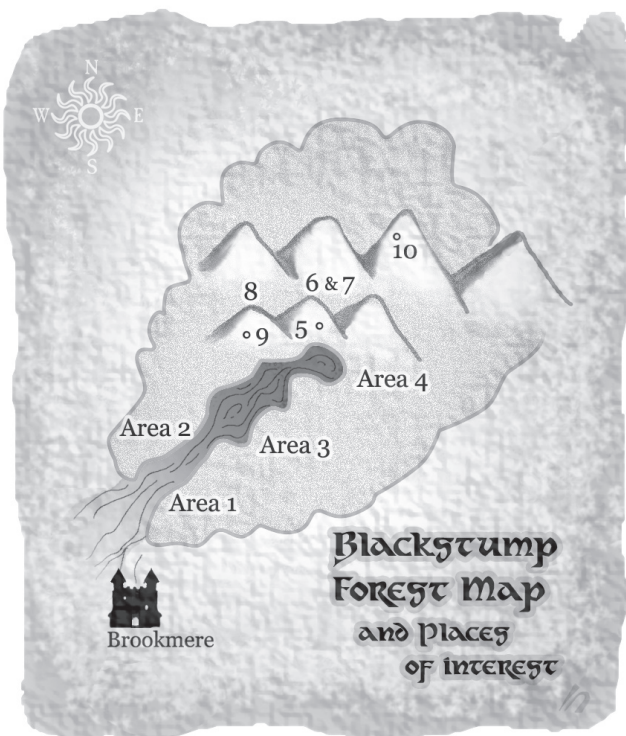
The road comes to an end in a large clearing. Tents are set around several central fire pits, and a number of carts circle the outer ring of the encampment. Most of the carts are filled with logs. Hobbled horses graze nearby. A man ambles toward you from one of the carts, badly limping on his right leg. "Hail!" He calls out to you.

The man hailing the PCs is the boss of the operation, **Terrence Boggis**. He welcomes the PCs to his camp and bids them to stay and talk over a meal.

**TERRENCE BOGGIS**  
NG Male Human Com 3  
XP  
hp 10; Knowledge (local) +6

CR2  
600

Unless it is nearing nightfall, Terrence is the only one at the camp.



Otherwise the other eleven lumberjacks are here as well. Terrence says that recently a small tree fell on his leg while working, and he waits at the camp for it to heal.

The **11 lumberjacks** do not yet know of the raid on Brookmere, but if the PCs inform them they become a bit closed-mouthed. This is because they heard the war band traveling through the forest the night of the raid, forming in the east, and none of the men are eager to be seen as cowards. The lumberjacks had heard of other lumberjacks killed by Gorgrim and the Irontooth clan, and hoped to keep in hiding from the orcs (despite the fact that they are working in Brookmere's territory). Should the PCs mention the raid on Brookmere it still takes some coercing to drag this information from the lumberjacks (DC 15 Diplomacy checks).

**LUMBERJACKS (11)**  
NG Male Human Com 1  
XP 400  
hp 8 each; Knowledge (local) +4

CR1/2

Besides knowing the above information, Terrence and the others can point the PCs in the direction of the Irontooth caves. They caution the PCs to stay away from Gorgrim's territory, telling them horror stories and the grisly fates of other trespassers.

Finally, Terrence knows one last bit of information. He tells PCs that he has seen a strange woman beckon to him from Blackstump Lake (see Area 2). Correctly believing her to be a water spirit, he kept his distance, having heard a fair number of tales detailing their mischief. He advises the PCs to keep their distance should they see her.

## 2. Serena of Blackstump Lake (EL 0 or 13)

Shortly after the road leading to the lumberjack encampment the

## BLACKSTUMP FOREST

PCs encounter Serena, a **nereid** whose shawl has been stolen by Gorgrim. She beckons to the PCs, hoping to find a champion to help her. Read the following as PCs travel along the road.

A short distance across the waters of Blackstump Lake is a figure, treading in the water. She seems to see you passing and swims closer to shore. She calls out to you although from this distance you cannot make out her words.

Wait for PCs to say whether they wish to stay to greet her or continue on their journey before continuing. Should they stay to greet her, read the following:

The woman approaches the shore but still stays a short distance out in the water. Her features appear Elven, and it looks as if she is swimming nude. Her flowing dark hair floats atop the water, hiding her body's features. "Hail! My name is Serena! Won't you help me?"

Serena tells PCs right away that she is a fey creature of the water. She explains to them that Gorgrim and his clan attacked her at the small lake just below their caves, and stole her shawl. Gorgrim has threatened to destroy the shawl if she does not cooperate with his clan, and thus she follows his orders for fear of death. Gorgrim has ordered Serena to kill any that approach the lake below the Irontooth's caverns. He has not expressly forbid her from traveling the river to Blackstump Lake, and thus Serena travels here in search of a champion whenever she believes Gorgrim will not notice.

Serena desperately pleads with the PCs to help her, offering a valuable treasure as a reward should they return her shawl. Should PCs agree to help, Serena grows elated and very cooperative. She answers any questions the PCs may have about the Irontooth's recent activity. Serena can tell Inquiring PCs that only small bands of Irontooth's have left the immediate area recently. Gorgrim has not traveled anywhere farther than to her lake for nearly a month.

When it comes time for the PCs to move on, and if the PCs agreed to help her, Serena tells them that she must guard the lake below the Irontooth caves. She urges PCs to avoid the lake, telling them that she is commanded by Gorgrim to defend it. She fears that Gorgrim will destroy her shawl if he sees her allow the PCs safe passage. Thus, she informs PCs of a trail that veers around the lake and leads directly to the Irontooth caves.

Should the PCs choose to attack Serena (for whatever reason), she reacts by fighting in the same manner as detailed in Area 4. Serena owns a *figurine of wondrous power* that is carved in the shape of an octopus (a new item, detailed in Appendix 2 of this adventure). It calls forth a **giant octopus** named **Squiggles** if thrown in the water.

### SERENA OF BLACKSTUMP LAKE XP 2,400

CR 6

Female Nereid (See Appendix 3)  
CN Medium Fey

**Init** +2; **Senses** low-light vision; Perception +8

#### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

**hp** 22 (4 HD; 4d6+8)

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

**Defensive Abilities** transparency, water form; **SR** 21  
**Vulnerability** shawl

#### OFFENSE

**Speed** 30 ft., swim 40 ft

**Melee** poison spit +2 (0 + poison)

**Ranged** poison spit +4 (0 + poison)

**Special Attacks** kiss, shape water, water mastery

#### TACTICS

**Before combat** If surprised by the PCs, Serena is slowly floating around the pool.

**During combat** Serena tries to beguile any male PCs, coaxing them into kissing her. Those that do kiss her must make a DC 14 Fortitude save or drown. Should Serena's charms not work, she summons Squiggles and then spits her venom at the nearest target. **Morale** Serena does not wish to fight to the death, but attempts to flee after being reduced to one-quarter of her hit points (fighting just long enough to please Gorgrim). Serena sends Squiggles away and retrieves the figurine before attempting to flee.

#### STATISTICS

**Str** 11, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 18

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Dodge, Great Fortitude, Iron Will

**Skills** Bluff +11, Escape Artist +9, Knowledge (Nature) +8, Perception +8, Sense Motive +8, Stealth +9, Survival +5

**Languages** Common, Sylvan

**SQ** beguilement, control water

### SQUIGGLES, GIANT OCTOPUS

CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 219)

If the PCs get Serena's shawl from Gorgrim, and return it without damage, she gives them a *nereid cloak* (detailed in Appendix 2 of this adventure). It is a beautiful ivory colored cloak made from the shawls of departed nereids. When worn it grants the wearer +2 bonuses to both Dexterity and Charisma.

Unscrupulous PCs might choose not to return Serena's shawl, but use it against her much as Gorgrim has. In such a case Serena grows embittered toward the PCs, and waits for the perfect time when she might take back her shawl and wreak vengeance upon her captors.

## Knowledge (Nature): Nereid

Those with Knowledge (nature) might know a bit of the nereid. A DC 15 check reveals each nereid owns a shawl, that if destroyed kills the creature. A DC 20 check reveals that nereid's are typically tricksters whose kiss can drown a man. Men oftentimes find their lure irresistible, only to succumb to the nereid's deadly charm.

## 3. Irontooth Territory Border

The Irontooth territory border is about a half days ride north of Blackstump Lake by way of the main road. From here the road north becomes overgrown and in a state of ill repair. Read the following when PCs near the Irontooth territory:

Pikes are stuck in the ground on and around the road, heralding human skulls. Buzzing hordes of flies circle the skulls that still contain rotting remnants of human flesh. These gruesome standards are no doubt meant to mark the point where Brookmere territory ends, and Irontooth territory begins.

These standards were actually made from the lumberjacks that strayed onto the Irontooth side of the forest. Casting *speak with dead* does work on the skulls. The skulls can tell the PCs only that they were attacked by a band of orcs who were led by a terrible warchief decorated in red war paint and brandishing a greatsword. They can also tell PCs that they were lumberjacks from Brookmere who



## BLACKSTUMP FOREST

strayed too deep in the forest, accidentally crossing the border into Irontooth territory.

A successful DC 20 Perception check of the surrounding woods yields the lumberjacks' bodies. The bodies have already been stripped of all valuables by the orcs. The remains lay rotting in the bushes, having already been picked at by scavengers.

**Experience:** Award players an extra 200 xp each if they bury the remains of the lumberjacks.

### 4. Irontooth Lake (EL 12)

The trail leads straight to a mountainous and densely forested valley. A lake lies at the bottom of the valley, and the trail continues past it, winding back into the mountains. PCs can also find another trail leading off around the lake (by making a successful DC 15 Perception check), and if they negotiated with Serena, know to follow it. The second trail ends up in the same spot as the first, on the mountain above the lake at Area 5.

There are two options for the following encounter, depending on whether or not PCs have already confronted Serena. Be sure to read or paraphrase the appropriate text.

Should the PCs not have bargained with Serena they may not know any better than to approach the lake. Read the following as PCs near the lake's shores:

Gentle waves roll in to the lake's shore, rustling aquatic bushes and plants on the water's edge. A thrush flies from the bushes as you near.

Allow PCs DC 15 Perception checks to notice the sparkling of five red gems in the waters. Gorgrim placed these here in an attempt to lure intruders nearer to Serena. The gems are Bloodstones worth 50 gp each. The nereid hides behind the nearby bushes in the water, waiting to call Squiggles and attack. Optimally, Serena waits until a PC reaches for the gems before making herself known.

Read the following to those PCs that heard Serena's warning, but were foolish enough to ignore it:

A pained voice cries out from the lakes rippling waters. "Fools! I warned you not to pass by the lake! I'm sorry, but I have no choice!" Serena swims toward you, and suddenly a giant, rubbery, tentacled beast bursts from the lake. Its tentacles writhe as it moves closer to the shore.

If PCs defeat Serena she dissolves into formless water. PCs may find her treasures in the nearby waters by making DC 25 Perception checks for each item.

#### SERENA OF BLACKSTUMP LAKE

XP 2,400

hp 22; see Area 2

#### SQUIGGLES, GIANT OCTOPUS

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 219)

### 5. Irontooth Cavern Guards (EL 0 or 14)

The path leads to the entrance of the Irontooth caverns. The cave entrances are well hidden in a large outcropping of stone, behind bushes and trees. PCs can find the caverns by making a successful DC 20 Perception check. Guards (**Morg** and **Grushrim**) step forth

from the stones to greet PCs first, however. Read the following when PCs approach:

The trail seems to come to a halt here, before a large, stone outcropping. Near the stone something stirs. A large ogre moves forward from one side, and a bugbear from the other. The ogre beats his club in the palm of his hand and the bugbear brandishes a sword with a great deal of nicks and notches. Neither seems pleased to see you. "ntruders!" The ogre says in his guttural attempt at the common tongue. "Wha chu be want'n 'ere? Mayhaps you be want'n' some bashin'?"

The two guards listen to what the PCs have to say, as long as PCs are not hostile. Any mention of Thorbold, Gorgrim, the treaty, or that they were sent as ambassador's gets the guard's attention (especially if they present the white treaty flag given to them by Lord Thorbold). Should PCs say that they were sent to speak to Gorgrim by Thorbold, the ogre (Morg) sends the bugbear (Grushrim) into the caverns to alert the orc chieftain.

Should PCs decide to attack and kill the guards, they have a more difficult time ahead of them speaking to Gorgrim. They might find the cavern entrance nearby, but the caverns are a mess of tunnels infested with orcs and goblinoids. These tunnels are beyond the scope of this adventure, and would be more suited for a lower level party, and as such are not detailed here.

Should PCs kill the guards, you can easily get them back on track by having them meet some other members of Gorgrim's clan that are willing to speak with the orc chieftain on their behalf. They act either out of fear of the PCs or fear that Gorgrim will be angry with them for not reporting the intruders. Either way, Gorgrim should meet the PCs at the top of the mountain at Area 6 (but he may be more hostile toward PCs for killing his guards).

#### MORG

XP 25,600

Male Ogre Fighter 10

CE large humanoid (giant)

**Init** +4; **Senses** darkvision 60 ft, low-light vision, Perception +2

#### DEFENSE

**AC** 17, touch 9, flat 17 (+3 armor, +5 natural, -1 size)

**hp** 142 (14HD; 4d8+10d10+66)

**Fort** +14, **Ref** +4, **Will** +6; +3 against fear

**Defensive Abilities** bravery 3

#### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** Mwk greatclub +26/+21/+16 (2d8+16) or slam +17/+12 (1d6+10)

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

#### TACTICS

**During combat** Morg's uses Improved Vital Strike and Improved Sunder on any armored foes, and switches to Power Attack on unarmored opponents. He fights intelligently with Grushrim, and Bull Rushes foes into bad positions.

**Morale** Morg does not surrender.

#### STATISTICS

**Str** 26, **Dex** 11, **Con** 18, **Int** 8, **Wis** 10, **Cha** 4

**Base Atk** +13; **CMB** +22 (+24 to Bull Rush and Sunder); **CMD** 32 (34 vs. Bull Rush and Sunder)

**Feats** Cleave, Greater Weapon Focus (greatclub), Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (greatclub), Weapon Specialization (greatclub)

**Skills** Climb +7, Intimidate +8, Perception +2, Survival +5

**Languages** Common, Giant

**SQ** armor training 2, weapon training (hammers +2, natural +1)

**Gear** Hide armor

## BLACKSTUMP FOREST

### GRUSHRIM

CR11

XP 12,800

Male Bugbear Fighter 9

CE Medium humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +13

### DEFENSES

**AC** 17, touch 12, flat-footed 15 (+2 armor, +1 Dex, +1 dodge, +3 natural)

**hp** 77 (12 HD; d8+9d10+21)

**Fort** +8, **Ref** +7, **Will** +4; +2 against fear

**Defensive Abilities** bravery 2

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *morningstar* +18/+13 (1d8+7/19-20)

**Ranged** javelin +13/+8 (1d6+3)

### TACTICS

**During melee** Grushrim begins by throwing javelins at unarmored foes not engaged in melee. He then switches to his +1 *morningstar*, attempting to flank with Morg. They concentrate on one opponent before moving on.

**Morale** Grushrim fights until Morg is down, then flees to warn Gorgrim.

### STATISTICS

**Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +11; **CMB** +14; **CMD** 25

**Feats** Critical Focus (*morningstar*), Dodge, Greater Weapon Focus (*morningstar*), Improved Critical (*morningstar*), Intimidating Prowess, Mobility, Point Blank Shot, Skill Focus (Perception), Spring Attack, Weapon Focus (*morningstar*), Weapon Specialization (*morningstar*)

**Skills** Intimidate +19, Perception +13, Stealth +14; **Racial**

**Modifiers** +4 Intimidate, +4 Stealth

**Languages** Common, Goblin

**SQ** stalker, armor training 2, weapon training (flails +2, spears +1)

**Gear** +1 *morningstar*, 5 javelins, leather armor.

If PCs cooperate with the guards, Morg talks to them while Grushrim is away. Unfortunately ogres are not much of conversationalists. Morg talks mostly of “bashin’ goblins who ain’t followin’ orders.” If asked about the recent raid on Brookmere he merely scratches his head and says he knows “nothin’ ‘bout no raid.” When Grushrim finally returns from the caverns (several minutes later), read the following:

The bugbear returns from behind the stone outcropping and approaches. “The boss says he’ll see you,” he says in a much better attempt at the common tongue than that made by the ogre. “You’re to meet at the seated stone ring. Morg’s supposed to take you there.”

Morg sighs. “All da way up dere?” He asks, whining. “C’mon then.” He says, and gestures to you to follow as he begins walking up the mountain.

## 6. Ancient Amphitheater (EL Variable)

Morg leads the PCs to the top of the mountain where a crumbling amphitheater lies in ruins, built long ago by an ancient culture. The Irontooths use this place whenever **Gorgrim** wishes to address his entire clan at once. He awaits the PCs at the amphitheatre with his advisor, **Wormtooth**, and **20 guards**. Read or paraphrase the following as PCs approach:

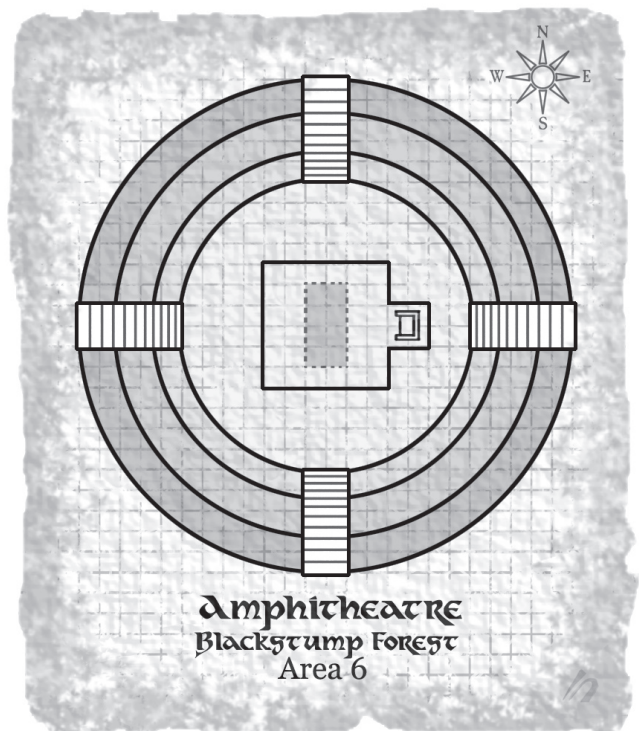
Morg leads you to the top of the mountain where an ancient, crumbling amphitheater is built into the earth. Rows of declining stone benches encircle a central platform in oval formations. The benches are empty, but the central platform is occupied by some twenty guards who stand in line, flanking the east and west sides. Sitting at the head of the platform in an ancient stone throne is a muscular orc, his face painted with red shapes and runes. A black greatsword lies across his knees. Morg leads you down to the platform, and ushers you forth through the line of guards.

Wait for PCs to react before continuing. Gorgrim refuses to talk to the PCs unless they follow ceremony and walk forth through the line of guards and stand before him.

“Morg, what are you doing here? I told Grushrim to escort the intruders. But no bother.” The orc chieftain looks down upon you as you approach. “I am Gorgrim, bearer of Lamorak the Black, slayer of the Green Wyrms Doomwing, and Chieftain of the Irontooth clan. Who are you and why do you call an audience with me?”

Gorgrim listens to the PCs carefully until they are finished. He denies having had any involvement with the raid, and (no matter how diplomatic the PCs are) grows defensive. He feels that PCs are accusing him of betraying the treaty (perhaps irrationally). Allow PCs to interact with Gorgrim for some time before reading the following:

An orc leaning upon a skull-topped staff hobbles up to the throne and stands beside Gorgrim. He whispers in the orc chieftain’s ear and crooked smiles creep on both of their faces. “Yes, Wormtooth, perhaps a test is in order.” A clanking sound rumbles from somewhere beneath the platform and the floor beneath your feet gives way!





## BLACKSTUMP FOREST



The platform is a thirty foot wide square, and the trapdoor occupies twenty of those feet. It splits in the middle, dropping PCs into the pit below unless they have some quick way to react. Those on the outer five feet of the mechanism are allowed DC 15 Reflex saves. Those on the inner spaces of the trap are allowed DC 25 Reflex saves. One of the orc guards falls into the chamber with any falling PCs as well, much to the delight of the Irontooth onlookers.

Those PCs that succeed at their saves must deal with the orc guards, who attempt to push or throw the PCs into the pit. You can run both battles (those above and those below in the pit) simultaneously.

### GORGRIM, ORC CHIEFTAN

CR15

XP 51,200

Male Orc Fighter 15

CE Medium humanoid

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

**Weakness** light sensitivity

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 armor)

**hp** 135 (15 HD; 15d10+45)

**Fort** +11, **Ref** +8, **Will** +5; +4 against fear

**Defensive Abilities** bravery 4, ferocity

### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** *Lamorak the Black* +23/+18/+13 (2d6+16 plus 2d6 vs. lawful/19-20)

**Ranged** +2 *flaming composite longbow* +22/+17/+12 (1d8+8 plus 1d6 fire)

### TACTICS

**During melee** If any PCs are dropped into the pit, Gorgrim leaves the area. If forced to fight, he draws *Lamorak* and drives the remaining PCs into the pit.

**Morale** If forced, Gorgrim fights to the death.

### STATISTICS

**Str** 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

**Base Atk** +15; **CMB** +19; **CMD** 22

**Feats** Blind-Fight, Cleave, Combat Reflexes, Dazzling Display, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Vital Strike, Leadership, Power Attack, Point Blank Shot, Precise Shot, Shatter Defences, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)  
**Skills** Climb +11, Intimidate +8, Perception +4, Survival +7

**Languages** Common, Orc

**SQ** armor training 4, weapon training (heavy blades +3, bows +2, natural +1)

**Gear** *Lamorak the Black* (+3 anarchic greatsword), +2 *flaming composite longbow* (+4 Str), +2 *breastplate armor*, 20 arrows.

### GORGRIM'S GUARDS (20)

CR5

XP 1,600

Orc Fighter 5

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -1

**Weakness** light sensitivity

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 35 (5 HD; 5d10+10)

**Fort** +5, **Ref** +1, **Will** +0; +1 against fear

**Defensive Abilities** bravery 1, ferocity

## BLACKSTUMP FOREST

### OFFENSE

**Speed** 30 ft.

**Melee** mwk battleaxe +10 (1d8+5)

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

### TACTICS

**During Combat** The guards keep the PCs away from Wormtooth, attempting to drive them into the pit.

**Melee** The orcs fight to the death.

### STATISTICS

**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

**Base Atk** +5; **CMB** +8; **CMD** 18

**Feats** Cleave, Intimidating Prowess, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

**Skills** Intimidate +6, Perception -1, Survival +5

**Languages** Common, Orc

**SQ** armor training 1, weapon training (axes +1)

**Gear** Mwk battleaxe, 5 javelins, chainmail armor.

### WORMTOOTH

CR13

**XP** 25,600

Male Orc Sorcerer 13

CE Medium humanoid

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +13

**Weakness** light sensitivity

### DEFENSE

**AC** 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)

**hp** 68 (13d6+29)

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

**Defensive Abilities** ferocity

### OFFENSE

**Speed** 30 ft.

**Melee** +1 dagger +6/+1 (1d4)

**Melee** touch +5 (by spell)

**Special Attacks** ray +7 touch (by spell)

**Spells Known** (CL 13th; concentration +20)

6th (4/day)—*chain lightning* (DC 19), *flesh to stone* (DC 19), *true seeing*

5th (6/day)—*baleful polymorph* (DC 18), *overland flight*, *teleport*, *transmute rock to mud*

4th (7/day)—*confusion* (DC 17), *dimension door*, *enervation*, *greater invisibility*, *stoneskin*

3rd (7/day)—*dispel magic*, *haste*, *fireball* (DC 16), *slow* (DC 16), *stinking cloud* (DC 16)

2nd (7/day)—*acid arrow*, *glitterdust* (DC 15), *invisibility*, *mirror image*, *see invisibility*, *web* (DC 15)

1st (7/day)—*enlarge person*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *light*, *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

**Bloodline** arcane

### TACTICS

**Before Combat** Wormtooth casts *mage armor* before interaction with the PCs.

**During Combat** Wormtooth may close the trapdoors again (the switch is operated near the throne) if he feels that the PCs below could escape. Wormtooth then uses his spells in an attempt to force PCs into the pit. If he feels especially threatened he uses his *staff of necromancy* and spells to devastating effect, favoring spell combinations such as *flesh to stone* followed by *rock to mud* on the statue. If in serious peril he follows with *greater invisibility* and other defensive spells.

**Morale** If facing defeat, Wormtooth *teleports* to the orc caverns below, possibly calling for reinforcements, or leaving the area entirely.

### STATISTICS

**Str** 9, **Dex** 12, **Con** 12, **Int** 12, **Wis** 11, **Cha** 16

**Base Atk** +6; **CMB** +5; **CMD** 16

**Feats** Brew Potion, Combat Casting, Empower Spell, Eschew Materials<sup>b</sup>, Extend Spell, Improved Initiative<sup>b</sup>, Iron Will, Scribe Scroll, Still Spell<sup>b</sup>

**Skills** Bluff +14, Intimidate +14, Knowledge (arcane) +11, Perception +13, Spellcraft +11, Use Magic Device +16

**Languages** Common, Orc, Goblin.

**SQ** arcane bond (toad familiar), metamagic adept 3/day

**Combat Gear** 2 *scrolls of lightning bolt* (CL7), *staff of necromancy*; **Other Gear** +1 dagger, ring of protection +2, slippers of spider climb.

### GAGRAZACK

CR 1/8

**XP** 50

Toad Familiar

N Diminutive animal

**Init** +1; **Senses** low-light vision, scent; Perception +23

### DEFENSE

**AC** 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

**hp** 34 (13HD for purpose of effects)

**Fort** +2, **Ref** +5, **Will** +10

**Defensive Abilities** improved evasion

**SR** 18

### OFFENSE

**Speed** 5 ft.

**Melee** touch +1/-4

**Special Attacks** deliver touch spells

**Space** 1 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 1, **Dex** 12, **Con** 6, **Int** 1, **Wis** 15, **Cha** 4

**Base Atk** +6; **CMB** -3; **CMD** 2 (6 vs, trip)

**Feats** Alertness<sup>b</sup>, Skill Focus (Perception)

**Skills** Acrobatics +4, Perception +23, Stealth +21; **Racial**

**Modifiers** +4 Stealth

**SQ** speak with amphibians, scry on familiar

PCs who manage to stay up top and fight Gorgrim and Wormtooth choose a difficult path. They are likely separated from at least part of their party (who have a difficult fight alone in the pit). Should they actually kill Gorgrim and Wormtooth the rest of the orc guards flee, entering hidden tunnel entrances dispersed throughout the forest and mountain, and taking refuge in the mass complex of tunnels below. A new orc chieftain arises to claim Gorgrim's title (possibly Guzruk, an Irontooth cleric of Orcus who hopes to turn the orc clan from worshipping their patron orc deity to outright worship of the demon lord Orcus). From here the orcs consider the treaty void, and work to bolster the defenses of their home, while planning a large scale raid on Brookmere.



## 7. Trap Chamber (EL 15)

As soon as any PCs fall, Gorgrim enters the secret entrance behind his throne (which can be found later by PCs with a DC 25 Perception check). He does not personally deal with PCs that escaped the trap unless forced to, having faith that his guards will throw them in as well. The entrance leads to the orc caverns, and a metal grate immediately above the fighting pit from where Gorgrim enjoys watching battles. Read or paraphrase the following to any PCs that fall into the pit chamber:

You fall into a large earthen floor chamber. Metal gratings surround the room, and orc and goblinoid faces leer at you from all angles, pointing and cheering at your predicament. It seems that one of the orc guards wandered too close to you, and fell into the trap himself. The orc runs back and forth through the chamber, frantically searching for an exit. He runs to one of two enormous gates in the chamber, where hordes of orcs and goblinoids are gathered to watch. The orc reaches through the bars, pleading for freedom, but is pushed to the floor. The pitiful creature stands again and runs toward the other gate, stopping just short of the gate at the wall. There he seems to be searching for some secret panel, some way to escape the prison. Suddenly, the other gate lurches and with the clanging of turning gears, begins to rise. The orc continues to search for a moment, and then jumps to his feet and runs toward you, his arms outstretched. An ear-shattering roar causes your heart to lurch, and a giant, rotting beast chases the wretch. With alarming speed the dragon-like zombie catches the orc in its enormous maw. Blood pours onto the cavern floor and the orc's bones crunch as the beast rends him limb from limb. The audience cheers and Gorgrim yells down to you, "If you survive Doomwing, we'll talk." Shrill laughter echoes throughout the chamber. Doomwing bites off the orc's head and part of his midsection, and then fixes his gaze upon you. He bellows a terrible scream and rushes forward.

### DOOMWING

XP 4,800

Male Special Zombie Dragon

NE Huge undead

**Init** -1; **Senses** dragon senses; Perception +23

### DEFENSE

**AC** 34, touch 8, flat-footed 34 (+26 natural, -2 size)

**hp** 168 (21 HD; 21d8+63)

**Fort** +7, **Ref** +6, **Will** +15

**DR** 5/slashing; **Immune** undead traits

### OFFENSE

**Spd** 40 ft., fly 200 ft. (clumsy), swim 40 ft.

**Melee** bite +27 (2d8+15), 2 claws +27 (2d6+10), 2 wings +22

(1d8+5), tail slap +22 (2d6+15)

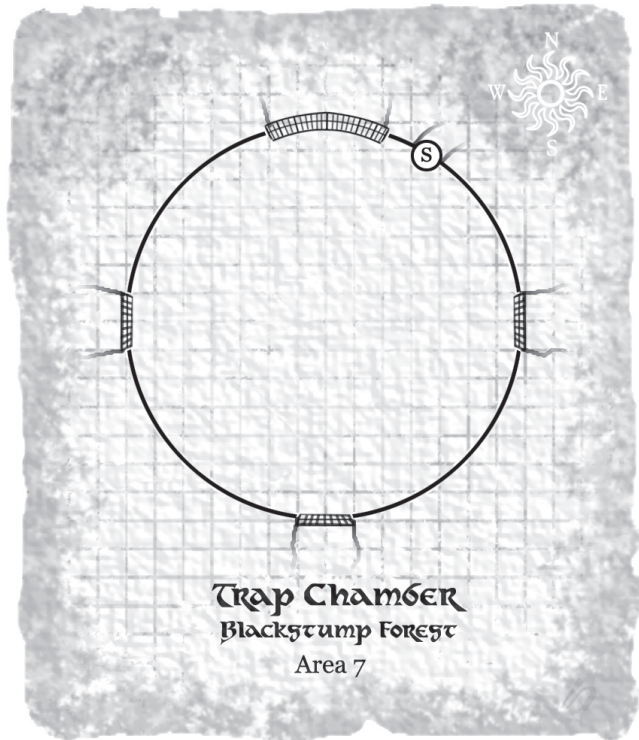
**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50 ft. cone, DC 23, 14d6 acid), crush (Small creatures, 2d8+15, DC 23)

**Spell-like Abilities** (CL 17th; concentration +24) 3/day—*contagion* (DC 16)

### TACTICS

**During combat** Doomwing retains a spark of his former intelligence after zombification. He opens combat with melee attacks focusing on armored foes first, using Awesome Blow or Improved Vital Strike. If sorely pressed, he uses his Hover feat and attempts to breath acid from the air. He does not possess the staggered condition.



**Morale** Doomwing fights until destroyed.

### STATISTICS

**Str** 31, **Dex** 8, **Con** --, **Int** --, **Wis** 17, **Cha** 16

**Base Atk** +17; **CMB** +28 (+30 to Bull Rush); **CMD** 38 (+40 vs.

Bull Rush, +42 vs. Trip)

**Feats** Awesome Blow, Cleave, Flyby Attack, Hover, Improved Bull

Rush, Improved Vital Strike, Power Attack, Vital Strike

**Skills** Intimidate +23, Perception +23, Stealth -1, Swim +16.

**SQ** stench of death

### SPECIAL ABILITIES

#### Breath Weapon (Su)

Doomwing spews forth a 50-foot cone of acidic vomit as his breath weapon, dealing 14d6 acid damage (Reflex DC 23 for half).

#### Crush (Ex)

Doomwing can crush opponents in a 10-foot by 10-foot area. Small or smaller opponents take 2d8+13 bludgeoning damage, and must successfully make a DC 23 Reflex save or be pinned.

#### Stench of Death (Ex)

Doomwing reeks of death, and thus living creatures within 30 feet must succeed on a DC 15 Fortitude save or be paralyzed for 1d6+4 rounds. A creature that succeeds cannot be affected by the stench again for 24 hours.

**Doomwing**, the late mate of Deathmaw (see Area 10), is the reanimated green dragon slain by Gorgrim. The clan has a priest of Orcus named Guzruk among its ranks who has worked his magic on the slain beast.

There is a secret passage on the eastern wall of the lair that leads into a crawlspace. The secret door is masterfully hidden, and can only be found with a DC 30 Perception check. The crawlspace splits into several different tunnels, each leading to a different spot at the surface. Orc guards from the amphitheater (if still alive) wait at each spot for PCs to exit, and from there insist on escorting the players back to speak again with Gorgrim.

Should PCs defeat Doomwing, the cavern falls silent. Gorgrim

orders the other gate raised, and the onlooker's part for the PCs to pass. There is nothing that the Irontooth's admire more than strength and power. The orcs point the PCs to a staircase that leads back up to the surface, from a hidden door on the steps of the Amphitheater.

Gorgrim honors his bargain, and talks more with the PCs, showing them a newfound respect. He promises to honor the treaty, and swears that his clan had nothing to do with the attack. He also offers to inquire with other orc clans from out of the area, in an attempt to discover who is responsible for the attack.

He is even willing to barter for Serena's shawl, should the PCs ask. Of course Gorgrim asks for a favor in return for the shawl. He tells PCs about a group of trolls that has recently defected from the Irontooth clan. Gorgrim does not tolerate such affronts to his authority, and asks PCs to hunt down and destroy the trolls (bringing their heads as proof and burning the remainder of their bodies). Gorgrim believes that they are hiding out somewhere near the dolmens on the next mountain to the west of here (see Area 8). He honors his word and gives PCs Serena's shawl should they return with the troll's heads.

Should PCs escape Doomwing's lair through the secret cavern or by magical means, and speak to Gorgrim, insisting that they technically "survived Doomwing," Gorgrim laughs and talks with the PCs. Although he does not respect them for their battle prowess in this case, he does allow the PCs their leave, after reiterating that the Irontooths had nothing to do with the raid on Brookmere. He may also barter for Serena's shawl if asked (DM's option).

## The Irontooth Clan

The Irontooth clan is a large group of allied orcs, goblins, bugbears, worgs, and ogres. Following is a detailed account of their estimated numbers:

300 standard orcs

100 1st to 3rd-level orc fighters

50 4th to 5th-level orc fighters

Gorgrim, Orc Chieftain, 15th-level fighter

Guzruk, Cleric of Orcus, 14th-level cleric

Wormtooth, Orc Advisor, 13th-level wizard

400 standard goblins

100 1st to 3rd-level goblin rogues

Snotfrir, Goblin Warlord, 10th-level rogue

100 worg wolves

50 bugbears

50 1st to 5th-level bugbear fighters

Grushrim, bugbear, 8th-level fighter

Ubgrag, Bugbear Warlord, 12th-level warrior

30 ogres

20 1st to 5th-level ogre fighters

10 6th to 10th-level ogre fighters

Morg, Ogre, 10th-level fighter

Gulag, Ogre Warlord, 12th-level barbarian

Doomwing, zombie dragon

Serena, captive nereid

In addition Gorgrim and the Irontooths have an alliance with a nearby clan of gnolls. Should Gorgrim call his hordes to war, the gnolls are more than willing to assist. Following are estimated numbers of the allied gnoll clan:

100 gnolls

50 1st to 3rd-level gnoll fighters

50 4th to 8th-level gnoll fighters

Xeenog, Gnoll Cleric of the demon-gnoll god, 10th-level cleric

Gnasher, Gnoll Chieftain, 11th-level warrior

## 8. The Dolmens

The Dolmens are just to the west of the Irontooth caverns, at the top of the next mountain. They once served as burial chambers for the same ancient civilization that built the amphitheater (a clan of humans known as the Magnus), but now stand empty and unearthened after centuries of weathering and looters. Read the following to PCs as they approach:

Before you stand fifteen dolmens, stone capped burial chambers arranged in a circular pattern on the hilltop. You wonder what sort of man could have moved such enormous stones. Perhaps magic or giants played some part in their construction.

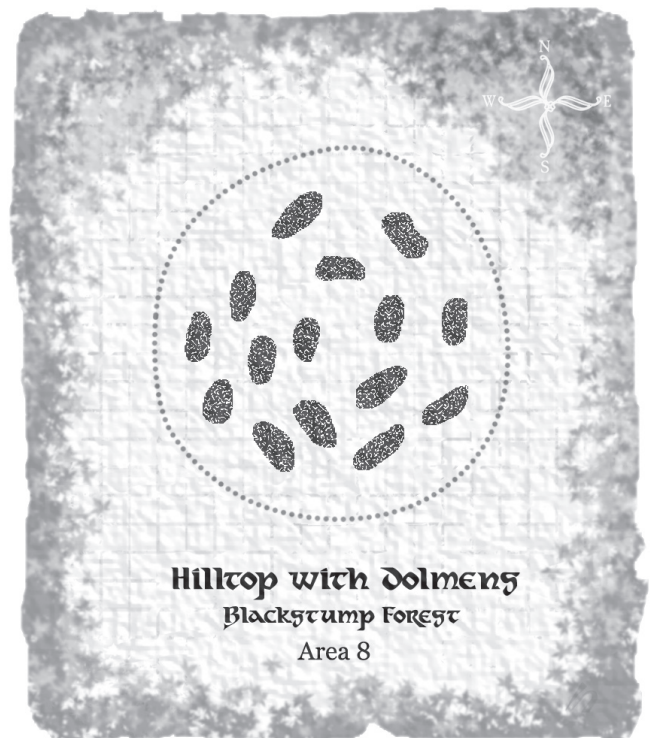
Spiral patterns, runes and the names of each king and queen whose bodies once lay here are carved into the dolmen walls (in the ancient language of the Magnus, of course).

**Treasure:** This area has been well looted in the past, but investigative PCs can find a golden torc, almost completely buried in the earth, near the center dolmen with a DC 20 Perception check. The torc is an exquisitely crafted item, and worth 5,000 gp.

Should PCs roll a successful DC 25 Perception check they make an additional discovery. Carefully tucked between the capping and side dolmen stones is a long, warty toe. PCs may recognize it as that of a troll. There are three other toes tucked in similar areas within other dolmens.

Every morning the 4 trolls each cut off one of their toes and hide it in the dolmen area. They know that Gorgrim is out to kill them, and take no chances. Should the rest of their bodies be completely burned the trolls regenerate from their toes at this area.

PCs with the Tracking feat that succeed at DC 15 Survival checks can find Troll tracks that lead to Area 9, the Troll Cave. Should PCs stop here early in the morning, or camp at this area for the night, they encounter the pack of trolls (who are ready to attend their morning ritual of cutting off their toes). The trolls attempt to ambush the PCs if possible, taking whatever advantage they can get. PCs who linger in this area may become hunted themselves, as the Trolls have the scent ability and would love a good meal of adventurers (especially if the party includes any elves).





## Dolmens and the Magnus Clan

The dolmens are constructed of two large, flanking stone slabs about six feet long and four feet tall and capped by another appropriately sized slab. Long ago each dolmen housed the body of a royal person, and was buried by earth as a mound. Now they appear as little more than oddities. A clan of humans named the Magnus ruled this land long ago, and built the many structures that still litter the landscape today. Theirs was a culture that revered druids and bards above all others, and many of their traditions and gods still persist in the nearby lands.

It is said that the dead once buried here still return to their tombs on the nights of the summer and winter solstice. On those nights Diana, the Goddess of the Hunt blows her horn, calling the dead kings and queens forth to the material plane to hunt whatever great beasts roam nearby. Many a traveler has heard Diana's call to the dead on the solstice nights, and few who do forget her haunting tune. Some even claimed to have been the prey of the hunters, having spent the entire night fleeing from the spectral beings and their goddess. If these accounts were true, one would expect those escaping the hunters to be few and far between, for whom can hope to withstand the might of the gods?

## 9. Troll Cave (EL 14)

The troll tracks from Area 8 lead here to a copse of trees in which is hidden a cave, just a short distance south of the dolmens. There is a 20% chance during the day that 1d4 of the trolls are wandering near the entrance of the cave. If any of the trolls meet the PCs when the rest of their group is not present, those trolls attempt to call for help, or flee to the cave. Allow the trolls within the cave Perception checks (DC variable depending on the circumstances and distance from the cave) to hear the calls of their comrade(s).

Should the PCs not encounter any trolls, and not take pains to mask their scent before entering the cave, read or paraphrase the text below. Otherwise, paraphrase any text appropriate to the situation:

This cave is definitely dwelled in by trolls, or some equally foul creature, for the smell is rotten enough to curdle your blood. Bones lie strewn about the entrance hall of the cavern, most of them humanoid. Wooden barrels are stacked against the chamber walls, and an enormous pile of excrement towers in the corner. "Sniff, Sniff! Grumsky, get out 'ere! I smell somethin' good!" A giant wart covered troll bearing an enormous greatsword steps out from the shadows of the cavern. "Grumsky! Meat 'as wandered right into our cave!"

### GRUMSKY

Female Troll Fighter 6

CE Large humanoid (giant)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

### DEFENSE

**AC** 25, touch 12, flat-footed 23 (+8 armor, +2 Dex, +1 deflection, +5 natural, -1 size)

**hp** 133 (12 HD; 6d8+6d10+78); regeneration 5 (acid or fire)

**Fort** +16, **Ref** +6, **Will** +5

**Defensive Abilities** Improved iron will

### OFFENSE

**Speed** 30 ft.

**Melee** +2 *large greatsword* +19/+12 and bite +12 (1d8+5) or bite +17 and 2 claws +12 (1d6+5)

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

**Special Attacks** rend (2 claws, 1d6+11)

### TACTICS

**During Combat** Grumsky draws her greatsword and attacks the nearest foe without fear. She uses Lunge and Combat Reflexes to catch opponents coming into her reach, and uses Vital Strike if she cannot strike twice in a round.

**Morale** Grumsky fights to the death in her lair, otherwise she flees back to the cave.

### STATISTICS

**Str** 25, **Dex** 14, **Con** 22, **Int** 10, **Wis** 9, **Cha** 10

**Base Atk** +10; **CMB** +18; **CMD** 30

**Feats** Cleave, Combat Reflexes, Improved Iron Will, Intimidating Prowess, Iron Will, Lunge, Power Attack, Skill Focus (Perception), Vital Strike

**Skills** Intimidate +16, Perception +15, Survival +7

**Languages** Common, Giant

**Gear** +2 *large greatsword*, +1 *half-plate armor*, *ring of protection*

+1, *ring of counterspells (fireball)*. The *ring of counterspells* activates when Grumsky is targeted with a *fireball*. Henceforth it is considered a *ring of counterspells* but with no spell cast within. Characters wishing to make use of the ring must cast a specific spell into it. Grumsky wears the rings on each of her little toes.

### TROLL RANGERS (3)

CR10

XP 9,600

Male Troll Ranger 5

CE Large humanoid (giant)

**Init** +2 (+4 underground); **Senses** darkvision 60 ft., low-light vision, scent; Perception +11 (+13 underground)

### DEFENSE

**AC** 20, touch 11, flat-footed 19; (+4 armor, +2 Dex, +5 natural, -1 size)

**hp** 125, 120, 117 (11 HD; 6d8+5d10+71); regeneration 5 (acid or fire)

**Fort** +15, **Ref** +8, **Will** +4

**Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +17/+12 (1d8+7) and bite +17 (1d8+7)

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

**Special Attacks** rend (2 claws, 1d8+11), favored enemy (elves +4, humans +2), favored terrain (underground), hunter's bond (companions, 1 round)

### TACTICS

**During Combat** These trolls will call for the others if met outside their cave then attempt to battle the party. If met in their cave, they attack mercilessly, targeting elves and humans first. The rangers will use their hunters bond ability to aid Grumsky when she attacks elves or humans.

**Morale** The rangers are evasive outside of their caves, and will retreat back if combat goes poorly for them. In their cave, the rangers fight to the death.

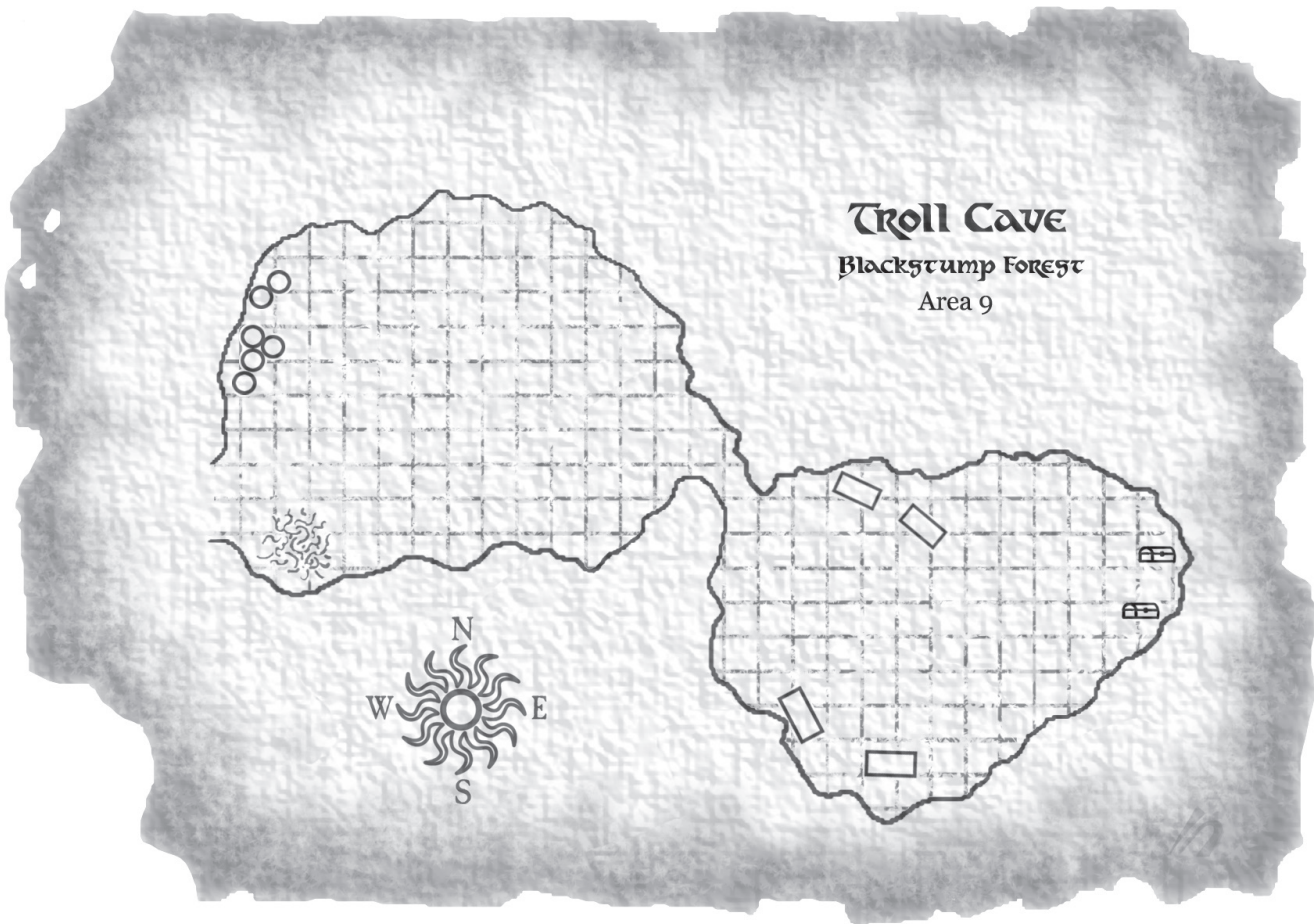
### STATISTICS

**Str** 25, **Dex** 14, **Con** 22, **Int** 10, **Wis** 9, **Cha** 10

**Base Atk** +9; **CMB** +17; **CMD** 29

**Feats** Endurance<sup>b</sup>, Improved Natural Attack (claws), Intimidating Prowess, Iron Will, Skill Focus (Perception), Two-Weapon Fighting<sup>b</sup>, Weapon Focus (claws)

**Skills** Climb +20, Intimidate +12, Perception +11, Stealth +15 ,



Survival +12 (+14 to Track)  
**Languages** Common, Giant  
**SQ** wild empathy, track.  
**Gear** Large chain shirts.

The cave is about 50 feet by 70 feet, and consists of one large room. The bones that lie strewn about are mostly of orcs and goblins, interspersed with a few wild animals. The wooden barrels are full of salted meat (mostly orc meat), and the pile of excrement is of course, just a pile of excrement. PCs that root around in the filth have a chance of catching filth fever (see *Pathfinder Core Rulebook*, Appendix 1, "Afflictions"), should they fail a DC 12 Fortitude save.

A small tunnel leads off into the back of the cavern into another chamber of about the same size as the last. Read the following as PCs enter:

The smell of this room is fouler than the last, and filthy beds of matted straw lying about on the chamber floor tell you that this is where the trolls rest. Two large chests sit in the far corner of the room.

**Treasure:** The chests are both locked with simple locks. A successful DC 20 Open Locks check can open both of them. Contained in the first chest are 600 pp, a 1,000 gp sapphire, a 50 gp jasper, and a 50 gp peridot. Contained in the second chest are an *elixir of love*, a *lens of detection*, and a *periapt of health*.

## 10. Deathmaw's Lair, Upper Chamber

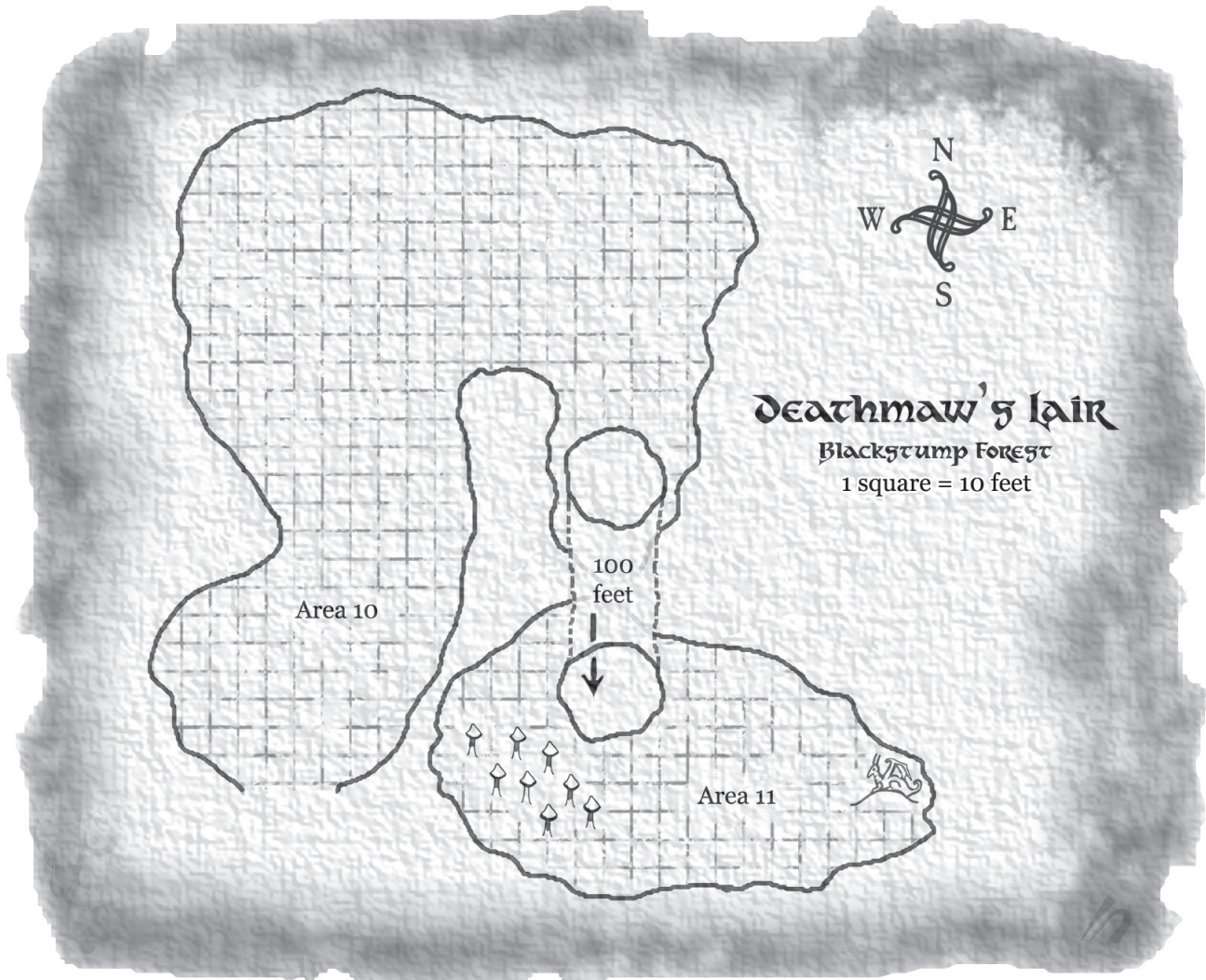
At some point PCs might encounter, or hear rumors of, **Deathmaw**, a **mature adult green dragon**. Wandering Monster Table 1 (see Appendix 1) details an encounter where the green dragon flies overhead. You may also allow PCs to hear tales of the dragon in Brookmere, or even from Gorgrim (as the orc Chieftain is responsible for the death of Doomwing, Deathmaw's previous mate). This may give PCs the proper imperative to hunt down the dragon's lair and loot her horde.

Deathmaw's lair is two mountains to the north of the Irontooth caverns. Her cave is easily seen high above the mountain base in a sheer cliff of stone, as the entrance is 40 feet wide. The cliff face rises 100 vertical feet, and the enormous cave entrance is 60 feet from the base. PCs can of course use *fly*, make DC 20 Climb checks to climb the face, or use a rope to rappel from the top into the cave.

The upper portion of the cave extends nearly 1,000 feet before it veers to the east, extending another 500 feet, and then yet another 500 feet to the south. At the end of the southern wall is a circular pit, about 40 feet wide. It drops down 100 feet into Deathmaw's lower chamber.

There is a 50% chance that Deathmaw is sleeping when PCs enter her cavern. Deathmaw is however, a light sleeper, and is allowed a Perception check to wake whenever the characters make too much noise. Otherwise, players may use the Stealth skill opposing Deathmaw's Perception check.





## II. Deathmaw's Lair, Lower Chamber (EL 16)

Deathmaw's lower lair is a cavern of a near oval shape extending 500 feet by 200 feet with a 60 foot ceiling. Read or paraphrase the following when PCs descend into the chamber, assuming that they have an appropriate light source, or other manner of seeing:

Before you is another massive cavern. Large stalactites hang from the ceiling and huge, purple, tree-like mushrooms grow from the earthen floor. A sharp, stinging odor hangs in the air like a noxious fog.

If Deathmaw has already been alerted to the PCs she hides in waiting, ready to pounce from the dark corners of the chamber. Before she attacks however, she carefully watches the PCs, hoping to learn more of their abilities, and the best way for her to strike. When satisfied, she talks to the PCs from the shadows, taunting them and attempting to learn whatever information she can about them and their people. If intrigued by the PCs,

Deathmaw attempts to use her *suggestion* ability, hoping to gain an interesting minion to entertain her for a short while before growing bored with her new companion and devouring him.

### DEATHMAW

XP 25,600

Female Green Dragon (Mature Adult)

LE Huge dragon (air)

**Init** +0; **Senses** dragon senses; Perception +23

**Aura** frightful presence (210 ft., DC21)

### DEFENSE

**AC** 30, touch 8, flat-footed 30 (+22 natural, -2 size)

**hp** 255 (17 HD; 17d12+85)

**Fort** +15, **Ref** +10, **Will** +13

**DR** 10/magic; **Immune** acid, paralysis, sleep; **SR** 24

### OFFENSE

**Spd** 40 ft., fly 200 ft. (poor), swim 40 ft.

**Melee** bite +26 (2d8+13), 2 claws +26 (2d6+9), 2 wings +24

(1d8+5), tail slap +24 (2d6+13)

**Melee** touch +26 (by spell)

**Ranged** ray +17 touch (by spell)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50 ft. cone, DC 23, 14d6 acid), crush (Small creatures, 2d8+13, DC 23)

**Spell-like abilities** (CL 17th; concentration +20)

At will—*charm person* (DC 14), *entangle* (DC 14), *suggestion* (DC 16)

**Spells Known** (CL 7th; concentration +20)

3rd (5/day)—*haste*, *vampiric touch*

2nd (7/day)—*blur*, *invisibility*, *spectral hand*

1st (7/day)—*feather fall*, *magic missile*, *protection from good*,

CR 13

*shield, true strike*

0 (at will)—*acid splash, bleed* (DC 14), *daze* (DC 14), *detect magic, mage hand, ray of frost, touch of fatigue* (DC 14)

### TACTICS

**Before Combat** If Deathmaw is aware of the PCs, she hides and readies herself with *shield, haste, vampiric touch, and protection from good*.

**During Combat** Deathmaw is an angry dragon in combat. If she resorts to melee attacks, she pulls no punches. If interrupted before she can cast her protective spells, Deathmaw is incensed and attacks with Greater Vital Strike and Great Cleave. If melee goes against her she takes to the air and attempts to hover over opponents and use her Lunge feat combined with Greater Vital Strike. For defense she will use the Hover feat to blind opponents, and cast spells from the air.

**Morale** Doomwing will cast *invisibility* and flee the cave if reduced to 25% of her hit points. If driven away easily, she continues on, never to return to the area.

### STATISTICS

**Str** 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +17; **CMB** +28; **CMD** 38 (42 vs. trip)

**Feats** Cleave, Flyby Attack, Great Cleave, Greater Vital Strike, Hover, Improved Vital Strike, Lunge, Multiattack, Power Attack, Vital Strike

**Skills** Fly +12, Intimidate +23, Knowledge (arcane) +23,

Knowledge (nature) +23, Perception +23, Spellcraft +23, Stealth +20, Survival +23, Swim +37

**SQ** trackless step, water breathing, woodland stride

### SPECIAL ABILITIES

#### Breath Weapon (Su)

Deathmaw spews forth a 50-foot cone of acid as her breath weapon, dealing 14d6 acid damage (Reflex DC 23 for half).

#### Crush (Ex)

Deathmaw can crush opponents in a 10-foot by 10-foot area. Small or smaller opponents take 2d8+13 bludgeoning damage, and must successfully make a DC 23 Reflex save or be pinned.

**Treasure:** Deathmaw's treasure hoard lies in the eastern corner of the chamber. It contains an *amulet of health* +6, a *ring of evasion*, a *staff of size alteration*, a 1,000 gp emerald, a 1,000 gp star ruby, 500 gp alexandrites (x2), a 500 gp black pearl, a 500 gp golden yellow topaz, a 100 gp deep green spinel, 100 gp silver pearls (x2), 50 gp moonstones (x2), a 50 gp rose quartz, a 50 gp zircon, 10 gp blue quartz pieces (x2), a 1,750 gp sapphire pendant, a 1,000 gp gemmed dagger, a 700 gp golden dragon idol, a 350 gp tapestry depicting a wizard's duel, a 100 gp black mask with lapis lazuli inlay, a 100 gp bolt of silk, a 100 gp gemmed chalice, 1,300 pp and 5,000 gp. The three magical items of the hoard all have *magic aura* cast upon them, and thus register as non-magical to those casting *detect magic*.

## Blackstump Forest Aftermath:

Thorbold is grateful for the PCs efforts in the Blackstump Forest, and as promised pays them their reward. Ramifications abound depending on the actions of the PCs in the forest. They may have made several powerful enemies, from Gorgrim to Deathmaw, or they may have left with some new friends (such as Serena) or strengthened relations between the Irontooths and Brookmere. PCs should later be rewarded or made to pay for their deeds in the forest. For example, if PCs killed Gorgrim a new orc leader rises to take his place. From there the Irontooth's seek to enact vengeance upon Brookmere, planning a massive attack.



# The Road to Sylvanus

Soon after their return Thorbold receives an urgent message from the nearby town of Sylvanus. He immediately sends for the PCs, hoping that they will again offer their services. Thorbold reads the letter to PCs (give the players **Handout 2**), and states that he believes there may be a connection between the two raids. After the last attack Brookmere's guards are in short supply, and Thorbold fears sending out his guard in case of another orc raid on Brookmere. Thorbold gives the PCs the letter and asks them to go to Sylvanus. He offers reluctant PCs another reward of 1,000 gold pieces each for their services.

It is three days ride to Sylvanus and the way is fraught with peril. On the trip there is a 10% chance day and night of wandering monster encounters. See Wandering Monster Table 2 in Appendix 1 of this adventure for appropriate encounters.

## Brighteyes Centaur Clan

A clan of **40 centaurs** known as the Brighteyes make their territory in the hills just a short distance from Brookmere. They are friendly to travelers and are on friendly terms with Lord Thorbold. PCs inquiring with the centaur clan can learn that an army of orcs (possibly the Stonebones clan, they say) traveled on the road from the east, and into the Blackstump forest. The centaurs believed that they were starting a war with the Irontooth orcs.

**CENTAURS (40)**      **CR 3**  
**XP 800**  
hp 26 each (*Pathfinder RPG Bestiary*)

# Garden Statuary

## I. Garden Statuary (EL 15)

This area is situated nearly a full days ride away from Brookmere, making it a common resting spot for travelers. Unfortunately, a **medusa** named **Calista** has recently made her lair in an old abandoned house not far from the clearing, and enjoys preying on those who stay at the oft-used campsite.

Calista takes pains to keep the area clear of evidence of her presence, and moves any remains of those she turns to stone to her lair. There is, however, one exception to her methods. Nearly a month ago a lone elfen ranger came through this area from Sylvanus on her way to Brookmere. As she sat by the fire that night, she heard Calista's movement in the back brush, and cautiously moved to investigate. Upon hearing the noise again, the ranger crouched in the cleft of a disfigured tree, and readied her bow. Calista jumped out and surprised the ranger, turning her to stone. The result was the beautiful elf's being trapped in a curious and elegant pose, her bow drawn and ready to fire. Calista, a lover of art, found the setup to be so beautiful that she could not bear to move the statue to her lair, despite the potential dangers. She also drove a small spike into the back of the statue's head, hoping to deter those that might seek to turn the elf back to flesh.

Calista has taken pains to keep the statue from view of the clearing, actually having uprooted several small trees and bushes, and replanting them in aesthetic patterns between the statue and the clearing. Calista has not only planted the trees to hide the statue, but in an attempt to beautify the area, having decided that it should be her garden. She has planted flowers and other such plants here as well, in artistic arrangements.

Calista actually hopes to incorporate other statues into the garden, and looks forward to luring travelers to interesting places around the area before petrifying them. The garden and its future victims have become her artistic vision.

Allow PCs a DC 20 Perception check to notice that there is something odd about that particular area, either a part of the statue, or perhaps the overall unusual, aesthetically pleasing layout of the entire area. Read the following as PCs approach the area.

The bushes, trees, flowers and other plants seem to be arranged in a beautiful, but unlikely manner. Younger trees and bushes seem to form a rough circle around this area, and within flowers and plants grow in beautiful spiraling patterns. One particular, larger tree seems central to the layout, and stepping closer you see why. Within the cleft of the tree is a stone statue of a beautiful elfen woman. She comfortably sits between the diverging trunks, holding a bow and drawn arrow, her taut muscles prepared to let fire. The complete visual effect of the landscape and statue is breathtaking.

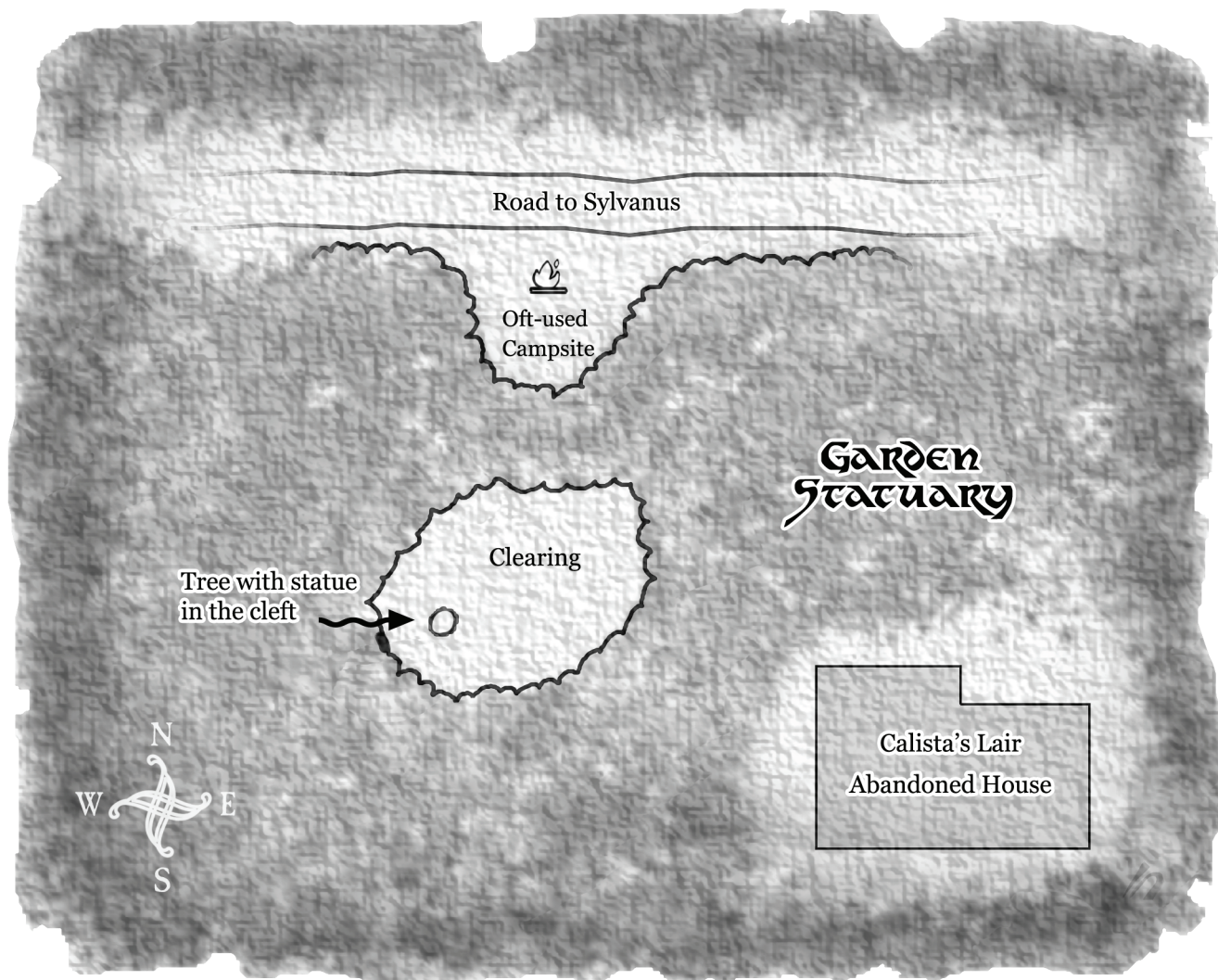
Should PCs not find the statue or any other unusual signs of Calista, and make camp at the clearing, the medusa comes forth from her lair that night and attacks. Should she be noticed by the PCs before given a chance to act, Calista retreats to her lair (possibly using *expeditious retreat*), all the while attempting to throw PCs off of her immediate trail, but ultimately drawing them in after her. She goes about accomplishing this task by using low-level spells such as *ghost sound*, *dancing lights*, and other illusions.

Ideally, Calista waits until the majority of PCs are asleep or off guard and attacks with a well placed *lightning bolt*. Next, if PCs act





## GARDEN STATUARY



overly confused, do not have their armor on, or have some other severe disadvantage, Calista casts *mirror image* on herself and moves into the clearing, hoping to petrify any that she can in the confusion. Should the PCs seem prepared for an attack or immediately (within a round), move forward to attack her, Calista hurriedly retreats to her lair, attempting to draw the PCs to the area where she has the best advantage.

### CALISTA

XP 51,200

Female Medusa Sorceress 8

LE Medium monstrous humanoid

**Init** +6; **Senses** all-around vision, darkvision 60 ft.; **Perception** +16

### DEFENSE

**AC** 18, touch 15, flat-footed 16 (+3 deflection, +2 Dex, +3 natural)

**hp** 128 (16 HD; 8d10+8d6+64)

**Fort** +8, **Ref** +10, **Will** +13

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *dagger* +15/+10 (1d4+1/19–20), snake bite +10 (1d4 plus poison)

**Melee** touch +12 (by spell)

**Ranged** +3 *shortbow* +18/+13 (1d8+4 plus 1d6 shock/×3)

**Ranged** ray +14 touch (by spell)

**Special Attacks** petrifying gaze, laughing touch 7/day

**Spells Known** (CL 8th; concentration +12)

4th (4/day)—*illusory wall* (DC 18)

3rd (6/day)—*deep slumber* (DC 19), *lightning bolt* (DC 17), *major*

*image* (DC 17)

2nd (7/day)—*eagle's splendor*, *hideous laughter* (DC 16), *hypnotic pattern* (DC 16), *mirror image*

1st (7/day)—*charm person* (DC 17), *entangle* (DC 15), *expeditious retreat*, *floating disk*, *mage armor*, *magic missile*,

0—*dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *read magic*, *resistance*

**Bloodline** fey

### TACTICS

**Before Combat** Calista attempts to use stealth to observe the party unseen.

**During Combat** Calista uses different tactics in different areas. See each area description.

**Morale** If reduced to 25% of her hit points, Calista will flee.

### STATISTICS

**Str** 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 18

**Base Atk** +12; **CMB** +12; **CMD** 24

**Feats** Ability Focus (gaze), Craft Wondrous Item, Eschew Materials<sup>b</sup>, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Weapon Finesse

**Skills** Bluff +15, Craft (sculpture) +13, Disguise +15, Intimidate +12, Knowledge (nature) +12, Perception +16, Stealth +10,

Survival +13; **Racial Modifiers** +4 Perception

**Languages** Common, Elven, Sylvan

**SQ** bloodline arcana, woodland stride

**Combat gear** *wand of stone shape* (31 charges; CL7)

**Gear** +3 *shortbow*, +1 *shock arrows* (10), +1 *dagger*, *ring of protection* +3.



# GARDEN STATUARY

## SPECIAL ABILITIES

### All-Around Vision (Ex)

Calista's snake-hair allows her to see in all directions. She gains a +4 racial bonus to Perception checks and cannot be flanked.

### Petrifying Gaze (Su)

Turn to stone permanently, 30 feet, Fortitude DC 20 negates. The save DC is Charisma-based.

### Poison (Ex)

Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

## 2. Abandoned House, Exterior

Built over thirty years ago and abandoned ten years ago, this house makes a fine lair for Calista. Read the following as PCs approach the house:

Standing before you is an old farmhouse surrounded by a quaint, wood fence. The house looks as if it has not been kept or occupied for years.

**Abandoned House Features:** 6 in. thick wood; Hardness 5; hp 60; Break (DC 20); Climb (DC 15). The ceiling inside of the house is 7 ft. high.

**Wooden Doors (Outside and Inside):** 2 in. thick; Hardness 5; hp 20; Break (DC 23).

**Windows:** 1 in. thick glass; Hardness 1; hp 1; Break (DC 10).

## 3. Entryway (EL 7)

There are actually two doors into the house, but the one leading to this room is the most obvious, as it faces the road. Calista uses neither of the doors to enter the house, as she has set traps on each. Instead, she climbs through a small basement window, leading to Area 7.

The door to this room is magically trapped with a *lightning bolt*. If the door is opened or tampered with, the trap is sprung.

### Lightning Bolt Trap CR 5

**Type** magical; **Perception** DC 28; **Disable Device** DC 28

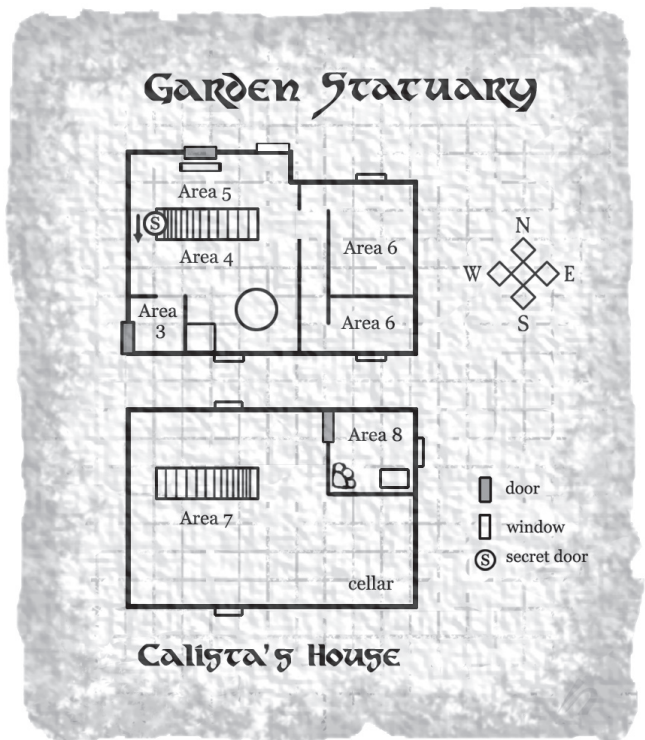
**Trigger** proximity; **Reset** automatic reset

**Effect** electricity arc (8d6 electricity damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

Read the following when PCs enter this room:

A single step leads to the rest of the house from this small entryway. This room looks as if it has been cleaned recently, as it shows no sign of dust or other materials commonly associated with abandoned structures. The floor as well is far from typical. In place of wooden planks or packed earth are tiny, stone tiles. They are painstakingly arranged to form a three-armed spiraling motif.

The floor was actually created by Calista's use of the *illusory wall* spell in an attempt to hide another trap that lies just before the step.



### Spiked Pit Trap CR 6

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger** location; **Reset** manual

**Effect** 100-ft.-deep pit (10d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## 4. Kitchen

A large, black stove sits in one corner of this room, and stacked beside it is a pile of wood. Pots and pans hang neatly above the iron stove. A single chair and a small, round table made of stone stand nearby. The table itself is an oddity, as its stand is carved in the likeness of a kneeling man holding the tabletop above him.

Calista was able to make the table from an actual victim that she turned to stone. After using *floating disk* to move the statue to her lair, she sculpted the statue more to her liking using *stone shape* and her Craft (Sculpture) skill. Calista uses this particular technique often, filling her lair full of art.

Each statue in the house has a small spike nailed into its head. In most cases the spike cannot be seen unless the head is carefully examined (by characters successfully making a DC 15 Perception check).

## 5. Sitting Room (EL 5)

This large room is nearly empty, having only a single stone bench sitting against the wall across from the window. The shutters are closed and latched.



## GARDEN STATUARY

Calista enjoys opening the shutters, sitting on the bench, and staring outside at the picturesque view of trees and a stream.

There is a door in this room that leads outside. It is trapped with another *lightning bolt* trap.

### Lightning Bolt Trap CR 5

**Type** magical; **Perception** DC 28; **Disable Device** DC 28

**Trigger** proximity; **Reset** automatic reset

**Effect** electricity arc (8d6 electricity damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

A thick wall divides the kitchen and the sitting room. The wall is hollow, and actually contains the stairs that lead down into the basement. Calista has made use of her *illusory wall* (DC 18) spell here as well, having cast it over the entrance in an attempt to make it appear as though it were merely a wall. Should Calista have lured PCs to her lair, she either leaves a small stick poking half out of the “wall,” hoping that PCs will see it and go deeper into her lair, or she makes a bit of noise at the base of the stairs. In such a case she readies a full action to fire her bow (using magical arrows) at the PCs as they examine the *illusory wall*.

## 6. Empty Rooms

This room looks as if it was once used as a bedroom, but now it sits completely empty. There are closed shutters over a window on the south wall.

There are two rooms marked 1E. Both are empty and identical. Calista doesn’t use these two rooms, preferring to keep her primary lair in the basement.

## 7. Basement Lair (EL 16)

The third stair down on the staircase leading into the lair is trapped. Any who step on that stair set off the trap, and release poison gas into the upper staircase.

### Insanity Mist Trap CR 8

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger** location; **Reset** repair

**Effect** poison gas (Insanity Mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

**Insanity Mist**

**Type** poison, inhaled; **Save** Fortitude DC 15

**Frequency** 1/rounds for 6 rounds

**Effect** 1d3 Wis damage; **Cure** 1 save

The lair has been carefully set up by Calista, as this is where she prefers to meet any opposition. She has cast *illusory wall* (DC 18) over each of the walls of the room, having them magically appear as mirrors. Calista is a vain creature, and loves to look at herself and her art in many different facets. In addition, she has found that the mirrors prove especially useful when foes invade her lair. Characters tend to see more images of Calista, and become confused when the medusa moves. Thus, opponents have a more difficult time averting their gaze (as they may not know where to avert their eyes). The game mechanics of this circumstance are described below in Calista’s tactics.

The stone statues in this room are all victims that have been turned to stone by Calista. She has altered most of them to more of her liking by using *stone shape*. Some of them are extremely grotesque, with melted and twisted features, while others are beautiful.

There are two small windows in this room (both barely large

enough for Calista and other medium sized creatures to squeeze through), covered by small, wooden shutters. They are both hidden by Calista’s *illusory wall* spell (as are the shutters on the outside of the house), although she of course knows exactly where they are, as do any that disbelieve her illusions. She uses these windows as entrances to the house in an attempt to avoid the many traps she has set up. When Calista wishes to go to the above floor, she does not use the stairs, but goes out the basement window, and through the shutters in Area 6.

If aware of the PCs and given enough preparation in her lair, Calista casts the following spells on herself, in the order presented: *mirror image*, *eagle’s splendor* (raising the DC by 2 for her spells and petrifying gaze), and *mage armor*.

Read or Paraphrase the following when PCs descend into the basement:

Stepping into the basement of the house is like stepping into a different dimension. It looks as if the basement goes on forever in every direction, and hundreds of statues litter the area. After a moment however your eyes adjust, revealing the trick of this place. Each wall is a mirror, making it appear that there is more area, and more statues than there really are. Many of the statues seem to move, and you realize that they are instead shapely women with the cowls of their cloaks raised over their heads. They move in unison, and lower their cowls. Atop their head’s snakes slither and writhe. The medusa’s raise their bows and take aim.

### CALISTA

**XP** 51,200

**hp** 128; see Garden Statuary above.

**CR** 15

**Tactics:** The many medusa’s are of course the products of Calista’s *mirror image* spell, and also the confusing effect of the many mirrors. There are so many images of Calista that it is more difficult for PCs to avert their gaze. PCs doing so still have a 75% chance of seeing one of her images, (and thus must save against her gaze attack). Calista uses her spells until they are nearly exhausted, favoring *lightning bolt*, *hypnotic pattern*, and *magic missile*. Should she run out of spells, she uses her +3 *shortbow*, along with her +1 *shock arrows* until they are exhausted. If Calista runs out of resources (spells and arrows), or comes within one-quarter of her hit points (and has little chance of victory), she flees into her bedroom, and attempts to flee from the hidden window therein. She may also choose to flee from one of the other windows if the opportunity presents itself.

**Experience:** Award an additional 25% XP bonus to PCs that defeat Calista in her lair, as her preparations add an extreme element of danger to the encounter.

## 8. Calista’s Bedroom

Read or paraphrase appropriate text of the following description to players as they enter this chamber:

The size and features of this chamber are multiplied by mirrored walls, and the overall aesthetic affect is much like that of the last room. A divan of brightly colored pillows and blankets lies in the corner, and a large chest sits nearby. Two statues of muscular men flank the divan.

The door to this room is hidden in the south wall by the *illusory wall* spell (appearing as part of the mirror). Calista uses this room as her bedroom. The two statues in this room are both handsome men that Calista found attractive. On the south wall of the room, directly

## GARDEN STATUARY

above the chest, is a small window just large enough for Calista to fit through. Like the others, it is covered with a small shutter.

The chest has a masterful lock on it, requiring a DC 30 Disable Device check. The key to the lock is hidden in a small crack in the east wall. Those that disbelieve the *illusory wall* (DC 18) and succeed at a DC 25 Perception check can find the key. The chest itself is trapped, and any tampering with the chest before disabling the trap suffer its effects.

### Poisoned Dart Trap CR 4

---

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 22

**Trigger** location; **Reset** manual

**Effect** Atk +15 ranged (1d3 plus giant wasp poison)

**Giant Wasp Poison**

**Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Dex damage; **Cure** 1 save

**Treasure:** The chest contains a *candle of truth*, *dust of tracelessness*, a *phylactery of faithfulness*, a 5,000 gp blue diamond, a 100 gp amber, a 100 gp deep green spinel, a 100 gp freshwater pearl (irregular), 50 gp onyx (x2), a 1,000 gp gold and amber bottle stopper cork, a 1,000 gp golden comb carved with a phoenix, a 700 gp harp with lapis lazuli and ivory inlay, a 50 gp small gold bracelet, and 900 pp.

## Garden Statuary Aftermath

Should Calista escape the PCs she does not return to her lair for some time. Instead she waits in the woods nearby the house, watching the characters, and possibly dogging their trail. She does not, however, attack the PCs until her wounds are healed, and she is in an area where she can take the greatest advantage of the situation. Calista is both patient and unrelenting, and tracks the PCs as far as she must to kill her prey.



# Mount Bloodstone

## I. Moraine's Farm

About a day from Sylvanus PCs come across a cozy farm nestled in a copse of trees between the mountains and the road. As PCs pass a woman rushes out to meet them, hysterical and begging for help. Her name is **Moraine Thistledown** and she maintains the farmland with her eight year old daughter Trista since her husband, Anton, died three years past. The only joys in Moraine's life are brought by her daughter Trista, and tending to the land. But Moraine explains that just a few hours prior to the PCs arrival an enormous red bird swooped down from the sky and snatched Trista right from the earth, carrying the child in its great talons to the towering Mount Bloodstone, aptly named for its dark red, jagged peaks. Moraine frantically explains her dilemma in hopes of help. Read the following to the players as they pass the farm:

**MORAINÉ THISTLEDOWN**  
NG Female Human Commoner 1  
XP 200  
hp 3

CR ½

Finally you come across farmland along the wooded road, and think that you must be nearing the town of Sylvanus. A single, small farm lies to the north, nestled in a copse of trees. As you pass a woman runs from the house, calling out to you. "Please! I need your help! Please help me!"

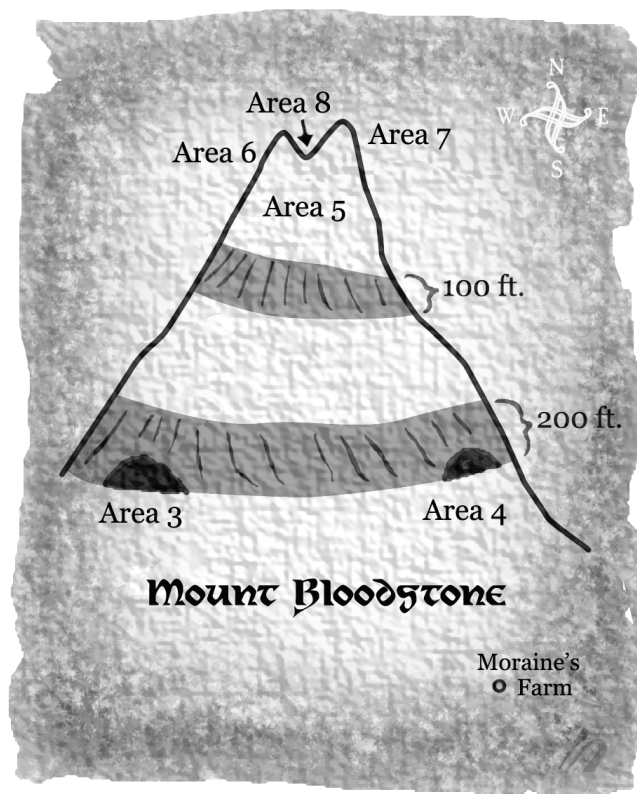
Moraine is extremely grateful to any that agree to help her, and offers them any aid that she can.

## 2. Mount Bloodstone

Mount Bloodstone is only a short distance north of Moraine's farm. Many dangerous creatures lurk in the area, and thus a separate wandering monster table is provided (see Wandering Monster Table 3 in Appendix 1). There is a 12% chance day and night that characters encounter a wandering monster. Read the following as PCs approach the mountain:

The ominous Mount Bloodstone raises high above you. Its jagged, red peak looks as if it burns above. The wind grows chill as you near the mountain base, and a high pitched screech echoes throughout the land. It is as if something sees your approach from above, and calls out its challenge to you.

It is a full day's hike to the top of Mount Bloodstone. The mountain rises a vertical 10,000 feet (to an elevation of 15,000 feet), and is the largest in a long range of mountains. After climbing half of the mountain, the terrain becomes so steep and rocky that horses cannot traverse it. Tethering the horses halfway up the mountain is dangerous as well, as many monsters make their home in Bloodstone. Roll a wandering monster check for the horses at the same time you do for the players. If they are tethered when a dangerous creature arrives, they are as good as dead. Stone giants that encounter the horses may leave them be. The yetis are likely to take the horses back to their caverns, saving them for a meal. PCs might track the horses and



barter with the yetis to get their steeds back. Should the roc spot the horses she is likely to snatch them for a quick meal, possibly shredding bits for her chicks.

A large, jagged cliff face marks the halfway point of Mount Bloodstone (where the terrain becomes too rocky for the horses to continue). The cliff extends nearly all the way around the mountain. By walking to the north side of the mountain one can forego this first cliff face, as on the north side the terrain is steep and rocky, but not vertical. The cliff face raises a sheer 200 feet before continuing to more stable terrain. PCs can hike another 500 ft., before reaching the second cliff face, this one 100 feet. The second face rises all around the mountain, and PCs must either make successful DC 15 Climb checks (movement is at 1/4 the character's normal speed, and a separate check is required for each move action) or fly to bypass it.

Characters may suffer from altitude fatigue once they reach the halfway point of Mount Bloodstone (the first cliff). Characters must make DC 15 +1 per previous check Fortitude saves or become fatigued (suffering a -2 to strength and dexterity until they get a complete 8 hours of rest). Once acclimated to the elevation, characters no longer must make these saves (see *Pathfinder Core Rulebook*, Chapter 13, "Environment", Mountain Terrain).

## 3. Yeti Den (EL 0 or 14)

A group of yetis make their den at the base of the first cliff on the western side of Mount Bloodstone. They are aggressive and territorial beings that view the entire mountain as their own. They make an exception for the stone giants that live nearby, as the yetis often enjoy watching the giants play rock-throwing games. At times the yetis and giants even gather together to trade goods and play music. The yetis use bone flutes and percussion instruments, while the giants play

# MOUNT BLOODSTONE



stone flutes and drums. Together they have wild rendezvous.

Should the PCs come across the yeti den, a large cave in the base of the western cliff, a band of **4 yetis** move forth to meet them. Read the following as PCs approach the den:

Ahead in the base of the cliff you see a large cave entrance. Inside is a fleeting stir of movement. It looks as if you have been spotted by something. Suddenly from behind nearby boulders jump several large, furry, humanoid creatures, each one bearing a giant club. The creatures howl and grunt as they run toward you.

## YETI BARBARIANS (4)

**XP 4,800**

Male Yeti Barbarian 4

N Large monstrous humanoid (cold)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +17

## DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 95, 90, 88, 85 (10 HD; 6d10+4d12+24)

**Fort** +10, **Ref** +7, **Will** +7

**Defensive Abilities** uncanny dodge, trap sense +1; **Immune** cold

**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 50 ft., climb 30 ft.

**Melee** greatclub +14/+9 (2d8+6) or 2 claws +14 (1d6+4 plus 1d6 cold)

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

**CR 8**

**Special Attacks** frightful gaze (DC 13), rage power (animal fury; bite +9, 1d6+2), rage power (terrifying howl; DC 16), rend (2 claws, 1d6+6 plus 1d6 cold)

## TACTICS

**Before Combat** As these creatures begin combat, they all use their rage ability.

**During Combat** The yetis begin combat with frightful gaze and their terrifying howl abilities. They attempt to use Vital Strike if they can only hit PCs once per round with their greatclubs.

**Morale** The yetis fight to the death.

## STATISTICS

**Str** 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +15; **CMD** 26

**Feats** Cleave, Great Cleave, Great Fortitude, Power Attack, Vital Strike

**Skills** Climb +28, Intimidate +16, Perception +17, Stealth +8 (+16 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

**Languages** Aklo

**SQ** fast movement, rage 12 rounds/day

**Gear** greatclubs.

## SPECIAL ABILITIES

### Cold (Su)

A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

### Frightful Gaze (Su)

Creatures within 30 feet that meet a yeti's gaze must succeed on



# MOUNT BLOODSTONE

a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

The yetis speak a guttural form of Giant, and anyone that can speak Giant has an 80% chance of understanding any part of a Yeti's speech. Of course, those using a *tongues* spell can understand the yetis perfectly. PCs that understand the yeti's speech know that the howling and grunting is an attempt to hail the players. Should PCs attack the yetis outright 1d6 others rush out from the cave to join the fray in 3 rounds, and then in 2 more rounds, 1d4 more yeti rush forth to attack. The rest of the yetis stay in the cave, ready to protect their home. Should PCs be victorious in slaying the yetis and not assault the cave, other yetis form a party to hunt down and slay the PCs, while another party moves to warn the nearby stone giants. From there the stone giants form a search party as well, and henceforth when PCs meet with any of the nearby stone giants, the giant's reaction is always hostile.

The yetis don't attack if PCs talk to them, but still deal with the PCs with suspicion. They wish to know what it is the PCs are doing on Mount Bloodstone, and how long they will be staying. Should PCs explain to the yetis that a young girl was snatched by a roc and ask for help, the yetis bring the PCs into their den to talk to their chieftain, Mogarog.

The yeti den is comprised of ten den chambers where yeti families live (each marked as Area 3A), a large chamber where the yeti congregate (Area 3B), Mogarog's throne room (Area 3C), and the tunnels that lead throughout Mount Bloodstone (Area 3D). Nearly **60 yetis** live in the den. About 30 of the yeti are adults in their prime, suitable for fighting. Ten are venerably old, and 20 are children.

## 3A. Yeti Family Dens (EL Variable or 0)

PCs who are led to speak with Mogarog encounter a fair number of these dens along the way. There are ten total throughout the lair. Read the following when PCs pass through:

The scouts lead you into the yeti lair, following a long, central passage. The passage splits off to many side chambers, each of which seems to be occupied by a family of yetis. Large adults and smaller, awkward looking children gather around fires, making goods and sharpening stone tools. They look up inquisitively as you pass.

Should PCs have attacked or killed the yeti scouts encountered in Area 3 and seek to infiltrate the lair, the residents of these dens attack to defend their homes. Occupying each den are **1d4 adults**, **1d2 venerable**, and **1d3 children**. Treat the venerable and child yetis as standard yetis. Treat the yeti adults as the yeti barbarians in Area 3. Roll for each den until the total numbers listed above (in Area 3) are accounted for (the guards encountered outside of the lair should be incorporated in the yeti numbers). In the event of an assault on the lair, the venerable yetis round up the children and take them to escape through the back tunnels. In addition, a band of the yetis attempts to escape (either through the back tunnels or through the front cavern) to alert the stone giants and ask for help. If alerted the stone giants quickly form several large parties and go to the yeti lair to help. PCs should not get experience for slaughtering the children or venerable yetis.

**Treasure:** The average yeti family has little "treasure." Should the players sift through a family's possession's, they find little more than some stone knives and arrowheads, bone and tooth necklaces, poorly made pottery items, and clubs.

### YETI ADULTS

XP 9,600

hp 103 each (see Area 3)

CR 10

### YETIS

XP 1,200

hp 45 each (*Pathfinder RPG Bestiary* 287)

CR 4

## 3B. Yeti Meeting Hall

This giant chamber is where the yetis meet to discuss tribal policy. Mogarog often addresses the yetis as a whole in this area. The yetis meet here often to play music and dance around a giant fire, and worship Mogarandu, the great yeti god. Read the following as PCs enter this area:

The central passage comes to an enormous chamber with a ten foot wide fire pit at the center. The central passage continues on the other side of the chamber. "This is where we worship Mogarandu, the Great Yeti." Your escort explains as you pass.

From here the central passage leads directly to Mogarog's Throne Room.

## 3C. Mogarog's Throne Room (EL 0 or 16)

**Mogarog**, the yeti chieftain lives in this chamber, and sits upon his magical *yeti bone throne* when addressing those yetis that have a dispute and wish it settled, and when addressing visitors. Read or paraphrase the following as PCs approach Mogarog:

The yeti finally veers from the central passage into a large cavern to the right. Two yetis bearing crude metal axes flank the entrance to the chamber. Before you is a large throne crafted entirely of bone, the back of which is topped by a dragon-like creature's skull. On the throne sits a particularly large yeti. His fur is gray like the other yeti's, but a large tuft of red hair across his chest marks him as different. A large sword, the handle made of bone and the blade carved of black obsidian lies across his lap. "Visitors?" He asks in a booming voice as you enter the chamber. "I am Mogarog, chieftain of the Bloodstone Yeti! Who might you be?"

Mogarog listens intently to the PCs and treats them as they treat him (should they act kindly he reciprocates). Should PCs make their case to Mogarog, telling him of Trista and the kidnapping roc, he sympathizes with the PCs, as he himself has lost a child recently (not to the roc, but to a band of trolls from near the base of the mountain). He grows emotional as he tells the tale. Mogarog allows the PCs to pass through the yeti's tunnels, which lead all of the way to the western peak of Mount Bloodstone. He asks the yetis that escorted the PCs to him to take them through the tunnels to the top of the mountain.

As long as they are friendly, Mogarog enjoys talking with the PCs, and seeks to learn more of their people and ways. He enjoys showing off his *+1 vorpal obsidian greatsword of the bloodstone yeti* (which is passed down from chieftain to chieftain), and tells many tales of smiting foes on Mount Bloodstone (including the wyvern whose skull sits atop his throne).

Should PCs ask Mogarog about nearby orc clans, Mogarog tells them that he knows of one that makes their territory in the mountains just east of Mount Bloodstone. They call themselves the Stonebones clan. Some of Mogarog's scouts recently saw the Stonebones traveling east to west through the forest at the base of the mountains, and then saw about one-quarter of that clan returning about a week later. The first sighting was of course when the Stonebones marched to attack Brookmere, and the second was the Stonebones' return.

## MOUNT BLOODSTONE



### MOGAROG, CHIEFTAIN OF THE BLOODSTONE YETI CR 16 XP 76,800

Male Yeti Barbarian 6, Fighter 6

N Large monstrous humanoid (cold)

**Init** +4; **Senses** darkvision 60 ft., scent; Perception +19

#### DEFENSE

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 153 (18 HD; 6d10+6d12+6d10+42)

**Fort** +16, **Ref** +10, **Will** +12; +2 against fear

**Defensive Abilities** bravery 2, improved uncanny dodge, trap sense +2; **Immune** cold

**Weaknesses** vulnerability to fire

#### OFFENSE

**Speed** 50 ft., climb 30 ft.

**Melee** +1 *vorpal obsidian greatsword* +26/+21/+16/+11

(3d6+14/17-20 x2) or 2 claws +22 (1d6+5 plus 1d6 cold)

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

**Special Attacks** frightful gaze, rage power (terrifying howl; DC 16), rage power (animal fury; bite +11, 1d6+2), rend (2 claws, 1d6+6 plus 1d6 cold)

#### TACTICS

**During Combat** Mogarog attempts to deal non-lethal damage if he can subdue the PCs. If he must fight lethally, he uses Power Attack and Vital Strike to take down armored foes first. He rages when reduced to one-half hit points to continue fighting.

**Morale** Mogarog fights to the death.

#### STATISTICS

**Str** 21, **Dex** 18, **Con** 14, **Int** 9, **Wis** 14, **Cha** 12

**Base Atk** +18; **CMB** +23; **CMD** 37

**Feats** Cleave, Critical Focus (greatsword), Great Cleave, Great Fortitude, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Iron Will, Power Attack, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Skills** Climb +16, Diplomacy +11, Intimidate +18, Perception +19, Sense Motive +7, Survival +17, Stealth +12 (+20 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

**Languages** Aklo, Common

**SQ** armor training 1, fast movement, rage (16 rounds/day), rage power (no escape), weapon training (heavy blades +1)

**Gear** +1 *vorpal obsidian greatsword of the bloodstone yeti*, *bracelet of dexterity* +4 (as *gloves of dexterity* +4, included in above scores).

## New Magical Item: Yeti Bone Throne

### Yeti Bone Throne

**Aura** moderate transmutation; **CL** 5th

**Slot** —; **Price** 10,625 gp; **Weight** 500 lbs.

#### DESCRIPTION

The *yeti bone throne* is magical, and grants +5 Diplomacy, +5 Intimidate, and +5 Sense Motive bonuses to characters sitting upon it. It is crafted of bones of all sorts of creatures, from giants to wolves, and is capped with a wyvern skull (recently added by Mogarog).

## 3D. Yeti Tunnels (EL 0 or 12)

The central passage continues past Mogarog's throne room and continues for many miles. It branches off in several places, but for the most part remains continuous. The tunnel ascends all of the way to the western peak of Mount Bloodstone (Area 6), where two yetis guard the opening.

The other passageways that lead off from the central passage all lead to other points on Mount Bloodstone. One leads to an area near the stone giant's lair (Area 4), another to the base of Mount Bloodstone, and yet another to the area above the first cliff-face (see Area 3). Guarding each of these cave entrances are 2 yetis. The yeti guards react similarly to those in Area 3.

The tunnel exits are well hidden behind boulders and trees, and require a DC 20 Search check to find them.

### YETI ADULTS (2)

CR 10

XP 9,600

hp 95 each (See Area 3A)

## 4. Stone Giant Caverns (EL 0 or Variable)

At the eastern base of the first cliff-face of Mount Bloodstone lie several large caverns belonging to stone giants. There are nine total caverns in the cliff-face, each of which is inhabited by a stone giant family. A total of about 30 stone giants inhabit the many caverns. Of these only 20 are combatants. The rest are children and venerably aged giants. Some of the families have dire bear pets. There are a total of 5 dire bears throughout the caverns.

Just inside the central cavern acting as guards are 2 stone giants. They patrol the immediate area from time to time, looking for possible threats to their caverns. Guards often play stone throwing games to pass the time while on duty. Should PCs near the caverns the guards move out to confront them. Read the following:



# MOUNT BLOODSTONE

“Hold! Who goes there?” A gray skinned giant garbed in gray leather calls out to you. He carries a large boulder in one arm and a greatclub in the other. He beckons his friend forth, another giant similar in appearance.

The giants are rather shy and suspicious by nature, and don’t enjoy the company of outsiders. They allow the PCs to pass should they convince the giants that they mean their people no harm. Unlike the yetis, the giants have little sympathy for Moraine’s loss, and don’t invite the PCs into the caverns unless they insist on speaking with the elder. Even then, it takes PCs much haggling to gain an audience with the elder stone giant. Allow persistent PCs to roleplay with the giants, but also make them roll DC 20 Diplomacy checks to gain an audience with the elder. Should they succeed, one of the guards escorts the PCs into the central cavern (see Area 4A).

Should PCs attack the guards or offer reason for them to believe that they may be hostile, they attack, hitting nearby PCs with their Greatclubs, and throwing boulders at distanced PCs. Should fighting break out there is a 60% chance that 1d4 rounds later **1d4** more **stone giants** come from the caverns to join the fray.

## STONE GIANT GUARDS (2)

CR 11

XP 12,800

Male or Female Stone Giant Barbarian 3

N Large humanoid (giant)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

## DEFENSE

**AC** 25, touch 11, flat-footed 23 (+3 armor, +2 Dex, +11 natural, –1 size)

**hp** 157 (15 HD; 12d8+3d12+63)

**Fort** +12, **Ref** +6, **Will** +7

**Defensive Abilities** improved rock catching, trap sense +1, uncanny dodge

## OFFENSE

**Speed** 40 ft. (50 ft. base)

**Melee** large greatclub +20/+15/+10 (2d8+12) or 2 slams +20 (1d8+8)

**Ranged** rock +14/+9 (2d6+12)

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

**Special Attacks** rage power (powerful blow +1), rock throwing (180 ft.)

## TACTICS

**During Combat** If the giants are attacked, or they feel the PCs are hostile to the clan, they begin by throwing rocks, combining Improved Vital Strike with Point Blank Shot to hurt opponents from a range. When the PCs get close, the giants rage and use Power Attack with their greatclubs until they begin to miss, then they attack singly with Improved Vital Strike.

**Morale** The giants use a fighting retreat back into the caverns when they are reduced to 25% of their hit points.

## STATISTICS

**Str** 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +12; **CMB** +21; **CMD** 33

**Feats** Improved Vital Strike, Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Vital Strike

**Skills** Climb +12, Craft (stonemasonry) +6, Intimidate +18, Perception +18, Stealth +4 (+12 in rocky terrain), Survival +7;

**Racial Modifiers** +8 Stealth in rocky terrain

**Languages** Common, Giant

## Mount Bloodstone Suearok's Lair Area 4a

1 square = 10 feet



## MOUNT BLOODSTONE

**SQ** fast movement, rage (12 rounds/day)  
**Gear** large greatclubs, 3 rocks each

### SPECIAL ABILITIES

#### Improved Rock Catching (Ex)

A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

### 4A. Suearok, Stone Giant Elder's Lair (EL o or Variable)

If PCs talk swiftly and demand to see the stone giant elder, **Suearok** (pronounced swa-rock), they may gain access to this area. Read the following as PCs enter this area:

A long tunnel leads past many stone giant guards into a large central chamber. Upon a huge stone throne sits a tired looking stone giant. He stares at you for some time before saying anything. Finally, when you feel as if you can bear the silence no longer, he speaks. "Who are these that disturb me? I specifically said that I did not wish to be disturbed."

"They insisted upon seeing you, elder," your escort says, fumbling over his words.

The elder sighs and slouches in his throne. "I am Suearok, the elder of this clan. What is your business here?" He asks, sounding annoyed.

Suearok listens to anything the PCs have to say, but does not offer his help, and attempts to be rid of PCs as soon as possible. Should the PCs tell him of how Moraine's daughter was taken by the roc, he shrugs and says that there is nothing he can do to help. There is only one subject that can incite a fire in this otherwise doldrum giant: the Stonebones orc clan.

Should PCs mention the Stonebones or ask about orc clans in the area, Suearok grows quite talkative. He tells PCs that the clan lives in the mountains east of here. The stone giants have never had any confrontations with the orcs; it is the clan's name that annoys Suearok. The elder explains that the name of the Orc clan is a mockery of that of the stone giant god. It enrages the elder that the orcs would be so brash as to bear the same name as the great stone giant god. Once on the subject, Suearok rants on and on for as long as the PCs let him.

If PCs come into this cavern uninvited (either by sneaking past or by killing the guards), they incur the wrath of Suearok and his guard. The stone giants attack with their greatclubs relentlessly, until they or the PCs fall, or until the PCs flee.

If the stone giants seem to be fighting a losing battle, one of the guards attempts to flee to recruit others (**1d6 Stone Giant Bbn3**) to join the fight. It takes 1d4 rounds for the giant to find more recruits and another 1d4 rounds to return.

#### STONE GIANT GUARDS (2)

**XP 12,800**

**hp** 157, 135 (See Area 4)

**CR 11**

#### SUEAROK, STONE GIANT CHIEFTAN

**XP 76,800**

Male Stone Giant Barbarian 3, Fighter 5

N Large humanoid (giant)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +18

**CR 16**

### DEFENSE

**AC** 31, touch 12, flat-footed 28 (+3 Dex, +8 armor, +11 natural, -1 size)

**hp** 231 (20 HD; 12d8+3d12+5d10+90)

**Fort** +17, **Ref** +8, **Will** +9; +1 against fear

**Defensive Abilities** bravery +1, improved rock catching, trap sense +1, uncanny dodge

### OFFENSE

**Speed** 40 ft. (50 ft. base)

**Melee** +2 *flaming large greatclub* +31/+26/+21/+16 (2d8+21 plus 1d6 fire) or 2 slams +26 (1d8+9)

**Ranged** rock +20/+15 (2d6+14)

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

**Special Attacks** rage power (knockback, +9 damage), rock throwing (180 ft.)

**Spell-Like Abilities** (CL 10th; concentration +12)

1/day—*stone shape, stone tell, transmute rock to mud.*

### TACTICS

**During Combat** If forced into combat, Suearok uses *transmute rock to mud* to hinder or incapacitate spellcasters. He draws his *greatclub* and attacks the closest opponent with Greater Vital Strike and Power Attack until he drops them.

**Morale** Suearok retreats when reduced to 50% hit points to rally the other giants in the caverns. He counterattacks intelligently.

### STATISTICS

**Str** 28, **Dex** 16, **Con** 20, **Int** 12, **Wis** 14, **Cha** 15

**Base Atk** +17; **CMB** +27; **CMD** 40

**Feats** Greater Vital Strike, Greater Weapon Focus (*greatclub*), Greater Weapon Specialization (*greatclub*), Improved Vital Strike, Iron Will, Martial Weapon Proficiency (*greatclub*), Point Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*)

**Skills** Climb +12, Craft (stonecrafting) +6, Intimidate +23, Perception +18, Stealth +4 (+12 in rocky terrain), Survival +17;

**Racial Modifiers** +8 Stealth in rocky terrain

**Languages** Common, Giant

**SQ** armor training1, fast movement, rage (13 rounds/day), weapon training (hammers +1)

**Gear** +2 *flaming large greatclub*, +2 *large breastplate*, *large boots of the winterlands.*

### SPECIAL ABILITIES

#### Improved Rock Catching (Ex)

A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

### 4B. Stone Giant Dens (EL o or Variable)

Under no circumstances do the stone giants allow PCs into their dens. PCs generally must sneak into these dens or plan an assault to see these areas. Read the following should PCs enter:

This large cavern seems to be the home of a family of stone giants. Large furniture made of stone makes up the bulk of the den, including tables and chairs and flat stone beds. Each den is sculpted into various chambers, allowing a small amount of privacy for the giants.

The owner of each den confronts PCs upon seeing them, usually thinking that they have invaded their home by accident. They sternly tell PCs to leave their home, and not enter any of the other nearby caverns, as they belong to other stone giant families. The stone giants may actually escort PCs out of their den, and then alert the guards and the elder of the intruders.

Each den houses **1d2 adult stone giants** and **1d2 venerable or child stone giants**. In addition five of the dens have a single **dire bear** pet. Treat the venerable and child stone giants as standard stone



## MOUNT BLOODSTONE

giants. Treat the adult stone giants as those found in Area 4. Roll for each den until the total numbers listed above (see Area 4) are accounted for (the guards encountered outside of the lair should be incorporated in the total).

### STONE GIANT ADULTS

**XP 12,800**

**hp** 140 each (see Area 4).

**CR 11**

### STONE GIANTS

**XP**

**hp** 102 each (*Pathfinder RPG Bestiary* 151).

**CR 8**

**4,800**

### DIRE BEAR

**XP 3,200**

**Hp** 105 each (*Pathfinder RPG Bestiary* 31)

**CR 7**

Should PCs assault the stone giant community, alerted giants fight with greatclubs. Should the PCs somehow overwhelm the giants, one or two try to escape and alert the yetis, asking for help. All of the yeti available form into parties to aid the giants, and hunt down the PCs if need be. Meanwhile, one or two other stone giants round up the children and venerable giants, escorting them away from the battle.

**Treasure:** The stone giants of Mount Bloodstone are a poor folk, and most of their “treasure” consists of simple jewelry and stone sculptures and beads. Little or no treasure should be awarded to PCs that slaughter these peaceful folk.

## 5. Landslide (EL 7)

This encounter occurs after PCs have bypassed the two cliffs, and neared the top of the mountain. Allow each of the PCs a DC 20 Perception check to see the landslide as it forms (from 1,000 feet away), giving them a much longer chance to plan a course of action. In this case PCs have 4 rounds to act, allowing them plenty of time. If all members of the party fail, they still see the slide, but when it is 500 feet away, allowing them only 2 rounds to act. Read the following as PCs encounter this area:

A low rumbling and then the sound of falling stone shatter the silence of the mountain. A massive slide of stones rushes toward you from above, rapidly gathering speed from its descent. You are right in the path of the slide, and it seems that if you don't act quickly you will be buried.

Quick thinking PCs can find a stone outcropping to hide under if they succeed at a DC 17 Perception check. If they do so they suffer only 1d6 points of damage from those passing stones that actually work their way under the outcropping. Characters might also choose to *Fly*, *Teleport*, or take some other action. Even characters who choose to run (horizontally along the mountain, out of the bury zone) have a better chance of surviving this encounter.

Should PCs take no action they are considered to be in the bury zone of the slide, and thus take 8d6 points of damage from the onrushing slide unless they succeed at a DC 15 Reflex save in which case they take half damage. Either way, characters in the bury-zone are buried by the slide, and carried off of the cliff faces below.

The width of the avalanche is 600 feet, and PCs are considered in the middle when they first see the slide for this encounter. The bury zone of the slide is thus 300 feet, giving most PCs that run time to get either out of the slide, or out of the bury zone (PCs in the middle must run 150 feet to get out of the bury zone).

PCs out of the bury zone but still in the landslide area are considered in the slide zone, and take 3d6 points of damage or no damage if they succeed at a DC 15 Reflex save. PCs that fail their saves are buried. Buried characters take 1d6 points of nonlethal damage a minute. Those who fall unconscious while buried must make DC 15

constitution checks or begin taking 1d6 points of lethal damage every minute buried until freed or dead (see *Pathfinder Core Rulebook*, Chapter 13, “Environment”, *Mountain Terrain*).

PCs unfortunate enough to be caught in the bury-zone of the slide are rushed to the 100-foot cliff face and dropped with the rest of the rocks. Allow PCs a single action to save themselves while in the air (for example, that PC might cast *feather fall* or activate a magical item). PCs that hit the ground take 10d6 points of falling damage, and 10d6 points of damage from the falling rocks. Should falling characters still be alive by some quick action or (more-likely) miracle, they continue with the slide down to the next cliff face. Allow them two actions (one per 100 feet) while in the air. Those who hit the ground take 20d6 points of damage from the fall, and 20d6 points of damage from the falling stones.

**Experience:** Add an additional 50% bonus to experience as the two cliff faces below the slide make this encounter especially deadly for PCs that do not act quickly.

## 6. Western Peak, Mount Bloodstone (EL 0 or 12)

PCs can reach the top of this peak either by climbing the mountain, or by taking the yeti tunnels. If PCs did not take the yeti tunnels they are allowed a DC 20 Perception check to see either the tunnel entrance itself (see Area 3D) or the **2 yetis**. The yeti guards act much as those in Area 3 if PCs have not yet met any yeti.

### YETI GUARDS (2)

**XP 9,600**

**hp** 95 each (See Area 3A)

**CR 10**

From this point PCs can see the roc's nest. It sits down in an enclosed canyon between the eastern and western peaks. Read the following to PCs that reach the peak:

You can see for miles from here in all directions. That which catches your eye, however, is nestled just below you between the two peaks of Mount Bloodstone. There you see a gigantic nest the size of a small town occupying the entire space between the peaks.

PCs can see with the naked eye whether or not the roc is in the nest. If not, they may be able to make out the baby chicks and Trista in the nest if they succeed at DC 20 Perception checks. PCs with a spyglass can make out all of the details that are described in Area 8. Should PCs also look out over the valleys they can actually see both Brookmere and Sylvanus on a clear day (although it is impossible to see details).

Either from her nest or while flying about the roc is afforded a better vantage point of the PCs when they are on top of the western peak. She gains a +5 bonus to all of her Perception checks while they remain on the peak.

## 7. Eastern Peak, Mount Bloodstone

This peak is the higher of the two, and reaches to just above 15,000 feet. Characters at or near the top of this peak suffer both altitude fatigue (see Area 2) and altitude sickness if at this elevation for six or more hours. PCs must make a DC 15+1 per previous attempt Fortitude save or take an additional 1 point of damage to all ability scores (see *Pathfinder Core Rulebook*, Chapter 13, “Environment”, *Mountain Terrain*).



## MOUNT BLOODSTONE

The view from this peak is much the same, although PCs can see considerably higher than that on the western peak, although unfortunately, the roc can see and hear characters better when they are on this peak as well. The roc is allowed a +10 bonus to her Perception checks while PCs are on the peak.

### 8. Roc's Nest (EL 9)

The roc's nest is a large dwelling made of trees, boulders, wagons, building parts, and other such things. The nest is very deep (gradually descending nearly 100 feet), as the mountains do get colder than roc's are normally accustomed to, and the bird huddles deeper in the nest to avoid the winds. There is a 50% chance during the day that the roc is off hunting rather than in the nest. While in the nest, there is a 30% chance that she is sleeping during the day, and an 80% chance that she is sleeping at night. The roc is always at the nest at night. Read the following as PCs approach the nest:

The roc's nest is a massive construction that must have taken nearly an entire forest to build. As you near the nest you realize that it is not only made up of trees, but also of man made items. As you look around you see wagons, rooftops, and a small hut in the nest among other things.

Long ago the mother roc made her nest here, ravaging the nearby town of Sylvanus and many passing wagons. It has been quite a long time since the roc has caused so much trouble for those below, but those who have lived in the area for a considerable amount of time may remember. Also, Bardic PCs might know a tale or two regarding the bird's exploits.

If the roc is awake allow her a Perception check against PCs Stealth checks. If the roc is sleeping in her nest allow her a Perception check to wake. Should she be alerted to PCs, she attacks immediately.

The **roc** has **6 chicks** in her nest (most of which will not survive during the colder months). She also keeps **Trista** in her nest "thinking her one of her chicks" as Trista explains. Trista has indeed been treated like one of the chicks, kept warm by huddling with the small birds and by the warmth of the mother roc's feathers. She has also been fed like a chick, and has not eaten a thing since arriving on the mountain (unless it takes PCs a considerable amount of time before they rescue her, in which case she persists on the raw meat the mother brings). She is ravenously hungry when PCs rescue her, although other than that she seems in fair health.

Trista is happy to see people, and goes willingly with the characters. She misses her mother, and wants to return home as much as she loves the roc mother and the chicks (this love grew upon realizing that the rocs didn't mean to eat her of course). Trista has even named all of the rocs (Dongal, Dembyl, Drago, Darina, Darius, and Donovan respectively). The mother roc she has aptly named Momma Bird.

#### TRISTA

CR 1/2

XP 200

NG Female Human Commoner 1

hp 2; Climb +2, Perception +4

#### ROC

CR 9

XP

6,400

hp 120 (*Pathfinder RPG Bestiary*)

#### ROC CHICKS (6)

CR 1

XP

400

N

M

animal

Init +1; Senses low-light vision; Perception +5

#### DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 21 each (3 HD; 3d8+6)

Fort +8, Ref +4, Will +1

#### OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee bite +5 (2d6+9/19–20 plus grab)

#### TACTICS

**During Combat** The roc chicks attack with their bite. They think the PCs might be food.

**Morale** The roc chicks stop attacking after taking any amount of damage, and begin screeching for mother.

#### STATISTICS

Str 17, Dex 12, Con 15, Int 2, Wis 10, Cha 10

Base Atk +2; CMB +5; CMD 16

Feats Weapon Focus (bite)

Skills Fly +5, Perception +5

**Treasure:** Should the PCs succeed at a DC 20 Perception check of the wagons in the nest, they can find a large chest containing 3,000 gp. The chest is locked but can be opened by making a successful DC 20 Disable Device check.

## Mount Bloodstone Aftermath

If the PCs return Trista home safely Moraine is ecstatic and extremely grateful. She makes them a feast and gives them a gift: one of her late husband's possessions, a pair of gauntlets. Her husband found the gauntlets on Mount Bloodstone in a troll's lair. They radiate faint Transmutation magic, and if identified, prove to be *gauntlets of ogre power*. Trista gives the PCs a token as well, although not monetarily valuable. It is a necklace she made out of a shell, given to PCs in hopes that they will remember her.



# Sylvanus

PCs arrive in Sylvanus to find it completely bereft of citizens. It appears that the small town has seen many battles, as most of the buildings have been ransacked and burned. Read the following to PCs as they approach the town:

After a long and tiring journey you stand on the outskirts of Sylvanus. It is a small town, nestled between fair woods and rolling hills. There is much farmland on the outskirts of town, most of which appears to have been razed. The nearby farmhouses are burnt and dilapidated. As you move deeper into Sylvanus, you see that the entire town is in a similar state. Once a beautiful, prosperous place, Sylvanus has become a mere shadow of its former self. The streets are empty, and it seems that not a soul still calls Sylvanus home. The only sound is the rustling of leaves in the wind, and the cawing of crows in the distance.

The same orcs that attacked Brookmere sacked Sylvanus. Those remaining of the Stonebones clan regrouped to attack Sylvanus immediately after, being promised outrageous sums of gold by the fallen elf Elyria (see the Brookmere Library, Third Floor, Area 3-3). The first raid was repelled (although Sylvanus suffered many losses). The mayor of Sylvanus then sent a letter to Brookmere, calling for help should the orcs return. Ivan, the fallen elf warmaster (see Castle Novgorod, First Floor, Area 1-6) and the fallen elf slavers arrived

## The Town of Sylvanus

Sylvanus had roughly 1,400 residents before it was attacked. About 600 of those residents were killed in the battle with the orcs and fallen elves, and another 50 were turned into wood by Dobrynya (see Entering Harwood Forest, Area 1, and Dobrynya's Tree, Eighth Floor, Area 8-1) on the way to Castle Novgorod. The rest were led in chain gangs through Harwood Forest, to Novgorod where they are to be sacrificed. Places still of interest are detailed throughout this section.

**Sylvanus (Small Town):** Conventional; AL NG; 800 gp limit; Assets 56,000 gp; Population 1,400; Mixed (human 51%, elf 31%, half-elf 10%, dwarf 3%, halfling 3% half-orc 1%, gnome 1%).

*Authority Figures:* Mayor Silus Gareth, male human Ari4.

*Important Characters:* Jonas Firestorm, male human Clr5 (cleric of Thyr); Mary Blackbyrd, female human Exp3 ("Falling Star Inn" innkeeper); Julia Finneus, female human Ari3 (wealthy noble); Freyr Vikarsen male dwarf Exp3 (blacksmith, weaponsmith, and armorer); Lludd Felwain male elf Exp2 (merchant); Isolde Gwen'tillari female elf War4 (constable).

*Others:* Town Guards, War2 (x15); Exp3 (x10); Rog3 (x3); Rgr2 (x2); Com1 (x1,274).

*Notes:* These numbers are of course depleted since the raids. Most of Sylvanus's population is unaccounted for (prisoners of the fallen elves), and the rest either escaped or are dead.

soon after, and between the remaining orcs and the elves, Sylvanus was easily taken. The initial battle was meant only to weaken Sylvanus's people, but ultimately Elyria had her eye on taking the villagers as prisoners. In the second battle, few were killed and the slavers captured the rest of the citizens, chained and marched them east into the ghostly Harwood Forest.

There are few buildings in Sylvanus, most being simple residences. Besides that, buildings of importance include the Falling Star Inn, a temple dedicated to Thyr, a blacksmith, and a general store. The blacksmith and the general store are both completely empty, but still stand. There are no clues to be found within. The Falling Star Inn is in fair shape, and is detailed in Area 1 of this chapter. The temple of Thyr was burnt in a razing attempt, but the stone walls did not burn well. It is in a complete state of disarray, but still stands. It is detailed in Area 2 of this chapter. Unless otherwise noted, all of the buildings are abandoned and there are no items of value to be found.

While in Sylvanus there is a 15% chance during the day and a 25% chance at night that PCs will encounter a wandering monster. See Wandering Monster Table 4 in Appendix 1 for a list of encounters.

## I. Falling Star Inn

The Falling Star Inn is the first building on the road entering Sylvanus from the west beyond the farmhouses on the outskirts of town. Shutters have been broken off of many of the windows, and it has taken minor damage from the battle, but overall it is in good shape. A sign hangs over the door that states the Inn's name. Read the following to PCs that enter the Inn.

The inside of the falling star is in a state of disarray, but by no means dilapidated. Tables and chairs have been broken and overturned, and it looks as if anything of value, including the inn's food and drink, has been taken. Some of the shutters from the main room windows are broken in, but other than that the inn is not in such bad shape. A staircase leads upstairs and behind the bar a staircase leads down to a cellar.

The upstairs of the inn houses fifteen rooms, all of which have been completely ransacked. The beds have all been torn, and in many cases the doors have been broken in. The cellar of the basement is empty as well, having once housed the inn's stores of food and ale. The orcs have looted everything from this place and taken it to the hills.

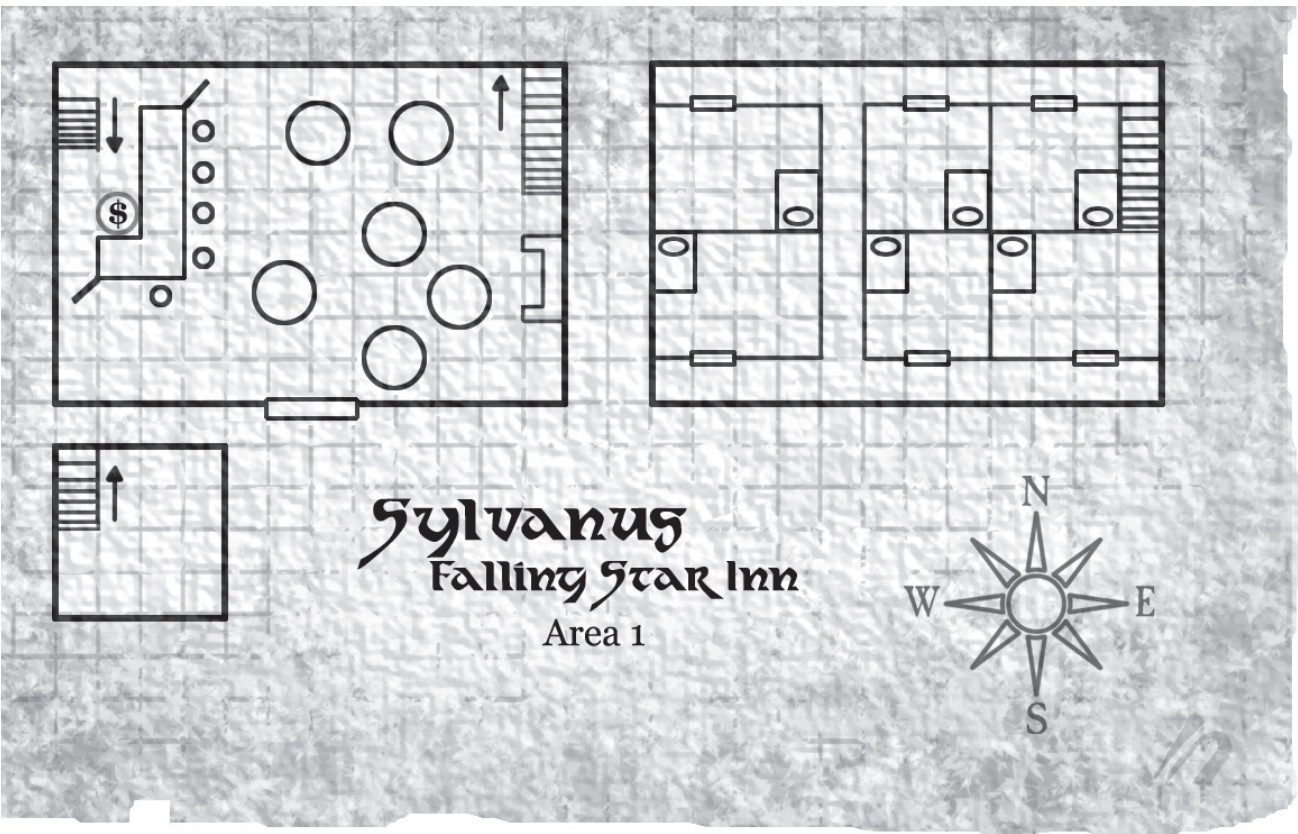
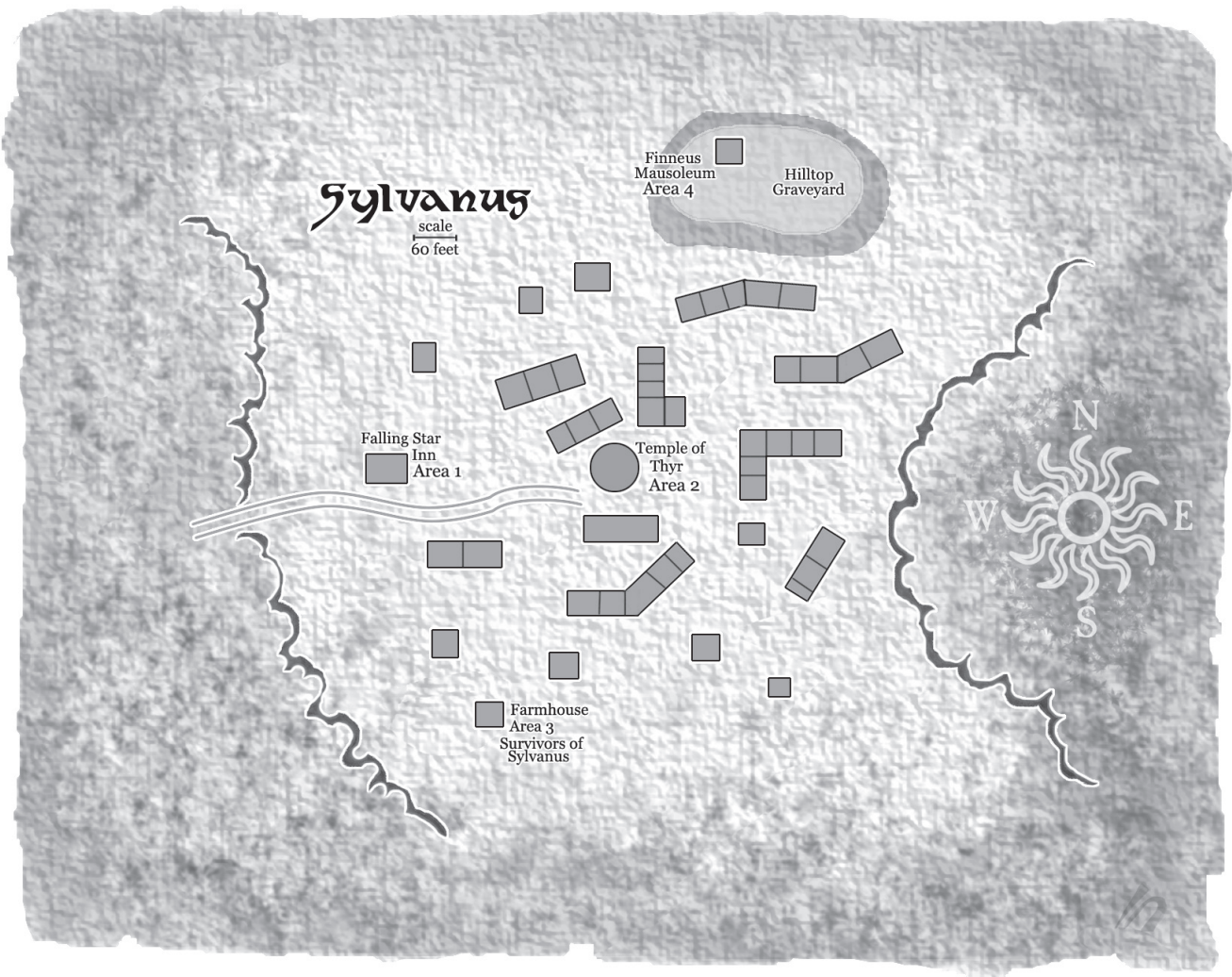
Should PCs stay the night at the inn and take no precautions to hide their presence (either by lighting a fire or making noise), their chances of encountering wandering monsters that night increases to 50%. The Inn can make a wonderful place for a battle, as there are plenty of ways for characters to interact with one another and the surrounding environment.

**Treasure:** There is only one area that has not been found and looted. PCs that succeed at a DC 20 Perception check can find a false panel in the floor behind the bar. Inside of the panel is a small locked box. It can be opened with a DC 25 Disable Device check. Inside are 15 gp and a beautiful platinum and ruby necklace (worth 2,000 gp).

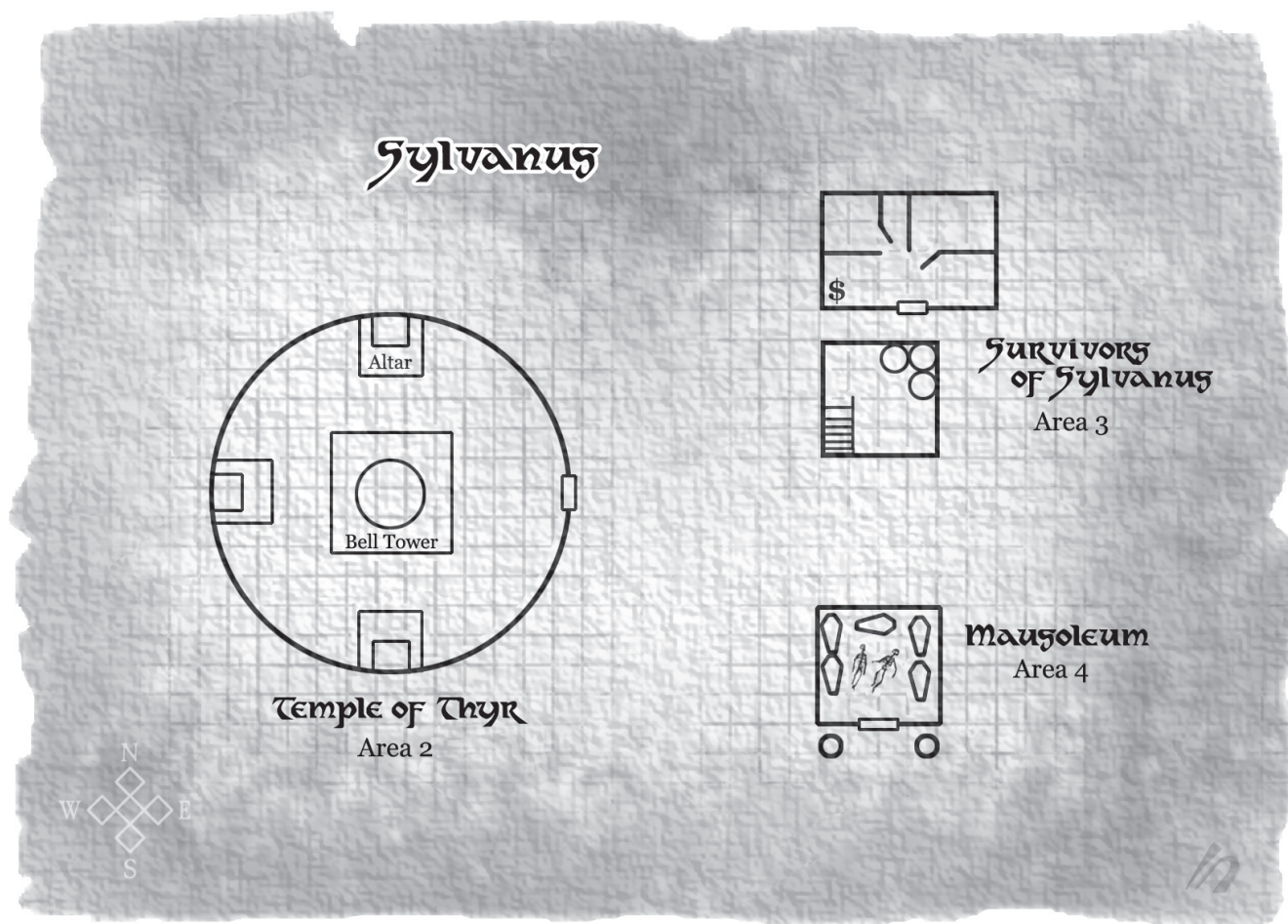
**Experience:** The necklace belongs to Mary Blackbyrd, one of the survivors hiding out in Area 3. Reward PCs an extra 200 xp each should they return it to her.



SYLVANUS







## 2. Temple of Thyr

Read the following to PCs as they enter the temple of Thyr:

In the center of Sylvanus stands a once beautiful temple dedicated to Thyr. It has apparently been set aflame by marauding orcs, although it seems to not have burnt well. The stone is beginning to crack, and the inside has been looted, ransacked and desecrated by strange runic markings. A bell tower still stands in the temple, the rope hanging and still attached to the bell above.

The runic markings are actually curses written in elven (the markings only seem odd at first glance, as the fallen elves have a slightly different dialect and alphabetic characters as standard elves). Vasilisa cast *desecrate* on the temple ruins, and wrote a curse upon Thyr and his followers. Jonas (the resident cleric, see Area 3 of this chapter) has again cast *consecrate* on the temple, but Vasilisa has not yet bothered to *desecrate* it again.

Should PCs ring the bell they can attract the attention of the survivors. Jonas surreptitiously moves to the church in 1d6 rounds. Unfortunately, ringing the bell also attracts unwanted attention. Roll a wandering monster check (additional to the daily and nightly check) with an 80% chance of a resulting encounter during the day, and a 90% chance at night. Note that neither the vampires nor their spawn can enter the church, although if Vasilisa sees that the PCs are inside, she may again cast *desecrate* or *unhallow* on the area and enter.

PCs with the Tracking feat that make a successful DC 15 Survival

check can find Jonas's tracks in and near the church, and track him out to the farmhouse (see Area 3), as he visits the church every morning. Jonas has cleaned the church a little bit, although he has been afraid to linger there for very long on his own.

**Treasure:** In the back room of the small temple is a cache of holy items. They are hidden in a secret compartment in the floor of the room, which can be found by characters that succeed at a DC 20 Perception check. The compartment contains a *wand of cure moderate wounds* (50 charges), 2 *potions of magic circle against evil*, 4 *potions of cure serious wounds*, and 3 *potions of cure moderate wounds*. Jonas takes items back to the villager's hiding place as he needs them, but does not take the entire store back as he fears that the villagers might mistakenly use them for sustenance rather than healing purposes.

## 3. Survivors of Sylvanus

A few of Sylvanus's citizens did manage to escape capture, and hide out in a farmhouse cellar just to the south of town. The survivors wait for help from Brookmere, hiding day and night in the cellar, too afraid to surface for more than a few minutes every morning. They have good reason to be afraid, as many dangers still lurk in Sylvanus. See the sections below for more details.

**Jonas Firestorm**, a cleric of Thyr leads the survivors. Every morning he walks to the temple of Thyr and climbs the bell tower, hoping to see signs of reinforcements from Brookmere. PCs coming from the temple (see Area 2) may be able to find and follow his tracks to the farmhouse.

Should PCs investigate the farmhouse, they can find many more tracks, and a secret door in the floor of the main room by making a DC 15 Perception check. The survivors wait below, and Jonas steps forward to meet the PCs. Read the following:

“Who goes there?” A man wearing the garb of a cleric of Thyr asks. Others, women and children mostly, sit along the walls of the dank chamber, and look upon you with fear in their eyes.

**JONAS FIRESTORM****CR 5****XP 1,600**

Male Human Cleric 5

LG Medium human

**Init** +0; **Senses** Perception +5**DEFENSE****AC** 17, touch 10, flat-footed 17 (+5 armor, +2 shield)**hp** 40 (5 HD; 5d8+20)**Fort** +7, **Ref** +1, **Will** +8**OFFENSE****Speed** 20 ft. (30 ft. base)**Melee** Mwk heavy mace +6 (1d8+2)**Melee** touch +5 (by spell)**Ranged** ray +3 touch (by spell)**Special Attacks** channel positive energy (4/day, 3d6, DC 13)**Spells Prepared** (CL 5th; concentration +13)3rd—*create food and water, magic circle against chaos<sup>D</sup>, remove disease*2nd—*align weapon (good)<sup>D</sup>, bear's endurance, consecrate, silence*1st—*bless, bless water, deathwatch, protection from evil<sup>D</sup>, sanctuary*0 (at will)—*cure minor wounds, detect magic, read magic, resistance***D** domain spell; **Domains** Good, Law**TACTICS**

**Before Combat** Jonas should have no problems with the PCs, as he is extremely grateful for their arrival. He gives any information about the area freely, and offers his aid to the PCs should they need it.

**During Combat** If for some reason Jonas must fight the PCs, he attempts to reason with them as he tries to use non-lethal force.

**Morale** Jonas fights fiercely, but will not accompany the PCs unless the refugees under his care are absolutely safe.

**STATISTICS****Str** 14, **Dex** 10, **Con** 16, **Int** 9, **Wis** 19, **Cha** 12**Base Atk** +3; **CMB** +5; **CMD** 15**Feats** Combat Casting, Weapon Focus (heavy mace)**Skills** Heal +9, Knowledge (religion) +5, Sense Motive +10, Spellcraft +4**Languages** Common**SQ** touch of good (+2, 6/day), touch of law (6/day)**Combat Gear** *wand of cure light wounds* (10 charges, CL 5);**Other Gear** Masterwork heavy mace, chainmail, heavy steel shield

Inside the cellar are **21 survivors**. Humans account for 15 survivors, elves for 5, and 1 is a halfling. There is a store of salvaged food below, and the cellar is terribly cramped. It is about 20 foot by 20 foot. The survivors were waiting for help from Brookmere to arrive, and hoped to take back the town when the time was right. They are sorely disappointed when the PCs arrive without reinforcements, but still talk and share their food with them.

**SYLVANUS SURVIVORS (21)****CR 1/2**

Male and Female Humanoids (elf, halfling, human)

**XP 200****hp** 2 each; Perception +4

Jonas befriends the PCs and gives them any information he can, including where the Stonebone's territory is and where they have

been staying of late (in the hills and nearby forests). Jonas also informs PCs of the battle with the orcs, and then of the slavers that came in after. Read or paraphrase the following to players when appropriate:

“They were like elves, but of a murderous demeanor. They were fair and beautiful to look upon, with pale skin and black hair, but they had small horns on their heads, as if they were of demon blood! Some of them even had large bat-like wings. Those ones seemed to be the leaders. They ordered others that looked much like them, but the others were chained. The chained ones had the wings as well, and were as beautiful as the song they sang. I found myself mesmerized when they sang it, unable to look away. Lucky for me Mary over there pulled me out of my trance.” Jonas points to a comely woman sitting nearby. “No doubt their beauty is a mask for their inherent evil.

“The ones that were chained...I believe that they still linger here. I go to the temple every morning to pray and look for signs of reinforcements. On those mornings I have heard their song calling from out in the woods. Sometimes it's followed by hideous, blood curdling screams.”

Jonas also explains to PCs that the numbers of survivors were ten more, but people have been disappearing in the night. Jonas believes that those that disappeared grew restless in the night or left the safety of the cellar to relieve themselves outside, only to be found by straying orcs. He is correct in the former half of his statement, but he has no way of knowing that a vampire named Myrrdivar lurks in Sylvanus. Myrrdivar knows where the survivors are hiding, but enjoys playing with his prey. He takes only two a night, enough to feed him and his new companion, Vasilisa. After the first disappearances the survivors quit going above at night. Myrrdivar, however, was not deterred. Instead he turns to mist, and moves among the ranks of the survivors, using *dominate* on his victims and coaxing them out. He works very quietly, and turns to mist when he fears being seen. Should the survivors happen to catch him in the act, he is confident that he can easily slaughter them all. Once the survivors are all dead he plans on moving on to Brookmere. See Area 4 for more information on Myrrdivar and Vasilisa.

## 4. Mausoleum (EL 15)

Sylvanus's graveyard lies just north of town on a small hilltop. The town has a single mausoleum that was built for the prominent Finneus family long ago. The mausoleum is about 20 foot by 20 foot, and contains five coffins, all formerly containing members of the Finneus family. There is no door to the mausoleum, its having been sealed long ago by a stone slab. There is however, a small crack in the slab that the **2 vampires**, **Myrrdivar** and **Vasilisa** use to pass through while in mist form. PCs can notice the crack by making DC 15 Perception checks. Read the following to approaching PCs:

Ordinary gravestones and wooden markers herald the final resting places of Sylvanus's dead. Near the center of the graveyard stands a large, ornate mausoleum. Two columns flank the front of the structure, but where there should be a door there is only a dense, stone slab.

PCs that investigate outside of the mausoleum find no trace of tracks or the like. Myrrdivar is insistent that he and Vasilisa be extremely cautious, and only travel this area in mist or bat form. He has been hunted before, and does not wish to be found again.

**Mausoleum Features:** 10 in. thick; Hardness 8; hp 150; Break



## SYLVANUS

(DC 33); Climb (DC 25). The ceiling of the Mausoleum is 8 ft. high, and the stone slab is equal in all ways to the other walls.

PCs can either break down the slab or use some sort of magic such as *teleportation* or *gaseous form* to gain entry. Read the following to PCs that enter:

The stench of death assails you as you enter this long sealed chamber. Five coffins line the mausoleum walls, but it seems that at least two of them no longer contain their original bodies. Two skeletons lie broken in a heap of bones on the floor.

Myrrdivar and Vasilisa now make use of these two coffins. If PCs come to this area during the day, the Vampires rest within, but may awake from their slumber by making DC 15 Perception checks (if PCs were noisy). The two are automatically alerted if PCs break down the stone slab, and they stand ready to attack.

### MYRRDIVAR, VAMPIRE ROGUE

CR 13

XP 25,600

Male Half-elf Vampire Rogue 11

CE Medium undead (augmented humanoid)

**Init** +11; **Senses** darkvision 60 ft., low-light vision; Perception +13

#### DEFENSE

**AC** 28, touch 18, flat-footed 20 (+4 armor, +7 Dex, +1 dodge, +6 natural)

**hp** 88 (11 HD; 11d8+44); fast healing 5

**Fort** +6, **Ref** +16, **Will** +4; +2 against enchantment

**Defensive Abilities** channel resistance +4, improved evasion, trap sense +3, uncanny dodge; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** vampire weaknesses

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 *frost rapier* +18/+13 (1d6+6/16-20 plus 1d6 frost) or slam +18 (1d4+4 plus energy drain)

**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19), sneak attack +6d6, rogue talent (bleeding attack), rogue talent (surprise attack)

#### TACTICS

**During Combat** Myrrdivar enjoys using his +2 *frost rapier* with his first attack, and his slam for his second attack. He attempts to flank the PCs with Vasilisa, thus gaining extra sneak attack damage. If the players prove to be formidable foes he may opt to summon wolves (using his *children of the night* ability) for protection and aid in flanking.

**Morale** If reduced to 25% of his hit points, Myrrdivar flees, eventually heading to Brookmere to begin feeding again.

#### STATISTICS

**Str** 18, **Dex** 24, **Con** —, **Int** 16, **Wis** 12, **Cha** 16

**Base Atk** +8; **CMB** +12; **CMD** 29

**Feats** Alertness<sup>b</sup>, Bleeding Critical, Combat Reflexes<sup>b</sup>, Critical Focus, Dodge<sup>b</sup>, Improved Critical (rapier), Improved Initiative<sup>b</sup>, Lightning Reflexes<sup>b</sup>, Mobility, Skill Focus (stealth), Toughness<sup>b</sup>, Weapon Finesse, Weapon Focus<sup>b</sup> (rapier)

**Skills** Acrobatics +21, Appraise +17, Balance +18, Bluff +25, Climb +18, Disable Device +21, Intimidate +17, Perception +25, Sense Motive +23, Sleight of Hand +21, Stealth +32, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common, Draconic, Elven, Gnome, Orc

**SQ** change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb, trapfinding, rogue talent (fast stealth), rogue talent (ledge walker), rogue talent (weapon training),

**Combat gear** *wand of web* (25 charges, CL 5, web etchings carved into the wand); **Other Gear** +2 *frost rapier*, +1 *studded leather armor*, and a *bag of holding* (type 1). Within the *bag of holding* are 1,500 gp, 2 silver pearls each worth 200 gp, and a masterwork longsword inlaid with jet jewels worth 1,000 gp.

### VASILISA NOVGOROD, CHOSEN OF LILITH

CR 15

XP 51,200

Female Fallen Elf Vampire Cleric 9

CE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 31, touch 18, flat-footed 23 (+7 Dex, +7 armor, +1 dodge, +6 natural)

**hp** 105 (9 HD; 9d8+63); fast healing 5

**Fort** +15, **Ref** +11, **Will** +12

**Defensive Abilities** channel resistance +4; **DR** 10/silver or cold iron and good;

**Immune** undead traits; **Resist** acid 5, cold 10, electricity 10, fire 5

**Weaknesses** vampire weaknesses

#### OFFENSE

**Speed** 20 ft. (30 ft. base), fly 40 ft. (50 ft. base, average)

**Melee** *Sword of the planes* +12/+7 (1d8+5/19-20) or slam +10 (1d4+4 plus energy drain)

**Melee** touch +10 (by spell)

**Ranged** ray +13 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 5 rounds, 9/day), blood drain, channel negative energy (10/day, 5d6, DC 22), children of the night, command fallen harpies, create spawn, dominate (DC 22), energy drain (2 levels, DC 22), energy drain (kiss), touch of evil (sickened, 5 rounds, 9/day)

**Spell-Like Abilities** (CL 9th; concentration +15)

Constant—*tongues*

3/day—*suggestion* (DC 22)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 9th; concentration +15)

5th—*plane shift*, *slay living*<sup>D</sup> (DC 22), *unhallow*

4th—*lesser planar ally*, *poison* (DC 21), *spell immunity*, *unholy blight*<sup>D</sup> (DC 20)

3rd—*bestow curse* (DC 19), *contagion* (DC 20), *deeper darkness*, *dispel magic*, *magic circle against good*<sup>D</sup>

2nd—*align weapon*, *darkness* x2, *death knell*<sup>D</sup> (DC 19), *desecrate*, *enthrall* (DC 18), *sound burst* (DC 18)

1st—*bane* (DC 17), *command* (DC 17), *curse water*, *detect good*, *doom* x2, *protection from good*<sup>D</sup>

0 (at will)—*detect magic*, *guidance*, *inflict minor wounds* x2

**D** domain spell; **Domains** Death, Evil

#### TACTICS

**During Combat** Vasilisa enjoys using her cleric spells, particularly those of the Death domain. She casts *slay living* on any character she deems as a particular threat (likely a spellcaster or rival cleric, especially of elven blood), and is likely to cast *magic circle against good* around her and Myrrdivar. She also enjoys tempting and enchanting characters, using *suggestion* and attempting her energy draining kiss. Vasilisa attempts to summon a succubus (as a supernatural ability) to aid her if she is in need of help defeating the characters. Vasilisa does not hesitate to use her *plane shift* spell in an escape attempt if in dire peril.

**Morale** Vasilisa retreats after losing 50% of her hit points, possibly to later ally with the PCs against Myrrdivar.

#### STATISTICS

**Str** 18, **Dex** 24, **Con** —, **Int** 14, **Wis** 22, **Cha** 24

**Base Atk** +6; **CMB** +10; **CMD** 27

**Feats** Ability Focus (*suggestion*), Alertness<sup>b</sup>, Combat Reflexes<sup>b</sup>, Dodge<sup>b</sup>, Great Fortitude, Improved Initiative<sup>b</sup>, Lightning Reflexes<sup>b</sup>,

Persuasive<sup>b</sup>, Spell Focus (necromancy), Toughness<sup>b</sup>, Weapon Focus (longsword)

**Skills** Bluff +15, Diplomacy +23, Intimidate +9, Knowledge (religion) +14, Knowledge (planes) +14, Perception +15, Sense Motive +20, Stealth +15; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Common, Elven; *tongues*, telepathy 60 ft.

**SQ** change shape (dire bat or wolf, *beast shape II*), death's embrace, gaseous form, scythe of evil (5 rounds, 1/day), shadowless, spider climb,

**Combat Gear** *wand of hold person* (25 charges, CL 5); **Other Gear** *Sword of the planes*, +2 chainmail.

### SPECIAL ABILITIES

#### Command Fallen Harpies (Sa)

Vasilisa may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

#### Energy Drain, Kiss (Su)

As a chosen of Lilith, Vasilisa may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise Vasilisa must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

#### Immune to Affects of Fallen Harpies (Ex)

Vasilisa is immune to the wail of insanity and captivating song of all fallen harpies.

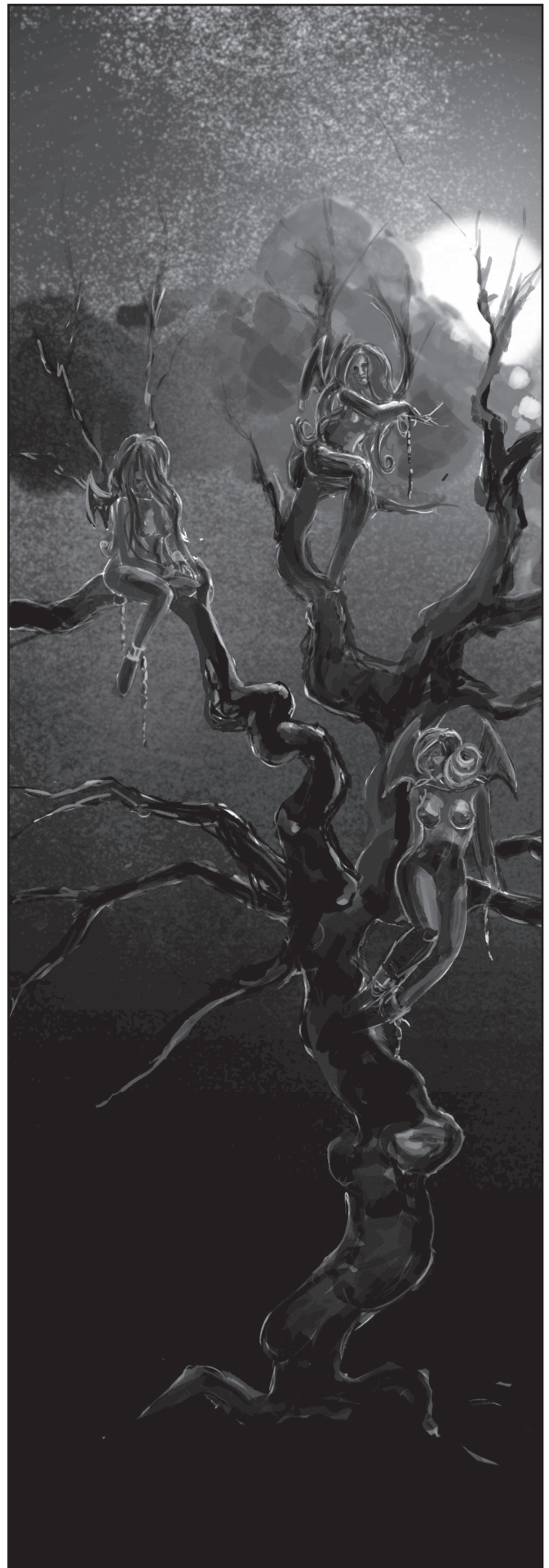
Myrrdivar came to Sylvanus a short time ago from the small elven village of Rhiannon to the north of here. The citizens there learned of his presence and fought a campaign against him and his spawn. None of Myrrdivar's spawn survived, and Myrrdivar himself narrowly escaped. He immediately fled Rhiannon for Sylvanus, resting in caves during the day. Myrrdivar found the mausoleum a perfect place to make his lair, and began preying upon the people of Sylvanus. Soon after Myrrdivar set up residence the attacks upon Sylvanus began. He watched with interest but intervened only once. He was taken by Vasilisa's strange beauty and vowed to make her his own. Myrrdivar sneaked into the elven camp that night, and drained the elf, returning to the mausoleum with her body. Now Vasilisa grudgingly follows the orders of her master, and together they toy with the survivors of Sylvanus and the remaining fallen elves (see Area 6). Myrrdivar has not yet turned any of the people of Sylvanus into vampires or spawn, realizing that prey in the area is scarce; Vasilisa is his only companion. The two plan to move on to Brookmere when no life remains in the town.

Each night Myrrdivar and Vasilisa roam the streets of Sylvanus, claim two survivors from Area 3, and toy with those at the fallen elf encampment. Vasilisa wishes to turn all of the elves into spawn, hoping to have a group of her own kind at her command. Myrrdivar forbids it, however, fearing that Vasilisa might use the spawn to turn on him, and fearing the short supply of sustenance in the area.

Vasilisa looks forward to the destruction of Myrrdivar so that she might be free of his command. If given a chance and time alone she might confront PCs and plead with them to kill Myrrdivar for her (under the guise of a mortal of course).

## 5. Fallen Harpies (EL 15)

A number of fallen harpies (new creatures detailed in Appendix 3 of this adventure) lurk in the forests around Sylvanus. PCs can either encounter them as wandering monsters, or as a large group in the





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forest. In the forest east of Sylvanus there is a particular clearing that a small stream runs through. In the center of the clearing is a giant, dead tree that the harpies enjoy gathering on. When the PCs arrive at this area, **4 fallen harpies** are present. Read the following to PCs that come across this clearing:

The forest yields to a large, grassy clearing. A small stream trickles through the area, and runs past a giant, dead pine tree. The tree still stands, although it lacks its needles. Large, skeletal branches extend all around the tree. In the branches sit a number of beautiful elven women, their skin pale and luminescent. Large black wings protrude from their backs, and although they look somewhat sinister, their beauty is such that you cannot help but feel entranced by the creatures. Upon seeing you the women smile and begin singing a beautiful song.

Should PCs have sneaked up on the clearing allow the harpies Perception checks opposed to the PCs Stealth checks.

Should the PCs examine the harpies closer, they may notice that they are each wearing collars and shackles. Two of the harpies in this group are still chained together, but the rest are free of the others, although they still wear the shackles.

If PCs try to talk with the harpies they are met only with smiles and song. The harpies continue singing until satisfied that the PCs are entranced, or until they believe their song to be ineffective. Then they switch tactics and keen in an attempt to drive their opponents insane.

**FALLEN HARPIES (4)**  
**XP 12,800**

CE Medium monstrous humanoid

**CR 11**

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 104 each (14 HD: 14d10+14)

**Fort** +7, **Ref** +13, **Will** +10

### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** longsword +14/+9/+4 (1d8) or 2 talons +9/+4 (1d6)

**Special Attacks** captivating song (DC 19), wail of insanity (DC 21)

### TACTICS

**During combat** The harpies work in unison, with 2 harpies dive-bombing the party with melee attacks while 2 use captivating song or wail of insanity while hovering. When all the harpies have used their songs, they attack en masse, using full advantage of Bluff and Intimidate checks.

**Morale** The harpies fight to the death.

### STATISTICS

**Str** 10, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 18

**Base Atk** +14; **CMB** +14; **CMD** 28

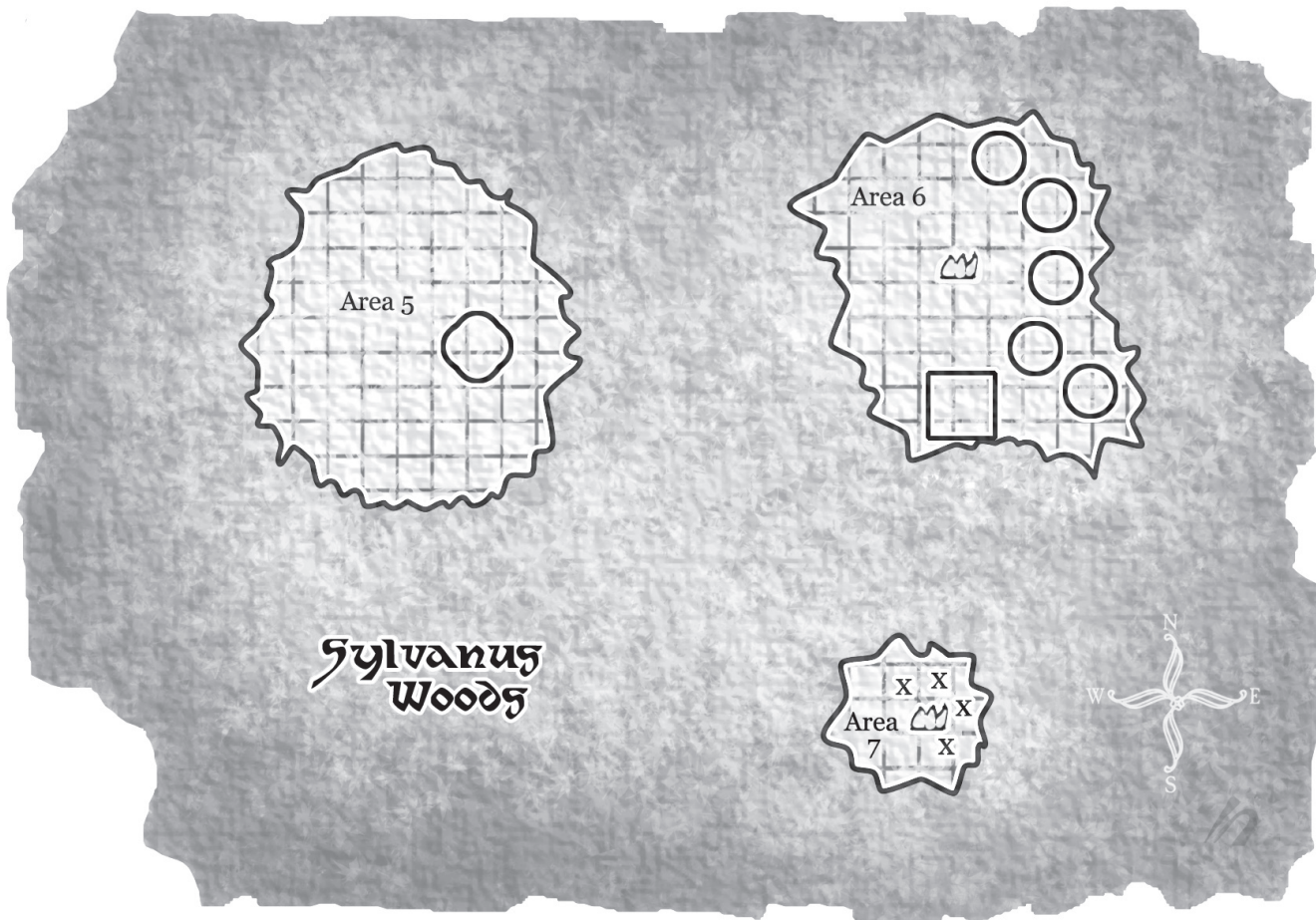
**Feats** Ability Focus (captivating song), Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (bluff), Skill Focus (perform)

**Skills** Bluff +18, Fly +18, Intimidate +18, Perception +15, Perform (song) +18

**SQ** commanded by the Chosen of Lilith

**Languages** common

**Gear** Longswords



**SPECIAL ABILITIES****Captivating Song (Su)**

When fallen harpies sing all within a 300 foot spread must succeed on a DC 19 Will save or become captivated. Those succeeding cannot be affected by the same fallen harpy's song for another 24 hours. Those that become captivated move in the most direct route toward the fallen harpy. If the path leads through a dangerous area the character is allowed a second save.

**Commanded by the Chosen of Lilith (SQ)**

Any chosen of Lilith can command fallen harpies (see the chosen of Lilith template for details) when within a one-mile radius of any such creatures. The fallen harpies are under the complete command of the chosen, and thus implicitly follow all of their orders.

**Wail of Insanity (Su)**

Fallen harpies can let loose a wail of insanity once per day. All within a 100 foot spread of the fallen harpy must succeed on a DC 21 Will save or become insane, as described under the *insanity* spell.

The fallen elves of Area 6 know that the harpies tend to congregate here, and thus avoid it whenever possible, hoping instead to confront harpies individually when they are off hunting.

## 6. Fallen Elf Encampment (EL Variable)

The slavers had some complications during the attack. They brought with them a chain gang of fallen harpies and a chosen of Lilith (Vasilisa) to command them (see Appendix 3 for more information on these creatures). The night before the battle (shortly after her arrival), Vasilisa was drained by Myrdivar, and turned into a vampire. Under his command she subsequently joined his cause, leaving the ranks of the fallen elves. Without the cleric to command them the harpies broke free of their chains and ran out of control, wreaking havoc on the area. A small band of fallen elves was left behind to capture these stragglers, and are having a difficult time going about it. The elves continue rounding up the harpies, and wait in this area for the arrival of another cleric who is being sent from Novgorod. The cleric is due to arrive here in a week.

**TER'AMIAL, CHOSEN OF LILITH****CR 15****XP 51,200**

Female Fallen Elf Cleric 13

CE Medium outsider (chaotic, evil)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +16**DEFENSES****AC** 25, touch 13, flat-footed 22 (+7 armor, +3 Dex, +5 natural)**hp** 91 (13 HD; 13d10+26)**Fort** +9, **Ref** +7, **Will** +14**DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15**OFFENSE****Speed** 20 ft. (30 ft. base), fly 40 ft. (50 ft. base, average)**Melee** +2 *longsword* +14/+9 (1d8+6/19–20)**Melee** touch +10 (by spell)**Ranged** +1 *heavy crossbow* +12 (1d8×3)**Ranged** ray +12 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 6 rounds, 9/day), channel negative energy (9/day, 7d6, DC 22), command fallen harpies, energy drain (kiss), touch of evil (sickened, 6 rounds, 9/day)

**Spell-Like Abilities** (CL 13th; concentration +23)Constant—*tongues*3/day—*suggestion* (DC 19)1/day—*summon* (level 6, 1 succubus 30%)**Spells Prepared** (CL 13th; concentration +23)7th—*blasphemy*<sup>D</sup> (DC 23), *destruction* (DC 24)6th—*blade barrier* (DC 22), *create undead*<sup>D</sup>, *geas/quest*, *planar ally*5th—*break enchantment*, *flame strike* (DC 21), *plane shift*, *slay living*<sup>D</sup> (DC 22), *summon monster V*4th—*death ward*<sup>D</sup>, *dismissal* (DC 20), *divine power*, *lesser planar ally*, *sending*, *summon monster IV*3rd—*animate dead*<sup>D</sup>, *bestow curse* (DC 20), *dispel magic*, *invisibility purge*, *speak with dead*, *summon monster III*2nd—*desecrate*, *death knell*<sup>D</sup> (DC 19), *eagle's splendor*, *hold person* (DC 18), *lesser restoration*, *silence* (DC 18), *summon monster II*1st—*command* (DC 17), *comprehend languages*, *detect good*, *divine favor*, *doom* (DC 18), *protection from good*<sup>D</sup>, *summon monster I*0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic***D** domain spell; **Domains** Death, Evil**TACTICS**

**During Combat** Ter'amial use her spells to best effect, using *blasphemy* and *blade barrier* to break the party into smaller groups. She *summons* creatures to aid the battle, and if hard pressed draws her longsword after preparing *divine power* and *protection from good*.

**Morale** If reduced to 25% of her hit points, Ter'amial flees back to Novgorod, leaving the other fallen elves to their fate with the PCs. If blocked from fleeing, she uses *plane shift* to escape.

**STATISTICS****Str** 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 22, **Cha** 22**Base Atk** +9; **CMB** +11; **CMD** 24

**Feats** Augment Summoning<sup>b</sup>, Combat Casting, Persuasive<sup>b</sup>, Skill Focus (Perception), Spell Focus (conjunction), Spell Focus (necromancy), Weapon Focus (longsword)

**Skills** Diplomacy +12, Fly +13, Intimidate +14, Knowledge (religion) +10, Perception +16, Sense Motive +10, Spellcraft +10

**Languages** Abyssal, Common, Elven; *tongues*, telepathy 100 ft.**SQ** death's embrace, scythe of evil (6 rounds, 2/day)**Gear** +2 *longsword*, +1 *heavy crossbow*, +2 *chainmail*, 50 crossbow bolts.**SPECIAL ABILITIES****Command Fallen Harpies (Sa)**

Ter'amial may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

**Energy Drain, Kiss (Su)**

As a chosen of Lilith, Ter'amial may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise Ter'amial must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

**Immune to Affects of Fallen Harpies (Ex)**

Ter'amial is immune to the wail of insanity and captivating song of all fallen harpies.



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This area details the fallen elves encampment. The elves have several tents, individual horses for each of the elves, a fire pit, a large, wheeled, metal cage that the fallen harpies were brought in, and the team of horses that pulled the cage. There are currently **5 fallen elves** and **4 fallen harpies** here. Read the following to PCs that find the camp:

You come upon a large forest clearing, in the center of which is an encampment. The campsite looks as if it has been in use for some time, although it appears that greater numbers had made use of the surrounding area in the recent past. Five tents are set up on the eastern side of the clearing, and in the center is a large campfire. On the western side of the clearing stands a large, steel cage, housing several beautiful winged creatures. They sing a beautiful song, and then suddenly their song turns into hideous screaming. Their terrible keening echoes through the woods. A pale man peers from the middle tent. His features are elven, and he looks as if he was just disturbed from peaceful reverie. "Shut them up, quickly!" He shouts, and the tents beside him both stir.

The elves mean to stop the harpies from keening lest they be driven insane. They have been given a *music box of silence* (see Appendix 2 for more details on this new item) to calm the harpies whenever they begin their song. When opened the music box plays a song that casts *silence* upon the area. All that can be heard is the tune of the music box. Unless PCs intervene, the elves quickly move to the cage and open the music box, which plays a haunting melody, and the harpies fall silent. Spying PCs are allowed DC 15 Spot checks, and if they succeed, notice that the harpies continue to scream, although they make no sound.

There are five harpies in the cage. It is locked (the leader of the group has the key), and can be opened with a DC 30 Disable Device check. The bars, floor, and roof of the cage are all made of steel. The cage is wheeled, and a team of four horses is kept nearby to pull it. Five other riding horses are tied around the camp, belonging to the elves.

The guards had a long night fending off Vasilisa, who enjoys plaguing the elves, hoping to turn them to vampire spawn against Myrrdivar's will (see Area 4). As if that were not bad enough for the band, the caged harpies tend to draw the attention of those still out in the woods, inciting many desperate battles. When PCs encounter the fallen elves, they are trying to get their reverie during the day, which they were deprived of the night before thanks to Vasilisa and the fallen harpies.

### FALLEN ELF FIGHTERS (5)

CR 9

XP 6,400

Male Fallen Elf Fighter 9

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +2

### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

**hp** 72 each (9d10+18)

**Fort** +8, **Ref** +6, **Will** +3; +2 against enchantment and fear

**Defensive Abilities** bravery +2; **Immune** sleep

### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** mwk longsword +14/+9 (1d8+6/19–20) and mwk light mace +12 (1d6+4)

**Ranged** heavy crossbow +12 (1d8/×3)

### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +9; **CMB** +11; **CMD** 24

**Feats** Dodge, Greater Weapon Focus (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Climb +12, Intimidate +11, Perception +2, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 2, weapon training (heavy blades +2, flails +1)

**Combat Gear** *Music box of silence* (25 charges, CL 3, see Appendix 2 for more details on this new item); **Other Gear**

Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

### FALLEN HARPIES (4)

CR 11

XP 12,800

hp 104 each; see Area 5.

**Treasure:** The tents of the elves contain mostly camping supplies (such as rations, bedrolls, backpacks, and such). In addition, the middle tent contains a small chest full of booty that the elves have found in Sylvanus. It is locked, hidden under a pile of blankets and revealed by those succeeding at DC 15 Perception checks. It can be opened by making a successful DC 20 Disable Device check. It contains a 300 gp pearl necklace and 500 gp.

A single guard patrols around the campsite while the others sleep, and may see approaching PCs. Allow him a Perception check opposed to the lowest rolling Stealth check, respectively. If he catches the PCs, he alerts the other elves with a yell, and moves to attack.

## Gaining Information from the Fallen Elves

PCs that manage to capture or charm one of the elves can learn a great deal. If questioned, some likely responses include:

What are you? *We are Lilith's people. We are elves that share her blood.*

Where are you from? *We come from Novgorod, a city in the forest east of here.*

What are these things (referring to the fallen harpies)? *They are those clerics of Lilith that have failed to please her. She damns them for their shortcomings.*

Where are the people of Sylvanus? *They have been taken to Novgorod as slaves.*

Who is responsible for this raid? *The queen, Morwenna ordered the attacks. She ordered that the people of this town be taken back to Novgorod as slaves.*

Why did the orcs attack Brookmere and what was taken from the library? *I know nothing about that attack, or what was taken.*

What of the Stonebones Clan? *Lady Elyria and Lord Ivan hired them on Morwenna's order to weaken Sylvanus's defenses before we moved in. The survivors of their clan rove these hills.*

What is that music box? *It was lent to us by Lady Elyria for us to use while rounding up the fallen ones (the harpies). It helps a great deal when dealing with the creatures.*

Of course the elves are loathe to cooperate if captured, and offer little information. Most of the above information can only be learned by charming the elves.

## 7. Orc Encampment (EL 14)

The remaining orcs of the Stonebones clan are scattered in small groups about the countryside. The Stonebones chieftain, Ulmak, was killed in

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the battle with Sylvanus, and now many orcs have staked their claim as chieftain. None of the would-be-usurpers have enough supporters to unite the clan however, and the Stonebones are doomed to be divided. PCs may encounter any number of small groups of orcs around the countryside as wandering monsters, or may come upon this particular group in the hills north of Sylvanus. Allow the PCs to see smoke from the group's fire on a successful DC 15 Perception check. This is their chance to sneak up and listen, getting a bit of free information and the jump on the enemy. If they hide and watch the enemy before rushing in, read the following:

In the small clearing before you, a band of orcs and goblinoids sit around a fire, roasting some foul variety of meat. "I'm tired of dead goblin. When are we going to find us more of 'em humans?" A disgruntled orc asks a bugbear who roasts a disfigured goblin appendage over the fire.

"Rotten elves's took all dem humans. Now we have none to bash." The bugbear says.

"Paid us well though. And soon all dis territory will be ours, thanks to the elves's and Ulmak." An ogre says.

"Praise Ulmak. May he find many battles in the afterlife." The bugbear says in a droll tone.

"Praise Ulmak." The orc and ogre repeat.

### OGRE BARBARIAN CR 10

XP 9,600

Male Ogre Barbarian 7

CE large humanoid (giant)

**Init** +0; **Senses** darkvision 60 ft, low-light vision, Perception +9

#### DEFENSE

**AC** 18, touch 9, flat 18 (+4 armor, +5 natural, -1 size)

**hp** 135 (11 HD; 4d8+7d12+71)

**Fort** +13, **Ref** +4, **Will** +5

**Defensive Abilities** improved uncanny dodge, rage power (guarded stance +2), trap sense +2; **DR** 1/—

#### OFFENSE

**Speed** 40 ft. (50 ft. base)

**Melee** mwk greatclub + 20/+15 (2d8+12)

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

#### TACTICS

**During Combat** The ogre uses rage and Power Attack immediately, and uses both until he begins to miss.

**Morale** The ogre fights until reduced to 10% of hit points.

#### STATISTICS

**Str** 26, **Dex** 11, **Con** 18, **Int** 8, **Wis** 10, **Cha** 4

**Base Atk** +10; **CMB** +19 (+21 to Sunder); **CMD** 29 (+31 vs. Sunder)

**Feats** Cleave, Improved Sunder, Power Attack, Toughness, Weapon Focus (greatclub).

**Skills** Climb +17, Intimidate +7, Perception +9, Survival +8

**Languages** Common, Giant

**SQ** rage (18 rounds/day), rage power (no escape), rage power (renewed vigor 2d8+4)

**Gear** Mwk greatclub, large hide armor, 100 gp.

### ORC BARBARIAN CR 13

XP 25,600

Male Orc Barbarian 10

CE Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

**Weakness** light sensitivity

#### DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 armor)

**hp** 95 (10d12+20)

**Fort** +8, **Ref** +3, **Will** +2

**Defensive Abilities** ferocity, improved uncanny dodge, rage power (clear mind), rage power (guarded stance +2, 3 rounds), rage power (increased damage reduction 2/--), trap sense +3; **DR** 1/—

#### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** greataxe +10 (1d8+5)

**Special Attacks** rage power (knockback, +3 damage), rage power (quick reflexes)

#### TACTICS

**During combat** The orc barbarian rages and attacks with his greataxe, using Power Attack until he begins to miss, then switching to Vital Strike.

**Morale** The orc fights to the death.

#### STATISTICS

**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

**Base Atk** +10; **CMB** +13; **CMD** 23

**Feats** Cleave, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (battleaxe)

**Skills** Intimidate +9, Perception +7, Survival +10

**Languages** Common, Orc

**SQ** fast movement, rage (21 rounds/day)

**Gear** Greataxe, splint mail armor, 100 gp.

### BIGBEAR FIGHTERS (2) CR 10

XP 9,600

**hp** 75 each; see the Brookmere Library, Third Floor, Area 3-3.

PCs can learn several things by capturing or charming any members of the group. First, PCs can learn the state of the scattered Stonebones clan, and can likely guess that they are no more. Second, PCs can learn that the orc clan was hired and paid well by a strange elfen wizard named Elyria. She paid the clan to help orchestrate successive attacks on Brookmere and Sylvanus. Third, PCs can learn that the elves took all of the people of Sylvanus as slaves east into Harwood Forest. Fourth, members of the band know the general locations of the fallen elf encampment (Area 6) and the tree that the fallen harpies favor flocking to (Area 5). They know nothing of Myrrdivar, Vasilisa, or Jonas Firestorm and the other survivors of Sylvanus. Of course, those that are charmed freely give information whereas those that are captured are difficult to interrogate.

## Sylvanus Aftermath

PCs should have learned enough information in this section to know that the fallen elves have taken the people of Sylvanus east into Harwood Forest as slaves. They should also have concluded that the fallen elves are responsible for the attack on Brookmere as well. As of yet it is likely that they do not know how the two attacks are related. They know of course that Elyria needed a particular book, and may even know the name and substance of that tome. They should not yet realize however, the important role the people of Sylvanus are to play in Morwenna's plan (as sacrifices to Lilith and Medb). Therefore, the PCs should have been allowed to solve some of the puzzle, but still have many questions that need answered (that will be learned in the upcoming sections).

PCs may find it prudent to take the survivors of Sylvanus back to Brookmere before going into the Harwood forest. Should PCs not wish to journey back the entire length, Jonas offers to guide his people to Brookmere, and wishes luck to the PCs. He may even offer the PCs some clerical aid, perhaps giving them the items in the hidden cache below the temple of Thyr (see Area 2). The other survivors offer their thanks to PCs, calling them heroes, and pleading that they bring their friends and family back safely.



# Entering Harwood Forest

The sparse woodlands east of Sylvanus give way to the dense impenetrable Harwood Forest. There is no man made marking acting as a border for the forest, but none is needed. As soon as you pass into the forest you know it. The dense, leafy trees themselves seem to radiate darkness and it feels as if the forest watches you. All is completely silent; the calls of birds and other forest animals so prevalent in the woodlands you are familiar with are no more. You think back to the tales you heard in your youth of this place, and a shiver runs down your spine.

Harwood Forest is two days east of Sylvanus. Most folk in nearby lands have long believed it to be haunted. King Ravegost, a ruler of the kingdom of Myrridon some time ago, had hoped to build a road through the forest to the eastern lands, but no man that was sent within ever returned. Those that went searching after them said only that they heard strange things in the woods: keening voices and forbidding creatures. Shadows seemed to move of their own accord in the dark woods, and an evil presence was felt by all. Those that returned to tell their tale were lucky, for many of their companions simply disappeared. After spending some time searching for their friends, they turned back, and since then, few have ventured into the woods, and none that have ventured far have returned.

Despite the tales, PCs should have enough information by now to know that the foundation of their troubles lies within Harwood Forest. If they still haven't been successful gathering information, allow any with the Tracking feat a DC 15 Survival check to find the tracks of the fallen elf slavers. The tracks lead to the edge of the forest then to a little traveled path that deeper penetrates Harwood. Let PCs follow the trail for about a day before coming to the first encounter. As they travel play up the overall eerie feel of the woods. Here are a few tricks to pull on PCs throughout their journey:

- Have PCs roll a d20, not telling them why. Then look at their sheets as if you are secretly calculating a roll. This should get them suspicious, and put them on edge.
- Allow a single PC a DC 15 Perception check. After she rolls, tell her that she could swear upon seeing a series of fleeting shadows move through the woods. Roll dice behind the DM screen as PCs search, and tell them that they find nothing. Should the player fail her roll simply roll dice and move on.
- Allow a single PC a Perception check. After he rolls, tell him that he hears a strange whispering nearby. Again, PCs find nothing after they search.
- Finally, PCs hear ungodly screams in the distance. The scream is a high pitched, woman's keening. PCs come up empty handed after searching through the woods. As an alternative, the PCs might come across several wandering fallen harpies.

The purpose of these tactics is simply to convey the overall eerie, darkness of the forbidding forest. PCs should feel like the woods themselves are alive, and any manner of terrible things could be lurking within, just out of site.

There is a 15% chance twice a day and night that PCs encounter a wandering monster while in Harwood Forest. Roll for wandering monsters on Wandering Monster Table 5 in Appendix 1. Not following

the trails of Harwood is especially dangerous. There is a 30% chance of encountering a wandering monster instead of the usual 15% while not on the trails. The fallen elves know of this danger, and thus use the trails whenever possible.

## I. Wooden People

After nearly a full day PCs reach this encounter. Read the following as PCs approach:

The forest is dark and ominous, the branches above forming a tight canopy overhead and blocking the sun. The trees seem to get thicker and the forest stranger the farther you go, and now, in a clearing before you is an unusual sight. Four wooden carvings of humans and elves stand before you, their hands held out before their horror-stricken visages.

These "carvings" are actually a number of the people from Sylvanus and their fallen elf captors. Dobrynya, a powerful druid who lives nearby, turned these unfortunate souls to wood (with the help of his wood elemental companion) after coming across the slave caravan and questioning the "intruders." He is very territorial, and does not like trespassers in his part of the woods. Dobrynya left these particular victims here as warnings for other trespassers, taking the rest back to his tree. PCs examining the victims can find an interesting detail by making a DC 15 Perception check. They find that the feet of the unfortunate souls twist into tree-like roots, and reach deep into the earth, rooting to the spot.

PCs using the Tracking feat can learn a great deal by using it in this area if they succeed at DC 15 Survival checks. They cannot find any of Dobrynya's tracks, as his *trackless step* ability allows him to move without trace. However, they can learn that a large battle took place here, obviously involving the people of Sylvanus, the fallen elves, and some other strange creatures (Treants and Dobrynya's summoned minions). The tracks of the caravan follow the trail to this area, and it seems that not all that came here left. Of the caravan, about three-quarters fled into the forest. Following the tracks takes PCs in many different directions throughout the forest, but ultimately to one particular clearing (as all that escaped either congregated here or were later rounded up). From here the tracks again go to the main trail, and continue eastward. When the tracks near Dobrynya's tree (see the following chapter), they veer into the forest and skirt around the area before again merging with the trail. Those that follow the tracks can still see Dobrynya's tree ahead, as it is massive and can be seen from very far away.

# Dobrynya's Tree

## I. Tree Exterior (EL 15)

The Harwood trail leads to Dobrynya's tree shortly after the clearing with the wooden people. He lives in a giant, enchanted tree that rises 200 feet into the air, and is, at the base, 100 feet in diameter. Read the following to approaching PCs:

Before you stand what look to be two massive entwined trees, their trunks twisting in a corkscrew so tightly together that they appear as one. The base of the tree looks about fifty feet in diameter, and it towers far above the canopy of the surrounding woods. From this angle it looks as if the tree has an enormous face: two large knotholes for eyes, and another yawning, deformed knothole for a mouth. Dozens of wooden effigies of humanoid creatures of varied races protrude from the trunk, especially around the base. Their arms and bodies reach toward you, and their faces betray a familiar look of horror.

Dobrynya casts *animate plant* on his tree every morning. As soon as PCs move to inspect Dobrynya's tree it animates and the wooden people at the base attack (the tree itself stands stationary). The **30 ironwood humanoids** primarily attempt to grapple nearby PCs, holding them stationary. Meanwhile, **2 ironwood treants** that live nearby move to aid Dobrynya's tree, attacking the PCs. The treants and wooden humanoids have been augmented by *Dobrynya's greater ironwood* spell (see Appendix 2 for details on this new spell, and Appendix 3 for details on these new creatures).

### IRONWOOD HUMANOIDS

CR 1/2

XP 200

N Medium plant (augmented)

**Init** +2; **Senses** Perception +0

#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 4 (1 HD; 1d8)

**Fort** +2, **Ref** +1, **Will** +0

**Defensive Abilities** plant traits; **DR** 5/adamantine and slashing; **Immune** fire

#### OFFENSE

**Speed** –

**Melee** 2 claws +2 (1d4+1)

#### TACTICS

**During Combat** The humanoids attempt to grapple the PCs, if that strategy fails, they attack with claws.

**Morale** The humanoids fight to the destruction.

#### STATISTICS

**Str** 13, **Dex** 13, **Con** 10, **Int** –, **Wis** 10, **Cha** 1

**Base Atk** +0; **CMB** +1; **CMD** 12

**Feats** Weapon Focus (claws)

**Skills** Perception +0, Stealth +5 (+13 in vegetation); **Racial**

**Modifiers** +4 Stealth (+12 in vegetation)

**Languages** none (cannot speak)

### IRONWOOD TREANTS (2)

CR 10

XP 9,600

NG Huge plant

**Init** –1; **Senses** low-light vision; Perception +12

#### DEFENSE

**AC** 22, touch 7, flat-footed 23 (–1 Dex, +15 natural, –2 size)

**hp** 114 (12 HD; 12d8+72)

**Fort** +14, **Ref** +3, **Will** +9

**Defensive Abilities** plant traits; **DR** 15/adamantine and slashing; **Immune** fire

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +20 (2d6+10/19–20)

**Ranged** rock +9 (2d6+15)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** double damage against objects, rock throwing (180 ft.), trample (2d6+13, DC 26)

#### TACTICS

**During Combat** The treants throw rocks as they approach the PCs, then use slam attacks with Power Attack.

**Morale** The treants fight to the death.

#### STATISTICS

**Str** 31, **Dex** 8, **Con** 22, **Int** 12, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +21(+23 to Sunder); **CMD** 30 (32 vs. Sunder)

**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth –9 (+7 in forests); **Racial**

**Modifiers** +16 Stealth in forests

**Languages** Common, Sylvan, Treant

**SQ** animate trees, treespeech

The wooden humanoids are actually those changed into wood by Dobrynya and his wood elemental companion. Dobrynya mends them with the tree with *wood shape* spells. Most of these wooden people are actually unfortunate citizens of Sylvanus. PCs can actually use *wood shape* to remove the figures from the tree, upon which they return to their inanimate state.

Allow PCs standing before the knotholes of the tree a DC 15 Perception check. Those succeeding see that within the “mouth” knothole there are ascending stairs, and above there appears to be a small, round, door. They also notice that the tree is made of a harder substance than usual. Druid PCs know that the material is *ironwood*. Dobrynya's tree attempts to bite those that pass through. Characters passing through the mouth must succeed at DC 15 Reflex saves or take 4d6+15 points of damage. Once PCs have passed the outer mouth, they are safe to ascend the stairs. The “door” at the end however, has no knob or lock, and there is seemingly no way to gain entry. PCs that knock on the door may make a DC 10 Perception check to realize that beyond is hollow. Dobrynya generally casts *wood shape* to pass through this entrance, changing it back when he has passed. Alternatively, Dobrynya wild shapes into a small bird and flies to the top of the tree, passing through a small knot-hole in Area 8-1. PCs that wish to pass can use magical means (using, for example, a *wood shape* or *teleport* spell), or can simply break through the door with force. The door leads to Area 1-1. Should all of the PCs enter the “mouth” knothole of Dobrynya's tree the ironwood treants surround the area but stop attacking, as Dobrynya wishes no harm to come to his home.



## DOBRYNYA'S TREE

**Dobrynya's Tree Features:** 5 ft. thick *ironwood*; Hardness 10; hp 1,800; Break (DC 96); Climb (DC 15). The ceiling of each floor is 35 ft. high. Dobrynya's Tree is composed completely of *ironwood*, and thus is impervious to fire. Characters passing through the mouth must succeed at DC 15 Reflex saves or take 4d6+15 points of damage from the Tree's bite.

**Doors (Outside and Inside):** 2 in. thick; Hardness 10; hp 60; Break (DC 28).

The wooden figures (**10 ironwood humanoids**) pose no threat unless tampered with, in which case they spring to life as did those outside. The effigies are rooted stationary and cannot move. The archway leads to Area 1-2.

**IRONWOOD HUMANIDS (10)**

**CR 1/2**

**XP 200**

**hp 4;** see Dobrynya's Tree Exterior, Area 1.

## Dobrynya's Tree, First Floor

### I-1. Dobrynya's Tree Entrance (EL 0 or 2)

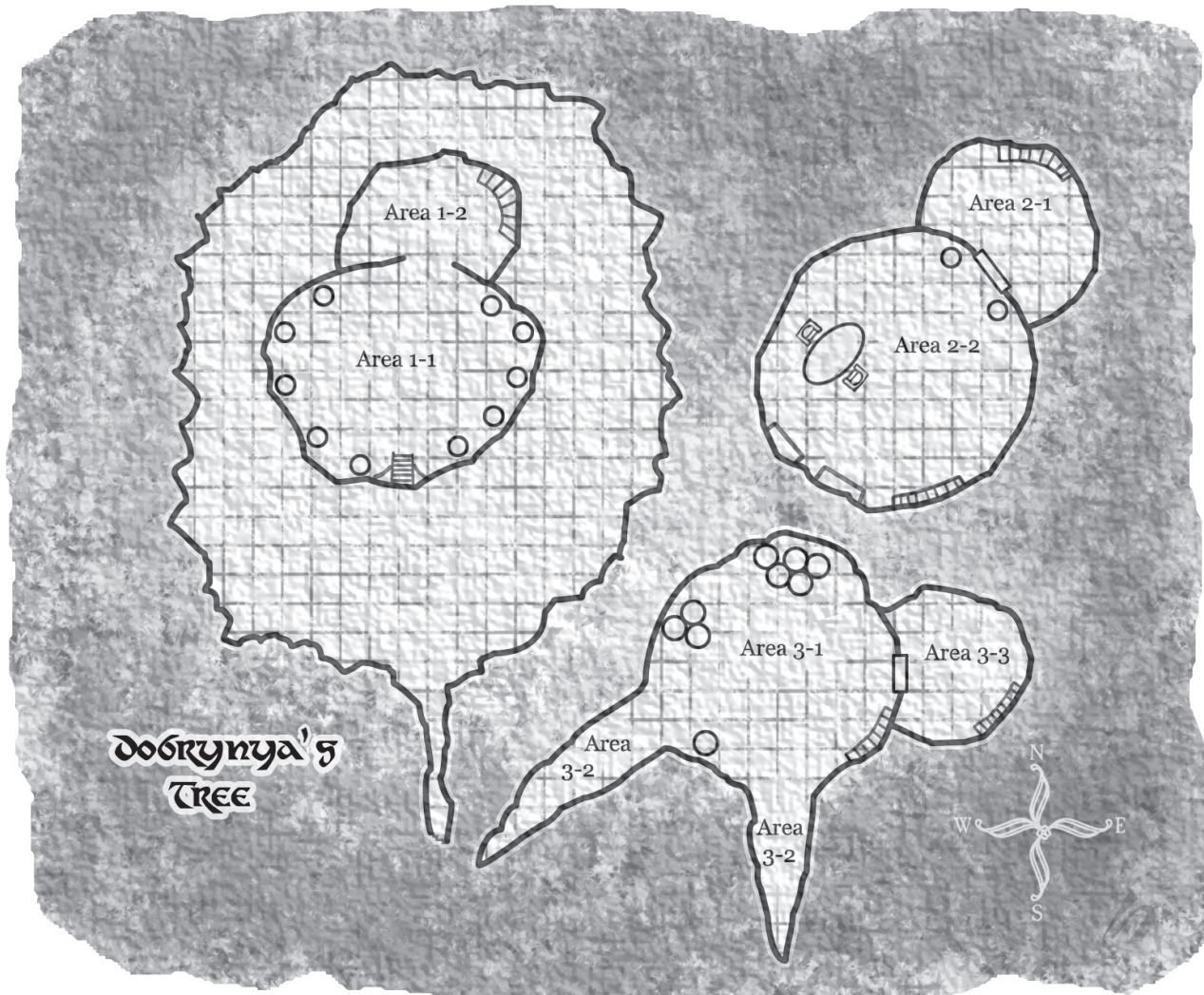
Once inside of Dobrynya's tree it returns to its inanimate state. Read the following as PCs enter this area:

The inside of this tree is hollowed out and looks as if it is inhabited. The majority of this 100-foot circular chamber is empty, although there are a number of wooden effigies lining the inner walls, standing as if they were seneschals. Ahead of you is a large archway, which leads into another chamber.

### I-2. Entwined Tree, Staircase

This circular chamber is about 60 foot in diameter, and is the smaller of the two entwined trees. The trees seem to have grown so close together that they have become one. A giant staircase twists before you, shaped straight from the wood of the tree.

The staircase leads to the second floor, particularly Area 2-1. There is nothing else of interest in this chamber.



# Dobrynya's Tree, Second Floor

## 2-1. Rust Monster Lair (EL 9)

Before you are two large, beetle-like creatures, each as tall as a horse. Their long antennae flit wildly as you enter, and they begin to make high pitched chirping noises. They scurry toward you on nimble legs.

**ADVANCED RUST MONSTERS (2)**  
**XP 3,200**

**CR 7**

N Large aberration

**Init** +2; **Senses** darkvision 60 ft., scent metals 90 ft.; **Perception** +15

### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

**hp** 97 each (13 HD; 13d8+39)

**Fort** +9, **Ref** +8, **Will** +11

### OFFENSE

**Speed** 40 ft., climb 10 ft.

**Melee** bite +12/+7 (1d6+4), antennae +7/+2 touch (rust)

### STATISTICS

**Str** 18, **Dex** 15, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +9; **CMB** +14; **CMD** 26 (30 vs. Trip)

**Feats** Ability Focus (rust), Great Fortitude, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception)

**Skills** Climb +13, **Perception** +15

These rust monsters are Dobrynya's first line of defense. He keeps them on this level hoping that they might intercept any intruders and destroy any weapons and armor they might have.

Dobrynya is having trouble feeding these beasts, and thus they are usually ravenously hungry. He has no spells to create metal, and thus must scour the surrounding areas to find them food. Recently he has taken the weapons and metallic items from those he captured in his territory, and stockpiled them in Area 3-2, thus acting as food storage for the rust monsters. Dobrynya realizes that he cannot continue to feed the large rust monsters for much longer, and is prepared to set them free in the forest once he runs out of food for them.

There is another archway in this room leading to Area 2-2. A large round door blocks entry, and is locked. A DC 20 Disable Device check opens the door. The rust monsters are trained not to enter Area 2-2, but are so hungry that they disregard their training and run forward after any PCs that enter. They may even try to break through the door should PCs pass by and close the door on the creatures.

## 2-2. Study (EL 0 or 2/3)

Two wooden figures flank the entrance of this room. Within are a table and chairs, stationary and wrought from the wood of the tree. They seem to have risen out of the floor to form into their current shapes. On the far wall stand two bookshelves filled with thick tomes, and another twisting stairway.

The table, chairs, and bookcases were all made by Dobrynya with his *wood shape* spell. The staircase continues up to Area 3-1. As before, the **2 ironwood humanoids** spring to life if tampered with. You may even allow the PCs to recognize one of the figures, perhaps as a visitor to Brookmere from Sylvanus. This may help kill-happy PCs realize that many of the figures are actually innocent people.

**IRONWOOD HUMANIDS (2)**  
**XP 200**

**CR 1/2**

**hp** 4; see Dobrynya's Tree Exterior, Area 1.

**Treasure:** The bookcases are full of mundane books (60 total), each worth about 2 gp. Hidden behind the books on one of the shelves (DC 20 Perception check to find it) is an *ioun stone* (pale lavender, ellipsoid). On top and pushed toward the back and middle of the bookshelves are a +1 *light wooden shield*, and a *wand of stoneskin* (50 charges). A DC 15 Perception check is required to find these two items.

# Dobrynya's Tree, Third Floor

## 3-1. Storage (EL 0 or 3)

The tree seems to be narrowing as you rise. This chamber is slightly smaller than the one below, stretching 90 feet in diameter. Two long corridors formed of hollowed branches protrude from this chamber and another round doorway leads into what must be the smaller entwined section of the tree. A number of barrels and sacks line the walls.

Inside the barrels are stores of food, from dried meat to fruit. The sacks are stores of grain and wheat, and one of them holds a surprise: a wayward **cockatrice** that Dobrynya took in as a pet some time ago. It enjoys eating the grain, and often climbs in the sack to feed and falls asleep. Should PCs reach into the grain sack, the Cockatrice gets a surprise attack on the PC. It then flees from the sack, and flies around the room madly.

**COCKATRICE CR 3**

**XP 800**

**hp** 27 (*Pathfinder RPG Bestiary*)

The branches in this room lead to the Areas 3-2, and the door leads to Area 3-3. There is no lock on the door.

## 3-2. Storage Branches

These branches continue for 60 feet before reaching their end. The tip of the branch seems to serve as another storage area. There are however, stores of items, goods and weapons here rather than stores of food.

**Treasure:** In the northeastern branch are 5 backpacks (empty), 7 bedrolls, 10 candles, 2 scroll cases, a fishing net, 7 pieces of flint and steel, 2 vials of ink, 4 common lanterns, a bullseye lantern, several sets of cooking pots and pans, 2 hemp ropes (50 ft), 1 silk rope (50 ft), 3 tents, and a set of lockpicks.

In the southwestern branch are a masterwork flail, 5 daggers, 10 longswords, 2 masterwork longswords, 2 longbows, a masterwork shortbow, 5 short swords, a masterwork scythe, and a masterwork warhammer.



## DOBRYNYA'S TREE

These items are odds and ends picked up by Dobrynya from the bodies of deceased trespassers.

### 3-3. Dire Bear Lair (EL 16)

This chamber is about 50 feet in diameter, and another staircase rises into the heights of the tree. Two large bears sit at the bottom of the staircase. One yawns as you enter, displaying its toothy maw. It rises and ambles toward you.

The **2 dire bears** are Dobrynya's pets. They are not used to visitors and as such size PCs up instead of attacking. One moves closer to the PCs, sniffing them curiously. Should the PCs act kindly to the bear, she moves back to the base of the stairwell and lies down, allowing them to pass as long as they do not bother her or her mate. If the players attack, the bears retaliate, not stopping until either they or the PCs are defeated. The bears follow fleeing characters up the staircase into Area 4-1 and beyond. PCs that flee out the door to Area 3-1 find that the bears are not so easily thwarted. They attempt to break down the wooden door and follow the PCs through.

#### ADVANCED DIRE BEARS (2)

CR 14

XP 38,400

N Huge animal

**Init** +4; **Senses** low-light vision, scent; **Perception** +16

#### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

**hp** 265 each (24 HD; 24d8+144); diehard

**Fort** +20, **Ref** +14, **Will** +11

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +30/+25/+20/+15 (2d6+14 plus grab/19-20) and bite +30 (2d8+14)

**Space** 15 ft.; **Reach** 15 ft.

#### STATISTICS

**Str** 39, **Dex** 11, **Con** 23, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +18; **CMB** +34 (+38 to Grapple); **CMD** 48 (52 vs. Trip)

**Feats** Diehard, Endurance, Greater Vital Strike, Improved Critical

(claws), Improved Initiative, Improved Natural Attack (bite),

Improved Natural Attack (claw), Improved Vital Strike, Iron

Will, Multiattack, Run, Skill Focus (Perception), Vital Strike

**Skills** Perception +16, Swim +30; **Racial Modifiers** +4 Swim

## Dobrynya's Tree, Fourth Floor

### 4-1. Stairwell

Ahead of you is an elaborate archway leading into another, larger chamber. Runes and knotted dragon designs are carved around the archway.

There is nothing of interest in this room. The archway leads to Area 4-2.

### 4-2. Sculpture

In the center of this room is a large, wooden sculpture that consists of humanoid bodies. The sculpture is still, but seems to writhe before you such is the masterwork of the piece. At places the sculpture appears grotesque, but it is overall, aesthetically pleasing. Another large tree branch continues off into a corridor from this chamber, and another staircase rises higher into the tree.

A DC 15 Perception check reveals that there is a single metal weapon within the mass of bodies. It is a *luckblade* (containing 0 wishes). Dobrynya found the item amid a group of fallen elves, and found the item to be so beautiful that he decided to keep it for himself. He already has a weapon of his own that he tends to carry with him at all times, and thus keeps this one as part of the sculpture.

Dobrynya created this sculpture from the many fallen elves that pass through his territory. After turning them to wood, he uses *wood shape* spell to bind the bodies together. There are no villagers from Sylvanus in this sculpture.

The staircase leads to Area 5-1, and the branch to Area 4-3.

### 4-3. Trapped Branch (EL 10)

This branch continues for 60 feet before reaching its end. It looks as if the tip of the branch serves as another storage area, as there are many closed barrels and sacks at the end.

There is a trap door in the corridor that drops those that fall in it outside of the tree. The fall is 140 feet to the ground. Those that fall take 14d6 points of damage and find themselves just east of the base of the tree. They can either reenter the tree through the mouth knothole (risking any of the previous dangers that were not dealt with) or can use magical means (such as a *fly* spell) to re-enter the hole that is left in the branch from the trap. PCs above may even drop a rope down for the unfortunate character to climb.

#### CAMOUFLAGED PIT TRAP

CR 10

**Type** mechanical; **Perception** DC 27; **Disable Device** DC 18

**Trigger** location; **Reset** manual

**Effect** 140-ft.-deep pit (14d6 falling damage); DC 20 Reflex avoids.

The barrels are all empty, and the sacks are filled with straw. This area serves only as a trap for greedy intruders.

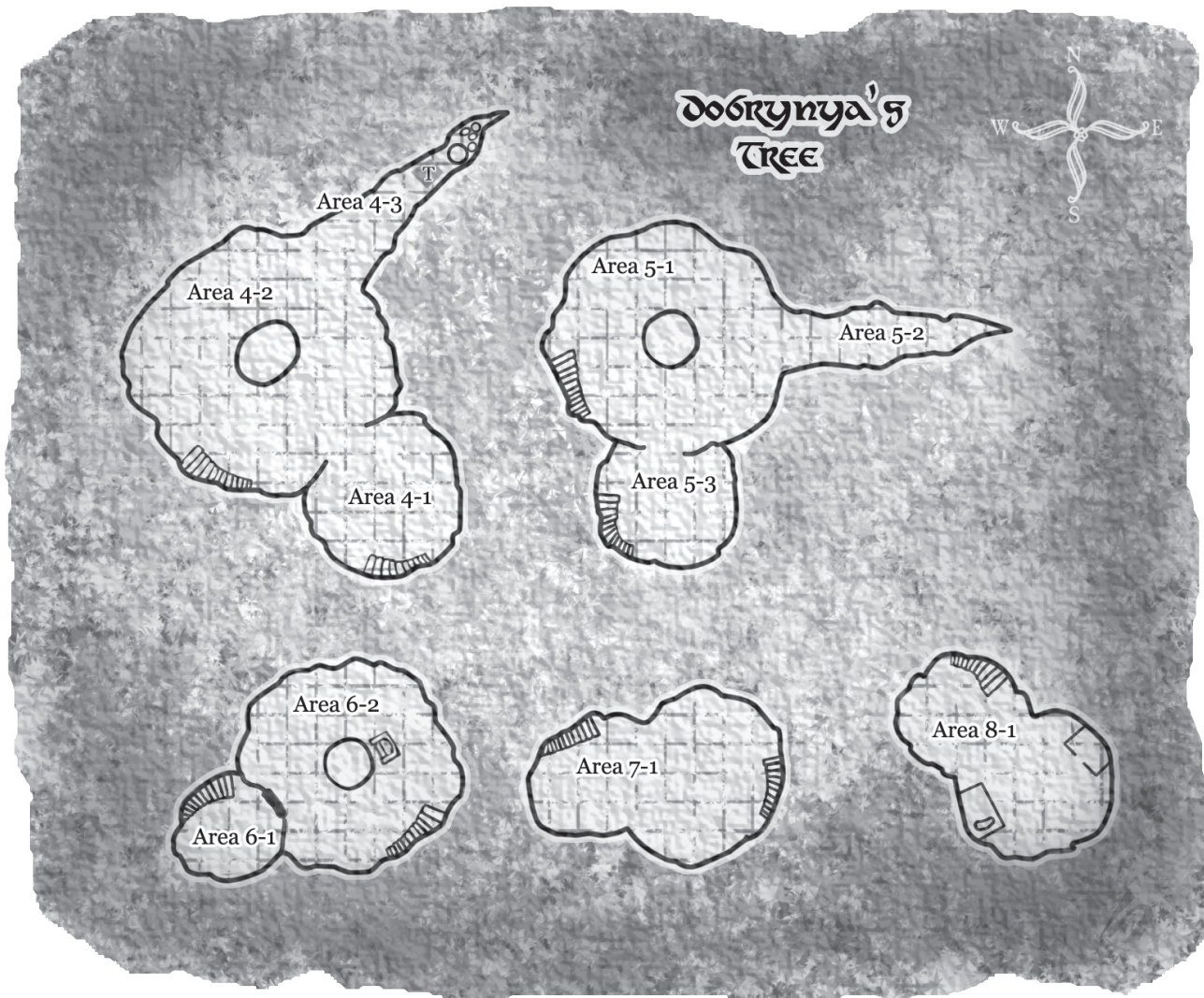
## Dobrynya's Tree, Fifth Floor

### 5-1. Plant Room (EL 13)

This room is completely filled with strange plant species. Earth covers the floor, and all about flowers, fungus, and an array of other plants grow. Vines creep up the walls and around the ceiling. In the center of the chamber is a small table, atop of which sits a small spiny plant in an earthenware pot. Several oblong heads protrude from the plant's stems. They split in two halves, within which are many spiny protrusions, as if they were teeth.

Another corridor branches from this chamber, and a large archway leads to a connecting chamber.

## DOBRYNYA'S TREE



The plants in this chamber are those that Dobrynya has collected and tended. Most of the plants are native to Harwood Forest. The spiny plant on the table is an exception. Characters making a DC 30 Knowledge (nature) check (as the subject is obscure and long forgotten) may know the nature of the plant. The plant is the rare **marusian flower**. Few are known to exist, and the flower was long ago widely sought after for its powerful regenerative abilities. The flower is rather dangerous however. It has the ability to bite through flesh and bone, and many of those who have been lucky (or unlucky) enough to find this plant have had one or more of their digits bitten off by it. Dobrynya found this plant some time ago in the wastelands east of Harwood Forest. He nearly lost a finger to it as he uprooted it and brought it back for study, and as of yet does not know its regenerative secrets.

### MARUSIAN FLOWER

**XP 400**

**N** Diminutive plant

**Init** +3; **Senses** blindsight 30 ft.; **Perception** -3

### DEFENSE

**AC** 17, **touch** 17, **flat-footed** 14 (+3 Dex, +4 size)

**hp** 4 (1/4 HD; 1/4d8+3); **regeneration** 1 (—)

**Fort** +5, **Ref** +3, **Will** -4

**Immune** electricity, plant traits

### OFFENSE

**Speed** —

**Melee** bite +7 (1d8+7 plus grab)

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** severing bite

### STATISTICS

**Str** 1, **Dex** 16, **Con** 16, **Int** 2, **Wis** 2, **Cha** 1

**Base Atk** +0; **CMB** -5 **CMD** 8

**Feats** Weapon Finesse

**Skills** Perception -3

**SQ** regenerative properties

### SPECIAL ABILITIES

#### Severing Bite (Ex)

Marusian flowers are known to bite creatures that get too close. On a natural 20 (and after confirming the critical hit), a marusian flower severs whatever digit is closest (most often fingers or the noses of those that wish to smell the flower's aroma).

#### Regenerative Properties (Su)

Marusian flowers are infused with regenerative powers. Any creature that has a digit severed by a marusian flower and then subsequently eats the marusian flower before their digit is digested (roughly within 3 days), gains the power of regeneration 1 permanently.

There are other dangers besides the marusian flower in this chamber. Once PCs enter they draw the attention of **2 shambling mounds**. The mounds creep up to the PCs and attack, perhaps when they are inspecting the marusian flower. Adding to the dangers here are the many different types of mushrooms scattered about the floor.



## DOBRYNYA'S TREE

A colony of **sleepwood fungus** (see Appendix 3 for more details on this new creature) lives on the floor of this room. Stepping on the fungus releases a cloud of spores. PCs declaring that they are avoiding stepping on the fungus can easily do so until the battle with the shambling mounds, in which case they must make DC 15 Reflex saves every round to do so. Those that do not declare that they wish to avoid stepping on the fungus automatically fail their saves. Rogues may detect the danger of the fungus as they would a trap, and thus are allowed a DC 15 Perception check to notice the dangerous sleepwood. Anyone inhaling the spores must make a DC 15 Will save or fall into a peaceful sleep.

### ADVANCED SHAMBLING MOUNDS (2) CR 11 XP 12,800

N Huge plant

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +11

#### DEFENSE

**AC** 21, touch 7, flat-footed 22 (-1 Dex, +14 natural, -2 size)

**hp** 160 each (16 HD; 16d8+80)

**Fort** +15, **Ref** +6, **Will** +7

**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10

#### OFFENSE

**Speed** 20 ft., swim 20 ft.

**Melee** 2 slams +20/+15 (4d6+9 plus grab)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** constrict (4d6+9)

#### TACTICS

**Before Combat** The mounds attempt to use stealth to surround the PCs while they are observing the room.

**During Combat** The mounds attack the nearest foe with slams and constrict. The mounds are immune to the sleepwood fungus, so they may force an opponent into the sleepwood spores.

**Morale** The mounds fight to the death.

#### STATISTICS

**Str** 29, **Dex** 8, **Con** 21, **Int** 7, **Wis** 10, **Cha** 9

**Base Atk** +10; **CMB** +21 (+25 to Grapple); **CMD** 32

**Feats** Cleave, Iron Will, Improved Natural Attack (constrict), Improved Natural Attack (slam), Lightning Reflexes, Lunge, Power Attack, Weapon Focus (slam)

**Skills** Perception +10, Stealth +5 (+13 in swamps or forest), Swim +20; **Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception

**Languages** Common, Sylvan (cannot speak)

**SQ** electric fortitude

#### SPECIAL ABILITIES

##### Electric Fortitude (Ex)

Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

#### SLEEPWOOD FUNGUS

CR 1

XP 600

Treading atop sleepwood fungus ruptures the fungal material, releasing sleeping spores into the air. Anyone inhaling sleeping spores must make a DC 15 Will save or fall into a peaceful sleep. Sleepwood fungus can be destroyed by taking damage from any area-effect damaging event (spell, alchemist's fire, lit oil, etc.)

**Experience:** Add 25% to the PCs XP for this battle, as the sleepwood fungus makes this encounter more perilous than usual.

There are no other dangers in the room (the vine and other plants are harmless). The branch continues to Area 5-2 and the archway to Area 5-3.

## 5-2. Plant Filled Corridor

This corridor is filled with many more plant species. Ivy and vines line the walls and ceiling of the corridor. Brightly colored fungus grows all along the floor.

This area is mostly harmless. The only danger is the fungus on the floor. Interspersed with harmless (and even edible) fungus are a few small colonies of the sleepwood variety. See Area 5-1 and Appendix 3 for more details.

## 5-3. Stairwell

With the exception of the vines, ivy, and a few colonies of fungus, the plants do not extend into this chamber. There is a stairway continuing upward into the tree.

The sleepwood fungus continues into this chamber, and PCs not taking the proper precautions could release the spores (see Area 5-1 and Appendix 3 for details). Other than that there are no dangers or items of interest in this chamber. The stairway leads to Area 6-1.

## Dobrynya's Tree, Sixth Floor

### 6-1. Trapped Chamber (EL 12)

This chamber is smaller than the ones below, as the tree begins to taper near the top. It is empty except for a large wooden door. Upon the door's surface is a carved relief of a large twisting tree.

This door leads to Area 6-2 and is trapped with a *transmute metal to wood* spell.

#### TRANSMUTE METAL TO WOOD TRAP

CR 12

**Type** magic; **Perception** DC 32; **Disable Device** DC 32

**Trigger** touch; **Reset** none

**Effect** spell effect (*transmute metal to wood*, 40 ft. radius, CL 17)

There is a secret door just to the left of the ornate, trapped door. It is well hidden within the tree's surface, but can be found with a DC 25 Perception check. Dobrynya uses this door to move about so as not to risk setting off the trap. The door leads to Area 6-2 as well.

## 6-2. Stairwell

This room is empty save a single table and chair. Both are wrought of wood, and look as if they have risen from the floor to form their current shapes. Upon the table is an earthenware jug full of water, a single clay glass, and a clay bowl full of red berries. Beyond the table a staircase rises.

## DOBRYNYA'S TREE

The berries are *goodberries* (as per the druid spell). Dobrynya creates a bowl every day and tends to subsist primarily on them, although at times he does feast on the stores found in Area 3-1. There are 6 berries left in the bowl. Other than the staircase, there is nothing else of interest in this room. The staircase leads to Area 7-1.

# Dobrynya's Tree, Seventh Floor

## 7-1. Wood Elemental Lair (EL 16)

You ascend the staircase only to find a strange creature standing before you. It looks like some cross between a treant and one of the wooden figures. Its ears bear a resemblance to those of an elf's, and twigs protrude from the top of its head. It stares at you, looking as curious of you as you are of it, and then it walks forward.

### GERTRUDE

CR 16

XP 76,800

Female Wood Elemental

N Huge outsider (elemental, native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +24 (+28 in forests)

### DEFENSE

**AC** 26, touch 7, flat-footed 26 (-1 Dex, +19 natural, -2 size)

**hp** 252 (21d10+105)

**Fort** +17, **Ref** +6, **Will** +15

**DR** 15/slashing; **Immune** elemental traits

**Weakness** vulnerability to fire

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +36/+31/+26/+21 (3d6+14/19-20)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** *flesh to wood* (touch +34, DC 18), forest mastery

### TACTICS

**During Combat** Gertrude attempts to turn any PCs into wood using her *flesh to wood* ability. If that does not seem to work, she attacks using Power Attack and Awesome Blow. If attacked with axes, she will use Improved Sunder to destroy the weapon.

**Morale** Gertrude will only flee if reduced to 25% of her hit points and a large fire source is present, otherwise she fights to the death.

### STATISTICS

**Str** 37, **Dex** 8, **Con** 21, **Int** 14, **Wis** 12, **Cha** 12

**Base Atk** +21; **CMB** +36 (+38 to Sunder); **CMD** 45 (47 vs. t Sunder)

**Feats** Awesome Blow, Bleeding Critical, Cleave, Critical Focus (slam), Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Intimidate +21, Knowledge (local) +25, Knowledge (nature) +25, Knowledge (the planes) +25, Perception +24 (+28 in forests), Sense Motive +24, Stealth +12 (+28 in forests), Survival +24;

**Racial Modifiers** +4 Perception and +16 Stealth in forests

**Languages** Sylvan

### SPECIAL ABILITIES

**Flesh to Wood (Su)**

Once every 1d4 rounds Gertrude may attempt to turn flesh to wood with a successful touch attack. A DC 18 Fortitude save negates. This malady cannot be remedied short of a *wish*, *miracle*,

or Dobrynya's intervention (see Area 8-1).

### Forest Mastery (Ex)

Gertrude gains a +1 bonus to both attack and damage rolls if she and her opponent are both in a forested area (this ability is effective within Dobrynya's tree). This ability has been added in to the above stat block.

**Gertrude**, a **wood elemental**, does not speak, and moves toward the characters attempting to touch them and turn them to wood. Gertrude is responsible for many of the people of Sylvanus being turned to wood, as she and Dobrynya fought the intruders together. Gertrude does not have the power to return those turned to wood back to flesh. See Appendix 3 for more information on wood elementals.

Gertrude is a spirit of Harwood Forest. She met Dobrynya long ago when he destroyed a band of tree-cutting humans (those that meant to make a road through the forest). Gertrude saw Dobrynya as a powerful protector, and thus the two met and became friends and allies. They occupy the tree together, and often wander the forest to make certain that no harm comes to it by intruders or its inhabitants.

The two entwined trees have grown so close and tight together in this area that the wood is shaped to form one large chamber instead of two. At the southeastern end of the chamber is another staircase. At the top of the staircase is a large, wooden door with a tree carved into it. It is locked, and can be opened with a DC 25 Disable Device check. Dobrynya may open the door to confront PCs that do not succeed in opening the lock on their first attempt.

# Dobrynya's Tree, Eighth Floor

## 8-1. Dobrynya's Chamber (EL 0 or 17)

This chamber is where the druid **Dobrynya** and his animal companion, **Nimra** spend most of their time. Dobrynya is of course angry at the PCs assault on his home, but talks to the characters instead of immediately attacking.

"Who are you, and why did you kill my friend, Gertrude?" An old man asks in a sad voice. He has long white hair and a similar beard that reaches down to his waist. He sits upon a wooden bed that again appears to have been carved straight from the floor of the tree. Sitting on its haunches beside him is a large dire bear.

### DOBRYNYA

CR 17

XP 102,400

Male human druid 17

N Medium humanoid (human)

**Init** +7; **Senses** Perception +16

### DEFENSES

**AC** 23, touch 16, flat-footed 20 (+3 deflection, +3 Dex, +4 armor, +3 shield,)

**hp** 131 (17 HD; 17d8+51); diehard

**Fort** +12, **Ref** +8, **Will** +16

**Defensive Abilities** resist nature's lure; **Immune** poison

### OFFENSE

**Speed** 30 ft.

**Melee** +2 *frost scimitar* +15/+10/+5 (1d8+3 plus 1d6 cold)

**Melee** touch +13 (by spell)



## DOBRYNYA'S TREE

**Ranged** ray +15 touch (by spell)  
**Spells Prepared** (CL 17th; concentration +19)  
 9th—*shapechange*  
 8th—*finger of death* (DC 24), *word of recall*  
 7th—*creeping doom* (DC 24), *Dobrynya's greater ironwood* (see Appendix 2), *transmute metal to wood*  
 6th—*antilife shell*, *greater dispel magic*, *ironwood*, *liveoak*, *wall of stone* (DC 23)  
 5th—*awaken* (DC 22), *baleful polymorph* (DC 22), *call lightning storm*, *insect plague* (DC 22), *tree stride*  
 4th—*command plants* (DC 21), *cure serious wounds*, *dispel magic*, *ice storm*, *screaming* (DC 20)  
 3rd—*call lightning*, *daylight*, *quench* (DC 20), *stone shape*, *wind wall*  
 2nd—*barkskin*, *bull's strength*, *chill metal* (DC 19), *fog cloud* (DC 19), *warp wood* (DC 19), *wood shape* (DC 19)  
 1st—*cure light wounds*, *entangle* (DC 18), *faerie fire*, *goodberry*, *longstrider*, *speak with animals*  
 0 (at will)—*cure minor wounds*, *light*, *mending*, *read magic*

### TACTICS

**During Combat** Dobrynya does not initiate combat, but does not hesitate once combat begins. He uses *antilife shell* to protect himself, and casts *chill metal* on a heavily armored foe. If inside his tree, he casts *baleful polymorph* on a spellcaster, and *transmute metal to wood* on other armored foes. He uses *creeping doom* and *finger of death* if the party does not back down. If things go poorly, Dobrynya speaks his *word of recall* which takes him outside to the base of his tree. From there, he will heal himself, use his wand, or cast *call lightning storm* as needed.

**Morale** Dobrynya does not flee his grove, and fights to the death here.

### STATISTICS

**Str** 13, **Dex** 16, **Con** 14, **Int** 11, **Wis** 22, **Cha** 12

**Base Atk** +12; **CMB** +13; **CMD** 26

**Feats** Augment Summoning, Blind-Fight, Craft Staff, Craft Wand, Diehard, Endurance, Improved Initiative, Natural Spell, Spell Focus (conjunction), Spell Focus (transmutation)

**Skills** Craft (woodworking) +10, Fly +16, Handle Animal +18, Heal +19, Knowledge (nature) +22, Perception +16, Spellcraft +11, Survival +25

**Languages** Common, Druidic, Sylvan

**SQ** a thousand faces, nature sense, timeless body, trackless step, wild empathy (+18), wild shape (7/day, *beast shape III*, *elemental body IV*, *plant shape III*), woodland stride

**Combat Gear** *wand of call lightning* (50 charges, CL 8); **Other Gear** +2 *frost scimitar*, +2 *leather armor*, +2 *light wooden shield*, *ring of protection* +3

### NIMRA, DIRE BEAR ANIMAL COMPANION

CR 7

XP 3,200

N Large animal (augmented)

**Init** +6; **Senses** low-light vision, scent; Perception +12

### DEFENSE

**AC** 29, touch 11, flat-footed 27 (+2 Dex, +18 natural, -1 size)

**hp** 125 (14 HD; 14d8+60)

**Fort** +14, **Ref** +11, **Will** +7; +4 against enchantment

**Defensive Abilities** devotion, improved evasion

### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +22/+17 (1d6+11 plus grab) or bite +21 (2d6+11)

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

### TACTICS

**During Combat** Nimra attacks anyone striking Dobrynya unless ordered differently by the druid.

**Morale** Nimra fights until ordered to stop by Dobrynya or death.



### STATISTICS

**Str** 32, **Dex** 14, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +22 (+26 to Grapple); **CMD** 34 (38 vs. Trip)

**Feats** Endurance, Improved Initiative, Improved Natural Attack (bite), Iron Will, Run, Skill Focus (Perception), Weapon Focus (claws)

**Skills** Climb +15, Perception +12, Survival +10, Swim +19; **Racial Modifiers** +4 Swim

**SQ** link, share spells, tricks (attack, come, defend, down, fetch, guard, stay, track)

The old man is a druid named Dobrynya, who makes this tree his home. He freely talks with PCs, although he does not hesitate to attack should he feel threatened. He tells PCs that this area of the woods is his territory, and any of the elves that pass through are turned to wood and added to his tree by him and Gertrude. Recently a caravan of several hundred passed through this way. He and Gertrude fought them and turned many of them to wood (although the majority escaped), adding them to the tree. If PCs tell him that the innocent people of Sylvanus were captured and did not deserve their fate, Dobrynya responds by saying "perhaps, but they traveled through my territory all the same, and thus deserve the same fate as the others." PCs can convince Dobrynya of otherwise should they press their argument. Dobrynya is difficult to convince otherwise, requiring a DC 25 Diplomacy check and some good talking on the player's part. PCs can offer their services to Dobrynya in some way to change his attitude (perhaps by offering to *resurrect* Gertrude or to cast some other spell that the druid does not have access to).

Should PCs convince Dobrynya that the villager's fate was undeserved, he offers to turn them back and release them to the PCs, as long as they promise to lead them out of his territory and back home. Unfortunately, Dobrynya needs a powerful spell component to do so. He has a large, round crystal ball (*Nuada's crystal sphere*, see Appendix 2 for details on this new item) that can change a massive amount of flesh to wood, and vice versa. For it to function it needs to be infused with a phoenix tear. The tear seeps into the crystal, fully charging it. Dobrynya used most of the sphere's charges long ago. The sphere has only a single charge remaining, enough to change



## DOBRYNYA'S TREE

three single beings to wood or back to flesh. Should any of the PCs have been changed, Dobrynya offers to use the charges to change them back.

Dobrynya explains to PCs that an old witch named Baba Yaga lives in these woods, north of here. She owes Dobrynya a favor, and he is certain that she can aid in finding the component. He also tells PCs that Baba Yaga is a font of knowledge, and it is likely that she can answer their questions. Dobrynya writes PCs a note to Baba Yaga, asking for their safe passage, and the component as the favor owed to him. Dobrynya sends the PCs north, directing them to a nearby trail that leads to Baba Yaga's cabin. Spellcasting PCs might ask for a detailed description of the area of Baba Yaga's cabin, and could actually *teleport* there.

Should PCs ask Dobrynya for information concerning the fallen elves, he states that they are "evil abominations." He knows of the city of Novgorod, but admits that he has never been there himself. He knows that it is two days ride to the southeast of here, following the trail from his tree. He can even tell PCs the origin myth of the city (see the chapter Novgorod, City of Novgorod Sidebox). He cannot, however, give PCs an accurate description of the city. Dobrynya does not know any of the fallen elves' names, and cannot tell PCs what book they might have been after. The druid knows little of the fallen elf goddess, Lilith, only knowing that the elves fervently worship

her, and that she is a powerful succubus that became a goddess. She bestows her own traits upon her greatest followers, giving her clerics strange powers. He tells questioning PCs that their questions would be better left for Baba Yaga, as she sees and knows most things that happen in the world.

PCs that attack and kill Dobrynya, or for some reason do not learn the secrets of *Nuada's crystal sphere* or Baba Yaga fall off of the adventure track. As the DM you can easily put them back on track by having them encounter Baba Yaga somewhere in the forest. Perhaps they get lost and stumble across her cabin, or encounter her picking mushrooms.

**Treasure:** PCs can find *Nuada's crystal sphere*, a *staff of earth and stone*, a *cloak of elvenkind*, and *boots of elvenkind* in Dobrynya's closet. The cloak and boots are mixed with many mundane cloaks, and thus PCs must cast *detect magic* to realize the potential of the items. No Perception check is required to find the staff or *Nuada's crystal sphere*. Under Dobrynya's bed is a small chest which can be found by making a successful DC 15 Perception check. It is locked, but can be opened by making a successful DC 25 Disable Device check. Contained within the chest are a 1,000 gp emerald and a 50 gp bone statuette carved in the likeness of Dobrynya.



# Barrow of Virnak Dun

## I. Barrow Exterior (EL Variable)

The trail to Baba Yaga's hut cuts northward through the forest, and follows a straight path for nearly half a day's ride. Suddenly the path veers to the west and circles a great mound of earth before continuing northward. PCs may of course wish to investigate the mound before continuing north. Read the following should PCs move to investigate:

A great mound of earth, spanning 60 feet by 60 feet and rising about 20 feet high stands before you. At the base of the mound is a continuous ring of large, flat stones. Strange spiral and knot symbols are carved upon each stone.

### GREATER GLYPH OF WARDING TRAP

CR 7

Type magic; Perception DC 31; Disable Device DC 31

Trigger spell; Reset none

Effect spell effect (*greater glyph of warding* [blast], CL 20, 10d8 sonic, DC 20 Reflex for half damage)

Characters that come within 40 feet of the barrow (essentially 10 feet off of the path toward the barrow) attract the attention of the 4

dread wraiths within. If it is night the wraiths immediately leave the barrow and move to attack.

### DREAD WRAITHS (4)

CR 11

XP 12,800

LE Large undead (incorporeal)

Init +13; Senses darkvision 60 ft., lifesense 60 ft.; Perception +23

Aura unnatural aura (30 ft.)

### DEFENSE

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

hp 184 each (16 HD; 16d8+112)

Fort +12; Ref +14; Will +14

Defensive Abilities channel resistance +2, incorporeal; Immune undead traits

Weakness sunlight powerlessness

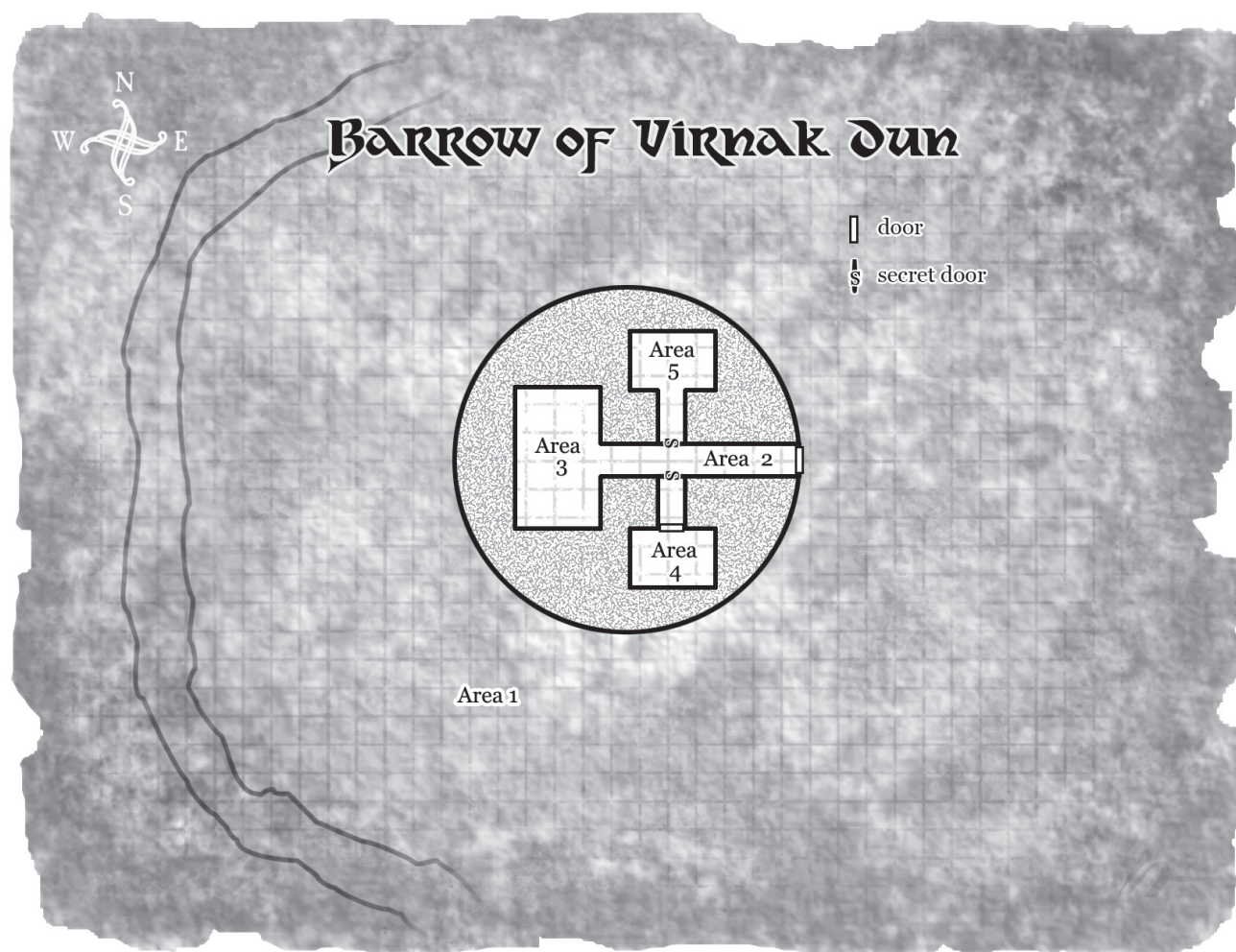
### OFFENSE

Spd fly 60 ft. (good)

Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)

Space 10 ft.; Reach 10 ft.

Special Attacks create spawn



### TACTICS

**During Combat** The dread wraiths utilize their Spring Attacks and *incorporeal touches* to the fullest of their abilities. If it is day, the wraiths wait within the barrow, hoping for someone to enter.

**Morale** The wraiths do not intentionally fight until they are destroyed, preferring to lure intruders into the barrow where they have a greater advantage. The dread wraiths cannot move more than 30 feet away from the barrow, thanks to the inherent magical powers of the structure.

### STATISTICS

**Str** —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

**Base Atk** +12; **CMB** +13; **CMD** 40

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Step Up

**Skills** Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

**Languages** Common, Giant, Infernal

### SPECIAL ABILITIES

#### Create Spawn (Su)

A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become freewilled wraiths. They do not possess any of the abilities they had in life.

#### Constitution Drain (Su)

Creatures hit by a dread wraith's touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma based.

#### Lifesense (Su)

A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

#### Sunlight Powerlessness (Ex)

A dread wraith caught in sunlight cannot attack and is staggered.

#### Unnatural Aura (Su)

Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**Experience:** Award an additional 20% xp for the dread wraiths as their difficulty is increased by their ability to attack and retreat into the mound.

**Barrow Features:** 5 ft. thick stone; Hardness 8; hp 900; Break (DC 65); Climb (DC 10). The ceiling of the hallway is 4 ft. high, while the ceilings of the chambers are 6 ft. high.

**Doors (Outside and Inside):** 3 in. thick hewn stone; Hardness 8; hp 540; Break (DC 50).

## 2. Barrow Hallway (EL 15 or Variable)

A long, dark, hallway leads into the depths of the barrow. The Hallway is only five feet wide, and the ceiling is low and cramped.

The ceiling is only 4 feet high, possibly forcing the PCs to duck as they walk. Character movement when passing through the halls is reduced to half, and characters fighting within the halls lose their Dexterity bonuses. This can be a real problem for characters that have not yet dealt with the wraiths. The wraiths use their Spring Attacks to move out of the walls, attack, and move back in while PCs

## The Barrow of Virnak Dun

An ancient people named the Magnus (also see the Sidebar: Dolmens and the Magnus Clan, detailed in Blackstump Forest, Area 8) inhabited this area and created this barrow several thousand years ago to contain evil within. Like every society, there were a number of evil men and women born into every generation. Those that committed the foulest and most diabolical deeds were entombed in this barrow after they died. Being entombed in the barrow was considered the harshest possible punishment, as those buried there were cursed to spend a life of undeath trapped within the tomb.

Those buried here were entombed with all of their possessions, as the Magnus believed that the evil inherent in such people could pass onto others from objects. Knowing this, a great deal of would be looters were deterred from this site, while others became drawn to it. Those that attempted to loot the area were often driven away by the trap upon the entrance door, or the inhabitants within. Whenever the barrow was found to be open, the people of the ancient culture would reseal it, and re-trap the door.

There may be some truth to the beliefs of the Magnus, for those that take treasure from the barrow feel a strange mounting hatred in their hearts soon after. This often times went away, the looter forgetting about the feelings soon after. However, at times the hatred gripped the looter's heart, changing that person forever. Characters looting from the barrow must roll a percentile to reflect this curse. There is a 25% chance for each character that their alignment changes one-step toward evil. Thus, a good character changes to neutral alignment, and a neutral character to evil. Evil characters of course suffer no penalty.

Some of those buried in the barrow have found that they can leave the confines of the barrow, but can only travel for a short distance before having to turn back (such as the dread wraiths). Anyone buried in this barrow rises as an intelligent undead creature of their equivalent hit dice one week after their burial. The barrow radiates strong Necromancy and Abjuration magic.

pass through this hall. The best chance for PCs to defeat the dread wraiths is to retreat to the outside of the barrow, luring the wraiths out in the night.

The hallway continues straight ahead for 30 feet before entering Area 2. There are two secret doors across from one another, 20 feet into the cavern from the entrance. One leads to Area 3 and the other to Area 4. A successful DC 20 Search check finds the first chamber (Area 3), while a successful DC 25 Search check finds the second (Area 4).

## 3. Banshee Lair (EL 15)

There is no door to this area. The hallway merely steps down into the chamber. Within are **2 lesser banshees**.

The hallway descends 3 small steps and enters a 15-foot by 20-foot chamber. Gold and platinum glimmers in your torchlight, reflected from two large mounds of treasure. Two skeletons litter the area as well, both shattered and broken. Suddenly, a bluish mist rises from the floor and coalesces before you, taking the shape of ghostly elven women.



**LESSER BANSHEES (2) CR 13**

**XP 25,600**

NE Medium undead (incorporeal)

**Init** +11; **Senses** darkvision 60 ft., lifesense; Perception +20

**DEFENSE**

**AC** 25, touch 25, flat-footed 17 (+7 deflection, +7 Dex +1 dodge)

**hp** 123 (15 HD; 15d8+50)

**Fort** +6, **Ref** +13, **Will** +16

**Defensive Abilities** incorporeal traits; **Immune** undead traits

**Weaknesses** sunlight powerlessness

**OFFENSE**

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +17 (1d6 plus energy drain)

**Special Attacks** create spawn, energy drain (1 level, DC 22), wail (DC 20)

**TACTICS**

**During Combat** A lesser banshee generally attempts to position herself in front of a comely male, then use her wail ability.

**Morale** A lesser banshee retreats only in the face of natural sunlight—otherwise, she fights to the death.

**STATISTICS**

**Str** —, **Dex** 24, **Con** —, **Int** 16, **Wis** 18, **Cha** 20

**Base Atk** +10; **CMB** +10; **CMD** 27 (cannot be Tripped or Grappled)

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

**Skills** Diplomacy +20, Fly +33, Intimidate +23, Knowledge (arcane) +21, Perception +23, Sense Motive +21, Stealth +25;

**Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SPECIAL ABILITIES**

**Create Spawn (Su)**

The spirit of any female humanoid that is slain by a lesser banshee's death wail or energy drain rises to become a banshee in 1d4 rounds. Similarly, any male humanoid slain by a banshee's death wail or energy drain rises to become a dread wraith in 1d4 rounds.

**Lifesense (Ex)**

Lesser banshee's can detect living creatures within 60 feet, as if they possessed the blindsight ability. In addition, the lesser banshee senses the strength and lifeforce of the creature, as the spell *deathwatch*.

**Sunlight Powerlessness (Ex)**

A banshee is powerless in natural sunlight (not merely a *daylight* spell) and flees from it, typically by hiding within a solid object. A banshee caught in sunlight cannot attack or use its wail and can take only a single standard or move action in a round.

**Unnatural Aura (Su)**

Animals can sense the aura of a lesser banshee at a distance of 30 feet. The animal will not willingly near a lesser banshee, and panics if forced to do so.

**Wail (Su)**

A lesser banshee may let loose a wail so horrible that those within 30 feet must make a DC 20 Fortitude save or die. The lesser banshee may only use her death wail at night, and no more than twice per day. After using this ability a lesser banshee must wait for 1d6 rounds before using it again.

**Treasure:** The mounds of treasure contain 100 pp, 2,000 gp, a 1,500 gp pendant with bloodstones, a 1,500 gp portrait of a beautiful elven woman, a 1,500 gp painting of a similar looking woman by the seaside, and a 500 gp silver comb with moonstones. The paintings reflect the two banshees (sisters) in life.

## 4. Dread Wraith Lair

A short hallway leads to a 10-foot by 15-foot chamber. Four skeletons are lined neatly in the center of this chamber, and obviously have not been disturbed since they were interred here. A mound of treasure lies behind each skeleton.

Those interred in this chamber became the dread wraiths that PCs have likely already met. If any of the wraiths have not been destroyed, they rush to this chamber upon its opening and attack. For more information on the dread wraiths, see Area 1 of this chapter.

**DREAD WRAITH**

**CR 11**

**XP 12,800**

**hp** 184 (see Area 1).

**Treasure:** Together the mounds contain a total of 800 pp.

## 5. Morevna the Sorceress Queen's Chamber (EL 16)

PCs that enter this chamber from Area 1 find a short hallway that leads to another stone door. Upon the door is inscribed a warning in an ancient tongue. PCs that succeed on DC 30 Linguistics checks can understand the text. It reads: "Intruders beware. Entombed within is the evil soul of **Morevna the sorceress queen**. Her punishment for her foul deeds is an eternity spent in undeath. May she forever lie entombed in this chamber. Woe be upon the fool that releases her."

The door is locked, and can be opened by characters succeeding at a DC 30 Open Locks check. Upon the door is a *greater glyph of warding* with *slay living* cast into it. Those that attempt to open or pass through the door activate the glyph.

**GREATER GLYPH OF WARDING TRAP**

**CR 7**

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

**Trigger** spell; **Reset** none

**Effect** spell effect (*slay living*, CL 20, DC 20 Fortitude save to take 3d6+20 damage); multiple targets (all targets within 5 ft.)

Read the following to those that enter the chamber:

Three short steps descend into this 10-foot by 15-foot chamber. Mounds of treasures of all types litter this area. A well-adorned skeletal figure sits upon one of the piles. Long white hair protrudes from her scalp and flows over a beautiful jeweled crown to her waist. The figure looks up and a sickly smile crosses her features. "You have freed me from this existence. I owe you my thanks. Thus, I offer you the chance to serve me. Serve me and together we shall rule this land! I will make you rich and powerful, and you shall have all that your heart desires." The skeletal woman looks at you expectantly through glowing, red eyes.

Should PCs open the seal to this tomb the curse that denied Morevna her magic is lifted. She may now use her magic to the fullest of her ability. PCs that *teleport* into the tomb do not lift the curse, and find that Morevna cannot use any of her magical abilities. This affect is as an *antimagic field* upon the area. Unfortunately the PCs also find that they cannot cast spells, and that their magical items are rendered ineffective, as the curse of this area of the tomb voids the use of all magic within until the seal is broken. This affect cannot be dispelled by any means other than by breaking the seal of the door (either by opening the door or breaking it down). Morevna attempts to



Intimidate the PCs, and trick them into breaking the sealing stone if they enter the tomb by magical means.

Morevna tries to convince PCs that she was not an evil ruler in life. She claims that those that sealed her in this barrow (the people of the Magnus, see the sidebar in Blackstump Forest, Area 8 for more details) were the evil ones, and it is their fault that she was turned into such a foul creature. PCs succeeding at DC 30 Knowledge (local) checks may know something about Morevna (see the sidebar below). Morevna tries to convince PCs to become her minions. If they agree to assist her, she uses her *instant fortress* as a base of operations, and begins preparations for her diabolical schemes. Morevna wishes revenge upon the world, especially those ancestors of the Magnus clan (the people of the kingdom of Myrridon). Perhaps Morevna knows of the ancient artifact *Medb*, and vies for its power as well. Should PCs refuse to serve Morevna, she attacks.

### MOREVNA

XP 76,800

Female human lich sorcerer14

LE Medium undead (augmented humanoid)

**Init** +2; **Senses** darkvision 60 ft.; Perception +24

**Aura** fear (60-ft. radius, DC 24)

### DEFENSE

**AC** 22, touch 13, flat-footed 19 (+4 armor, +3 Dex, +5 natural)

**hp** 155 (14 HD; 14d6+98)

**Fort** +5 (+4 against poison), **Ref** +7, **Will** +11

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits;

**Resist** fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** *dagger of venom* +8 (1d4+1 plus poison), touch +7 (1d8+7 plus paralyzing touch)

**Ranged** ray + 10 touch (by spell)

**Special Attacks** bloodline arcana (corrupting touch, shaken 7 rounds, 10/day), bloodline arcana (hellfire, 14d6 damage, DC 24 Reflex, 1/day), paralyzing touch (DC 24),

## Morevna the Sorceress Queen

Morevna may have been the vilest being to ever rule a fair people. She ruled the ancient people of the Magnus several thousand years ago. Morevna was a cruel queen in life, using her magic to enforce her tyrannical laws and stiff punishments upon transgressors. She was fond of torture and often sent her minions out into the night to capture victims for her pleasure. After suffering many years of her tyranny, the people of the Magnus rose up and overthrew her. Morevna was slain by her usurpers, and buried in the barrow of Virnak Dun. The barrow's fell magic raised her as a lich one week later. Morevna was ecstatic to find that she had made such a powerful transformation. However her happiness was short-lived, as she soon found that she could not use her magic, and could not escape the tomb. She has sat in her single chamber of the barrow for millennia, her hate boiling in her black heart.

### Spells Prepared (CL 14th; concentration +21)

7th (4/day)—*power word, blind*

6th (6/day)—*disintegrate* (DC 22), *greater dispel magic*, *planar binding*

5th (7/day)—*cone of cold* (DC 21), *dominate person* (DC 23),

*magic jar* (DC 21), *teleport*

4th (7/day)—*charm monster* (DC 22), *confusion* (DC 20),

*dimension door*, *ice storm*, *wall of ice* (DC 20)

3rd (8/day)—*dispel magic*, *fireball* (DC 19), *lightning bolt* (DC 19),

*suggestion* (DC 21), *vampiric touch*

2nd (8/day)—*acid arrow*, *darkness*, *glitterdust* (DC 18), *hideous*

*laughter* (DC 18), *mirror image*, *scorching ray* (DC 18)

1st (8/day)—*cause fear* (DC 18), *charm person* (DC 20), *magic*

*missile*, *obscuring mist*, *protection from good*, *unseen servant*

0 (at will)—*acid splash*, *bleed* (DC 18), *dancing lights*, *detect*

*magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*

**Bloodline** infernal

### TACTICS

**Before Combat** Morevna has no magical powers before the PCs open the door.

**During Combat** Morevna favors using her high level spells and touch attacks. Morevna may also use her *dagger of venom* in battle, and once per day may use *poison* on a target that she hits with the dagger.

**Morale** If Morevna is fighting a losing battle she does not hesitate to *teleport*. She may *teleport* to the sight of her old castle (now a ruin deep in Harwood), and use her *instant fortress* for shelter. She is then likely to plot against the PCs that nearly defeated her, perhaps enlisting the aid of other inhabitants of Harwood. Of course, if she does *teleport*, she can only take the treasure on her person, and the rest is lost to the PCs.

### STATISTICS

**Str** 10, **Dex** 16, **Con** —, **Int** 16, **Wis** 14, **Cha** 24

**Base Atk** +7; **CMB** +7; **CMD** 20

**Feats** Craft Wondrous Item, Extend Spell, Quicken Spell, Silent Spell,

Spell Focus (enchantment), Spell Focus (necromancy), Still Spell

**Skills** Bluff +21, Diplomacy +21, Intimidate +21, Knowledge

(arcane) +20, Knowledge (planes) +14, Linguistics +14, Perception

+24, Sense Motive +20, Spellcraft +18, Stealth +22; **Racial**

**Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Aklo, Aquan, Celestial, Common, Draconic,

Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc,

Undercommon

**Gear** *Dagger of venom*, +4 *bracers of armor*, *instant fortress*, ancient jeweled crown (Morevna's *phylactery*) worth 120,000 gp.

**Treasure:** Besides the treasure on Morevna's person, this chamber contains a *bag of holding* (type 2), a 1,000 gp star ruby, a 500 gp black pearl, a 500 gp deep-blue spinel, a 100 gp jet, a 50 gp smoky quartz, a 50 gp rock crystal, a 1,750 gp silk and velvet mantle, a 1,000 gp adamantite sacrificial dagger, a 1,000 gp jeweled dragon comb, a 500 gp golden chalice, a 350 gp tapestry of a valley kingdom, and 100 gp silk clothes.



# Baba Yaga's Cabin

The trail continues north from the Barrow of Virnak Dun, and it is another half day's ride to Baba Yaga's cabin. The cabin is clearly visible from the trail, although the trail skirts around the clearing, as if not to bother the old crone. There is a 40% chance that **Baba Yaga** is here when PCs arrive. Otherwise she is out flying through the woods in her giant *mortar bowl and pestle*. In such a case Baba Yaga returns to the cabin in 1d6 hours. Read the following as PCs approach the cabin:

A small, wooden cabin rests in a clearing. A short, stone chimney rises out of the thatched roof, and the windows and door of the cabin are all decorated with elaborate carvings. A white fence surrounds the cabin, built of bleached humanoid bones. A jaw-less skull tops the fence every few paces, and an intricate gate, again made of human bones, opens to a cobblestone path leading to the cabin.

The bones that comprise the fence are made of several different humanoid species, including all of the character races described in the *Player's Handbook*. The skulls are predominately human and elven, as Baba Yaga finds them to be most aesthetically pleasing. Touching the skulls is a mistake indeed, as Baba Yaga has infused each with death magic.

## BABA YAGA'S SKULL FENCE

CR 8

Type magic; Perception DC 32; Disable Device DC 32

Trigger touch (skulls); Reset automatic (6 rounds)

Effect spell effect (*finger of death*, CL 17, DC 25 Fortitude save deals 3d6+17 damage)

All other portions of the fence, including the gate, are safe. Should PCs enter the fenced area when Baba Yaga is not present, the cabin springs **2 Baba Yaga's Cabin Legs** from the bottom. They move to stomp on any character within the fenced area. Read the following in such a case:

As you enter the fenced area the cabin slowly rises. To your dismay the cabin stands on two hen-like legs. It wobbles for a moment as if unsure of its steps, and then walks toward you.

Dealing enough damage to the cabin's legs temporarily destroys them, dropping the cabin to the ground. PCs in the vicinity (within 10 feet of the cabin, but not under it) must make DC 17 Reflex saves or take 10d6 points of damage (Reflex negates). Those that are immediately under the cabin are at the most risk, for if the cabin falls on them they must succeed at DC 19 Reflex saves or take 20d6 points of damage (Reflex negates), and then must find a way out from under it. Those that succeed on the save still take half damage. The legs of the cabin regenerate in 1d6 hours, and no damage is permanent.

## BABA YAGA'S CABIN LEGS (2)

CR 12

XP 19,200

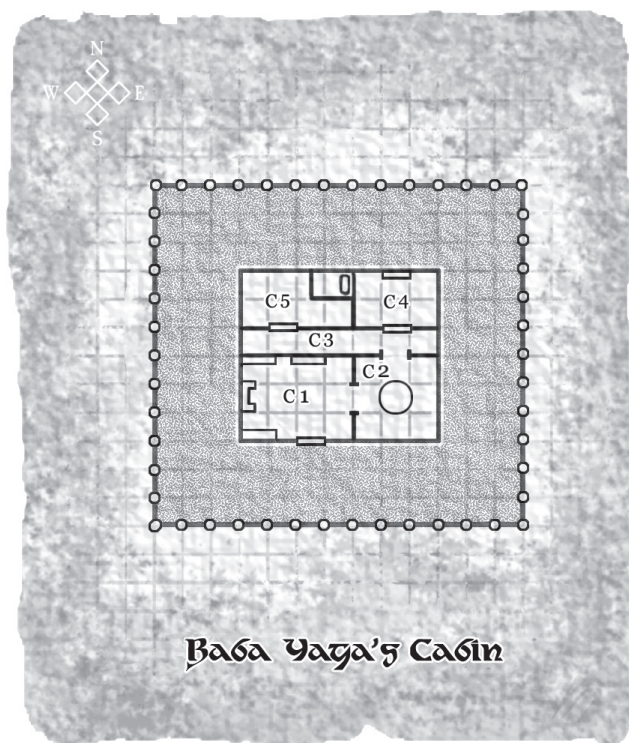
N Large construct

Init +4 Senses darkvision 60 ft., low-light vision; Perception -5

## DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 170 each (20 HD; 20d10+30); regeneration (special)



## BABA YAGA'S CABIN

**Fort +6, Ref +5, Will +2**

**Defensive Abilities** hardness 10; **Immune** construct traits

### OFFENSE

**Speed** 30 ft.

**Melee** slam +29 (1d6+9)

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

**Special Attacks** trample (1d6+14, DC 29 for half damage)

### TACTICS

**During Combat** The cabin legs run forward to kick at opponents, and if they are grouped together, the cabin attempts to trample the PCs.

**Morale** The cabin legs fight to destruction.

### STATISTICS

**Str** 28, **Dex** 18, **Con** -, **Int** -, **Wis** 1, **Cha** 1

**Base Atk** +20 **CMB** +30 **CMD** 44 (cannot be Tripped)

The front door to Baba Yaga's cabin is locked. A successful DC 30 Disable Device check opens the door. As an alternative, the cabin has 6 windows (2 in the front, 2 in the back, and 1 on each side) that PCs may break to gain access.

Baba Yaga keeps her giant *mortar and pestle* behind the cabin. She leaves the magical device behind the cabin when she is home. See Appendix 2 for information on these items.

**Baba Yaga's Cabin Features:** 6 in. thick wood; Hardness 15; hp 720; Break (DC 40); Climb (DC 15). The ceiling inside of the cabin is 7 ft. high.

**Strong Wooden Doors (outside and inside):** 1 in. thick; Hardness 5; hp 20; Break (DC 23).

**Windows:** 1 inch thick glass; Hardness 1; hp 1; Break (DC 10).

## 1. Front Room

The inside of the cabin is in ill-repair and cluttered with a multitude of books and items. A single rocking chair sits near an ash full fireplace. A few pieces of wood and a poker sit nearby. Books and trinkets clutter the floor and a number of bookshelves line the walls of this room. A large skull with a single horn poking from the center of its head sits atop one of the bookcases. Cobwebs cling from it to the wall, and the incessant buzzing of a fly tells you that the spider has caught itself a meal. The room reeks of death, and your heart flutters uneasily.

The smell of death in this room permeates throughout the entire hut. Baba Yaga herself reeks of death, having some control over the domain (see the Sidebox: Baba Yaga at the end of this chapter). The bookshelves of the cabin house a variety of subjects, and PCs may find topics ranging from history to the planes. There are nearly 300 books in this room, each worth 1d6 gp. It takes 1d4 hours to find a particular topic in this room, as the books are a mess and not in any sensible order. Baba Yaga studies a wide range of topics, and so it is up to the DM to decide whether PCs find what they are searching for here. The trinkets on the floor range from useless toys and carvings to strange spell components. Any items of value are listed below. They can each be found by making individual DC 20 Perception checks through the items on the floor.

**Treasure:** The skull is that of a unicorn, and can fetch 2,000 gp (although good characters are likely to shun the item). Three infusions of the material component for the *identify* spell (worth 1 gp each), a tiny lens of ruby set in a small golden loop (the focus for the *analyze dweomer* spell, worth 1,500 gp), a colorful powder contained in a small leather bag comprised of diamond, emerald, ruby and sapphire dust (material component for *temporal stasis*, worth 5,000 gp).

A single door leads out of this room into the kitchen (Area 2).

## 2. Kitchen

A large, black cauldron sits in a shallow pit in the center of this room. Pieces of wood sit under the cauldron, no doubt used as fuel to heat the mammoth thing. The three feet of the cauldron are wrought of iron, and in the likeness of pig's hooves. Runic symbols are carved into the cauldron, and a thick, foul smelling, residue lines its bottom.

Cupboards and counters line the rest of the room, all of which are cluttered. Many of the cupboard doors hang open, revealing many jars and containers, each holding strange and often disgusting materials. Bottles line the windowsill, full of strange powders and multicolored liquids.

The materials on the counters and in the cupboards are mostly magical components. PCs searching for a particular spell component can likely find it in Baba Yaga's kitchen, but to do so they must spend 1d4 hours of searching, thanks to the disarray of the place. A door leads out of this room into the hallway (Area 3).

**Baba Yaga's Cauldron:** See Appendix 2 for details on *Baba Yaga's cauldron*. The residue at the bottom of the cauldron is an *invisibility oil*. Two uses of the oil can be salvaged from the bottom of the cauldron.

**Treasure:** Besides the many spell components in the cupboards, there are several items of value throughout the kitchen. A *hand of glory* and a *rust bag of tricks* are hidden in the back of one of the cupboards, but they are permanently *invisible*, made so by the *permanency* spell. Thus only those that can *see invisibility* can find the item, and then must succeed at a DC 15 Perception check. On the windowsill are 5 vials of *invisibility oil*, a vial *oil of magic vestment* +5, a *potion of rage*, 2 *potions of haste*, an *elixir of sneaking*, and 2 bottles of mundane perfume scented powders.

## 3. Hallway

A long, narrow hallway splits the cabin in two halves. On the north of the corridor are two closed doors. At each end of the hallway is a window, filled with cobwebs.

The doors lead to Areas 4 and 5.

## 4. Storage Room

The door to this room is locked, and can be opened with a successful DC 30 Disable Device check. Read the following to PCs entering this room:

This room is filled with odds and ends, stacked in disorderly piles about the room. A narrow path leads through the mess to a back door and window. Outside tree branches scrape the window, stirred by a slight gust of wind.

PCs that circled the cabin before entering may find this room strange, as there is no door on the outside of the hut. In all respects it seems as if the door should lead to the outside, but it does not. It instead leads to a strange, spectral plain.

**Baba Yaga's Spectral Door:** To properly use *Baba Yaga's spectral door* (causing it to open to the appropriate plane) requires either a successful DC 25 Use Magic Device check or a successful DC 30



## BABA YAGA'S CABIN

Spellcraft check. Otherwise, the door opens to a random plane (see Appendix 2 for more details on *Baba Yaga's spectral door*).

**Treasure:** The disorderly piles in this chamber contain multitudes of books, strange scrolls, used wands, and other such oddities. Most of the items in this room are of little or no value, items that Baba Yaga does not have the heart to throw away. There are however, a few items of value intermittent in the piles of junk. The magical items in this room have *undetectable aura* cast upon them, and thus a *detect magic* spell cast in this room finds no traces of magic (save for *Baba Yaga's spectral door*, which radiates strong Conjunction magic). Individual DC 25 Perception checks can each yield one of the following items: a *folding boat*, an *immovable rod*, a *tiny hut scroll*, a *sustaining spoon*, a *mnemonic enhancer scroll*, a *ring of jumping*, and a *wand of contagion* (50 charges, CL 5, Divine).

### 5. Baba Yaga's Bedroom

A large bed, atop which sit stacks of items, lies below this room's window. It looks as if the bed has not been slept in for some time, for who could sleep in it with so much clutter? A nightstand sits beside the bed, and an assortment of items lay strewn about the floor.

**Treasure:** Like the previous rooms, most of the items on the floor are worthless oddities. There are a few items of value dispersed throughout the room, each of which can be found by making individual DC 25 Perception checks. The magical items in the room have likewise had *undetectable aura* cast upon them, and thus a *detect magic* spell finds no magical auras. The following items can be found in this room: a *candle of invocation* (lawful-neutral alignment), an *elemental gem* (air), a *helm of opposite alignment* (cursed item), *incense of obsession* (cursed item), and a *robe of stars*.

## Encountering Baba Yaga (EL 0 or 25)

Baba Yaga is of course extremely angry at characters that break into her cabin, and confronts the intruders as soon as she returns. She first scolds the PCs for entering, and asks them what their business is. Should she not find their answer satisfactory, or should she see that PCs have stolen from her, she attacks.

If PCs encounter Baba Yaga when she is home and tell her that Dobrynya sent them, she cackles, baring her iron teeth. "I suppose I do owe the old man a favor," she says, bidding them to enter her cabin. She clears the clutter from areas of the floor for PCs to sit upon, sits in her rocking chair, and listens to their tale, cackling at inappropriate places. Read or paraphrase the following when PCs finish telling their tale:

"Yes, I can help you to find a phoenix tear, and will do so as Dobrynya's favor. Tell the old man that I owe him nothing now. But I wonder if you would be so kind as to aid me for my troubles as well. You see, it has been a long time since I have seen the phoenix, and she owes me a favor. I would have you tell her that the time has come for her to redeem that favor. Ask for one of her eggs, for old Baba Yaga, and return it safely to me. I can give you all of the information you long for if you complete this task."

"All of the information you long for" refers to any questions PCs may have about the villagers of Sylvanus, Novgorod, or Morwenna's grand scheme (see the questions and answers below). Should PCs agree Baba Yaga leads them to *Baba Yaga's spectral door* in Area 4. Beyond the door is a great, spectral forest. Read the following:

Baba Yaga opens the door wide, and you can plainly see that it does not exit to the back of the cabin, but instead to some ghostly world. Beyond is a looming, black, forest. "You must enter Annwn, the Land of the Dead. Follow the road to the river Styx and use this." The old crone throws a tattered scroll at your feet. "Use it and Charon the ferryman shall appear to aid you. Pay his price and he will take you up the river and point you to the phoenix cave. Return to this door when you wish to return. Knock three times and I will come for you." She points the way forth with a bony finger.

The scroll is divine, and inscribed with *symbol of fear*. Casting this on the river summons Charon, as will any other *symbol* spell, *blasphemy*, or *holy word*. Baba Yaga can inform the characters of these ways to summon Charon. If the characters ask Baba Yaga what payment Charon requires, she says that she does not know what he will require, although this in truth is a bluff. Baba Yaga is well aware of Charon's price. She does not however, wish to help the characters make the payment.

#### BABA YAGA

CR 29

XP 6,560,000

Female Green Hag cleric 3/ wizard 3/ loremaster 8/ mystic theurge 10  
NE Medium monstrous humanoid

**Init** +3; **Senses** *arcane sight*, darkvision 90 ft., *see invisibility*;  
Perception +15

#### DEFENSE

**AC** 32, touch 17, flat-footed 29 (+4 armor, +4 deflection, +3 Dex, +11 natural)

**hp** 259 (33 HD; 9d10+3d8+3d6+8d6+10d6+123)

**Fort** +18, **Ref** +17, **Will** +27

**SR** 28

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** 2 iron claws +25 (1d6+4 plus disease) and iron bite +29 (2d6+8 plus disease) or touch +25 (by spell)

**Ranged** ray +24 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 9/day), channel negative energy (2d6, DC 13, 5/day), destructive smite (+1 to hit, 9/day), disease (as *contagion*, DC 16), hand of the apprentice (+27 to hit, 9/day), spell synthesis, weakness (DC 16)

**Spell-Like Abilities** (CL 9th; concentration +15)

Constant—*arcane sight*, *greater magic fang* (bite), *pass without trace*, *resistance*, *see invisibility*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 12), *invisibility*, *tree shape*, *whispering wind*

**Arcane Spells Prepared** (CL 17th; concentration +27)

9th—*quicken teleport*

8th—*horrid wilting* (DC 26), *summon monster VIII*

7th—*finger of death* (DC 25), *plane shift*, *waves of exhaustion*

6th—*circle of death* (DC 24), *contingency*, *eyebite* (DC 24), *greater dispel magic*, *true seeing*

5th—*baleful polymorph* (DC 21), *feeblemind* (DC 20), *magic jar*

(DC 23), *maximized acid arrow*, *summon monster V*

4th—*animate dead*, *black tentacles* (DC 21), *dimension door*, *enervation*, *fear* (DC 22)

3rd—*dispel magic*, *fireball* (DC 19), *nondetection*, *slow* (DC 19), *vampiric touch*

2nd—*acid arrow*, *detect thoughts* (DC 18), *hideous laughter* (DC 18), *mirror image*, *scare* (DC 20), *touch of idiocy*

1st—*burning hands* (DC 17), *charm person* (DC 17), *expeditious retreat*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 19)

0 (at will)—*acid splash*, *bleed* (DC 17), *mage hand*, *touch of fatigue* (DC 17)

**Divine Spells Prepared** (CL 17th; concentration +27)

9th—*implosion* (DC 25), *wail of the banshee*<sup>D</sup> (DC 27)

8th—*create greater undead*<sup>D</sup>, *discern location*, *summon monster VIII*

7th—*blasphemy* (DC 23), *disintegrate*<sup>D</sup> (DC 23), *greater scrying* (DC 17), *maximized inflict critical wounds* (DC 25),

6th—*banishment* (DC 22), *blade barrier* (DC 22), *create undead*, *greater dispel magic*, *harm*<sup>D</sup> (DC 24), *heal*

5th—*break enchantment*, *commune*, *insect plague*, *scrying* (DC 21), *slay living* (DC 23), *slay living*<sup>D</sup> (DC 23)

4th—*air walk*, *dismissal* (DC 20), *inflict critical wounds*<sup>D</sup> (DC 22), *poison* (DC 22), *summon monster IV*, *unholy blight* (DC 20)

3rd—*animate dead*<sup>D</sup>, *bestow curse* (DC 21), *blindness/deafness* (DC 21), *contagion* (DC 21), *speak with dead*, *wind wall*

2nd—*augury*, *darkness*, *death knell*<sup>D</sup> (DC 20), *desecrate*, *shatter* (DC 18), *soundburst* (DC 18), *zone of truth* (DC 18)

1st—*bane* (DC 17), *cause fear* (DC 19), *deathwatch*, *doom* (DC 19), *entropic shield*, *sanctuary* (DC 17), *true strike*<sup>D</sup>

0 (at will)—*detect magic*, *guidance*, *mending*, *read magic*

**D** domain spell; **Domains** Death, Destruction

## TACTICS

**Before Combat** Baba Yaga is initially angry the PCs have invaded her home, but becomes cordial, if a bit grumpy, assuming they show her proper respect. If the PCs are rude to her, or do not seem to “know who they’re dealing with”, she does not hesitate to teach them a lesson. Before entering melee, Baba Yaga casts *waves of exhaustion*, *blasphemy*, *blade barrier* and *summons* expendable monsters to try and break up the PCs. She uses her *darks skull* (abilities not included in this block) to prevent PCs from escaping via *teleport* and such.

**During Combat** If forced to fight Baba Yaga is a formidable foe. She favors using her high level necromancy spells, and is bent on bringing horror and pain to those that oppose her. Baba Yaga uses *implosion*, *disintegrate* and *wail of the banshee* targeting opposing spellcasters while her summoned minions hold off melee attacks. Baba casts spells and fights intelligently, but always seeks to maximize fear and destruction.

**Morale** Baba Yaga courts death daily, and does not attempt to run should she be faced with defeat. If anything she grows more enthusiastic. It may be that Baba Yaga cannot even be held by death. She often walks in the Annwn, the Land of the Dead, and is confident that she could return to the prime material plane after death.

## STATISTICS

**Str** 19, **Dex** 16, **Con** 16, **Int** 22, **Wis** 22, **Cha** 14

**Base Atk** +21; **CMB** +25; **CMD** 38

**Feats** Augment Summoning, Brew Potion, Combat Casting, Craft Staff, Craft Wand, Craft Wondrous Item, Extend Spell, Flyby Attack (in *mortar and pestle*), Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Counterspell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Spell Focus (necromancy), Spell Penetration

**Skills** Diplomacy +22, Fly +25 (in *mortar and pestle*), Heal +19, Knowledge (arcana) +33, Knowledge (dungeoneering) +23, Knowledge (engineering) +18, Knowledge (geography) +23, Knowledge (history) +24, Knowledge (local) +23, Knowledge (nature) +23, Knowledge (nobility) +23, Knowledge (planes) +29, Knowledge (religion) +29, Linguistics +29, Perception +25, Sense Motive +25, Spellcraft +25, Use Magic Device +25

**Languages** Aklo, Common, Giant; *tongues*

**SQ** arcane bond (*staff of necromancy*), combined spells, mimicry

**Combat Gear** *wand of unholy blight* (25 charges, CL 7), *staff of necromancy*; **Other Gear** *Bracers of armor* +4, *darks skull* (dimensional anchor), *ring of protection* +4, *robe of eyes*, *spellbook* (contains all spells from the *Pathfinder Core Rulebook*, and any

# Baba Yaga

Baba Yaga is an old crone that is said to be a minor power of Death, and although she is not a goddess herself, she is said to have strong ties with Arawn, the god of the dead. She can freely travel to other planes (using *Baba Yaga's spectral door*), and often travels all about Myrriodon and the other kingdoms in her giant *mortar and pestle*. Baba Yaga has evil-looking iron teeth, and sharp, iron claws instead of fingernails.

When the wind blows the cornstalks in the kingdom of Myrriodon, the people say that Baba Yaga is chasing children. The old crone has an insatiable appetite for the flesh of children, and has been known to scoop them up as she flies by. Upon returning to her cabin she grinds them with her giant *mortar and pestle*, and cooks them in her cauldron. She then escorts their souls to Charon, the ferryman of the dead, who takes them to Arawn, where they grow in Annwn, the Land of the Dead as his servants.

Although an evil being, Baba Yaga at times offers her services to travelers and common folk. Usually she does this by asking for a favor in return for her aid, often calling upon that favor at later, unwelcome times.

other spells the DM wishes to include), *flying mortar and pestle*

## SPECIAL ABILITIES

### Disease (Ex)

Baba Yaga's iron teeth and claws are filthy, and those wounded by them must succeed at a DC 16 Fortitude save or be affected by *contagion*, as the spell. CL 9th.

### Mimicry (Ex)

Baba Yaga can imitate the sounds of almost any animal found near her lair.

### Weakness (Su)

Baba Yaga's iron claws sap strength from those she strikes. Each time she hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, Baba Yaga can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round she makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

# What if the PCs Rub Baba Yaga the Wrong Way?

Should PCs somehow get off on the wrong foot with Baba Yaga (by looting her cabin), you can still continue on with the adventure (should PCs survive the encounter). Lenient DMs may wish to have Baba Yaga meet PCs while she is in a generous mood. Perhaps Baba Yaga allows PCs their lives if they perform an extra service for her (maybe in Annwn, the Land of the Dead). Another option is introducing a defector from Morwenna's ranks. This NPC could be a rare, good-hearted fallen elf. PCs might encounter her as she flees from Novgorod. Recognizing that she and PCs have the same purpose (to stop Morwenna from freeing Medb), she tells them everything she knows, and points the PCs to Tunguska.



# Entering Annwn, The Land of the Dead

## I. The Black Forest (EL 0 or 15)

Players that exit *Baba Yaga's spectral door* find themselves in a spectral forested area of Annwn, the Land of the Dead. Read the following to players as they exit the door:

You stand on a wide road, flanked by massive black-leaved trees. The road continues before and behind you. Baba Yaga's door seems to have disappeared completely. On the side of the road is a tall standing stone that looks very much out of place. It looks almost like a tall tree stump, although it is clearly stone, and not wood.

The players can get to the river Styx by continuing straight down the road in the direction they exited the door. The other direction continues for league after league, and players should soon come to realize that that is not the way to the river. It only leads to deeper wooded areas. The road is a perfect place to roll for wandering monsters (use Wandering Monster Table 6 in Appendix 1 to determine encounters). There is a 10% chance day and night of encountering a wandering monster.

*Baba Yaga's spectral door* is invisible on this side, and can be seen using *see invisibility* or the like. Knocking on the door three times alerts Baba Yaga to the PCs presence, and she promptly opens the door.

The standing stone is actually an ancient petrified tree trunk, and acts as a marker for the location of Baba Yaga's door. It stands about 6 feet tall, broken at the top. On the top is a small divot that a **Spirit Toad** (see Appendix 3 for more details on this new creature) named **Orbus** finds very comfortable. There he greets Baba Yaga every time she enters Annwn, the Land of the Dead. He does not greet the characters unless they greet him first. Then he is more than happy to talk. Should the players have forgotten Baba Yaga's directions, or be having some trouble finding their way, Orbus can help. He can direct them to the river Styx, and tell them how to exit this realm (for a price of course). Orbus enjoys pretty trinkets and all things magical. If properly bribed, Orbus gives the players any information they need about this realm.

### ORBUS THE SPIRIT TOAD

**XP 51,200**  
Male Spirit Toad Sorcerer 15  
N Diminutive animal  
**Init** +6; **Senses** Perception +10

### DEFENSE

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)  
**hp** 120 (15 HD; 15d6+60)  
**Fort** +9, **Ref** +7, **Will** +13  
**SR** 17

### OFFENSE

**Speed** 5 ft.  
**Melee** tongue +13/+8 (1d2-5)



**Melee** touch +13 (by spell)

**Ranged** ray +13 touch (by spell)

**Space** 1 ft.; **Reach** 0 ft.

**Spell-Like Ability** (CL 15th; concentration +21)

2/day—*summon* (1-2 red or blue salad 60% success, or 1-2 green salad 40% success)

**Spells Known** (CL 15th; concentration +21)

7th (4/day)—*greater teleport*, *mass hold person* (DC 27), *plane shift*  
6th (7/day)—*disintegrate* (DC 22), *mass suggestion* (DC 26), *stone to flesh*, *true seeing*

5th (7/day)—*baleful polymorph* (DC 21), *dominate person* (DC 25), *hold monster* (DC 25), *magic jar* (DC 21), *overland flight*, *telekinesis*, *teleport*

4th (7/day)—*charm monster* (DC 24), *confusion* (DC 24), *dimension door*, *greater invisibility*, *mass reduce person* (DC 20)  
3rd (7/day)—*dispel magic*, *fly*, *haste*, *slow* (DC 19), *suggestion* (DC 23)

2nd (8/day)—*acid arrow*, *hideous laughter* (DC 22), *invisibility*, *scorching ray*, *see invisible*, *web* (DC 18)

1st (8/day)—*enlarge person*, *feather fall*, *identify*, *mage armor*, *magic missile*, *reduce person* (DC 17)

0 (at will)—*acid splash*, *bleed* (DC 17), *dancing lights*, *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*

**Bloodline** arcane

## TACTICS

**Before Combat** Orbus enjoys misleading people into thinking that he is helpless. He pretends to be powerless against opponents, striking with powerful spells at the last moment.

**During Combat** Orbus uses his enchantments to make the PCs more docile if they attack. If threatened, he casts *fly*, and hurls spells down from above.

**Morale** Orbus will leave combat when bored or offended. If hard pressed to fight, he uses a quickened *fly* spell to get away until he can *teleport*.

## STATISTICS

**Str** 1, **Dex** 14, **Con** 18, **Int** 12, **Wis** 14, **Cha** 22

**Base Atk** +7; **CMB** -3; **CMD** 9

**Feats** Eschew Materials<sup>b</sup>, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Quicken Spell, Still Spell, Silent Spell, Spell Focus (enchantment), Spell Focus (transmutation), Weapon Finesse<sup>b</sup>

**Skills** Bluff +19, Diplomacy +15, Fly +18, Knowledge (arcane) +9, Knowledge (planes) +11, Perception +10, Sense Motive +11, Spellcraft +14, Stealth +10; **Racial Modifiers:** +8 Stealth  
**SQ** bloodline arcana, bloodline power (arcane bond, *rod of thunder and lightning*), bloodline power (metamagic adept, 3/day), bloodline power (new arcane, 2), bloodline power (school power, enchantment)

**Languages** Common, Draconic, sylvan, speak with toads

**Combat Gear** Orbus carries a tiny *rod of thunder and lightning*, which is little more than the size of a twig to the PCs; **Other Gear** In the top hollow of the petrified tree trunk Orbus keeps a tiny *handy haversack*, in which he keeps his stone collection (which is comprised of worthless, but odd pebbles). The bag is perfect for spell components and other small items.

## Annwn, the Land of the Dead

Annwn, the land of the Dead is very large and varied. The areas noted in this section only comprise a small portion of the realm. Portals abound in the Land of the Dead to other planar areas (such as the Abyss). In essence, the Land of the Dead acts as something of a gateway realm to the planes, while being a place of “rest” for the dead.

Those living that enter the Land of the Dead have a 1% chance per day (cumulative) of fading and becoming one of its ghostly inhabitants, unless they succeed at a DC 20 Fortitude save. Likewise, those eating food or drink from the Land of the Dead (and not brought in from another plane), raise their chances of turning spectral by 4%.

Those unfortunate enough to turn spectral take on the ghost template and cannot be turned back short of a *wish* or *miracle* (or a phoenix tear, see Appendix 2 for details on this new magical item). Any ghost that attempts to enter a portal back to the material plane must succeed at a DC 30 Will save or is not able to pass. Hence forth that ghost can never again pass through that particular portal (although they may be able to pass through other portals). Ghosts that do manage to enter the material plane keep the ghost template. Should one of the players happen to become spectral, and cannot change back, you may have to add the ghost template gradually (fading into the spectral over time), or enforce the loss of levels equal to that taken up by the new template. This way the ghost character does not become too powerful.

## 2. The River Styx (EL 0 or Variable)

A murky river runs before you, its black waters roiling with movement. A sense of uneasiness and impending doom fills your bones and your blood runs cold.

Should the players use the known means of summoning Charon (using either the *symbol of fear scroll* given by Baba Yaga, any other *symbol* spell, *blasphemy*, or *holy word*), he appears in his skiff 2d4 rounds later, rowing down the river styx to meet the characters.

A long boat, its thin frame lacquered black, steadily approaches. A man clad in a fading black robe rows the boat to the bank beside you. His pale face is barely visible under his cowl. He gestures you forth wordlessly with his skeletal fingers, an unnatural crimson glow radiating from his eye sockets, and an equally disturbing grin upon his visage.

The man in the boat is of course **Charon**, the ferryman of the dead. He does not speak, but communicates only through telepathy. Charon knows where it is that the players desire to go, but asks for payment from each person that wishes to take the skiff. Payment must be either a single magical item, 500 pp, or two gems of at least 1,000 gp total value. This price must be paid to and from the isle. If characters do not agree to this price, Charon turns his skiff away.

**CHARON, BOATMAN OF THE LOWER PLANES** **CR 23**  
**XP 820,000**

NE Medium Outsider (evil, extraplanar)

**Init** +9; **Senses** darkvision 120 ft.; Perception +42

## DEFENSE

**AC** 40, touch 24, flat-footed 35 (+5 Dex, +16 natural, +9 profane)  
**hp** 464 (32 HD; 32d10+288)

**Fort** +27, **Ref** +25, **Will** +26

**Defensive Abilities** Immortality; **DR** 20/epic and silver or epic and cold iron; **Immune** acid, outsider traits, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 33

## OFFENSE

**Speed** 50 ft.

**Melee** +3 *quarterstaff* +46/+41/+36/+31 (1d6+13 plus paralysis, 19-20)

**Special Attacks** control Styx, fear gaze, paralysis

**Spell-Like Abilities** (CL 23; concentration +32)

At will—*alter self*, *deeper darkness*, *desecrate*, *detect evil*, *detect good*, *detect magic*, *fear* (DC 23), *greater teleport* (self plus skiff only), *see invisibility*, *silent image* (DC 20), *suggestion* (DC 22), *wall of fire*

3/day—*mass suggestion* (DC 25), *summon* (level 9, 2d4

charonadaemons or piscodaemons, or 2d6 hydrodaemons, 100%)

1/day—*symbol of fear* (DC 25), *symbol of pain* (DC 24)

## TACTICS

**During combat** Charon attacks using his spell-like abilities, gaze weapon, and staff. He attempts to throw any creature on his skiff that refuses to pay his price into the River Styx. Charon’s natural weapons are treated as epic weapons for the purpose of overcoming damage reduction. Charon’s natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

**Morale** If combat goes against him or he seems to be overmatched, he summons other daemons to deal with the interlopers while he



## ENTERING ANNWN, THE LAND OF THE DEAD

teleports himself and his skiff away.

### STATISTICS

**Str** 31, **Dex** 20, **Con** 28, **Int** 26, **Wis** 26, **Cha** 28

**Base Atk** +32 **CMB** +42 (+44 to Sunder and Trip); **CMD** 57 (+59 vs. Sunder or Trip)

**Feats** Alertness, Blind-Fight, Combat Reflexes, Combat Expertise, Greater Trip, Improved Critical (staff), Improved Initiative, Improved Sunder, Improved Trip, Lightning Reflexes, Persuasive, Power Attack, Quicken Spell-like Ability (*suggestion*), Skill Focus (intimidate), Weapon Focus (staff)

**Skills** Bluff +41, Climb +42, Craft (alchemy) +40, Diplomacy +43, Disguise +41 (+43 acting), Escape Artist +37, Intimidate +49, Knowledge (arcana) +40, Knowledge (the planes) +40, Perception +42, Sense Motive +42, Spellcraft +40, Stealth +37, Survival +40 (+42 on other planes, +42 following tracks)

**Languages** Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Giant, Ignan, Infernal, and Sylvan.; *telepathy* 100 ft.

**SQ** plane shift.

### SPECIAL ABILITIES

#### Control Styx (Su)

Charon can control the waters of the River Styx as if using the *control water* spell (caster level 23rd). Additionally, he can form a Huge 16 HD water elemental (known as a Styx elemental) as a standard action using this ability. A Styx elemental uses the standard 16 HD water elemental statistics with the following additional special attack. A Styx elemental is CR 8. An opponent hit by a Styx elemental's slam attack must succeed on a DC 23 Will save or forget everything about its past life (treat this as a *feblemind* spell). The save DC is Constitution-based. Even if the save is successful, the opponent acts as if affected by a *confusion* spell (CL 20) for one day. The *confusion* effects can be removed magically using *break enchantment*, *dispel magic*, or greater magic. Charon can have only one Styx elemental in existence at one time.

#### Fear Gaze (Su)

Those within 30 feet meeting Charon's gaze must succeed on a DC 35 Will save or be affected as by a *fear* spell (CL 23). The save DC is Charisma-based.

#### Immortality (Ex)

Charon is native to five Lower Planes (Abyss, Gehenna, Hades, Nine Hells, and Tarterus), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on one of the aforementioned planes, it takes but a single day for him to reform and return to that plane. To be

permanently destroyed, Charon must be slain on all five Lower Planes within a single day.

#### Plane Shift (Sp)

Charon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports Charon and his skiff only. It is otherwise similar to the spell of the same name.

#### Paralysis (Ex)

A creature hit by Charon's staff takes normal damage and must succeed on a DC 30 Fortitude save or be paralyzed for 2d6 minutes. This ability only functions in Charon's hands. In the hands of any other creature, it simply functions as a +3 *quarterstaff*.

#### Summon Daemons (Sp)

Three times per day, Charon can automatically summon 2d4 charonadaemons or piscodaemons, or 2d6 hydrodaemons. This ability is the equivalent of a 9th-level spell.

Should the players pay Charon's price and hop aboard his boat (which can hold up to 6 people at a time, besides Charon), he paddles up the enormous river and takes them to a large isle. He waits on the bank for the players to return. Read the following to players as Charon paddles up the river.

With unnatural strength the ferryman paddles the boat up the black river. The rapid waters crash against the front of the boat, but do not seem to hinder the ferryman the slightest. Nearby, black tentacles surface from the depths of the waters. They writhe for a moment before again submerging. Ahead is a large, forested isle. A single forested mountain looms on the western side.

Should the players provoke the tentacled creature (a **giant squid**), it attacks. The squid knows better than to attack Charon or the boat, and targets only the players, attempting to grapple them and pull them into the water. Charon does not intervene in the fight, remaining indifferent and continuing to row. However, Charon may attack the players should they be foolish enough to attack him.

#### GIANT SQUID CR 9

**XP 6,400**

**hp** 102 (*Pathfinder RPG Bestiary*)

# Isle of the Phoenix

## I. Shore (EL 14)

Read the following to players after they land on the shore of the Isle of the Phoenix:

You stand on a sandy bank. A vast forest of familiar black leafed trees stretches before you. The area is calm, and a ghostly silence fills the air. The only sound is of the sickly water's gently rolling waves. Suddenly the silence is dashed by a thunderous crashing from within the forest. Several strange boar-like humanoids rush from the forest bearing crude weapons. They roar and snarl as they rush toward you.

### BOARFOLK (4)

CR 10

XP 9,600

N Large magical beast

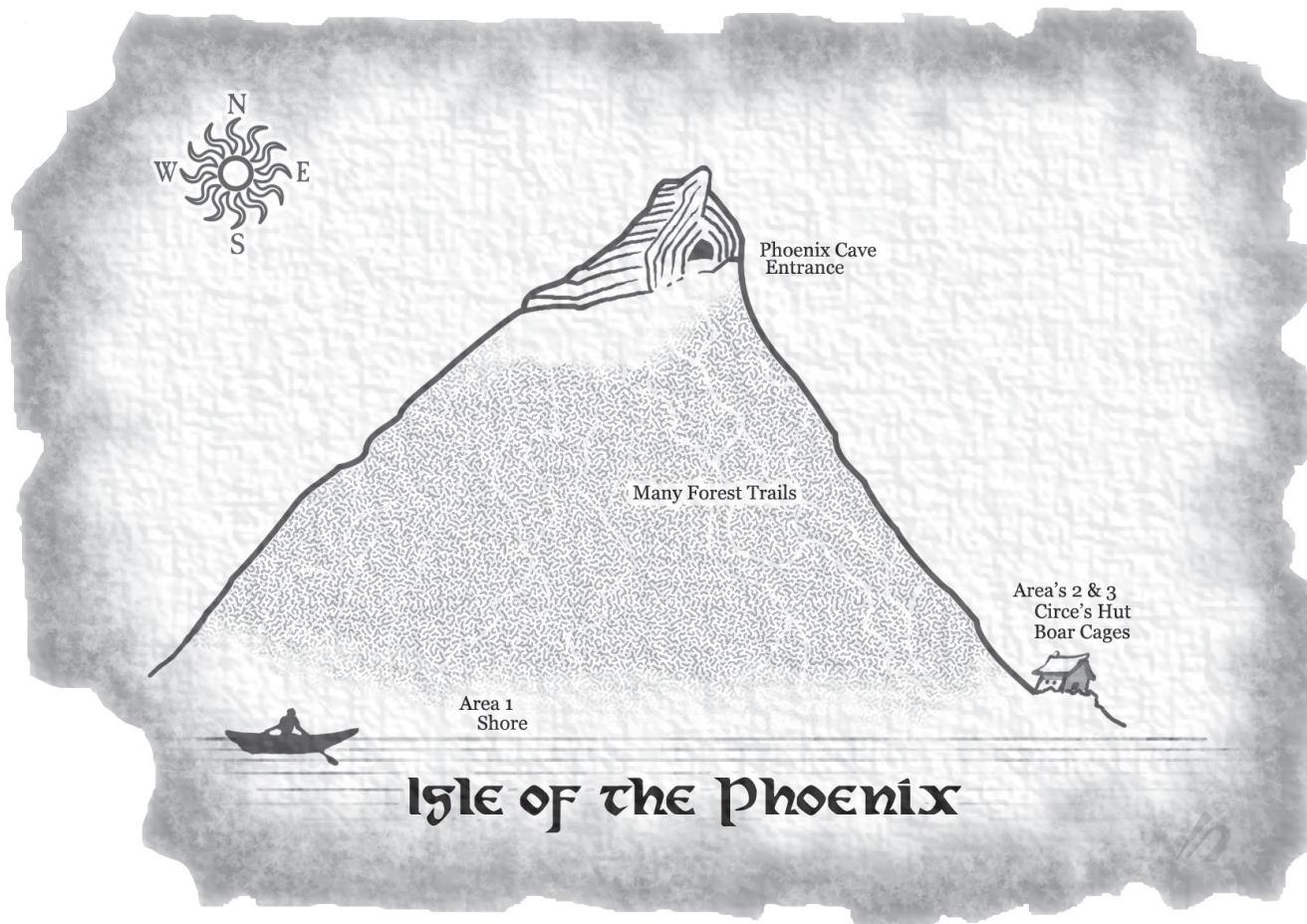
**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +17

### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

**hp** 155 each (13 HD; 13d10+77)

**Fort** +12, **Ref** +11, **Will** +5





## ISLE OF THE PHOENIX

### Defensive Abilities ferocity

#### OFFENSE

**Speed** 40 ft.

**Melee** greatclub +20/+15 (1d10+11), gore +20 (2d6+11)

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

**Special Attacks** trample (1d6+11, DC 23)

#### TACTICS

**During Combat** The boarfolk have been ordered to kill anyone landing on the island. The boarfolk begin by raging and attempting to trample any PCs they can, then using Power Attack and Improved Sunder to take out armored PCs first. The boarfolk try to beat the PCs into submission, but will not hesitate to kill if they must.

**Morale** The boarfolk fight to the death.

#### STATISTICS

**Str** 24, **Dex** 16, **Con** 18, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +13; **CMB** +21 (+23 to Sunder); **CMD** 34 (36 vs. Sunder)

**Feats** Cleave, Great Cleave, Improved Sunder, Iron Will, Martial Weapon Proficiency, Power Attack, Toughness

**Skills** Perception +6, Stealth +6, Swim +15

**SQ** rage (32 rounds/day)

**Gear** Greatclubs

The **4 boarfolk** (see Appendix 3 for more information on these new creatures) are the minions of a sorceress named Circe. She wants no intruders on “her” isle, and orders her minions to kill any that land ashore. At times she orders her minions to beat the intruders within an inch of their lives, and then bring them back to her. The boarfolk know better than to attack Charon, and pay him no heed. Likewise, Charon lets events play their natural course, and does not interfere.

Players with Survival skills may follow the boarfolk’s trail all of the way back to Circe’s hut by making a successful DC 19 Survival check. Upon reaching Area 2 the tracks PCs follow become confused with dozens of sets of similar tracks. You may also allow players without access to the Survival skill DC 20 Perception checks to see smoke wafting from the eastern shore of the isle.

## 2. Circe’s Hut (EL 17)

A small hut crafted of the black leaved trees that are so prevalent here stands before you. The roof of the hut is thatched with the branches of the trees, while the form of the hut itself is fashioned of the tree’s trunks. Before the hut on the sandy beach shore is a fire pit. A large cauldron is placed over the pit, its dark contents boiling. A natural stone wall looms behind the hut and at the base of the tree line. In the center of the stone outcropping is a large cave, the entrance of which is blocked with large, iron bars.

See Area 3 for details on the cave entrance. The hut belongs to a sorceress named Circe who views the isle as her own. The boarfolk encountered earlier are her minions, although she claims otherwise (saying that they are the vile inhabitants of this isle and that she has problems fending them off). Circe outwardly acts friendly toward PCs, perhaps inviting them to have dinner with her (soup from the cauldron of course), and attempts to learn why they are on the isle. Should the players tell her that they are on a mission to get a phoenix egg, she enthusiastically brightens. Circe herself has had her eye on the phoenix egg, but has found the phoenix to be too powerful. In this case Circe points the players to the phoenix cave, and secretly follows with a group of boarfolk, situating herself at the mouth of the cave and waiting to ambush the PCs when they exit (see the Phoenix Cave, Area 4). On the other hand, should PCs keep their reasons for

being on the isle a secret, Circe deems them a threat to her territory. She attempts to turn them into boars using the *polymorph any object* spell at the moment they are least prepared.

#### CIRCE

**XP 102,400**

Female human sorcerer17

LE Medium humanoid

**Init** +2; **Senses** Perception +6

**CR 17**

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 deflection, +2 Dex)

**hp** 69 (17HD; 17d6+17)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 *shock dagger* +9/+4 (1d4+1 plus 1d6 shock/19-20)

**Melee** touch +7 (by spell)

**Ranged** +2 *shock light crossbow* +12 (1d8+2 plus shock/19-20)

**Ranged** ray +10 touch (by spell)

**Spells Known** (CL 17th; concentration +17)

8th (4/day)—*mind blank*, *polymorph any object* (DC 29), *power word stun*, *temporal stasis* (DC 29)

7th (6/day)—*control weather*, *ethereal jaunt*, *forcecage* (DC 25), *greater teleport*, *insanity* (DC 25), *statue*

6th (7/day)—*disintegrate* (DC 27), *flesh to stone* (DC 27), *geas/quest* (DC 24), *mass bear’s endurance*, *mass suggestion*, *true seeing*

5th (7/day)—*baleful polymorph* (DC 26), *dominate person* (DC 23), *feeblemind* (DC 23), *overland flight*, *telekinesis*, *transmute rock to mud*, *wall of force*

4th (7/day)—*bestow curse* (DC 21), *dimension door*, *enervation*, *greater invisibility*, *mass reduce person* (DC 25), *stone shape*

3rd (8/day)—*dispel magic*, *fly*, *haste*, *slow* (DC 24), *suggestion* (DC 21)

2nd (8/day)—*alter self*, *bear’s endurance*, *invisibility*, *scorching ray*, *see invisible*, *whispering wind*

1st (8/day)—*enlarge person*, *feather fall*, *identify*, *mage armor*, *magic missile*, *reduce person* (DC 22)

0 (at will)—*acid splash*, *bleed* (DC 18), *dancing lights*, *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*

**Bloodline** arcane



**TACTICS**

**During Combat** Circe is likely to first cast *haste* upon her boarfolk lackies, giving them an extra attack per round. Circe then primarily uses her transmutation spells (which she uses to devastating effect), and orders her boarfolk to attack and protect her from physical harm. She especially favors the *polymorph any object* spell.

**Morale** Circe is something of a coward, and does not hesitate to flee if the circumstances appear dire.

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 12, **Int** 13, **Wis** 15, **Cha** 24

**Base Atk** +8; **CMB** +7; **CMD** 19

**Feats** Brew Potion, Craft Wondrous Item, Eschew Materials<sup>b</sup>, Extend Spell, Greater Spell Focus (transmutation), Iron Will, Quicken Spell, Silent Spell, Scribe Scroll, Spell Focus (enchantment), Spell Focus (transmutation)

**Skills** Bluff +15, Diplomacy +12, Fly +15, Intimidate +20, Knowledge (arcane) +14, Knowledge (planes) +14, Perception +6, Sense Motive +6, Spellcraft +10, Use Magic Device +14

**SQ** bloodline power (arcane bond, +2 *shock dagger*), bloodline power (metamagic adept, 4/day), bloodline power (new arcane, 3), bloodline power (school power, transmutation)

**Languages** Common, Draconic

**Gear** Cloak of arachnida, ring of protection +4, +2 *shock dagger*, +2 *shock light crossbow*.

**Treasure:** Circe's hut is comprised of only a single room, and contains little more than a bed, dresser, and large mirror. The mirror is worth 3,000 gp. There is nothing else of value in Circe's hut, as she carries her most valuable items with her at all times.

### 3. Boar Cages (EL 0 or Variable)

The cave is blocked with a thick iron barred gate and locked. In cramped confines on the other side of the gate are whining and snorting swine and boars. Beside them is a large trough.

The lock on the gate can be opened by making a successful DC 20 Disable Device check. The **15 Boars** in this pen were once humanoids, who much like the PCs, came to this isle on a quest (either at the phoenix cave or elsewhere). Circe permanently changed the intruders into swine using the *polymorph any object* spell. They are now Circe's mindless pets.

Circe feeds the boars in this area the soup from the cauldron (thus the reason she makes so much at once). Characters that are turned into boars by Circe are kept in this area with the others.

**BOARS (15)**

**XP** 600

**hp** 18 each (*Pathfinder RPG Bestiary* 36)

**CR** 2

## 4. Ghostly Forest Inhabitants (EL 0 or 12)

The way to the phoenix cave is well forested, and there is no singular trail to the top. There are several trails all throughout the isle and the PCs must make a DC 15 Survival check to keep from getting lost. The following encounter can take place on any of the wooded trails:

The black-leaved trees are beautiful if not somewhat menacing. The forested paths on this isle twist and turn in every direction, each seeming to continue forever.

Your eye catches something amiss in the trees nearby. A white, luminescent light gains in brilliance and seems to be moving parallel to you. Moving through the thick trees, perhaps on a parallel path, are several spectral figures. Their pointed ears mark them as elves, but their ghostly forms mark them as true inhabitants of this realm.

The beings are actually the **5 ghosts** of a clan of wood elves that have come to inhabit this area of the realm in their afterlife. They do not attack the PCs unless provoked, and otherwise continue up the trail. The ghosts speak to the PCs if hailed, and are kind if not rather suspicious of the player characters. In death they endlessly wander this isle, doing the things they did in life. They fashion spectral tools and hunt spectral creatures. If the PCs tell them that they are going to the phoenix cave, the elves grow excited and give more information to the characters. They tell the PCs that phoenix tears have many wondrous properties, and can bring the dead back to life as they were in youth (even the damned and those otherwise not able to be brought back), among other uses. The elves tell the PCs that many times they have petitioned the phoenix for her tears, and every time have been unsuccessful. Every time the phoenix has told them that she cannot cry, for there is nothing that saddens her. The tears simply will not come.

**WOOD ELF GHOSTS (5) CR 7**

**XP** 3,200

**CE** Medium undead (augmented humanoid, incorporeal)

**Init** +6; **Senses** darkvision 60 ft.; Perception +18

**DEFENSE**

**AC** 15, touch 13, flat-footed 13 (+3 deflection, +2 Dex)

**hp** 45 each (5 HD; 5d10+15)

**Fort** +7, **Ref** +5, **Will** +4

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

**OFFENSE**

**Speed** fly 30 ft. (perfect)

**Melee** Mwk longsword +10 (1d8+5/19-20)

**Ranged** Mwk shortbow +8 (1d6/19-20)

**TACTICS**

**During Combat** If the elves must fight, they do so intelligently. Three elves move to close with armored foes, while two elves hang back and use missile fire on unarmored opponents.

**Morale** The elves know they are dead, and do not fear defeat. If they cannot get aid from the phoenix, they welcome destruction.

**STATISTICS**

**Str** —(16\*), **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 16

**Base Atk** +5; **CMB** +5 (+8\*); **CMD** 17 (20\*)



## ISLE OF THE PHOENIX

**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Weapon

Focus (longsword), Weapon Specialization (longsword)

**Skills** Fly +10, Perception +14, Sense Motive +8, Stealth +10;

**Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Common

**Gear** Masterwork longswords, masterwork shortbows, 20 arrows each, trinkets and wooden carvings (prized possessions to the wood elves in life).

\* As the players and ghosts are not on the material plane, but on a ghostly plane, all attacks (even those normally considered incorporeal) are considered corporeal. Thus, the ghosts do not suffer from their usual penalties.

### 5. Lotus Flowers

This encounter can occur anywhere in the forest on the way to the phoenix cave. Read the players the following:

Strange flowers with blue petals grow on the edge of the trail. As you move on you find that the flowers grow more abundant, all but taking over the trail ahead.

The flowers inhabit the path for a short ways further, but then the population seems to disperse. The plants are **lotus flowers** (see Appendix 3 for more information on these new creatures), and can easily be avoided by those skirting the trail and moving a short distance out and around them. If disturbed the lotus's pollen floats into the air, and if inhaled has potentially disastrous effects on the victim.

#### LOTUS FLOWERS

CR 1

XP 600

Those that inhale the pollen of a lotus flower (essentially characters moving through the flowers) must make a DC 20 Will save or forget who and where they are, among other details of their lives (including spells memorized) for 1d4 days. When those days are up the victim is allowed another Will save (at a DC of 5 lower for each subsequent save) to remember. A path of lotus flowers may be destroyed as any another plant.





# Phoenix Cave

The forest yields to stone and a large outcropping rises before you, in which is an enormous cave mouth. Luminescent moths fly out of the cavern as you approach, their wings bearing dark, skull-like patterns.

The **death's-head moths** (see Appendix 3 for more information on these new creatures) fly over the PCs, dropping a thin layer of dust from their wings (only noticed by characters making a successful DC 20 Perception check). If inhaled by a living creature in the Annwn, the Land of the Dead, the dust raises the chance to become spectral by 3%. See the sidebox detailing Annwn, The Land of the Dead at the beginning of this chapter for more details.

**DEATH'S HEAD MOTH**  
XP 600

CR 1

Death's-head moths drop a thin layer of dust from their wings while in flight (known as ghost dust). If inhaled by a living creature while in the Land of the Dead, the dust raises the chance to become spectral by 3% (see the Sidebox: Annwn, The Land of the Dead for more details). Other than the ghost dust ability, the moths are considered normal insects.

There is nothing else to fear in this area, and nothing to bar the PCs from entering the phoenix cave.

**Phoenix Cave Features:** Hardness 8; hp 900; Break (DC 65); Climb (DC 20). The cavern is comprised of natural stone. The ceiling of the cavern reaches to the height of 200 ft.

## 1. Entrance Chamber

The stone of this cavern is bluish in hue, and looks as if it should be very cold. Despite this, the cavern is actually quite warm. Water drips from the ceiling and stalagmites grow on the cavern floor. Before you is a pond of clear, still water. In the center of the pond is a small island.

This cavern is home to hordes of death-head moths (see above and Appendix 3 of this adventure for more details). The pond is clean and can be safely drunk from, although those that do drink from the pond increase their chances of turning spectral (see the Sidebox: Annwn, The Land of the Dead at the beginning of this chapter for more details).

**Treasure:** The small island in the middle of the pond has a small ring (a *ring of invisibility*) half concealed in the mud near its shores, which can be found by making a successful DC 25 Perception check.

## 2. Sphinx Chamber (EL 0 or Variable)

You come to another large cavern, much the same as the last. Stalagmites, and other various stone formations make this chamber eerie but beautiful. A large beast with the head of a beautiful woman, the body of a lion and large bird-like wings stands before you. She looks at you with playful judgment, and then frowns upon you. "More seekers of Guinevere's tears? Why don't you all bugger off and go find some other phoenix?" She asks in a sad and disappointed tone.

**Pryderi**, a **gynosphinx**, talks to the PCs, but tries to discourage them from seeing the Phoenix. After much talk and attempts at driving the PCs away, she sighs and tells them that they may pass... on one condition: they must answer her riddle. Read the players Pryderi's riddle, and then give them **Handout 3**.

### Pryderi's Riddle:

It yields to all  
But is never defeated  
And often those that underestimate its power  
Succumb to its depths.  
At times it rages with mighty force  
And at other times it is calm.  
Armor is useless against it,  
In fact it is a detriment,  
As those with the most armor are the worst off  
When battling this foe.

The answer to the riddle is water.

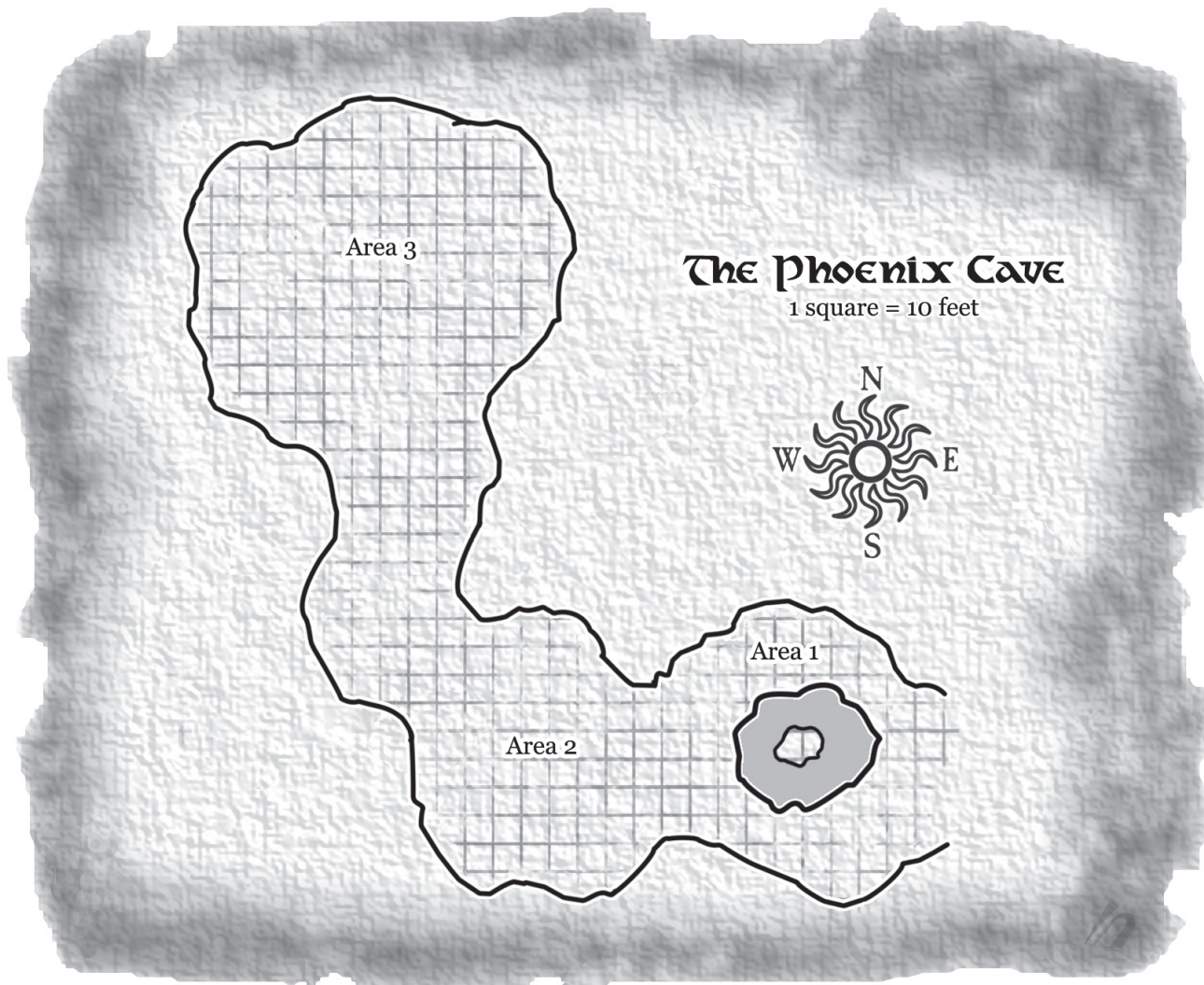
Each of the PCs is allowed a single guess. If none succeed then they must leave. Otherwise, they may pass to see **Guinevere**. Should the PCs fail to guess the answer to the riddle but still attempt to pass, Pryderi attacks.

**PRYDERI, GYNOSPHINX**  
XP 4,800  
hp 102 (*Pathfinder RPG Bestiary*)

CR 8

**Tactics:** Pryderi fights only if characters do not answer her riddle but still refuse to leave. If they attempt to move past her she attacks (preferring to begin with a pounce). In such circumstances allow Guinevere a DC 15 Perception check to hear the commotion. She carefully secures her egg in a niche in the wall of the cave (50 feet high on the east wall, taking one round), and then moves to investigate.





### 3. Phoenix Chamber

Beads of sweat form on your forehead, as the temperature in this chamber is noticeably higher than those before. A massive nest of boulder and stone rests before you, in the center of which is an enormous, beautiful bird. Her feathers are brilliantly red, and curve forward in an arc atop her head. The bird cocks her head, looks at you inquisitively, and then speaks. A beautiful, feminine voice radiates throughout the chamber. "I am Guinevere, keeper of this isle. Welcome to my lair. Come, sit before me and tell me why you have come here."

Guinevere listens to the PCs and seems genuinely interested and excited to hear their tales. Should they tell her that they need a phoenix tear to save the people of Sylvanus, read the following:

Guinevere sighs and ruffles her feathers. "You are not the first to request such. But alas, I cannot grant you this boon. You must understand; my heart is filled with too much joy to shed even a single tear. It is simply something that I cannot give."

There is little that the players can do to cause Guinevere to shed a tear. She is filled with too much happiness at having recently laid an egg (an extremely rare occasion for the phoenix species). However, things change once the PCs tell Guinevere that Baba Yaga wishes the egg as the favor owed. Read the following to the players after they tell her of Baba Yaga's wish:

"My egg? No! Even she would not be so cruel!" Guinevere says in a pained tone. "Unfortunately what she asks is not out of the bounds of our agreement. I must give the crone my egg." The phoenix rises from her nest of stone and pushes the large egg toward you with her beak. A large tear forms in her eye and slowly slides down her feathers, falling to the stone. Two more follow before she speaks again. "Take the egg to Baba Yaga for me. But I beseech you, for the good of your soul do not deal with the old crone more than you must. She can bring you no good, only grief." Guinevere turns her back to you and curls up in her nest. The sound of sobbing echoes through the chamber.

Should the players speak to Guinevere further, or try to comfort her, she dismisses them with a harsh "Be gone! Please, leave me to my sorrow."

The players can salvage the 3 phoenix tears by saving them in bottles, wine skins, or some other type of container. The egg is 3 feet tall, weighs over 50 pounds, and is difficult to carry.



On the eastern wall, 50 feet high is a nook that Guinevere sometimes uses to keep her egg safe in (when she must leave her lair). It has a slight upturned lip, and thus keeps the egg from falling.

#### GUINEVERE, FEMALE PHOENIX CR 15

XP 51,200

hp 210 (*Pathfinder RPG Bestiary*)

**Tactics:** If forced to fight Guinevere immediately uses *firestorm* (unless doing so would put Pryderi in danger, see Area 2) and then thereafter attacks with her talons and bite. She intermittently uses her *firestorm* ability until it is exhausted, and cures herself whenever needed.

**Phoenix Egg Features:** 5 in. thick; Hardness 5; hp 50; Break (DC 18). The egg is 3 ft. tall, and weighs 50 lb.

## 4. Circe Attacks (EL 18)

This encounter occurs after players exit the phoenix cave, specifically when they are a short distance away from the cave mouth. Allow the PCs a chance to see the surrounding boarfolk (Spot checks versus the Boarfolk's hide checks) so as not to be caught surprised. Of course, this encounter does not occur if the PCs already defeated Circe. Likewise, you may wish to alter the text below to accommodate the previous encounter with Circe.

Snorts, grunts and other guttural sounds escape from the trees around you. The surrounding forest explodes with movement as many of the strange boar-like creatures charge forth. Standing on a stone ledge atop the phoenix cave is Circe. She holds an ornate crossbow and seems to be commanding the Boarfolk. "Hand over the phoenix egg!" She yells. The boarfolk surround you and wait expectantly.

Should the players actually hand the phoenix egg over, Circe attempts to flee with it, commanding her boarfolk to kill the PCs. She does not want to risk them coming after the egg. Otherwise, Circe and the boarfolk attack full force, but go to great lengths not to injure the egg.

#### CIRCE CR 17

XP 102,400

hp 69; see Isle of the Phoenix, Area 2.

#### BOARFOLK (6) CR 10

XP 9,600

hp 155 each; see Isle of the Phoenix, Area 1.



# Returning from the Land of the Dead

Should PCs return the phoenix egg to Baba Yaga, she answers any questions they might have. Baba Yaga is a font of knowledge, and sees and knows much that happens throughout the world. Below are some questions the PCs are likely to ask, and Baba Yaga's answers:

Who is responsible for the attacks on Brookmere and Sylvanus? *The queen of Novgorod, a fallen elf named Morwenna.*

What is the book that was taken from Brookmere's library? *Il Oboroten, an ancient text that tells of a powerful artifact.*

What is the artifact? *An axe, the head of which is shaped like a succubus. The succubus goddess, Lilith's, greatest servant, Medb, is said to have been trapped within long ago.*

What does Morwenna wish to do with the artifact? *Morwenna wishes to release Medb, gaining power and favor with Lilith.*

Who is Lilith? *Lilith is the goddess of the fallen elves. Long ago she was nothing more than a succubus. Through seduction and treachery she assassinated many lesser gods of evil, gaining their power and godhood.*

What will happen if Medb is released? *If released Medb will take residence on this world and in time summon her own piece of the Hells to this plane. If freed she will unleash unimaginable horrors upon this world.*

Does Morwenna already have Medb? *No, Morwenna has only recently discovered the axe's location. She has many servants searching the axe out, even as we speak.*

Where is the axe? *It is deep beneath Tunguska, guarded by a powerful protector.*

What is Tunguska? *Long ago a meteor struck deep in Harwood Forest, decimating the surrounding area. It was once considered a holy site, and angels were said to dwell there. Thus, after sealed in the axe, Medb was entombed deep below Tunguska, so that the angels might guard her.*

Where is Tunguska? *Tunguska is 3 day's ride north of here, deep in Harwood Forest.*

What has happened to the rest of the people of Sylvanus? *They were not taken as slaves, as many supposed, although they were captured by the fallen elves on Morwenna's order. They lay waiting in the halls of Castle Novgorod and are soon to be sacrificed by Morwenna and the other clerics of Lilith. Morwenna plans to sacrifice them to the axe, feeding Medb their souls.*

Why must she sacrifice the people of Sylvanus? *The axe must shed the blood and steal the souls of the innocent before Medb can be released. Innocence is in short supply in Novgorod, and thus the people of Sylvanus are essential to the ritual.*





# Tunguska

Three days journey north of Baba Yaga's cabin is a giant sprawling crater formed in antiquity by an impacting meteorite. Believing the site to be the work of the gods, an ancient people built a temple in the belly of the crater. The place has since been rarely touched, as it is said that the crater breeds corruption. Nanna-Sin, the deity whom the temple is dedicated to, was an enemy of Lilith and the goddess' greatest servant, Medb. It was a paladin of Nanna-Sin that defeated Medb and sealed her into her own weapon, a black-lacquered greataxe in the likeness of a succubus. The clerics of Nanna-Sin buried the axe deep within their hidden temple, and it has not been seen since. Now Morwenna has discovered the axe's location, and seeks to make it her own. Next, the characters must go to Tunguska and attempt to keep the artifact out of the grasp of Morwenna's cohorts.

Players begin to see signs of the ancient meteorite's impact several miles outside of the crater. The area outside of the crater is barren, and the only trees are dead and skeletal. No new trees have grown out of the impact area over the years. Read the following as players reach the outer edge of Tunguska:

The canopy overhead begins to thin, allowing a small but welcome fraction of light into the black woods. Then the forest itself begins to thin, the floor littered with deadwood. Soon the dark, dense environs of Harwood Forest give way to a mass of skeletal trees. It looks as if this area was once victim to a raging fire.

There is a 15% chance day and night of encountering a wandering monster while in Tunguska. Roll the usual wandering monster check in this area if you have not already done so (see Wandering Monster Table 7 in Appendix 1 for appropriate results). After allowing PCs to state their actions, and if they continue toward Tunguska, read them the following:

A vast crater stretches before you. The expanse is absolutely bereft of plant life and inside there is little more than earth and stone. A large mound of earth rises from the east side of the crater, and extends for a long distance. Skeletal trees stretch as far as the eye can see.

Allow the PCs DC 15 Perception checks to notice movement on the eastern slope within the crater. Those that succeed see several caves and a collapsed structure. Those investigating further come across Area 1.

## 1. Collapsed Temple Entrance (EL 14)

Carved out of the wall of the crater is a set of large, double doors, flanked by statues of lions carved of the same stone. The doors are broken, and you can see within. Beyond the doors is a mess of boulders and piled stone. The stone fills the entire area, from the floor to the ceiling of the collapsed tunnel. Nearby are two smaller cave entrances.

This is the ancient entrance to the Forbidden Temple of Nanna Sin. Characters cannot gain access to the temple through this entrance unless by magical means (by casting *gaseous form* to move through the cracks and past the stones, for example). Characters that do manage to enter the temple via this route find themselves in Area 4. The caves are extremely large (large enough for a gargantuan sized creature to fit through), and dangerous, for **2 purple worms** (that still frequent this area) dug them. The worms watch the PCs from just inside the caverns (allow characters DC 20 Perception checks to notice each of them), and should any characters near, the worms attack, hoping to make dinner of the PCs.

### PURPLE WORMS (2)

CR 12

XP 19,200

hp 200 each (*Pathfinder RPG Bestiary* 230)

The two caves converge after some distance, and finally lead to Area 2.

## 2. Forbidden Temple Annex (EL 7)

Statues of large, angelic figures dominate this chamber. The statues are carved in the likeness of beautiful women with large, feathery wings. They each hold a sword in one hand and a shield in the other. The statues stand in the center of the room, flanking a mosaic walkway leading to a large set of double doors. The doors are ornately carved and bear the likenesses of angels. Large tunnels are dug into the western and southern walls.

The statues are angelic warriors of the ancient god Nanna-Sin. The swords and shields are wrought of stone, and are not removable. The statues in this area pose no danger, although the doors ahead do, as they are trapped.

### BLADE BARRIER TRAP

CR 7

Type magic; Perception DC 31; Disable Device DC 31

Trigger proximity (*alarm*); Reset automatic

Effect spell effect (*blade barrier*, CL 11, 11d6 damage, DC 19 Reflex save for half)

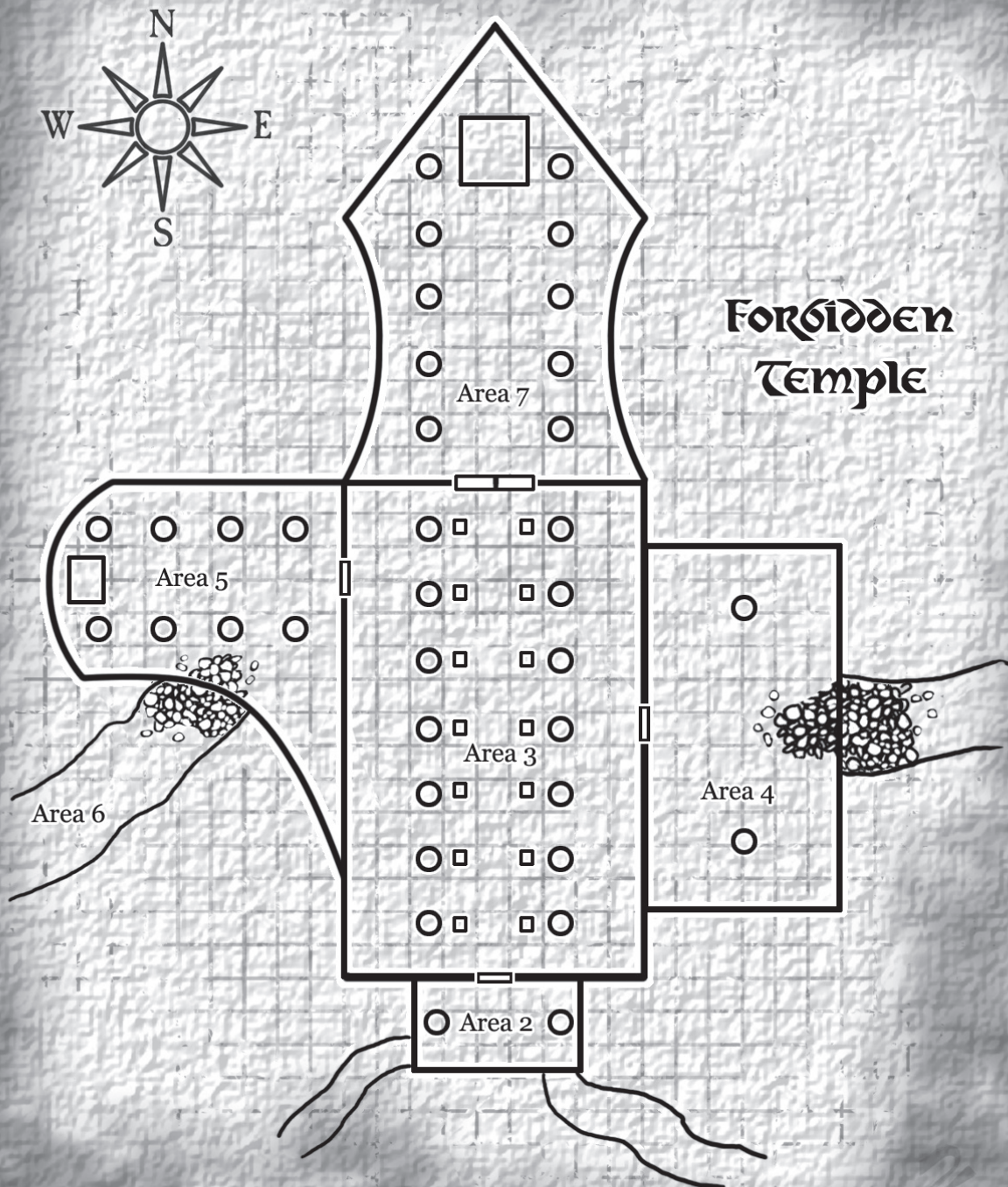
There is nothing in this chamber of value. PCs that examine or search the doors notice strange writing near each of the angel figures. The writing is in an ancient language, and can be deciphered by making a successful DC 30 Linguistics check, or by using a *comprehend languages* spell. The writing reads as follows: "Intruders beware, for sealed within is an evil of such great magnitude that even those born of the heavens might feel its poison seep into their bones." The verse warns of the corrupting evil and magic of the artifact, and is a hint to the nature of the creatures within the temple. Every being that was sealed into this temple long ago was a good creature, having been corrupted by *Medb's* dark powers. Despite their corruption, their primary goal is still to guard the temple from intruders, and to keep the axe safe at all costs.

The tunnel in the southern wall leads up to the surface (Area 1), while the tunnel in the western wall leads to Area 5. The purple worms dug both of these tunnels. The northern doors lead to Area 3, the Hypostyle Hall.

**Temple Features:** 3 ft. thick hewn stone; Hardness 8; hp 540; Break (DC 50); Climb (DC 22). The ceiling inside of the Temple is 30 ft high.

**Doors:** 5 in. thick stone doors; Hardness 8; hp 75; Break (DC 23).





### 3. Hypostyle Hall (EL Variable)

The door to this chamber is locked, and can be opened by making a successful DC 25 Disable Device check.

An enormous corridor with a high reaching ceiling stretches before you. The corridor is flanked by 2 sets of fluted columns. Before each column stands a large, angelic statue, complete with sword and shield. At the end of the corridor is a set of large, double doors.

This area is rife with traps. First, an *animate objects* trap located on the fourth column on the left side of the chamber activates **5 stone golems** when anyone passes by (either up the middle walkway of the chamber or from behind). Second, those that walk up the middle of the walkway must contend with fusillade of darts traps shot from the other statues. Third, those that walk on the other side of the columns must contend with deadly poisoned spiked pit traps. Finally, the double doors ahead are trapped with a *holy word*.

#### FUSILLADE OF DARTS TRAP (3) CR 5

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 25

**Trigger** location; **Reset** manual

**Effect** Atk +18 ranged (1d4+1); multiple targets (1d8 darts per target in a 10 ft. by 10 ft. area)

#### POISONED SPIKED PIT TRAPS (2) CR 10

**Type** mechanical; **Perception** DC 16; **Disable Device** DC 34

**Trigger** location; **Reset** manual; **Bypass** hidden lock bypass (DC 25 Perception, DC 30 Disable Device)

**Effect** 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 damage plus purple worm poison); DC 20 Reflex avoids; multiple targets (first targets in each of two adjacent 5-ft. squares)

#### PURPLE WORM POISON

**Type** poison, injury; **Save** Fortitude DC 24

**Frequency** 1/round for 6 rounds

**Effect** 1d3 Str damage; **Cure** 2 consecutive saves

#### HOLY WORD TRAP CR 8

**Type** magic; **Perception** DC 32; **Disable Device** DC 32

**Trigger** touch; **Reset** none

**Effect** spell effect (*holy word*, CL 20, non-good creatures in the area with less than 20 HD may be killed, paralyzed, blinded, or deafened, non-good extraplanar creatures in the area are instantly banished to their home plane, DC 24 Will save negates)

#### ANIMATE OBJECT TRAP CR 7

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

**Trigger** proximity trigger (*alarm*); **Reset** none

**Effect** spell effect (*animate object*, 20th-level cleric, animates five large-size stone statues [stone golems] in the vicinity).

#### STONE GOLEMS (5) CR 11

**XP** 12,800

**hp** 107 each (*Pathfinder RPG Bestiary*)

### 4. Entrance Foyer (EL 16)

Two tall angelic statues flank the center of this chamber. At the far end of the chamber are two opened double doors. The tunnel beyond has long ago collapsed, and a pile of stone rubble extends a short distance into the chamber. Before you, sitting in the direct center of the room is a strange beast, its huge body that of a lion with large eagle-like wings. The creature's head is that of a bearded man. The creature is coated in some oily, black substance, and is missing many tufts of fur, leaving sickly bald spots. It smiles at you, bearing blackened, rotting teeth as you enter.

This wretched creature is a **corrupted lammasu** (see Appendix 3 for more details on this new creature). Once an angelic being set to guard this temple from evil, the lammasu has become a creature as evil as Medb, the succubus within the axe responsible for this temple's corruption. The lammasu has not seen anybody for many thousand years, and thus is eager to speak with the PCs. However, when he grows bored of the players, or he sees his chance to attack, he pounces.

#### CORRUPTED LAMMASU CR 16

**XP** 76,800

**LE** Huge magical beast (augmented)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

**Aura** magic circle against good (20 ft.)

#### DEFENSES

**AC** 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)

**hp** 204 (16 HD; 16d10+112)

**Fort** +17, **Ref** +15, **Will** +12

**DR** 5/magic; **Immune** fire, sleep, paralysis; **Resist** acid 10, cold 10, electricity 10; **SR** 15

#### OFFENSE

**Spd** 30 ft., fly 60 ft. (average)

**Melee** 2 claws +25/+20 (1d8+9)

**Melee** touch +23 (by spell)

**Ranged** ray +9 touch (by spell)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon, pounce, rake (2 claws +25, 1d8+9), scythe of evil (*unholy* claws, 5 rounds, 1/day), smite good (+9 damage, 3/day), staff of order (*axiomatic* claws, 5 rounds, 8/day), touch of evil (sickened 5 rounds, 8/day)

**Spell-Like Abilities** (CL 9th; concentration +9)

2/day—*greater invisibility*

1/day—*dimension door*

**Divine Spells Prepared** (CL 8th; concentration +11)

4th—*blight*<sup>D</sup>, *giant vermin*, *poison* (DC 19) x2

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *contagion* (DC 18), *create food and water*, *magic circle against good*<sup>D</sup>

2nd—*darkness*, *desecrate*<sup>D</sup>, *hold person* (DC 17), *inflict moderate wounds* (DC 17), *silence* (DC 17)

1st—*bane* (DC 16), *cause fear* (DC 16), *deathwatch*, *detect good*, *doom* (DC 16), *inflict light wounds* (DC 16), *protection from chaos*<sup>D</sup>

0 (at will)—*detect poison*, *guidance*, *light*, *resistance*

**D** domain spell; **Domains** Evil, Law

#### TACTICS

**During combat** The corrupted lammasu prefers to use its *breath weapon*, *smite good*, and *greater invisibility* abilities as soon as possible. It also enjoys casting its higher level spells (such as *unholy blight*), and then charging opponents to utilize its *pounce* ability.

**Morale** The lammasu fights to the death, hoping to purge the world of its existence.



## STATISTICS

Str 28, Dex 17, Con 24, Int 16, Wis 20, Cha 10

Base Atk +16; CMB +27; CMD 40

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Power Attack, Snatch

Skills Diplomacy +16, Fly +18, Knowledge (arcana) +19, Perception +24, Sense Motive +21

Languages Celestial, Common

SQ touch of law (8/day)

Inscribed on the surface of the door in this chamber is the same warning as that from Area 3.

## 5. Temple Annex (EL 12)

Two rows of fluted columns flank this chamber. Ahead is a large, angelic statue. The woman holds a flaming sword with both hands in a fighting pose, but unlike the other statues, this one stands on a large pedestal. Two tunnels lead from this chamber; it looks as if something has burrowed through the walls there. Wrapped around one of the columns is an enormous, worm-like creature. It opens its toothy maw and rushes at you!

This **purple worm** is not one of the original inhabitants of the temple, but has burrowed his way in (along with the two purple worms at Area 1) from a mass of underground tunnels below this complex. One tunnel leads into the depths of the earth (see Area 6), while the other leads to Area 2.

## PURPLE WORM CR 12

XP 19,200

hp 200 (*Pathfinder RPG Bestiary*)

The base of the statue holds an amazing piece of treasure: the flaming sword depicted in the statue's grasp. A DC 30 Perception check finds a well-hidden panel in the front of the statue base. Behind the panel is a small, locked, hinged door. The door can be opened by making a successful DC 30 Disable Device check. Within is a +4 *flaming holy bastard sword*. This sword was used by an angelic paladin of Nanna-Sin named Katya (depicted by the statue above). Katya used the sword to defeat Medb in combat before her soul was sealed within the axe.

## 6. Purple Worm Tunnel

This long tunnel descends deep into the earth, and looks as if it could descend forever.

This tunnel descends several miles into the earth, where it finally opens to a mass complex of caverns and tunnels that comprise a subterranean kingdom. Details of the kingdom and tunnels are not detailed here, as they go beyond the scope of this adventure. If you have players that wish to explore every inch of an adventure, and if you have not prepared for the tunnels ahead, you may wish to cut this area.

## 7. Altar Chamber (EL Variable)

A grand chamber rises before you, two rows of fluted columns flanking each side. At the far end of the chamber is a statue, standing on a large base. The statue depicts an angelic figure holding a flaming sword above a bat-winged woman who lies at her feet. The wretched woman's hands are raised above her head as if pleading the angel for her life. A woman with beautiful, feathery wings rests at the base of the statue, her back turned away from you. She turns from the statue as you enter, and looks upon you with a sense of authority. She holds in one hand a bastard sword and a shield in the other. "Who art thou, and what doth thee seek in this temple?" She asks.

The figure before the PCs is actually a fallen angel named **Nin-Lilia**. Once a holy and divine protector of this place, the angel retains her outer beauty but within has been corrupted by the evil contained here. She speaks with the PCs to learn their purpose, but ultimately turns them away, hoping to attack when they least expect it.

## NIN-LILIA

CR 18

XP 153,600

Female Erinyes Fighter 10

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; Senses darkvision 60 ft., see in darkness, *true seeing*;

Perception +26

## DEFENSE

AC 36, touch 17, flat-footed 29 (+7 armor, +6 Dex, +1 dodge, +8 natural, +4 shield)

hp 196 (19 HD; 9d10+10d10+95)

Fort +18, Ref +14, Will +11; +3 against fear

Defensive Abilities bravery +3; DR 5/good; Immune fire, poison;

Resist acid 10, cold 10; SR 20

## OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +2 *bastard sword* +31/+26/+21/+16 (1d10+12/17–20), shield bash +25 (1d4+6)

Ranged rope +25 (entangle)

Spell-Like Abilities (CL 12th; concentration +18)

Constant—*true seeing*At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)1/day—*summon* (level 6, 2 bearded devils, 50%)

## TACTICS

**During combat** Nin-Lilia fights using her +2 *bastard sword* and Power Attack feat to the best of her ability, thus likely dealing a great amount of damage with each blow. She favors using a full attack action on the nearest opponent, preferably fighter types (as she sees a chance to have a glorious battle). If spellcasters in the group become a problem for her, Nin-Lilia flies to them and attacks, using a full attack action on her next round if possible. She may attempt to *summon* bearded devils to distract spellcasters as well.

**Morale** Nin-Lilia falls to the floor and concedes defeat when reduced to 25% or less hit points.

## STATISTICS

Str 22, Dex 22, Con 21, Int 14, Wis 20, Cha 22

Base Atk +19; CMB +26; CMD 42

Feats Combat Reflexes, Cleave, Critical Focus (bastard sword), Dazzling Display, Dodge<sup>B</sup>, Exotic Weapon Proficiency (bastard sword), Flyby Attack, Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Shield Bash, Lunge, Mobility<sup>B</sup>, Power Attack, Step Up, Vital Strike, Weapon Focus

(bastard sword), Weapon Specialization (bastard sword)  
**Skills** Acrobatics +28, Bluff +27, Diplomacy +14, Escape Artist +12, Fly +29, Intimidate +30, Knowledge (planes) +8, Knowledge (religion) +8, Perception +26, Sense Motive +10, Stealth +15

**Languages** Celestial, Common, Draconic, Infernal; *telepathy* 100 ft.

**SQ** armor training 2, weapon training (heavy blades +2, bows +1)

**Gear** +2 *bastard sword*, +3 *mithral shirt*, +2 *heavy steel shield*, 50 foot rope.

## SPECIAL ABILITIES

### Entangle (Su)

Nin-Lilia carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 19). She can hurl its rope 30 feet with no range penalty. Her rope functions only for her and no other.

When nearly defeated Nin-Lilia falls to the floor and weeps upon realizing the evil being she has become. This is a chance for PCs to prove their alignment and gain some xp by showing mercy upon the creature (see experience, below). The decision to show mercy on Nin-Lilia should not come back to haunt the PCs. Rather, reward PCs for their virtuous actions by planning a later meeting with a repentant Nin-Lilia (who may grant a boon upon the characters).

A **band of Morwenna's cutthroats** complicate things in this area. The band arrives just as PCs are attacked by Nin-Lilia (using a scroll to *teleport* into Area 4). The players might remember **Elyria**, although her person may have changed if she successfully retrieved *Il Oboroten* in Brookmere (see the Brookmere Library, Third Floor, Area 3-3). If she was successful Elyria was granted favor by Lilith, and became a chosen of Lilith. Her tactics are still much the same however. Elyria uses a *major image* spell to trick opponents, and hides nearby, casting spells to boost her allies. Before moving in Elyria casts *greater invisibility* on **Bran** who moves to the base of the statue in an attempt to open the secret compartment containing *Medb*. While Bran is busy retrieving *Medb* **Kimora** and the **fallen elf swordsmen** keep the players and Nin-Lilia at bay. Once successful Bran takes the axe to Elyria, and the group readies a retreat (either using Elyria's *teleport* spell or Bran's *teleport scroll*).

To facilitate greater ease of play, the following stats have been compiled together in **DM Reference 1**, and can be found in Appendix 5 of this adventure.

### BRAN, FALLEN ELF ROGUE

CR 12

XP 19,200

hp 112; see Castle Novgorod, First Floor, Area 1-14.

### ELYRIA NOVGOROD

CR 10 or 12

XP 9,600 or 19,200

hp 50; see Castle Novgorod, Towers, Area 5-5 if a Chosen of Lilith, or see the Brookmere Library, Third Floor, Area 3-3.

### KIMORA, FALLEN ELF ASSASSIN

CR 12

XP 19,200

hp 60; see Castle Novgorod, First Floor, Area 1-18.

### FALLEN ELF SWORDSMEN (5)

CR 12

XP 19,200

hp 96 each; see Novgorod, Area 1.

**Experience:** Award the players an extra 15% xp for this encounter if they do not kill Nin-Lilia, but give her a second chance. Award players an additional 50% xp (for a total possible 65% bonus) since Morwenna's cohorts present a distraction in an already deadly battle. Do not award xp for fallen elves that





## Medb

Medb was once the greatest servant of the succubus goddess Lilith. She ruled over Lilith's succubus followers, and waged abyssal wars in the name of her patron deity. However, when Lilith began having designs on the peoples of Myrridon and Caer Myrrdin, other deities took note. In particular, the angelic deity Nanna-Sin was opposed to Lilith's work, and she and her followers waged war against the sinister fiend and her followers. Medb led Lilith's demonic armies in battle, but was defeated by the paladin of Nanna-Sin, Katya. Katya slew Medb with the *holy sword of Nanna-Sin*, and with the aid of her goddess, sealed Medb into her own weapon, a cruel black-lacquered greataxe, the blade of which was shaped as a succubus. Noting the inherent evil of the greataxe, the angelic followers of Nanna-Sin sealed *Medb* deep within a temple in the crater of Tunguska, placing several traps and guardians there to protect the axe for all eternity. Medb, however, was more powerful than they realized, and over the years her evil presence has corrupted the once holy protectors.

## New Magic Item: Medb

### MEDB

**Aura** strong evocation and abjuration; **CL** 18th  
**Slot** none; **Weight** 1 lb.

### DESCRIPTION

The blade of this greataxe is lacquered black and crafted in the likeness of a succubus. The axe's abilities vary depending on whether or not Medb is trapped within the axe.

*Medb* is always considered a +5 *unholy greataxe*. As always a good character picking up an unholy item suffers one negative level while attempting to wield the item. This level cannot be overcome in any way, and returns only after that character no longer wields it. In addition, the axe grants the holder the following abilities, whether or not Medb is imprisoned within:

— *Medb* may be wielded by any character, even those not proficient with martial weapons, without any penalties. The axe is so light and balanced that wielding it is as if wielding a dagger. In addition, the axe may be wielded with one hand rather than two, but damage bonuses from Str are only the standard (the wielder does not gain a Str bonus equal to one and a half times their Str modifier unless wielding the axe with both hands).

— the soul of any being that is killed by the axe is immediately possessed by Medb (whether she is free of the axe or not) and the soul is considered *imprisoned*, as the spell. The soul may be released by casting *freedom* within range of Medb herself. Only then may a victim of the axe be raised from the dead.

— every day that a person wields the axe there is a 1% cumulative chance (up to a 15% chance maximum), that the wielder of the axe grows corrupted. In such a case the wielder must succeed at a DC 21 Will save or shift alignment one step from their current alignment toward Chaotic Evil. For example, if a True Neutral character was corrupted by one step, they could choose whether they wished to become Chaotic Neutral or if they wished to turn Neutral Evil. If the same wielder failed a second check, they would become Chaotic Evil.

The greataxe has the following attributes only when Medb is imprisoned within:

— the wielder may cast *darkness* 3/ day

— the wielder may cast *wall of fire* 1/ day

— Medb is completely sentient (from within the axe), and has blindsense, hearing, darkvision (120 ft.), 18 Int, 14 Wis, 27 Cha, and may communicate through speech or telepathy. Medb is extremely cunning and uses every chance to deceive her wielder into helping her be set free.

### DESTRUCTION

If Medb is ever slain permanently, the axe loses all magical abilities and becomes a normal greataxe.

flee from this area (as that is their mission objective); only award xp if they are defeated.

*Medb* is sealed within the base below the statue. A DC 30 Perception check finds a well-hidden panel in the front of the statue base. Behind the panel is a small, locked, hinged door. Characters making a successful DC 30 Disable Device check can open the door.

## Forbidden Temple Aftermath

Players may or may not have kept *Medb* out of the hands of Morwenna's cohorts. Either way, the adventure continues, as there is more to be accomplished. If the fallen elves escaped with the axe, they return it to Morwenna where she begins her grisly ritual to free Medb (see Castle Novgorod, Fourth Floor, Area 4-3 for details). If the players kept the fallen elves from retrieving the axe however, they have a decision to make: should they take the axe back to Brookmere or somewhere else for safekeeping while they face down the fallen elves, or do they use the powerful axe to their advantage, risking its corrupting powers, and the risk of it falling into the hands of the enemy? No matter what the players decide to do, it is likely that they will wish to continue on to Castle Novgorod, where they face the conclusion of the adventure, and must defeat Morwenna, the queen of the fallen elves in her dark abode.

# Ritual Circle

You can add this encounter in Harwood Forest on the road from Tunguska to Novgorod. Ideally the encounter takes place a short distance outside of Novgorod, but stone circles such as the one detailed in this encounter are prevalent throughout the forest and could be found in many places. Feel free to place the encounter elsewhere to accommodate the actions of the PCs.

This encounter begins after sunset, perhaps when PCs are making camp for the night. Allow the PCs DC 15 Perception checks. Those that succeed notice several fires on a small, forested hill in the distance. Should PCs investigate, read the following:

A stone circle rises before you, formed of nine sets of parallel standing stones, each capped by another such stone. Encircling the ring stand four solitary stones, beside each of which is a blazing fire. Around those stones is another circle of large, rounded stones. Within the circle stand several elves, their pale skin luminescent in the moonlight. They stare into the innermost circle, their eyes betraying a maniacal glee. An eerie chant emanates from within the innermost circle, where a group of three more elves are dressed in purple robes. The three circle a central altar, upon which is a bound elven woman. Tears run freely from her eyes as she struggles with her bonds.

PCs arrive at this sight just in time to witness a sacrifice. They have 3 rounds from the moment they arrive to stop the ritual. The **4 fallen elf guards** patrol the outer circle of the ritual space, but are intent on the actions of **Dvina** and the **2 fallen elf clerics**. They are watching so intently that their Spot and Listen checks suffer a -5 penalty to notice approaching PCs.

## FALLEN ELF GUARDS (4) XP 6,400

CR 9

Male Fallen Elf Fighter 9

CN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +2

### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

**hp** 72 each (9 HD; 9d10+18)

**Fort** +8, **Ref** +6, **Will** +3; +2 against enchantment and fear

**Defensive Abilities** bravery +2; **Immune** sleep

### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** mwk longsword +14/+9 (1d8+6/19-20) and mwk light mace +12 (1d6+4)

**Ranged** heavy crossbow +12 (1d8/×3)

### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

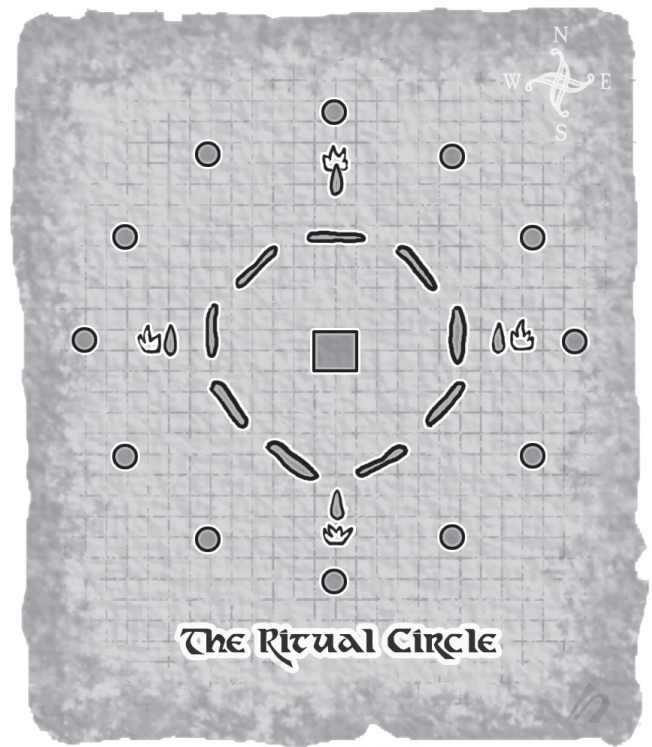
**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +9; **CMB** +11; **CMD** 24

**Feats** Dodge, Greater Weapon Focus (longsword), Mobility, Spring



Attack, Two-Weapon Fighting, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Climb +12, Intimidate +11, Perception +2, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 2, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

## FALLEN ELF CLERICS (2) XP 6,400

CR 9

Female Fallen Elf Cleric 9

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +16

### DEFENSES

**AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

**hp** 55 each (9 HD; 9d10+9)

**Fort** +6, **Ref** +6, **Will** +9; +2 against enchantment

**Immunities** sleep

### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** Mwk longsword +14/+9 (1d8+6/19-20)

**Melee** touch +10 (by spell)

**Ranged** ray +10 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 5 rounds, 6/day), channel negative energy (5/day, 5d6, DC 18), scythe of evil (5 rounds, 1/day), touch of evil (sickened, 5 rounds, 6/day)

**Spells Prepared** (CL 9th; concentration +16)

5th—*mass cure light wounds*, *slay living*<sup>D</sup> (DC 19)

4th—*cure critical wounds*, *sending*, *summon monster IV*, *unholy blight*<sup>D</sup> (DC 17)



## RITUAL CIRCLE

3rd—*animate dead*<sup>D</sup>, *cure serious wounds* x2, *invisibility purge*, *summon monster III*  
 2nd—*cure moderate wounds* x2, *death knell*<sup>D</sup> (DC 16), *hold person* (DC 15) x2, *lesser restoration*  
 1st—*command* (DC 14), *cure light wounds*, *detect good*, *divine favor*, *doom* (DC 14), *protection from good*<sup>D</sup>  
 0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*  
**D** domain spell; **Domains** Death, Evil

### TACTICS

**Before Combat** The clerics are concentrating on the ritual.

**During Combat** Each of the clerics moves to support the guards with healing and defensive spells.

**Morale** The clerics fight to the death.

### STATISTICS

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

**Base Atk** +9; **CMB** +11; **CMD** 24

**Feats** Combat Casting, Skill Focus (Perception), Spell Focus (necromancy), Spell Penetration, Weapon Focus (longsword)

**Skills** Diplomacy +10, Knowledge (religion) +11, Perception +11, Sense Motive +11, Spellcraft +9

**Languages** Abyssal, Common, Elven,

**SQ** death's embrace

**Gear** Masterwork longswords, chainmail armor, fine purple silk robe (worn over the armor) worth 100 gp each.

### DEVINA, CHOSEN OF LILITH

**CR** 16

**XP** 76,800

Female Fallen Elf Cleric 14

CE Medium Outsider (chaotic, evil)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +17

### DEFENSES

**AC** 25, touch 13, flat-footed 22 (+7 armor, +2 Dex, +5 natural)

**hp** 126 (14 HD; 14d10+42)

**Fort** +11, **Ref** +6, **Will** +14

**DR** 10/cold iron and good; **Immunities** fallen harpies, poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

### OFFENSE

**Speed** 20 ft. (30 ft. base), fly 40 ft. (50 ft. base, average)

**Melee** +1 longsword +14/+9 (1d8+3/19–20)

**Melee touch** +12 (by spell)

**Ranged ray** +12 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 7 rounds, 8/day), channel negative energy (8/day, 7d6, DC 22), energy drain (kiss), scythe of evil (7 rounds, 2/day), touch of evil (sickened, 7 rounds, 8/day)

**Spell-Like Abilities** (CL 14th; concentration +24)

Constant—*tongues*

3/day—*suggestion* (DC 16)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 14th; concentration +24)

7th (2/day)—*blasphemy*<sup>D</sup> (DC 24), *summon monster VII*, *word of chaos* (DC 24)

6th (3/day)—*banishment* (DC 22), *create undead*<sup>D</sup>, *harm* (DC 22), *planar ally*

5th (4/day)—*break enchantment*, *commune*, *flame strike* (DC 22), *slay living*<sup>D</sup> (DC 21), *summon monster V*

4th (5/day)—*death ward*<sup>D</sup>, *dismissal* (DC 20), *divine power*, *lesser planar ally*, *sending*, *summon monster IV*, *unholy blight* (DC 21) (**D**)

3rd (5/day)—*bestow curse* (DC 19), *deeper darkness*, *dispel magic*, *magic circle against good*<sup>D</sup>, *speak with dead*, *summon monster III*

2nd (6/day)—*desecrate*, *death knell*<sup>D</sup> (DC 18), *enthrall* (DC 19), *hold person* (DC 19), *lesser restoration*, *silence* (DC 18), *summon monster II*

1st (6/day)—*command* (DC 18), *comprehend languages*, *detect good*, *divine favor*, *doom* (DC 17), *protection from good*<sup>D</sup>, *summon monster I*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil



## RITUAL CIRCLE

### TACTICS

**Before Combat** Dvina is concentrating on the ritual.

**During Combat** Dvina attempts to *summon* a succubus, then casts *harm*, *slay living*, *word of chaos* and *blasphemy* on opponents. After those spells are cast, she takes to the air, and either uses her longsword, or continues to *summon* creatures from the air.

**Morale** Dvina fights with zeal, and does not submit or surrender.

### STATISTICS

**Str** 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 22, **Cha** 20

**Base Atk** +10; **CMB** +12; **CMD** 24

**Feats** Augment Summoning<sup>b</sup>, Combat Casting, Flyby Attack, Persuasive<sup>b</sup>, Skill Focus (Perception), Spell Focus (conjunction), Spell Focus (evocation), Weapon Focus (longsword)

**Skills** Diplomacy +18, Fly +10, Intimidate +15, Knowledge

(religion) +13, Perception +17, Sense Motive +17, Spellcraft +13  
**Languages** Abyssal, Common, Elven, Infernal; *tongues*, telepathy 100 ft.

**SQ** command fallen harpies, death's embrace

**Gear** +1 longsword, +1 elven chain, fine purple silk robe (worn over the armor) worth 100 gp.

### Command Fallen Harpies (Sa)

Dvina may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Dvina may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise Dvina must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Dvina is immune to the wail of insanity and captivating song of all fallen harpies.

There are dire consequences if the ritual is completed. Lilith herself, the foul goddess of the fallen elves, sends a **glabrezu** to the material plane to aid the clerics in return for their sacrifice. The demon arrives on the next round, seemingly out of the body of the elven maiden.

PCs are likely to save the elven maiden, and in such a case gain an ally. Her name is **Fianna** and she recounts her tale of how she was captured near her hometown of Rhiannon, a small elven settlement north of Sylvanus. From there she was taken to Novgorod as a slave. Soon however she gained the attention of a sect of clerics of Lilith, who recognized her as a paladin of the elven gods. Knowing that such a sacrifice would gain the attention and favor of Lilith, the clerics bought the maiden and prepared the ritual. Fianna tells the PCs that she can lead them into Novgorod, acting as a guide to the castle. She hopes to gain revenge on the fallen elves before returning home to Rhiannon.

### GLABREZU

**XP 25,600**

**hp** 186 (*Pathfinder RPG Bestiary*)

**CR 13**

### FIANNA DIARMIAD

**XP 4,800**

Female Elf Paladin 8

LG Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +5

**Aura** good (strong), aura of courage, aura of resolve (+4 vs. charm, 10 ft.)

**CR 8**

### DEFENSES

**AC** 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

**hp** 55 (8 HD; 8d10+8)

**Fort** +9, **Ref** +7, **Will** +11; +2 against enchantment

**Immune** charm, fear, disease, sleep

### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +10/+5 (1d3+2)

**Special Attacks** channel positive energy (4d6, DC 17, 7/day), smite evil (+3 to hit, +8 damage, +3 AC, 3/day)

**Spell-like abilities** (CL 8th; concentration +10)

At will—*detect evil*

**Spells Known** (CL 8th; concentration +10)

2nd—*bull's strength*, *eagle's splendor*

1st—*cure light wounds*, *lesser restoration*

### TACTICS

**During Combat** Fianna should not be fighting the PCs under any circumstances. She pleads with them to help her.

**Morale** Fianna fights any evil foe to the death.

### STATISTICS

**Str** 14, **Dex** 14, **Con** 10, **Int** 9, **Wis** 14, **Cha** 17

**Base Atk** +8; **CMB** +10; **CMD** 22

**Feats** Dodge, Extra Lay on Hands, Leadership, Weapon Focus (longsword)

**Skills** Diplomacy +7, Handle Animal +7, Heal +3, Knowledge (religion) +1, Perception +5, Ride +6, Sense Motive +6

**Languages** Common, elven

**SQ** divine bond (Tuatha, see below), divine grace, lay on hands (4d6 hp, 9/day), mercy (shaken, staggered)

### TUATHA, COMPANION WARHORSE

**CR 3**

**XP 600**

N Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +7

### DEFENSE

**AC** 21, touch 13, flat-footed 17 (+4 Dex, –1 size, +8 natural)

**hp** 56 (7 HD; 7d8+28)

**Fort** +9, **Ref** +6, **Will** +3; +4 against enchantment

**Defensive Abilities** devotion, evasion

### OFFENSE

**Speed** 55 ft.

**Melee** 2 hooves +5 (1d6+5), bite +10 (1d4+5)

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

### STATISTICS

**Str** 21, **Dex** 13, **Con** 19, **Int** 6, **Wis** 12, **Cha** 6

**Base Atk** +5; **CMB** +11; **CMD** 22 (24 vs. trip)

**Feats** Endurance, Fleet, Diehard, Nimble Moves, Run<sup>b</sup>

**Skills** Perception +7, Stealth +6, Swim +8

**SQ** combat trained (attack, come, defend, down, fetch, guard, heel, stay, work), link, share spells

**Experience:** Award the Players an additional 25% bonus if they manage to save Fianna.



# Novgorod

The final section of the adventure takes the players to Novgorod, the city of the fallen elves. There they must infiltrate Castle Novgorod, and defeat Morwenna, the queen of the fallen elves. Read the following aloud as the players approach the city of Novgorod:

The dark impenetrable forest of Harwood suddenly yields to a massive urban area. Beyond, the streets bustle with activity, hordes of the fallen elves moving about in their daily lives. There seems to be a main thoroughfare heading straight to the center of the city, where a sinister castle looms atop a large mountain.

## The City of Novgorod

Vargoth, the first king of the fallen elves, founded the city of Novgorod. Vargoth led his followers out of the elven kingdom of Caer Myrrdin some 7,000 years ago, and into the impenetrable Harwood Forest. After much traveling the elves came to the lush and somewhat less dense area that the city is now built upon. The Dvoeverie River runs through the area, making it a prime settling place. It was at this time that the fallen elves had gained the attention of the goddess Lilith. After arriving at the area Vargoth was visited by the incarnation of the goddess, who told him what must be done to ensure a prominent city for the elves. Vargoth immediately declared to his people that they must congregate in the center of what was to be the new city, disperse from there in all directions, and find and bring back the first living creature that they came upon. That creature would be returned and sacrificed to Lilith to ensure the city's prosperity. Shortly after dispersing, a group of the elves returned with a young child who was about playing in the woods nearby. Showing no pity for the child, and unquestioning loyalty to his newfound goddess, Vargoth ordered that the child be buried alive, and upon that place was built the settlement's first temple to Lilith.

Novgorod is now the primary city of the fallen elf kingdom, although there are other small towns and cities throughout Harwood Forest. Morwenna, a direct descendant of Vargoth, rules the city from Castle Novgorod. Novgorod is home to nearly 10,000 fallen elves, most of whom worship the goddess Lilith. Those that do not worship Lilith, or succumb to the evil that has seduced their people, are met with harshly, and burned alive. Thus there are no temples to other deities, and those that worship others often do so in secret.

**Novgorod (Small City):** Conventional and Magical; AL CE; 15,000 gp limit; Assets 7,500,000 gp; Population 10,000; Isolated (fallen elf 96%, 2% elf, 1% human, 1% other races).

**Authority Figures:** Morwenna Novgorod, female fallen elf Chosen of Lilith Clr3, Sor3, Mystic Theurge12 (queen of Novgorod, exalted priestess of the cult of Lilith).

**Important Characters:** Annuvn Novgorod, male fallen elf Blackguard4, Ftr14 (son of Morwenna Novgorod, next in line for the Novgorod throne); Elyria Novgorod, female fallen elf Chosen of Lilith, Wiz10 (youngest sister of Morwenna); Vasilisa Novgorod, female fallen elf Chosen of Lilith, Vampire Clr9 (younger sister of Morwenna, priestess of the cult of Lilith); Cernowain, male fallen elf Nec20 (Archmage of the Castle Novgorod Tower of the Moon); Volynia Nizhnii, female fallen elf Wiz10 (dealer in rare spell components); Veklor Imani, male fallen elf Ftr15 (master of the gladiatorial arena); Grigory

Although the city of Novgorod is an important location in this adventure, it is not greatly detailed, as it goes beyond the scope of the adventure. PCs are best advised to find a way to sneak through the town and into the Castle Novgorod, the site of this adventure's finale. Otherwise, players might find taking on an entire city of the fallen elves overwhelming. Getting through Novgorod itself should not be much of a problem for the players. A fair disguise should let them pass through undetected, at least to the base of Castle Novgorod. Roll for wandering encounters on Wandering Monster Table 8 in Appendix 1 when players travel through the city.

Some places of interest are noted below in case players wish to stray from the adventure path. However, these locations are not greatly detailed here, and you may need to prepare them in advance

Morgav, male fallen elf Exp13 ("The Laughing Skull Theatre" proprietor); Indra Vasili, female fallen elf Ftr8, Rog7 (master slaver); Ter'amial, female fallen elf Chosen of Lilith Clr 13 (high priestess of the cult of Lilith); Dvina, female fallen elf Chosen of Lilith Clr 14 (high priestess of the cult of Lilith).

**Others:** City Guards, War15 (x1), War 12 (x4), War10 (x32), War8 (x64), War4 (x130), War2 (x260), War1 (x620); City Cutthroats, Rog12 (x5), Rog6 (x10), Rog3 (x20), Rog1 (x40); Exp10 (x5), Exp5 (x10), Exp2 (x20), Exp1 (x500); Clerics of the cult of Lilith, Clr14 (x1), Clr13 (x1), Clr12 (x4), Clr 6 (x8), Clr3 (x16), Clr1 (x32); Wizard's College Members, Wiz10 (x2), Wiz5 (x4), Wiz2 (x8), Wiz1 (x16); Com1 (x9100).

**Notes:** Fallen elves are the only beings in the population that are considered citizens. The other races shown in the population mix are slaves of varied origin.

## Places of Note in Novgorod

**Temples of Lilith:** There are nearly a dozen temples in Novgorod dedicated to the goddess Lilith. These temples typically have anywhere from 3 to 10 clerics of varying levels.

**Slave Market:** Slavers sometimes travel out of Harwood forest and into other areas in expeditions to find wanderers or inhabitants of villages to take slaves. There are not many outsider slaves in the market, as they are difficult to acquire. The majority of the slaves in the market are fallen elves who have committed (or been accused of) crimes. These unfortunate souls are traded and sold into slavery to those that can afford them in Novgorod and other fallen elf settlements throughout Harwood.

**Magic Quarter:** This area of the city deals in magical components and materials. Those that study the art often make their residences here. The more influential inhabitants of this quarter often teach for exorbitant fees in small wizarding colleges.

**Arena:** The arena has long been held for those that wish to use their slaves for betting and entertainment. The slaves are supplied with weapons and pitted to fight against one another in gladiatorial battles. Influential wizards in the city are not unknown to cast spells into the arena before a combat, making the arena and overall battle more interesting (for example casting illusions, labyrinthine walls, or summoning demons to the arena).

**The Laughing Skull Theatre:** Going to the theatre is a common past time for the fallen elves. The plays therein are often murderous and twisted, using slaves or innocents taken from the streets to be sacrificed in acts of brutality as ordained by the play's script.

should you wish to incorporate them into the adventure.

## I. Road to Castle Novgorod (EL Variable)

A long winding road twists through a steep wooded area to the top of the mountain that Castle Novgorod rests upon. The road is wide enough for a cart, despite the dense woods surrounding the road. A single tower rises above you, at the top of this road. It looks as if a bridge crosses a large chasm from the tower to the castle.

The direct road to Castle Novgorod is fraught with peril, as it is heavily guarded. There are a series of **3 guard patrols**, each consisting of **4 fallen elf swordsmen** that conspicuous PCs are likely to encounter unless they are extremely lucky. There is a 75% chance that PCs encounter the first patrol near the base of the road, an 80% chance that PCs meet the second patrol near the top of the road, and a 90% chance that PCs meet the third patrol near the top of the road.

Nearly halfway up the road to the castle is a well hidden path that can be found by making a DC 25 Perception check. As an alternative, PCs with the Track feat that are actively using the ability may be allowed a DC 15 Survival check to find tracks leading to the trail. The trail and the tracks lead to Area 2, the chasm. The tracks are mainly from those guards in Cybelle's employ (see Castle Novgorod, First Floor, Area 1-10 and Area 1-11).

### FALLEN ELF SWORDSMEN (4)

CR 12

XP 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield)  
**hp** 96 each (12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +16/+11/+6 (1d8+9/19–20) and mwk light mace +14 (1d6+5)

**Ranged** heavy crossbow +15 (1d8/×3)

### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)  
**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.





# Novgorod

## PLACES OF INTEREST



## Entering Castle Novgorod

There are a number of ways that players can enter Castle Novgorod. The safest course of action is to take the tunnel entrance into the dungeons of Novgorod, and work their way up. There are a number of other options however, including the use of *teleport*. They might decide to enter through the front gate in disguise (risky and dangerous, but not impossible), or they might *fly* to the top of the battlements (see Castle Novgorod, Towers, Area 5-10) and enter from the top. There are plenty of ways to gain access to the castle.

## 2. Chasm (EL 16)

You stand nearly 50 feet below the castle bridge, in a deep chasm. The rock walls of the chasm are sheer surfaces, likely unclimbable without the proper gear or magic. Jagged boulders lie in the belly of the chasm, and bleached bones lie strewn about, broken and shattered.

The cave entrance to the dungeons castle is very well hidden behind an outcropping of boulders, and is disguised with an *illusory wall* (DC 20). PCs that follow the tracks back to this area find that they

lead straight to this wall before stopping completely. Similarly, other sets of tracks exit from the “wall.”

Morwenna has hired **2 assassins** to watch this area. They sit poised in shallow outcroppings in the cliffs and watch the area. Allow PCs Perception checks (opposed to the assassin’s Stealth checks). Likewise, allow the assassin’s Perception checks to notice approaching PCs. The DC is opposed to the lowest rolling player’s Stealth checks, respectively. The assassins are however, being bribed by Cybelle (see Castle Novgorod, First Floor, Area 1-10 and Area 1-11) to look away when her paid guards and victims near the entrance. The assassins might avoid seeing PCs as well if they are appropriately disguised.

### FALLEN ELF ASSASSINS (2)

CR 14

XP 38,400

Male Fallen Elf Rogue 5, Assassin 9

CE Medium humanoid (elf)

Init +4; Senses low-light vision; Perception +6

### DEFENSES

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

hp 76 each (14 HD; 5d8+9d8+19)

Fort +5; +4 against poison Ref +14, Will +6; +2 against enchantment

Defensive Abilities evasion, improved uncanny dodge, poison use, trap sense +1; Immune sleep

### OFFENSE

Speed 30 ft.

Melee +1 rapier +16/+11 (1d6+1/15–20)

Ranged light crossbow +14/+8 (1d8/19–20)

## NOVGOROD

**Special Attacks** death attack (DC 23), poison (purple worm poison), rogue talent (bleeding attack, +8 bleed), sneak attack (+8d6)

### TACTICS

**Before Combat** If the assassins notice the PCs and see that they are acting suspiciously, they use their Perception and Sense Motive skills to discern the identity and mission of the characters. Once they realize the players are not Cybelle's paid guards, they move to flank the players.

**During Combat** The assassins use their sneak attacks and death attack (using the paralysis to capture characters for questioning). If it looks like the PCs are going to defeat the assassins, they switch to more lethal attacks, such as Vital Strike, bleeding attack, and a lethal death attack.

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +9; **CMB** +9; **CMD** 24

**Feats** Ability Focus (death attack), Critical Focus, Dodge, Improved Critical (rapier), Improved Initiative, Iron Will, Vital Strike, Weapon Finesse<sup>b</sup>, Weapon Focus (rapier),

**Skills** Bluff +14, Climb +12, Disable Device +17, Disguise +18, Escape Artist +17, Intimidate +14, Knowledge (local) +9, Perception +15, Sleight of Hand +13 (+22 with hidden weapons), Stealth +18, Sense Motive +12

**Languages** Common, Elven

**SQ** hidden weapons, hide in plain sight, quiet death, rogue talent (finesse rogue), swift death, trapfinding, true death (DC 24)

**Combat Gear** 1 vial of purple worm poison each; **Other Gear** +1 rapier, +1 studded leather armor, light crossbows, 30 crossbow bolts each, 20 pp each.

## 3. Outer Tower, First Floor (EL 17)

Spears neatly hang from the walls of this circular chamber. A stone staircase rises into the tower above, and 2 large iron doors exit the chamber.

This room is always guarded by at least 5 spearmen.

### FALLEN ELF SPEARMEN (5)

CR 12

**XP** 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsspear +18/+13/+8 (1d8+12/19–20 x3)

**Ranged** heavy crossbow +16 (1d8+1/x3)

### TACTICS

**During Combat** These guards use the reach of their spears to devastating effect. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks

to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round). This is an extremely useful ability for the guards while defending cramped areas.

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longspear), Greater Weapon Specialization (longspear), Improved Critical (longspear), Mobility, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specialization (longsword), Vital Strike

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (spears +2, crossbows +1)

**Gear** Masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

The northeast door in this chamber leads to Area 7, the Castle Bridge. The southwest door of the chamber leads to Area 1, the Novgorod Road. Both of the doors are made of heavy iron, locked (opened by a DC 35 Disable Device check), and barred from the inside with a heavy iron bar.

Characters approaching the tower are confronted, and attacked unless disguised. Those that appear as fallen elves are questioned by the guards. If PCs talk their way into the castle (by giving adequate and official sounding titles or duties), 2 guards lead them across the bridge to the first floor guard tower (see Castle Novgorod, First Floor, Area 1-1), where one of the nobles, likely Ivan the warmaster (see Castle Novgorod, First Floor, Area 1-6), is fetched to see them.

Should PCs try to take the tower by force, the guards on the tower battlements (see Area 6) sound the castle alert (three long blasts of the war horn).

**Tower Features:** 3 ft. thick hewn stone; Hardness 8; hp 540; Break (DC 50); Climb (DC 20). The ceiling of each floor within the tower is 10 ft. high.

**Barred Iron Doors:** 2 in. thick iron; Hardness 10; hp 60; Break (DC 30).

## 4. Outer Tower, Second Floor (EL 16)

Several cauldrons rest over pits of hot coals in this circular chamber, a thick black liquid bubbling within. The cauldrons rest above the pits on hinged iron contraptions. Built into the wall before the cauldrons are tunnels, shaped to accommodate the cauldron's form.

The cauldrons are full of boiling tar. When intruders near the castle entrance the guards here use the iron device to safely tilt the cauldrons so that the tar falls into the tunnels. Those that are below when the guards drop the hot tar take 3d8 points of damage. Characters are allowed a DC 15 Reflex save to negate the damage. There are always 4 swordsmen in this room to man the hot oil.

### FALLEN ELF SWORDSMEN (4)

CR 12

**XP** 19,200

**hp** 96 each; see Area 1.



## 5. Outer Tower, Third Floor (EL 17)

Stacks of arrows rest against the walls of this circular chamber. Arrow slits aim down at the perimeter below. There is a ladder on the east wall, rising to a wooden, square door in the ceiling of the chamber.

This chamber is always manned with at least **5 archers** in case of intruders. They wait near the arrow slits, their bows nearby and ready.

### FALLEN ELF ARCHERS (5)

CR 12

XP 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

Init +4; Senses low-light vision; Perception +6

### DEFENSES

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 96 each (12 HD; 12d10+36)

Fort +10, Ref +7, Will +4; +2 against enchantment, +3 against fear

Defensive Abilities bravery +3; Immune sleep

### OFFENSE

Speed 30 ft.

Melee longsword +12/+6/+1 (1d8/19–20)

Ranged mwk longbow +21/+16/+11 (1d8+6/19–20 x3)

### TACTICS

**During Combat** The archers make the most of their ranged attack feats, taking as many attacks as possible with their longbows.

Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a –4 or –6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

Str 10, Dex 19, Con 14, Int 12, Wis 12, Cha 12

Base Atk +12; CMB +12; CMD 26

**Feats** Dodge, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (bows +2, heavy blades +1)

**Gear** Masterwork longbows, 30 arrows each, longswords, chain shirts.

The door in the ceiling leads to Area 6, the tower battlements.

## 6. Tower Battlements (EL 16)

The battlements of the small tower have a spectacular view of the city below, and of course of the road leading to the castle. A catapult rests in the center of the battlements, and a pile of large stone blocks sits nearby.

## Castle Alert

PCs that are not cautious infiltrators might arouse the wrath of the entire castle. Being seen as a threat by the guards on the battlements of the outer tower and castle (see Novgorod, Area 6 and Castle Novgorod, Towers, Area 5–10 respectively) causes them to sound 3 long blasts from their war horns. Such an event causes a general alert throughout the castle. All inhabitants of the castle should for that day and possibly henceforth be treated as ready (wearing their armor, bearing arms, and not likely to be caught surprised). The guards of the castle also patrol the halls in greater numbers and more frequently. The chance for a wandering monster doubles, and you should begin to use Wandering Monster Table 10: Castle Novgorod on Alert in lieu of Wandering Monster Table 9: Castle Novgorod. Morwenna, if not sacrificing villagers of Sylvanus, (see Castle Novgorod, Fourth Floor, Area 4–3 for more details on her activity depending on the previous actions of the PCs), is likely to *scry* (DC 16) for the location of PCs (using her *crystal ball*), or summon outsiders to be sent after the intruders. Likewise, many of the other nobles of the house form parties to search out the PCs (as expressed in Wandering Monster Table 10). Many of the nobles still stay in their chambers however, going about their own business, although they should be considered ready for battle.

The battlements have at least **4 archers** at all times, supposedly keeping a lookout. However, the guard's duty is, understandably, boring. The guards on the battlements tend to play cards and dice often, not believing that anything short of an army could pose a threat to the castle. Thus the guards pay little attention to those that approach from the road below.

### FALLEN ELF ARCHERS (4)

CR 12

XP 19,200

hp 96 each; see Area 5.

**Treasure:** Besides the usual, these guards have a spyglass, a horn (to alert of approaching armies), and several sets of dice (one weighted) and cards.

## 7. Castle Bridge

This long bridge crosses a deep chasm, the bottom of which appears to be full of jagged stones. Ahead is Castle Novgorod, the fortress of the fallen elves. Its dark grey stone and looming towers contribute to its sinister appearance.

Should PCs cross the bridge without guard escorts from the first tower, or without a disguise, they undoubtedly draw the attention of the guards in the first floor of the guard tower (see Castle Novgorod, First Floor, Area 1–1), who sound the alarm and attack.

# Dungeons of Castle Novgorod

Once the PCs are inside of castle Novgorod, roll for wandering monsters from Wandering Monster Table 9. Characters have a 25% chance twice during the day and at twice at night of encountering a wandering monster. Roll 1d10 and consult the table for results.

**Dungeon Features:** Hardness 8; hp 900; Break (DC 65); Climb (DC 15). The cavern is comprised of natural stone. The ceiling of the cavern reaches to the height of 10 feet. Climb DC 15.

**Iron Doors and Gates:** 2 in. thick iron; Hardness 10; hp 60; Break (DC 28).

## I. Gated Cave Entrance

This entrance is behind an outcropping of boulders at the bottom of the chasm and is hidden with an *illusory wall* (see Novgorod, Area 2 for details). Read the following to those that disbelieve the *illusory wall*.

The illusion fades away and looking on you see a small cavern. It continues a short distance before stopping at a heavy iron barred gate. Through the bars you can see that the tunnel continues further into the depths of the stone.

The gate is locked and can be opened by making a successful DC 30 Disable Device check. The bars are spaced only an inch apart, but those taking a *gaseous form* can pass through them without problem.

## 2. Katael's Lair (EL 16)

Your torchlight reflects from the surface of thick, white webs, strewn all about this giant cavern. They sway before you as if rocked by a gentle breeze.

This chamber is inhabited by a **dridr** named **Katael**. She is a defector from an underground drow city to the east of here (see Castle Novgorod, Second Floor, Area 2-11 for more information on Katael and her 2 drow companions). Morwenna has given this large chamber to Katael for dual purposes. First, she finds the drider intriguing, and would like to learn more of the fabled drow elves. Second, she hopes that the drider might serve as a guard for the lower dungeons, deterring any unwanted guests that might enter the castle from below. As such Katael listens carefully for disturbances outside of her cavern, and pounces on those that do not belong. She knows of Cybelle's unauthorized dealings (see Castle Novgorod, First Floor, Area 1-10 and Area 1-11), and is accepting bribes from the young elf. Despite this, Katael has taken one of the guards in Cybelle's employ who unwittingly wandered too close to her lair. The drider could not resist the free meal. The guard's remains still hover over the cavern wrapped in webbing and attached to the ceiling. PCs can notice this

grotesque feature by making a successful DC 20 Perception check.

Katael hides in the webbing just above the entrance of her chamber, listening for intruders. Allow her a Perception check opposed to the lowest rolling PCs Stealth checks, to hear the PCs pass by her lair. Should a character enter her lair, she pounces from above.

### KATAEL

XP 3,200

Female Drider Cleric 9

CE Large aberration

**Init** +2; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +20

CR 16

### DEFENSE

**AC** 25, touch 14, flat-footed 20; (+3 armor, +2 deflection, +2 Dex, +1 dodge, +8 natural, -1 size)

**hp** 162 (18 HD; 9d8+9d8+91)

**Fort** +13, **Ref** +8, **Will** +17

**Immune** sleep; **SR** 18

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** +1 *dagger* +15/+10 (1d4+3), bite +10 (1d4+1 plus poison)

**Melee** touch +14 (by spell)

**Ranged** +1 *frost shortbow* +16/+11 (1d6+1 plus 1d6 frost)

**Ranged** ray +15 touch (by spell)

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

**Special Attacks** chaos blade (5 rounds, 1/day), channel negative energy (5d6, DC 17, 6/day), scythe of evil (weapon turns *unholy*; 5 rounds, 1/day), touch of chaos (8/day), touch of evil (sickened 5 rounds, 8/day), web (+7 ranged, DC 23, hp 18)

**Spell-Like Abilities** (CL 9th; concentration +16)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

**Spells Known** (CL 9th; concentration +16)

5th—*dispel good*<sup>D</sup> (DC 20), *greater command* (DC 20), *slay living* (DC 20)

4th—*chaos hammer*<sup>D</sup> (DC 19), *cure critical wounds*, *divine power*, *poison* (DC 19)

3rd—*bestow curse* (DC 18), *contagion* (DC 18), *dispel magic*, *magic circle against good*<sup>D</sup>, *protection from energy*

2nd—*aid*, *align weapon*, *darkness*, *enthrall* (DC 17), *shatter*<sup>D</sup> (DC 17), *spiritual weapon*

1st—*bane* (DC 16), *command* (DC 16), *cure light wounds*, *doom* (DC 16), *inflict light wounds* (DC 16), *protection from good*<sup>D</sup>, *shield of faith*

0 (at will)—*bleed* (DC 16), *guidance*, *read magic*, *resistance*

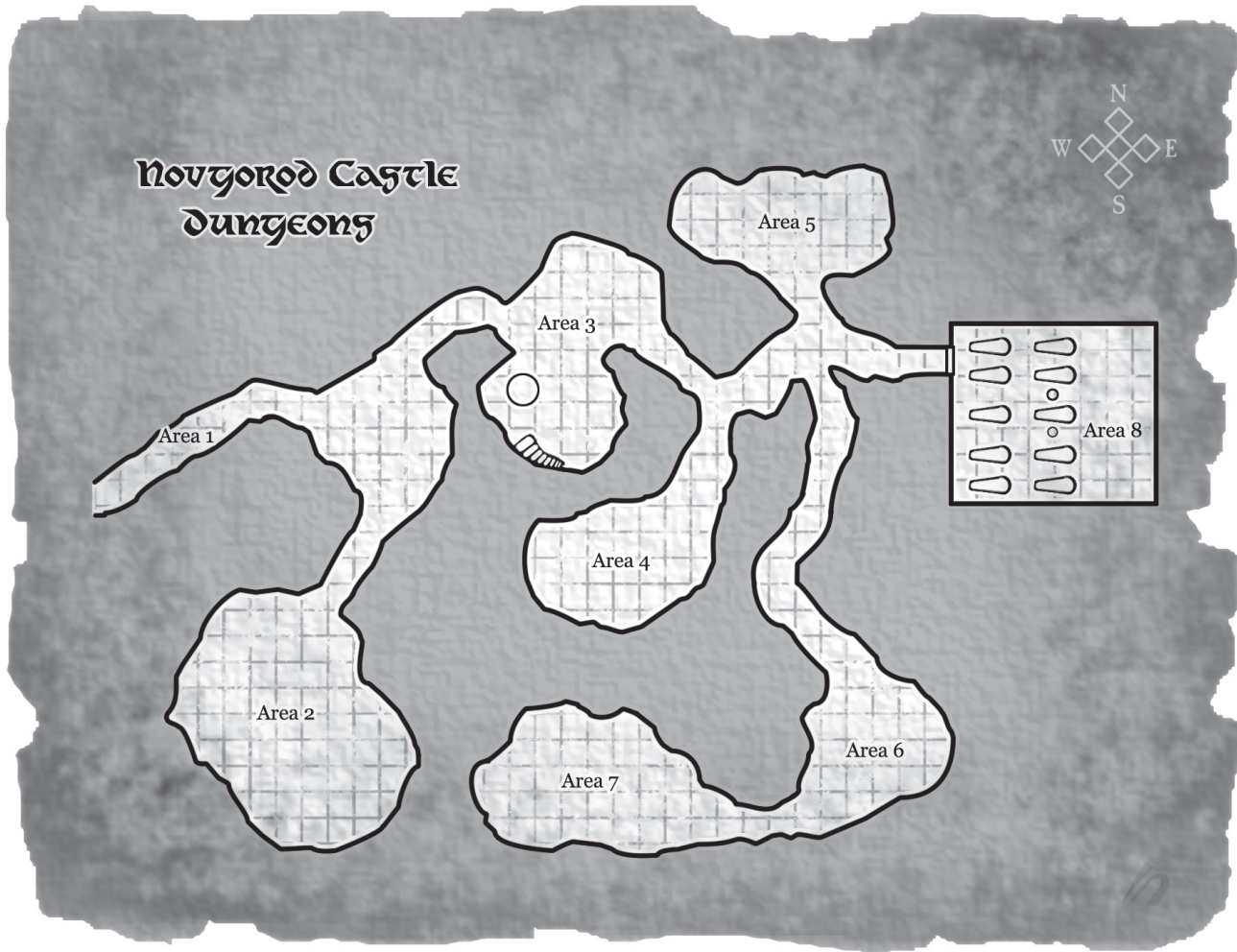
**D** domain spell; **Domains** Chaos, Evil

### TACTICS

**Before Combat** Katael hides amongst the webs in the roof, watching the PCs.

**During Combat** Katael rains arrows from above upon opponents below. She is likely to cast *darkness* and then use her *spiritual weapon* spell to create some extra opposition for PCs. Then, she





casts *greater command*, *slay living*, *chaos hammer* and other high level spells to sow chaos throughout the ranks of the invaders.

**Morale** Katael flees the area if reduced to 25% hit points.

## STATISTICS

**Str** 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 20, **Cha** 16

**Base Atk** +12; **CMB** +15; **CMD** 27 (39 vs. Trip)

**Feats** Combat Casting, Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Toughness, Weapon Focus (shortbow)

**Skills** Climb +22, Diplomacy +15, Intimidate +15, Knowledge (arcana) +14, Perception +20, Sense Motive +17, Spellcraft +20, Stealth +25; **Racial Modifiers** +4 Stealth

**Languages** Common, Elven, Undercommon

**SQ** undersized weapons

**Gear** +1 frost shortbow, +1 dagger, bracers of armor +3, ring of protection +2, 30 arrows.

## SPECIAL ABILITIES

### Poison (Ex)

Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

### Undersized Weapons (Ex)

Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

**Treasure:** In Katael's web (near the guard's body), is a stash of coins and other treasure. There is 100 pp, a 2,500 gp jeweled anklet (worn by Katael before her transformation into a drider), and 2 100 gp pieces of jade.

## 3. Stairwell

This chamber houses an ascending stone stairwell. Nearby is a cylindrical stone construction, about 5 foot in diameter. It rises from the ceiling to the floor, and is completely enclosed.

The stairwell ascends to the first floor of the castle (see Castle Novgorod, First Floor, Area 1-8). The circular construction is actually a wall built around the shaft of the well. The shaft falls another 80 feet before reaching the underground cistern, and rises 10 feet (to the first floor, Area 1-7).

**Wall Features:** 1 ft. thick masonry; Hardness 8; hp 90; Break (DC 35); Climb (DC 20). The wall rises 10 ft. to the ceiling of this chamber.



## 4. Food Stores

Dozens of barrels line the walls of this large chamber. Central to the chamber are scores of sacks and crates. The aroma of grain and other foods fills the air.

This area houses enough food to last the castle a year in the case of a large siege. There is nothing of particular value in this chamber.

## 5. Mass Grave

The smell of rotting flesh assails as the tunnel opens to this chamber. A large pit about 20 feet in diameter lies in the center of the room, heaping mounds of earth surrounding it.

Morwenna has had a mass grave dug in this chamber to contain the bodies of all of her sacrifice victims. The number of bodies already in this mass grave depends on when PCs arrive here (see the Sidebox: Castle Timeline of Events in Castle Novgorod, Fourth Floor, Area 4-3). Should PCs have arrived here before Morwenna has had time to conduct her sacrifices, there are only a few rotting bodies in the pit. The bodies are those people of Sylvanus that have recently died from the poor conditions that Morwenna forces upon them.

## 6. Torture Chamber

This chamber houses all manner of ungodly instruments. In the center of the room is a table with spikes and leather straps. Metal pokers rest in a cool fire pit with cool coals nearby. A barbed whip hangs on a spike in the wall above. Elsewhere is a contraption with four manacled ropes and a tightening wheel, and an upright statue in the shape of a tormented Elf resting against the wall. The statue is hinged, and the lid is half opened. Inside are cruel-looking spikes coated in salt and blood.

This of course is Morwenna's torture chamber. She delights in causing great pain to her foes, as do many of the other noble's of the castle. This chamber has not been used recently as the cool coals attest.

If the PCs delay here the **32 fallen harpies** in the next chamber (Area 7) might begin singing or keening, and the PCs might be in range to be affected by their noise. The fallen harpies sing and keen often, so their discord does not draw the attention of those in the castle above.

**Treasure:** The whip is masterwork, and deals the usual damage for such a weapon, except that the damage is lethal thanks to the metal barbs protruding from the leather.



## 7. Prison of the Fallen Harpies

Dozens of winged elven women are chained to the walls of this chamber. They wear nothing save manacles and chains. Their pale skin is tinged with purple, and their wings are like those of bats. They begin singing a beautiful song as you enter the chamber. At first their songs all sound different, and together discordant, but then their voices seem to unite in harmony as one.

This is the prison of the fallen harpies, those fallen elves that fail to please the goddess Lilith. The city of Novgorod has a great deal of clerics and other servants of Lilith, who have been subjected to this horrible transformation. Those that are found transformed are captured by the city guards, and either brought to the castle, or to one of the many temples to Lilith throughout the city. There the clerics take the unfortunate souls, and use their own powers (granted to the clerics by Lilith) to force them into servitude.

The fallen harpies are chained together in groups of five. Each group is then chained to the wall. Each harpy can move 5 feet in each direction immediately around them, but no more due to the chains. The chains are locked at the wall and on each individual's manacles. Each lock can be opened by making a successful DC 20 Disable Device check. Morwenna and each of the clerics have a master key to the harpy locks.

**FALLEN HARPIES (32)**

**CR 11**

**XP 12,800**

**hp** 104 each; see The Town of Sylvanus, Area 5.

## 8. Tombs (EL 9)

The door to this room is made of iron, and portrays a knightly, elven figure clad in plate mail and bearing a greatsword. The door is locked, and can be opened by making a successful DC 30 Disable Device check. Morwenna has the key to this chamber. The door is trapped with a *greater glyph of warding* infused with *slay living*.

**GREATER GLYPH OF WARDING TRAP**

**CR 7**

**Type** spell; **Perception** DC 31; **Disable Device** DC 31

**Trigger** spell; **Reset** none

**Effect** spell effect (*greater glyph of warding* [*slay living*], CL 20, DC 20 Fortitude save deals 3d6+20 damage); multiple targets (all targets within 5 ft.)

This large chamber is different than the rest, in that it is not naturally formed, but has been cut from the stone. Two rows of ornate sarcophagi fill this chamber. Each sarcophagus is carved from a strange black stone, and the lids are carved to portray elven figures laying flat. One sarcophagus is central to the chamber, and has 2 large, black dragon statues flanking a portrayal of a man similar to that carved on the door of this room. There is enough space at the front of the chamber for another row of sarcophagi.

**Sarcophagi Features:** 6 in. thick stone; Hardness 8; hp 90; Break (DC 25).

The sarcophagi in this room are of the nobles that have passed since Castle Novgorod has been founded. Most have died by unnatural causes, the life of the fallen elves being violent and dangerous. The central sarcophagus belongs to Vargoth, the first king of the fallen elves, and founder of Novgorod. His tomb is trapped with a second

*greater glyph of warding* (infused with *slay living*) trap. Interestingly, Morwenna has already looted Vargoth's tomb, claiming his regalia for her own (being his direct descendent). She does not, however, want anybody else tampering with his sarcophagus, and has placed a second trap on it, identical to the one above.

**Treasure:** Morwenna has already looted most of the bodies in this chamber, preferring to keep the items of those long dead in the castle treasure vault (see Castle Novgorod, Third Floor, Area 3-8 and Area 3-10). Diligent PCs can however find two items that Morwenna missed; a 1,000 gp black opal, and a 1,000 gp diamond ring. Characters can find these items by succeeding at individual DC 20 Perception checks.

# Castle Novgorod, First Floor

**Castle Features:** 3 ft. thick hewn stone; Hardness 8; hp 540; Break (DC 50); Climb (DC 20). The ceiling of each floor within the castle is 10 ft. high.

**Strong Wooden Doors:** 2 in. thick wood; Hardness 5; hp 20; Break (DC 23).

## I-1. Guard Tower, First Floor (EL 16)

This circular chamber is the base of the castle's southwestern tower. A large portcullis blocks the entrance to the castle, as does a thick drawbridge that when down, no doubt bridges the chasm. There is a large crank and chain mechanism near the front gate. A door leads from this room and a stairway rises into the tower.

There are at least **4 spearmen** positioned in this chamber at all times. Should the PCs walk right up to the front gate of this castle without a disguise or such, the guards raise the alert and ready their weapons. Once the guards above (see Castle Novgorod, Second Floor, Area 2-1) are alerted they shoot arrows and drop hot oil out of the towers murder holes. The drawbridge is raised and lowered by a crank at the top of the castle (on the battlements, see Castle Novgorod, Towers, Area 5-10). The portcullis can be raised by the crank in this chamber.

**FALLEN ELF SPEARMEN (4)**  
**XP 19,200**

**hp 96 each; see Road to Castle Novgorod, Area 3.**

**CR 12**

## I-2. Barracks (EL 16)

This large chamber is lined with two long rows of beds, each neatly made. Beside each bed is a large chest.

There are thirty beds in this room for the guards of the castle. Most of the guards that occupy this room are about the castle at any given time, as the elves' watches alternate so that this room is never fully occupied. There are usually at least **5 swordsmen** in this room, either sleeping or playing dice.

**FALLEN ELF SWORDSMEN (5)** **CR 12**  
**XP 19,200**

**hp 96 each; see Road to Castle Novgorod, Area 1.**

**Treasure:** Next to each bed is a small chest, containing the personal property of the guards. The chests are typically locked, and can be opened by succeeding at DC 15 Disable Device check. Each chest

contains clothing and such, and 50 gp. In addition, one chest contains a 700 gp gold idol of Lilith, and in another there is a 500 gp black pearl.

## I-3. Arched Hallway, First Floor

Ebon archways line this hallway, each carved with ornate runes and pictographs. The pictographs depict graphic scenes of demons and other foul creatures torturing and slaying the damned.

This hallway is often traveled through, and thus PCs have double the chance of encountering a wandering monster.

## I-4. Dining Hall

Long tables crafted of the same ebon stone used in the construction of much of the castle fill this room. Benches of the same material sit beside the tables. Black and white banners displayed on the wall herald winged silhouettes and strange runes. A number of doors lead from this large chamber.

As above, this chamber is often used and thus the chance of encountering wandering monsters is doubled. The nobles of the castle do not generally take their meals here. Unless a large banquet is underway, generally only castle guards, servants, guests and apprentices use this chamber.

The banners in this hall are fashioned with the coat of arms of the Novgorod's.

## I-5. Training Hall

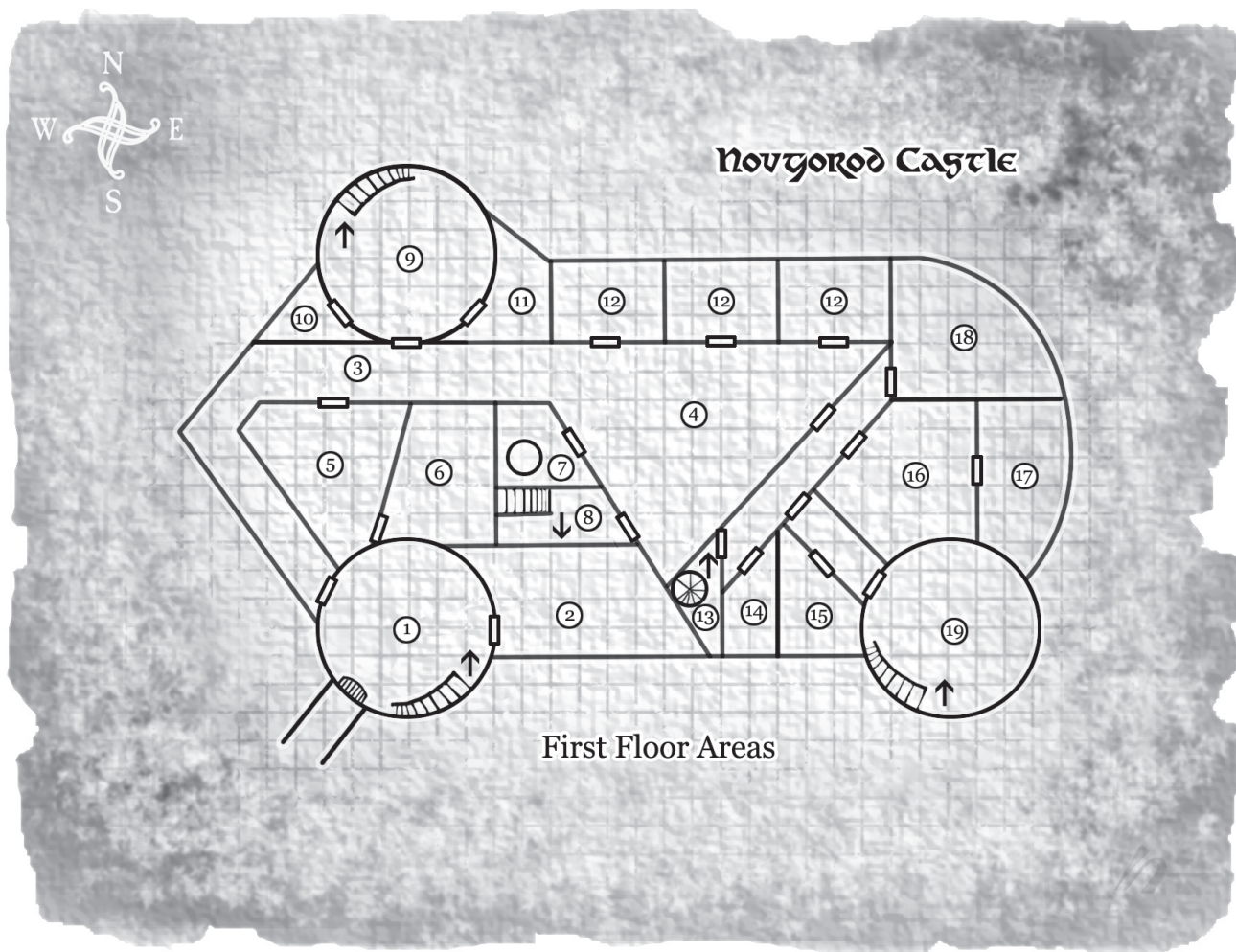
Practice mats and straw-filled dummies line the walls of this room. A series of circles are painted on the floor, and dried, crusted blood stains the mats. Both practice and steel weapons rest on racks and mountings on the southern wall.

This room is used to train the warriors of the castle. The circles in the center of the room are used for practicing one's form when fighting.

The rack of practice weapons holds ten wooden swords and quarterstaves. As for steel weapons, two of each of the following can be found resting on racks or mounting: battleaxes, daggers, falchions, greataxes, greatswords, heavy flails, heavy maces, light flails, light maces, longswords, longspears, morningstars, scimitars, shortspears, short sword, sickles, rapiers, tridents, warhammers. None of the items are magical or masterwork, and are in fact, rather beat up from



## CASTLE NOVGOROD, FIRST FLOOR



years of practice use.

The war master of the castle, **Ivan**, inhabits the adjacent room. He is allowed a Perception check when PCs enter this room (either against PCs Stealth checks with a penalty of -5 due to the thickness of the walls, or a DC 15 if the characters are noisy in this room).

### 1-6. Ivan the War Master's Chamber (EL 17)

The door to this room is locked. PCs can open it by making a successful DC 25 Disable Device check. If Ivan is within and hears them picking the lock (DC 15 Perception check), or has been alerted to their presence by their noise in Area 1-5, he stands ready with his +2 *longsword* and +2 *light mace*. Read the following as PCs enter:

A bed and desk inhabit this chamber. Many finely crafted weapons rest upon mounting hooks in the walls. A large map rests on the desk, atop which are a number of black and white stones.

Ivan can often be found in this room or the training hall. There is however, a 25% chance that he is away when PCs enter this chamber (either in the guard tower or speaking to Morwenna or the other nobles).

#### IVAN THE WARMASTER CR 17

XP 102,400

Male Fallen Elf Fighter 17

CN Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +8

#### DEFENSES

**AC** 23, touch 15, flat-footed 18 (+8 armor, +4 Dex, +1 dodge)

**hp** 187 (17 HD; 17d10+85)

**Fort** +14, **Ref** +9, **Will** +5; +2 against enchantment, +4 against fear

**Defensive Abilities** bravery +4; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 *longsword* +27/+22/+17/+12 (1d8+14/19-20) and +2 *light mace* +26/+21/+16 (1d6+13)

**Special Attacks** two weapon rend (1d10+6)

#### TACTICS

**Before Combat** Ivan readies his weapons as soon as he hears the PCs approaching.

**During Combat** Ivan fights using his Two Weapon Fighting style, launching seven attacks on a full attack action between his two weapons. If he cannot take a full attack action, Ivan moves to attack an opponent with Vital Strike and then moves away using his Spring Attack ability so that others cannot use a full attack action against him.

**Morale** Ivan fights to the death.

#### STATISTICS

**Str** 18, **Dex** 19, **Con** 18, **Int** 10, **Wis** 10, **Cha** 12

**Base Atk** +17; **CMB** +21; **CMD** 35

**Feats** Critical Focus, Dodge, Greater Two Weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Focus (light mace), Greater Weapon Specialization (longsword), Greater Weapon Specialization (light mace), Improved Two Weapon



Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Acrobatics +15, Climb +15, Intimidate +12, Perception +8

**Languages** Common, Elven

**SQ** armor training 4, weapon training (heavy blades +4, flails +3, crossbows +2, close +1)

**Gear** +2 longsword, +2 light mace, +3 elven chain, amulet of health +2, cloak of resistance +2.

**Treasure:** Under the bed is a small chest containing 100 pp. It is locked, and can be opened by making a DC 20 Disable Device check. In addition there are 2 masterwork longswords, a masterwork light mace, and 2 masterwork longspears mounted on the walls.

The map on Ivan's desk is a map of Sylvanus. Below it is a map of Brookmere. The white stones on the map represent the people of Sylvanus, and the black stones the orcs and fallen elves.

## I-7. Cistern

A cylindrical, stone well occupies the center of this chamber. A large bucket hanging on a rope is connected to a bar and crank. Along the walls are five large barrels. Several other buckets and long ropes occupy this chamber as well.

The well shaft goes through the lower dungeon level, and nearly 80 feet below the stone foundation of the castle before finally reaching the underground cistern. Needless to say, retrieving enough water for all of the inhabitants of the castle is possibly the most daunting chore a servant could face. It has been the task of **Camilla**, a young fallen elf, for some 5 years now.

Only two of the barrels are filled with water, as Camilla is running behind with her other duties. PCs might encounter the elf here, pulling water from the well. More information on Camilla can be found in Area 1-12.

Poisoning the barrels or cistern itself may seem like a good idea to unscrupulous PCs. Morwenna however has crafted an *amulet of poison detection* (see Appendix 2 for more details on this new item) for Camilla's use in this area and the kitchen. Should Camilla find that the cistern or castle's food stores have been poisoned, she reports immediately to Morwenna. Should Camilla be disposed of before she can report to Morwenna and PCs wait long enough for the inhabitants of the castle to ingest the poison in their food or drink, they are partially successful. The guards and other less important figures of the castle become infected, but Morwenna, the clerics, and many of the other important figures of the castle are not. They have learned to trust no one in the castle or out, and test the food and drink for poison before eating (either by magical means, by food-tasting servants, or both).

## I-8. Dungeon Entrance

This chamber houses a narrow stairway that leads down into the depths below the castle. Cobwebs line the dark, forbidding passageway.

This leads to the dungeon level (see Dungeons of Castle Novgorod, Area 3).



## I-9. Morwenna's Tower, Base Entrance (EL 16 or 18)

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

In the center of this large, circular room is a massive black statue, carved of stone to the likeness of a giant succubus. Ornate tapestries line the walls of this chamber, depicting scenes of the castle and the city below. Beyond the statue is a staircase that twists into the tower above.

The succubus statue is actually a **stone golem**, and animates and attacks those that attempt to pass by without saying the password. The word is currently set as "domovoi," an ancient elven word for "spirits." Hiding and eavesdropping PCs might hear the password from passers-by. Otherwise, their actions animate the golem, causing it to attack. Note that **Cybelles** is the keeper of this golem, and moves to this chamber to investigate if she hears any loud noises (particularly the golem animating). If she catches the PCs in this chamber, she works with the golem to defeat them. See Area 11 for more information on Cybelle and her tactics.

### STONE GOLEM

CR 11

XP 12,800

hp 170 (*Pathfinder RPG Bestiary*)

**Treasure:** The 5 ornate tapestries on the wall are masterfully done, and are each worth 1,000 gp.

## I-10. Golem Workshop

The door to this room is locked. PCs succeeding at a DC 25 Disable Device check can open the door.

The foul smell of rotting flesh and embalming fluid assails you as you open the door to this chamber. A rusty, blood-encrusted hacksaw lies on the floor, and in the center of the room is a wooden table, atop which is a horrible and grisly sight. Dismembered body parts lie strewn about the table. In the center is a pale, female torso with a single attached arm. A spool of thick thread and a needle lies next to the torso, and it is apparent by the stitching on the arm that these body parts are in the process of being sewed together.

Cybelle uses this room to create her unauthorized flesh golem. She has been paying several of the city guards in Novgorod to arrest comely people in the streets, and secretly bring them to her through the dungeon entrance of the castle. There she murders the prisoners and takes the body parts that she finds useful to this area. She feeds the rest of the body parts to the fallen harpies in the dungeons (see Dungeons of Castle Novgorod, Area 7). Cybelle knows of the impending sacrifices, but finds the humans and people of Sylvanus to be "ugly and brutish," favoring the elegance and dark beauty of her own race. There are 4 different arms, 6 different legs, a single torso, and a single, once beautiful head of a female fallen elf. Should Cybelle find one or more of the PCs to be an appropriate addition to her golem she goes out of her way to preserve them in battle, instructing the golem to attack the others while using spells that do not damage or scar the PCs outer body (such as *finger of death*).

**Treasure:** On the floor partially covered by supplies such as thread,

needles, and other golem creation tools, lies a *flesh golem manual* which Cybelle plans to use to create her golem.

## I-11. Cybelle's Chambers (EL 16)

The door to this room is locked. PCs succeeding at a DC 25 Disable Device check can open the door.

A small bed sits against the far wall of this room, and is flanked by two bookcases. A large tapestry of a crescent moon above this castle hangs over the bed, and a shattered mirror lies in pieces in the far corner. A small table sits between the door and the bed, serving as some sort of altar. A brazier sits atop the table, surrounded by skulls. The caps of the skulls have been broken off and now serve as holders for black candles.

This chamber belongs to Cybelle, the keeper of the golem, and long time student of Cernowain, the archmage (see Castle Novgorod, Towers, Area 5-3). She is usually in her room, as her primary duty in the castle is to guard the entrance of the tower from intruders. There is an 80% chance that Cybelle is in this room. She rarely leaves the area, preferring to study ancient texts. Allow her a Perception check to hear PCs when they enter Area 9 (against their Stealth checks, or DC 15 if not using the skill). Allow her a DC 10 Perception check when the stone golem animates.

### CYBELLE

CR 16

XP 76,800

Female Fallen Elf Wizard 16

CE Medium humanoid (elf)

**Init** +7; **Senses** low-light vision; Perception +20

### DEFENSE

AC 17, touch 13, flat-footed 17 (+2 armor, +2 deflection, +3 Dex)

hp 80 (16 HD; 16d6+16)

**Fort** +6, **Ref** +8, **Will** +12; +2 against enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** touch +6 (by spell)

**Ranged** *mask of the skull* +8 touch (130 damage, DC 20 Fortitude for 3d6+13)

**Ranged** ray +8 touch (by spell)

**Special Attacks** hand of the apprentice 9/day

**Spells Prepared** (CL 16th; concentration +22)

8th—*horrid wilting* (DC 26), *polymorph any object* (DC 25)

7th—*finger of death* (DC 25) x2, *reverse gravity* (DC 24)

6th—*chain lightning* (DC 22), *disintegrate* (DC 23), *circle of death* (DC 24), *flesh to stone* (DC 23)

5th—*cone of cold* (DC 21), *cloudkill* (DC 21), *dominate person* (DC 21), *magic jar* (DC 23), *teleport*

4th—*enervation*, *fire shield*, *greater invisibility*, *lesser globe of invulnerability*, *ice storm*

3rd—*fireball* (DC 19), *haste*, *slow* (DC 20) x2, *vampiric touch*

2nd—*acid arrow* x2, *blindness/deafness* (DC 20), *cat's grace*, *mirror image*, *web* (DC 18)

1st—*chill touch* (DC 19), *disguise self*, *magic missile* x2, *ray of enfeeblement* (DC 19) x2

0 (at will)—*detect magic*, *mage hand*, *open/close*, *read magic*

### TACTICS

**Before Combat** Cybelle can make the encounter with the greater stone golem in Area 9 extremely dangerous. She uses her *wand of transmute mud to rock* on the stone golem when it has taken substantial damage, thus healing it to full health (see *Pathfinder RPG Bestiary*, "Golem," *Stone Golem*). Cybelle may even attempt

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to use *greater invisibility*, and hide somewhere in the room, healing the golem whenever it needs it. Thus, players might be faced fighting a seemingly indestructible golem if they do not find Cybelle.

**During Combat** If the players see Cybelle, she still continues to heal the golem whenever it is in need, but also attacks with a variety of spells, especially *horrid wilting*, *polymorph any object*, *reverse gravity*, *finger of death*, and *chain lightning*. For defense she casts *mirror image* and *lesser globe of invulnerability*. In addition, Cybelle may send her *mask of the skull* loose from her face to attack opponents. She only does this in dire situations however, as her face is horribly disfigured from a particularly deadly fireball targeted on her long ago. Cybelle is particularly touchy about her disfigurement, thus the reason for the mask.

**Morale** Cybelle flees when reduced to 25% hit points.

### STATISTICS

**Str** 7, **Dex** 16, **Con** 12, **Int** 22, **Wis** 14, **Cha** 10

**Base Atk** +8; **CMB** +6; **CMD** 19

**Feats** Craft Golem, Craft Wand, Craft Wondrous Item, Dodge, Greater Spell Focus (necromancy), Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (necromancy), Spell Focus (transmutation), Spell Mastery (*dispel magic*, *enervation*, *greater invisibility*, *mirror image*, *polymorph any object*, *teleport*), Spell Penetration.

**Skills** Appraise +25, Craft (sculpture) +25, Knowledge (arcane) +25, Knowledge (planes) +25, Linguistics +25, Perception +20, Spellcraft +25, Stealth +19

**Languages** Common, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon, Orc, Giant.

**SQ** arcane bond (*mask of the skull*), metamagic mastery (5)

**Combat gear** *scroll of disintegrate* x2, *wand of transmute mud to rock* (25 charges, CL 7), *mask of the skull*; **Other Gear** *Bracers of armor* +2, *ring of protection* +2, *spellbook*, masterwork dagger.

Cybelle's spellbook contains: 1st—*alarm*, *change self*, *charm person*, *chill touch*, *feather fall*, *hold portal*, *identify*, *jump*, *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*, *shield*, *shocking grasp*, *spider climb*, *unseen servant*; 2nd—*acid arrow*, *blindness/deafness*, *blur*, *cat's grace*, *invisibility*, *knock*, *levitate*, *magic mouth*, *mirror image*, *obscure object*, *scare*, *web*; 3rd—*blink*, *dispel magic*, *fireball*, *fly*, *haste*, *lightning bolt*, *slow*, *vampiric touch*, *water breathing*, *wind wall*; 4th—*bestow curse*, *charm monster*, *black tentacles*, *enervation*, *fire shield*, *fire trap*, *greater invisibility*, *ice storm*, *improved invisibility*, *lesser globe of invulnerability*; 5th—*cloudkill*, *cone of cold*, *dominate person*, *magic jar*, *mind fog*, *sending*, *summon monster V*, *teleport*; 6th—*chain lightning*, *circle of death*, *create undead*, *disintegrate*, *eyebite*, *flesh to stone*, *mage's lucubration*, *transformation*; 7th—*control undead*, *finger of death*, *prismatic spray*, *statue*, *waves of exhaustion*; 8th—*iron body*, *clone*, *horrid wilting*, *polymorph any object*.

**Treasure:** Aside from that on Cybelle, the two bookcases hold 25 books on a variety of subjects, and are each worth 5 gp. There is a single gem behind one of the books, a 1,000 gp ruby. It can be found by making a DC 15 Perception check.

## I-12. Servant Chambers

Three beds are lined in a neat row in this chamber with a clothes chest sitting to the left of each. This room is overall unimpressive.

These rooms house a total of **7 servants**, **Camilla** in the westernmost room, first described in Area 7 of this chapter, and **Zabava**, the head mistress of the servants. There is a 20% chance for each of the servants to be in their room at any given time. The servants are little more than peasants forced into Morwenna's servitude. They

are extremely frightened of the PCs, and given the chance alert the other inhabitants of the castle of their presence. If attacked the servants attempt to flee, but if forced into a corner attempt to defend themselves in a final, futile act. They know most areas of the castle well, even Morwenna's tower, as they are often asked to take food and drink to the nobles, and clean the rooms. They bargain with PCs for their lives, but simultaneously fear Morwenna's wrath, and thus seek to escape as soon as the opportunity presents itself. Zabava alone has keys to nearly every chamber in the castle (the areas that she does not have access to may be left up to the DM's discretion).

### SERVANTS (7)

CR 2

CE Male and Female Fallen Elves Commoner 3

**XP** 600

**hp** 10 each; Perception +6

### CAMILLA

CR 3

CE Female Fallen Elf Commoner 4

**XP** 800

**hp** 13; Perception +8

**Gear** amulet of poison detection

### ZABAVA

CR 4

CE Female Fallen Elf Commoner 5

**XP** 600

**hp** 13; Perception +10

**Gear** castle keys

**Treasure:** Camilla owns a small gold necklace worth 100 gp that was given to her by her mother long ago. Camilla hides it in a loose stone in the wall to ensure that it is not taken from her. The secret compartment can be found by making a DC 20 Perception Check. Hidden in Zabava's room in a similar compartment is an emerald pendant worth 1,000 gp. Zabava pilfered this item from Elyria's chamber. The theft has thus far gone unnoticed.

## I-13. Stairwell, First Floor

This room houses a circular outcropping of stone. The base of the outcropping reveals an entrance to an enclosed, stone fashioned spiral staircase.

The staircase leads to the second floor (see Castle Novgorod, Second Floor, Area 2-6).

## I-14. Guest Room (EL 12)

The door to this room is locked. PCs succeeding at a DC 20 Disable Device check can open the door.

A backpack lies before the bed of this chamber, its contents half spilled upon the floor. Items such as a bedroll, tinderbox, and rope lie in the pile. Besides the bag and bed a desk and ornate mirror occupy this room.

This guest chamber is currently in use by a fallen elf mercenary named **Bran**. Morwenna hired him for the task of retrieving *Medb*, offering him a room here until she found the items location. He is just packing to take his leave of the castle. Of course, if the players defeated him in Tunguska, this room is empty.

If Bran hears anyone tampering with the door while inside he readies his weapons and hides behind the door, hoping to gain a surprise attack on those entering.



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### BRAN, FALLEN ELF ROGUE

CR 12

XP 19,200

Male Fallen Elf Rogue 12

CE Medium humanoid (elf)

**Init** +11; **Senses** low-light vision; Perception +17

#### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 ring)

**hp** 112 (16 HD; 16d8+32)

**Fort** +6, **Ref** +13, **Will** +4; +2 against enchantment

**Defensive Abilities** improved evasion, improved uncanny dodge, trap sense +4; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +15/+10 (1d6+1/15-20)

**Ranged** mwk light crossbow +15 (1d6/19-20)

**Special Attacks** rogue talent (bleeding attack, +6 bleed, 6 rounds), rogue talent (surprise attack), sneak attack +6d6

**Spell-Like Abilities** (CL 12th; concentration +12)

2/day—*true strike*

3/day—*mage hand*, *open/close*

#### TACTICS

**Before Combat** If Bran hears anyone tampering with the door while inside he readies his weapons and hides behind the door, hoping to gain a surprise attack on those entering.

**During Combat** Bran will attempt to feint any opponents he can, setting them up for his sneak attack and bleeding attack. Bran usually tries to use Spring Attack to avoid being struck.

**Morale** Bran is a mercenary, and will offer surrender if reduced to 50% and he thinks he can cut a deal with the PCs.

#### STATISTICS

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

**Base Atk** +9; **CMB** +12; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Critical (rapier), Improved Feint, Mobility, Spring Attack, Weapon Finesse<sup>b</sup>

**Skills** Acrobatics +20, Appraise +17, Bluff +15, Climb +16, Disable Device +20, Escape Artist +20, Intimidate +15, Perception +17, Sense Motive +15, Sleight of Hand +20, Stealth +20

**Languages** Common, Elven

**SQ** rogue talent (finesse rogue), rogue talent (major magic), rogue talent (minor magic x2), trapfinding

**Combat Gear** *wand of hold person* (25 charges, CL 5), *scroll of teleport* (x2); **Other Gear** +1 *glammered leather armor*, +1 *ring of protection*, *rope of climbing*, masterwork rapier, masterwork light crossbow, 30 crossbow bolts, 100 gp.

**Treasure:** The ornate mirror described above is worth 1,000 gp, although it is 4 feet tall by 2 feet wide, and is big and bulky.

## I-15. Armory

The door to this room is locked. PCs succeeding at DC 25 Disable Device check can open the door.

Suits of armor clutter this room, most safely set on stands, but others laying carelessly about the floor. Narrow pathways lead through the mess of armor to racks of weapons that line the walls. Other weapons are set on mounting hooks above the stands.

**Treasure:** Most of the weapons and suits of armor are mundane, although there are 3 masterwork longswords, a +1 *halberd*, a masterwork spiked halfplate, a suit of +1 *mithril chain*, and a suit of +1 *elven chain*.

## I-16. Kitchen

A delicious aroma fills this warm chamber. This is the kitchen of the castle, as the many hearths lining the walls attest. Two large cauldrons sit in the center of the chamber, and pots, pans, and dishes rest in mounted cupboards and shelving. A large washbasin stands in the far corner of the chamber.

At most times there are at least **4 servants** (in this chamber preparing meals and washing dishes. When PCs enter the servants are cooking roast elk, loaves of bread, and a stew. The servants act as described in Area 12.

### SERVANTS (4)

CR 2

CE Male and Female Fallen Elves Commoner 3

XP 600

**hp** 10 each; Perception +5

## I-17. Storeroom

Barrels and large sacks of goods fill this room. The smells of spices, vegetables and other foods fill this chamber.

The servants bring food up from the dungeon levels of the castle to this chamber once a week, only bringing what is immediately needed. There is nothing of value in this room, although given time PCs may be able to stock up on rations.

## I-18. Kimora's Chamber (EL 12)

The door to this room is locked. PCs succeeding at a DC 25 Disable Device check can open the door.

A mess of clothes and blankets sit atop the bed of this chamber. Beside the bed is an ornately carved desk. Coins and trinkets lay scattered about the desk's top. A beautiful harp sits in the northeast corner of the room, the head of which is fashioned into the shape of a beautiful siren.

This chamber belongs to **Kimora**, Morwenna's entertainer. The queen enjoys the bard's songs and stories very much, and especially likes hearing tales of her own exploits. Besides being a good entertainer, queen Morwenna has found that Kimora is a crafty cohort and assassin. She often sends her to take care of her enemies. Kimora is more than happy to comply, finding it useful to have the extra coin. She is however, a mercenary at heart, and works for the highest bidder. If she believes that PCs could pay her more for her services, she may switch sides. Morwenna pays Kimora a great deal however, and PCs had better be ready to pay a small fortune for the bard's help. Of course, PCs might have killed Kimora earlier at Tunguska, or might have become great enemies with the bard. Kimora refuses to join the PCs ranks in the case of the latter, favoring revenge over wealth.

### KIMORA, FALLEN ELF ASSASSIN CR 12

XP 19,200

Female Fallen Elf Assassin 7, Bard 5

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +10

#### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +1 dodge)

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**hp** 60 (12 HD; 7d8+5d8)

**Fort** +5 (+3 against poison); **Ref** +12, **Will** +2; +2 against enchantment

**Defensive Abilities** improved uncanny dodge, poison use, well versed; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +13/+8 (1d6+1/18–20)

**Ranged** +1 light crossbow +13 (1d6/×3)

**Special Attacks** death attack (DC 19), poison (deathblade), poison use, sneak attack +4d6, true death (DC 22)

**Spells Known** (CL 5th; concentration +10)

2nd (3/day)—*invisibility*, *silence*

1st (5/day)—*charm person*, *disguise self*, *expeditious retreat*, *undetectable alignment* (DC 15)

0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*

### TACTICS

**Before Combat** Kimora spends the time before any fight studying a PC she thinks she can take out with her death attack.

**During Combat** Kimora uses her *suggestion* and fascinate powers to sway the PCs to her side. If forced into a melee fight, she uses her deathblade poison and attempts a death attack.

**Morale** If she can barter a better deal with the PCs, Kimora may switch sides. In any case, she attempts to flee if reduced to 25% of her hit points.

### STATISTICS

**Str** 10, **Dex** 18, **Con** 10, **Int** 14, **Wis** 10, **Cha** 20

**Base Atk** +8; **CMB** +15; **CMD** 28

**Feats** Dodge, Extra Performance, Improved Initiative, Mobility, Skill Focus (perform), Weapon Finesse

**Skills** Bluff +10, Climb +9, Diplomacy +15, Disguise +15, Escape Artist +15, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (geography) +7, Knowledge (nobility) +6, Knowledge (nature) +6, Knowledge (religion) +6, Knowledge (planes) +6, Linguistics +12, Perception +10, Perform (sing) +16, Perform (stringed instrument) +13, Sense Motive +5, Sleight of Hand +14 (+21 hidden weapons), Stealth +14, Use Magic Device +14

**Languages** Abyssal, Common, Elven, Infernal, Orc, Goblin, Giant  
**SQ** bardic knowledge +2, bardic performance (23 rounds, move action, countersong, fascinate [2 creatures, DC17], inspire courage +2, inspire competence +2, *suggestion* DC 17, lore master (1/day), quiet death, versatile performance

**Combat Gear** 1 vial of deathblade poison; **Other Gear** +1 rapier, +1 light crossbow, +1 leather armor, 30 crossbow bolts, 100 pp.

**Treasure:** The harp is actually a *harp of charming*. Atop the desk are 5 pp, a jeweled eyepatch worth 1,000 gp, and a brass mug with gem inlay worth 450.

Allow Kimora a DC 15 Perception check to hear PCs picking the lock, or even using a key. Kimora does not allow the servants in her chambers, preferring not to have her area disturbed.

## I-19. Tower of the Moon, Chamber of the Full Moon

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

The walls of this large, circular chamber radiate a dim, blue light. The floor is set with white mosaic tiles, arranged in circles from the center of the room out. On the far wall a beautiful tapestry depicts a giant full moon above this castle. Ascending before you is a twisting stone staircase.

This is the Chamber of the Full Moon. PCs casting *detect magic* in this room detect strong Transmutation, and faint Evocation magic. The Evocation magic is from the *light* spells that have been cast into these walls with *permanency*, giving them their blue radiance. The Transmutation magic is due to the fact that this is where all of the wizard's ritual Transmutation magic is cast, and Cernowain has created his tower keeping these rituals in mind. Characters casting Transmutation magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat, Maximize Spell).

## Tower of the Moon

Long ago the people of Caer Myrrdin discovered that the moon held sway over magic, heightening the affects of spells from each school during corresponding lunar phases. The people of Caer Myrrdin sought to focus this lunar power, and thus the first moon tower was born. Each level of the moon tower was worked on only at night, and only during the appropriate phases of the moon. As such, moon towers take an extraordinary amount of time to create. Few sages throughout the land hold the secret to the creation of the moon tower, and this secret is jealously guarded. Rarely are moon towers created today, but there are several known towers throughout Myrridon and Caer Myrrdin, including one in the Wizard's School of Brookmere.

The first level of the moon tower is typically that of the full moon. From there the levels follow the appropriate phases of the moon, with the waxing gibbous at the top. Each moon phase corresponds to a school of magic. The phases correspond to schools of magic as follows: Full Moon (Transmutation), Waning Gibbous (Abjuration), Waning Half (Divination), Waning Crescent (Illusion), New Moon (Necromancy), Waxing Crescent (Evocation), Waxing Half (Enchantment), and Waxing Gibbous (Conjuration). When a spell is cast within its corresponding moon chamber, that spell is cast as if it were maximized (as the feat, Maximize Spell), and as if it were 3 levels higher. The chambers are especially appropriate for the casting of ritual magic, although any type of magic functions in this way when cast within the appropriate chamber.



# Castle Novgorod, Second Floor

## 2-1. Guard Tower, Second Floor (EL 16)

Several cauldrons rest over pits of hot coals in this circular chamber, a thick black liquid bubbling within. The cauldrons rest above the pits on hinged iron contraptions. Built into the wall before the cauldrons are tunnels that are shaped to accommodate the cauldron's form.

The cauldrons are full of boiling tar. When intruders near the castle entrance the guards here use the iron device to safely tilt the cauldrons so that the tar falls into the tunnels. Those that are below when the guards drop the hot tar take 3d8 points of damage. Characters are allowed a DC 15 Reflex save to negate the damage. There are always **4 archers** in this room to man the hot oil.

**FALLEN ELF ARCHERS (4)**  
**XP 19,200**

**hp** 96 each; see Road to Castle Novgorod, Area 5.

**CR 12**

## 2-2. Arched Hallway, Second Floor

Black archways line this corridor, and images of succubi and other foul demons are carved into every surface. Many doors line the corridor before it opens to a large chamber.

This hallway is often traveled through, and thus PCs have double the chance of encountering a wandering monster.

## 2-3. Grand Hall, Second Floor (EL 17)

This enormous, curved chamber is lavishly decorated. Ornate tapestries line the curved walls, and 2 statues depicting winged elven women flank an elaborately carved archway. The floor is comprised of perhaps thousands of tiny black and white mosaic tiles, ingeniously set to appear as the castle itself.

Posted in this chamber are **4 swordsmen** and **2 stone golems**. Should a fight break out in this area the statues (actually succubus shaped stone golems) spring to life and attack on the following round.

**FALLEN ELF SWORDSMEN (4)**  
**XP 19,200**

**hp** 96 each; see Road to Castle Novgorod, Area 1.

**CR 12**

**STONE GOLEMS (2)**  
**XP 12,800**

**hp** 170 each (*Pathfinder RPG Bestiary*)

**CR 11**

## 2-4. Grand Staircase

This large chamber is decorated similarly to the last with ornate tapestries, a mosaic floor, and 2 similar statues. A grand, red carpeted staircase ascends to a median platform, upon where the staircase divides. The two staircases continue on in opposite directions.

The 2 statues in this room are similar in appearance to those in Area 2-3 although they do not animate. They are merely ordinary statues. The staircases lead up to the third floor (see Castle Novgorod, Third Floor, Area 3-2).

**Treasure:** The tapestries are large and bulky, weighing over 200 pounds each, but if players can manage a way to retrieve them the tapestries fetch 1,000 gp each. There are four such tapestries in this chamber.

## 2-5. Barracks, Second Floor

This large chamber is lined with a single row of fifteen beds, each neatly made. Beside each bed is a large chest.

There are at least **5 spearmen** in this room at any given time, as the guard's watches vary. Those that are not in this chamber are either in the guard tower, on the castle ramparts, or patrolling in and around the castle (as wandering monsters).

**FALLEN ELF SPEARMEN (5)**  
**XP 19,200**

**hp** 96 each ;see Road to Castle Novgorod, Area 3.

**CR 12**

**Treasure:** Each chest contains clothing and such, and 50 gp. In addition, one chest contains a golden music box worth 2,500 gp, while another contains a pearl necklace worth 1,000 gp.

## 2-6. Stairwell

This room houses a circular outcropping of stone. The base of the outcropping reveals an entrance to an enclosed, stone fashioned spiral staircase.

## CASTLE NOVGOROD, SECOND FLOOR

The staircase leads to the first floor (see Castle Novgorod, First Floor, Area 1-13).

### 2-7. Library

Many rows of stone shelves are carved from the walls of this room, upon which are messes of disorderly books and scrolls. A large table sits in the center of this room. It looks as if someone has recently studied here, for dozens of books lie strewn about the table.

The books in this library are on a variety of subjects, including: the history of Novgorod, the environs of Harwood Forest, arcana, planes (especially concerning outsider type creatures), and the goddess Lilith. *Il Oboroten* is not in this library, but is in Morwenna's chamber. In addition, in the sections concerning the history of Novgorod are many texts on the origin of the fallen elves (discussed at the beginning of this adventure). The books on the table are primarily on the goddess Lilith, and are written in elven.

**Treasure:** The books are worth 1d10 gp each. There are roughly 500 books in this chamber.

### 2-8. Annuvin's Chambers (EL 19)

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is comfortable and lavishly decorated. A brazier filled with hot coals sits in a center pit. Tapestries and jeweled statues carved in the likeness of demons act as decorations, and lit candles rest in gold holders. At the northeast end of the room is another door, which is slightly ajar. An oak table sits in the north corner, atop which sit silver trays and goblets full of food and wine. Besides the smells of food a musky odor fills the room. A large bed complete with silks and pillows sits against the far wall. A beautiful woman with disturbing leathery wings lies on the bed. She smiles seductively as you enter.

**Annuvin** is in the next room, retrieving more wine when the PCs enter. He readies his weapons and prepares to attack when PCs are most vulnerable. The woman on the bed is actually one of Annuvin's succubus lovers, **Syphrilla**.

**ANNUVIN THE BLACK**  
**XP 153,600**

Male Fallen Elf Antipaladin 18

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; **Perception** +7

**Aura** cowardice, depravity, despair, evil, sin, vengeance

**CR 18**

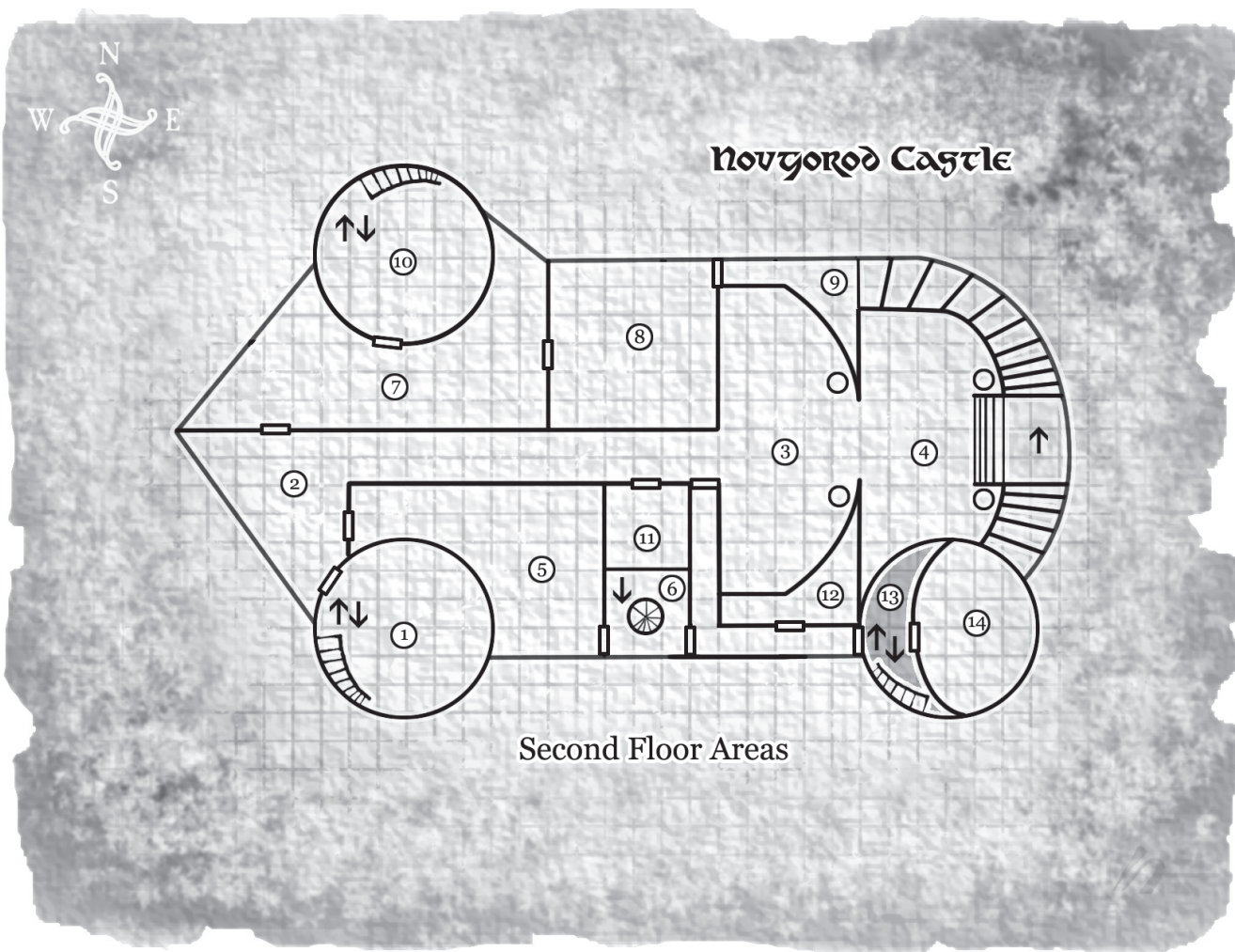
#### DEFENSES

**AC** 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

**hp** 180 (18 HD; 18d10+72)

**Fort** +18, **Ref** +13, **Will** +15; +2 against enchantment

**Defensive Abilities** plague bringer; **Immune** sleep





## CASTLE NOVGOROD, SECOND FLOOR

### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** +2 *unholy*, *wounding* *greatsword* +26/+21/+16/+11 (2d6+9 plus 2d6 vs. good plus 1 bleed plus poison/19–20)

**Melee** touch +23 (by spell effect)

**Special Attacks** channel negative energy (8d6 damage, DC 23, 9/day), cruelty (blinded 18 rounds, cursed, paralyzed 1 round, shaken 18 rounds, staggered 9 rounds, stunned 4 rounds), poison (shadow essence poison), smite good (+4 to AC, +4 to hit, +18 damage, 6/day), touch of corruption (13/day, 9d6 damage)

**Antipaladin Spell-Like Abilities** (CL 18th: concentration +22)

At will—*detect good*

**Divine Spells Prepared** (CL 14th: concentration +22)

4th—*greater invisibility*, *slay living*, *summon monster IV*

3rd—*animate dead*, *greater magic weapon*, *vampiric touch*

2nd—*bull's strength*, *darkvision*, *eagle's splendor*, *silence*

1st—*command*, *death knell* x2, *protection from good* x2

### TACTICS

**Before Combat** Annuvín readies his weapons in another room, waiting for Syphrilla to lure the PCs in. He casts *bull's strength* and *protection from good* before entering battle. If time permits, he casts *greater magic weapon* for an additional +4 bonus to his sword

**During Combat** Annuvín takes full attacks on the PCs whenever possible, making liberal use of Greater Cleave and Furious Focus coupled with Power Attack. Against good clerics and paladins, he adds Channel Smite when possible. If only allowed a single attack per round, he makes use of Improved Vital strike or Stunning Assault. If the combat begins to go against him, he steps back and casts *greater invisibility* to heal and resume fighting.

**Morale** Annuvín fights to the death.

### STATISTICS

**Str** 20, **Dex** 16, **Con** 16, **Int** 10, **Wis** 10, **Cha** 18

**Base Atk** +18; **CMB** +23; **CMD** 36

**Feats** Channel Smite, Cleave, Extra Channel, Furious Focus, Great Cleave, Power Attack, Improved Vital Strike, Stunning Assault, Vital Strike, Weapon Focus (greatsword)

**Skills** Bluff +12, Craft (poison) +8, Intimidate +12, Knowledge (religion) +8, Perception +7, Sense Motive +8, Stealth +11

**Languages** Common, Abyssal, Elven

**SQ** fiendish boon (*unholy* and *wounding*, 4/day, included above)

**Combat gear** 2 vials of shadow essence poison, 3 *potions of cure serious wounds*, 2 *potions of delay poison*; **Other Gear** +2 *unholy*, *wounding* *greatsword*, +2 *spell resistant breastplate* (13), *cloak of charisma* +2 (included above)

**SYPHRILLA, SUCCUBUS SORCERESS** CR 16  
XP 76,800

Female Succubus Sorceress 9

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *detect good*; Perception +26

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 84 (8 HD; 8d10+40)

**Fort** +12, **Ref** +12, **Will** +16

**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +15/+10 (1d6+2)

**Melee** touch +14 (by spell)

**Ranged** ray +15 touch (by spell)

**Special Attacks** energy drain (DC 22), profane gift

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 24), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater*

*teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 25), *summon* (level 3, 1 babau 50%)

**Spells Known** (CL 9th; concentration +17)

4th (6/day)—*confusion* (DC 24), *phantasmal killer* (DC 24), *stoneskin*

3rd (8/day)—*haste*, *hold person* (DC 23), *invisibility*, *rage*

2nd (8/day)—*acid arrow*, *bull's strength*, *eagle's splendor*, *hideous laughter* (DC 22), *mirror image*

1st (8/day)—*charm person* (DC 21), *cause fear* (DC 21), *mage armor*, *magic missile*, *protection from good*, *reduce person* (DC 19)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *read magic*, *resistance*

**Bloodline** abyssal

### TACTICS

**Before Combat** Syphrilla uses her comely charm to lure PCs to her, where she attempts to use her *energy drain* ability. She acts coy and calm, and as if nothing is wrong until Annuvín returns to the room to attack.

**During Combat** She casts *haste* on Annuvín, *mirror image* on herself, and uses the enchantment spells in her repertoire to the utmost of her ability avoiding combat unless absolutely necessary.

**Morale** If defeated and finding that she cannot escape, Syphrilla begs for her life, and offers to help the PCs, but if trusted betrays them soon after.

### STATISTICS

**Str** 15, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +12; **CMB** +15; **CMD** 25

**Feats** Ability Focus (charm monster), Ability Focus (dominate person), Agile Maneuvers, Combat Reflexes, Eschew Materials<sup>b</sup>, Great Fortitude, Greater Spell Focus (enchantment), Iron Will, Spell Focus (enchantment), Weapon Finesse

**Skills** Bluff +32, Diplomacy +24, Disguise +24, Escape Artist +16, Fly +19, Intimidate +21, Knowledge (local) +20, Knowledge (planes) +12, Perception +26, Sense Motive +18, Stealth +19;

**Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

**SQ** bloodline power (abyssal, claws), bloodline power (strength of the abyss), change shape (*alter self*, Small or Medium humanoid)

**Gear** Syphrilla wears a golden circlet with aquamarines worth 3,500 gp. She also wears a jeweled anklet on her left ankle worth 2,500 gp. These were both given to her by Annuvín.

**Treasure:** There are 4 tapestries in this room, each worth 200 gp. Up to 8 jewels (golden yellow topaz worth 500 gp each) can be pried out of the statues. There are 10 golden candle holders about the room, each worth 100 gp. Resting upon the table are 4 jeweled silver goblets worth 200 gp each, and 2 silver trays worth 50 gp each.

Annuvín is Morwenna's most trusted warrior (and son), and thus is afforded many luxuries that others in the castle are not (such as succubus lovers and valuable trappings). He worships Lilith as fervently as the clerics, devoting his skills to her cause.

## 2-9. Annuvín's Hoard

The stench of death assails you as you enter this room. Skulls and a great many heads with still decaying flesh are staked to the wall of this room with thick iron spikes. Various weapons and armors lie about the room, many fashioned to portray demons and other ungodly creatures. A cupboard on the far wall of the chamber holds a great many bottles of wine.

This room serves as Annuvín's personal storage and treasury. He prefers to keep the heads of each of his victims in this room, spiking them through the forehead and to the stone wall. There are over 30

## CASTLE NOVGOROD, SECOND FLOOR

heads in this chamber, many recent additions. The race of the heads varies from humans to fallen elves.

**Treasure:** Of value in Annuvin's treasure hoard are a suit of *demon armor*, a +1 *greataxe*, 3 masterwork suits of full-plate armor strangely fashioned to look like bestial creatures, a masterwork greatsword and an adamantite masterwork greatsword. The Wines are of wonderful vintage, and the collection (of 20 bottles), is worth 1,000 gp.

### 2-10. Morwenna's Tower, Second Floor

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This circular chamber is empty save for its decorations. The walls are masterfully painted as continuous frescos, and seem to tell a story.

Should PCs carefully examine the frescos, they can easily understand the story behind each. The frescos detail as follows: The first fresco depicts Caer Myrrdin, the elven kingdom to the north of Myrridon. The second depicts two factions of elves disputing with one another. The third depicts a war between the two elven factions. The fourth depicts the smaller of the factions being driven from the kingdom. The fifth depicts the elves entering a vast, dark forest. The sixth depicts the elves burying a small child alive. The story continues with frescos in the room immediately above on the third floor (see Castle Novgorod, Third Floor, Area 3-5).

### 2-11. Zahmed's Chambers (EL 16)

The door to this room is locked. PCs succeeding at a DC 25 Disable Device check can open the door.

There is little more than a bed and dresser in this chamber. A backpack and bedroll lie in the corner, and a small, black idol crafted into the shape of a spider sits atop the dresser.

**Zahmed**, a drow defector, is a guest in the castle, and inhabits these chambers. He is from deep below the wastelands to the east of Harwood, seeking refuge in this castle. He came here with Katael (see Dungeons of Castle Novgorod, Area 2) and his twin brother **Marazane** (see Area 2-12). The three ventured out of the underground tunnels of the drow after having been slighted by their culture and (in Katael's case) goddess. Soon after they ventured into Harwood Forest, and came across a band of fallen elven scouts. They were brought here to speak to Morwenna, who found them to be intriguing and possibly useful allies. The three defectors thus joined Morwenna's ranks, and plot their revenge on the demon spider goddess and her worshippers from within castle Novgorod.

However, Zahmed is having second thoughts, and still reveres the demon spider goddess. He knows that there is a bounty on Katael's head in the drow city, and has considered forming a band of mercenaries, killing Katael (and possibly Marazane if he should get in the way), and returning her (Katael's) head to the authorities in the drow city for a reward.

Zahmed cares not for his allegiances made to Morwenna or the fallen elves, and would rather speak to PCs than fight them. He may even wish to join the PCs for some time (in a guise of course), at least

until he has Katael's head and a chance to escape the castle. Zahmed asks PCs if they have been to the dungeon of the castle, and asks about the drider. He tells any lie he can to get them to go with him to the dungeon level and slay Katael if the PCs have not already done so (perhaps telling them that she has a great treasure, which they can share evenly). Zahmed is not above betraying PCs if it is in his best interest, and if he thinks he can get away with it.

#### MARAZANE and ZAHMED

CR 16

XP 76,800

Male Drow Rogue 16

CE Medium humanoid (elf)

Init +3; Senses darkvision 120 ft.; Perception +19

#### DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

hp 96 each (16 HD; 16d8+16)

Fort +6, Ref +15, Will +7; +2 against enchantment

**Defensive Abilities** improved evasion, improved uncanny dodge;

**Immune** sleep; SR 22

**Weaknesses** light blindness

#### OFFENSE

Speed 30 ft.

**Melee** adamantite rapier +18/+13/+8 (1d6+1/15–20)

**Ranged** Mwk hand crossbow +18 (1d4/19–20 plus poison)

**Special Attacks** advanced rogue talent (opportunist), rogue talent (surprise attack), sneak attack +8d6,

**Spell-Like Abilities** (CL 16th; concentration +17)

At will—*dancing lights*, *darkness*, *faerie fire*

#### TACTICS

**Before Combat** Zahmed would rather speak to the PCs than fight, but his brother Marazane prepares to strike first from the shadows.

**During Combat** Both brothers attempt to use poison, feint, and their Combat Expertise feats to gain the upper hand on the PCs. They attempt to deny opponents their dexterity whenever possible to make use of sneak attack.

**Morale** Both brother break off combat if reduced to 25% of their hit points. Marazane goes to warn others in the castle, while Zahmed hides and seeks to escape if possible.

#### STATISTICS

Str 13, Dex 21, Con 12, Int 13, Wis 10, Cha 12

Base Atk +12; CMB +13; CMD 28

**Feats** Combat Expertise, Deceitful, Dodge, Improved Critical (rapier), Improved Feint, Iron Will, Lunge, Skill Focus (bluff), Weapon Finesse<sup>b</sup>, Weapon Focus<sup>b</sup> (rapier)

**Skills** Acrobatics +22, Bluff +29, Climb +18, Disguise +24, Escape Artist +22, Knowledge (dungeoneering) +18, Perception +19, Sense Motive +17, Sleight of Hand +22, Stealth +22

**Languages** Common, Elven, Undercommon, Drow sign language  
**SQ** advanced rogue talent (slippery mind), poison use, rogue talent (fast stealth), rogue talent (finesse rogue), rogue talent (stand up), rogue talent (weapon training)

**Combat Gear** drow poison (4); **Other Gear** +2 *leather armor*, adamantite rapier, masterwork hand crossbow, 10 bolts

#### SPECIAL ABILITIES

##### Poison Use (Ex)

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

**Treasure:** PCs that examine the idol closer notice that the spider's head is actually that of an elven woman's. The idol is a representation of the demon spider goddess. Zahmed hides the idol whenever there is a knock at his door, or whenever he leaves his room, not wanting the other defectors to learn that he still reveres the demon spider



goddess. The idol is worth 500 gp. Zahmed also owns a small bag of jewels and coins, which he keeps on his person. The bag contains 20 pp, 50 gp, 150 gp jade (x2) and 100 gp Violet Garnets (x2).

## 2-12. Marazane's Chambers

The door to this room is locked. PCs succeeding at a DC 25 Disable Device check can open the door.

A bed and dresser occupy this chamber. A tray of half-eaten food and a half full bottle of wine sit on the top of the dresser. A backpack and bedroll sit in the corner of the room.

These are the chambers of Marazane, a drow guest of the castle (see Area 2-11 for more information). Marazane works with Morwenna and the fallen elves, hoping to gain favor among their ranks and bring revenge upon his homeland. He has even taken to worshipping their goddess, Lilith. Marazane harbors a deep hatred for the drow society and their goddess. Being born a male in a land where only female's reign, and wishing above all else to command great power, Marazane left his homeland in hopes of gaining power, and returning one day to destroy all that wronged him.

Marazane does not trust his twin Zahmed a bit, guessing that he still holds to his faith in the demon spider goddess. He does, however, respect (if not totally trust) Katael above all others, seeing his alliance with her as his best chance of destroying his enemies. Marazane attacks immediately should he encounter the PCs.

### MARAZANE

XP 76,800

hp 96; see Area 2-11.

CR 16

**Treasure:** In addition to the possessions on his person, Marazane owns a *handy haversack* (the backpack lying in the corner). Inside the bag are 2 weeks of dried rations, a 50 foot silk rope, a bedroll, 10 canteens of water, a tinderbox, and a spyglass.

## 2-13. Tower of the Moon, Stairwell

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This crescent shaped chamber contains little more than a stairwell. The floor however, is tiled with hundreds of tiny stones, forming a black mosaic without pattern.

This chamber is meant to represent the dark side of the moon on this floor. It serves as little more than a stairwell.

## 2-14. Tower of the Moon, Chamber of the Waning Gibbous

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a gibbous moon over this castle.

This chamber is the ritual room for Abjuration magic. PCs casting *detect magic* in this room detect strong Abjuration, and faint Evocation magic. The Evocation magic is from the *light* spells that have been cast into these walls with *permanency*, giving them their blue radiance. The Abjuration magic is due to the fact that this is where all of the wizard's ritual Abjuration magic is cast, and Cernowain has created his tower keeping these rituals in mind. Characters casting Abjuration magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell).

# Castle Novgorod, Third Floor

## 3-1. Guard Tower, Third Floor (EL 18)

This chamber is fashioned as a half circle. Bows hang on the straight wall, and quivers of arrows lie stacked below them. In the curved walls of the chamber are many arrow slits, aimed down at the bridge below.

This room is normally occupied by at least **5 advanced archers**. There are 10 bows hanging on the wall (none magical or masterwork), and a total of 500 arrows stacked in this room (in case of a siege).

**FALLEN ELF ADVANCED ARCHERS (5)**  
**XP 25,600**

**CR 13**

Male and Female Fallen Elf Fighter 13  
CE Medium humanoid (elf)  
**Init** +4; **Senses** low-light vision; **Perception** +9

### DEFENSES

**AC** 19, **touch** 15, **flat-footed** 14 (+4 armor, +4 Dex, +1 dodge)

**hp** 111 each (13d10+39)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

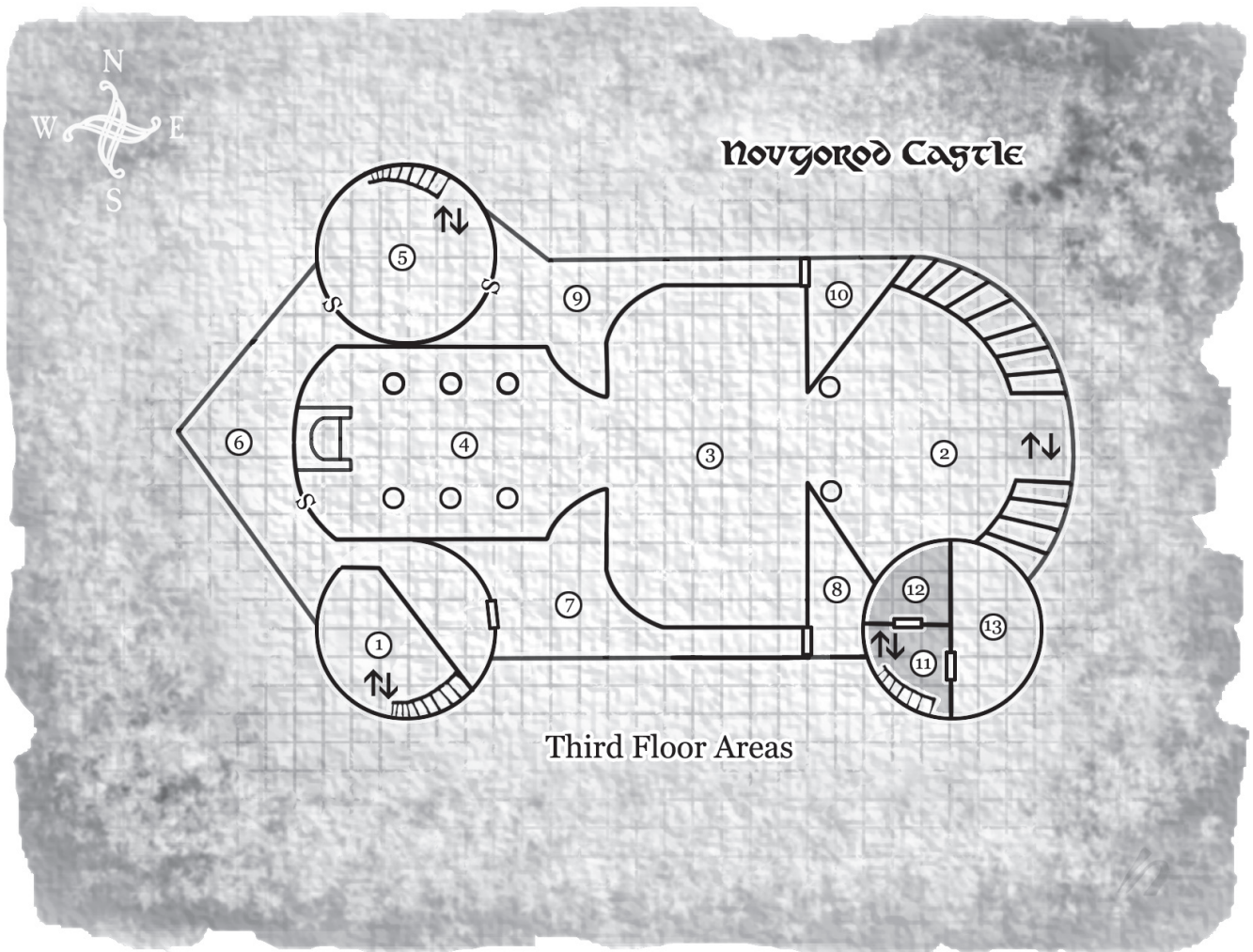
**Melee** Mwk longsword +14/+9/+4 (1d8/19–20)

**Ranged** Mwk longbow +22/+17/+12 (1d8+6/19–20 x3)

**Ranged** Mwk longbow +20/+15/+10/+5 (1d8+6/19–20 x3) with Rapid Shot

### TACTICS

**During Combat** The archers make the most of their ranged attack





## CASTLE NOVGOROD, THIRD FLOOR

feats, taking as many attacks as possible with their longbows. Should an opponent prove easy to hit, they fire even more arrows, using the Rapid Shot feat. Using this feat they may fire 4 arrows per round. However, when using this ability they suffer a -2 penalty.

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

**Str** 10, **Dex** 19, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +13; **CMB** +12; **CMD** 26

**Feats** Dodge, Deadly Aim, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +12, Intimidate +15, Perception +9, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (bows +3, heavy blades +2, light blades +1)

**Gear** Masterwork longbows, 30 arrows each, mwk longswords, chain shirts.

### 3-2. Grand Stairway, Third Floor

Ebon arches rise some 30 feet to the ceiling of this chamber. A grand staircase leads down to the second floor and continues from this floor to the fourth as well. The floor of this chamber is made of thousands of tiny mosaic stones, forming patterns out of black and white. The stones create intricate designs around a central winged elf motif. On the walls of the room are eight large tapestries woven of gold and silver threads to form abstract depictions of battles. Two identical statues of a beautiful elven woman with large wings tucked behind her back flank an archway leading to the next room.

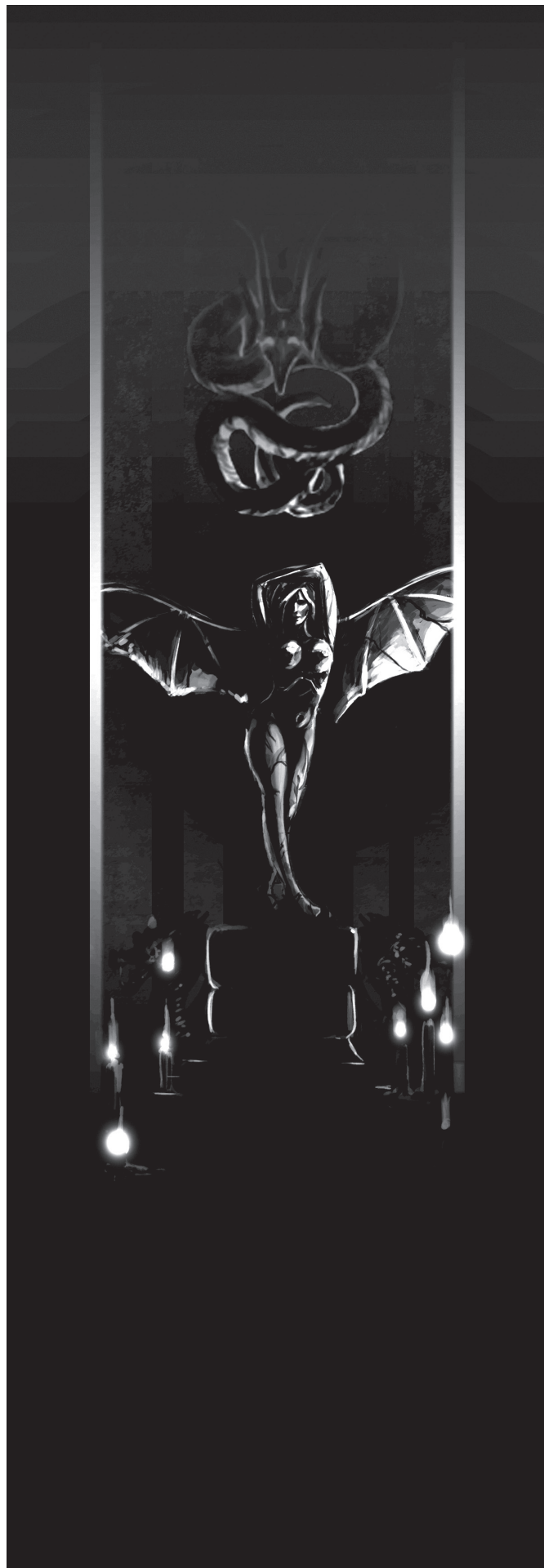
The elven woman depicted in the floor mosaic and in the statues is of course Morwenna. The statues are of an uncanny likeness to her, while the motif on the floor is only a fallen elf silhouette. The staircase rises to the fourth floor (see Castle Novgorod, Fourth Floor, Area 4-2) and descends to the second floor (see Castle Novgorod, Second Floor, Area 2-4).

**Treasure:** The tapestries on the walls are each extremely well crafted and ancient, and are worth 1,000 gold pieces each. PCs wishing to loot the items must have a way to carry them (such as a *bag of holding*), for the tapestries are each 10 feet by 5 feet, and weigh nearly 200 pounds each.

### 3-3. Grand Hall, Third Floor (EL 17)

The mosaic from the grand stairway continues into this enormous chamber, but then yields to an ornate black and gold carpet. More tapestries line this chamber, but you have little time to examine them. At the side of the room is a horrible beast. The creature's top half is that of a beautiful woman, albeit one with 6 arms. The bottom half of the creature is that of an enormous serpent. She slithers toward you, brandishing a cruel weapon in each of her arms.

**Gabriel** is one of Morwenna's servants, summoned here by the queen and coaxed to enlist in her ranks. Gabriel seeks to gain a position



## CASTLE NOVGOROD, THIRD FLOOR

of power on this plane, and has been promised by Morwenna that she may rule over a portion of Caer Myrrdin when her plans of conquest are realized. Of course, Morwenna does not intend to give any part of her kingdom to the marilith, but hopes instead to destroy the creature when she is no longer of use. Gabriel suspects such, but plans on destroying Morwenna and assuming the queen's form by using her *polymorph* ability when the time comes.

**GABRIEL, MARILITH DEMON**  
**XP 102,400**  
**hp** 264 (*Pathfinder RPG Bestiary*)

**CR 17**

**Treasure:** Gabriel carries a *wand of false life* (50 charges), a *dominate monster scroll*, and a *deck of illusions*. In addition, she wears a 10,000 gp emerald and ruby tiara, a 3,000 gp jeweled bracelet, and a 1,000 gp platinum necklace. Gabriel keeps her possessions in holding rings on a belt around her waist. The belt has sheaths for her six weapons as well as for her wand, scroll, and other trinkets.

### 3-4. Throne Room

Six black columns rise 30 feet to the vaulted ceiling of this room, flanking a black and gold, intricately woven carpet. The focal point of this lavish chamber is an onyx throne. The arms of the throne are carved into black dragons, their maws open as if in challenge. The back and head of the throne are carved in the likeness of a succubus. Flanking the throne are 2 statues of winged elven women. A large tapestry of a black dragon with an elven rider hangs above the throne.

The throne room is empty, and there is nothing to harm PCs here save the chance of a wandering monster. The tapestry depicts Vargoth Novgorod, the first king of this band of elves.

There is a secret door behind and to the south of the throne leading to Area 3-6. The door can be found with a successful DC 25 Perception check.

### 3-5. Morwenna's Tower, Third Floor (EL 18)

On the walls of this chamber are many masterfully painted frescos. In the center of the room is a beautiful woman with large bat-like wings. She brandishes a thorny whip in each hand and cracks both as you enter. The resulting clamor, loud thundering claps, send chills down your spine. She smiles and moves into a fighting stance.

**SERAPHINA THE SHADOWDANCER** **CR 18**  
**XP 153,600**  
Female Succubus Fighter 6, Shadowdancer 5  
CE Medium outsider (chaotic, demon, evil, extraplanar)  
**Init** +6; **Senses** darkvision 90 ft., *detect good*; Perception +21

#### DEFENSE

**AC** 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +7 natural, +3 ring)  
**hp** 184 (19 HD; 8d10+6d10+5d8+95)  
**Fort** +12, **Ref** +16, **Will** +10; (+2 against fear)  
**Defensive Abilities** bravery +2, defensive roll, evasion, improved uncanny dodge; **DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** +1 *unholy spiked whip* +23/+18/+13/+8 (1d3+4 plus 2d6 vs. good) and +1 *anarchic spiked whip* +23/+18 (1d3+3 plus 2d6 vs. lawful)

**Special Attacks** energy drain (DC 22), profane gift  
**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*detect good, tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

2/day—*silent image* (CL 5, DC 19)

1/day—*dominate person* (DC 23), *shadow conjuration* (CL 5, DC 22), *summon* (level 3, 1 babau 50%)

#### TACTICS

**During Combat** Seraphina attacks simultaneously with her +1 *anarchic spiked whip* and her +1 *unholy spiked whip*. The spiked whip is in every way identical to a normal whip, although it deals lethal rather than nonlethal damage. Seraphina opts to use her Improved Disarm and Improved Trip feats against opponents early on in an attempt to strip them of their combat prowess. If many characters move around her (within 15 feet) so that she cannot use her whips, she may *shadow jump* or *greater teleport* a short distance and attack from afar, or she may opt to grapple an opponent and use her Energy Drain.

**Morale** If hard pressed Seraphina will use *greater teleport* or *ethereal jaunt* to escape combat, heal herself and inform Morwenna, and return to plague the PCs.

#### STATISTICS

**Str** 14, **Dex** 22, **Con** 20, **Int** 18, **Wis** 14, **Cha** 26

**Base Atk** +17; **CMB** +23 (+25 to Disarm and Trip); **CMD** 33 (35 vs. Disarm and Trip)

**Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Greater Disarm, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +24, Bluff +30, Diplomacy +19, Disguise +19, Escape Artist +30, Fly +25, Intimidate +25, Knowledge (local) +15, Knowledge (planes) +, Perception +21, Perform (dance) +19, Sense Motive +21, Stealth +24; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

**SQ** armor training 1, change shape (*alter self*, Small or Medium humanoid), hide in plain sight, shadow jump (40 ft.), summon shadow, rogue talent (weapon training, whip), weapon training (flails +1)

**Gear** +1 *anarchic spiked whip*, +1 *unholy spiked whip*, ring of protection +3

#### SPECIAL ABILITIES

##### Summon Shadow (Su)

Seraphina can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches Seraphina's, and the creature cannot create spawn. The summoned shadow receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and the shadow cannot be turned or commanded. This shadow serves as a companion to Seraphina and can communicate intelligibly with her. This shadow has a number of hit points equal to half Seraphina's total. The shadow uses her base attack bonus and base save bonuses.

If a shadow companion is destroyed, or if Seraphina chooses to dismiss it, she must attempt a DC 15 Fortitude save. If the saving throw fails, she gains one permanent negative level. A successful saving throw avoids this negative level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Seraphina is one of Lilith's servants, sent from her plane to assist Morwenna. Seraphina especially enjoys studying the frescos in this chamber, and thus often chooses to guard this area from those that would assault Morwenna's tower.



## CASTLE NOVGOROD, THIRD FLOOR

The frescoes painted on the walls of this room continue the story began in the room immediately below on the second floor (see Castle Novgorod, Second Floor, Area 2-10). PCs carefully examining the frescoes can understand the story presented in each. The frescoes depict as follows: The seventh depicts the elves building a city over the child's grave. The eighth depicts a succubus speaking with a wary band of elves. The ninth depicts the elves worshipping the succubus, and offering sacrifices. The tenth depicts elves going through painful transformations, growing wings and horns. The eleventh depicts the greataxe, *Medb*, held by a fallen elven woman. The twelfth depicts the fallen elves conquering Caer Myrrdin. The last 2 frescoes look as if they were recently painted.

There are two secret doors in this chamber (one leading to Area 3-6, and the other to Area 3-9), painted over by the ninth and eleventh frescoes. They can both be found by making successful DC 25 Perception checks.

### 3-6. Secret Room

This room is dark and musty, and covered in cobwebs. Several shelves of thick tomes line the western walls of this chamber. A thin layer of dust has settled on the floor, disturbed by several sets of footprints.

This secret room is rarely used by any other than Morwenna. She uses this chamber to move quickly between her tower and the throne room. The chamber is of course dusty because it is a secret chamber and as such the servants never clean here.

The bookshelves house journals and accounts of the business and meetings conducted in the throne room. All are written in the elven. Most of the tomes include mundane items of business, such as tax tallies in the city of Novgorod and ledgers totaling the moneys in the treasure vaults at different times. PCs specifically searching for the most recent tome (and making a DC 20 Perception check), can find some relevant (if not entirely useful) information. The tome includes records of Morwenna's payment to the Irontooth clan and to the mercenaries in the castle (whom she sent to Tunguska to retrieve the axe). If the mercenaries retrieved the axe, and PCs did not intercept it, then there is a record of payment to the mercenaries, totaling 100,000 gold pieces in treasure and magical items.

PCs examining the tracks (succeeding at a DC 15 Survival check) can learn that all of the sets have been made by the same person. The tracks lead to the secret door in Area 3-5, and to the door leading to Area 3-7 as well.

### 3-7. Trapped Hall (EL 12)

The door leading to this hall is trapped with a *greater glyph of warding*, infused with a *slay living* spell.

#### GREATER GLYPH OF WARDING TRAP

CR 7

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

**Trigger** spell trigger; **Reset** none

**Effect** spell effect (*greater glyph of warding* [*slay living*], CL 20, DC 20 Fortitude save for 3d6+20 damage).

This long corridor is as dusty as the one prior to it. It looks as if nobody has entered this chamber for many years. The corridor is 30 feet wide and continues for about 120 feet before narrowing.

There are no footsteps in the dust of this area as Morwenna uses *teleport* to get to Area 3-8 rather than risk the trapped hall.

As the name implies, this corridor is filled with traps. There are 3

traps in this hallway, and another on the door leading to Area 3-8. Each trap must be found with a separate Search check, as each trap blocks the way forward. PCs that roll 5 over the needed DC for any given trap may "sense" that there is something else wrong ahead. The traps occur in the following order:

#### DEATHBLADE WALL SCYTHE TRAP

CR 8

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 19

**Trigger** touch; **Reset** manual reset

**Effect** Atk +16 melee (2d4+8/×4 plus deathblade poison)

**Deathblade Poison**

**Type** poison, injury; **Save** Fortitude DC 20

**Frequency** 1/round for 6 rounds

**Effect** 1d3 Con damage; **Cure** 2 consecutive saves

#### DESTRUCTION TRAP

CR 7

**Type** magic; **Perception** DC 32; **Disable Device** DC 32

**Trigger** touch (*alarm*); **Reset** automatic reset

**Effect** spell effect (*destruction*, CL 13, DC 20 Fortitude save for 10d6 damage)

#### FORCECAGE AND SUMMON MONSTER VII TRAP

CR 10

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

**Trigger** proximity (*alarm*); **Reset** none

**Effect** multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a barbed devil); spell effect (*forcecage*, CL13), spell effect (*summon monster VII*, CL13, barbed devil).

*Note:* This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a barbed devil in the same area. If both succeed, the devil appears inside the *forcecage*. These effects are independent of each other.

### 3-8. Southern Treasure Vault (EL Variable)

A *forbiddance* spell is cast on this chamber, disallowing *teleport* spells and the like, and causing damage to those that are not of Morwenna's alignment, chaotic evil. As added measures, the door to this room is trapped with a *wail of the banshee* trap, and is consistently warded with an *alarm* spell that mentally alerts Morwenna when any creature enters this chamber. Should the *alarm* be set off, Morwenna immediately sends **Vladimir** (see Castle Novgorod, Fourth Floor, Area 4-5) and a group of **5 swordsmen** to the area to investigate. The group arrives in 1d10 rounds, and hunts the PCs down. Looting the castle treasury is a risky business indeed, and after having gone through the trapped hall, players may need to run rather than face Vladimir and the guards.

To facilitate greater ease of play, the following stats have been compiled together in **DM Reference 2**, and can be found in Appendix 5 of this adventure.

#### VLADIMIR, CHOSEN OF LILITH

CR 16

XP 76,800

hp 142; see Castle Novgorod, Fourth Floor, Area 4-5.

#### FALLEN ELF SWORDSMEN (5)

CR 12

XP 19,200

hp 96 each; see Road to Castle Novgorod, Area 1.

#### WAIL OF THE BANSHEE TRAP

CR 10

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

**Trigger** proximity (*alarm*); **Reset** automatic reset

**Effect** spell effect (*wail of the banshee*, CL 17, DC 23); multiple targets (up to 17 creatures)

Mounds of gold and platinum fill this chamber. Various items and treasures sit atop, and chests overflow with jewels and jewelry.

## CASTLE NOVGOROD, THIRD FLOOR

This chamber holds most of the coin, monetary goods of the castle, and many magical items. PCs can find the following treasure in this vault: a *staff of enchantment*, a *rod of flailing*, an *arcane scroll* inscribed with *foresight*, *mass fox's cunning*, and *statue*, 2,400 pp, 10,000 gp, 2,000 gp blue star rubies (x2), 1,000 gp fiery yellow corundums (x2), a 900 gp white opal, an 800 gp aquamarine, 700 gp black pearls (x2), a 500 gp alexandrite, 400 gp corals (x2), 200 gp jets (x2), 200 gp jade pieces (x4), 75 gp onyx pieces (x5), 50 gp bloodstones (x3), 50 gp moonstones (x5), 30 gp blue quartz pieces (x3), 10 gp moss agates (x2), a 4,000 gp jeweled scepter, a 1,200 gp jet comb with succubus designs, a 1,000 gp silver plated mirror, an 800 gp statuette of Vargoth on a black dragon, a 600 gp jeweled longsword, a 300 gp golden wrought tankard, a 200 gp gold chalice, a 150 gp gem ring, and 100 gp silks.

### 3-9. Forbidden Corridor

This long corridor is filled with cobwebs, and a thin layer of dust coats the floor. It looks as if nobody has entered this chamber for many years. The corridor is 30 feet wide and continues for about 60 feet before narrowing.

A *forbiddance* spell is cast on this chamber, disallowing *teleport* spells and the like, and causing damage to those that are not of Morwenna's alignment, chaotic evil.

### 3-10. Northern Treasure Vault (EL Variable)

The door to this chamber is trapped with a *wail of the banshee* trap. It is also warded with an *alarm* spell that alerts Morwenna of intruders. Should the alarm be set she sends Vladimir and a group of 5 swordsmen as detailed in Area 3-8. In addition, there is yet another *forbiddance* spell cast upon this area.

To facilitate greater ease of play, the following stats have been compiled together in **DM Reference 2**, and can be found in Appendix 5 of this adventure.

**VLADIMIR, CHOSEN OF LILITH** **CR 16**  
**XP 76,800**  
**hp** 142; see Castle Novgorod, Fourth Floor, Area 4-5

**FALLEN ELF SWORDSMEN (5)** **CR 12**  
**XP 19,200**  
**hp** 96 each; see Road to Castle Novgorod, Area 1.

**WAIL OF THE BANSHEE TRAP CR 10**  
**Type** magic; **Perception** DC 34; **Disable Device** DC 34  
**Trigger** proximity (*alarm*); **Reset** automatic reset  
**Effect** spell effect (*wail of the banshee*, CL 17, DC 23); multiple targets (up to 17 creatures)

Chests overflow with coins and jewels in this chamber. Rolled tapestries and other items are neatly stacked against the wall. Many wondrously crafted weapons are mounted above them.

PCs can find the following treasure in this vault: *Figurines of wondrous power* (golden lions), a *helm of telepathy*, a *ring of swimming*, a *robe of scintillating colors*, 1,600 pp, 9,000 gp, 1,000 gp emeralds (x2), a 1,000 gp black opal, an 800 gp alexandrite, a 650 gp deep blue spinel, 500 gp violet garnets (x2), a 300 gp tourmaline, a 200 gp brown-green garnet, a 70 gp chrysoprase, a 60 gp chalcedony, a 40 gp hematite, a 30 gp tiger eye turquoise, 20 gp pieces of lapis

lazuli (x2), a 2,000 gp jeweled masterwork greatsword, a 2,000 gp jeweled masterwork greataxe, 1,500 gp jeweled masterwork longswords (x3), a 1,000 gp tapestry of a Caer Myrrdin castle, 600 gp tapestries of Novogorod castle (x2), 400 gp tapestries of the city of Novgorod (x2), and 100 gp silks.

### 3-11. Stairwell

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber serves as little more than a stairwell. The floor is tiled with black mosaic stones, and 2 doors lead from the chamber. The stairwell continues to rise into the heights of the tower.

### 3-12. Perun's Chamber (EL 9)

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

A strong odor of incense assails you as you enter this room. Awkwardly pushed against a curved wall rests a small bed. A table sits between the bed and the door, upon which are stacks of many thick tomes. Quill and ink rest atop an open book on the table, and incense burns in a brass censer nearby. At the table sits a young elf. He looks up from his tome and stairs at you in horror.

Cernowain's pupil, **Perun**, calls this chamber his home. Perun is the lowest of Cernowain's students, and has no intention of fighting the PCs unless he must. He instead talks to the PCs, hoping to save his skin. He offers information to violent PCs in exchange for his life (perhaps the secret of the Tower of the Moon ritual chambers). Perun is not evil but chaotic neutral, and as such cares not for the affairs of good and evil, and wishes only to stay out of the way of this ensuing battle. Perun guides the PCs if they decide to take him prisoner, but if mistreated he attempts to turn the tables and lure them into a trap.

**PERUN, FALLEN ELF EVOKER** **CR 9**  
**XP 6,400**  
Male Fallen Elf Evoker 10  
CE Medium humanoid (elf)  
**Init** +7; **Senses** low-light vision; **Perception** +15

**DEFENSE**  
**AC** 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)  
**hp** 27 (9 HD; 9d6)  
**Fort** +3, **Ref** +5, **Will** +6; +2 against enchantment  
**Immune** sleep

**OFFENSE**  
**Speed** 30 ft.  
**Melee** Mwk staff +5 (1d6-1)  
**Melee** touch + 3 (by spell)  
**Ranged** attack ray +6 touch (by spell)  
**Special Attacks** force missile (1d4+4, 6/day), elemental wall (9 r)  
**Spells Prepared** (CL 9th; concentration +16)  
5th—*cone of cold* (DC 19), *teleport*  
4th—*greater invisibility*, *ice storm*  
3rd—*deep slumber* (DC 16), *dispel magic*, *lightning bolt* (DC 17)  
x2, *suggestion* (DC 16)  
2nd—*acid arrow* x2, *darkness*, *see invisibility*, *hideous laughter*



(DC 15), *touch of idiocy*

1st—*charm person* (DC 14), *hypnotism* (DC 14), *mage armor*, *magic missile* x3

0—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** necromancy, illusion

#### TACTICS

**Before Combat** Perun casts any defensive spells he can.

**During Combat** Perun desperately avoids a fight with the PCs. If they have made it this far in the castle, they are more than a match for Perun, and he knows it. He attempts to negotiate with the PCs, not caring about the good or evil ramifications of what's going on.

**Morale** If he cannot bargain his way out of a fight, he attempts to *teleport* away.

#### STATISTICS

**Str** 9, **Dex** 15, **Con** 11, **Int** 17, **Wis** 10, **Cha** 13

**Base Atk** +4; **CMB** +3; **CMD** 16

**Feats** Combat Casting, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

**Skills** Craft +16, Fly +15, Knowledge (arcane) +17, Linguistics +16, Perception +15, Spellcraft +16, Stealth +13.

**Languages** Common, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon, Orc, Giant.

**SQ** arcane bond (staff), intense spells (+4).

**Combat gear** *wand of magic missiles* (25 charges, CL 5); **Other Gear** Masterwork staff, *bracers of armor* +2, *cloak of elvenkind*, *Spellbook* (containing; 1st—*burning hands*, *charm person*, *comprehend languages*, *hypnotism*, *identify*, *mage armor*, *magic missile*, *shocking grasp*, *sleep*, *true strike*; 2nd—*acid arrow*, *alter self*, *blur*, *darkness*, *flaming sphere*, *hideous laughter*, *invisibility*, *rope trick*, *see invisibility*, *scorching ray*, *shatter*, *summon monster II*, *touch of idiocy*; 3rd—*daylight*, *deep slumber*, *dispel magic*, *fireball*, *lightning bolt*, *stinking cloud*, *suggestion*, *tiny hut*; 4th—*greater invisibility*, *ice storm*, *mnemonic enhancer*, *shout*, *summon monster IV*; 5th—*cone of cold*, *faithful hound*, *teleport*, *wall of force*.)

There is little of value in this chamber save the items that Perun carries with him.

## 3-13. Tower of the Moon, Chamber of the Waning Half Moon

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a half moon over this castle.

This chamber is the ritual room for Divination magic. PCs casting *detect magic* in this room detect strong Divination, and faint Evocation magic. The Evocation magic is from the *light* spells that have been cast into these walls with *permanency*, giving them their blue radiance. Characters casting Divination magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell).

# Castle Novgorod, Fourth Floor

## 4-1. Guard Tower, Fourth Floor

A barred window overlooks the grounds below. Around the window are arrow slits, fashioned into the curved walls of the chamber. Arrows are heaped in piles about the room, and bows hang from the walls. A small table sits in the center of the room.

There are always **5 advanced archers** in this chamber, keeping a watch on the grounds, and readying their bows in case of an attack. As attacks on the castle are few and far between, the guards are likely to be playing cards at the central table, fashioning arrows, or doing something else to pass the time.

**FALLEN ELF ADVANCED ARCHERS (5)**  
**XP 25,600**

**CR 13**

**hp** 111 each; see Castle Novgorod, Third Floor, Area 3-1.

## 4-2. Grand Stairway, Fourth Floor

The ceiling of this large chamber is masterfully painted, portraying fiery scenes of demons torturing the damned. Before you are four semicircular nooks, each housing an identical statue of a succubus. Ahead are two large, oaken doors, each of which is carved a succubus relief.

The succubus images all depict Lilith. The oaken doors are locked, and lead to Area 4-3. They can be opened with a DC 30 Disable Device checks. The grand stairway in this room descends to the third floor (see Castle Novgorod, Third Floor, Area 3-2).

## 4-3. Temple of Lilith (EL Variable)

This chamber has several different possibilities, depending on the PCs past actions. Three scenarios are presented here for this room. The first scenario should be used if Morwenna's mercenaries escaped Tunguska with the axe *Medb*, and if Morwenna has not yet completed the ritual to free *Medb* (see the Sidebox: Castle Timeline of Events at the end of this area). The second scenario should be used if Morwenna's mercenaries escaped Tunguska with the axe, and if *Medb* has been freed from the axe. The third scenario should be used if PCs kept the axe, *Medb*, from Morwenna's clutches.

## First Scenario (EL 20)

Screams of horror greet you as you enter the temple dedicated to the fallen elves' vile goddess. Three elves clad in black vestments stand in a semicircle chanting. Chained to the walls nearby are many beautiful, winged women. They sit crouched on the balls of their feet, staring up at you as you enter. At the far end of the temple is a black altar, atop which is strapped a young maiden, bound with leather ties. An elven woman stands poised above her, bearing a wicked, black lacquered axe, the head of which is shaped as a succubus. Her visage is that of a madwoman, twisted in a maniacal grin of hate and bloodlust. She stands ready to strike but halts upon seeing you. "Takal 'il nemshe!" She shouts in the elven tongue. The black-vested clerics draw their weapons from the hidden folds of their robes and move to attack.

You may wish to read or paraphrase the player text in the third scenario to players to give them a feel for the setup of the room before them.

In this scenario the players come upon one of Morwenna's sacrifices just in time. It is up to the DM to decide how many have already been sacrificed this day, but considering that Morwenna sacrifices 100 people to *Medb* daily, there is a good chance that a grisly scene of blood and bodies await the PCs. The bodies of those sacrificed on previous days are moved to a mass grave in the dungeon (Dungeons of Castle Novgorod, Area 5).

To facilitate greater ease of play, the following stats have been compiled together in **DM Reference 3**, and can be found in Appendix 5 of this adventure.

**FALLEN HARPIES (5)**  
**XP 12,800**

**CR 11**

**hp** 104; each see The Town of Sylvanus, Area 5.

**MORWENNA, CHOSEN OF LILITH**  
**XP 307,200**

**CR 20**

**hp** 178; see Castle Novgorod, Towers, Area 5-12.

**SOPHIA, CHOSEN OF LILITH**  
**XP 76,800**

**CR 16**

**hp** 98; see Castle Novgorod, Fourth Floor, Area 4-7.

**VARIA, CHOSEN OF LILITH**  
**XP 76,800**

**CR 16**

**hp** 97; See Castle Novgorod, Fourth Floor, Area 4-8.

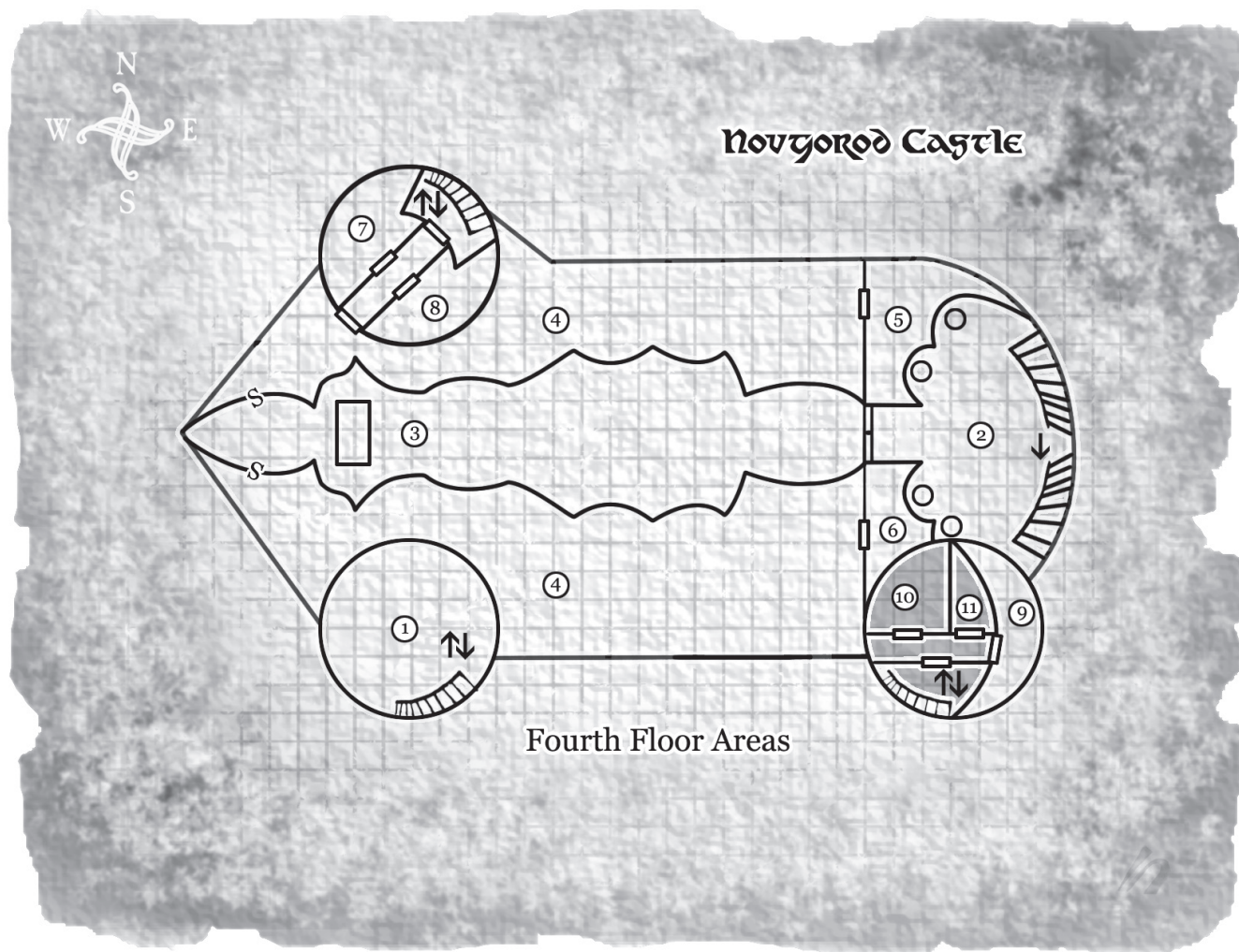
**VLADIMIR, CHOSEN OF LILITH**  
**XP 76,800**

**CR 16**

**hp** 142; see Castle Novgorod, Fourth Floor, Area 4-5

**Tactics:** Upon seeing the PCs enter the temple, Morwenna casts *teleport* and escapes to her chamber (see Castle Novgorod, Towers, Area 5-12), confident that the others will handle the PCs. There she uses her *crystal ball* to *scry* on the battle, and prepare for the





final confrontation with the PCs. **Sophia**, **Varia** and **Vladimir** use all of the abilities at their disposal to destroy the player characters. They have worked together for much time, and know one another's strengths and weaknesses. Vladimir primarily uses his battle prowess, using his spells to boost his abilities. Sophia immediately moves to free the fallen harpies, allowing them to act on subsequent turns. She casts healing spells on her companions when they are hurt, or casts offensive magic on the PCs if little or no harm has befallen her companions. Varia immediately activates her *boots of speed* (allowing her one extra attack per round) and attempts to flank opponents, gaining her sneak attack damage. Don't forget to use her Power Attack feat with her *+1 brilliant energy rapier* to deal greater amounts of damage with each blow. For more details on the clerics, see their respective areas.

## Second Scenario (EL 20)

The floors and walls of this chamber are smeared in blood. A large black altar rests at the head of the chamber, its surface and cruel leather straps soaked in the crimson substance. A large mirror lies shattered at the end of the chamber.

You may wish to paraphrase the details of this chamber, presented in the player text in the third scenario, to the players. The bodies of the victims sacrificed have all been disposed of, moved to the mass grave in the dungeons below the castle (see Dungeons of Castle Novgorod, Area 5). The mirror was the focus that was needed to free **Medb** from the axe. When she was freed, she came through the mirror, shattering it in the process.

Given this scenario Medb herself resides in the temple of Lilith. Since she was freed from the axe she has stayed in this room, praying to Lilith and plotting her revenge upon the world.

### MEDB

CR 20

XP 307,200

Female Succubus Fighter 4, Sorcerer 9

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *detect good*; **Perception** +26

### DEFENSE

**AC** 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural)

**hp** 213 (21 HD; 8d10+4d10+9d6+105)

**Fort** +16, **Ref** +13, **Will** +19; +1 against fear

**Defensive Abilities** bravery 1; **DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** *Medb*, +5 *unholy greataxe* +25/+20/+15/+10 (1d12+11 plus 2d6 vs. good/x3)

**Melee** touch +19 (by spell)

**Ranged** ray +19 touch (by spell)

**Special Attacks** energy drain (DC 22), profane gift

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal*

*jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater*

*teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

**Spells Known** (CL 9th; concentration +17)

4th (6/day)—*greater invisibility, ice storm, stoneskin*  
 3rd (8/day)—*displacement, fireball* (DC 23), *haste, rage*  
 2nd (8/day)—*acid arrow, bull's strength, eagle's splendor, mirror image, scorching ray*  
 1st (8/day)—*charm person* (DC 19), *cause fear* (DC 19), *mage armor, magic missile, protection from good, true strike*  
 0 (at will)—*dancing lights, detect magic, ghost sound, light, mage hand, open/close, read magic, resistance*  
**Blood line** abyssal

## TACTICS

**Before Combat** As soon as the PCs enter the room, Medb casts *ethereal jaunt*. While ethereal, she casts *haste, stoneskin, rage, greater invisibility*, and *bull's strength*.

**During Combat** In this scenario Medb has just recently been released from the greataxe and is still in a weakened state. She wields the greataxe with both hands, gaining extra damage for wielding the weapon this way. Medb prefers to fight using *greater invisibility* and *mirror image* for defense, and uses *fireball, scorching ray*, and *ice storm* offensively.

**Morale** Medb fights to the destruction.

## STATISTICS

**Str** 16, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +16; **CMB** +19; **CMD** 29

**Feats** Combat Reflexes, Dodge, Eschew Materials<sup>b</sup>, Great Fortitude, Greater Spell Focus (evocation), Iron Will, Improved Critical (greataxe), Skill Focus (bluff), Spell Focus (evocation), Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Bluff +38, Diplomacy +24, Disguise +24, Escape Artist +16, Fly +19, Intimidate +21, Knowledge (local) +20, Knowledge (planes) +12, Perception +26, Sense Motive +18, Stealth +19;

**Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

**SQ** armor training 1, change shape (*alter self*, Small or Medium humanoid), bloodline ability (strength of the abyss)

**Gear** Medb, +5 *unholy greataxe* (see Appendix 2 for details on the properties of this item).

## Third Scenario

The most striking feature of this chamber is the colorful succubus mosaic on the floor. It spans the majority of the chamber, and is a stunning portrayal of what must be the fallen elves' succubus goddess. Around the figure are many benches, carved into the walls of the chamber. A large, black altar rests at the head of the temple. Leather straps are built into the altar, no doubt to tie down unwilling sacrifices. A chandelier fashioned of skulls and bones hangs from the ceiling above, supporting a massive number of black candles. Similar sconces line the walls of the temple, each topped with a skull fashioned to act as a torch holder. At the end of the chamber is a large, polished mirror, held in a black and ornate frame, carved with images of succubi. Its presence makes this place appear twice as large as it already is.

Given this scenario the chamber is empty (save for the chance of a wandering monster). There are 2 secret chambers in this room, each leading to separate dungeons where the people of Sylvanus are kept (see Area 4-4). They can both be found by making a successful DC 30 Perception check. The doors are both locked, and can be opened with DC 30 Disable Device checks. Morwenna and each of the clerics have a key to these areas.

## Castle Timeline of Events

Should Morwenna's cohorts have returned Medb from Tunguska, Morwenna begins the ritual sacrifices the following day. Everyday henceforth she sacrifices 100 of the villagers with the axe. Thus, PCs have 7 days until Medb is freed from the axe.

**Experience:** The players should be awarded an extra 500 experience points to be split between them for each 100 villagers they save from Morwenna, and safely return to Sylvanus.

## 4-4. Prisoners of Sylvanus

You may have to paraphrase the player text below according to your player's situation (as the people of Sylvanus may have already been sacrificed). Where appropriate, read or paraphrase the following text to players entering this area:

This enormous corridor is oddly shaped, and holds a vast amount of chained prisoners. The area reeks of bodies and refuse long locked in a tight space. The prisoners look upon you first with fear and then upon realizing that you are not of the ranks of the fallen elves, with surprise and glee.

If the players kept the axe out of Morwenna's clutches, the **people of Sylvanus** are still in this room. Morwenna plans on using them as slaves throughout Novgorod until she can get the axe back (a task she plans to go about relentlessly). Otherwise, they are being sacrificed 100 per day. There were originally over 700 hostages between these two chambers. If Morwenna has the axe she sacrifices 100 a day to Medb, releasing her from her prison in a week.

## Escaping from Novgorod with the People of Sylvanus

Should PCs manage to save the prisoners of Sylvanus (or some of them) they still have a difficult task ahead. Getting the prisoners out of Novgorod is a challenge itself, as the castle is in the center of the city. It should take the PCs some effort to smuggle the villagers out. Let them think of an ingenious plan. Perhaps they could keep the prisoners on their chains and take the chain gang out disguising themselves as fallen elf slavers. But if PCs simply escort the prisoners through the city without some sort of plan or disguise, they are certain to run into trouble.

Characters that use Divination magic to try to find a means of escape for the prisoners have a much easier time. They can learn that the best way to escape the confines of Novgorod is by using a *Teleportation Circle*. Characters can also learn that the Archmage, Cernowain, has a scroll of the spell in his chambers (see Castle Novgorod, Towers, Area 5-3), and that the material component for the spell (1,000 gp of Amber Dust) can be found in the Tower of the Moon storeroom (see Castle Novgorod, Towers, Area 5-7). This allows the characters a means of escaping with all of the prisoners intact, and also gives them a reason to explore more areas of the castle.



## CASTLE NOVGOROD, FOURTH FLOOR

### PEOPLE OF SYLVANUS

#### XP 200

NG Male and Female Human and Elf Commoner 1  
hp 3

The prisoners are chained and locked together. There is one large lock per ten chained prisoners. The locks can be opened with DC 25 Disable Device checks. Morwenna and the clerics each have a master key to these locks.

In the northern prisoner's chamber is a door leading to the hallway in Morwenna's tower (Varia's chamber, Area 4-8). It can be found by making a DC 30 Perception check, and can be opened with a successful DC 30 Disable Device check. Morwenna and the clerics each have keys to this area.

## 4-5. Vladimir's Chamber

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

The décor of this room is terrible to behold. Hanging from the walls are many flayed skins. Both human and elven faces alike stare at you through empty sockets, the disfigured visages bereft of sensory organs, their mouths forever twisted in grotesque snarls. In the center of the chamber is a large, four-poster bed, its curtains pulled closed. A nightstand and a large chest flank the bed. Atop the nightstand is a small golden figurine of a winged elf, no doubt an effigy of the foul goddess of the fallen elves.

The flayed skins hanging from the walls are the victims of **Vladimir**. He enjoys flaying them alive, and adding their features to his wall as a reminder of battle's past. Lilith seems to approve of the practice, and has granted him features similar to hers (demonic wings and other incubus features) as a token of her approval. If Vladimir has not already been encountered or defeated in the temple of Lilith (see Area 4-3) or elsewhere, he is reclining on the bed. If alerted to the PCs presence (either from the castle alert or from hearing them outside of the room) he holds his sword and hopes to gain a surprise attack by springing at PCs from within the curtains of the bed.

### VLADIMIR, CHOSEN OF LILITH

#### XP 76,800

Male Fallen Elf Cleric 8, Fighter 6  
CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; Perception +6

#### DEFENSES

**AC** 25, touch 12, flat-footed 23 (+8 armor, +2 Dex, +5 natural)  
**hp** 142 (14 HD; 8d8+6d10+42)

**Fort** +14, **Ref** +9, **Will** +16; +2 against enchantment and fear

**Defensive Abilities** bravery 2; **DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft., fly 50 ft.

**Melee** +2 *shock greatsword* +19/+14/+9 (2d6+9/17–20)

**Melee** touch +15 (by spell)

**Ranged** ray +14 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 4 rounds, 7/day), channel negative energy (4d6, DC 18, 7/day), energy drain (kiss), touch of evil (sickened, 4 rounds, 7/day)

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*tongues*

3/day—*suggestion* (DC 17)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 8th; concentration +16)

### CR 1/2

4th—*cure critical wounds*, *dimensional anchor*, *dismissal* (DC 18), *unholy blight*<sup>P</sup> (DC 18)

3rd—*bestow curse* (DC 17), *dispel magic*, *invisibility purge*, *magic circle against good*<sup>P</sup>, *searing light*

2nd—*aid*, *bear's endurance*, *bull's strength*, *desecrate*, *death knell*<sup>P</sup> (DC 16)

1st—*command* (DC 15), *detect good*, *divine favor*, *doom* (DC 15), *cause fear*<sup>D</sup> (DC 15), *summon monster I*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

#### TACTICS

**During Combat** Vladimir primarily relies on his fighting abilities, although he may attempt to summon a succubus to his side, and uses *bear's endurance* and *bull's strength* to aid in his battle prowess. Like the other clerics, Vladimir does not fight alone unless he has to, preferring to have the aid of Sophia and Varia. If encountered in his room he may retreat in an attempt to meet with the other chosen of Lilith.

**Morale** If reduced to 25% of his hit points, Vladimir breaks off combat, and attempts to regroup elsewhere in the castle.

#### STATISTICS

**Str** 17, **Dex** 14, **Con** 16, **Int** 10, **Wis** 18, **Cha** 18

**Base Atk** +12; **CMB** +15; **CMD** 27

**Feats** Augment Summoning<sup>b</sup>, Cleave, Combat Casting, Critical Focus, Dazzling Display, Improved Critical (greatsword), Persuasive<sup>b</sup>, Power Attack, Skill Focus (Intimidate), Weapon Focus (greatsword), Weapon Specialization (greatsword), Vital Strike  
**Skills** Diplomacy +14, Fly +7, Intimidate +20, Knowledge (religion) +13, Perception +6, Sense Motive +16

**Languages** Abyssal, Common, Elven, *tongues*, telepathy 100 ft.

**SQ** armor training 1, command fallen harpies, death's embrace, scythe of evil (4 rounds, 1/day), weapon training (heavy blades +1)

**Gear** +2 *shock greatsword*, +3 *elven chain*, castle keys (chamber key, Area 4-4 and Area 4-8).

#### Command Fallen Harpies (Sa)

Vladimir may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

#### Energy Drain, Kiss (Su)

As a chosen of Lilith, Vladimir may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise he must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss him again. The victim is allowed a DC 17 Will save to negate the *suggestion*, and a DC 17 Fortitude save to remove a negative level bestowed with a kiss.

#### Immune to Affects of Fallen Harpies (Ex)

Vladimir is immune to the wail of insanity and captivating song of all fallen harpies.

**Treasure:** The golden Lilith statuette on the nightstand is worth 500 gp. The chest by Vladimir's bed is locked, and can be opened by making a successful DC 25 Disable Device check. Contained within are 200 pp.

## 4-6. Vasilisa's Chamber

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

This room holds little more than a four-poster bed and a small desk. The bed is neat, and the room looks uninhabited.

## CASTLE NOVGOROD, FOURTH FLOOR

Vasilisa formerly occupied this chamber (see Sylvanus, Area 4). She is believed to be dead by Morwenna and the other clerics, and as such they have had her room emptied. It is currently unoccupied. There is little of note in this room other than a letter in the desk drawer. The desk is locked, and can be opened by successfully making a DC 20 Disable Device check. Give players **Handout 4** when they find the note.

### 4-7. Sophia's Chamber (EL 17)

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

Two statues of elves flank the door inside this chamber. Beyond, a chest and desk both sit beside a four-poster bed. Lying on the floor at the foot of the bed are two large, spiny, reptilian creatures. Upon seeing you they stand on their 8 clawed legs and hiss.

If **Sophia** was not already defeated in the temple of Lilith she is in this chamber. Her guardian and pets, **2 abyssal greater basilisks**, act as guardians of the room. The statues are the remains of 2 unfortunate servants of the castle that carelessly entered Sophia's room.

#### SOPHIA, CHOSEN OF LILITH

CR 16

XP 76,800

Female Fallen Elf Cleric 14

CE Medium Outsider (chaotic, evil)

**Init** +4; **Senses** blindsight 30 ft.; Perception +16 (no sight)

#### DEFENSES

**AC** 27, touch 16, flat-footed 23 (+6 armor, +4 Dex, +2 deflection, +5 natural)

**hp** 98 (14 HD; 14d8+28)

**Fort** +11, **Ref** +8, **Will** +14

**DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft. base, 50 ft. base, average

**Melee** +1 *unholy light mace* +15/+10 (1d6+1 plus 2d6 vs. good)

**Ranged** ray +14 touch (by spell)

**Special Attacks** channel negative energy (7d6, DC 23, 9/day), bleeding touch (1d6 bleed, 7 rounds, 9/day), energy drain (kiss, DC 20), touch of evil (sickened, 7 rounds, 9/day)

**Spell-Like Abilities** (CL 13th; concentration +23)

Constant—*tongues*

3/day—*suggestion* (DC 19)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 14th; concentration +24)

7th—*blasphemy*<sup>D</sup> (DC 23), *destruction* (DC 23), *summon monster VII*

6th—*blade barrier* (DC 22), *create undead*<sup>D</sup>, *geas/quest*, *planar ally*, *summon monster VI*

5th—*break enchantment*, *flame strike* (DC 21), *plane shift*, *slay living*<sup>D</sup> (DC 21), *summon monster V*

4th—*death ward*<sup>D</sup>, *dismissal* (DC 20), *divine power*, *lesser planar ally*, *sending*, *summon monster IV*

3rd—*animate dead*<sup>D</sup>, *bestow curse* (DC 19), *dispel magic*, *invisibility purge*, *speak with dead*, *summon monster III*

2nd—*desecrate*, *death knell*<sup>D</sup> (DC 18), *eagle's splendor*, *hold person* (DC 18), *lesser restoration*, *silence* (DC 18), *summon monster II*

1st—*command* (DC 17), *comprehend languages*, *detect good*, *divine favor*, *doom* (DC 17), *protection from good*<sup>D</sup>, *summon monster I*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil



#### TACTICS

**During Combat** Being blind, Sophia is immune to the basilisk's gaze. Lilith sent the beasts to Sophia as boons and guardians. She *summons* creatures to do her fighting, and only involves herself in melee if there is no choice.

**Morale** If reduced to 25% of her hit points, Sophia attempts to flee.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 14, **Wis** 21, **Cha** 22

**Base Atk** +10; **CMB** +10; **CMD** 24

**Feats** Ability Focus (energy drain), Augment Summoning<sup>b</sup>, Blindsight, Combat Casting, Persuasive<sup>b</sup>, Skill Focus (Perception), Spell Focus (conjunction), Weapon Finesse

**Skills** Diplomacy +12, Fly +13, Intimidate +14, Knowledge (religion) +15, Perception +16 (no sight), Sense Motive +10, Spellcraft +10

**Languages** Abyssal, Common, Elven, *tongues*, telepathy 100 ft.

**SQ** command fallen harpies, death's embrace, scythe of evil (7 rounds, 2/day)

**Gear** +1 *unholy mace*, +1 *elven chain*, *ring of protection* +2, castle keys (chamber key, Area 4-4 and Area 4-8)

#### Command Fallen Harpies (Sa)

Sophia may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

#### Energy Drain, Kiss (Su)

As a chosen of Lilith, Sophia may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to



## CASTLE NOVGOROD, FOURTH FLOOR

remove a negative level bestowed with a kiss.

### Summon Succubus (Su)

Once per day Sophia can attempt to summon a succubus with a 30% chance of success.

### Immune to Affects of Fallen Harpies (Ex)

Sophia is immune to the wail of insanity and captivating song of all fallen harpies.

### Blindsight (Ex)

Sophia was born blind (as her glazed eyes attest), but has learned to rely on her other senses. As such she does not suffer from the usual penalties for her blindness. The addition of this ability takes the place of one of Sophia's feats.

### ABYSSAL GREATER BASILISK S (2) XP 9,600

CR 10

Advanced Fiendish Basilisk

CE Large outsider (augmented magical beast, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +28

#### DEFENSE

**AC** 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

**hp** 171 (18 HD; 18d10+72)

**Fort** +12; **Ref** +12; **Will** +14

**DR** 10/good; **Resist** cold 15, fire 15; **SR** 17

#### OFFENSE

**Spd** 20 ft.

**Melee** bite +25 (2d8+10)

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

**Special Attacks** gaze, smite good (+2 to hit, +18 damage, 1/day)

**Str** 24, **Dex** 8, **Con** 19, **Int** 3, **Wis** 13, **Cha** 15

**Base Atk** +18; **CMB** +26; **CMD** 35 (47 vs. Trip)

**Feats** Blind-Fight, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Perception +28, Stealth +26

#### SPECIAL ABILITIES

##### Gaze (Ex)

Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 23 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk

blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

**Treasure:** The chest is locked and can be opened by succeeding at a DC 25 Disable Device check. Within are 100 pp, and a painting of a city square in Novgorod worth 1,000 gp.

## 4-8. Varia's Chambers

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

A large, four-poster bed dominates this chamber. The frame and the posters of the bed are comprised of large bones, possibly of giant origin. A thin black curtain surrounds the bed. Hanging from the ceiling of the room is a horrid chandelier wrought of human bone. Human skulls serve as holders for black candles, the caps of the skulls being cut off and the candles placed within. Candlelight escapes from the eye sockets of the skull, illuminating the chamber with an eerie light.

**Varia** collects the bones of her victims and puts them to use as furniture in this room. If Varia has not already been defeated in the temple of Lilith or elsewhere, she is in this room. If alerted to the PCs presence in the castle, she has her armor and gear ready. Otherwise, she does not have her armor readied, but has her mace nearby. A succubus named **Asmoderia**, who is present whether Varia is or not, rests on the bed behind the curtain. Beside the bed is a secret door that leads to Area 4-4 and can be found by succeeding at a DC 30 Perception check. It locks from this room, and thus no Disable Device check must be made to open it.

### ASMODERIA, SUCCUBUS ROGUE XP 76,800

CR 16

Female Succubus Rogue 9

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *detect good*; Perception +31

#### DEFENSE

**AC** 22, touch 15, flat-footed 19 (+2 deflection, +3 Dex, +7 natural)

**hp** 138 (17 HD; 8d10+9d8+85)

**Fort** +10, **Ref** +17, **Will** +15

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3; **DR** 10/cold iron or good; **Immune** electricity, fire, poison;

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

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** +1 rapier +21/+16/+11 (1d6+3/15-20)

**Special Attacks** energy drain, profane gift, rogue talent (bleeding attack 5), rogue talent (slow reactions), rogue talent (surprise attack), sneak attack +5d6

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal*

*jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater*

*teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

#### TACTICS

**During Combat** Asmoderia flanks opponents with Varia, gaining the use of her sneak attack ability. If she cannot flank with Varia, she uses her move action as a feint (see the Greater Feint feat) to gain a sneak attack

**Morale** Asmoderia fights until reduced to 50% of hit points, then teleports away to heal and regroup, then uses hit-and-run tactics on the PCs.

#### STATISTICS

**Str** 14, **Dex** 20, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +14; **CMB** +19; **CMD** 31

**Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Greater Feint, Improved Critical (rapier), Improved Feint, Iron Will, Weapon Finesse, Weapon Focus<sup>b</sup>

**Skills** Bluff +38, Diplomacy +30, Disguise +30, Escape Artist +22, Fly +25, Intimidate +27, Knowledge (local) +26, Perception +31, Sense Motive +24, Stealth +25; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

**SQ** Change shape (*alter self*, Small or Medium humanoid), rogue talent (weapon training), trapfinding

**Gear** +1 rapier, ring of protection +2

### VARIA, CHOSEN OF LILITH XP 76,800

CR 16

Female Fallen Elf Cleric 11, Rogue 3

CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; Perception +18

#### DEFENSES

**AC** 26, touch 15, flat-footed 21 (+6 armor, +5 Dex, +5 natural)

## CASTLE NOVGOROD, FOURTH FLOOR

**hp** 97 (14 HD; 11d8+3d8+14)

**Fort** +9, **Ref** +11, **Will** +13

**Defensive Abilities** evasion, trap sense +1; **DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10, fire 5; **SR** 15

### OFFENSE

**Speed** 30 ft., 50 ft., average

**Melee** +1 *brilliant energy rapier* +17/+12 (1d6+2/15–20)

**Melee** touch +11 (by spell)

**Ranged** ray +15 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 7 rounds, 6/day), channel negative energy (6/day, 7d6, DC 20), energy drain (kiss), sneak attack +2d6, rogue talent (bleeding attack 2), touch of evil (sickened, 7 rounds, 6/day)

**Spell-Like Abilities** (CL 12th; concentration +16)

Constant—*tongues*

3/day—*suggestion* (DC 19)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 11th; concentration +15)

6th (3/day)—*create undead<sup>P</sup>*, *summon monster VI*

5th (4/day)—*break enchantment*, *flame strike* (DC 21), *slay living<sup>D</sup>* (DC 22)

4th (5/day)—*cure critical wounds* x2, *death ward<sup>D</sup>*, *spell immunity*, *summon monster IV*

3rd (5/day)—*blindness/deafness* (DC 17), *cure serious wounds* x2, *deeper darkness*, *magic circle against good<sup>D</sup>*, *summon monster III*

2nd (6/day)—*aid*, *death knell<sup>D</sup>* (DC 19), *darkness* x4

1st (6/day)—*bane* (DC 17), *bless*, *command* (DC 17), *divine favor*, *doom* (DC 18) x2, *protection from good<sup>D</sup>*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

### TACTICS

**During Combat** At the beginning of battle, Varia activates her *boots of speed*, allowing her one extra attack per round. She subsequently casts *darkness*, and then moves to flank with Asmoderia (gaining the use of their sneak attacks). Varia has the Blind-Fight feat, and tries to keep the area dark to gain the upper hand. Her +1 *brilliant energy rapier* is not affected by armor, and thus Varia uses her Power Attack feat to take greater advantage of this weapon's ability, subtracting a fair amount from her attack and adding it to her damage.

**Morale** If reduced to 25% of her hit points, Varia tries to retreat and gain the assistance of other denizens of the castle rather than take on the PCs alone.

### STATISTICS

**Str** 13, **Dex** 20, **Con** 12, **Int** 14, **Wis** 20, **Cha** 16

**Base Atk** +10; **CMB** +11; **CMD** 26

**Feats** Augment Summoning<sup>b</sup>, Blind-fight, Improved Critical (rapier), Persuasive<sup>b</sup>, Power Attack, Skill Focus (Perception), Spell Focus (conjunction), Weapon Finesse, Weapon Focus (rapier)

**Skills** Acrobatics +14, Diplomacy +16, Escape Artist +14, Fly +13, Intimidate +14, Knowledge (religion) +13, Perception +18, Sense Motive +16, Spellcraft +13, Stealth +16

**Languages** Abyssal, Common, Elven; *tongues*, telepathy 100 ft.

**SQ** death's embrace, command fallen harpies, scythe of evil (7 rounds, 2/day), trapfinding

**Combat Gear** *wand of hold person* (25 charges, CL 3); **Other**

**Gear** +1 *brilliant energy rapier*, +2 *mithral shirt*, *boots of speed*, castle keys (chamber key, Area 4-4 and Area 4-8).

### Command Fallen Harpies (Sa)

Varia may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Varia may drain a victim's energy

with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Varia is immune to the wail of insanity and captivating song of all fallen harpies.

**Treasure:** Many of the skulls about the room have gems inlaid in their eye sockets. PCs that succeed at DC 15 Perception checks can find a total of 20 red spinels worth 100 gp each. Under the bed is a small lockbox which can be found by making a DC 15 Perception check, and opened by making a DC 20 Disable Device check. Inside are 50 pp.

## 4-9. Tower of the Moon, Chamber of the Waning Crescent

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waning crescent moon over the castle.

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is the ritual room for Illusion magic. PCs casting *detect magic* in this room detect strong Illusion, and faint Evocation magic (due to the *light* spells cast into the walls with *permanency*). Characters casting Illusion magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell).

## 4-10. Belun's Chamber (EL 17)

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

A small bed and desk occupy the majority of this chamber. Several thick tomes lie open on the desk, their open pages portraying arcane signs and text. A tapestry hangs on the wall above the desk, portraying a lone tower with 8 moons, each of a different phase, in the sky above surrounding the tower in a semicircle.

The wizard **Belun** occupies this room. He is often found in his chamber studying thick tomes. Otherwise he can be found in the tower storeroom (see Castle Novgorod, Towers, Area 5-7) gathering components, or the library (see Castle Novgorod, Second Floor, Area 2-7) doing research. Belun's familiar, a bat named **Belorust**, hangs from the ceiling of this chamber, and keeps a close watch over the area. Allow PCs a Perception check (DC opposed to Belorust's Stealth check) to see the bat. Belorust immediately alerts his master of any intruders in his room. Belun then alerts other inhabitants of the Tower of the Moon, and moves to attack the PCs by surprise.



## CASTLE NOVGOROD, FOURTH FLOOR

### BELUN CR 17

XP 102,400

Male Fallen Elf Evoker 17

CE Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +17

### DEFENSES

**AC** 16, touch 12, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge)

**hp** 91 (17 HD; 17d6+34)

**Fort** +7, **Ref** +7, **Will** +10; +2 against enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft. base

**Melee** +1 staff +9/+4 (1d6+1)

**Melee** touch +8 (by spell)

**Ranged** ray +10 touch (by spell)

**Special Attacks** elemental wall (17 rounds), force missiles (1d4+8, 8/day)

**Spells Prepared** (CL 17th; concentration +28)

9th—*meteor swarm* (DC 26), *power word kill*

8th—*horrid wilting* (DC 25), *polar ray*

7th—*delayed blast fireball* (DC 24), *grasping hand*, *mage's sword*, *prismatic spray* (DC 24)

6th—*chain lightning* (DC 23) x2, *disintegration* (DC 21) x2, *forceful hand*

5th—*cone of cold* (DC 22), *magic jar* (DC 20), *teleport*, *wall of force*

4th—*confusion* (DC 19), *phantasmal killer* (DC 19) x2, *wall of fire* x2

3rd—*arcane sight*, *dispel magic*, *fireball* (DC 20), *lightning bolt* (DC 20) x2, *summon monster III*

2nd—*acid arrow* x2, *detect thoughts* (DC 17), *mirror image*, *scorching ray*

1st—*burning hands* (DC 18), *mage armor*, *magic missile* x3, *ray of enfeeblement* (DC 16)

0—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** necromancy, illusion

### TACTICS

**Before Combat** Belorust keeps an eye on the entrance, alerting Belun to anyone who approaches.

**During Combat** Belun primarily uses his Evocation spells, as he enjoys the mayhem and destruction they cause. He is also fond of *horrid wilting*, *polar ray* and *prismatic spray*, among his other high level spells.

**Morale** If reduced to 50% of his hit points, Belun teleports away to regroup.

### STATISTICS

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

**Base Atk** +8; **CMB** +8; **CMD** 20

**Feats** Alertness (when Belorust is within arm's reach)<sup>b</sup>, Combat Casting, Craft Wondrous Item, Dodge, Empower Spell, Forge Ring, Greater Spell Focus (Evocation), Improved Counterspell, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration

**Skills** Diplomacy +18, Fly +25, Knowledge (arcana) +25, Knowledge (planes) +25, Linguistics +25, Perception +17, Sense Motive +17, Spellcraft +25

**Languages** Abyssal, Common, Draconic, Dwarven, Elven, Infernal, Undercommon

**SQ** arcane bond (bat familiar), intense spells (+8 damage)

**Gear** +1 staff, ring of protection +4, cloak of resistance +1, spellbook (contains: 1st—*burning hands*, *cause fear*, *chill touch*, *color spray*, *disguise self*, *floating disk*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*, *silent image*, *true strike*; 2nd—*acid arrow*, *blindness/deafness*, *detect thoughts*, *false life*, *glitterdust*, *hypnotic pattern*, *mirror image*, *scorching ray*, *shatter*, *spider climb*, *summon monster II*, *web*; 3rd—*arcane sight*, *dispel magic*, *fireball*, *fly*, *heroism*, *hold person*, *rage*, *lightning bolt*, *ray of exhaustion*, *sleet storm*, *stinking cloud*, *summon monster III*, *tongues*; 4th—*confusion*, *dimensional anchor*, *enervation*,

*firetrap*, *hallucinatory terrain*, *minor creation*, *phantasmal killer*, *shout*, *wall of fire*, *wall of ice*; 5th—*cone of cold*, *feeblemind*, *hold monster*, *interposing hand*, *magic jar*, *mind fog*, *sending*, *shadow evocation*, *summon monster V*, *wall of force*; 6th—*chain lightning*, *disintegration*, *forceful hand*, *globe of invulnerability*, *legend lore*, *planar binding*, *transformation*; 7th—*control weather*, *delayed blast fireball*, *grasping hand*, *limited wish*, *mage's sword*, *prismatic spray*; 8th—*horrid wilting*, *maze*, *polar ray*, *symbol of death*; 9th—*meteor swarm*, *power word kill*.

### BELORUST, BELUN'S FAMILIAR

CR 1/4

XP 50

Male Bat Familiar

N Diminutive animal

**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +23

### DEFENSE

**AC** 25, touch 16, flat-footed 23 (+2 Dex, +9 natural, +4 size)

**hp** 45 (17 HD; 17d8–2)

**Fort** +5, **Ref** +7, **Will** +12

**Defensive Abilities** improved evasion; **SR** 22

### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** bite +14/+9 (1d3–4)

**Special Attacks** deliver touch spells

**Space** 1 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 1, **Dex** 15, **Con** 10, **Int** 14, **Wis** 14, **Cha** 5

**Base Atk** +8; **CMB** +0; **CMD** 12

**Feats** Weapon Finesse

**Skills** Fly +27, Perception +23; **Racial Modifier** +8 Fly, +4

Perception

**SQ** empathic link, scry on familiar, share spells, speak with animals of its kind, speak with master

**Treasure:** The tapestry of the moons is worth 500 gp.

## 4-II. Transmuter's Chamber (EL 19)

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

A statue stands in each of the four corners of this room, each carved in the likeness of an elf. A bed rests beside the far wall of the room, beside which is a desk. Atop the desk is an iron barred cage holding a large snake. The confines of the cage are much too small to hold the creature comfortably. Above the bed is a tapestry of a tower, above which is a full moon. The ceiling of this chamber is an oddity, holding protruding spikes of iron.

If **Chernobog** is alerted to the PCs (either thanks to a castle alert or by hearing the PCs attempting to unlock his door, he uses the *statue* spell to become the statue in the far right corner of the room. There is however, a *permanent image* of a statue cast in that corner (so that those familiar with his room do not realize that there never was a statue in that corner), and PCs are allowed a DC 25 Perception check to notice that something is amiss with the statue. Chernobog put the spikes in the ceiling himself so that he might cast *reverse gravity* and inflict more damage in case of intruders (see Chernobog's tactics for more details). The 3 other statues are each of fallen elves, all enemies that invoked Chernobog's wrath in some way. Chernobog cast *stone to flesh* on these unfortunates, and moved the resulting statues to his chamber; he enjoys seeing the horrified looks immortalized on his enemies' faces. The snake in the cage was once an elven adventurer

## CASTLE NOVGOROD, FOURTH FLOOR

traveling through Harwood forest. The meeting of Chernobog and the elf inevitably led to a wizard's dual. Chernobog proved to be the victor, successfully transmuting the elf into a snake. The change is a permanent one, and cannot be undone without the use of similar magic. Chernobog keeps the snake in a small cage to cause it as much misery as possible.

### CHERNOBOG

CR 19

XP 204,800

Male Fallen Elf Transmuter 19

CE Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +17

### DEFENSES

**AC** 16, touch 11, flat-footed 15 (+3 armor, +2 deflection, +1 Dex)

**hp** 127 (19 HD; 19d6+57)

**Fort** +11, **Ref** +10, **Will** +13; +2 against enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft. base

**Melee** +1 dagger +9/+4 (1d4+1)

**Melee** touch +9 (by spell)

**Ranged** ray +12 touch (by spell)

**Special Attacks** telekinetic fist (ranged touch +12, 1d4+9, 8/day)

**Spells Prepared** (CL 19th; concentration +28)

9th—*imprisonment* (DC 16), *summon monster IX*, *time stop*

8th—*incendiary cloud* (DC 23), *polymorph any object* (DC 25),

*summon monster VIII*, *temporal stasis* (DC 25)

7th—*insanity* (DC 22), *mass hold person* (DC 22), *prismatic spray*

(DC 22), *reverse gravity*, *statue*

6th—*chain lightning* (DC 21), *disintegrate* (DC 23), *flesh to stone* (DC 23) x3

5th—*baleful polymorph* (DC 20) x2, *cone of cold* (DC 20), *hold monster* (DC 20), *transmute rock to mud* x2

4th—*enervation*, *ice storm* x2, *mnemonic enhancer*, *wall of ice* (DC 19), *stone shape*

3rd—*displacement*, *lightning bolt* (DC 18) x2, *haste*, *slow* (DC 20) x2

2nd—*acid arrow* x2, *alter self*, *cat's grace*, *fox's cunning*, *see invisibility*

1st—*burning hands* (DC 16) x2, *enlarge person*, *mage armor*, *magic missile*, *reduce person* (DC 18) x2

0—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** abjuration, illusion

### TACTICS

**Before Combat** If alerted to their presence, Chernobog casts *statue* and hides in the corner.

**During Combat** Chernobog primarily pelts foes with

Transmutation magic. On his first turn he casts *time stop* (giving him 1d4+1 free turns to act, see the spell for details), and casts the following spells in the order given (given adequate time): *summon monster IX*, *summon monster VIII*, *fox's cunning*, *cat's grace*, and *reverse gravity*. Those that hit the ceiling from *reverse gravity* take 1d6 falling damage and 1d4 damage from each spike hit (Atk +10 melee, 1d4 spikes per target for 1d4+5 damage each). Chernobog then attempts to turn enemy spellcasters to stone on his next turn. Any time he turns an enemy to stone, he attempts to follow by turning them to mud (using *stone to mud*).

**Morale** Chernobog fights to the death, thinking he is above the PCs and will win in the end.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 16, **Int** 21, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +9; **CMD** 20

**Feats** Alertness (when Belorust is within arm's reach)<sup>b</sup>, Combat Casting, Craft Staff, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (Transmutation), Improved Counterspell, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation), Spell Penetration

**Skills** Craft (sculpture) +18, Diplomacy +18, Fly +25, Knowledge (arcana) +25, Knowledge (planes) +25, Linguistics +25, Perception +17, Sense Motive +17, Spellcraft +25

**Languages** Abyssal, Common, Draconic, Dwarven, Elven, Infernal, Undercommon

**SQ** arcane bond (hawk familiar), change shape (*beast shape III* or *elemental shape II*, 19 rounds), physical enhancement (Dex +4, included above)

**Combat Gear** *staff of transmutation* (25 charges); **Other Gear** +1 dagger, bracers of armor +3, ring of protection +2, cloak of displacement (major), spellbook (contains: 1st—*animate rope*, *burning hands*, *enlarge person*, *erase*, *expeditious retreat*, *feather fall*, *grease*, *jump*, *mage armor*, *magic missile*, *magic weapon*, *reduce person*, *shocking grasp*, *unseen servant*; 2nd—*acid arrow*, *alter self*, *bear's endurance*, *bull's strength*, *cat's grace*, *darkvision*, *eagle's splendor*, *fox's cunning*, *levitate*, *rope trick*, *see invisibility*, *spider climb*, *whispering wind*; 3rd—*blink*, *displacement*, *fireball*, *flame arrow*, *fly*, *gaseous form*, *lightning bolt*, *haste*, *shrink item*, *slow*, *vampiric touch*, *water breathing*; 4th—*charm monster*, *confusion*, *crushing despair*, *enervation*, *ice storm*, *mass enlarge person*, *mass reduce person*, *mnemonic enhancer*, *polymorph*, *stone shape*, *wall of ice*; 5th—*animal growth*, *baleful polymorph*, *blight*, *cone of cold*, *dominate monster*, *fabricate*, *hold monster*, *telekinesis*, *transmute mud to rock*, *transmute rock to mud*; 6th—*chain lightning*, *control water*, *disintegrate*, *flesh to stone*, *mass bear's endurance*, *mass suggestion*, *stone to flesh*; 7th—*control weather*, *ethereal jaunt*, *finger of death*, *insanity*, *mass hold person*, *prismatic spray*, *reverse gravity*, *statue*, *summon monster VII*; 8th—*clone*, *incendiary cloud*, *iron body*, *polymorph any object*, *power word stun*, *summon monster VIII*, *temporal stasis*; 9th—*imprisonment*, *power word kill*, *shapechange*, *summon monster IX*, *time stop*, *wish*).

### ALIONUSHKA, CHERNOBOG'S FAMILIAR

CR 1/4

XP 50

Female Hawk Familiar

N Tiny animal

**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +23

### DEFENSE

**AC** 25, touch 16, flat-footed 23 (+2 Dex, +4 size, +9 natural)

**hp** 63 (19 HD; 19d8)

**Fort** +5, **Ref** +7, **Will** +12

**Defensive Abilities** improved evasion; **SR** 24

### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** bite +14/+9 (1d4–2)

**Special Attacks** deliver touch spells

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

### STATISTICS

**Str** 6, **Dex** 17, **Con** 10, **Int** 15, **Wis** 14, **Cha** 6

**Base Atk** +9; **CMB** +7; **CMD** 19

**Feats** Weapon Finesse

**Skills** Fly +35, Perception +23; **Racial Modifier** +8 Fly, +4

Perception

**SQ** empathic link, scry on familiar, share spells, speak with animals of its kind, speak with master

**Treasure:** The tapestry is worth 500 gp. Chernobog has a secret compartment in the wall behind his desk, which can be found by making a successful DC 25 Perception check. Inside Chernobog keeps 100 pp and 1,000 gp emeralds (x3). Chernobog keeps his *spellbook* hidden in a well camouflaged tile in the floor (DC 30 Perception check to find it).



# Castle Novgorod, Towers

## 5-1. Tower of the Moon, Chamber of the New Moon

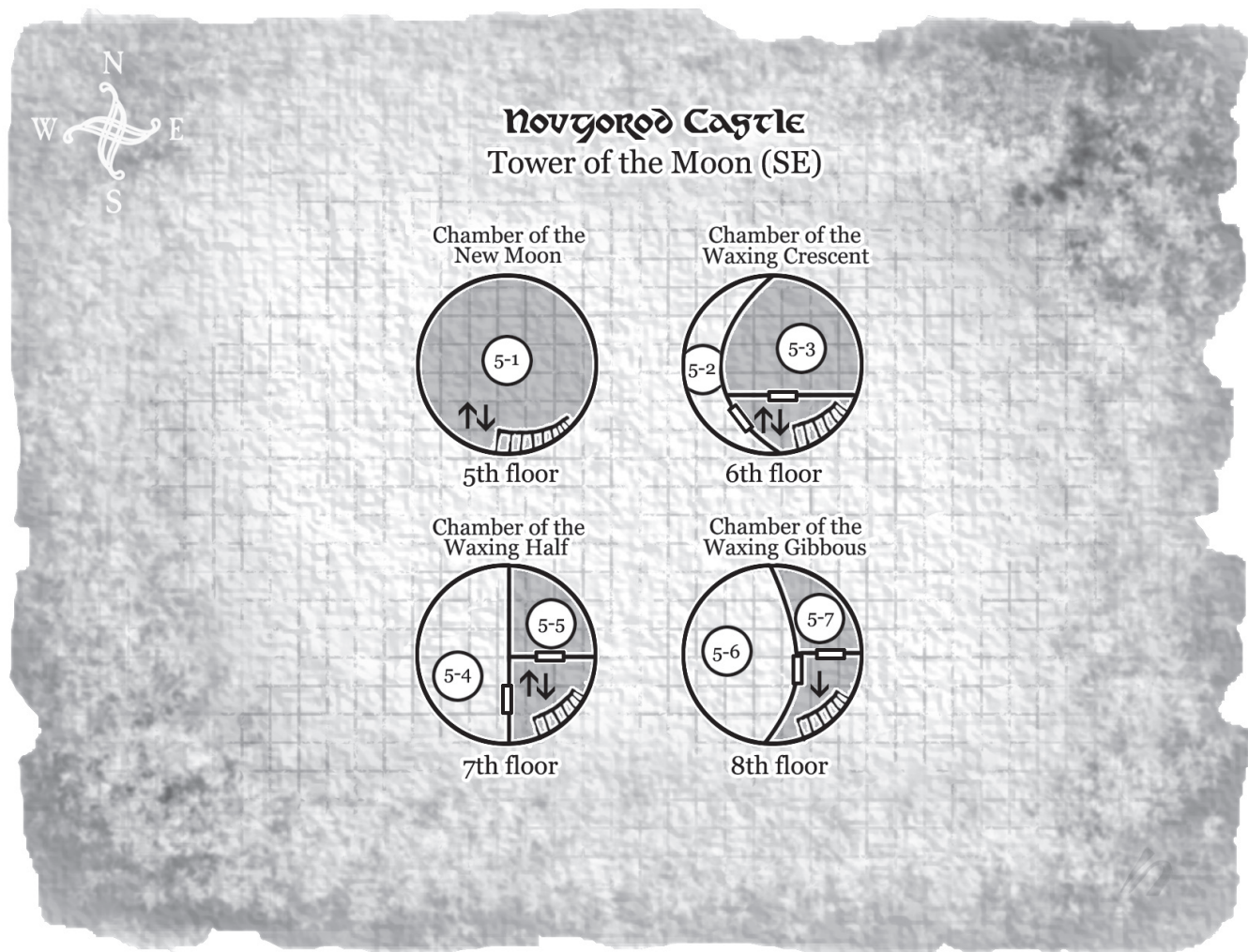
This chamber is dark and tiled with black mosaic stones. An ornate tapestry hangs on the far wall depicting a black sky above the castle.

This chamber is the ritual room for Necromancy magic. PCs casting *detect magic* in this room detect strong Necromancy. Characters casting Necromancy magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell).

## 5-2. Tower of the Moon, Chamber of the Waxing Crescent

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waxing crescent moon over the castle.



## CASTLE NOVGOROD, TOWERS

This chamber is the ritual room for Evocation magic. PCs casting *detect magic* in this room detect strong Evocation. Characters casting Evocation magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell). The walls of the room radiate thanks to the *light* spell that has been cast upon the walls of this chamber with *permanency*.

### 5-3. Cernowain the Archmage's Chambers (EL 20)

The door to this room is trapped with a *symbol of death*. The symbol is set to trigger whenever one enters this chamber without saying the password, "Dvoeverie." The door to this room is locked as well. Characters can open the door by making a successful DC 35 Disable Device check. Read the following as players approach the door:

An ancient rune is carved into the door before you. It radiates a sickly green light as you approach.

#### SYMBOL OF DEATH TRAP

**Type** magic; **Perception** DC 33; **Disable Device** DC 33

**Trigger** spell; **Reset** none

**Effect** spell effect (*symbol of death*, CL 20, DC 27 Fortitude save negates)

CR 9

The stench of death assails you as you enter this chamber. Although there is a large bed at the far end of the room, this area would more suitably serve as a dungeon than a bedchamber. The chamber is dank and dark, lit only by a few torches held in horrible sconces. Standing skeletons hold the torches in outstretched hands, their skeletal faces forever grinning. Tables and workbenches with strange implements, tomes and skeletal decorations occupy most of this large chamber's space. Bookshelves filled with thick tomes and coated with dust and cobwebs line the walls. Atop a central table sit two skulls serving as holders for black candles. A fallen elf with pale skin, long black hair and flowing black robes looks up from reading a thick tome as you enter. He grips an obsidian staff tight in his hand and rises upon seeing you. "It is quite foolish of you to enter here unbidden. But do not be afraid. I will kill you quickly, and you may find that you are allowed to stay upon this mortal plane to serve me, even in death."

**Cernowain** is the archmage of the Tower of the Moon, and to make things worse, an accomplished necromancer. He is unrelenting, using death magic until either he or the PCs are dead.

The skeleton sconces are merely utilitarian decorations. They serve no other purpose than to hold the torches. The workbenches are set up for creating different types of magical items.

#### CERNOWAIN THE NECROMANCER

XP 307,200

Male Fallen Elf Necromancer 20

CE Medium humanoid (elf)

**Init** +6; **Senses** low-light vision, life sight (40 ft.); **Perception** +22

CR 20

#### DEFENSES

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

**hp** 140 (20 HD; 20d6+60)

**Fort** +9, **Ref** +8, **Will** +14; +2 against enchantment

**Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 dagger +10/+5 (1d4)

**Melee** touch +9 (by spell)

**Ranged** ray +12 touch (by spell)

**Special attacks** channel energy (command undead, 10/day, DC 20), grave touch (+9 to hit, shaken 10 rounds, 10/day)

**Spells Known** (CL 20th; concentration +31)

9th—*energy drain* x2, *soul bind* (DC 28), *summon monster IX*, *wail of the banshee* (DC 28)

8th—*clenched fist*, *horrid wilting* (DC 27) x2, *summon monster VIII*, *trap the soul* (DC 27)

7th—*dispel magic* (quicken) x2, *finger of death* (DC 26) x3, *prismatic spray* (DC 24)

6th—*chain lightning* (DC 23) x2, *circle of death* (DC 25), *eyebite* (DC 25) x2, *summon monster VI*

5th—*cone of cold* (DC 22), *magic jar* (DC 24), *nightmare* (DC 22), *summon monster V*, *teleport* x2

4th—*bestow curse* (DC 21), *contagion* (DC 23), *dimension door*, *enervation*, *greater invisibility*, *phantasmal killer* (DC 21)

3rd—*haste*, *lightning bolt* (DC 20) (x2), *ray of exhaustion* (DC 22), *slow* (DC 20), *stinking cloud* (DC 20), *vampiric touch*

2nd—*acid arrow* (x2), *blindness/deafness* (DC 21), *false life*, *ghoul touch* (DC 21), *see invisibility*, *spectral hand*

1st—*burning hands* (DC 18), *cause fear* (DC 20), *mage armor*, *magic missile* (x3), *ray of enfeeblement* (DC 20)

0—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** abjuration, enchantment

#### TACTICS

**Before Combat** If Cernowain is aware of the PCs, he casts *false life* (gaining 1d10+10 hp) and *see invisibility* before engaging in combat.

**During Combat** Cernowain prefers to use his Necromancy spells against opponents. For defense he casts *summon monster IX*, to call a creature to his aid. If the PCs have a powerful spellcaster among their ranks, Cernowain may ready an action to cast directly before the PC. Cernowain then casts an offensive spell and a quickened *dispel magic* to counter the PC spellcaster. He alternates between area-effect spells and *summoning* creatures to aid him.

**Morale** Cernowain fights until he or the PCs are dead.

#### STATISTICS

**Str** 8, **Dex** 14, **Con** 16, **Int** 24, **Wis** 14, **Cha** 10

**Base Atk** +10; **CMB** +9; **CMD** 21

**Feats** Combat Casting, Command Undead<sup>b</sup>, Craft Staff, Craft Wondrous Item, Greater Spell Focus (Necromancy), Improved Counterspell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration

**Skills** Craft (alchemy) +26, Diplomacy +20, Fly +25, Greater Spell Penetration, Knowledge (arcana) +30, Knowledge (planes) +30,

Linguistics +30, Perception +22, Sense Motive +22, Spellcraft +30

**Languages** Abyssal, Common, Draconic, Elven, Giant, Goblin, Infernal, Orc, Undercommon

**SQ** arcane bond (*staff of necromancy*), life sight (40 ft., 10 rounds/day)

**Combat gear** *staff of necromancy* (CL 20, DC 19 + spell level);

**Other Gear** +1 dagger, bracers of armor +4, headband of intellect +4, spellbook (contains: *burning hands*, *cause fear*, *chill touch*,

*color spray*, *expeditious retreat*, *feather fall*, *grease*, *identify*, *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*, *true strike*, *unseen servant*; 2nd—*acid arrow*, *blindness/deafness*,

*command undead*, *detect thoughts*, *false life*, *ghoul touch*, *levitate*, *minor image*, *mirror image*, *scare*, *see invisibility*, *spectral hand*,

*spider climb*; 3rd—*clairaudience/clairvoyance*, *displacement*, *fireball*, *fly*, *gentle repose*, *halt undead*, *haste*, *lightning bolt*, *major image*, *ray of exhaustion*, *stinking cloud*, *tongues*, *vampiric touch*;

4th—*animate dead*, *bestow curse*, *black tentacles*, *contagion*, *dimension door*, *enervation*, *fear*, *greater invisibility*, *phantasmal killer*, *scrying*, *wall of ice*; 5th—*blight*, *cone of cold*, *fabricate*, *false vision*, *magic jar*, *nightmare*, *summon monster V*, *symbol of pain*,

*teleport*, *waves of fatigue*; 6th—*chain lightning*, *circle of death*,







## CASTLE NOVGOROD, TOWERS

*create undead, eyebite, shadow walk, summon monster VI, symbol of fear, wall of iron; 7th—control undead, finger of death, greater shadow conjuration, mage's sword, prismatic spray, symbol of weakness, waves of exhaustion; 8th—clenched fist, clone, horrid wilting, summon monster VIII, symbol of death, trap the soul; 9th—astral projection, energy drain, gate, soul bind, summon monster IX, wail of the banshee).*

**Treasure:** The books on the shelves are each worth 1d20 gp. There are nearly 100 books in this chamber. PCs can also find the following *arcane scrolls* on the bookshelves: *circle of death, enervation, teleportation circle, wail of the banshee*, and *waves of exhaustion*. The *teleportation circle* scroll deserves special note, as it can be used to help the characters escape the castle with the people of Sylvanus (see the Sidebox: Escaping from Novgorod with the People of Sylvanus in Area 4-4 for more details).

### 5-4. Tower of the Moon, Chamber of the Waxing Half

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waxing half moon over the castle.

This chamber is the ritual room for Enchantment magic. PCs casting *detect magic* in this room detect strong Enchantment, and faint Evocation magic (for the *light* spells cast into the walls with *permanency*). Characters casting Enchantment magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell).

### 5-5. Elyria's Chamber (EL 10 or 12)

The door to this room is locked. PCs can open it by making a successful DC 30 Disable Device check.

Colored light streams into this room from stained glass windows. A workbench set with alchemical materials and other strange magical implements is central to this room. A small table sits beside the area, upon which are several thick books, opened to instructional pages. Quill and ink rest atop a book in progress. Set away from the work area is a large bed, lavishly decorated with silks sheets and pillows. A small black cat sits atop the pile of pillows. It looks up at you and voices a soft "meow."

The cat is **Darkelia**, Elyria's familiar. If **Elyria** is not here Darkelia mentally alerts her master of the PCs presence. Elyria then arrives at the room 1d6 minutes later, and attempts to surprise the PCs with a magical attack. The books are tomes on alchemy and creating potions and other magical items.

If Elyria was successful in the raid on Brookmere (in retrieving *Il Oboroten*), or in retrieving *Medb*, then her stats change for this encounter. She has become one of the chosen of Lilith, and underwent the transformation since she last saw the PCs (unless they encountered her as a chosen in Tunguska). If Elyria was unsuccessful in retrieving the *Il Oboroten*, and in retrieving *Medb*, use her original stats.

#### ELYRIA NOVGOROD, CHOSEN OF LILITH XP 19,200

CR 12

Female Fallen Elf Evoker 10

CE Medium Outsider (chaotic, evil)

**Init** +7; **Senses** low-light vision; Perception +16

#### DEFENSE

**AC** 21, touch 16, flat-footed 17 (+3 Dex, +1 dodge, +5 natural, +2 ring)

**hp** 50 (10 HD; 10d6+10)

**Fort** +5, **Ref** +6, **Will** +12

**DR** 10/cold iron and good; **Immune** fallen harpies, poison, sleep;

**Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** +1 staff +5 (1d6)

**Melee** touch +4 (by spell)

**Ranged** ray +8 touch (by spell)

**Special attacks** energy drain (kiss), elemental wall (10 r), force missile 1d4+5, 7/day

**Spell-Like Abilities** (CL 14th; concentration +17)

Constant—*tongues*

3/day—*suggestion* (DC 16)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Known** (CL 10th; concentration +17)

5th—*cone of cold* (DC 20), *stone shape, teleport*

4th—*confusion* (DC 19), *greater invisibility, lesser globe of invulnerability, ice storm* (DC 19)

3rd—*deep slumber* (DC 18), *dispel magic, lightning bolt* (DC 18) x2, *suggestion* (DC 18)

2nd—*acid arrow, darkness, detect thoughts* (DC 17), *see invisibility, hideous laughter* (DC 17), *touch of idiocy*

1st—*charm person* (DC 16), *hypnotism* (DC 16), *mage armor, magic missile* x3

0—*detect magic, mage hand, open/close, read magic*

**Opposition schools** necromancy, illusion

#### TACTICS

**Before Combat** Give the players a chance to roleplay with Elyria. It's late enough in the adventure that they should know most of the plot and story line. If there is anything that the players have missed Elyria would be a good character to catch them up (through spiteful and down-talking dialogue) as she ties the beginning of the adventure to the end.

**During Combat** Elyria fights much in the same manner as she has before (using *improved invisibility* and the like to confuse players). She may even opt to *teleport* to her sister, Morwenna's chamber rather than fight the players immediately.

**Morale** If possible, Elyria escapes to Morwenna's side.

#### STATISTICS

**Str** 9, **Dex** 16, **Con** 14, **Int** 21, **Wis** 16, **Cha** 16

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Combat Casting, Craft Rod, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration. **Skills** Craft +17, Fly +16, Knowledge (arcane) +18, Linguistics +18, Perception +16, Spellcraft +18, Stealth +16.

**Languages** Common, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon, Orc, Giant; *tongues*, telepathy 100 ft.

**SQ** arcane bond (+1 staff), command fallen harpies, intense spells (+5)

**Combat gear** *rod of wonder, wand of lightning bolt* (25 charges, CL10); **Other Gear** +1 staff, amulet of natural armor +2, ring of protection +2, ring of featherfall, spellbook (contains all spells above plus 1—*floating disk, hold portal, identify, obscuring mist, reduce person, shield, sleep*; 2—*alter self, arcane lock, cat's grace, false life, levitate, mirror image, resist energy, shatter, summon swarm*; 3—*fireball, fly, major image, stinking cloud, black tentacles, enervation, remove curse, nightmare, waves of fatigue*).



## CASTLE NOVGOROD, TOWERS

### Command Fallen Harpies (Sa)

Elyria may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Elyria may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Elyria is immune to the wail of insanity and captivating song of all fallen harpies.

### DARKELLA, ELYRIA'S FAMILIAR

CR 1/4

#### XP 100

Female Cat Familiar

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +5

#### DEFENSE

**AC** 24, **touch** 14, **flat-footed** 22 (+2 Dex, +10 natural, +2 size)

**hp** 25 (10 HD; 10d8–10)

**Fort** +5, **Ref** +8, **Will** +13

**Defensive Abilities** improved evasion; **SR** 15

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d2–4), bite +7 (1d3–4)

**Special Attacks** deliver touch spells

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

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 8, **Int** 15, **Wis** 12, **Cha** 7

**Base Atk** +5; **CMB** +1; **CMD** 13 (17 against trip)

**Feats** Weapon Finesse

**Skills** Climb +6, **Perception** +5, **Stealth** +14; **Racial Modifiers** +4 Climb, +4 Stealth

**SQ** empathic link, scty on familiar, share spells, speak with animals of own kind, speak with master

**Treasure:** There are a total of 5 tomes on the workbench, each of which are worth 100 gp. Elyria also has a secret panel in the floor of her chamber that can be found by making a successful DC 20 Perception check. Contained within is an emerald and sapphire necklace worth 5,000 gp.

## 5-6. Tower of the Moon, Chamber of the Waxing Gibbous

The door to this room is locked. PCs succeeding at a DC 30 Disable Device check can open the door.

This chamber is tiled with white mosaic stones, and the walls radiate a dim, blue light. An ornate tapestry hangs on the far wall depicting a waxing half moon over the castle.

This chamber is the ritual room for Conjuraction magic. PCs casting *detect magic* in this room detect strong Conjuraction, and faint Evocation magic (due to the *light* spells cast into the walls with *permanency*). Characters casting Conjuraction magic in this chamber cast as if they were 3 levels higher, and the effects of each spell are maximized (as the feat Maximize Spell).

## 5-7. Storeroom

The door to this room is locked. PCs succeeding at an DC 30 Disable Device check can open the door.

The walls of this chamber are lined with shelves full of jars, bottles, and assorted odd trinkets. A human skull sits atop one of the shelves, grinning at you. A thin layer of dust has settled on the floor, disturbed by several sets of recent footprints.

The shelves of this room hold a number of spell components, many of which are valuable. PCs can find just about any spell component that they are looking for here, although doing so requires a DC 25 Perception check for each component, and takes 1d10 minutes rather than the usual 1 minute (due to the general mess of the items). As far as valuable spell components go, players can find 1d4 components for any particular spell they are searching for (by making separate searches as the items are not in any sensible order).

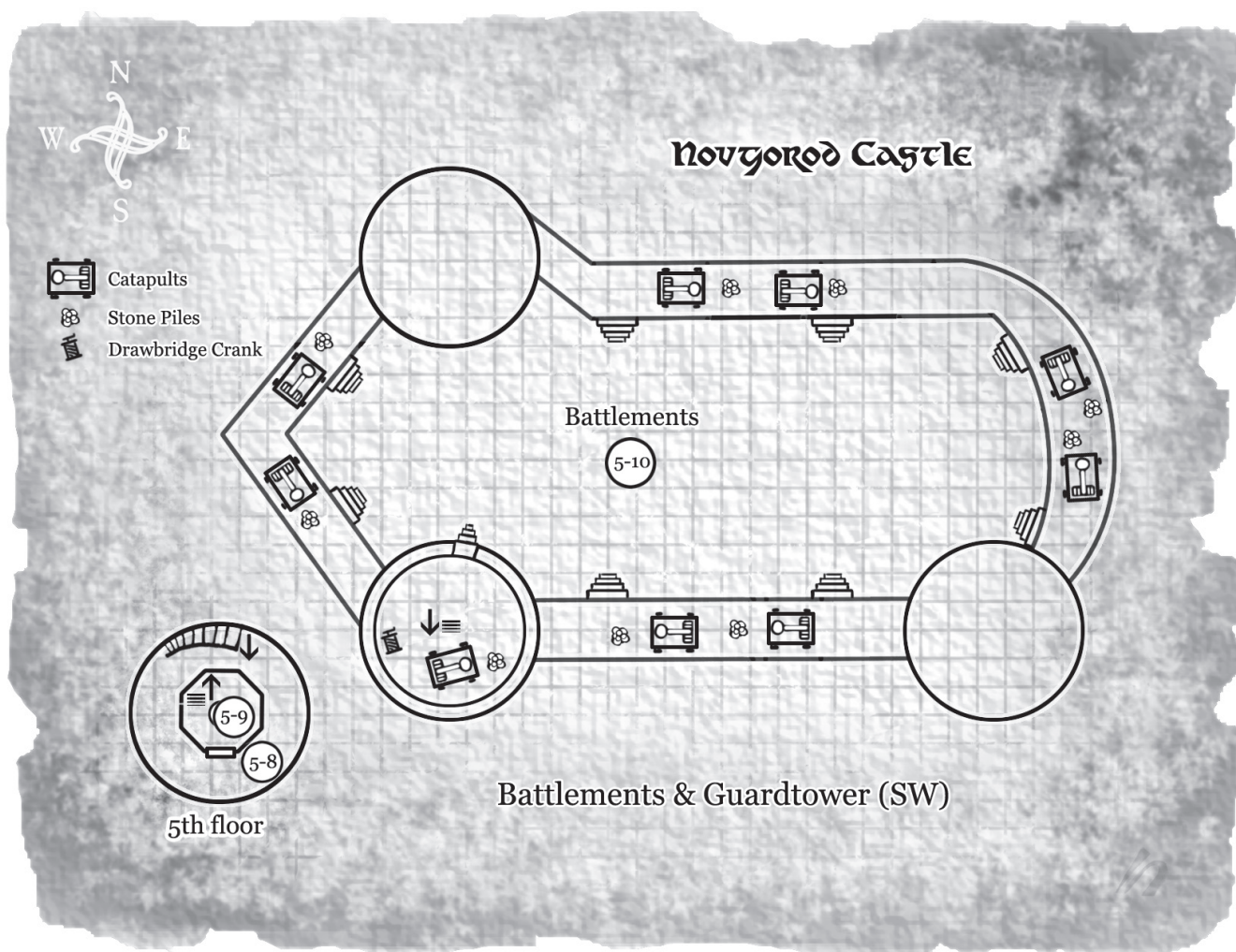
Thus, if a character was searching for powder of crushed black pearl (worth 500 gp and for the *circle of death* spell), they would have to make a DC 25 Perception check which would take them 1d10 minutes. If they were searching for several such components, they would be required to make another Perception check for each individual component (each check taking 1d10 minutes), and they could only find up to 1d4 vials of crushed black pearl powder.

## 5-8. Guard Tower, Fifth Floor

Central to this circular chamber is another enclosed, octagonal, chamber, crafted of stone. On the eastern side of the octagon is a ladder, rising up to a small square door in the ceiling. On the south of the octagon is a door into the chamber. Arrow slits surround the outer tower walls. Arrows lie stacked in piles near many of the slits.

The door at the top of the ladder leads to the battlements (see Area 5-10). The door leading into the octagonal chamber leads to Area 5-9, the chambers of **Mikhail**, and is locked. The door can be opened by making a successful DC 25 Disable Device check. PCs examining the octagon and making a successful DC 20 Perception check can find hidden panels in the octagon. They do not open from the outside of the octagon unless a successful DC 15 Disable Device check is made. Noisy or careless characters in this area attract Mikhail's attention. Allow him a DC 15 Perception check if players do not state that they are using the Stealth skill through this chamber, or if they attempt to unlock the door or open one or more of the panels to Mikhail's chamber. Otherwise, Mikhail is allowed a Perception check versus the lowest rolling character's Stealth check. If alerted Mikhail opens the appropriate arrow slit from within the octagon, and fires his *oathbow* at PCs.

## CASTLE NOVGOROD, TOWERS



### 5-9. Mikhail's Chambers (EL 18)

A small bed occupies the center of this octagonal chamber. Beside the bed are many arrows and bows, most not yet completed, but in the process of being crafted. There are small, square indentations on each wall around the room.

The square indentations are small panels that Mikhail had crafted in the walls of his chamber. He can move them aside and fire out at intruders from within his room, while enjoying total cover (giving him an additional +8 to AC, +4 to Reflex saves, Improved Evasion as the rogue class ability, and a +10 bonus to Stealth checks). Opening one of the panels from within the room is a free action. See Area 5-8 for details on opening the panels from outside of this chamber.

Mikhail crafts many of the castle's bows and arrows in this room. Those described in the player text are non-functional and worth little, if anything, as they have not yet been completed.

#### MIKHAIL XP 153,600

Male Fallen Elf Arcane Archer 4, Fighter 13, Sorcerer 1  
CE Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +9

#### DEFENSES

**AC** 23, touch 16, flat-footed 17 (+7 armor, +5 Dex, +1 dodge)

**hp** 123 (18 HD; 4d10+13d10+1d6+49)

**Fort** +12, **Ref** +10, **Will** +7; +2 against enchantment, +3 against

fear

**Defensive Abilities** bravery +3; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** Mwk longsword +22/+17/+12/+7 (1d8/19–20), 2 claws +19 (1d4+2)

**Ranged** *Oathbow* +30/+25/+20/+15 (1d8+7/19–20 x3)

**Ranged** *Oathbow* +33/+28/+23/+18 (1d8+7 plus 2d6/19–20 x4) vs. sworn enemy

**Ranged** ray +22 touch (by spell)

**Special Attacks** seeker arrow (1/day)

**Spells Known** (CL 4th; concentration +5)

2nd (3/day)—*invisibility*

1st (7/day)—*obscuring mist*, *protection from good*, *true strike*

0 (at will)—*bleed* (DC 11), *dancing lights*, *light*, *open/close*, *resistance*

#### TACTICS

**During Combat** Mikhail fires at opponents with an *oathbow*, using +1 *flaming arrows* from within his chamber. Should enemies hide, Mikhail instead uses +1 *seeking arrows*. He attempts to drop armored foes with his Pinpoint Targeting feat. Mikhail is not an accomplished sorcerer, and as such rarely bothers to use his spells, although he may cast *obscuring mist* or *true strike* if in a bind.

**Morale** Mikhail fights to the death.

#### STATISTICS

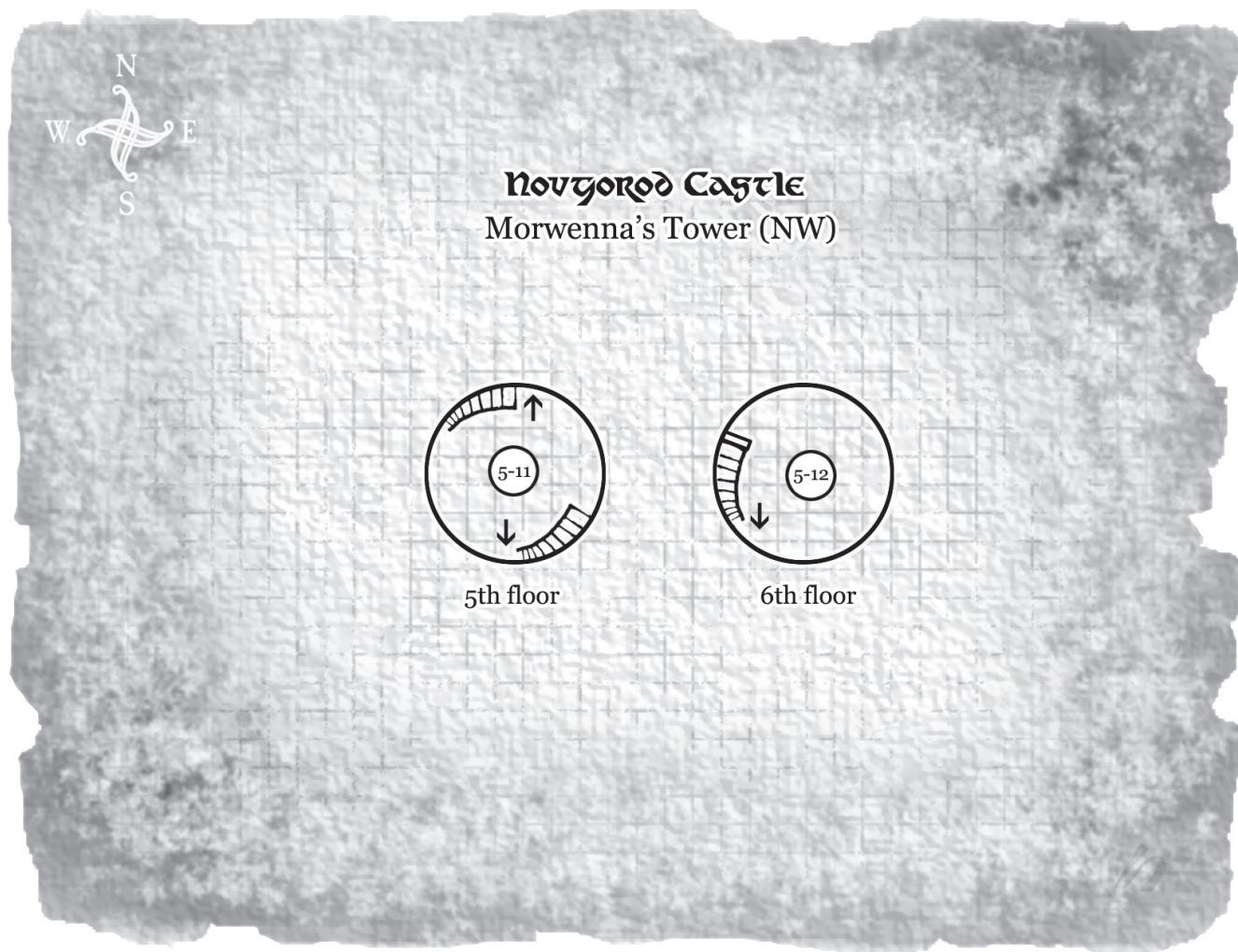
**Str** 14, **Dex** 20, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +17; **CMB** +19; **CMD** 34

**Feats** Dodge, Eschew Materials<sup>b</sup>, Greater Weapon Focus

CR 18





(composite longbow), Greater Weapon Specialization (composite longbow), Improved Critical (composite longbow), Improved Precise Shot, Manyshot, Mobility, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)  
**Skills** Climb +14, Craft (bows) +24, Intimidate +15, Perception +9, Stealth +10, Survival +9, Swim +14

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, bloodline power (claws), enhance arrows (+1 flaming), imbue arrow, weapon training (bows +3, heavy blades +2, light blades +1)

**Gear** +3 mithril shirt, oathbow, +1 seeking arrows (25), normal arrows (25), ring of featherfalling, masterwork longsword

## 5-10. Battlements

You stand on the battlements of the castle, and can see all of the city of Novgorod below. Catapults are readied with piles of large stones beside them, partially hidden behind the crenellations. Toward the entrance of the castle is a large crank and chain.

The crank and chain is for lowering and raising the drawbridge of the castle. Sitting nearby are **5 advanced archers**, awaiting orders from below for when the bridge is to be raised and lowered. The guards near the crank both have spyglasses and horns to search for intruders and alert the castle in case of their presence.

## FALLEN ELF ADVANCED ARCHERS (5)

**XP** 25,600

**hp** 111 each; see Castle Novgorod, Third Floor, Area 3-1.

**CR** 13

## 5-11. Morwenna's Tower, Summoning Circle

A large, grotesque creature, its height nearly reaching the 15-foot ceiling of this chamber, stands before you. Its head is a horrid mess of protruding horns and tusks with a snout and beady red eyes. Tufts of greasy fur sprout from its warty flesh, and two small, oily feathered wings protrude from its back. It does not move as you enter this room, instead standing still within a strange circle on the floor. The circle is crafted of black sand to form a strange linear design within the center. The demon seems to be taking great pains not to touch any of the lines. "Who dares enter this chamber uninvited? More minions of the elf queen that summoned me against my will?"

The creature is a **nalfeshnee** named **Glabrefost**, and he has in fact agreed to serve Morwenna in return for a few sacrifices. He is an intelligent creature, and plans to trick the PCs into believing that he is no friend of Morwenna, and is trapped in her summoning circle. The circle on the floor is the circle that Morwenna used to summon the demon here, but part of it has been intentionally rubbed out so that Glabrefost is actually free. PCs that specifically say they wish to

## CASTLE NOVGOROD, TOWERS

examine the circle (from afar) may make DC 25 Perception checks to notice some remaining grains of the black sand (where a line has been removed). PCs making a DC 20 Spellcraft check know that for a creature to be imprisoned within such a circle, the circle must remain intact.

Glabrefost speaks to the PCs, and tries to learn who they are and what their business is in the castle (pretending to be an enemy of Morwenna, she being the one that summoned him). Glabrefost waits until the best possible moment to attack, waiting for PCs to pass by and using his Combat Reflexes to take multiple attacks.

### GLABREFOST, ADVANCED NALFESHNEE DEMON CR 20 XP 307,200

CE Huge outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., *true seeing*; Perception +37

**Aura** *unholy aura* (DC 23)

#### DEFENSE

**AC** 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)

**hp** 333 (20 HD; 20d10+180)

**Fort** +25, **Ref** +11, **Will** +24

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

#### OFFENSE

**Speed** 30 ft., fly 40 ft. (poor)

**Melee** bite +29 (3d8+11/19-20), 2 claws +29 (2d6+11)

**Ranged** ray +21 touch (by spell)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** unholy nimbus

**Spell-Like Abilities** (CL 12th; concentration +17)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 20), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrock 50%)

#### STATISTICS

**Str** 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

**Base Atk** +20; **CMB** +33; **CMD** 48

**Feats** Ability Focus (*call lightning*), Awesome Blow, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Vital Strike

**Skills** Bluff +28, Diplomacy +28, Fly +16, Intimidate +25, Knowledge (arcana) +29, Knowledge (planes) +29, Knowledge (religion) +26, Perception +37, Sense Motive +29, Spellcraft +29, Stealth +16, Use Magic Device +28; **Racial Modifier** +8 on Perception

**Languages** Abyssal, Celestial, Draconic; *telepathy* 100 ft.

**Combat Gear** *Staff of enchantment* (DC 16+ spell level)

#### SPECIAL ABILITIES

##### Unholy Nimbus (Su)

Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

## 5-12. Morwenna's Chamber (EL 21)

Morwenna and Varuna, her incubus lover, wait within this chamber. The door is trapped with a *symbol of insanity*. The symbol is set to trigger whenever one enters this chamber without saying the password, "Fel'onial," the maiden name of Morwenna's great grandmother. The door to this room is locked as well. Characters can

open the door by making a successful DC 35 Disable Device check. Read the following to PCs as they approach the door:

An ancient rune is carved into the door before you. It radiates a soft blue light as you approach.

### SYMBOL OF INSANITY TRAP

CR 9

**Type** magic; **Perception** DC 33; **Disable Device** DC 33

**Trigger** spell; **Reset** none

**Effect** spell effect (*symbol of insanity*, CL20, DC 23 Fortitude save negates)

This chamber has a *forbiddance* spell cast upon it, so that *teleport* and the like may not be used to gain access to this chamber. Characters not of Chaotic Evil alignment take damage from the spell.

Read or paraphrase the following to PCs as they enter this chamber. Note that you may need to alter some of the text below (according to whether or not PCs kept *Medb* out of Morwenna's clutches).

The aroma of perfume lingers in the air of this large, circular chamber. The room before you is lavishly decorated. Ornate tapestries hang upon the walls and a large four-poster bed with red silk curtains rests in the center of the room. The wood of the bed frame is carved in the likeness of flowing dragons and demon women. An armoire stands nearby carved in a similar fashion. Beside it is a small table, atop which sits a carafe of wine and a silver tray overflowing with fruits. Five statues stand evenly spaced around the walls of the chamber, each carved in the likeness of a succubus. The silk curtains of the bed part and a woman steps out. She has long flowing hair, pale skin, and radiates a ghostly beauty. She wears an elegant black and gold robe and holds a cruel, black-lacquered greataxe in one hand as if it weighed little more than a dagger. In the other hand she holds a scepter topped with a brilliant ruby. Resting atop her head is an elegant, jeweled crown. She fans her leathery black wings before again letting them rest at her back. "You have come far to lay your lives down at my feet. For your efforts you will not be rewarded. All that awaits you is death by my hand."

### MORWENNA, CHOSEN OF LILITH

CR 22

XP 615,000

Female Fallen Elf Cleric 4, Sorcerer 5, Mystic Theurge 10

CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; Perception +13

#### DEFENSES

**AC** 28, touch 18, flat-footed 25 (+5 armor, +3 Dex, +5 natural, +5 ring)

**hp** 198 (20 HD; 4d8+5d6+11d6+120)

**Fort** +19, **Ref** +15, **Will** +23

**DR** 10/cold iron and good; **Immunities** fallen harpies, poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 18

#### OFFENSE

**Speed** 30 ft. base, 50 ft. base, average

**Melee** *Medb*, +5 *unholy greataxe* +17/+12 (1d12+6 plus 2d6 vs. good)

**Melee** +3 *unholy longsword* +15/+10 (1d8+4 plus 2d6 vs. good/19-20)

**Ranged** ray +14 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 1 round, 9/day), channel negative energy (2d6, DC 19, 9/day), energy drain (kiss), touch of evil (sickened, 1 round, 9/day)

**Spell-Like Abilities** (CL 15th; concentration +27)



## CASTLE NOVGOROD, TOWERS

Constant—*tongues*

3/day—*suggestion* (DC 19)

1/day—*summon* (level 6, 1 succubus 30%)

**Divine Spells Prepared** (CL 14th; concentration +23)

7th—*blasphemy*<sup>D</sup> (DC 22), *destruction* (DC 22), *word of chaos* (DC 22)

6th—*blade barrier* (DC 21), *create undead*<sup>D</sup>, *harm* (DC 21), *heal*

5th—*flame strike* (DC 20) x2, *insect plague*, *magic circle against good*<sup>D</sup>, *mass inflict light wounds* (DC 20), *true seeing*

4th—*cure critical wounds*, *death ward*, *dismissal* (DC 19), *poison* (DC 19), *spell immunity*, *unholy blight*<sup>D</sup> (DC 19)

3rd—*bestow curse* (DC 18), *contagion* (DC 18), *cure serious wounds*, *dispel magic*, *magic circle against good*<sup>D</sup>, *prayer*, *searing light* (DC 18)

2nd—*aid*, *bear's endurance*, *bull's strength*, *darkness*, *death knell*<sup>D</sup> (DC 17), *hold person* (DC 17), *lesser restoration*

1st—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *divine favor*, *doom* (DC 16), *shield of faith*, *protection from good*<sup>D</sup>

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

**Arcane Spells Prepared** (CL 15th; concentration +23)

7th (5/day)—*finger of death* (DC 25), *prismatic spray* (DC 25)

6th (7/day)—*chain lightning* (DC 24), *disintegrate* (DC 24), *mass suggestion* (DC 24)

5th (7/day)—*baleful polymorph* (DC 23), *cloudkill* (DC 23), *cone of cold* (DC 23), *wall of force*

4th (8/day)—*black tentacles* (DC 22), *enervation*, *greater invisibility*, *phantasmal killer*

3rd (8/day)—*fireball* (DC 21), *haste*, *lightning bolt* (DC 21), *slow* (DC 21)

2nd (8/day)—*acid arrow*, *blindness/deafness* (DC 20), *eagle's splendor*, *owl's wisdom*, *see invisibility*

1st (8/day)—*burning hands* (DC 19), *magic missile*, *obscuring mist*, *shocking grasp*, *sleep* (DC 19)

0 (at will)—*acid splash*, *bleed* (DC 19), *mage hand*, *touch of fatigue* (DC 19)

**Bloodline** abyssal

### TACTICS

**During Combat** Morwenna primarily uses her high level cleric and sorcerer spells against opponents. If using *Medb*, she favors casting *haste* first, allowing her and Varuna an extra attack per turn. Then she casts spells such as *destruction*, *firestorm*, *prismatic spray*, and *slay living*. Her *rod of absorption* absorbs the spells of enemy spellcasters, giving her a great deal more spells to cast. If Varuna is deafened or killed, or if the battle grows desperate for Morwenna, she may activate the *crown of the fallen* (see Appendix 2 for details on this new magical item), and keen as the spell *wail of the banshee*.

**Morale** Morwenna fights to the death.

### STATISTICS

**Str** 12, **Dex** 16, **Con** 22, **Int** 18, **Wis** 20, **Cha** 26

**Base Atk** +11; **CMB** +12; **CMD** 25

**Feats** Augment Summoning<sup>b</sup>, Combat Casting, Craft Wondrous Item, Empower Spell, Eschew Materials<sup>b</sup>, Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Quicken Spell, Persuasive<sup>b</sup>, Skill Focus (fly), Spell Penetration

**Skills** Bluff +19, Diplomacy +19, Fly +16, Intimidate +19, Knowledge (planes) +15, Knowledge (religion) +13, Linguistics +13, Perception +13, Sense Motive +16, Spellcraft +13, Use Magic Device +19

**Languages** Abyssal, Common, Elven, Infernal; *tongues*, telepathy 100 ft.

**SQ** command fallen harpies, loodline (claws), combined spells (5th), death's embrace, spell synthesis

**Combat gear** *rod of absorption* (15 spell levels ready for use, can still absorb 35 spell levels), *wand of dispel magic* (15 charges, CL 10); **Other Gear** *Medb*, +5 *unholy greataxe* (if not elsewhere, for example, in use by the succubus *Medb*), +3 *unholy longsword*,

*amulet of health* +6, *cloak of displacement (major)*, *crown of the fallen* (7 charges; see Appendix 2 for details on this new magical item), *ring of protection* +5, *ring of spell turning*, *robe of the archmagi* (black, included above), castle keys (chamber key, Area 4-4 and Area 4-8)

### Command Fallen Harpies (Sa)

Morwenna may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilit, Morwenna may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Morwenna is immune to the wail of insanity and captivating song of all fallen harpies.

### VARUNA, INCUBUS FIGHTER

CR 18

XP 153,600

Male Succubus (Incubus) Fighter 11

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *detect good*; Perception +21

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 211 (19 HD; 8d10+11d10+95)

**Fort** +14, **Ref** +12, **Will** +13; +3 against fear

**Defensive Abilities** bravery +3, *ring of evasion*; **DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** +2 *flaming greatsword* +28/+23/+18/+13 (2d6+14/17-20)

**Melee** 2 claws +23/+18 (1d6+4)

**Melee** touch +22 (by spell)

**Special Attacks** energy drain, profane gift

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*  
1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

### TACTICS

**During combat** Varuna engages any armored foes, and attempts to keep them away from Morwenna. If he cannot make a full attack, Varuna uses Greater Vital Strike to maximize destruction. If Varuna scores a critical hit, he favors Bleeding Critical first, then Stunning Critical if possible.

**Morale** Varuna fights to the death to save Morwenna. If she is defeated before Varuna, he attempts to flee.

### STATISTICS

**Str** 16, **Dex** 14, **Con** 20, **Int** 16, **Wis** 12, **Cha** 26

**Base Atk** +19; **CMB** +22; **CMD** 34

**Feats** Agile Maneuvers, Bleeding Critical, Combat Reflexes, Critical Focus, Greater Vital Strike, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Iron Will, Improved Critical (longsword), Improved Vital Strike, Staggering Critical, Stunning Critical, Vital Strike, Weapon Focus (longsword),

## CASTLE NOVGOROD, TOWERS

Weapon Specialization (longsword)

**Skills** Acrobatics +12, Bluff +36, Diplomacy +19, Disguise +19, Escape Artist +19, Fly +22, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +21, Stealth +22; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

**SQ** armor training 3, change shape (*alter self*, Small or Medium humanoid), weapon training (heavy blades +2, natural +1)

**Combat Gear** *ring of evasion*; **Other Gear** +2 *flaming greatsword*

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### SPECIAL ABILITIES

#### Energy Drain (Su)

An incubus drains energy from a mortal he lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the incubus can use this ability. The incubi's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the incubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

#### Profane Gift (Su)

Once per day as a full-round action, an incubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of their choice. A single creature may have no more than one profane gift from an incubus at a time. As long as the profane gift persists, the incubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The incubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

**Treasure:** This chamber is filled with riches. Five tapestries of various places in the city of Novgorod line the walls, each worth 1,000 gp. Each of the 5 statues are set with ruby eyes which can be pried free, each worth 1,000 gp. Beside the bed is a locked chest which can be opened by succeeding at a DC 30 Disable Device check. It contains a *crystal ball*, the missing text from Brookmere (*Il Oboroten*), 100 pp, 1000 gp, an emerald inlaid chalice worth 7,000 gp, a jeweled idol of Lilith worth 3,000 gp, a golden music box decorated with elves worth 2,500 gp, and a lapis lazuli inlaid harp worth 1,000 gp. The armoire is filled with brilliant silk dresses and clothing, the value of which total 10,000 gp.



# Concluding the Adventure

This adventure has several different outcomes, and the conclusion depends on the success of the PCs. Should the players defeat Morwenna and retrieve *Medb* the threat of invasion on the kingdoms of Myrridon and Caer Myrrdin is quelled. The city of Novgorod continues to thrive, and a new king or queen is given the throne (the next Novgorod in line, either Annuvín or Elyria if they survived, the most powerful noble left in the castle if not, and if none of the castle inhabitants survived, a chosen of Lilith in the city). The person crowned could plot immediate revenge on the PCs, although it is unlikely that they will plan a full scale attack on Myrridon or Caer Myrrdin without the help of the demon forces that *Medb* was to summon once released. Should the players return the survivors of Sylvanus they become known as great heroes, and are given land holdings and titles. If the players return empty handed but have destroyed the evil (*Medb* and Morwenna), they should still be rewarded for their efforts upon reiterating their story to Lord Thorbold.

Given the above scenario players are likely to have possession of the axe, *Medb*. If *Medb* is still trapped within the axe, she works to corrupt the owner, and feeds off of the souls taken by the blade. *Medb* continues to work away at the wielder, sowing corruption and waiting for the day she has feasted upon enough innocent souls to win her freedom. *Medb* also communicates telepathically, and thus can call upon evil beings nearby, pleading for them to be her champion. The owner of the axe should often be confronted by those that would seek to claim *Medb* for themselves. Fallen elves in particular should seek far and wide for the fabled axe, having heard of its resurfacing.

If *Medb* is not still trapped in the axe, but has been destroyed, it is up to you what the ramifications are. Many fallen elves are likely to continue looking for the axe, and this could be an ongoing problem

for the players. You could even have an adventure concerned solely with destroyed the evil thing. In this scenario, you could either let the axe be bereft of the succubus presence, or you could have the death of *Medb* result in being retrapped within the axe. In this case *Medb* is likely to lay low, not communicating directly with the players but instead being tricky and telepathically summoning evil beings nearby to be her champion. The players might be given subtle hints that *Medb* is still afoot, and over time learn the truth. Otherwise, *Medb* could easily work to corrupt her wielder (who believes the axe to be free of the evil being), and by the time the wielder learns of the repossession it may be too late.

If the players are unsuccessful in their quest, then the ramifications are great. If Morwenna is not defeated, and retains *Medb* (before she is released from the axe), Morwenna completes the ritual (either with the rest of the people from Sylvanus, or by raiding another town for sacrifices). In such a case *Medb* is freed from the axe, and in one month's time gains in power to her former glory. *Medb* becomes a formidable opponent, summoning her piece of the hells and hordes of demons to the mortal plane. Likewise, Morwenna is granted extra powers by the succubus goddess, and together the two lead their demonic army westward in an attempt to enslave the peaceful peoples of Caer Myrrdin and Myrridon. The result could be a campaign twist or an epic battle, and could result in epic level play.

If Morwenna is not defeated, but *Medb* is (after having been released from the axe), then Morwenna is not granted her powers or demonic legions by Lilith, but is embittered toward the PCs and seeks to enact swift revenge. Morwenna is still a formidable opponent with powerful resources without *Medb*, and can make a great ongoing villain. Likewise, if Morwenna is defeated but *Medb* is not, players still have a formidable opponent to deal with, but worse, one with legions of demons at her disposal.



# Appendix I: Wandering Monsters

## Wandering Monster Table 1: Blackstump Forest

Characters have a 10% chance per day and night of encountering a wandering monster while in Blackstump Forest. Roll 1d10 and consult the following table for results.

### 1–2 (EL 0)

**LUMBERJACKS (11)**

CR 1/2

NG Male Human Com 1

XP 400

hp 8 each; Knowledge (local) +4; see Blackstump Forest, Area 1.

### 3–4 (EL 0 or 13)

Only valid if the characters are near water, otherwise reroll.

**SERENA OF BLACKSTUMP LAKE CR 6**

XP 2,400

hp 22; see Blackstump Forest, Area 2.

**SQUIGGLES, GIANT OCTOPUS**

CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary*)

### 5–6 (EL 14)

**GRUMSKY**

CR 11

XP 12,800

hp 133; see Blackstump Forest, Area 9.

**TROLL RANGERS (3)**

CR 10

XP 9,600

hp 125, 120, 117; see Blackstump Forest, Area 9.

### 7–8 (EL 16)

**GORGRIM, ORC CHIEFTAN**

CR 15

XP 51,200

hp 135; see Blackstump Forest, Area 6.

**GORGRIM'S GUARDS (20)**

CR 5

XP 1,600

hp 35; see Blackstump Forest, Area 6.

### 9–10 (EL 16)

**DEATHMAW**

CR 13

XP 25,600

hp 255; see Blackstump Forest, Area 11.

## Wandering Monster Table 2: Road to Sylvanus

Characters have a 10% chance per day and night of encountering a wandering monster while on the Road to Sylvanus. Roll 1d10 and consult the following table for results.

### 1–2 (EL 0 or Variable)

**CENTAURS (40)**

CR 3

XP 800

hp 26 each (*Pathfinder RPG Bestiary*); see the Sidebox: Brighteyes Centaur Clan for details.

### 2–4 (EL 11)

**BASILISKS (8)**

CR 5

XP 1,600

hp 52 each (*Pathfinder RPG Bestiary*)

### 5–6 (EL 13)

**HILL GIANTS (8)**

CR 7

XP 3,200

hp 85 each (*Pathfinder RPG Bestiary*)

### 7–8 (EL 13)

**LAMIAS (CULT OF 10)**

CR 6

XP 2,400

hp 67 each (*Pathfinder RPG Bestiary*)

### 9–10 (EL 15)

**CALISTA**

CR 15

XP 51,200

hp 128; see Garden Statuary, Area 1.



## Wandering Monster Table 3: Mount Bloodstone

Characters have a 12% chance per day and night of encountering a wandering monster while on Mount Bloodstone. Roll 1d10 and consult the following table for results.

<b>1–2 (EL 0 or 14)</b> <b>YETI BARBARIANS (4)</b> XP 4,800 hp 95, 90, 88, 85; see Mount Bloodstone, Area 3.	CR 8
<b>3–4 (EL 0 or 12)</b> <b>STONE GIANTS (2)</b> XP 4,800 hp 119 ( <i>Pathfinder RPG Bestiary</i> )	CR 8
<b>5–6 (EL 0 or 15)</b> <b>STONE GIANT GUARDS (2)</b> XP 12,800 hp 157 each; see Mount Bloodstone, Area 4.	CR 11
<b>7–8 (EL 12)</b> <b>WYVERNS (8)</b> XP 2,400 hp 71 each ( <i>Pathfinder RPG Bestiary</i> )	CR 8
<b>9–10 (EL 9)</b> <b>ROC</b> XP 6,400 hp 120 ( <i>Pathfinder RPG Bestiary</i> )	CR 9

## Wandering Monster Table 4: Sylvanus

Characters have a 15% chance per day and a 25% chance per night of encountering a wandering monster while in Sylvanus. Roll 1d10 and consult the following table for results.

<b>1–2 (EL 0)</b> <b>JONAS FIRESTORM</b> XP 1,600 hp 40; see Sylvanus, Area 3	CR 5
<b>3–4 (EL 15)</b> <b>FALLEN HARPIES (4)</b> XP 12,800 hp 104 each; see Sylvanus, Area 5.	CR 11
<b>5–6 (EL 13)</b> <b>MYRRDIVAR, VAMPIRE ROGUE</b> XP 25,600 hp 88; see Sylvanus, Area 4.	CR 13
<b>7–8 (EL 13)</b> <b>VASALISA NOVGOROD, CHOSEN OF LILITH</b> XP 51,200 hp 105; see Sylvanus, Area 4.	CR 15
<b>9–10 (EL 15)</b> <b>MYRRDIVAR, VAMPIRE ROGUE</b> XP 25,600 hp 88; see Sylvanus, Area 4.	CR 13
<b>VASALISA NOVGOROD, CHOSEN OF LILITH</b> XP 51,200 hp 105; see Sylvanus, Area 4.	CR 15

## Wandering Monster Table 5: Harwood Forest

Characters have a 15% chance twice per day and night of encountering a wandering monster while in Harwood Forest. Not following the trails of Harwood is especially dangerous. There is a 30% chance of encountering a wandering monster instead of the usual 15% while not on the trails. Roll 1d10 and consult the following table for results.

<b>1–2 (EL 14)</b> <b>FALLEN ELF SWORDSMEN (2)</b> XP 19,200 hp 96 each; see Novgorod Area 1.	CR 12	<b>5–6 (EL 15)</b> <b>DREAD WRAITHS (4)</b> XP 12,800 hp 184 each	CR 11
<b>3–4 (EL 15)</b> <b>IRONWOOD TREANTS (2)</b> XP 9,600 hp 114; see Dobrynya's Tree Exterior, Area 1 or Appendix 3.	CR 10	<b>7–8 (EL 17)</b> <b>DOBRYNYA</b> XP 102,400 hp 131; see Dobrynya's Tree, Eighth Floor, Area 8-1.	CR 17
		<b>NIMRA, DIRE BEAR ANIMAL COMPANION</b> XP 3,200 hp 125; see Dobrynya's Tree, Eighth Floor, Area 8-1.	CR 7
		<b>9–10 (EL 0 or 25)</b> <b>BABA YAGA</b> XP 1,640,000 hp 203; see Baba Yaga's Cabin, Area 5.	CR 25

## Wandering Monster Table 6: Annwn, The Land of the Dead

Characters have a 10% chance day and night of encountering a wandering monster while in Annwn. Roll 1d10 and consult the following table for results.

### 1–2 (EL 1)

**DEATH'S HEAD MOTH**

CR 1

XP 600; see Phoenix Cave or Appendix 3.

### 3–4 (EL 1)

**LOTUS FLOWERS**

CR 1

XP 600; see Isle of the Phoenix, Area 5.

### 5–6 (EL 14)

Only valid if the characters are on the Isle of the Phoenix, otherwise reroll)

**BOARFOLK (4)**

CR 10

XP 9,600

hp 155 each; see Isle of the Phoenix, Area 1.

### 7–8 (EL 13)

**WOOD ELF GHOSTS (5)**

CR 7

XP 3,200

hp 45 each; see Isle of the Phoenix, Area 4.

### 9 (EL 0 or 15)

**ORBUS OF THE SPIRIT TOAD**

CR 15

XP 51,200

hp 120; see Entering Annwn, The Land of the Dead, Area 1

### 10 (EL 17)

**CIRCE**

CR 17

XP 102,400

hp 69; see Isle of the Phoenix, Area 2.

## Wandering Monster Table 8: City of Novgorod

Characters have a 60% chance during the day and a 40% chance at night of encountering a wandering monster while in the City of Novgorod. Roll 1d10 and consult the following table for results.

### 1–2 (EL 16)

**FALLEN ELF SWORDSMEN (4)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 1.

### 3–4 (EL 16)

**FALLEN ELF SPEARMEN (5)** CR 12

XP 19,200

hp 96 each; See Novgorod Area 3.

### 5–6 (EL 16)

**FALLEN ELF ARCHERS (4)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 5.

### 7–8 (EL 18)

Slave caravan of humanoids led by swordsmen:

**SLAVES (VARIABLE)**

CR 12

Male and Female Human, Elf, and Fallen Elf Commoner 1

XP 200

hp 3 each; see Tunguska, Area 1.

**FALLEN ELF SWORDSMEN (8)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 1.

### 9–10 (EL 18)

**FEMALE CHOSEN OF LILITH** CR 16

XP 76,800

hp 126; see Ritual Circle (use Dvina's statistics).

**FALLEN ELF SWORDSMEN (2)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 1.

**FALLEN ELF SPEARMEN (5)** CR 12

XP 19,200

hp 96 each; See Novgorod Area 3.



## Wandering Monster Table 7: Tunguska

Characters have a 15% chance day and night of encountering a wandering monster while in Annwn. Roll 1d10 and consult the following table for results.

### 1–4 (EL 12)

**TROLL HUNTERS (3)** CR 10

XP 9,600

hp 125, 120, 117; see Blackstump Forest, Area 9.

### 5–7 (EL 14)

**PURPLE WORMS (2)**

CR 12

XP 19,200

hp 200 each (*Pathfinder RPG Bestiary*)

### 8–10 (EL 18)

**FROST GIANTS (4)** CR 9

XP 6,400

hp 135 each (*Pathfinder RPG Bestiary*)

## Wandering Monster Table 10: Castle Novgorod on Alert

Characters have a 50% chance twice an hour and a 50% chance twice at night of encountering a wandering monster while in Castle Novgorod when on alert. Roll 1d10 and consult the following table for results.

### 1–2 (EL 18)

Archers, spearmen and swordsmen (see DM Reference 4).

### 3–4 (EL 19)

Annuvin, archers and spearmen (see DM Reference 5)

### 5–6 (EL 19)

Belun, spearmen and swordsmen (See DM Reference 6)

### 7–8 (EL 19)

Ivan, archers and swordsmen (see DM Reference 7)

### 9–10 (EL 18)

Vladimir and swordsmen (see DM Reference 2)

## Wandering Monster Table 9: Castle Novgorod

Characters have a 25% chance twice an hour and a 25% chance twice at night of encountering a wandering monster while in Castle Novgorod. Roll 1d10 and consult the following table for results.

### 1–2 (EL 16)

**FALLEN ELF SWORDSMEN (4)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 1.

### 3–4 (EL 16)

**FALLEN ELF SPEARMEN (4)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 3.

### 5–6 (EL 16)

**FALLEN ELF ARCHERS (4)** CR 12

XP 19,200

hp 96 each; see Novgorod Area 5.

### 7–8 (EL Variable)

Primary character, DMs choice

### 9–10 (EL Variable)

Chosen of Lilith, DMs choice



# Appendix 2: New Items and Spells

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## New Magical Items

### Amulet of Poison Detection

**Aura** faint divination; **CL** 5th  
**Slot** neck; **Price** 3,000 gp; **Weight** 1 lb.

#### DESCRIPTION

This amulet is plain and nondescript, but glows a soft blue when in the vicinity of a poison substance.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *detect poison*

### Baba Yaga's Cauldron (Minor Artifact)

**Aura** strong (conjunction); **CL** 20th  
**Slot** none; **Weight** 1000 lbs.

#### DESCRIPTION

This enormous cauldron (weighing nearly 1,000 pounds and rising four feet from the ground) is wrought of some strange black metal, into which are carved runic designs. The cauldron is supported by three large pig-like feet, each wrought of the same strange black metal. Baba Yaga often uses the cauldron to brew potions, although its intrinsic powers allow it to be used for much more spectacular purposes. When the remains of a deceased being are placed in the cauldron, and upon speaking the proper command word, the being is reanimated as if by the *resurrection* spell. The revived character suffers the usual loss of a level. This ability may be used once per week.

#### DESTRUCTION

If Baba Yaga is boiled in the cauldron, it ceases to function.

### Baba Yaga's Flying Mortar and Pestle (Minor Artifact)

**Aura** strong (transmutation); **CL** 20th  
**Slot** none; **Weight** 500 lb. mortar, 30 lb. pestle

#### DESCRIPTION

This enormous mortar bowl and pestle are made of granite stone, and look much like the smaller versions of such items. When one sits inside the mortar and uses the pestle as if they were rowing, they can fly at speeds of up to 500 feet per round. The user of *Baba Yaga's mortar and pestle* can direct the movement of the item simply by concentrating.

#### DESTRUCTION

If Baba Yaga's bones are ground to powder with the mortar and pestle, it ceases to function.

### Baba Yaga's Spectral Door (Minor Artifact)

**Aura** strong (conjunction); **CL** 20th  
**Slot** none; **Weight** –

#### DESCRIPTION

This seemingly ordinary door is a feature of Baba Yaga's cabin. The door has the ability to transport beings to another plane as the spell *plane shift*. Unlike the spell however, the door always opens to exact locations. At each planar location is another door, much like the one in Baba Yaga's hut. The door is invisible, but can be seen by the usual means of detecting invisibility. The door need not be attached to anything, and indeed might be a lone door in the middle of an isolated natural area.

To properly use *Baba Yaga's spectral door* (causing it to open to a desired plane) requires either a successful DC 25 Use Magic Device check or a successful DC 30 Spellcraft check. Otherwise, the Door opens to a random place and plane. Roll 1d4 and consult the following table.

#### 1. Transitive Planes Roll 1d4:

- 1 - Astral Plane
- 2 - Ethereal Plane
- 3 - Plane of Shadow
- 4 - DMs Option

#### 2. Inner Planes, Roll 1d6:

- 1 - Positive Energy Plain
- 2 - Negative Energy Plain
- 3 - Elemental Plane of Air
- 4 - Elemental Plane of Earth
- 5 - Elemental Plane of Fire
- 6 - Elemental Plane of Water

#### 3. Outer Planes, Roll 1d20:

- 1 to 4 - Annwn, Land of the Dead
- 5 to 8 - Abyssal Planes
- 9 to 12 - Infernal Planes
- 13 to 16 - Celestial Planes
- 17 to 19 - DMs Option
- 20 - Separation of the Soul

#### 4. Alternate Material Plane

In the result of a separation of the soul, the bodies of all passing through the door are utterly destroyed. The souls of these unfortunates are ripped from the body, and separated into various entities which scatter throughout the planes..

#### DESTRUCTION

If the door is nailed shut using spikes fashioned from the spines of the tarrasque, it will not open again.



## Bracelet of Dexterity

**Aura** moderate transmutation; **CL** 8th  
**Slot** wrist; **Weight** 1 lb.; **Price** 16,000 gp

### DESCRIPTION

This large golden bracelet is in every way identical to a *belt of dexterity* +4, although instead of filling the belt slot, it instead fills the bracer/bracelet slot.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cat's grace*

## Cloak of the Nereid

**Aura** moderate transmutation; **CL** 8th  
**Slot** shoulders; **Weight** 1 lb.; **Price** 12,000 gp

### DESCRIPTION

This cloak is a beautiful ivory, and made from the shawls of departed nereid's. When worn it grants the wearer +2 enhancement bonuses to both Dex and Cha.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cat's grace*, *eagle's splendor*

## Crown of the Fallen

**Aura** moderate necromancy; **CL** 17th  
**Slot** head; **Price** 22,950 gp; **Weight** 3 lbs.

### DESCRIPTION

This elegant crown is bejeweled with ten odd but beautiful opaque, black diamonds. The wearer of this crown may emit a horrible keen, as the spell *wail of the banshee*. All characters that hear the keen (except for the wearer) must succeed at a DC 23 Fortitude save or fall dead. After keening the bearer of the crown cannot do so for another three hours. Each time the wearer of the crown keens, one of the diamonds grows translucent (although still shaded black). This signifies an expelled charge from the crown. The crown has 10 charges (black diamonds) when created, and when all of the charges are expelled, the crown crumbles to worthless dust.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *wail of the banshee*

## Music Box of Silence

**Aura** faint illusion; **CL** 3rd  
**Slot** none; **Weight** 1 lb.; **Price** 4,500 gp

### DESCRIPTION

This beautiful golden music box plays a haunting melody when wound. When playing its song, the rest of the world seems to fall silent. One can still hear the tune of the music box, but all other noise is drowned out. The effect of the box is as the spell *silence*. Creatures are allowed DC 16 Will saves to negate the silencing effect. When first created the music box has 50 charges, and when all of the charges have been used, it crumbles to worthless dust.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *silence*

## Nuada's Crystal Sphere (Major Artifact)

**Nuada's Crystal Sphere** (Major Artifact)  
**Aura** strong (transmutation); **CL** 20th  
**Slot** none; **Weight** 5 lb.

### DESCRIPTION

This large, milky crystal ball has immense powers. The item has 50 charges, and with a single word, can emit green-brown rays in a 30-foot cone shaped burst (expelling 3 charges). Anyone caught in the burst must succeed at a DC 20 Fortitude save or be permanently turned to wood. Those turned to wood cannot be turned back to flesh short of a *wish* or *miracle*, or *Nuada's crystal sphere*. Otherwise, treat wooden characters in the same way you would characters that have been turned to stone.

Charges may be expelled from *Nuada's crystal sphere* to turn those that have previously been turned to wood back to flesh. One charge expelled from the sphere can turn up to 3 characters previously turned to wood (by whatever means), back to flesh.

Once the crystal is empty of charges it is useless until it is recharged. *Nuada's crystal sphere* may only be recharged with a phoenix tear. If a phoenix tear is dropped on the item, the crystal absorbs it, and is restored to 50 charges (no matter how many charges were previously in the sphere).

### DESTRUCTION

If the crystal sphere is ever touched by even a drop of phoenix blood, it cracks and loses all powers.

## Squiggles, Figurine of Wondrous Power (Giant Octopus)

**Figurine of Wondrous Power (Giant Octopus)**  
**Aura** moderate transmutation; **CL** 11th  
**Slot** none; **Weight** 1 lb.; **Price** 26,400 gp

### DESCRIPTION

This black onyx figurine is carved in the likeness of a miniature octopus. However, when one throws the figurine into the water and utters the command word, the figurine summons forth a giant octopus named Squiggles. The bearer of this object may call Squiggles once every day, for up to one hour each time. If killed while on the material plane, Squiggles cannot be called again for a minimum of three days.

**SQUIGGLES, GIANT OCTOPUS**  
**XP** 4,800  
**hp** 90 (*Pathfinder RPG Bestiary*)

**CR** 8

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate objects*

# New Non-magical Items    New Spells

## Alatyr Ore

Weapons forged of alatyr are imbued with wondrous qualities. All alatyr weapons are considered masterwork, and are treated as if they were infused with the *keen* ability. Forging a weapon of alatyr increases its cost by 5,000 gp. Alatyr is not a good metal for armors, and armors made with alatyr gain no benefit. Alatyr has 30 hit points per inch of thickness and hardness 15.

## Il Oboroten

This text is bound in the flesh of an elf, the facial features of the dead being stretched over the cover in grotesque fashion. Written thousands of years ago, even before Lilith seduced Vargoth and his followers, it is something of a lost relic to the fallen elves. Within its pages are detailed the fate of Medb, Lilith's greatest servant, the location of her axe which she is now imprisoned within, and the rites required to free Medb from the axe. The word "Oboroten" is used in ancient elvish to describe those that have been condemned to inhabiting another form (in this case the axe, *Medb*).

## Phoenix Egg

The egg of the phoenix is useful when creating magical items. If a phoenix egg is broken open, and the yolk is infused in an item that uses spells from either the healing or fire descriptors (such as a *staff of healing* or a *staff of fire*), then that item gains tremendously in power. First, the item expels only half as many charges as it normally does for each of its powers. For example, a *staff of healing* normally may cast *remove blindness/deafness*, and expels 2 charges to do so. If such a staff is created with a phoenix egg used in the process, the item expels only 1 charge to use the same ability. Unlike usual, you should round charges expelled up rather than down (so an ability normally calling for 3 charges would call for 2). To use an ability one must expel at least 1 charge, and thus items that expel only a single charge per use (such as a wand), are unchanged in this respect. Second, all of the abilities used from the item are maximized. Thus, a *wand of fireball* created by an 8th-level caster would deal 48 points of damage with each use.

**Phoenix Egg Features:** 5 in. thick; Hardness 5; hp 50; Break (DC 18). The egg is 3 ft. tall, and weighs 50 lb.

## Phoenix Tear

A phoenix tear is imbued with the phoenix's inherent healing properties. Besides being a rare and powerful spell component, if a phoenix tear touches the body of a dead character, the body absorbs the tear and brings the character back from the dead, as the spell *resurrection*. The revived character suffers the normal loss of a level. In addition, if a phoenix tear touches a ghost, or character turned spectral while in the Land of the Dead (see the sidebox: Annwn, The Land of the Dead), the ghostly character is made living and corporeal once again, as they were before turning spectral. If said character turned spectral through special circumstances while within the Land of the Dead (as detailed in the sidebox), then that character does not suffer the loss of a level, but is fully restored to their prior state.

## Dobrynya's Greater Ironwood

**School** transmutation; **Level** druid 8

**Casting time** see text

**Components** V, S, F (wood to be transformed)

**Range** 0 ft.

**Effect** a permanent ironwood object

**Duration** 1 day/level or permanent

**Saving Throw** none; **Spell Resistance** no

This spell functions as the spell *ironwood*, but the effect may be permanent, and the caster may create larger amounts of *ironwood*. Any size wooden object can be turned into *ironwood* with this spell, as can living creatures, such as treants (see the ironwood treant in Appendix 3 of this adventure for an example of a creature augmented with this spell). Wooden creatures that are augmented with this spell gain damage reduction (5/ Adamantine) if medium size and (10/ Adamantine) if large size, and so on.

The caster of this spell may decide whether she wishes the effect to be permanent, or if she wishes it to be temporary. The caster must decide when she casts the spell, and once the decision has been made the effect cannot be changed.

All weapons, shields, and suits of armor created with this spell are treated as magical items with +2 enhancement bonuses. However, these bonuses fade after a duration period of 1 day/ level (even if the spell has been cast permanently), whereby the item returns to its normal state (or stays *ironwood* but without the bonuses if permanently altered).

The casting time for this spell is 1 half-hour for a medium object, 1 hour for a large object, 2 hours for a huge object, 3 for a gargantuan object, and 4 for a colossal object. Objects smaller than medium size take 1 minute per pound created. The casting time is doubled if the caster wishes to make the spell permanent.

**Material Component:** An effigy of the intended object, carved from wood and transmuted into *ironwood* with the lesser spell, *ironwood*.



# Appendix 3:

# New Creatures

## New Creatures

### BABA YAGA'S CABIN LEGS (2)

CR 12

XP 19,200

N Large construct

**Init** +4 **Senses** darkvision 60 ft., low-light vision; Perception -5

#### DEFENSE

**AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

**hp** 170 each (20 HD; 20d10+30); regeneration (special)

**Fort** +6, **Ref** +5, **Will** +2

**Defensive Abilities** hardness 10; **Immune** construct traits

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +29 (1d6+9)

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

**Special Attacks** trample (1d6+14, DC 29)

#### STATISTICS

**Str** 28, **Dex** 18, **Con** -, **Int** -, **Wis** 1, **Cha** 1

**Base Atk** +20 **CMB** +30 **CMD** 44 (cannot be Tripped)

#### ECOLOGY

**Environment** Any

**Organization** Pair

**Treasure** None

Baba Yaga has constructed magical legs that spring forth from the bottom of the cabin when intruders near, lifting her domicile high into the air.

The legs are treated as golems, and as such the animating force for the legs are spirits from the Elemental Plane of Earth. As with other golems, the spirit is bound within the legs, and forced to act as the creator (Baba Yaga) commands. The spirits cannot be *banished* or *dispelled*.

Baba Yaga's cabin legs support one another while jumping and stomping on opponents.

### BOARFOLK

CR 10

XP 9,600

N Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

#### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

**hp** 155 (13 HD; 13d10+77)

**Fort** +12, **Ref** +11, **Will** +5

**Defensive Abilities** ferocity

#### OFFENSE

**Speed** 40 ft.

**Melee** greatclub +20/+15 (1d10+11), gore +20 (2d6+11)

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

**Special Attacks** trample (1d6+11, DC 23)

#### STATISTICS

**Str** 24, **Dex** 16, **Con** 18, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +13; **CMB** +21 (+23 to Sunder); **CMD** 34 (36 vs. Sunder)

**Feats** Cleave, Great Cleave, Improved Sunder, Iron Will, Martial

**Weapon Proficiency**, Power Attack, Toughness

**Skills** Perception +6, Stealth +6, Swim +15

**SQ** rage (32 rounds/day)

**Gear** Greatclubs

#### ECOLOGY

**Environment** Forest

**Organization** Solitary, pair, or club (4-9)

**Treasure** No coins; 50% goods

Boarfolk are giant humanoids with boar-like features, including large tusks that protrude from their mouths. Boarfolk are created by the sorceress, Circe, on the Isle of the Phoenix, in the Land of the Dead. There she uses her powers to transmute travelers that are unfortunate enough to cross her path. Once transmuted the boarfolk grow enthralled by her beauty and charisma, and serve her without question.

### CORRUPTED LAMMASU

CR 16

XP 76,800

LE Huge magical beast (augmented)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +24

**Aura** magic circle against good (20 ft.)

#### DEFENSES

**AC** 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size)

**hp** 204 (16 HD; 16d10+112)

**Fort** +17, **Ref** +15, **Will** +12

**DR** 5/magic; **Immune** fire, sleep, paralysis; **Resist** acid 10, cold 10, electricity 10; **SR** 15

**Aura** magic circle against good (20 ft.)

#### OFFENSE

**Spd** 30 ft., fly 60 ft. (average)

**Melee** 2 claws +25/+20 (1d8+9)

**Melee** touch +23 (by spell)

**Ranged** ray +9 touch (by spell)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon, pounce, smite good (+9 damage, 3/day), rake (2 claws +25, 1d8+9), scythe of evil (*unholy* claws, 5 rounds, 1/day), staff of order (*axiomatic* claws, 5 rounds, 8/day), touch of evil (sickened 5 rounds, 8/day)

**Spell-Like Abilities** (CL 9th; concentration +9)

2/day—*greater invisibility*

1/day—*dimension door*

**Divine Spells Prepared** (CL 8th; concentration +11)

4th—*blight*<sup>P</sup>, *giant vermin*, *poison* (DC 19) x2

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *contagion* (DC 18), *create food and water*, *magic circle against good*<sup>P</sup>

2nd—*darkness*, *desecrate*<sup>P</sup>, *hold person* (DC 17), *inflict moderate*

## APPENDIX 3: NEW CREATURES

wounds (DC 17), *silence* (DC 17)

1st—*bane* (DC 16), *cause fear* (DC 16), *deathwatch*, *detect good*, *doom* (DC 16), *inflict light wounds* (DC 16), *protection from chaos* 0 (at will)—*detect poison*, *guidance*, *light*, *resistance*

**D** domain spell; **Domains** Evil, Law

### STATISTICS

**Str** 28, **Dex** 17, **Con** 24, **Int** 16, **Wis** 20, **Cha** 10

**Base Atk** +16; **CMB** +27; **CMD** 40

**Feats** Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Power Attack, Snatch

**Skills** Diplomacy +16, Fly +18, Knowledge (arcana) +19, Perception +24, Sense Motive +21

**Languages** Celestial, Common

**SQ** touch of law (8/day)

### ECOLOGY

**Environment** Forest

**Organization** Solitary, pair, or club (4-9)

**Treasure** No coins; 50% goods

### SPECIAL ABILITIES

#### Breath Weapon (Su)

The corrupted lammasu may use its fiery breath once per day in a 30-foot cone, dealing 6d8 fire damage, DC 21 Reflex save for half

As their name implies, corrupted lammasu were once good lammasu that turned evil due to one force or another. Corrupted lammasu appear as lammasu, but with rotting features, such as rotting teeth or scarred tufts in place of once abundant fur. Corrupted lammasu pounce on opponents and attack with fierce claws. They especially enjoy toying with their victims, much as a cat does with a mouse.

#### DEATH'S HEAD MOTH

CR 1

XP 600

Death's-head moths drop a thin layer of dust from their wings while in flight (known as ghost dust). If inhaled by a living creature while in the Land of the Dead, the dust raises the chance to become spectral by 3% (see the Sidebox: Annwn, The Land of the Dead for more details). Other than the ghost dust ability, the moths are considered normal insects.

#### FALLEN HARPIES

CR 11

XP 12,800

CE Medium monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 104 (14 HD: 14d10+14)

**Fort** +7, **Ref** +13, **Will** +10

### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** longsword +14/+9/+4 (1d8) or 2 talons +9/+4 (1d6)

**Special Attacks** captivating song (DC 19), wail of insanity (DC 21)

### STATISTICS

**Str** 10, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 18

**Base Atk** +14; **CMB** +14; **CMD** 28

**Feats** Ability Focus (captivating song), Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (bluff), Skill Focus (perform)

**Skills** Bluff +18, Fly +18, Intimidate +18, Perception +15, Perform (song) +18

**SQ** commanded by the Chosen of Lilith

**Languages** common

**Gear** Longswords

### SPECIAL ABILITIES

#### Captivating Song (Su)

When fallen harpies sing all within a 300 foot spread must succeed on a DC 19 Will save or become captivated. Those succeeding cannot be affected by the same fallen harpy's song for another 24 hours. Those that become captivated move in the most direct route toward the fallen harpy. If the path leads through a dangerous area the character is allowed a second save.

#### Wail of Insanity (Su)

Fallen harpies can let loose a wail of insanity once per day. All within a 100 foot spread of the fallen harpy must succeed on a DC 21 Will save or become insane, as described under the *insanity* spell.

#### Commanded by the Chosen of Lilith (SQ)

Any chosen of Lilith can command fallen harpies (see the chosen of Lilith template for details) when within a one-mile radius of any such creatures. The fallen harpies are under the complete command of the chosen, and thus implicitly follow all of their orders.

Fallen harpies were once fallen elves that sought power through service to the goddess Lilith. For one reason or another, Lilith spurned the favors of these followers, and transformed them into creatures doomed to serve the other fallen elves as slaves. The creatures still retain the beauty of the fallen elves, and interestingly enough, oftentimes grow more beautiful. Their beauty is no doubt a mask for their inherent evil, and the creatures often tempt victims with their beauty and harmonious songs.

Like standard harpies, the fallen harpy has a captivating song ability that it uses to lure its victims. Unlike standard harpies, fallen harpies have no claw attacks, and so are often equipped with longswords by their fallen elf keepers.

#### IRONWOOD HUMANIDS

CR 1/2

XP 200

N Medium plant (augmented)

**Init** +2; **Senses** Perception +0





## APPENDIX 3: NEW CREATURES

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)  
**hp** 4 (1 HD; 1d8)

**Fort** +2, **Ref** +1, **Will** +0

**Defensive Abilities** plant traits; **DR** 5/adamantine and slashing;  
**Immune** fire

### OFFENSE

**Speed** –

**Melee** 2 claws +2 (1d4+1)

### STATISTICS

**Str** 13, **Dex** 13, **Con** 10, **Int** –, **Wis** 10, **Cha** 1

**Base Atk** +0; **CMB** +1; **CMD** 12

**Feats** Weapon Focus (claws)

**Skills** Perception +0, Stealth +5 (+13 in vegetation); **Racial**

**Modifiers** +4 Stealth (+12 in vegetation)

**Languages** none (cannot speak)

### ECOLOGY

**Environment** Forest (created)

**Organization** Solitary, pair, or stand (3-10), or thicket (11-30)

**Treasure** None

Ironwood humanoids are humanoids that have been turned into wood, altered with *Dobrynya's greater ironwood* (see Appendix 2 for details), and then animated with *animate plants*. Although they are clearly wooden and appear as plant-like creatures, they continue to resemble their former selves.

Ironwood humanoids are weak combatants, and fight with clumsy claw attacks.

### IRONWOOD TREANTS

**CR** 10

**XP** 9,600

**NG** Huge plant

**Init** –1; **Senses** low-light vision; Perception +12

### DEFENSE

**AC** 22, touch 7, flat-footed 23 (–1 Dex, +15 natural, –2 size)

**hp** 114 (12 HD; 12d8+72)

**Fort** +14, **Ref** +3, **Will** +9

**Defensive Abilities** plant traits; **DR** 15/adamantine and slashing;  
**Immune** fire

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +20 (2d6+10/19–20)

**Ranged** rock +9 (2d6+15)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** double damage against objects, rock throwing (180 ft.), trample (2d6+13, DC 26)

### STATISTICS

**Str** 31, **Dex** 8, **Con** 22, **Int** 12, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +21 (+23 to Sunder); **CMD** 30 (32 vs. Sunder)

**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9,

Perception +12, Sense Motive +9, Stealth –9 (+7 in forests); **Racial**

**Modifiers** +16 Stealth in forests

**Languages** Common, Sylvan, Treant

**SQ** animate trees, treespeech

### ECOLOGY

**Environment** Forest

**Organization** Solitary or as created

**Treasure** None

### SPECIAL ABILITIES

**Animate Trees** (Sp)

An ironwood treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a normal treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the ironwood treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

### Double Damage Against Objects (Ex)

An ironwood treant or animated tree that makes a full attack against an object or structure deals double damage.

### Treespeech (Ex)

An ironwood treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Ironwood treants are treants that have been altered by *Dobrynya's greater ironwood* (see Appendix 2 for details).

### LESSER BANSHEES

**CR** 13

**XP** 25,600

**NE** Medium undead (incorporeal)

**Init** +11; **Senses** darkvision 60 ft., lifestense; Perception +20

### DEFENSE

**AC** 25, touch 25, flat-footed 17 (+7 deflection, +7 Dex +1 dodge)

**hp** 123 (15 HD; 15d8+50)

**Fort** +6, **Ref** +13, **Will** +16

**Defensive Abilities** incorporeal traits; **Immune** undead traits

**Weaknesses** sunlight powerlessness

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +17 (1d6 plus energy drain)



## APPENDIX 3: NEW CREATURES

**Special Attacks** create spawn, energy drain (1 level, DC 22), wail (DC 20)

### TACTICS

**During Combat** A lesser banshee generally attempts to position herself in front of a comely male, then use her wail ability.

**Morale** A lesser banshee retreats only in the face of natural sunlight—otherwise, she fights to the death.

### STATISTICS

**Str** —, **Dex** 24, **Con** —, **Int** 16, **Wis** 18, **Cha** 20

**Base Atk** +10; **CMB** +10; **CMD** 27 (cannot be Grappled or Tripped)

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

**Skills** Diplomacy +20, Fly +33, Intimidate +23, Knowledge (arcane) +21, Perception +23, Sense Motive +21, Stealth +25;  
**Racial Modifiers** +2 Perception

**Languages** Common, Elven

### ECOLOGY

**Environment** Any (usually tombs)

**Organization** Solitary or rarely pair

**Treasure** none

### SPECIAL ABILITIES

#### Create Spawn (Su)

The spirit of any female humanoid that is slain by a lesser banshee's death wail or energy drain rises to become a banshee in 1d4 rounds. Similarly, any male humanoid slain by a banshee's death wail or energy drain rises to become a dread wraith in 1d4 rounds.

#### Lifesense (Ex)

Lesser banshee's can detect living creatures within 60 feet, as if they possessed the blindsight ability. In addition, the lesser banshee senses the strength and life force of the creature, as the spell *deathwatch*.

#### Sunlight Powerlessness (Ex)

A banshee is powerless in natural sunlight (not merely a *daylight* spell) and flees from it, typically by hiding within a solid object. A banshee caught in sunlight cannot attack or use its wail and can take only a single standard or move action in a round.

#### Unnatural Aura (Su)

Animals can sense the aura of a lesser banshee at a distance of 30 feet. The animal will not willingly near a lesser banshee, and panics if forced to do so.

#### Wail (Su)

A lesser banshee may let loose a wail so horrible that those within 30 feet must make a DC 20 Fortitude save or die. The lesser banshee may only use her death wail at night, and no more than twice per day. After using this ability a lesser banshee must wait for 1d6 rounds before using it again.

Lesser banshees are the spirits of departed women (especially of elven heritage) that were cruel and evil in life. Lesser banshees appear as ghostly, translucent figures, and bear the same beauty they possessed in life.

Lesser banshees attack with their incorporeal touch, and drain the energy of their foes. They are most widely known for their horrible keening (death wail), and fondness for attacking from solid objects.

### LOTUS FLOWERS

**XP** 600

Lotus flowers are beautiful blue petaled flowers that grow in the Land of the Dead. Inhabitants of the realm often pass through the

flowers, unknowing of the danger they present.

Those that inhale the pollen of a lotus flower (essentially characters moving through the flowers) must make a DC 20 Will save or forget who and where they are, among other details of their lives (including spells memorized) for 1d4 days. When those days are up the victim is allowed another Will save (at a DC of 5 lower for each subsequent save) to remember. A path of lotus flowers may be destroyed as any another plant.

### MARUSIAN FLOWER

**CR** 1

**XP** 400

**N** Diminutive plant

**Init** +3; **Senses** blindsight 30 ft.; Perception -3

### DEFENSE

**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

**hp** 4 (1/4 HD; 1/4d8+3); regeneration 1 (—)

**Fort** +5, **Ref** +3, **Will** -4

**Immune** electricity, plant traits

### OFFENSE

**Speed** —

**Melee** bite +7 (1d8+7 plus grab)

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** severing bite

### STATISTICS

**Str** 1, **Dex** 16, **Con** 16, **Int** 2, **Wis** 2, **Cha** 1

**Base Atk** +0; **CMB** -5 **CMD** 8

**Feats** Weapon Finesse

**Skills** Perception -3

**SQ** regenerative properties

### ECOLOGY

**Environment** Forest

**Organization** Solitary

**Treasure** none





## APPENDIX 3: NEW CREATURES

### SPECIAL ABILITIES

#### Severing Bite (Ex)

Marusian flowers are known to bite creatures that get too close. On a natural 20 (and after confirming the critical hit), a marusian flower severs whatever digit is closest (most often fingers or the noses of those that wish to smell the flower's aroma).

#### Regenerative Properties (Su)

Marusian flowers are infused with regenerative powers. Any creature that has a digit severed by a marusian flower and then subsequently eats the marusian flower before their digit is digested (roughly within 3 days), gains the power of regeneration 1 permanently.

Marusian flowers are a rarity found in the barren wasteland east of Harwood Forest. Few are known to exist, and the flower was long ago widely sought after for its powerful regenerative abilities. Those still in the know may pay prices of up to 50,000 gp for the plant. The flower is rather dangerous however. It has the ability to bite through flesh and bone, and many of those who have been lucky (or unlucky) enough to find this plant have had one or more of their digits bitten off by it.

### ROC CHICKS

#### XP 400

N M animal

**Init** +1; **Senses** low-light vision; Perception +5

#### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

**hp** 21 each (3 HD; 3d8+6)

**Fort** +8, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** bite +5 (2d6+9/19–20 plus grab)

#### STATISTICS

**Str** 17, **Dex** 12, **Con** 15, **Int** 2, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Weapon Focus (bite)

**Skills** Fly +5, Perception +5

#### ECOLOGY

**Environment** Warm mountains

**Organization** Solitary, pair, or clutch (3-6)

**Treasure** none

Roc chicks are always found with a mother roc, and bear an uncanny resemblance to their parent. They can make good pets if acquired early enough and raised from a young age.

Roc chicks attempt to flee from fights if possible, but if pressed attack with their beaks.

### SLEEPWOOD FUNGUS

#### XP 600

Treading atop sleepwood fungus ruptures the fungal material, releasing sleeping spores into the air. Anyone inhaling sleeping spores must make a DC 15 Will save or fall into a peaceful sleep. Sleepwood fungus can be destroyed by taking damage from any area-effect damaging event (spell, alchemist's fire, lit oil, etc.)

This purplish fungus grows in cool, damp areas. Colonies of sleepwood fungus form into puffballs, tiny spheres, that when disturbed explode, loosing spores into the air. Although the spores are to be avoided in most situations, many cultures utilize the fungus to aid those plagued by insomnia and nightmares.

### SPIRIT TOAD

#### XP 51,200

Male Spirit Toad Sorcerer 15

N Diminutive animal

**Init** +6; **Senses** Perception +10

#### DEFENSE

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)

**hp** 120 (15 HD; 15d6+60)

**Fort** +9, **Ref** +7, **Will** +13

**SR** 17

#### OFFENSE

**Speed** 5 ft.

**Melee** tongue +13/+8 (1d2-5)

**Melee** touch +13 (by spell)

**Ranged** ray +13 touch (by spell)

**Space** 1 ft.; **Reach** 0 ft.

**Spell-Like Ability** (CL 15th: concentration +21)

2/day—*summon* (1-2 red or blue salad 60% success, or 1-2 green salad 40% success)

**Spells Known** (CL 15th; concentration +21)

7th (4/day)—*greater teleport*, *mass hold person* (DC 27), *plane shift*

6th (7/day)—*disintegrate* (DC 22), *mass suggestion* (DC 26), *stone to flesh*, *true seeing*

5th (7/day)—*baleful polymorph* (DC 21), *dominate person* (DC 25), *hold monster* (DC 25), *magic jar* (DC 21), *overland flight*, *telekinesis*, *teleport*

4th (7/day)—*charm monster* (DC 24), *confusion* (DC 24), *dimension door*, *greater invisibility*, *mass reduce person* (DC 20)

3rd (7/day)—*dispel magic*, *fly*, *haste*, *slow* (DC 19), *suggestion* (DC 23)

2nd (8/day)—*acid arrow*, *hideous laughter* (DC 22), *invisibility*, *scorching ray*, *see invisible*, *web* (DC 18)

1st (8/day)—*enlarge person*, *feather fall*, *identify*, *mage armor*, *magic missile*, *reduce person* (DC 17)

0 (at will)—*acid splash*, *bleed* (DC 17), *dancing lights*, *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*

**Bloodline** arcane

#### STATISTICS

**Str** 1, **Dex** 14, **Con** 18, **Int** 12, **Wis** 14, **Cha** 22

**Base Atk** +7; **CMB** -3; **CMD** 9

**Feats** Eschew Materials<sup>b</sup>, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Quicken Spell, Still Spell, Silent Spell, Spell Focus (enchantment), Spell Focus (transmutation), Weapon Finesse<sup>b</sup>

**Skills** Bluff +19, Diplomacy +15, Fly +18, Knowledge (arcane) +9, Knowledge (planes) +11, Perception +10, Sense Motive +11, Spellcraft +14, Stealth +10; **Racial Modifiers**: +8 Stealth

**SQ** bloodline arcana, bloodline power (arcane bond, *rod of thunder and lightning*), bloodline power (metamagic adept, 3/day), bloodline power (new arcane, 2), bloodline power (school power, enchantment)

**Languages** Common, Draconic, sylvan, speak with toads

**Environment** Any (Land of the dead)

**Organization** Solitary, pair or stand (3-6)

**Treasure** none

Spirit toads dwell in the Land of the Dead, and are odd creatures to say the least. They appear as normal toads in all respects, although they may sometimes stand upright (often supported by staves, which are no larger than twigs). Spirit toads are cordial if spoken with, but accept no form of ridicule or derision, being proud and powerful beings in their own right. The toads locate themselves in interesting places so they may observe as events unfold.

## APPENDIX 3: NEW CREATURES

### Spirit Toad Characters

Spirit Toads are defined by class levels - they do not possess racial Hit Dice. Spirit Toads have the following racial traits:

**-8 Strength, +6 Constitution, +4 Charisma:** Spirit Toads are small and weak, but tough and interesting.

**Diminutive:** Spirit toads are diminutive creatures, taking up just 1 ft., and gain a +4 size bonus to their AC, a +4 size bonus to attack rolls, and a -4 penalty to CMB and CMD.

**Slow:** Spirit Toads have a 5 ft. base move, although many use sorcerer spells for locomotion.

**Sneaky:** Spirit toads gain a +8 size bonus to Stealth checks and a +4 racial bonus to Move Silently checks.

**Dexterous Spellcasters:** Spirit toads begin play with the feats Eschew Materials and Weapon Finesse.

**Natural Armor:** Spirit Toads have an inherent natural armor bonus of +2.

**Spell Resistance:** Spirit toads begin play with a spell resistance of 5. At 5th level a spirit toad's spell resistance increases to 7, at 10th level it increases to 12, and at 15th level it increases to 17.

**Spell-Like Abilities:** Upon reaching 10th level a spirit toad is able to summon slaadi (see below).

**Languages:** Common and Sylvan. **Bonus Languages:** Aquan, Auran, Celestial, Draconic, Ignan, Infernal, and Terran. Spirit toads may also speak with and understand toads and frogs of all types.

### WOOD ELEMENTAL

CR 16

XP 76,800

N Huge outsider (elemental, native)

**Init** +3; **Senses** darkvision 60 ft.; Perception +24 (+28 in forests)

#### DEFENSE

**AC** 26, touch 7, flat-footed 26 (-1 Dex, +19 natural, -2 size)

**hp** 252 (21d10+105)

**Fort** +17, **Ref** +6, **Will** +15

**DR** 15/slashing; **Immune** elemental traits

**Weakness** vulnerability to fire

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +36/+31/+26/+21 (3d6+14/19-20)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** *flesh to wood* (touch +34, DC 18), forest mastery

#### STATISTICS

**Str** 37, **Dex** 8, **Con** 21, **Int** 14, **Wis** 12, **Cha** 12

**Base Atk** +21; **CMB** +36 (+38 to Sunder); **CMD** 45 (47 vs. Sunder)

**Feats** Awesome Blow, Bleeding Critical, Cleave, Critical Focus (slam), Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Intimidate +21, Knowledge (local) +25, Knowledge (nature) +25, Knowledge (the planes) +25, Perception +24 (+28 in forests), Sense Motive +24, Stealth +12 (+28 in forests), Survival +24;

**Racial Modifiers** +4 Perception and +16 Stealth in forests

**Languages** Sylvan

#### ECOLOGY

**Environment** Any Forest (Prime Material Plane)

**Organization** Solitary, pair or stand (3-6)

**Treasure** none

#### SPECIAL ABILITIES

##### Flesh to Wood (Su)

Once every 1d4 rounds a wood elemental may attempt to turn flesh to wood with a successful touch attack. A DC 18 Fortitude save negates. This malady cannot be remedied short of a *wish*, *miracle*, or Dobrynya's intervention (see Area 8-1).

### Forest Mastery (Ex)

A wood elemental gains a +1 bonus to both attack and damage rolls if she and her opponent are both in a forested area. This ability has been added in to the above stat block.

Wood elementals serve as protectors of the forest, and each forest usually has one, while great primeval forests may boast several. Wood elementals spend most of their time in a euphoric slumber, waking only when their forest is in danger. At these times the wood elemental moves forth to seek and destroy that which threatens the forest.

Wood elementals appear as twiggy, wooden beings, with long, elf-like ears and curious features. At times they are known to ally with factions that work to protect and save the forest, especially elves.

Wood elementals attack with a slam attack, as their limbs are strong and powerful, much like those of a treants.

### ZOMBIFIED DRAGON

CR 13

XP 4,800

NE Huge undead

**Init** -1; **Senses** dragon senses; Perception +23

#### DEFENSE

**AC** 34, touch 8, flat-footed 34 (+26 natural, -2 size)

**hp** 168 (21 HD; 21d8+63)

**Fort** +7, **Ref** +6, **Will** +15

**DR** 5/slashing; **Immune** undead traits

#### OFFENSE

**Spd** 40 ft., fly 200 ft. (clumsy), swim 40 ft.

**Melee** bite +27 (2d8+15), 2 claws +27 (2d6+10), 2 wings +22 (1d8+5), tail slap +22 (2d6+15)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50 ft. cone, DC 23, 14d6 acid), crush (Small creatures, 2d8+15, DC 23)

**Spell-like Abilities** (CL 17th; concentration +24)

3/day—*contagion* (DC 16)

#### STATISTICS

**Str** 31, **Dex** 8, **Con** --, **Int** --, **Wis** 17, **Cha** 16

**Base Atk** +17; **CMB** +28 (+30 to Bull Rush); **CMD** 38 (+40 vs. Bull Rush, +42 vs. Trip)

**Feats** Awesome Blow, Cleave, Flyby Attack, Hover, Improved Bull Rush, Improved Vital Strike, Power Attack, Vital Strike

**Skills** Intimidate +23, Perception +23, Stealth -1, Swim +16.

**SQ** stench of death

#### ECOLOGY

**Environment** Any

**Organization** Solitary

**Treasure** none

#### SPECIAL ABILITIES

##### Crush (Ex)

A zombified dragon can crush opponents in a 10-foot by 10-foot area. Small or smaller opponents take 2d8+13 bludgeoning damage, and must successfully make a DC 23 Reflex save or be pinned.

##### Breath Weapon (Su)

Zombified dragons spew forth a 50-foot cone of acidic vomit as his breath weapon, dealing 14d6 acid damage (Reflex DC 23 for half).

##### Stench of Death (Ex)

A zombified dragon reeks of death, and thus living creatures within 30 feet must succeed on a DC 15 Fortitude save or be paralyzed for 1d6+4 rounds. A creature that succeeds cannot be affected by the stench again for 24 hours.

Zombie dragons are the horrible reanimated corpses of dragons,



## APPENDIX 3: NEW CREATURES

animated in a terrible ritual that allows the once mighty dragons to retain a spark of their former intelligence and power. The dragons have a semblance of their former selves, which allows the dragon the semi-intelligently use skills, feats and tactics. The zombie dragon is characterized by chunks of putrid rotting flesh, and a stench so foul that nearly all creatures fear and shun such abominations.

Zombie dragons are powerful but clumsy fighters, and as such rely heavily on their special abilities.

# Creatures from the Tome of Horrors by Necromancer Games

**CHARON, BOATMAN OF THE LOWER PLANES** CR 23  
XP 820,000

NE Medium Outsider (evil, extraplanar)

**Init** +9; **Senses** darkvision 120 ft.; **Perception** +42

### DEFENSE

**AC** 40, touch 24, flat-footed 35 (+5 Dex, +16 natural, +9 profane)  
**hp** 464 (32 HD; 32d10+288)

**Fort** +27, **Ref** +25, **Will** +26

**Defensive Abilities** Immortality; **DR** 20/epic and silver or epic and cold iron; **Immune** acid, poison, outsider traits; **Resist** cold 10, electricity 10, and fire 10; **SR** 33

### OFFENSE

**Speed** 50 ft.

**Melee** +3 *quarterstaff* +46/+41/+36/+31 (1d6+13 plus paralysis, 19-20)

**Special Attacks** control Styx, fear gaze, paralysis

**Spell-Like Abilities** (CL 23; concentration +32)

At will—*alter self*, *deeper darkness*, *desecrate*, *detect evil*, *detect good*, *detect magic*, *fear* (DC 23), *greater teleport* (self plus skiff only), *see invisibility*, *silent image* (DC 20), *suggestion* (DC 22), *wall of fire*

3/day—*mass suggestion* (DC 25), *summon* (level 9, 2d4 charonadaemons or piscodaemons, or 2d6 hydrodaemons, 100%)

1/day—*symbol of fear* (DC 25), *symbol of pain* (DC 24)

### TACTICS

**During combat** Charon attacks using his spell-like abilities, gaze weapon, and staff. He attempts to throw any creature on his skiff that refuses to pay his price into the River Styx. Charon's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction. Charon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

**Morale** If combat goes against him or he seems to be overmatched, he summons other daemons to deal with the interlopers while he teleports himself and his skiff away.

### STATISTICS

**Str** 31, **Dex** 20, **Con** 28, **Int** 26, **Wis** 26, **Cha** 28

**Base Atk** +32 **CMB** +42 (+44 to Sunder and Trip); **CMD** 57 (+59 vs. Sunder or Trip)

**Feats** Alertness, Blind-Fight, Combat Reflexes, Combat Expertise, Greater Trip, Improved Critical (staff), Improved Initiative, Improved Sunder, Improved Trip, Lightning Reflexes, Persuasive, Power Attack, Quicken Spell-like Ability (*suggestion*), Skill Focus (intimidate), Weapon Focus (staff)

**Skills** Bluff +41, Climb +42, Craft (alchemy) +40, Diplomacy +43, Disguise +41 (+43 acting), Escape Artist +37, Intimidate +49, Knowledge (arcana) +40, Knowledge (the planes) +40, Perception

+42, Sense Motive +42, Spellcraft +40, Stealth +37, Survival +40 (+42 on other planes, +42 following tracks)

**Languages** Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Giant, Ignan, Infernal, and Sylvan.; *telepathy* 100 ft. **SQ** plane shift.

### ECOLOGY

**Environment** Abyss, Gehenna, Hades, Nine Hells, or Tarterus

**Organization** Solitary

**Treasure** Standard coins, 50% goods; 50% items plus +3 *quarterstaff*

### SPECIAL ABILITIES

#### Fear Gaze (Su)

Those within 30 feet meeting Charon's gaze must succeed on a DC 35 Will save or be affected as by a fear spell (caster level 23rd). The save DC is Charisma-based.

#### Paralysis (Ex)

A creature hit by Charon's staff takes normal damage and must succeed on a DC 30 Fortitude save or be paralyzed for 2d6 minutes. This ability only functions in Charon's hands. In the hands of any other creature, it simply functions as a +3 *quarterstaff*.

#### Summon Daemons (Sp)

Three times per day, Charon can automatically summon 2d4 charonadaemons or piscodaemons, or 2d6 hydrodaemons. This ability is the equivalent of a 9th-level spell.

#### Control Styx (Su)

Charon can control the waters of the River Styx as if using the control water spell (caster level 23rd). Additionally, he can form a Huge 16 HD water elemental (known as a Styx elemental) as a standard action using this ability. A Styx elemental uses the standard 16 HD water elemental statistics with the following additional special attack. A Styx elemental is CR 8. An opponent hit by a Styx elemental's slam attack must succeed on a DC 23 Will save or forget everything about its past life (treat this as a feeblemind spell). The save DC is Constitution-based. Even if the save is successful, the opponent acts as if affected by a confusion spell (caster level 20th) for one day. The confusion effects can be removed magically using break enchantment, dispel magic, or greater magic. Charon can have only one Styx elemental in existence at one time.

#### Immortality (Ex)

Charon is native to five Lower Planes (Abyss, Gehenna, Hades, Nine Hells, and Tarterus), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on one of the aforementioned planes, it takes but a single day for him to reform and return to that plane. To be permanently destroyed, Charon must be slain on all five Lower Planes within a single day.

#### Plane Shift (Sp)

Charon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports Charon and his skiff only.

It is otherwise similar to the spell of the same name.

Charon spends his time ferrying dead souls to their final resting place in the Lower Planes. He uses a large, flat skiff to ferry his passengers across the dangerous waters of the River Styx. On occasion, he ferries living souls to a desired location within the Lower Planes, though he charges a hefty price for such passage. In order to request passage from Charon, would-be travelers must first summon him to the banks of the River Styx. This can be accomplished by casting blasphemy, holy word, or symbol (any). After casting one of the above mentioned spells, 2d4 rounds later, Charon appears on his black skiff. Passage for living souls across the River Styx costs a single magic item, 500 pp, or two gems of

## APPENDIX 3: NEW CREATURES

at least 1,000 gp total value. If his price is refused, Charon turns his skiff and moves away. If attacked, Charon attacks but seeks to escape as soon as possible. Charon appears as a 6-foot tall skeletal humanoid dressed in a dark hooded robe. Small pinpointsof of crimson light burn in his skeletal eye sockets.

Charon attacks using his spell-like abilities, gaze weapon, and staff. He attempts to throw into the River Styx any creature on his skiff that has not paid the price of passage. If combat goes against him or he seems to be overmatched, he summons other daemons to deal with the interlopers while teleporting away.

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### CHARONADAEMON

CR 9

XP 6,400

NE Medium Outsider (evil, extraplanar)

**Init** +7; **Senses** darkvision 60 ft. *see invisibility*; Perception +14

### DEFENSE

**AC** 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)

**hp** 105 HD; 10d10+50)

**Fort** +12, **Ref** +12, **Will** +9

**DR** 10/cold iron or silver; **Immune** acid, poison, outsider traits;

**Resist** cold 10, electricity 10, fire 10; **SR** 19

### OFFENSE

**Speed** 40 ft.

**Melee** staff +15/+10 (1d6+5)

**Ranged** ray +13 touch (by spell)

**Special Attacks** fear gaze

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

At will—*deeper darkness*, *desecrate*, *detect magic*, *fear* (DC 18), *greater teleport* (self plus skiff only), *see invisibility*

1/day—*summon* (1d4 hydrodaemons or 1 charonadaemon, 35%)

### STATISTICS

**Str** 21, **Dex** 16, **Con** 21, **Int** 15, **Wis** 15, **Cha** 18

**Base Atk** +10; **CMB** +15; **CMD** 28

**Feats** Improved Initiative, Improved Sunder, Lightning Reflexes, Persuasive, Power Attack

**Skills** Appraise +14, Bluff +17, Diplomacy +17, Stealth +13, Knowledge (the planes) +13, Perception +14, Sense Motive +14, Survival +14 (+16 on other planes, +16 following tracks)

**Languages** Daemonic, Abyssal, Infernal, Common.; *telepathy* 100 ft.

**SQ** Plane shift

### ECOLOGY

**Environment** Abyss, Gehenna, Hades, Nine Hells, or Tarterus

**Organization** Solitary

**Treasure** Standard coins; 50% goods; 50% items

### SPECIAL ABILITIES

#### Fear Gaze (Su)

Those within 30 feet meeting the gaze of a charonadaemon must succeed on a DC 19 Will save or be affected as by a fear spell (caster level 10th). A creature that successfully saves cannot be affected by that same charonadaemon's fear gaze for one day. The save DC is Charisma-based.

#### Summon Daemons (Sp)

Once per day, a charonadaemon can attempt to summon 1d4 hydrodaemons or another charonadaemon with a 35% of success. This ability is the equivalent of a 4th-level spell.

#### Plane Shift (Sp)

A charonadaemon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonadaemon and its skiff only. It is otherwise similar to the

spell of the same name.

Charonadaemons resemble their master, Charon, the Boatman of the Lower Planes, and are often mistaken for him. Unlike their master, they care nothing for ferrying souls across the River Styx and seek to murder or steal from those that request passage. Travel across the River Styx by a charonadaemon costs a single magic item, 50 pp, or 2 gems (total value of both gems must be at least 100 gp). Even if the price is paid, the charonadaemon usually betrays his passengers, attempting to dump them into the River Styx or kill them outright. If more money or fare is offered, the charonadaemon can be persuaded not to attack. A charonadaemon can be summoned to the banks of the River Styx by casting blasphemy, holy word, planar ally, planar binding, summon monster IX, or symbol (any). Charonadaemons appear as 5-foot tall skeletal humanoids dressed in black hooded robes.

Charonadaemons avoid combat, choosing to teleport away if attacked. If forced into combat, the charonadaemon attacks with its staff and spell-like abilities.

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### HYDRODAEMON

CR 7

XP 3,200

NE Large outsider (aquatic, evil, extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

**AC** 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural)

**hp** 66hp (7d10+28)

**Fort** +9, **Ref** +7, **Will** +5

**DR** 10/cold iron or silver; **Immune** acid/poison/outsider traits;

**Resist** cold 10, electricity 10, and fire 10; **SR** 17

### OFFENSE

**Speed** 20 ft., swim 60 ft., fly 40 ft. (see text)

**Melee** 2 claws +10 (1d4+4) and bite +8 (2d6+2)

**Ranged** sleep spittle +8 touch (sleep)

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

**Special Attacks** glide, rake (+10, 1d4+2), sleep spittle, spell-like abilities, summon daemons

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

At will—*cause fear* (DC 13), *create water*, *deeper darkness*, *detect magic*, *desecrate*, *water walk*

2/day—*dimension door*, *greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (only a Large 8 HD water elemental). The save DC is Charisma-based.

### STATISTICS

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

**Base Atk** +7; **CMB** +12; **CMD** 24

**Feats** Alertness, Cleave, Multiattack, Power Attack

**Skills** Acrobatics +9, Intimidate +9, Perception +9, Stealth +9, Swim +19; **Racial Modifiers** A hydrodaemon 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.

**Languages** Common, Daemonic; *telepathy* 100 ft.

**SQ** Amphibious, glide

### ECOLOGY

**Environment** Gehenna, Hades, or Tarterus

**Organization** Solitary, gang (2-4), swarm (5-8), mob (9-14)

**Treasure** Standard

### SPECIAL ABILITIES

#### Glide (Ex)

A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability.



## APPENDIX 3: NEW CREATURES

A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

### Sleep Spittle (Ex)

Once per round, and no more than five times per day, a hydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the sleep spell, caster level 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as dispel magic. There is no HD limit to this effect.

### Amphibious (Ex)

Hydrodaemons breathe both air and water and can survive indefinitely on land.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weigh about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weigh about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

When combat is first engaged, a hydrodaemon uses its sleep spittle on an opponent. It then leaps at a foe and slashes and bites. A favored tactic of the hydrodaemon is to *dimension door* away from its opponents so it can take maximum advantage of its leaping ability.

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### NERIED

CR 6

XP 2,400

CN Medium Fey

**Init** +2; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

**hp** 22 (4 HD; 4d6+8)

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

**Defensive Abilities** transparency, water form; **SR** 21

**Vulnerability** shawl (see below)

### OFFENSE

**Speed** 30 ft., swim 40 ft

**Melee** poison spit +2 (0 + poison)

**Ranged** poison spit +4 (0 + poison)

**Special Attacks** kiss, shape water, water mastery

### STATISTICS

**Str** 11, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 18

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Dodge, Great Fortitude, Iron Will

**Skills** Bluff +11, Escape Artist +9, Knowledge (Nature) +8,

Perception +8, Sense Motive +8, Stealth +9, Survival +5

**Languages** Common, Sylvan

**SQ** beguilement, control water

### ECOLOGY

**Environment** Any aquatic

**Organization** Solitary, gang (2–4) or troupe (1 giant squid, 1 giant octopus, or large viper snake for each nereid)

**Treasure** No coins, no goods, standard items

### SPECIAL ABILITIES

#### Beguilement (Su)

A creature of the opposite sex seeing a nereid must make a DC 17 Will save or be instantly beguiled. A beguiled creature seeks to steal a kiss from the nereid.

#### Control Water (Su)

A nereid can *control water* as the spell cast by a 15th-level sorcerer.

#### Kiss (Su)

Any creature kissing a nereid must succeed at a DC 14 Fortitude save or die instantly.

#### Poison (Ex)

Spit 20 feet, DC 14 Fortitude save or be blinded for 2d6 rounds as per the *blindness* spell.

#### Shape Water (Su)

A nereid can form a volume of water into a shape of an arm that ends in a clenched fist (AC 15, hp 15). The fist attacks using the nereid's attack roll and deals 1d4 points of damage each time it hits. The Nereid does not need to concentrate to maintain the arm. When the nereid reaches 0 hit points, the arm collapses into normal water.

#### Water Mastery (Ex)

A nereid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or nereid is land bound, the nereid suffers a –4 penalty to attack and damage.

#### Transparency (Ex)

A nereid is effectively invisible in water until it assumes humanoid form and attacks.

#### Vulnerability (Ex)

The nereid's shawl contains a portion of her lifeforce. If it is ever destroyed, the nereid to which it belongs immediately and forever dissolves into formless water.

#### Water Form (Ex)

When a nereid is attacked by any weapon (including grappling attacks), she can attempt a DC 15 Reflex save, and if she succeeds, instantly transform her body into her natural water form and flow away unharmed.

The nereid's true form is that of a small pool of water. It can assume humanoid form at will (free action) and usually takes the form of a very beautiful female with long golden hair, pearly white skin, and green, almond-shaped eyes. Many sailors, seafarers, pirates, and other sea-goers have met their ends at the hands of the nereid. Their natural beauty lures men to their doom, for behind the beauty of the honeyed ones lies certain death for any creature that tries to steal a glance or kiss from the nereid.

Nereids shy away from combat and flee at the first sign of conflict if possible. If forced into melee, a nereid uses her poison spittle to blind an opponent and then uses her shape water ability to conjure a fist that pummels the victim. If a nereid encounters only female opponents, she assumes the shape of a handsomely striking male humanoid. Her powers of deceit are not as effective in this form, however, and the ruse can be detected if a creature succeeds at a Will save (DC 15).

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# New Creature Templates

## Chosen of Lilith Template

The Chosen of Lilith are those fallen elves that have gained the favor of the succubus goddess Lilith. Creatures must be of Chaotic Evil alignment to be a Chosen of Lilith. Apply the following changes to creatures that take on this template. All other entries (those not shown here) remain the same as the base creature.

“Chosen of Lilith” is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it has gained the favor of the goddess Lilith. The Chosen of Lilith retains all the base creature’s statistics and special abilities except as noted here.

**CR:** Same as the base creature + 2.

**Alignment:** Chaotic Evil.

**Type:** The creature’s type changes to Outsider. Do not recalculate BAB, saves, or skill ranks.

**Senses:** The Chosen gain darkvision 60 ft.

**Armor Class:** the Chosen gain a +5 natural armor bonus or the base creature’s natural armor bonus, whichever is better.

**Hit Dice:** Change all of the creature’s racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

**Defensive Abilities:** The Chosen of Lilith gain DR 10/ cold iron and good; resistance to acid 5, cold 5, electricity 10, fire 5; immunity to poison; SR 15

**Special Attacks:** The Chosen of Lilith gain the special attacks described below. Save DCs are equal to 10 + 1/2 the Chosen’s HD + Cha modifier unless otherwise noted.

*Command Fallen Harpies (SA):* Chosen of Lilith may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

*Energy Drain, kiss (Ex):* Any Chosen of Lilith may drain a victim’s energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

**Spell-Like Abilities:** Constant—*tongues*; 3/day—*suggestion* (DC 16); 1/day—*summon* (level 6, 1 succubus 30%)

**Special Qualities:** Chosen of Lilith are immune to the wail of insanity and captivating song of all fallen harpies.

**Abilities:** Int +2, Wis +4, Cha +6.

**Feats:** Base creature gains the Augment Summoning and Persuasive feats if she did not have them already.

## Fallen Elf

The fallen elves are the ancestors of Vargoth and the faction of elves that were driven from Caer Myrridon long ago. For millennia they have dwelled within Harwood Forest, where they have built a thriving metropolis (Novgorod) and several smaller surrounding settlements, all in relative seclusion to the outside world. Fallen elves have elven features, and generally have black or dark hair and blue or green eyes. The fallen elves have an unearthly beauty and glow about them, and many have small horns protruding from their heads due to their many dealings with the succubus goddess and her demonic forces.

“Fallen Elf” is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it is native to the Novgorod area. The Chosen of Lilith retains all the base creature’s statistics and special abilities except as noted here.

**CR:** Same as the base creature.

**Alignment:** Chaotic Evil.

**Abilities:** Dex +2, Con -2, Cha +2.

**Languages:** Abyssal, Common, Elven. **Bonus Languages:** Draconic, Gnoll, Gnome, Goblin, Infernal, Orc, and Sylvan.

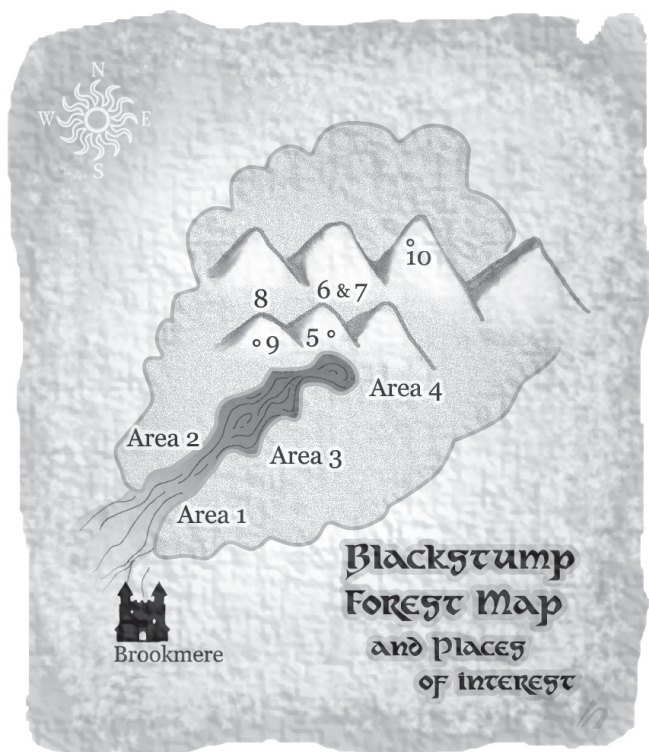


# Appendix 4:

## Player Handouts

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### Player Handout 1: Map of Blackstump Forest



### Player's Handout 3: Pryderi's Riddle

*It yields to all  
But is never defeated  
And often those that underestimate its power  
Succumb to its depths.  
At times it rages with mighty force  
And at other times it is calm.  
Armor is useless against it,  
In fact it is a detriment,  
As those with the most armor are the worst off  
When battling this foe*

### Player Handout 2: Letter From Sylvanus

Lord Thorbold of Brookmere,

It is in great distress that I write this letter to thee. I pray to all of the gods of light that it will safely be received in Brookmere by your Lordship. Our town of Silvanus is in dire need of your assistance. Several bands of orcs and other foul beasts have come down from the mountains and raided our town, killing much of our guard. They linger on the edge of the forest and base of the mountains rather than return to their homes. We have little defense and I fear that it will not be long before they strike again. Scouts report other dark beings at the forest edge, and people go missing in the night. Please Thorbold, I beg thee to send help to our town. May the gods of light smile upon thee.

Mayor Gareth of Silvanus

### Player Handout 4: Letter to Vasilisa

Envelope Penned to Vasilisa,

Sister, it is your honor and privilege to aid in the defeat of the pitiful human settlement, Sylvanus. You are to aid our younger sister Elyria of the Moon Tower in conquering the village, and taking a number of prisoners. As you know I must spill the blood of seven hundred innocents with the axe to free Medb. As such, it is your job to see that at least that amount of the humans be kept alive and returned to Castle Novgorod. The remainder of the humans may be destroyed or taken as slaves — I care not of their fate. Take five chains of the keening fallen and go with Elyria and the war band to Sylvanus. May Lilith favor you on your journey.

Morwenna Novgorod

# Appendix 5: DM Reference

## DM Reference 1 (EL 16): Band of Morwenna's Cutthroats (see Forbidden Temple of Nanna-Sin, Area 8)

This reference is designed to assist the DM when running the encounter in the Forbidden Temple of Nanna-Sin Altar Chamber (see Forbidden Temple of Nanna-Sin, Area 8). Below are the stats of the **band of Morwenna's cutthroats**, all together in one place for easy reference, facilitating greater ease of play. Elyria appears twice in this reference since, depending on the prior actions of PCs, she can appear in two different forms. Use her first set of stats (Elyria as a chosen of Lilith), if the characters did not stop her from taking *Il Oboroten* from the Brookmere Library (see Brookmere Library, Third Floor, Area 3-3). Use her second set of stats if the characters thwarted her from retrieving *Il Oboroten*, but she still managed to escape.

### BRAN, FALLEN ELF ROGUE XP 19,200

CR 12

Male Fallen Elf Rogue 12  
CE Medium humanoid (elf)  
**Init** +11; **Senses** low-light vision; Perception +17

#### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 ring)  
**hp** 112 (16 HD; 16d8+32)  
**Fort** +6, **Ref** +13, **Will** +4; +2 against enchantment  
**Defensive Abilities** improved evasion, improved uncanny dodge, trap sense +4; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.  
**Melee** mwk rapier +15/+10 (1d6+1/15-20)  
**Ranged** mwk light crossbow +15 (1d6/19-20)  
**Special Attacks** rogue talent (bleeding attack, +6 bleed, 6 rounds), rogue talent (surprise attack), sneak attack +6d6  
**Spell-Like Abilities** (CL 12th; concentration +12)  
2/day—*true strike*  
3/day—*mage hand*, *open/close*

#### TACTICS

**Before Combat** If Bran hears anyone tampering with the door while inside he readies his weapons and hides behind the door, hoping to gain a surprise attack on those entering.  
**During Combat** Bran will attempt to feint any opponents he can, setting them up for his sneak attack and bleeding attack. Bran usually tries to use Spring Attack to avoid being struck.  
**Morale** Bran is a mercenary, and will offer surrender if reduced to 50% and he thinks he can cut a deal with the PCs.

#### STATISTICS

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

**Base Atk** +9; **CMB** +12; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Critical (rapier), Improved Feint, Mobility, Spring Attack

**Skills** Acrobatics +20, Appraise +17, Bluff +15, Climb +16, Disable Device +20, Escape Artist +20, Intimidate +15, Perception +17, Sense Motive +15, Sleight of Hand +20, Stealth +20

**Languages** Common, elven

**SQ** rogue talent (finesse rogue), rogue talent (major magic), rogue talent (minor magic x2), trapfinding

**Combat gear** *wand of hold person* (25 charges, CL 5), *scroll of teleport* (x2); **Other Gear** +1 *glammered leather armor*, +1 *ring of protection*, *rope of climbing*, masterwork rapier, masterwork light crossbow, 30 crossbow bolts, 100 pp.

### ELYRIA NOVGOROD, CHOSEN OF LILITH XP 19,200

CR 12

Female Fallen Elf Evoker 10  
CE Medium Outsider (chaotic, evil)  
**Init** +7; **Senses** low-light vision; Perception +16

#### DEFENSE

**AC** 21, touch 16, flat-footed 17 (+3 Dex, +1 dodge, +5 natural, +2 ring)  
**hp** 50 (10 HD; 10d6+10)  
**Fort** +5, **Ref** +6, **Will** +12  
**DR** 10/cold iron and good; **Immune** fallen harpies, poison, sleep;  
**Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)  
**Melee** +1 *staff* +4 (1d6)  
**Melee** touch +4 (by spell)  
**Ranged** ray +8 touch (by spell)  
**Special attacks** energy drain (kiss), force missile 1d4+5, 7/day, elemental wall (10 r)  
**Spell-Like Abilities** (CL 14th; concentration +17)  
Constant—*tongues*  
3/day—*suggestion* (DC 16)  
1/day—*summon* (level 6, 1 succubus 30%)  
**Spells Known** (CL 10th; concentration +17)  
5th—*cone of cold* (DC 20), *stone shape*, *teleport*  
4th—*confusion* (DC 19), *greater invisibility*, *lesser globe of invulnerability*, *ice storm* (DC 19)  
3rd—*deep slumber* (DC 18), *dispel magic*, *lightning bolt* (DC 18) x2, *suggestion* (DC 18)  
2nd—*acid arrow*, *darkness*, *detect thoughts* (DC 17), *see invisibility*, *hideous laughter* (DC 17), *touch of idiocy*  
1st—*charm person* (DC 16), *hypnotism* (DC 16), *mage armor*, *magic missile* x3  
0—*detect magic*, *mage hand*, *open/close*, *read magic*  
**Opposition schools** necromancy, illusion

#### TACTICS

**Before Combat** Give the players a chance to roleplay with Elyria. It's late enough in the adventure that they should know most of the plot and story line. If there is anything that the players have missed Elyria would be a good character to catch them up (through spiteful and down-talking dialogue) as she ties the beginning of the



## APPENDIX 5: DM REFERENCE

adventure to the end.

**During Combat** Elyria fights much in the same manner as she has before (using *improved invisibility* and the like to confuse players). She may even opt to *teleport* to her sister, Morwenna's chamber rather than fight the players immediately.

**Morale** If possible, Elyria escapes to Morwenna's side.

### STATISTICS

**Str** 9, **Dex** 16, **Con** 14, **Int** 21, **Wis** 16, **Cha** 16

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Combat Casting, Craft Rod, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration. **Skills** Craft +17, Fly +16, Knowledge (arcane) +18, Linguistics +18, Perception +16, Spellcraft +18, Stealth +16.

**Languages** Common, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon, Orc, Giant; *tongues*, telepathy 100 ft.

**SQ** arcane bond (+1 staff), command fallen harpies, intense spells (+5)

**Combat gear** *rod of wonder*; *wand of lightning bolt* (25 charges, CL10); **Other Gear** +1 staff, amulet of natural armor +2, ring of protection +2, ring of featherfall, spellbook (contains all spells above plus 1st—*floating disk*, *hold portal*, *identify*, *obscuring mist*, *reduce person*, *shield*, *sleep*; 2nd—*alter self*, *arcane lock*, *cat's grace*, *false life*, *levitate*, *mirror image*, *resist energy*, *shatter*, *summon swarm*; 3rd—*fireball*, *fly*, *major image*, *stinking cloud*, *black tentacles*, *enervation*, *remove curse*, *nightmare*, *waves of fatigue*).

### Command Fallen Harpies (Sa)

Elyria may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Elyria may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Elyria is immune to the wail of insanity and captivating song of all fallen harpies.

### DARKELIA, ELYRIA'S FAMILIAR

CR 1/4

**XP** 100

Female Cat Familiar

N Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +5

### DEFENSE

**AC** 24, touch 14, flat-footed 22 (+2 Dex, +2 size, +10 natural)

**hp** 25 (10 HD; 10d8–10)

**Fort** +5, **Ref** +8, **Will** +13

**Defensive Abilities** improved evasion; **SR** 15

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d2–4), bite +7 (1d3–4)

**Special Attacks** deliver touch spells

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

### STATISTICS

**Str** 3, **Dex** 15, **Con** 8, **Int** 15, **Wis** 12, **Cha** 7

**Base Atk** +5; **CMB** +1; **CMD** 13 (17 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +6, Perception +5, Stealth +14; **Racial Modifiers** +4

Climb, +4 Stealth

**SQ** empathic link, scry on familiar, share spells, speak with animals of own kind, speak with master

### ELYRIA NOVGOROD

CR 10

**XP** 9,600

Female Fallen Elf Evoker 10

CE Medium humanoid (elf)

**Init** +7; **Senses** low-light vision; Perception +16

### DEFENSE

**AC** 22, touch 16, flat-footed 18 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +2 natural)

**hp** 50 (10 HD; 10d6+10)

**Fort** +5, **Ref** +6, **Will** +8; +2 against enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** +1 staff +4 (1d6)

**Melee** touch +4 (by spell)

**Ranged** ray +8 touch (by spell)

**Special Attacks** arcane school (intense spells +5), arcane school (*force missile*, 1d4+5, 7/day), arcane school (elemental wall, 10 r)

**Spells Prepared** (CL 10th; concentration +18)

5th—*cone of cold* (DC 20), *stone shape*, *teleport*

4th—*confusion* (DC 19), *greater invisibility*, *lesser globe of invulnerability*, *ice storm* (DC 19)

3rd—*deep slumber* (DC 18), *dispel magic*, *lightning bolt* (DC 18)

x2, *suggestion* (DC 18)

2nd—*acid arrow*, *darkness*, *detect thoughts* (DC 17), *see invisibility*, *hideous laughter* (DC 17), *touch of idiocy*

1st—*charm person* (DC 16), *hypnotism* (DC 16), *mage armor*, *magic missile* x3

0 (at will)—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** necromancy, illusion

### TACTICS

**Before Combat** Elyria has the following spells cast when PCs enter this area: *lesser globe of invulnerability*, *greater invisibility* and *mage armor*.

**During Combat** Elyria uses *cone of cold* and *lightning bolt* first, then *magic missile* until exhausted. If forced into melee combat, Elyria does not care about anything other than victory.

**Morale** Elyria will do whatever is necessary to insure victory. She fights to the death.

### STATISTICS

**Str** 9, **Dex** 16, **Con** 14, **Int** 19, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Combat Casting, Craft Rod, Craft Wand, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

**Skills** Craft +17, Fly +16, Knowledge (arcane) +17, Linguistics +17, Perception +16, Spellcraft +17, Stealth +13.

**Languages** Common, Draconic, Abyssal, Infernal, Goblin, Elven, Undercommon, Orc, Giant.

**SQ** arcane bond (+1 staff)

**Combat Gear** *rod of wonder*; *wand of lightning bolt* (25 charges, CL10); **Other Gear** +1 staff, amulet of natural armor +2, ring of protection +2, ring of featherfall, elyria's spellbook

### KIMORA, FALLEN ELF ASSASSIN

CR 12

**XP** 19,200

Female Fallen Elf Assassin 7, Bard 5

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +10

### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +1 dodge)

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**hp** 60 (12 HD; 7d8+5d8)

**Fort** +5 (+3 against poison); **Ref** +12, **Will** +2; +2 against enchantment

**Defensive Abilities** improved uncanny dodge, well versed;  
**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +13/+8 (1d6+1/18–20)

**Ranged** +1 light crossbow +13 (1d6/×3)

**Special Attacks** death attack (DC 19), poison (deathblade), poison use, sneak attack +4d6, true death (DC 22)

**Spells Known** (CL 5th; concentration +10)

2nd (3/day)—*invisibility*, *silence*

1st (5/day)—*charm person*, *disguise self*, *expeditious retreat*, *undetectable alignment* (DC 15)

0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*

### TACTICS

**Before Combat** Kimora spends the time before any fight studying a PC she thinks she can take out with her death attack.

**During Combat** Kimora uses her *suggestion* and fascinate powers to sway the PCs to her side. If forced into a melee fight, she uses her deathblade poison and attempts a death attack.

**Morale** If she can barter a better deal with the PCs, Kimora may switch sides. In any case, she attempts to flee if reduced to 25% of her hit points.

### STATISTICS

**Str** 10, **Dex** 18, **Con** 10, **Int** 14, **Wis** 10, **Cha** 20

**Base Atk** +8; **CMB** +15; **CMD** 28

**Feats** Dodge, Extra Performance, Improved Initiative, Mobility, Skill Focus (perform), Weapon Finesse

**Skills** Bluff +10, Climb +9, Diplomacy +15, Disguise +15, Escape Artist +15, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (geography) +7, Knowledge (nobility) +6, Knowledge (nature) +6, Knowledge (religion) +6, Knowledge (planes) +6, Linguistics +12, Perception +10, Perform (sing) +16, Perform (stringed instrument) +13, Sense Motive +5, Sleight of Hand +14 (+21 hidden weapons), Stealth +14, Use Magic Device +14

**Languages** Abyssal, Common, Elven, Infernal, Orc, Goblin, Giant  
**SQ** bardic knowledge +2, bardic performance (23 rounds, move action, countersong, fascinate [2 creatures, DC17], inspire courage +2, inspire competence +2, *suggestion* DC 17), lore master (1/day), quiet death, versatile performance

**Gear** +1 rapier, +1 light crossbow, +1 leather armor, 30 crossbow bolts, vial of deathblade poison, 100 pp.

### FALLEN ELF SWORDSMEN (5)

**CR** 12

**XP** 19,200

Male Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield)

**hp** 96 (12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +16/+11/+6 (1d8+9/19–20) and mwk light mace +14 (1d6+5)

**Ranged** heavy crossbow +15 (1d8/×3)

### TACTICS

**During Combat** The elves primarily attack using their Spring

Attack ability, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** These swordsmen fight to the death.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)  
**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts, chain shirts.

## DM Reference 2 (EL 18): Vladimir and Swordsmen (see Castle Novgorod, Third Floor, Area 3-8 and Area 3-10)

This reference is designed to assist the DM when running the encounter detailed in the treasure vaults should the PCs sound the *alarm* (see Castle Novgorod, Third Floor, Area 3-8 and Area 3-10). This reference is also used on Wandering Monster Table 10: Castle Novgorod on Alert. Below are the stats of Vladimir and the swordsmen sent to investigate the vaults.

### VLADIMIR, CHOSEN OF LILITH

**CR** 16

**XP** 76,800

Male Fallen Elf Cleric 8, Fighter 6

CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; Perception +6

### DEFENSES

**AC** 25, touch 12, flat-footed 23 (+8 armor, +2 Dex, +5 natural)

**hp** 142 (14 HD; 8d8+6d10+42)

**Fort** +14, **Ref** +9, **Will** +16; +2 against enchantment and fear

**Defensive Abilities** bravery 2; **DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

### OFFENSE

**Speed** 30 ft., fly 50 ft.

**Melee** +2 *shock greatsword* +19/+14/+9 (2d6+9/17–20)

**Ranged** ray +14 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 4 rounds, 7/day), channel negative energy (4d6, DC 18, 7/day), energy drain (kiss), touch of evil (sickened, 4 rounds, 7/day)

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*tongues*

3/day—*suggestion* (DC 17)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 8th; concentration +16)

4th—*cure critical wounds*, *dimensional anchor*, *dismissal* (DC 18), *unholy blight*<sup>D</sup> (DC 18)

3rd—*bestow curse* (DC 17), *dispel magic*, *invisibility purge*, *magic circle against good*<sup>D</sup>, *searing light*

2nd—*aid*, *bear's endurance*, *bull's strength*, *desecrate*, *death knell*<sup>D</sup> (DC 16)

1st—*command* (DC 15), *detect good*, *divine favor*, *doom* (DC 15), *cause fear*<sup>D</sup> (DC 15), *summon monster I*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*



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**D** domain spell; **Domains** Death, Evil

### TACTICS

**During Combat** Vladimir primarily relies on his fighting abilities, although he may attempt to summon a succubus to his side, and uses *bear's endurance* and *bull's strength* to aid in his battle prowess. Like the other clerics, Vladimir does not fight alone unless he has to, preferring to have the aid of his swordsmen.

**Morale** If reduced to 25% of his hit points, Vladimir breaks off combat, and attempts to regroup elsewhere in the castle.

### STATISTICS

**Str** 17, **Dex** 14, **Con** 16, **Int** 10, **Wis** 18, **Cha** 18

**Base Atk** +12; **CMB** +15; **CMD** 27

**Feats** Augment Summoning<sup>b</sup>, Cleave, Combat Casting, Critical Focus, Dazzling Display, Improved Critical, Persuasive<sup>b</sup>, Power Attack, Skill Focus (Intimidate), Weapon Focus (greatsword), Weapon Specialization (greatsword), Vital Strike

**Skills** Diplomacy +14, Fly +7, Intimidate +20, Knowledge (religion) +13, Perception +6, Sense Motive +16

**Languages** Abyssal, Common, Elven, *tongues*, telepathy 100 ft.

**SQ** armor training 1, command fallen harpies, death's embrace, scythe of evil (4 rounds, 1/day), weapon training (heavy blades +1)

**Gear** +2 *shock greatsword*, +3 *elven chain*, castle keys (chamber key, Area 4-4 and Area 4-8).

### Command Fallen Harpies (Sa)

Vladimir may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Vladimir may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise he must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss him again. The victim is allowed a DC 17 Will save to negate the *suggestion*, and a DC 17 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Vladimir is immune to the wail of insanity and captivating song of all fallen harpies.

### FALLEN ELF SWORDSMEN (5)

CR 12

XP 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield)

**hp** 96 each (12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +16/+11/+6 (1d8+9/19–20) and mwk light mace +14 (1d6+5)

**Ranged** heavy crossbow +15 (1d8/×3)

### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

## DM Reference 3 (EL 20): Temple of Lilith First Scenario (see Castle Novgorod, Fourth Floor, Area 4-3)

This reference is designed to assist the DM when running the first scenario in the Temple of Lilith (see Castle Novgorod, Fourth Floor, Area 4-3). Below are the stats of the characters present in the temple during the ritual sacrifice of the people of Sylvanus.

### FALLEN HARPIES (4)

CR 11

XP 12,800

CE Medium monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 104 each (14 HD: 14d10+14)

**Fort** +7, **Ref** +13, **Will** +10

### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** longsword +14/+9/+4 (1d8) or 2 talons +9/+4 (1d6)

**Special Attacks** captivating song (DC 19), wail of insanity (DC 21)

### TACTICS

**During combat** The harpies work in unison, with 2 harpies dive-bombing the party with melee attacks while 2 use captivating song or wail of insanity while hovering. When all the harpies have used their songs, they attack en masse, using full advantage of Bluff and Intimidate checks.

**Morale** The harpies fight to the death.

### STATISTICS

**Str** 10, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 18

**Base Atk** +14; **CMB** +14; **CMD** 28

**Feats** Ability Focus (captivating song), Dodge, Flyby Attack, Great Fortitude, Hover, Skill Focus (bluff), Skill Focus (perform)

**Skills** Bluff +18, Fly +18, Intimidate +18, Perception +15, Perform (song) +18

**SQ** commanded by the Chosen of Lilith

**Languages** common

**Gear** Longswords

### SPECIAL ABILITIES

**Captivating Song (Su)**

When fallen harpies sing all within a 300 foot spread must succeed

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on a DC 19 Will save or become captivated. Those succeeding cannot be affected by the same fallen harpy's song for another 24 hours. Those that become captivated move in the most direct route toward the fallen harpy. If the path leads through a dangerous area the character is allowed a second save.

### Wail of Insanity (Su)

Fallen harpies can let loose a wail of insanity once per day. All within a 100 foot spread of the fallen harpy must succeed on a DC 21 Will save or become insane, as described under the *insanity* spell.

### Commanded by the Chosen of Lilith (SQ)

Any chosen of Lilith can command fallen harpies (see the chosen of Lilith template for details) when within a one-mile radius of any such creatures. The fallen harpies are under the complete command of the chosen, and thus implicitly follow all of their orders.

### MORWENNA, CHOSEN OF LILITH

CR 22

XP 615,000

Female Fallen Elf Cleric 4, Sorcerer 5, Mystic Theurge 10  
CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +13

### DEFENSES

**AC** 28, touch 18, flat-footed 25 (+5 armor, +3 Dex, +5 natural, +5 ring)

**hp** 198 (20 HD; 4d8+5d6+11d6+120)

**Fort** +19, **Ref** +15, **Will** +23

**DR** 10/cold iron and good; **Immunities** fallen harpies, poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 18

### OFFENSE

**Speed** 30 ft. base, 50 ft. base, average

**Melee** *Medb*, +5 *unholy greataxe* +17/+12 (1d12+6 plus 2d6 vs. good)

**Melee** +3 *unholy longsword* +15/+10 (1d8+4 plus 2d6 vs. good/19–20)

**Ranged** ray +14 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 1 round, 9/day), channel negative energy (2d6, DC 19, 9/day), energy drain (kiss), touch of evil (sickened, 1 round, 9/day)

**Spell-Like Abilities** (CL 15th; concentration +27)

Constant—*tongues*

3/day—*suggestion* (DC 19)

1/day—*summon* (level 6, 1 succubus 30%)

**Divine Spells Prepared** (CL 14th; concentration +23)

7th—*blasphemy*<sup>D</sup> (DC 22), *destruction* (DC 22), *word of chaos* (DC 22)

6th—*blade barrier* (DC 21), *create undead*<sup>D</sup>, *harm* (DC 21), *heal*

5th—*flame strike* (DC 20) x2, *insect plague*, *magic circle against good*<sup>D</sup>, *mass inflict light wounds* (DC 20), *true seeing*

4th—*cure critical wounds*, *death ward*, *dismissal* (DC 19), *poison*

(DC 19), *spell immunity*, *unholy blight*<sup>D</sup> (DC 19)

3rd—*bestow curse* (DC 18), *contagion* (DC 18), *cure serious wounds*, *dispel magic*, *magic circle against good*<sup>D</sup>, *prayer*, *searing light* (DC 18)

2nd—*aid*, *bear's endurance*, *bull's strength*, *darkness*, *death knell*<sup>D</sup> (DC 17), *hold person* (DC 17), *lesser restoration*

1st—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *divine favor*, *doom* (DC 16), *shield of faith*, *protection from good*<sup>D</sup>

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

**Arcane Spells Prepared** (CL 15th; concentration +23)

7th (5/day)—*finger of death* (DC 25), *prismatic spray* (DC 25)

6th (7/day)—*chain lightning* (DC 24), *disintegrate* (DC 24), *mass suggestion* (DC 24)

5th (7/day)—*baleful polymorph* (DC 23), *cloudkill* (DC 23), *cone of cold* (DC 23), *wall of force*

4th (8/day)—*black tentacles* (DC 22), *enervation*, *greater*

*invisibility*, *phantasmal killer*

3rd (8/day)—*fireball* (DC 21), *haste*, *lightning bolt* (DC 21), *slow* (DC 21)

2nd (8/day)—*acid arrow*, *blindness/deafness* (DC 20), *eagle's splendor*, *owl's wisdom*, *see invisibility*

1st (8/day)—*burning hands* (DC 19), *magic missile*, *obscuring mist*, *shocking grasp*, *sleep* (DC 19)

0 (at will)—*acid splash*, *bleed* (DC 19), *mage hand*, *touch of fatigue* (DC 19)

**Bloodline** abyssal

### TACTICS

**During Combat** Morwenna primarily uses her high level cleric and sorcerer spells against opponents. If using *Medb*, she favors casting *haste* first, allowing her and Varuna an extra attack per turn. Then she casts spells such as *destruction*, *firestorm*, *prismatic spray*, and *slay living*. Her *rod of absorption* absorbs the spells of enemy spellcasters, giving her a great deal more spells to cast. If Varuna is deafened or killed, or if the battle grows desperate for Morwenna, she may activate the *crown of the fallen* (see Appendix 2 for details on this new magical item), and keen as the spell *wail of the banshee*.

**Morale** Morwenna fights to the death.

### STATISTICS

**Str** 12, **Dex** 16, **Con** 22, **Int** 18, **Wis** 20, **Cha** 26

**Base Atk** +11; **CMB** +12; **CMD** 25

**Feats** Augment Summoning<sup>b</sup>, Combat Casting, Craft Wondrous Item, Empower Spell, Eschew Materials<sup>b</sup>, Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Quicken Spell, Persuasive<sup>b</sup>, Skill Focus (fly), Spell Penetration  
**Skills** Bluff +19, Diplomacy +19, Fly +16, Intimidate +19, Knowledge (planes) +15, Knowledge (religion) +13, Linguistics +13, Perception +13, Sense Motive +16, Spellcraft +13, Use Magic Device +19

**Languages** Abyssal, Common, Elven, Infernal; *tongues*, telepathy 100 ft.

**SQ** command fallen harpies, bloodline (claws), combined spells (5th), death's embrace, spell synthesis

**Combat gear** *rod of absorption* (15 spell levels ready for use, can still absorb 35 spell levels), *wand of dispel magic* (15 charges, CL 10); **Other Gear** *Medb*, +5 *unholy greataxe* (if not elsewhere, for example, in use by the succubus *Medb*), +3 *unholy longsword*, *amulet of health* +6, *cloak of displacement (major)*, *crown of the fallen* (7 charges; see Appendix 2 for details on this new magical item), *ring of protection* +5, *ring of spell turning*, *robe of the archmagi* (black, included above), castle keys (chamber key, Area 4-4 and Area 4-8)

### Command Fallen Harpies (Sa)

Morwenna may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Morwenna may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Morwenna is immune to the wail of insanity and captivating song of all fallen harpies.



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### SOPHIA, CHOSEN OF LILITH

XP 76,800

Female Fallen Elf Cleric 14

CE Medium Outsider (chaotic, evil)

**Init** +4; **Senses** blindsight 30 ft.; Perception +16 (no sight)

#### DEFENSES

**AC** 27, touch 16, flat-footed 23 (+6 armor, +4 Dex, +5 natural, +2 ring)

**hp** 98 (14 HD; 14d8+28)

**Fort** +11, **Ref** +8, **Will** +14

**DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft. base, 50 ft. base, average

**Melee** +1 *unholy light mace* +15/+10 (1d6+1 plus 2d6 vs. good)

**Melee** touch + 14 (by spell)

**Ranged** ray +14 touch (by spell)

**Special Attacks** channel negative energy (7d6, DC 23, 9/day), bleeding touch (1d6 bleed, 7 rounds, 9/day), energy drain (kiss, DC 20), touch of evil (sickened, 7 rounds, 9/day)

**Spell-Like Abilities** (CL 13th; concentration +23)

Constant—*tongues*

3/day—*suggestion* (DC 19)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 14th; concentration +24)

7th—*blasphemy*<sup>D</sup> (DC 23), *destruction* (DC 23), *summon monster VII*

6th—*blade barrier* (DC 22), *create undead*<sup>D</sup>, *geas/quest*, *planar ally*, *summon monster VI*

5th—*break enchantment*, *flame strike* (DC 21), *plane shift*, *slay living*<sup>D</sup> (DC 21), *summon monster V*

4th—*death ward*<sup>D</sup>, *dismissal* (DC 20), *divine power*, *lesser planar ally*, *sending*, *summon monster IV*

3rd—*animate dead*<sup>D</sup>, *bestow curse* (DC 19), *dispel magic*, *invisibility purge*, *speak with dead*, *summon monster III*

2nd—*desecrate*, *death knell*<sup>D</sup> (DC 18), *eagle's splendor*, *hold person* (DC 18), *lesser restoration*, *silence* (DC 18), *summon monster II*

1st—*command* (DC 17), *comprehend languages*, *detect good*, *divine favor*, *doom* (DC 17), *protection from good*<sup>D</sup>, *summon monster I*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

#### TACTICS

**During Combat** Being blind, Sophia *summons* creatures to do her fighting, and only involves herself in melee if there is no choice.

**Morale** If reduced to 25% of her hit points, Sophia attempts to flee.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 14, **Wis** 21, **Cha** 22

**Base Atk** +10; **CMB** +10; **CMD** 24

**Feats** Ability Focus (energy drain), Augment Summoning<sup>b</sup>, Blindsight, Combat Casting, Persuasive<sup>b</sup>, Skill Focus (Perception), Spell Focus (conjunction), Weapon Finesse

**Skills** Diplomacy +12, Fly +13, Intimidate +14, Knowledge (religion) +15, Perception +16 (no sight), Sense Motive +10, Spellcraft +10

**Languages** Abyssal, Common, Elven, *tongues*, telepathy 100 ft.

**SQ** command fallen harpies, death's embrace, scythe of evil (7 rounds, 2/day)

**Gear** +1 *unholy mace*, +1 *elven chain*, *ring of protection* +2, castle keys (chamber key, Area 4-4 and Area 4-8)

#### Command Fallen Harpies (Sa)

Sophia may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

CR 16

#### Energy Drain, Kiss (Su)

As a chosen of Lilith, Sophia may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

#### Summon Succubus (Su)

Once per day Sophia can attempt to summon a succubus with a 30% chance of success.

#### Immune to Affects of Fallen Harpies (Ex)

Sophia is immune to the wail of insanity and captivating song of all fallen harpies.

#### Blindsight (Ex)

Sophia was born blind (as her glazed eyes attest), but has learned to rely on her other senses. As such she does not suffer from the usual penalties for her blindness. The addition of this ability takes the place of one of Sophia's feats.

### VARIA, CHOSEN OF LILITH

CR 16

XP 76,800

Female Fallen Elf Cleric 11, Rogue 3

CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; Perception +18

#### DEFENSES

**AC** 26, touch 15, flat-footed 21 (+6 armor, +5 Dex, +5 natural)

**hp** 97 (14 HD; 11d8+3d8+14)

**Fort** +9, **Ref** +11, **Will** +13

**Defensive Abilities** evasion, trap sense +1; **DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10, fire 5; **SR** 15

#### OFFENSE

**Speed** 30 ft., 50 ft., average

**Melee** +1 *brilliant energy rapier* +17/+12 (1d6+2/15–20)

**Melee** touch +11 (by spell)

**Ranged** ray +15 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 7 rounds, 6/day), channel negative energy (6/day, 7d6, DC 20), touch of evil (sickened, 7 rounds, 6/day), energy drain (kiss), sneak attack +2d6, rogue talent (bleeding attack 2)

**Spell-Like Abilities** (CL 12th; concentration +16)

Constant—*tongues*

3/day—*suggestion* (DC 19)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 11th; concentration +15)

6th (3/day)—*create undead*<sup>D</sup>, *summon monster VI*

5th (4/day)—*break enchantment*, *flame strike* (DC 21), *slay living*<sup>D</sup> (DC 22)

4th (5/day)—*cure critical wounds* x2, *death ward*<sup>D</sup>, *spell immunity*, *summon monster IV*

3rd (5/day)—*blindness/deafness* (DC 17), *cure serious wounds* x2, *deeper darkness*, *magic circle against good*<sup>D</sup>, *summon monster III*

2nd (6/day)—*aid*, *death knell*<sup>D</sup> (DC 19), *darkness* x4

1st (6/day)—*bane* (DC 17), *bless*, *command* (DC 17), *divine favor*, *doom* (DC 18) x2, *protection from good*<sup>D</sup>

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

#### TACTICS

**During Combat** At the beginning of battle, Varia activates her *boots of speed*, allowing her one extra attack per round. She subsequently casts *darkness*, and then moves to flank. Varia has the Blind-Fight feat, and tries to keep the area dark to gain the upper

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hand. Her *+1 brilliant energy rapier* is not affected by armor, and thus Varia uses her Power Attack feat to take greater advantage of this weapon's ability, subtracting a fair amount from her attack and adding it to her damage.

**Morale** If reduced to 25% of her hit points, Varia tries to retreat and gain the assistance of other denizens of the castle.

### STATISTICS

**Str** 13, **Dex** 20, **Con** 12, **Int** 14, **Wis** 20, **Cha** 16

**Base Atk** +10; **CMB** +11; **CMD** 26

**Feats** Augment Summoning<sup>b</sup>, Blind-fight, Improved Critical (rapier), Persuasive<sup>b</sup>, Power Attack, Skill Focus (Perception), Spell Focus (conjunction), Weapon Finesse, Weapon Focus (rapier)

**Skills** Acrobatics +14, Diplomacy +16, Escape Artist +14, Fly +13, Intimidate +14, Knowledge (religion) +13, Perception +18, Sense Motive +16, Spellcraft +13, Stealth +16

**Languages** Abyssal, Common, Elven; *tongues*, telepathy 100 ft.

**SQ** death's embrace, command fallen harpies, scythe of evil (7 rounds, 2/day), trapfinding

**Combat Gear** *wand of hold person* (25 charges, CL 3); **Other Gear** *+1 brilliant energy rapier*, *+2 mithral shirt*, *boots of speed*, castle keys (chamber key, Area 4-4 and Area 4-8).

### Command Fallen Harpies (Sa)

Varia may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Varia may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise she must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss her again. The victim is allowed a DC 20 Will save to negate the *suggestion*, and a DC 20 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Varia is immune to the wail of insanity and captivating song of all fallen harpies.

### VLADIMIR, CHOSEN OF LILITH

CR 16

XP 76,800

Male Fallen Elf Cleric 8, Fighter 6

CE Medium Outsider (chaotic, evil)

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; Perception +6

### DEFENSES

**AC** 25, touch 12, flat-footed 23 (+8 armor, +2 Dex, +5 natural)

**hp** 142 (14 HD; 8d8+6d10+42)

**Fort** +14, **Ref** +9, **Will** +16; +2 against fear

**Defensive Abilities** bravery 2; **DR** 10/cold iron and good; **Immune** poison, sleep; **Resist** acid 5, cold 5, electricity 10 fire 5; **SR** 15

### OFFENSE

**Speed** 30 ft., fly 50 ft.

**Melee** +2 *shock greatsword* +19/+14/+9 (2d6+9/17–20)

**Melee** touch + 15 (by spell)

**Ranged** ray +14 touch (by spell)

**Special Attacks** bleeding touch (1d6 bleed, 4 rounds, 7/day), channel negative energy (4d6, DC 18, 7/day), energy drain (kiss), touch of evil (sickened, 4 rounds, 7/day)

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*tongues*

3/day—*suggestion* (DC 17)

1/day—*summon* (level 6, 1 succubus 30%)

**Spells Prepared** (CL 8th; concentration +16)

4th—*cure critical wounds*, *dimensional anchor*, *dismissal* (DC 18),

*unholy blight*<sup>D</sup> (DC 18)

3rd—*bestow curse* (DC 17), *dispel magic*, *invisibility purge*, *magic circle against good*<sup>D</sup>, *searing light*

2nd—*aid*, *bear's endurance*, *bull's strength*, *desecrate*, *death knell*<sup>D</sup> (DC 16)

1st—*command* (DC 15), *detect good*, *divine favor*, *doom* (DC 15), *cause fear*<sup>D</sup> (DC 15), *summon monster I*

0 (at will)—*detect magic*, *inflict minor wounds*, *light*, *read magic*

**D** domain spell; **Domains** Death, Evil

### TACTICS

**During Combat** Vladimir primarily relies on his fighting abilities, although he may attempt to summon a succubus to his side, and uses *bear's endurance* and *bull's strength* to aid in his battle prowess.

**Morale** Vladimir fights to the death.

### STATISTICS

**Str** 17, **Dex** 14, **Con** 16, **Int** 10, **Wis** 18, **Cha** 18

**Base Atk** +12; **CMB** +15; **CMD** 27

**Feats** Augment Summoning<sup>b</sup>, Cleave, Combat Casting, Critical Focus, Dazzling Display, Improved Critical, Persuasive<sup>b</sup>, Power Attack, Skill Focus (Intimidate), Weapon Focus (greatsword),

Weapon Specialization (greatsword), Vital Strike

**Skills** Diplomacy +14, Fly +7, Intimidate +20, Knowledge (religion) +13, Perception +6, Sense Motive +16

**Languages** Abyssal, Common, Elven, *tongues*, telepathy 100 ft.

**SQ** armor training 1, command fallen harpies, death's embrace, scythe of evil (4 rounds, 1/day), weapon training (heavy blades +1)

**Gear** +2 *shock greatsword*, +3 *elven chain*, castle keys (chamber key, Area 4-4 and Area 4-8).

### Command Fallen Harpies (Sa)

Vladimir may command fallen harpies as a free action when within a one-mile radius of any fallen harpies (new creatures detailed in Appendix 3 of this adventure). This is a supernatural ability granted to the chosen of Lilith by the succubus goddess.

### Energy Drain, Kiss (Su)

As a chosen of Lilith, Vladimir may drain a victim's energy with a single kiss. This is most often done by first charming the victim, but need not be. Otherwise he must succeed in a grapple against the opponent, provoking an attack of opportunity. The kiss bestows one negative level on the victim, and acts as a *suggestion* spell, asking the victim to kiss him again. The victim is allowed a DC 17 Will save to negate the *suggestion*, and a DC 17 Fortitude save to remove a negative level bestowed with a kiss.

### Immune to Affects of Fallen Harpies (Ex)

Vladimir is immune to the wail of insanity and captivating song of all fallen harpies.

## DM Reference 4 (EL 18): Archer, Spearmen, and Swordsmen Search Party (see Wandering Monster Table 10: Castle Novgorod on Alert)

This reference is used with Wandering Monster Table 10: Castle Novgorod on Alert. Below are the stats of a search party of castle guards, including archers, spearmen, and swordsmen.

### FALLEN ELF ARCHERS (5)

CR 12

XP 19,200

Male and Female Fallen Elf Fighter 12



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CE Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +3 vs. fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +12/+6/+1 (1d8/19–20)

**Ranged** mwk longbow +21/+16/+11 (1d8+6/19–20 x3)

### TACTICS

**During Combat** The archers make the most of their ranged attack feats, taking as many attacks as possible with their longbows.

Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a –4 or –6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

**Str** 10, **Dex** 19, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +12; **CMB** +12; **CMD** 26

**Feats** Dodge, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (bows +2, heavy blades +1)

**Gear** Masterwork longbows, 30 arrows each, longswords, chain shirts.

### FALLEN ELF SPEARMEN (5)

**CR** 12

**XP** 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsspear +18/+13/+8 (1d8+12/19–20 x3)

**Ranged** heavy crossbow +16 (1d8+1/x3)

### TACTICS

**During Combat** These guards use the reach of their spears to devastating effect. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round). This is an extremely useful ability for the guards while defending cramped areas.

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Cleave, Combat Reflexes, Dodge, Greater Weapon Focus

(longspear), Greater Weapon Specialization (longspear), Improved Critical (longspear), Mobility, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specialization (longsword), Vital Strike

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (spears +2, crossbows +1)

**Gear** Masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

### FALLEN ELF SWORDSMEN (5)

**CR** 12

**XP** 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield)

**hp** 96 each (12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +16/+11/+6 (1d8+9/19–20) and mwk light mace +14 (1d6+5)

**Ranged** heavy crossbow +15 (1d8/x3)

### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** If the elves are reduced to 25% of their hit points, they flee the area and regroup to counterattack at a later time.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

Group Tactics: The spearmen use the reach of their spears to protect the archers. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round).

The archers stay behind the spearmen, making the most of their ranged attack feats, taking as many attacks as possible with their longbows. Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a –4 or –6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

## DM Reference 5 (EL 19): Annunvin's Search Party (see Wandering Monster Table 10: Castle Novgorod on Alert)

This reference is used with Wandering Monster Table 10: Castle Novgorod on Alert. Below are the stats of Annunvin and his search party.

### ANNUVIN THE BLACK XP 153,600

CR 18

Male Fallen Elf Antipaladin 18  
CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +7

**Aura** cowardice, depravity, despair, evil, sin, vengeance

#### DEFENSES

**AC** 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

**hp** 180 (18 HD; 18d10+72)

**Fort** +18, **Ref** +13, **Will** +15; +2 against enchantment

**Defensive Abilities** plague bringer; **Immune** sleep

#### OFFENSE

**Speed** 20 ft. (30 ft. base)

**Melee** +2 *unholy*, *wounding* *greatsword* +26/+21/+16/+11 (2d6+9 plus 2d6 vs. good plus 1 bleed plus poison/19–20)

**Melee** touch +23 (by spell effect)

**Special Attacks** channel negative energy (8d6 damage, DC 23, 9/day), cruelty (blinded 18 rounds, cursed, paralyzed 1 round, shaken 18 rounds, staggered 9 rounds, stunned 4 rounds), poison (shadow essence poison), smite good (+4 to AC, +4 to hit, +18 damage, 6/day), touch of corruption (13/day, 9d6 damage)

**Antipaladin Spell-Like Abilities** (CL 18th: concentration +22)

At will—*detect good*

**Divine Spells Prepared** (CL 14th: concentration +22)

4th—*greater invisibility*, *slay living*, *summon monster IV*

3rd—*animate dead*, *greater magic weapon*, *vampiric touch*

2nd—*bull's strength*, *darkvision*, *eagle's splendor*, *silence*

1st—*command*, *death knell* x2, *protection from good* x2

#### TACTICS

**Before Combat** Annunvin readies his weapons in another room, waiting for Syphrilla to lure the PCs in. He casts *bull's strength* and *protection from good* before entering battle. If time permits, he casts *greater magic weapon* for an additional +4 bonus to his sword

**During Combat** Annunvin takes full attacks on the PCs whenever possible, making liberal use of Greater Cleave and Furious Focus coupled with Power Attack. Against good clerics and paladins, he adds Channel Smite when possible. If only allowed a single attack per round, he makes use of Improved Vital strike or Stunning Assault. If the combat begins to go against him, he steps back and casts *greater invisibility* to heal and resume fighting.

**Morale** Annunvin fights to the death.

#### STATISTICS

**Str** 20, **Dex** 16, **Con** 16, **Int** 10, **Wis** 10, **Cha** 18

**Base Atk** +18; **CMB** +23; **CMD** 36

**Feats** Channel Smite, Cleave, Extra Channel, Furious Focus, Great Cleave, Power Attack, Improved Vital Strike, Stunning Assault, Vital Strike, Weapon Focus (greatsword)

**Skills** Bluff +12, Craft (poison) +8, Intimidate +12, Knowledge (religion) +8, Perception +7, Sense Motive +8, Stealth +11

**Languages** Common, Abyssal, Elven

**SQ** fiendish boon (*unholy* and *wounding*, 4/day, included above)

**Combat gear** 2 vials of shadow essence poison, 3 *potions of cure serious wounds*, 2 *potions of delay poison*; **Other Gear** +2 *unholy*,

*wounding greatsword*, +2 *spell resistant breastplate* (13), *cloak of charisma* +2 (included above)

### FALLEN ELF ARCHERS (2) XP 19,200

CR 12

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +6

#### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** longsword +12/+6/+1 (1d8/19–20)

**Ranged** mwk longbow +21/+16/+11 (1d8+6/19–20 x3)

#### TACTICS

**During Combat** The archers make the most of their ranged attack feats, taking as many attacks as possible with their longbows. Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a –4 or –6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

**Morale** If Annunvin is slain, the archers flee or surrender.

#### STATISTICS

**Str** 10, **Dex** 19, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +12; **CMB** +12; **CMD** 26

**Feats** Dodge, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (bows +2, heavy blades +1)

**Gear** Masterwork longbows, 30 arrows each, longswords, chain shirts.

### FALLEN ELF SPEARMEN (2) XP 19,200

CR 12

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

#### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsspear +18/+13/+8 (1d8+12/19–20 x3)

**Ranged** heavy crossbow +16 (1d8+1/x3)

#### TACTICS

**During Combat** These guards use the reach of their spears to devastating effect. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round). This is an extremely useful ability for the guards while defending cramped areas.

**Morale** If Annunvin is slain, the archers flee or surrender.



## APPENDIX 5: DM REFERENCE

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longspear), Greater Weapon Specialization (longspear), Improved Critical (longspear), Mobility, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specialization (longsword), Vital Strike

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (spears +2, crossbows +1)

**Gear** Masterwork longspear, heavy crossbows, 25 crossbow bolts each, chain shirts.

The spearmen use the reach of their spears to devastating effect. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round). This is an extremely useful ability for the guards while defending cramped areas.

The archers stay behind the spearmen, making the most of their ranged attack feats, taking as many attacks as possible with their longbows. Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a -4 or -6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

## DM Reference 6 (EL 19): Belun's Search Party (see Wandering Monster Table 10: Castle Novgorod on Alert)

This reference is used with Wandering Monster Table 10: Castle Novgorod on Alert. Below are the stats of Belun and his search party.

### BELUN

CR 17

**XP** 102,400

Male Fallen Elf Evoker 17

CE Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +17

### DEFENSES

**AC** 16, touch 12, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge)

**hp** 91 (17 HD; 17d6+34)

**Fort** +7, **Ref** +7, **Will** +10; +2 against enchantment

**Immune** sleep

### OFFENSE

**Speed** 30 ft. base

**Melee** +1 *staff* +9/+4 (1d6+1)

**Melee** touch + 8 (by spell)

**Ranged** ray +10 touch (by spell)

**Special Attacks** elemental wall (17 rounds), force missiles (1d4+8, 8/day)

**Spells Prepared** (CL 17th; concentration +28)

9th—*meteor swarm* (DC 26), *power word kill*

8th—*horrid wilting* (DC 25), *polar ray*

7th—*delayed blast fireball* (DC 24), *grasping hand*, *mage's sword*, *prismatic spray* (DC 24)

6th—*chain lightning* (DC 23) x2, *disintegration* (DC 21) x2, *forceful hand*

5th—*cone of cold* (DC 22), *magic jar* (DC 20), *teleport*, *wall of force*

4th—*confusion* (DC 19), *phantasmal killer* (DC 19) x2, *wall of fire* x2

3rd—*arcane sight*, *dispel magic*, *fireball* (DC 20), *lightning bolt* (DC 20) x2, *summon monster III*

2nd—*acid arrow* x2, *detect thoughts* (DC 17), *mirror image*, *scorching ray*

1st—*burning hands* (DC 18), *mage armor*, *magic missile* x3, *ray of enfeeblement* (DC 16)

0—*detect magic*, *mage hand*, *open/close*, *read magic*

**Opposition schools** necromancy, illusion

### TACTICS

**Before Combat** Belurust keeps an eye out, alerting Belun to anyone who approaches.

**During Combat** Belun primarily uses his Evocation spells, as he enjoys the mayhem and destruction they cause. He is also fond of *horrid wilting*, *polar ray* and *prismatic spray*, among his other high level spells.

**Morale** If reduced to 50% of his hit points, Belun teleports away to regroup.

### STATISTICS

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

**Base Atk** +8; **CMB** +8; **CMD** 20

**Feats** Alertness (when Belurust is within arm's reach)<sup>b</sup>, Combat Casting, Craft Wondrous Item, Dodge, Empower Spell, Forge Ring, Greater Spell Focus (Evocation), Improved Counterspell, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration

**Skills** Diplomacy +18, Fly +25, Knowledge (arcana) +25, Knowledge (planes) +25, Linguistics +25, Perception +17, Sense Motive +17, Spellcraft +25

**Languages** Abyssal, Common, Draconic, Dwarven, Elven, Infernal, Undercommon

**SQ** arcane bond (bat familiar), intense spells (+8 damage)

**Gear** +1 *staff*, *ring of protection* +4, *cloak of resistance* +1, *spellbook*.

### FALLEN ELF SPEARMEN (2)

CR 12

**XP** 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longspear +18/+13/+8 (1d8+12/19–20 x3)

**Ranged** heavy crossbow +16 (1d8+1/x3)

### TACTICS

**During Combat** These guards use the reach of their spears to devastating effect. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round). This is an extremely useful ability for the guards while defending cramped areas.

**Morale** If Belun is slain or disappears, the elves surrender.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (longspear), Greater Weapon Specialization (longspear), Improved Critical (longspear), Mobility, Power Attack, Spring Attack,

Weapon Focus (longspear), Weapon Specialization (longsword), Vital Strike  
**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12  
**Languages** Common, Abyssal, Elven  
**SQ** armor training 3, weapon training (spears +2, crossbows +1)  
**Gear** Masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

### FALLEN ELF SWORDSMEN (3) XP 19,200

CR 12

Male and Female Fallen Elf Fighter 12  
 CE Medium humanoid (elf)  
**Init** +3; **Senses** low-light vision; Perception +6

#### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield)

**hp** 96 each (12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear  
**Defensive Abilities** bravery +3; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +16/+11/+6 (1d8+9/19–20) and mwk light mace +14 (1d6+5)

**Ranged** heavy crossbow +15 (1d8/×3)

#### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** If Belun is slain or disappears, the elves surrender.

#### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)  
**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

The spearmen use the reach of their spears to guard Belun, attacking characters that attempt to move in to attack the wizard. Those that move through their threatened area (within 10 feet) are subject to attacks of opportunity (and thanks to the Combat Reflexes feat these guards may each take 3 attacks of opportunity a round).

Belun primarily uses his Evocation spells, as he enjoys the mayhem and destruction they cause. He is also fond of *horrid wilting*, *maze*, and *prismatic spray*, among his other high level spells.

## DM Reference 7 (EL 19): Ivan's Search Party (see Wandering Monster Table 10: Castle Novgorod on Alert)

This reference is used with Wandering Monster Table 10: Castle Novgorod on Alert. Below are the stats of Ivan and his search party.

### IVAN THE WARMASTER XP 102,400

CR 17

Male Fallen Elf Fighter 17  
 CN Medium humanoid (elf)  
**Init** +4; **Senses** low-light vision; Perception +8

#### DEFENSES

**AC** 23, touch 15, flat-footed 18 (+8 armor, +4 Dex, +1 dodge)  
**hp** 187 (17 HD; 17d10+85)

**Fort** +14, **Ref** +9, **Will** +5; +2 against enchantment, +4 against fear  
**Defensive Abilities** bravery +4; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 *longsword* +27/+22/+17/+12 (1d8+14/19–20) and +2 *light mace* +26/+21/+16 (1d6+13)

**Special Attacks** two weapon rend (1d10+6)

#### TACTICS

**Before Combat** Ivan readies his weapons as soon as he sees the PCs approaching.

**During Combat** Ivan fights using his Two-Weapon Fighting style, launching seven attacks on a full attack action between his two weapons. If he cannot take a full attack action, Ivan moves to attack an opponent with Vital Strike and then moves away using his Spring Attack ability so that others cannot use a full attack action against him.

**Morale** Ivan fights to the death.

#### STATISTICS

**Str** 18, **Dex** 19, **Con** 18, **Int** 10, **Wis** 10, **Cha** 12

**Base Atk** +17; **CMB** +21; **CMD** 35

**Feats** Critical Focus, Dodge, Greater Two-Weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Focus (light mace), Greater Weapon Specialization (longsword), Greater Weapon Specialization (light mace), Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Acrobatics +15, Climb +15, Intimidate +12, Perception +8

**Languages** Common, Elven

**SQ** armor training 4, weapon training (heavy blades +4, flails +3, crossbows +2, close +1)

**Gear** +2 *longsword*, +2 *light mace*, +3 *elven chain*, *amulet of health* +2, *cloak of resistance* +2.

### FALLEN ELF ARCHERS (2) XP 19,200

CR 12

Male and Female Fallen Elf Fighter 12  
 CE Medium humanoid (elf)  
**Init** +4; **Senses** low-light vision; Perception +6

#### DEFENSES

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)  
**hp** 96 each (12 HD; 12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear  
**Defensive Abilities** bravery +3; **Immune** sleep



## APPENDIX 5: DM REFERENCE

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +12/+6/+1 (1d8/19–20)

**Ranged** mwk longbow +21/+16/+11 (1d8+6/19–20 x3)

### TACTICS

**During Combat** The archers make the most of their ranged attack feats, taking as many attacks as possible with their longbows.

Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a –4 or –6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

**Morale** If Ivan is slain, the elves surrender.

### STATISTICS

**Str** 10, **Dex** 19, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +12; **CMB** +12; **CMD** 26

**Feats** Dodge, Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (bows +2, heavy blades +1)

**Gear** Masterwork longbows, 30 arrows each, longswords, chain shirts.

### FALLEN ELF SWORDSMEN (2)

**CR 12**

**XP** 19,200

Male and Female Fallen Elf Fighter 12

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSES

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 shield)

**hp** 96 each (12d10+36)

**Fort** +10, **Ref** +7, **Will** +4; +2 against enchantment, +3 against fear

**Defensive Abilities** bravery +3; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +16/+11/+6 (1d8+9/19–20) and mwk light mace +14 (1d6+5)

**Ranged** heavy crossbow +15 (1d8/×3)

### TACTICS

**During Combat** The elves primarily attack using their Spring Attack abilities, moving in to attack with both the longswords and light maces (thanks to their Two-Weapon Fighting feats) and then retreating (not provoking an attack of opportunity).

**Morale** If Ivan is slain, the elves surrender.

### STATISTICS

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

**Base Atk** +12; **CMB** +15; **CMD** 28

**Feats** Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Mobility, Spring Attack, Two-Weapon Fighting, Two Weapon Defense, Weapon Focus (light mace), Weapon Focus (longsword), Weapon Specialization (light mace), Weapon Specialization (longsword)

**Skills** Climb +12, Intimidate +15, Perception +6, Survival +9, Swim +12

**Languages** Common, Abyssal, Elven

**SQ** armor training 3, weapon training (heavy blades +2, flails +1)

**Gear** Masterwork light maces, masterwork longswords, heavy crossbows, 25 crossbow bolts each, chain shirts.

The swordsmen fight much like Ivan, using their Spring Attack abilities combined with their Two-Weapon Fighting abilities. Thus, they may rush in, take two attacks, and then rush out, leaving their opponent behind.

The archers stay behind Ivan and the swordsmen, making the most of their ranged attack feats, taking as many attacks as possible with their longbows. Should an opponent prove easy to hit, they fire even more arrows, using the Manyshot feat. Using this feat they may fire 3 arrows simultaneously, using the same attack bonus for each. However, when using this ability they suffer a –4 or –6 (for firing 2 or 3 arrows, respectively) penalty with each arrow.

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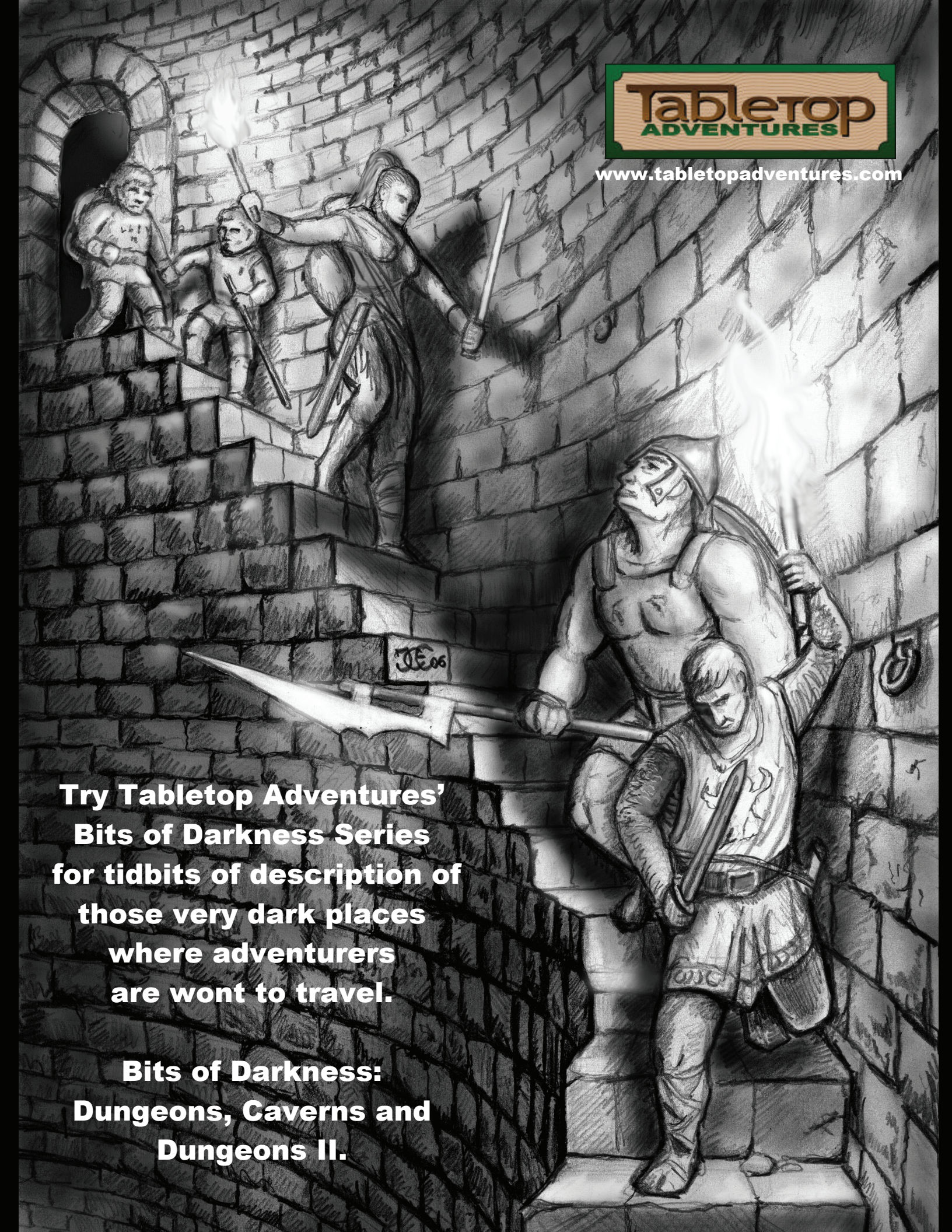
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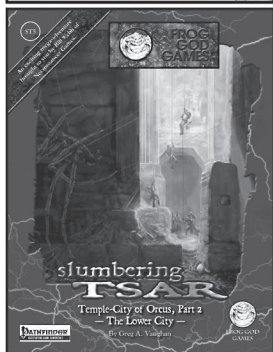
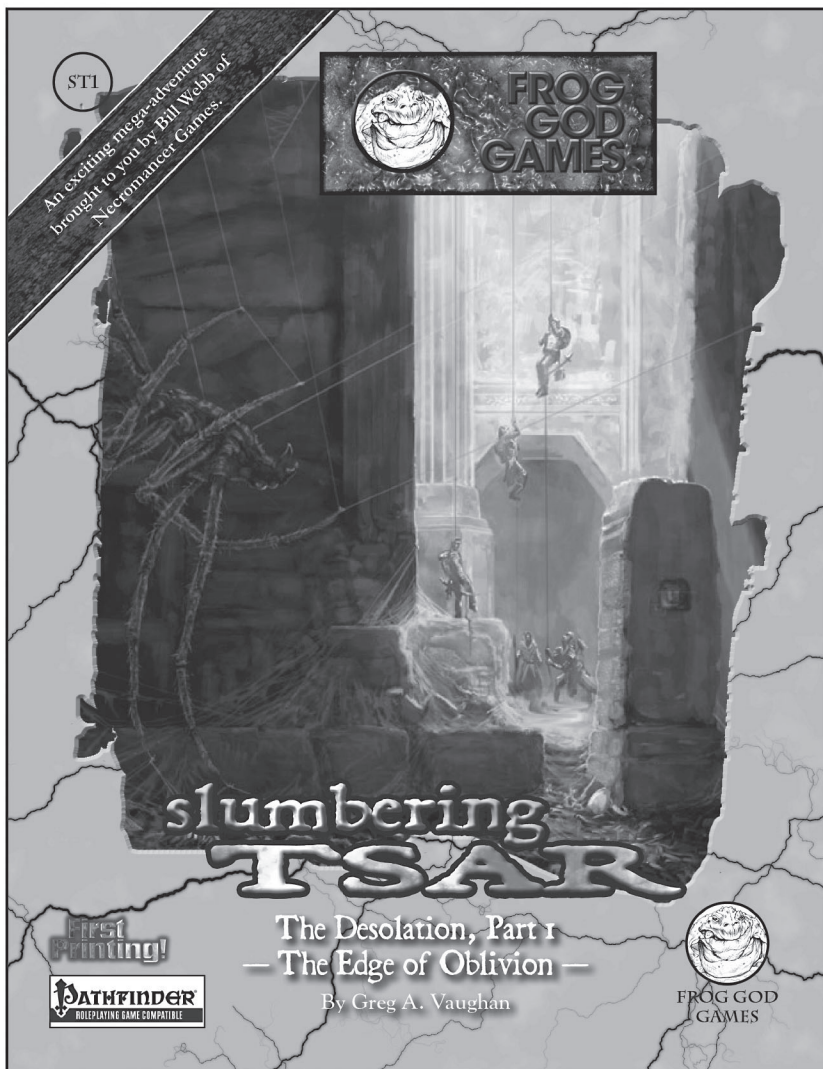




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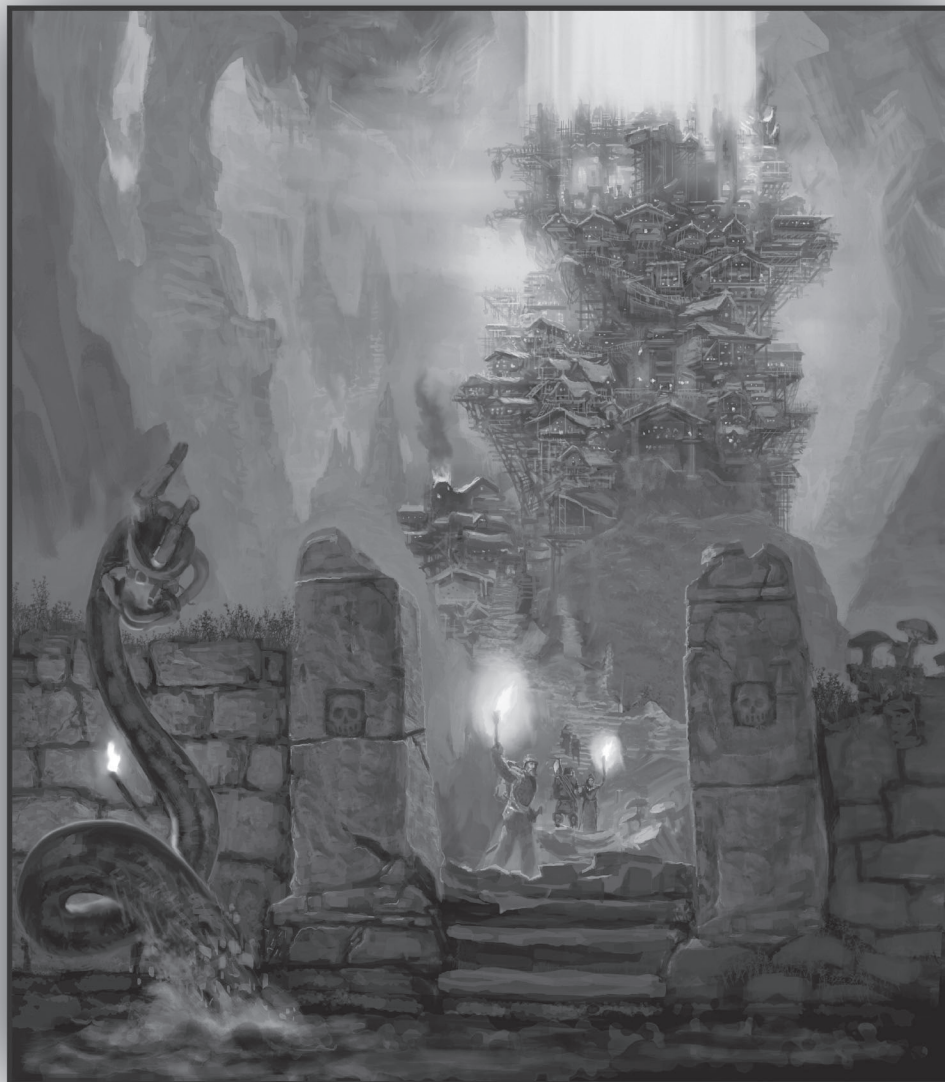


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