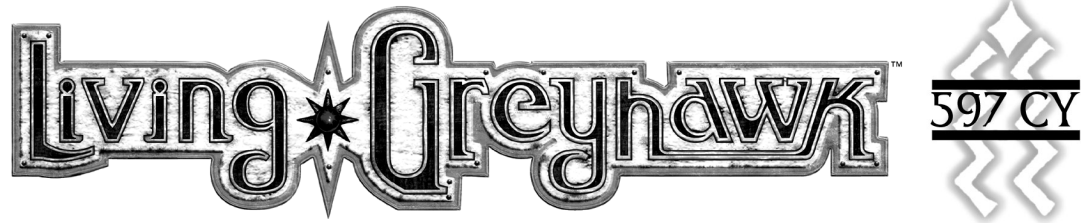


COR7-06



Drowning by Numbers

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

Version 2

by Luke Pitcher

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In the Ahlissan town of Jalpa, a young noblewoman needs your help. Her betrothed is missing. His friends are ... indisposed. And whatever is happening, someone (or something) seems intent on making a song and dance about it. A one-round Core adventure set in the United Kingdom of Ahlissa for characters level 8-15 (APLs 10-16).

Resources for this adventure [and the authors of those works] include *CORS4-03 Castle Greyhawk* [Jason Bulmahn and David Christ], *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matthew Sernett, Chris Thomasson, and James Wyatt], *COR3-19 Folly* [The Head Brothers], *Greyhawk's Circle of Eight* [Erik Mona and Gary Holian], *Howl from the North* [Dale "Slade" Henson], *Ivid the Undying* [Carl Sargent], and *Spell Compendium* [Matthew Sernett, Jeff Grub, and Mike McArtor].

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the United Kingdom of Ahlissa. All characters pay 2 Time Units per round.

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

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

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

PREPARATION FOR PLAY

Because this adventure deals tangentially with Zagyg, check if any of the characters has the *Disciple of Zagyg* or *True Disciple of Zagyg* AR items from COR54-03 *Castle Greyhawk*. (This is relevant in Encounter 7).

Additionally, it is possible that Virthina recognizes a few of the characters when she meets them in Encounter 2 (anyone with the Favor or House Torquann from ESA6-04 *Gift of the Tempest* or NMR6-05 *Gift of the Tempest*.) She greets such characters effusively.

NEW RULE ITEMS

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

ADVENTURE BACKGROUND

Over the last decade and a half, few adventuring companies have equaled the success of the Company of Grace. The band composed: Serrenen Brax, warrior and son of a Delaric noble house; Quenerel, an olven sorceress from the Grandwood; the Almorian wizard

Bronden Taren; and Taren's compatriot, the priest Gerrand of Atroa.

Adversity knitted the Company of Grace together; prosperity and time have begun to pull it apart. Serrenen Brax decided to settle down. He won the heart of Virthina of Torquann, an Ahlissan noblewoman. Bronden Taren turned to research; his work won him praise, and even brought him to the great Otto's attention. Only Quenerel and Gerrand retained their wanderlust.

Recently, an opportunity came for Serrenen and Bronden to work together again. Investigating the relationship between magic and music under the auspices of Otto, Bronden stumbled across references to the *Book of Numbers*. Created by Zagig Yragerne, the *Book of Number* embodied, in Zagig's own words, "a demonstration most trenchant and pertinacious of the fundamental identity between the art of music (that entertains the world) and the art magic (that changes it)". This was a surprising claim, since the *Book of Numbers* is entirely blank.

Most saw the *Book* as proof of Zagig's insanity. Bronden was not so sure. He conjectured that if placed in the right context, the *Book of Numbers* might unlock its mysteries. The wizard had just the place in mind: the Polyphonium, in the Ahlissan city of Jalpa. The following description of the Polyphonium is taken from *Ivid the Undying*: "with its nested scalloped ceiling and roof structures, and bizarre cross-beamed internal structure (allegedly designed to allow perfect sound), the place looks bewildering. Some claim that metamagical operations and illusions using sound distortions can be most beneficially practiced and performed here..."

Bronden, therefore, persuaded the current custodian of the *Book*, the Zagygite contemplative Entropimus (familiar to some PCs from COR3-19 *Folly*), to let him use it for his experiment. Serrenen had it transported to Jalpa, and obtain the permissions necessary to access the Polyphonium. The experiment was an astonishing success. Placed at the focal point of the Polyphonium, the *Book of Numbers* released melodies that rippled the world.

The two friends dispatched messengers so that their friends could join in their success: Bronden to Quenerel and Gerrand, Serrenen to Virthina. Bronden asked his fellow adventurers to come to the Polyphonium, but Serrenen told Virthina only to meet him at a particular inn in Jalpa. He wished the success to be a glorious surprise.

The activation of an artifact, however, had attracted attention. Delglath, the animus-lord of Rinloru, detected the *Book* and dispatched a minion, the vampire harpy Ka' Reek, to obtain it. Ka' Reek arrived at the Polyphonium, and attacked Bronden and Serrenen. They fought back, but the *Book's* influence had grown wanton, and all of Bronden's spells went awry. The harpy imprisoned them, but decided to play with the device herself rather than return to Delglath immediately, and began to experiment with the *Book*. Its zone of influence gradually expanded.

Two days later, Quenerel and Gerrand arrived at the Polyphonium. On the very threshold of the building, the *Book's* influence removed Gerrand's ability to understand

any language but music. Unable to speak, comprehend normal speech, or cast spells, the priest was powerless. Against his mute promptings, the headstrong Quenerel headed into the Polyphonium alone, where she confronted Ka' Reek, but fell prey to the *Book's* insidious harmonies.

As the adventure begins, Ka' Reek is comfortably established in the Polyphonium and Serrenen and Bronden are her unconscious captives. In an outer chamber, the magic of the *Book* compels Quenerel in an unending dance. Gerrand, functionally helpless, has retreated to Bronden's rented lodgings to formulate a plan. Virthina has arrived in Jalpa, only to find that Serrenen has disappeared. She is wandering in search of heroes to help work out what is going on. Perhaps it is her lucky night...

ADVENTURE SUMMARY

Introduction: Overture. The PCs' presence in town is explained. Once this is explained, the action moves to Encounter 1.

Encounter 1: The Statutory Duel. Late at night, the PCs notice that there is music in the air. It grows more threatening the closer they get to a particular alley. Almost immediately, harassed thugs issue forth from the alley. They demand the PCs' possessions, and attack when the PCs decline. If a fight takes place, however, the music bends it in unusual ways. Once the fight or negotiation ends, the action moves to Encounter 2.

Encounter 2: The Lass That Loved A Sailor. A young Ahlissan noblewoman, Virthina of Torquann, approaches the party. She explains that her betrothed, the Delaric nobleman Serrenen Brax, was supposed to meet her at a Jalpan inn earlier that day, but failed to show up. She would much appreciate it if some capable individuals would help her find him.

Virthina thinks that Serrenen had some sort of surprise planned for her. She also knows where he and Bronden had rented lodgings. She suggests that the hunt could start there. If they follow this advice, the action moves to Encounter 3.

Encounter 3: The Flowers of Progress. The PCs inspect the lodgings. Bronden's belongings include various materials related to the *Book of Numbers*. PCs who make the necessary Knowledge checks can deduce that Bronden was experimenting with some sort of Zagygitic item that blurred the boundaries between music and magic. Once the PCs have had time to digest what they have learned, the distraught Gerrand appears on the doorstep. The action then moves to Encounter 4.

Encounter 4: The Slave of Duty. Gerrand can now only understand or communicate in music. He has managed to prepare a song to sing to anyone he thinks can help him. (Player Handout 3 replicates these lyrics but the DM can sing it if he wants).

Gerrand knows other important material, from earlier conversations with Bronden. However, he can only communicate this if a PC can "talk" to him through Perform (sing) checks or by initiating telepathic contact.

At the very least, however, the PCs know that the Polyphonium is the place to go. Once they investigate the Polyphonium, the action moves to Encounter 5.

Encounter 5: Castle Adamant. The PCs reach the Polyphonium. PCs with the appropriate skills can pick up further clues about what they face. Once they come to the foyer of the main auditorium, they find Quenerel. The action then moves to Encounter 6.

Encounter 6: The Witch's Curse. In a chamber before the main auditorium, the PCs discover an olven woman, trapped in a seemingly endless dance. Unable to speak, she frantically indicates to the most athletic-seeming PC as if asking him/her to take over. If a PC takes over the dance and makes the requisite Perform (dance) or Tumble checks, or if the PCs use their own music to counter this enchantment, the woman can be freed. If not, her final drops of Wisdom drain away as they watch, and she is transformed into a creature of feral movement, that attacks the PCs.

If the elf is saved, she explains that she is Quenerel. Quenerel glimpsed Ka' Reek before the music took her over, so she can give the PCs an idea of what they will be facing. Once the PCs decide to confront what awaits them in the auditorium, the action moves to Encounter 7.

Encounter 7: The Peer and the Peri. Ka' Reek is in the central chamber of the Polyphonium, laying plans for further mayhem with her two minions. They attack intruders fiercely. Whatever the outcome, the action moves to Encounter 8 when the fight is over.

Encounter 8: The Merryman and His Maid. If Ka' Reek bests the PCs, she succeeds in mastering some elements of the *Book's* power. She *teleports* away to pastures new, taking the book and her captives with her. The PCs, if any survive, now have the problem that the music which has entered their blood remains there, and is turning sour. All PCs receive the *Curse of Ka' Reek AR* item if this occurs.

If the PCs succeed, however, Serrenen is reunited with Virthina and his comrades. The PCs have won the gratitude of a number of influential people, who may assist them in future – and also the favor of Zagygitic himself. All PCs receive the *Da Capo, Rubato AR* item if this occurs. *The Book of Numbers*, freed from Ka' Reek's influence, *teleports* back to Entropimus in Greyhawk. The adventure ends.

INTRODUCTION: OVERTURE

For the adventure to begin, it is necessary to explain the presence of the PCs in the Ahlissan city of Jalpa.

👑Jalpa (large city): Conventional; AL LE; 40,000 gp; Population 25,000; Mixed (Human 79%, Halfling 9%, Elf 5%, Dwarf 2%, Gnome 2%, Half-elf 1%, Half-orc 1%, Orc 1%).

Authority Figure: Prince Farland of Darmen (LE human male aristocrat 13).

The easiest way to explain the presence of the PCs in Jalpa is to do so in terms of mercenary work, or a diplomatic mission of some kind, as follows:

- Jalpa is a melting-pot for information, sellswords, potential employers, and patrons. It also boasts more inns and taverns (750 in total) than any other city in the Flanaess. If the PCs are looking for work in the lands of the former Great Kingdom, this is the place to find it.
- On the other hand, it may be that characters at this level have larger concerns. Jalpa's ruler, Prince Farland of Darmen, is Overking Xavener's uncle. Those who seek influence with the Nightingale Throne often petition Farland to intercede on their behalf. The PCs may be attached to such an embassy. As the adventure opens, Farland and his retinue are attending upon his nephew in Kalstrand for a few days, leaving the PCs at something of a loose end.

In any event, the PCs have been out on the town, and have fallen in with a number of like-minded individuals similarly at a loose end (the other PCs, if they were previously unacquainted). While at the inns, they can find out the latest gossip. Have all the PCs make Gather Information checks. Anyone who makes a DC 15 Gather Information check hears one of the following stories, with an additional one for every 5 points by which the check exceeds DC 15.

- A group of necromancers fled to Jalpa from Rauxes just before it fell. After a decade of quiet, they are again active. Their weapons include a golden skeleton that animates whenever Luna is full, which can kill with its gaze alone! (DM's note: versions of this story have been around for a decade. Whether it is true or not is anyone's guess. Nervous PCs may note that Luna is *not* full on the night on which this adventure takes place.)
- Something strange has been happening in Jalpa over the last day or two. People say that they keep hearing odd, faint sounds in the distance, or coming across people in places where they should not have been without any idea of how they got there. No one knows what this means. (DM's note: this is the influence of the *Book of Numbers* spilling out into Jalpa. The outbreaks have been few and far between up to now.)
- Ships are disappearing on the Solnor Ocean and Aerdi Sea. At first there was nothing special about it, except for the somewhat unusual high number and reports trickling in from as far north as Ratic and the Sea Barons. There have been no survivors up until recently. When found, the only known survivor, was completely insane. He was heard babbling that the Treasure Fleet has returned from the bottom of the sea to reclaim all its treasure stolen only a couple of years ago by the United Kingdom of Ahlissa. (This relates to COR5-01 *The Jungle of Lost Ships*).
- The Overking summoned Farland because he is concerned at the instability of the region. Strychan

of Dustbridge, once independent, will likely declare fealty to Grenell of the North Kingdom shortly. Bullywugs threaten Sunndi; *something* is stirring in the Headlands of Onnwal; and Delglath the animus-priest sends undead from his corpse-city of Rinloru to bring him items of power. (DM's note: all of this is more or less accurate, but only Delglath is relevant to this adventure.)

Whatever the success of these checks, the adventure opens with the PCs going back to their lodgings together through the streets of Jalpa after a night of revelry, on the night of Planting 7, CY 597. The hour is midnight. At this point, Encounter 1 begins.

1: THE STATUTORY DUEL

This encounter begins as the PCs return to their lodgings together through Jalpa at about midnight, on the night of Planting 7, CY 597. Read or paraphrase the following:

You are walking back to your lodgings, after a night of carousing. At midnight, the streets of Jalpa see little traffic. Yet for the last minute or so there has been music in the air - literally, "in the air". No instrument or performer is visible.

This would be strange enough, but the other thing about the music is that its character has just changed. Previously bright and upbeat, it has slowed, deepened, and entered a minor key. Its tone is now distinctly sinister.

Give the PCs a round to ponder this and take actions. If they move forward, they note that the music gets *more* sinister. If they pull back, it gets chirpier again.

After this round, start to read or paraphrase the following. PCs can interrupt this boxed text with action at any point they desire (which makes it unlikely that Jerzel will finish his speech). If the PCs attack, roll for initiative normally; there is no surprise round.

Three figures step out of an alley about fifty feet ahead of you. One is a big man in full plate armor, with symbols of a fist holding six red arrows on chains around his neck. He carries a heavy flail. The second is a leaner man in chainmail with a rapier and a kukri in his hands. The third is a dog, slathering at the second man's heels. The man in plate speaks:

"The Herald take this. If all was as it should be, now is when we would be jumping out, taking you by surprise, and running you through. But since this confounded MUSIC-" he gestures irritably at the air "lets even an arrant halfwit know that something is amiss, that's not about to work. So we'll make it easy. Give us your money -now- or we will kill you all slowly, painfully, and, no doubt, to the accompaniment of swooning bloody violins."

A DC 15 Knowledge (religion) check identifies the first man's symbols as those of Hextor, LE Oeridian Intermediate God of War, Conflict, Massacres, Discord, Fitness, and Tyranny. The two men are Jerzel, a priest of Hextor, and Faneen, his ranger associate. The dog is Ix, Faneen's animal companion. The fourth member of their group, a halfling wizard and rogue named Trebban, is still in the alley.

The three are all originally from the North Kingdom. **They** belong to a heretical faction of the church of Hextor known as the Servants of the Six. This faction holds that the most important conflict for their faith is not (as most Hextorites think) Hextor against Heironeous, but Hextor against Erythnul. The Servants of the Six see the traditions of warfare Hextor represents as antithetical to the screaming bloodlust and rage of Erythnul. This means that they regard Overking Grenell's reliance on his "Angry Army" of orcs with contempt, and so are outlawed in the North Kingdom. Most have been reduced to brigandage in foreign lands. Having their profitable attempts to ambush passersby repeatedly thwarted tonight by the music in the air is the last straw.

Development: Talking the Servants of the Six out of their stance is possible. Jerzel's attitude must be adjusted from hostile to friendly. This requires a DC 40 Diplomacy check made as a full-round action. The DC includes a +5 circumstance modifier for his current aggravation and a -10 penalty for trying to stave off combat (PH 72). Otherwise, he tires of talking and attacks. If the PCs start combat, the Servants of the Six fight back, regardless of any attempts at diplomacy. If the PCs negotiate their way out of this, skip down to "Talking to the Servants of the Six" below. If not, battle is joined:

APL 10 (EL 10)

- ☛ **Jerzel:** male human cleric 7; hp 42; Appendix 1.
- ☛ **Faneen:** male human ranger 7; hp 57; Appendix 1.
- ☛ **Trebban:** male halfling wizard 5/rogue 1/assassin 1; hp 29; Appendix 1.
- ☛ **Ix:** advanced riding dog; hp 33; Appendix 1.

APL 12 (EL 12)

- ☛ **Jerzel:** male human cleric 9; hp 53; Appendix 1.
- ☛ **Faneen:** male human ranger 9; hp 71; Appendix 1.
- ☛ **Trebban:** male halfling wizard 5/rogue 1/assassin 1/arcane trickster 2; hp 38; Appendix 1.
- ☛ **Ix:** advanced riding dog; hp 33; Appendix 1.

APL 14 (EL 14)

- ☛ **Jerzel:** male human cleric 11; hp 64; Appendix 1.
- ☛ **Faneen:** male human ranger 11; hp 84; Appendix 1.
- ☛ **Trebban:** male halfling wizard 5/rogue 1/assassin 1/arcane trickster 4; hp 46; Appendix 1.
- ☛ **Ix:** advanced riding dog; hp 33; Appendix 1.

APL 16 (EL 16)

- ☛ **Jerzel:** male human cleric 13; hp 74; Appendix 1.
- ☛ **Faneen:** male human ranger 13; hp 97; Appendix 1.
- ☛ **Trebban:** male halfling wizard 5/rogue 1/assassin 1/arcane trickster 6; hp 52; Appendix 1.
- ☛ **Ix:** advanced riding dog; hp 54; Appendix 1.

Tactics: At all APLs, Faneen and Ix close to melee as quickly as possible. Jerzel likewise casts buffs and wades into melee if at all possible, but he is ready to vary his attacks with range spells if possible. Trebban tries to snipe with his ranged touch spells, sneak attacking wherever he can.

However, as combat breaks out, something odd happens.

LET'S MISBEHAVE...

As the two sides square up, the music in the air, which died down during Jerzel's declaration, returns at full volume. Now it seems as if the music is not just in the air, it is in the *world*. As the PCs attack, they find themselves moving and reacting in ways that would be bizarre in a normal fight: spinning, flourishing, and leaping around, The Servants of the Six seem likewise affected.

This "dance-fight" comes from magic bubbling out into Jalpa from the *Book of Numbers*. It cannot be *dispelled* or resisted by any means. Its game mechanic effects are as follows, and apply to PCs and NPCs alike for this encounter:

- Characters now apply their Charisma modifiers as a bonus (or penalty) to all attack rolls. Characters with at least 5 ranks in Perform (dance) can ignore this effect, but do not have to do so. This is due to the magical effect resonating from the *Book of Numbers* artifact.
- Members of the dervish prestige class (*Complete Warrior*) can activate their "dervish dance" class feature for free.
- At the start of their turn each round, characters may (but do not have to) attempt a DC 35 Perform (dance) or Tumble check as a free action. If this check is successful, the character gains the benefits of the Cleave and Whirlwind Attack feats for one round, even if he does not meet the prerequisites. If the check fails by 5 or more, the character falls prone. This is an effect from the *Book of Numbers*.
- Characters casting spells during this combat notice that magic has become much more showy, with lots of twinkling lights. This looks pretty, but has no game effect.
- Note, that the stat blocks of Jerzel and his companions do not include any of the above modifications.

These effects end when the fight does. The music itself, however, does not: see below.

Treasure: Refer to the treasure section of this adventure to determine what the PCs find here.

TALKING TO THE SERVANTS OF THE SIX

PCs may try to question their would-be assailants. If Jerzel was talked out of attacking, he supplies this information amiably. If the PCs have taken one or more of the Servants alive, getting this information takes Intimidate checks or magical compulsion.

- Summarize the information about the Servants of the Six from earlier in this encounter.
- The music has been wrecking their attempts to ambush people all night. Every time anyone came near the alley, it got sinister and scared them away. This never happened before tonight.
- Earlier this evening, Jerzel even used a hoarded scroll of *divination* to ask “why is this music happening?” He received the response: “*a bird not a bird from a throat long dry/ sings a song not a song for her prince of bone/ with a book not a book from the days gone by/ to conduct a concerto of wail and moan*”. The Servants did not find this illuminating.

If the PCs part with the Servants on cordial terms (for example, without fighting), they all receive the *Favor of the Servants of the Six* AR item at the end of the adventure. Characters resolving this situation without violence still receive the full XP award for this encounter.

Although the music in the air has died away somewhat, it does not go away entirely (and it remains as well if the fight is averted). From this point onwards, the PCs endure quiet “mood music” on the verge of their hearing appropriate to whatever they are doing. Do not over-stress this (the idea is to madden the PCs, not the players), but try to remind the players of its enduring presence. Whatever the outcome here, when matters with the muggers have been completed, the action moves to Encounter 2.

Development: During any fighting or stand-offs in this encounter a small crowd gathers to watch. Once of those watching events is Virthina (see Encounter 2 for more details).

2: THE LASS THAT LOVED A SAILOR

The PCs come to this encounter when they have finished with Encounter 1. The commotion of the music attracts a small crowd. If possible, the DM should start having onlookers appear on the battle-mat (at a safe distance) while the combat (or negotiation) is still in progress. These people hang back politely at first, but come forward once the PCs are finished. Read or paraphrase the following:

A young woman, dressed as a noble, steps forward from the throng. She addresses you in quiet but authoritative terms. In the background, the texture of the unseen orchestration thins to a single plaintive oboe, which she ignores:

“Good evening, sirs. My name is Virthina of Torquann. I have urgent need for individuals of such manifest skill and dispatch as I see before me. Might I crave your attention for a moment?”

This young woman is, as she has said, Virthina of Torquann.

♣ **Virthina of Torquann:** female human aristocrat 4, LN.

Virthina is an Oeridian woman in her late twenties. She stands a slightly built five foot one inch tall. She is the youngest daughter of Lord Vengast, a minor noble of the Aerdry House of Torquann with holdings close to Jalpa. A small, quiet, and rather plain girl, her parents thought her a matrimonial liability, until Serrenen Brax met and fell in love with her. She is thus now more confident and self-assured than once she was, but remnants of her original shyness remain.

It is possible that Virthina recognizes a few of the characters (anyone with the *Favor of House Torquann* from ESA6-04 *Gift of the Tempest* or NMR6-05 *Gift of the Tempest*.) She greets such characters effusively.

Virthina is accompanied by two bodyguards (Tenrel and Flert, both LN human male warrior 3) and a maid (Hentra, LN human female expert 2). These stay near her most of the time, but do not speak unless spoken to.

VIRTHINA’S TALE

If the PCs speak to her, Virthina tells them the following:

- Her name is Virthina of Torquann, and she is an Ahlissan noblewoman.
- She needs help because her betrothed, the Delaric nobleman Serrenen Brax, is missing. He was supposed to meet her in an inn in Jalpa, *The Sorcerer*, at noon today. Virthina came from her family’s estate outside Jalpa to meet him, but Serrenen did not show up. She desperately wants to know where he is.
- Virthina knows her distress may seem an overreaction. However, there are two additional factors. In the first place, Serrenen had explicitly summoned her to Jalpa by letter for this meeting. In the second, Serrenen is never, *ever*, late for anything. Reliability (he once told her) was vital to an adventuring career like his own former one. “*If I am ever late,*” he told Virthina once, “*I am either captive or dead*”. He intended that as a joke, but now Virthina is terribly worried.
- After waiting at the inn for hours, Virthina went to the lodgings that Serrenen was sharing with his wizard friend, Bronden, while they stayed in Jalpa. Serrenen had mentioned the location of these

lodgings in his letter. The owner had not seen either man for two days.

- After going back to the inn to ask around (fruitlessly), Virthina is heading back to Serrenen's lodgings. She hopes to find some clues. Perhaps individuals with insight into how an ex-adventurer thinks would have more luck? Virthina would welcome any contribution that the PCs could make.
- Virthina is insistent that, if the PCs are willing to help her, they should all head to the lodgings right now. She apologizes for the unsociable hour, but she believes that Serrenen may be in immediate peril. Moreover, anything that powerful adventurers like her beloved and his friend Bronden could not handle might be an imminent threat to the whole city.
- Virthina cannot pay the PCs for their time, but she is the scion of a powerful House of Aerdy. The favor of House Torquann is potent in the lands of the former Great Kingdom.

All of the foregoing is true. Virthina and her retinue are exactly what they claim, as any magical check confirms.

Development: If the PCs are willing to help Virthina, they may choose to accompany her to Serrenen's lodgings. In this case, the action moves immediately to Encounter 3. However, questioning can reveal more from Virthina, as can Knowledge checks and spells. Of course, PCs may choose to use any of these options in the course of Encounters 3 and 4 as well, in which case refer to the information here.

QUESTIONING VIRTHINA

Virthina has more information.

Q: Can you show us the letter Serrenen sent you? Virthina can. Indeed, she hands it over to the PCs gladly. It is in Common, and is Player Handout 1.

Q: Can you tell us a bit more about Serrenen or Bronden? What do you know about their adventuring career? Virthina knows the following on these topics:

- Serrenen Brax is the youngest son of a nobleman in Delaric.
- Gifted with martial prowess (trumpets blare in the unseen orchestra) and, thanks to his elder brothers, somewhat surplus to family requirements in his youth (much like Virthina herself – hence some of the attraction), he took to life as an adventurer, forming a band called the Company of Grace.
- Other members of the Company of Grace included the Almorian wizard Bronden Taren, and another Almorian, a priest of Atroa called Gerrand. Virthina has never met Bronden, although Serrenen always speaks very warmly of him, but Gerrand came to visit once and he impressed Virthina as a quiet but kindly man.
- The Company of Grace had at least one other member, but Serrenen did not talk much about him

and Virthina has not met him. (DM's note: the mistake over Quenerel's gender is not sinister. Virthina does not know that the other member of the Company of Grace was female. Serrenen skirted around the topic of Quenerel when talking to Virthina about his past. The reasons for this omission are explained in Encounter 6.)

- The Company of Grace was very successful. As time passed, however, Serrenen wanted to return to the life of a Delaric noble. His family has cross-fostering links with Virthina's going back generations. Thus, something over a year ago, Serrenen and Virthina met again for the first time since they were children, and fell in love. They have been betrothed for several months. (The unseen music swells and swoons with rich violins at this point. Virthina blushes and stops talking).

Apart from answering these queries, Virthina does not know much more that can help. She has no idea why this music and its effects have appeared. Indeed, she is curious about it herself (*“umm... do ALL fights that adventurers have involve those twists and flourishes and, well, dancing? Serrenen never mentioned any of that to me...”*). More generally, she is quietly inquisitive about adventuring, since she wants to know what made her future husband. As long as she is around, she asks the PCs intelligent but naïve questions about their professional practices: *“Why do you always look at a door for two minutes before opening it?”* or suchlike.

PC KNOWLEDGE

PCs are likely to be curious at this point on two topics: Serrenen and his associates; and the music.

Serrenen Brax and the Company of Grace

This topic requires a bardic knowledge or Knowledge (local: Core) check. Those making a DC also know all the information from the easier DCs as well.

- **DC 25** Serrenen Brax was the leader of adventuring group called the Company of Grace. They were active in the Cairn Hills from 580 CY until a couple of years ago, becoming wealthy and quite powerful.
- **DC 30** The Company of Grace consisted of: the warrior Serrenen Brax from Delaric (its leader); a priest of Atroa named Gerrand from Almor as was; the wizard Bronden Taren, another Almorian; and an olve sorceress from the Grandwood called Quenerel.
- **DC 35** The Company effectively disbanded a couple of years back. All remain on good terms with each other, however. Brax returned to Delaric; Quenerel and Gerrand went on adventuring with other companies; and Taren retired to do magical research – possibly for the Circle of Eight itself.

The Music

This requires a Knowledge (arcana) or Spellcraft check. Those making a DC also know all the information from the easier DC as well.

- **DC 15** Whatever is causing the music, it is very powerful. Magic that can produce an irresistible effect with that sort of area or duration is hard to come by.
- **DC 24** No commonly known spell or effect can account for what the music has done, although it most resembles an intensified and deviant version of *Otto's Irresistible Dance*. Since it seems to be capable of rewriting the laws of reality in a given area, it is most likely power on the level of an artifact or deity.

PCs' Spells

PCs may also use magic to find out more. The following summarizes the effects of the most likely options:

Commune/contact other plane: These both work normally.

Discern location: this reveals that Serrenen is in the Polyphonium. PCs who cast it may well be tempted to head for the Polyphonium at once. This is not a problem, but since they cannot *teleport* into the Polyphonium itself right now (see below), they most probably have to head through the streets. In this case, omit Encounter 3 entirely, and run Encounter 4 outside the Polyphonium with the necessary adjustments.

Divination: casting this spell to ask a question about the whereabouts of Serrenen Brax or the character of the strange music yields the same response received by the frustrated Jerzel (since the powers know that they are fundamentally the same question):

"A bird not a bird from a throat long dry/ sings a song not a song for her prince of bone/ with a book not a book from the days gone by/ to conduct a concerto of wail and moan"

(*Greater*) *Scrying:* Virthina can lend the PCs a personal possession of Serrenen's (his letter to her, for example), should anyone think to ask her. Use the base Will save for a fighter of a level equal to the APL (since the levels of the Company of Grace go up according to the APL). At APL 10 his save modifier is +3, at APL 12s and 14 it is +4, and at APL 16 it is +5.

If Serrenen fails, the spell gives a vision of a powerfully built Oeridian man in his mid thirties, lying tied up and unconscious in a confined space. The only light comes through cracks in the ceiling, which is only three feet high. The ceiling seems to be made of wooden planks of some kind. Beside the big man lies a smaller, older man with a beard, also Oeridian, who is likewise bound and unconscious, and an elderly male gnome similarly tied. Virthina, if the big man is described to her or she can see the vision, can identify him as Serrenen. She does not recognize the smaller man or the gnome.

Teleport: No form of extra-dimensional travel can currently be used to penetrate the Polyphonium from

outside. Such spells function normally once a caster is inside the building (or as normally as the wild magic zone allows).

If the PCs follow Virthina to Serrenen's lodgings, proceed to Encounter 3. If they head straight for the Polyphonium, go to Encounter 4. Virthina insists on accompanying them if they do this.

3: FLOWERS OF PROGRESS

The PCs reach this encounter if they accompany Virthina to the lodgings of both Serrenen and Bronden at the end of Encounter 2. As Serrenen's letter said, it stands at the end of the Street of Sickle-Makers. This is a mile from the spot of the attempted ambush through the streets of Jalpa. On the way, Virthina continues her polite questioning of the PCs. In the background, the music continues to wax and ebb.

The proprietor of the lodgings, Chesel Tar (N male human commoner 2), is a curmudgeon who does not like nocturnal visitors, but he does thaw a little when he sees Virthina, whom he recognizes from earlier in the day. If anyone thinks to interrogate him, a DC 20 Diplomacy check coaxes the following out of him:

- Serrenen and Bronden have been staying in his rooms for more than a month. They were good tenants, paid well in advance, and are paid up until the end of the week.
- Every day, the two of them headed out early in the morning. They always came back late at night. Chesel does not know where they went.
- From about two and a half weeks ago, the two of them seemed very happy whenever Chesel saw them. "Flushed with success", is the way he puts it.
- The two of them set out as usual in the morning two days ago, and have not yet returned.

Chesel agrees to let Virthina and the PCs inspect the rooms without demurral.

SERRENEN'S ROOM

This contains little to interest the PCs. There are several changes of good quality clothing in the wardrobe. Brax and Bronden have been spending so much time at the Polyphonium that they moved most of their equipment there.

BRONDEN'S ROOM

At first glance, this seems much the same as Serrenen's. A DC 20 Search check, however, finds three pieces of paper trapped behind a drawer. These are as follows:

- A piece of parchment covered with intersecting lines, geometrical shapes, and marginal calculations.
- A scrap of parchment with several jotted notes on it, written in Draconic. (Player Handout 2. Only give this out if the PCs have some way to read it; Virthina, her retinue, and Chesel do not speak the language.)

- A letter, written in Common, in a shaky hand different from that of the other parchment. Each letter of the text is printed in a different colored ink (Player Handout 3).

Development: Each of the three pieces of parchment can contribute in its own way to the puzzle. Each, however, requires different skills to interpret.

A: The Geometric Diagram

- A DC 20 Decipher Script or DC 25 Knowledge (arcana) check deduces that the first parchment is a diagram of a room with unusual properties, into which a particular object has been placed. The calculations seem to relate to the amount of power released by the object at different points in the room. The conclusion seems to be that power is only released when the object is placed at exactly the right spot in the room. If it is moved anywhere else in the room, the effects stops.
- A DC 35 Decipher Script check enables the PC to calculate exactly where in the room the object would have to be placed to have its effect. Knowledge (arcana) checks, however high, are insufficient to deduce this. A PC who makes this check automatically sees through the “dummy artifact” in Encounter 7.

Comprehend languages has no effect on this parchment. Members of the geometer prestige class (*Complete Arcane*) add their geometer class level as a competence bonus to the checks above.

B: The Notes in Draconic

- A DC 20 Knowledge (religion) check identifies the *Horsefeather Gospel* as an obscure holy text of Zagyg, CN demigod of Eccentricity, Unpredictability, Humor, and Occult Studies. It is a collection of writings by Zagig Yragerne of Greyhawk. Clerics, favored souls, holy liberators, and pious templars of Zagyg receive a +5 circumstance bonus to this check.
- A DC 30 Knowledge (arcana) or bardic knowledge check identifies the *Fables of Burdock* as an obscure compendium of myths concerning various powerful and unique magic items.
- A DC 10 Knowledge (religion) check identifies Heward as the NG hero-god of bards and musicians.

C: The Multi-Colored letter

- A DC 10 Knowledge (arcana or local: Core) or bardic knowledge check identifies Otto as a powerful mage, the creator of several famous spells. He is a member of the Circle of Eight.
- A DC 25 Knowledge (arcana or local: Core) or bardic knowledge check adds that Otto originally came from lost Almor, and that he believes magic and music to be linked on some level.

- A DC 25 Knowledge (religion or local: Core) or bardic knowledge check identifies “E~” as Entropimus, the mad contemplative who is the high priest of Zagyg in Greyhawk. PCs who have played COR3-19 *Folly* have met Entropimus, and know this automatically; such characters have also met and recognize Lebarat as a paladin and wizard who is Entropimus’ old friend.
- Virrhina, Chesel, or any Jalpa native can identify the Polyphonium as one of the most famous structures in Jalpa. Built by an eccentric wizard long ago, one of its chambers is said to be designed to allow perfect sound.

Eight Songs for a Mad God

PCs who know or deduce that the demigod Zagyg and his followers are involved may also make one further Knowledge (arcana or history) or bardic knowledge check. Those making a DC also know all the information from the easier DCs as well.

- **DC 25** Before there was Zagyg the god there was Zagig Yragerne the man – the mad archmage and mayor of Greyhawk. Many believe that the two are one and the same.
- **DC 30** Zagig crafted various items that pushed the boundaries of conventional magical theory (and sanity). Many of these seem intended to provide enlightenment by inverting the ordinary or upending the expected.
- **DC 35** At least one such device was designed to blur the boundaries between music and magic. It is somewhat mysterious, however. Most believe that it did not work.
- **DC 40** The device is called the *Book of Numbers* – or, sometimes, just “the Book”. It is said to be a hefty tome, but all its pages are completely blank.

Once the PCs have finished pondering and seem about to leave, they proceed to Encounter 4.

4: THE SLAVE OF DUTY

The PCs reach this encounter from either Encounter 2 (if they headed straight for the Polyphonium) or when they have finished investigating Bronden’s rooms in Encounter 3. If the PCs went right to the Polyphonium, they find Gerrand outside the building, preparing to head to Serrenen’s rooms for help. If they went to the rooms, Gerrand bursts in on them there. Most of the text in this encounter assumes that it is taking place at the lodgings since this is the more likely scenario. Remember to make appropriate changes if it happens outside the Polyphonium.

PCs can probably detect Gerrand coming from some distance, as he is not moving quietly to be covert. When he arrives, read or paraphrase the following:

A disheveled man bursts into the room. He is Oeridian, in his mid-forties, with a plump build and graying dark brown hair. Dressed in full plate, he wears two symbols of an air glyph in a heart on a chain around his neck. Hope blossoms on his face as he sees Virthina, who in turn gasps: "Gerrand! What is wrong?"

The newcomer opens his mouth. The music swells...

This is indeed Gerrand, former member of the Company of Grace. A DC 15 Knowledge (religion) check identifies his symbols as those of Atroa, NG Oeridian lesser goddess of Spring, the East Wind, and Renewal.

♣ **Gerrand of The Sad Maiden:** male human cleric (Atroa, level=APL), NG.

Gerrand and Quenerel were in Sunndi trying to aid that beleaguered nation against the invading bullywugs when Bronden's message reached them, about a week ago. It mentioned where Bronden's lodgings were in Jalpa, but asked his two old friends to meet him and Serrenen at the Polyphonium today instead. When the two reached the Polyphonium, the music removed Gerrand's ability to understand any language but music. Unable to speak, comprehend normal speech, or cast spells, the priest was effectively powerless. Against his mute promptings, the headstrong Quenerel headed into the Polyphonium alone. Gerrand waited for her to come out, and desperately tried to evolve a strategy for what to do if she did not return. She did not.

Gerrand is not naturally musical, but he has spent time laboriously fashioning his recent experiences into a song, which he now sings. This song is the only way he can communicate unaided at present, although he can sing it over and over again. (give the players Player Handout 4). The DM *can* sing the song but there is no obligation to sing it, however, and the DM should still give the players the handout even if he does.

Gerrand does have further information that the PCs find useful. However, it is very hard for him to communicate it. The magic behind his affliction cannot be removed or dispelled by any means available to the PCs. Even an *anti-magic field* does not suppress it.

Trying to circumvent his communication difficulties by conventional or magical means is likewise fruitless, unless the PCs have some means to contact or read Gerrand's mind directly, without the medium of speech, gesture, or quill and paper. Things that do not work include, but are not limited to: casting *comprehend languages* or *tongues* on Gerrand or someone else; trying to get the priest to write things down; and having him draw (or recognize) pictures. Gerrand's problems are different from simple aphasia: spoken or written words or pictures cannot bear semantic content for him at present unless they have a melodic context. Gerrand is not a musical man, and this is giving him a lot of trouble.

There are two effective ways to allow Gerrand to communicate what else he knows:

- Establishing mind-to-mind contact with Gerrand. Means of achieving this include: the telepathy class feature possessed by members of the mindbender prestige class (*Complete Arcane*); the telepathy supernatural ability possessed by pseudodragon improved familiars; and the spells *brain spider*, *detect thoughts*, *probe thoughts*, and *Rary's (lesser) telepathic bond* (Gerrand voluntarily forgoes his save against any spell that seems to be being cast to help him).
- The most effective way to get Gerrand talking is for a musically inclined character to work with him: singing notes for him to follow and gradually coaxing him into putting together new melodies and sentences. Achieving this is a special use of the Perform (sing) skill which takes ten minutes and cannot be retried, as Gerrand gets upset and frustrated if it fails the first time. The PC has to make an APL+5 DC Perform (sing) check for this to work. PC's can aid another if they sing back-up. (DM's note: Gerrand's affliction is more powerful and pernicious at higher APLs. This is not because the *Book of Numbers* is stronger at higher APLs. Rather, Bronden, like all the other members of the Company of Grace, has a character level tied to the APL, and at higher APLs, he was therefore more successful in unlocking the *Book's* potential.) Because this exercise is as much about getting Gerrand to sing as it is about the PCs' own performance abilities, outcast champions (*Races of Destiny*) with the teamwork class feature and exemplars (*Complete Adventurer*) who can use the lend talent class feature on Perform (sing) checks both gain a +4 circumstance bonus to this roll. As an alternative, casting the spell *protégé* (*Spell Compendium* 163) on Gerrand automatically makes him musical enough to share what else he knows.

WHAT ELSE GERRAND KNOWS

Gerrand knows the following additional facts. If he is still communicating in song or via two-way telepathic contact, he volunteers all of them. Otherwise, improvise according to the parameters of whatever spell or ability is being used.

- Gerrand knows from previous letters that Bronden was doing some research involving an ancient magical item.
- Bronden thought that the item would start working if it was placed at the exact focal point of Jalpa's Polyphonium. If moved anywhere else, all of its effects would stop working immediately.
- The item in question is a book, the pages of which are completely blank.

Refer to Encounter 3 if the PCs want to make Knowledge checks to learn more if they have not already done so.

Regardless of his further success in communicating, Gerrand mutely tries to impel the PCs to head for the

Polyphonium now, since he is (correctly) convinced that time is of the essence. Virthina likewise urges them to do so. She says that she will look after Gerrand until they get back.

Virthina does not think that it is a good idea for Gerrand to accompany PCs into the building itself; in his present state, he is a liability, and she does not want one of Serrenen's friends being put in danger while in such a weakened state. Gerrand will not enter the Polyphonium unless the PCs use brute force or mind control on him (in which case they forfeit the *Favor of Virthina* at the end of the adventure). If the PCs do insist thus, use the stats for a cleric of his level from the DMG, except that Gerrand cannot cast spells or turn undead in his current state and has no magical equipment at present. Gerrand blew all his spells trying to cast them in a panic when his curse first manifested. Even if he is released from his affliction, he will not be able to cast again until he has had time to pray.

Once the PCs decide to make an attempt on the Polyphonium, the action moves to Encounter 5.

5: CASTLE ADAMANT

The PCs reach this encounter as soon as they decide to make an attempt on the Polyphonium. This building can be located by asking Virthina, Chesel, or any Jalpan native. It is a mile from Serrenen's lodgings, and about a mile and a half from where the Servants of the Six staged their assault.

On route to their destination, the PCs may notice indications that the influence of the music is increasing:

- Small groups of birds are singing. This would not be disturbing, except that most birds do not sing at night, and no birds usually sing six-part fugues.
- At one crossroads, a long line of stolid Jalpan citizens trots across the path of the PCs, each holding the waist of the person in front and occasionally rhythmically waving a leg out to one side. The music at this point is jocular and perky.
- The PCs pass a group of four people in the street: a handsome young man smirking with his arms around the shoulders of a giggling lady of the night; a distraught young woman sobbing at the sight of the first two together, and an old hunchbacked man, seemingly the girl's father. The four are all facing off against one another – but they are all singing. Despite their very different attitudes, all that comes across is how beautiful the whole sounds.

When the PCs reach the Polyphonium itself, their own personal music gets brooding and sinister again. The building is a two-storey stone structure, built according to the austere but beautiful canons of high Aerdy architecture. There is no sign of anyone around, and the great front doors are shut (but not locked).

If PCs try to run *detect* spells, they pick up strong magic of an indeterminate school throughout the whole building, and an aura of intermediate abjuration magic in a shell around the edifice's outer walls. The latter is the

focalization of the *Book's* power which prevents anyone from entering the building via extra-planar travel means such as *dimension door*, *ethereal jaunt*, or *teleport* (such travel *within* the building, or from inside the building to a point outside of it, works normally, however). Neither effect can be dispelled or suppressed by any means at the disposal of the PCs.

INSIDE THE POLYPHONIUM

Despite its unique acoustic properties, the Polyphonium is rarely used. The custodian, an elderly and half-deaf gnome called Lollipop Thistlethought (N male gnome expert 7) requires authorization from the highest level before he allows anyone access (however, when Ka' Reek arrived she simply captured him). In the last decade, the Polyphonium has been used rarely, usually for the private entertainment of Prince Farland and his courtiers. Serrenen had to call in several favors to gain its use.

Muted *continual flame* effects provide light inside the Polyphonium. Doors and walls have the following properties, unless otherwise stated. Doors are shut, but unlocked, except when the description notes an exception. Most of the chambers in the Polyphonium are presently dusty lumber-rooms, with little in them but moldering stage properties from productions of long ago. Exceptions are as follows:

A: The Hallway

This is all that its name suggests. There is little unusual in it at first glance. However, a DC 10 Search or Survival check notices odd marks of blood and apparent scorching on the floor. A further Survival check by someone with Track determines various characteristics about these marks.

- **DC 15** The marks are the tracks of a single Medium humanoid, with bare, bleeding feet. The stride pattern is odd, though, and the scorching is hard to interpret. The tracks are less than an hour old.
- **DC 20** The person who left the tracks was an adult, but very light. The stride pattern suggests someone who was repeatedly jumping around rather than walking in a straight line.
- **DC 25** A female elf left the tracks. The stride patterns suggest that she was dancing vigorously but getting tired. The only explanation you have for the scorch marks is that the dancer's feet were –literally– on fire.

The tracks lead beyond the door at the end of the passage and around the corner into Encounter 6.

B: Security Check

Prominently carved into the top of this archway is the rune for “danger.” A PC making a DC 15 Knowledge (arcana) identifies it as such. Once the rune has been identified, any Search or Disable Device checks made on the archway receive a +5 circumstance modifier.

Anyone who passes through this archway sets off its associated “trap” and is targeted with a *dispel magic*. The original creator of the Polyphonium installed this security precaution in case visitors brought disruptive spells from outside. Unlike the unique spell effects generated by the *Book of Numbers*, it can be resisted or disabled normally.

Because it was not designed as a “trap,” it is easier to find and deactivate than would normally be the case; this is reflected in its CR.

➤ **Dispel magic trap:** CR 3; spell; spell trigger; automatic reset; spell effect (*dispel magic* [target], caster level 10); Search DC 28; Disable Device DC 28.

All of the NPCs currently within the Polyphonium know about this “trap.” Most have fallen victim to it. Indeed, Quenerel, after setting it off by accident when she first entered, has been repeatedly dancing through the archway in a doomed attempt to use it to break the magic that forces her to dance (hence the tracks). Clever PCs who are suffering from unwanted spell effects may also use the “trap” in this fashion.

Once the PCs enter the room marked “6” on the handout, they meet the unfortunate Quenerel (go to Encounter 6).

6: THE WITCH’S CURSE

The PCs reach this Encounter as soon as they enter the room marked “6” on the map of the Polyphonium. When they do so, read or paraphrase the following:

This room is of lofty proportions: fifty foot square, with a twenty-foot high ceiling. Plush, faded furnishings suggest a foyer or antechamber of some kind.

In the middle of the room, a woman leaps and spins in time to the music, which here hisses out a frenzied jig. She is an olve. Despite the vigor of her movements, she looks in a bad way. Sweat darkly marks her loose-cut robes and her breath comes in labored gasps. As her bare, bloodied feet drum against the floor, flames leap and arc in their tracks.

This woman is Quenerel, an elven sorcerer/monk (LG female elf monk 2/ sorcerer [APL-dependant]) and former member of the Company of Grace. She is friends with Gerrand and Bronden, and was once rather more than friends with Serrenen. This is why his report of her to Virthina has been sketchy.

Quenerel is an accomplished spellcaster, but rather head-strong and impulsive. She bearded the three villains in their lair, only to discover that the inner chamber was now a wild magic zone. Chaotic power from the *Book* charged the unfortunate Quenerel with its music, which can only be “grounded” by expressing it through dance.

The monk Quenerel is reasonably athletic, but she lacks the developed skill in coordinated movement to dance her music to its conclusion. Still dancing, she fled the inner chamber, and tried to break the spell by

dancing through the *dispel magic* trap in Encounter 5, to no avail. Now, Quenerel’s strength is spent. Unless the PCs can help her, the frustrated music inside her will shortly convert her into a more conducive form.

DANSE MACABRE

Any PC who looks at her sees that Quenerel is spent. If they want to help her, they need to act quickly. From the point at which this Encounter begins, Quenerel takes 1 point of Wisdom drain every three rounds; her starting Wisdom is 10. If her Wisdom reaches 0, she transforms into a hideous creature of feral agility and speed (at which point she can act normally). Roll for initiative normally at this point; there is no surprise round.

APL 10 (EL 10)

➤ **Quenerel:** female wendigo elf monk 2/ sorcerer 6; hp 55; Appendix 1.

APL 12 (EL 12)

➤ **Quenerel:** female wendigo elf monk 2/ sorcerer 8; hp 59; Appendix 1.

APL 14 (EL 14)

➤ **Quenerel:** female wendigo elf monk 2/ sorcerer 10; hp 70; Appendix 1.

APL 16 (EL 16)

➤ **Quenerel:** female wendigo elf monk 2/ sorcerer 12; hp 81; Appendix 1.

Tactics: Quenerel the wendigo attempts to fly as high above the PCs as possible and blast at them with her ray spells. She singles out apparent spellcasters for spells that effect casting ability. She cannot be reasoned with, and fights, if possible, to the death. Quenerel remains a wendigo if she is killed.

Treasure: Refer to the Treasure section to determine what the PCs recover from Quenerel’s body.

SAVING QUENEREL

Breaking Quenerel’s curse requires meeting the music on its own terms. The power of the *Book of Numbers* cannot be dispelled or suppressed by any ability at the disposal of the PCs. However, the PCs can buy her a little time if they have certain spells. *Sheltered vitality* (*Spell Compendium* 188), for example, temporarily protects her from the Wisdom drain, but does not stop her dancing. Similarly, casting *owl’s wisdom* or other Wisdom-boosting spells can give her a few more rounds before her Wisdom reaches 0 (but note she loses these bonus Wisdom points at the end of the spell).

If the PCs free Quenerel from the dance, award them XP as if they had defeated her in combat. There are two ways to free Quenerel:

A: Take It Away

Quenerel cannot speak while she is dancing, but as soon as she sees any PC, she incorporates gestures into her dance which unmistakably suggest “take over, please”. Any PC with 5 or more ranks in Perform (dance) or Tumble can see that whatever the dance is, Quenerel cannot seem quite to do it properly: her movements are always just a fraction behind the beat.

If a PC begins dancing, Quenerel freezes in place (although she still cannot speak). The PC then feels a burning sensation in his own body, impelling him to a demanding dance. The PC must make an APL+5 Perform (dance) or Tumble check as a full-round action. (Once again, Bronden is a more powerful wizard at higher APLs, and was more successful in unleashing the *Book's* power). PCs using a Tumble check suffer a –20 circumstance penalty due to the compatibility problems of substituting tumbling for such a complex and demanding dancing.

Dervishes who spend a use of their dervish dance class feature gain a +4 competence bonus on this check and on any subsequent ones to dance out Quenerel's curse. If the check fails, the PC takes 1 point of Wisdom damage (not drain) and loses 4 hp from burning magical feedback (no save) but may continue to try to master the music in subsequent rounds. If a PC makes three such checks successfully (not necessarily in successive rounds – and it does not matter if a PC stops to rest or buff in the middle, then resumes) before Quenerel's Wisdom hits 0, the jig ends with a triumphant flourish and the elf collapses on the ground, exhausted but free from the curse.

If one PC gives up, another may try. PCs are never compelled to dance, and if their Wisdom hits 0, they fall unconscious, and can be restored normally. A PC who succeeds in dancing the music to its conclusion receives the *Danse macabre* AR item at the end of the adventure.

B: Different Strokes

As an alternative, a PC bard can match his countersong ability against the music, disrupting its efficacy through an equally potent performance. The bard must be within 30 ft. of Quenerel and not under the effect of a *silence* or similar spell.

The DC of the Will save that Quenerel must succeed on is APL dependant as the *Book of Numbers* is more potent from more misuse. The DC for this, by APL, is:

APL 10: DC 27.

APL 12: DC 29.

APL 14: DC 31.

APL 16: DC 33.

Because Quenerel is already under the influence of the music, she can only use the result of the bard's countersong as her saving throw. If the check succeeds, the music ends freeing Quenerel from the dance.

This option does not give the successful performer the *danse macabre* AR item.

Talking to Quenerel

If Quenerel is released from the curse, she is exhausted, but coherent. She is effusively grateful. Her first question is whether the PCs have seen her friend Gerrand (whom she describes) and whether he is alright. If the PCs calm her down, however, she volunteers useful information. Play Quenerel as earnest and direct, but not very reflective:

- Her name is Quenerel, and she arrived in Jalpa from Sunndi with her friend Gerrand this morning to meet some other old friends of theirs in this very building.
- On the threshold, Gerrand was subjected to some powerful magical attack which left him unable to speak or cast spells. All he could do was splutter out notes, and he seemed unable to understand anything Quenerel said. He tried to stop Quenerel going on by herself, but she had to know what was going on and whether her friends were in danger.
- In the innermost room of this building, she had an even nastier surprise. Her friends were nowhere to be seen, and the chamber was in the clutches of a foul, odd-looking harpy and a pair of annis hags. The harpy's skin was dry and desiccated, and its eyes glowed a fearsome red. (DM's note: Quenerel has never seen a vampire harpy, and is not clear that that Ka' Reek is undead. If PCs suggest this possibility to her, though, she thinks that it makes sense.) The villains sneered when Quenerel came in. “*We are the masters of the music now, little olve, the harpy squawked, “we beat the measure, and we call the tune, and...”*”
- At this point Quenerel cut the harpy's speech short by attacking the hags, but something went wrong with her magic. Her first set of *magic missiles* fired pickled onions at one of the hags, and her second only gave one of them hiccoughs.
- Quenerel was just preparing to retreat and regroup when the room swelled with a burst of music and she was compelled to dance. She danced back towards the outside to where she had set off a *dispel magic* trap in the hope that it could neutralize her affliction, but it did not. After that she lost control altogether, and everything becomes a blur of pain, desperation, and fatigue. She sensed, however, that the music as a whole was getting stronger – fast. Unless something is done soon.... Quenerel trails off at this point.
- Bronden did not keep Quenerel informed by correspondence of what he was doing, as he did with Gerrand. She knows that he was working on something in the Polyphonium and that he and Serrenen were preparing a big surprise, but she has no idea what it was.

The backlash from the magic has left Quenerel both exhausted and nauseated, quite apart from any Wisdom drain she may have suffered. These conditions cannot be

cured by magical means until the *Book of Numbers* is taken away or liberated. She is too weak to help the PCs in their final encounter, but bids them good fortune.

Once the PCs decide to brave the inner chamber of the Polyphonium, the action moves to Encounter 7.

7: THE PEER AND THE PERI

The PCs come to this Encounter once they try to enter the inmost chamber of the Polyphonium, the current locale of the *Book of Numbers*. It is an imposing room, one hundred and fifty feet long, sixty feet wide, and thirty feet high. The last thirty feet of its length is taken up by a 5 ft. high stage. The most important characteristics of the room are:

- The music here is astonishingly powerful. As battle commences, it becomes appropriately climactic, with crashing chords and all the resources of the invisible percussion section being brought into play.
- In this room, where the power of the *Book of Numbers* is at its strongest, conventional magic is apt to misbehave unless the caster has had time to attune to the artifact. Thus, this chamber is a wild magic zone. A PC inside the room casting a spell (or one casting into the room from without) must make a level check (DC 15 + the level of the spell or effect) to be successful. If he fails this check, roll on the Wild Magic table in the Appendix 2 to determine the results. Remember, a wild mage of 3rd-level or higher may roll twice in this event and pick the more advantageous result. The spells of the harpy function normally (and the EL of this Encounter is 1 higher than normal to reflect this) because she has been able to study the book.
- Anyone who made a DC 20 Decipher Script or DC 25 Knowledge (arcana) check to interpret the Geometric Diagram in Encounter 3 can see at once that this is the room it represented. Anyone who made a DC 35 Decipher Script check to interpret it can determine the exact location of the focus point, and so of Bronden's item, automatically. This is the spot currently occupied by the *Book of Numbers*, of course.
- The presence of an artifact crafted by the Mad Archmage empowers his Chosen Ones. Inside this room, anyone with the *Disciple of Zagyg* or *True Disciple of Zagyg* AR items from COR54-03 *Castle Greyhawk* gains a +1 sacred bonus to all attack rolls, skill checks, and saving throws.

A: THE STAGE

The stage is set with the props and backdrop for an opera. The backdrop depicts a snowy wasteland, while the stage space is strewn with three axes, a spear, two swords (one greatsword, one bastard sword), a great drinking horn, a large leather-bound book, a horned helmet, and a bearskin.

A DC 20 Knowledge (history or local: Core) or bardic knowledge check reveals that the stage is set for a performance of the opera *Howl from the North*, a richly orchestrated piece which tells of the quest to reunite the legendary *Five Blades of Corusk* and free the god Vatun from his prison.

What the check does NOT reveal by itself (although smart PCs may well be able to figure it out) is that there is something incongruous about the stage properties lying on the stage. The saga of the *Blades* has no place for a book. In fact, Ka' Reek hastily erected the set to conceal the true focal point and the source of the power that is fueling all of this. Namely...

B: THE BOOK OF NUMBERS

The *Book* lies open on the stage, camouflaged amongst other stage properties. It is a handsome, leather-bound tome, unremarkable in appearance, but completely blank. It radiates overwhelming magic of an indeterminate school.

The *Book of Numbers* is a major artifact. It is totally invulnerable to anything that any PC or NPC in this adventure can throw at it. Note that this durability can be a clue to the tome's true nature, if spellcasters are reckless with area effect spells around it and it emerges unscathed.

However, if anyone moves the *Book* from its current position at the exact focus of the Polyphonium, which takes as little effort as it would to move any other book of its size, the following effects immediately occur:

- The music resolves itself into one final, soul-shaking chord, and stops.
- The room's wild magic traits are replaced with normal magic traits.
- (*True*) *Disciples of Zagyg* lose the sacred bonuses above.
- Gerrand regains the power to understand language (although he gains a resonant singing voice he did not have before) and the ability to cast spells (but he has none memorized).
- Quenerel, if dancing or a wendigo, is freed from either condition, although she is still dead if the PCs killed her.
- All other manifestations of the *Book's* magic in Jalpa cease immediately.
- Ka' Reek and her minions are all deafened (no saving throw). The two annis hags are also fatigued (magical backlash; no saving throw).
- The *Book* itself disappears, *teleporting* back to Entropimus in Greyhawk.

Although Ka' Reek has had a little success bending the *Book* to her will, she is unable to use it to unleash any specific magical effect on the PCs in this Encounter. PCs cannot harness its magic to their own ends either.

C: THE GLOWING HARP

At this point, a six-foot tall harp has been placed in front of the stage. The harp glows with an eerie purple light. It radiates faint evocation magic.

The harp is actually just a masterwork instrument from one of the Polyphonium's storerooms, with a variant *light* cantrip cast on it. Ka' Reek was aware that she might have to deal with intruders who knew that artifact-level magic was at work, so she decided to have a dummy artifact to hand to divert attention from the *Book*. The hags stand protectively in front of the harp wherever possible, so as to facilitate the ruse.

KA' REEK, GREETHA, AND KREL

These three are servants of Delglath, the animus-priest of Nerull who is the ruler of the city of Rinloru. Delglath detected the activation of the *Book of Numbers*, and dispatched his servants to obtain it, determine its properties, and return it to him. Ka' Reek has enjoyed playing with the *Book*, but is now almost ready to return to Rinloru, and has worked out how to use the *Book's* power to unleash an enhanced *Aria of Everywhere* (*seeker of the song—Complete Arcana*) and *teleport* back there.

Ka' Reek and her minions are not prepared to negotiate and attack anyone who enters without mercy. If the PCs are going to stop the madness and save Serrenen, they have to do so by force of arms.

APL 10 (EL 13)

☛**Ka' Reek:** female vampire harpy bard 6; hp 90; Appendix 1.

☛**Greetha:** female annis hag barbarian 3; hp 124; Appendix 1.

☛**Krel:** female annis hag barbarian 3; hp 124; Appendix 1.

APL 12 (EL 15)

☛**Ka' Reek:** female vampire harpy bard 8; hp 100; Appendix 1.

☛**Greetha:** female annis hag barbarian 5; hp 152; Appendix 1.

☛**Krel:** female annis hag barbarian 5; hp 152; Appendix 1.

APL 14 (EL 17)

☛**Ka' Reek:** female vampire harpy bard 10; hp 114; Appendix 1.

☛**Greetha:** female annis hag barbarian 7; hp 175; Appendix 1.

☛**Krel:** female annis hag barbarian 7; hp 175; Appendix 1.

APL 16 (EL 19)

☛**Ka' Reek:** female vampire harpy bard 12; hp 127; Appendix 1.

☛**Greetha:** female annis hag barbarian 9; hp 202; Appendix 1.

☛**Krel:** female annis hag barbarian 9; hp 202; Appendix 1.

Tactics: The annis hags favor melee where possible. Ka' Reek tries to fly out of reach, using bardic and spell buffs on the hags. After that, she uses her offensive spells against the party from a distance. Ka' Reek's cronies are not immune to her Captivating Song ability, so she avoids using it unless there is a clear tactical advantage to be gained.

Treasure: Ka' Reek has already dispatched the possessions of Serrenen and Bronden (including the latter's spellbook) back to Rinloru. However, she and her associates still have some loot to interest adventurers. Refer to the Treasure section to determine what the PCs recover from their bodies.

If the villains are taken captive, they remain silent about their mission, unless magic or successful Intimidate checks are used. In this case, they admit that Delglath, the animus-prince of Rinloru, had them *teleported* to Jalpa to investigate the artifact whose awakening he had sensed. Ka' Reek, however, was so entranced with her new toy that she could not resist the urge to play with it for a while before returning it to Rinloru.

When the battle and interrogation (if any) are over, the action moves to Encounter 8.

8: THE MERRYMAN AND HIS MAID

The PCs reach this encounter after their battle with Ka' Reek and her minions (which likely ends very well, or very badly).

1. HARPY TRIUMPHANT

If Ka' Reek beats the PCs, or forces them to flee in such a fashion that she has ten minutes or more before they return, she manages to unleash the *Book's* power in an enhanced *Aria of Everywhere* (*seeker of the song—Complete Arcana*), which *teleports* the harpy, the hags, all their treasure, and their three captives (see below) back to Rinloru. If the PCs retreated, warn them that the music is becoming more threatening again as the moment of departure approaches.

If Ka' Reek escapes, what is left of the music in Jalpa curdles and turns sour before (eventually) disappearing. Tempers are frayed in the town for months to come; Virthina is heart-broken; Quenerel and Gerrand stay cursed; and the PCs feel bitter music in their veins for some time. All the PCs receive the *Curse of Ka' Reek* AR item. Virthina does, however, present each of the PCs with a small emerald (worth 125 gp) for their time and trouble.

2. THE BIG FINISH

If the PCs prevail, however, they quickly discover (no skill check required) the semi-conscious bodies of Serrenen Brax, Bronden Taren, and Lollip Thistlethought the Curator stowed beneath a trapdoor in the stage, along with a filthy nest that serves as Ka' Reek's "coffin":

♣ **Serrenen Brax:** LG male human fighter (level=APL).

♣ **Bronden Taren:** LN male human wizard (level=APL).

♣ **Lollip Thistlethought:** N male gnome expert 7.

Serrenen Brax

Serrenen Brax is a big, muscular Oeridian man in his mid-thirties, with dark hair and a moustache. Despite the trying circumstances, he is unfailingly polite and urbane. He thanks the PCs warmly and hopes that he will be able to repay them.

If asked, Serrenen can confirm that Bronden was attempting to unlock the power of the Zagykite artifact known as *The Book of Numbers*, and that he helped by using his contacts to access the Polyphonium. After some experimentation, they succeeded in releasing the *Book's* potential and calling forth melodies that rearranged reality itself. Just after they sent off letters to Virthina, Gerrand, and Quenerel confirming their success, however, the Polyphonium was invaded by the undead harpy and her cronies.

Bronden's spells went awry when he tried to defend them, and they, along with the curator, were taken prisoner. Serrenen knows that Ka' Reek was sent by Delglath of Rinloru to find the thing of power whose reawakening he had sensed. The harpy was vain, garrulous, and spent a great deal of time preening over her possible promotion.

Bronden Taren

Bronden Taren is a small bearded Oerid of about fifty with grey hair. He is laconic and dry of speech, and seemingly rather embarrassed at what the *Book* has unleashed. If the *Book* is still at the focal point when he is released, he immediately goes and moves it, with the results described in the previous encounter. Bronden is now convinced that it is safer to leave the artifact's power to slumber back in Greyhawk under the custody of Entropimus.

Lollip Thistlethought

Lollip is a wizened gnome. The curator is half-deaf, bad-tempered, and understandably furious about being imprisoned. He wants everyone off the premises as soon as possible.

to work out why, or just ask one of his other friends), but the awkwardness soon passes. If Quenerel is dead, Gerrand takes back her body to have her *raised* as soon as possible. He also *restores* any ability or level damage or drain suffered by any PC, free of charge.

Virthina is overjoyed to have her beloved returned. All PCs receive the *Favor of Virthina* AR item. She also gives each of them a 125 gp emerald as described above. Moreover, interacting with the *Book of Numbers* in such a fashion has won the PCs a smidgeon of attention from its creator. All PCs receive the *Da Capo, Rubato* AR item as well.

On this note, the adventure ends.

CONCLUSION

Brax tries to get all his friends back together as soon as possible, and proudly introduces Virthina to Taren. He seems to be a bit tense about introducing Virthina to Quenerel, if she is still alive (DC 15 Sense Motive check

EXPERIENCE POINT SUMMARY

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

Encounter 1: The Statutory Duel

Defeat or talk down the Servants of the Six

| | |
|--------|--------|
| APL 10 | 300 XP |
| APL 12 | 360 XP |
| APL 14 | 420 XP |
| APL 16 | 480 XP |

Encounter 5: Castle Adamant

Survive, disable, or evade the *dispel magic* trap

| | |
|--------|-------|
| APL 10 | 90 XP |
| APL 12 | 90 XP |
| APL 14 | 90 XP |
| APL 16 | 90 XP |

Encounter 6: The Witch's Curse

Defeat or free Quenerel

| | |
|--------|--------|
| APL 10 | 300 XP |
| APL 12 | 360 XP |
| APL 14 | 420 XP |
| APL 16 | 480 XP |

Encounter 7: The Peer and the Peri

Defeat Ka' Reek and her minions

| | |
|--------|--------|
| APL 10 | 390 XP |
| APL 12 | 450 XP |
| APL 14 | 510 XP |
| APL 16 | 570 XP |

Discretionary roleplaying award

| | |
|--------|--------|
| APL 10 | 270 XP |
| APL 12 | 315 XP |
| APL 14 | 360 XP |
| APL 16 | 405 XP |

Total possible experience:

| | |
|--------|----------|
| APL 10 | 1,350 XP |
| APL 12 | 1,575 XP |
| APL 14 | 1,800 XP |
| APL 16 | 2,025 XP |

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

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

1: The Statutory Duel

APL 10: Loot: 254 gp; Coin: 4 gp; Magic: 833 gp - *pearl of power (1st level)* (83 gp each), *gloves of dexterity +2* (333 gp each), *ring of protection +1* (167 gp each), *Trebban's spellbook* (242 gp each), *potion of cure light wounds* (8 gp); Total 1,091 gp.

APL 12: Loot: 254 gp; Coin: 4 gp; Magic: 1,349 gp - *pearl of power (1st level)* (83 gp each), *gloves of dexterity +2* (333 gp each), *ring of protection +1* (167 gp each), *Trebban's spellbook* (300 gp each), *potion of cure light wounds* (8 gp each), *boots of striding and springing* (458 gp each); Total 1,607 gp.

APL 14: Loot: 254 gp; Coin: 6 gp; Magic: 3,016 gp - *pearl of power (1st level)* (83 gp each), *gloves of dexterity +2* (333 gp each), *ring of protection +1* (167 gp each), *Trebban's spellbook* (433 gp each), 2 *potions of cure light wounds* (8 gp each), *boots of striding and springing* (458 gp each), +1 *icy burst rapier* (1526 gp each); Total 3,276 gp.

APL 16: Loot: 254 gp; Coin: 6 gp; Magic: 4,707 gp - *pearl of power (1st level)* (83 gp each), *gloves of dexterity +2* (333 gp each), *ring of protection +1* (167 gp each), *Trebban's spellbook* (516 gp each), 2 *potions of cure light wounds* (8 gp each), *boots of striding and springing* (458 gp each), +1 *icy burst rapier* (1526 gp each), *cloak of resistance +1* (83 gp

each), *minor ring of spell storing* (1500 gp each), *Quaal's feather token (bird)* (25 gp each); Total 4,967 gp.

6: The Witch's Curse

All APLs: Loot: 1 gp; Total 1gp.

7: The Peer and the Peri

APL 10: Loot: 87 gp; Magic: 999 gp —*dusty rose ioun stone* (416 gp each), 3 *cloaks of resistance +1* (83 gp each), 2 *rings of protection +1* (167 gp each); Total 1,086 gp.

APL 12: Loot: 87 gp; Magic: 1,483 gp —*dusty rose ioun stone* (416 gp each), 3 *cloaks of resistance +1* (83 gp each), 2 *rings of protection +1* (167 gp each), 2 *amulets of natural armor +1* (167 gp each), *dust of appearance* (150 gp each); Total 1570 gp.

APL 14: Loot: 153 gp; Coin: 50 gp; Magic: 3,049 gp —*dusty rose ioun stone* (416 gp each), 3 *cloaks of resistance +1* (83 gp each), 2 *rings of protection +1* (167 gp each), *ring of protection +3* (1500 gp each), 2 *amulets of natural armor +1* (167 gp each), *dust of appearance* (150 gp each) gp, clerical scroll of *restoration* (66 gp each); Total 3,252 gp.

APL 16: Loot: 153 gp; Coin: 50 gp; Magic: 4657 gp —*dusty rose ioun stone* (416 gp each), 3 *cloaks of resistance +1* (83 gp each), 2 *rings of protection +1* (167 gp each), *ring of protection +3* (1500 gp each), 2 *amulets of natural armor +1* (167 gp each), *dust of appearance* (150 gp each) gp, clerical scroll of *restoration* (66 gp each), *pearl of the sirines* (1275 gp each), *bracers of armor +2* (333 gp each); Total 4,960 gp.

8: The Merryman and his Maid

All APLs: Coin: 125 gp; Total 125 gp.

Treasure Cap

APL 10: 2,300 gp.

APL 12: 3,300 gp.

APL 14: 6,600 gp.

APL 16: 9,900 gp.

Total Possible Treasure

APL 10: Loot: 342 gp; Coin: 129 gp; Magic: 1,832 gp; Total: 2,303 gp.

APL 12: Loot: 342 gp; Coin: 129 gp; Magic: 2,832 gp; Total: 3,303 gp.

APL 14: Loot: 408 gp; Coin: 131 gp; Magic: 6,065 gp; Total: 6,604 gp.

APL 16: Loot: 408 gp; Coin: 131 gp; Magic: 9,364 gp; Total: 9,903 gp.

Special

☛ **Curse of Ka' Reek:** The music inside you is turning sour. For the next three adventures, you suffer a -4 penalty to Listen checks and initiative rolls.

☛ **Da Capo, Rubato:** You have caught Zagyg's attention. This PC has gained access to the seeker of the song prestige class (*Complete Arcane*).

☛ **Danse Macabre:** Your ordeal by dance has enlightened you. Henceforth, you may (but do not have

to) use your Dex modifier instead of your Cha modifier for the purpose of Perform (dance) checks and Perform (dance) is now treated as a class skill for you.

☛ **Favor of the Servants of the Six:** You have made peaceful contact with dissident Hextorites, who can instruct you in their teachings. Gain a +1 circumstance bonus to any Knowledge (religion or history) check pertaining to the church or worship of Hextor.

☛ **Favor of Virthina:** Virthina is grateful for your deeds. When the PC exercises this favor, she will upgrade any one magical suit of armor that the PC owns to add either the *ghost touch*, *fortification (moderate)*, or *wild special ability*. The PC must pay the difference in market value for the upgrade. Cross this favor out once used.

☛ **Trebban's Spellbook:** This small tome, bound in black leather, contains the following spells:

APL 10: 0—*acid splash*, *mage hand*, *ray of frost*; 1—*grease*, *lesser orb of acid*, *lesser orb of sound*, *mage armor*, *magic missile*, *mount*; 2—*glitterdust*, *invisibility*, *scorching ray*, *see invisibility*; 3—*displacement*, *heroism*, *phantom steed*, *stinking cloud*.

APL 12: All the above and 2—*touch of idiocy*; 4—*dimension door*, *summon monster IV*.

APL 14: All the above and 4—*orb of force*; 5—*Mordenkainen's faithful hound*, *wall of force*.

APL 16: All the above and 2—*fog cloud*; 4—*solid fog*; 6—*wall of iron*.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 10:

- *Pearl of power (1st level)* (Adventure; DMG)
- *Trebban's spellbook* (Adventure; see above; 2,900 gp)
- *Dusty rose ioun stone* (Adventure; DMG)
- Large masterwork chain vest (Adventure; PH; 350 gp)
- Large javelin (Adventure; PH; 2 gp)

APL 12 (all of APL 10 plus the following):

- *Boots of striding and springing* (Core; DMG)
- *Dust of appearance* (Adventure; DMG)
- *Trebban's spellbook* (Adventure; see above; 3,900 gp)

APL 14 (all of APLs 10-12 plus the following):

- *Trebban's spellbook* (Adventure; see above; 5,300 gp)
- +1 *icy burst rapier* (Core; DMG; 18,320 gp)
- *scroll of restoration* (Adventure; DMG)
- Large masterwork greatsword (Adventure; PH; 400 gp)
- *Ring of protection +3* (Core; DMG)

APL 16 (all of APLs 10-14 plus the following):

- *Trebban's spellbook* (Adventure; see above; 6,500 gp)
- *Minor ring of spell storing* (Core; DMG)
- *Quaal's feather token (bird)* (Adventure; DMG)
- *Bracers of armor +2* (Adventure; DMG)
- *Pearl of the sirines* (Adventure; DMG)

APPENDIX I: APL 10

I: THE STATUTORY DUEL

JERZEL OF HEXTOR

CR 7

Male human (Oeridian) cleric 7

LE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Old Oeridian

Aura *magic circle against good*

AC 18, touch 9, flat-footed 18; +2 against good creatures

(-1 Dex, +9 armor)

hp 42 (7 HD)

Immune ongoing mental control, possession (*magic circle against good*)

Fort +6, **Ref** +1, **Will** +8; +2 against good creatures

Speed 20 ft. in full plate (4 squares), base movement 30 ft

Melee mwk heavy flail +9 (1d10+3/19-20)

Ranged sling +4 (1d4+2)

Base Atk +5; **Grp** +7

Atk Options Divine Metamagic (Quicken Spell), Power Attack; smite 1/day (+4 to hit, +7 damage)

Special Actions spontaneous casting (*inflict* spells), rebuke undead 7/day (+2, 2d6+7, 7th)

Combat Gear *pearl of power* (1st level)

Cleric Spells Prepared (CL 7th):

4th—*divine power*^D, *freedom of movement*

3rd—*dispel magic*, *magic circle against good*[†], *magic vestment*^{D†}, *prayer*

2nd—*bear's endurance*, *cure moderate wounds*, *silence* (DC 15), *sound burst* (DC 15), *spiritual weapon*^D

1st—*bless*, *cure light wounds*, *divine favor*, *inflict light wounds*^D (DC 14), *obscuring mist*, *resurgence*

0—*create water*, *cure minor wounds* (2), *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 14, Dex 8, Con 13, Int 12, Wis 16, Cha 10

Feats Divine Metamagic (Quicken Spell), Extra Turning, Martial Weapon Proficiency (heavy flail), Power Attack, Quicken Spell, Weapon Focus (heavy flail)

Skills Concentration +11, Knowledge (planes) +11, Knowledge (religion) +11, Spellcraft +11

Possessions combat gear plus masterwork heavy flail, heavy flail, longspear, sling, 10 sling bullets, morningstar, masterwork full plate, 2 wooden holy symbols (Hextor), 2 spell component pouches, 24 gp

FANEEN

CR 7

Male human (Oeridian) ranger 7

LE Medium humanoid (human)

Init +4; **Senses** Listen +13, Spot +13

Languages Common

AC 19, touch 15, flat-footed 15

(+4 Dex, +4 armor, +1 deflection)

hp 57 (7 HD)

Resist fire 10

Fort +9, **Ref** +11, **Will** +5

Speed 40 ft. (8 squares)

Melee mwk rapier +13/+8 (1d6+1/18-20) and mwk kukri +13 (1d4/18-20)

Ranged longbow +13/+8 (1d8/x3)

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

Atk Options favored enemy humans +4, favored enemy orcs +2, combat style (two-weapon fighting), improved combat style

Ranger Spells Prepared (CL 3rd):

1st—*longstrider*[†], *resist energy (fire)*[†]

† Already cast Faneen has also had *heroism* cast on him by Trebban.

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

SQ animal companion (Ix), wild empathy +7 (+3 magical beasts), woodland stride

Feats Endurance^B, Improved Toughness, Track^B, Weapon Finesse, Weapon Focus (kukri), Weapon Focus (rapier)

Skills Handle Animal +12, Hide +15, Listen +13, Move Silently +15, Spot +13, Survival +13

Possessions masterwork rapier, masterwork kukri, rapier, kukri, 2 clubs, longbow, 20 arrows, longspear, *gloves of dexterity* +2, *ring of protection* +1, masterwork chain shirt

IX

CR -

Male advanced riding dog animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; Listen +5, Spot +7

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 33 (4 HD)

Resist evasion

Fort +7, **Ref** +7, **Will** +2

Speed 40 ft. (8 squares)

Melee bite +6 (1d6+4)

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

Atk Options trip (+3)

Abilities Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Feats Alertness, Improved Toughness, Track

Skills Jump +9, Listen +5, Spot +7, Survival +1 (+5 tracking by scent), Swim +4

Trip (Ex) If Ix hits with a bite attack he can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Ix.

TREBBAN "THE FILCHER"

CR 7

Male halfling rogue 1/ conjurer 5/ assassin 1

NE Small humanoid (halfling)

Init +3; **Senses** see *invisibility*; Listen +9, Spot +1

Languages Common, Draconic, Halfling, Old
Oeridian

AC 18, touch 14, flat-footed 14
(+1 size, +3 Dex, +4 armor)

hp 29 (7 HD)

Immune hold, paralysis, grapple attempts (*freedom of movement*)

Fort +3, **Ref** +9, **Will** +6 (+8 against fear)

Speed 20 ft. (4 squares)

Melee rapier +1 (1d4-2/18-20)

Ranged light crossbow +6 (1d6/19-20)

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

Atk Options Point-Blank Shot, Precise Shot; death attack (DC 14), poison use, sneak attack +2d6, +1 racial bonus on attack rolls with thrown weapons and slings

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 7th):

3rd—*heroism*[†], empowered *magic missile*, *stinking cloud* (DC 16)

2nd—*glitterdust* (DC 15), *invisibility*, *scorching ray*, see *invisibility*[†]

1st—*grease* (DC 14), *lesser orb of acid*, *lesser orb of sound*, *mage armor*[†], *magic missile*

0—*acid splash* (3), *ray of frost* (2)

† Already cast

Assassin Spells Known (CL 1st):

1st (1/day)—*distract assailant* (DC 14), *true strike*

Abilities Str 6, Dex 16, Con 13, Int 16, Wis 12, Cha 10

SQ halfling traits

Feats Empower Spell, Point-Blank Shot, Practiced Caster (wizard), Precise Shot

Skills Concentration +1, Decipher Script +10, Disable Device +10, Disguise +4, Escape Artist +10, Hide +15, Knowledge (arcana) +7, Listen +9, Move Silently +13, Spellcraft +7

Possessions combat gear plus rapier, light crossbow, 10 bolts, 2 spell component pouches, spellbook

Spellbook (barred schools: abjuration, necromancy) wizard spells prepared plus 0—*mage hand*, 1—*mount*; 3—*displacement*, *phantom steed*

Death Attack: If Trebban studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (his choice). While studying the victim, Trebban can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 14) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Trebban has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if Trebban does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

6: THE WITCH'S CURSE

QUENEREL THE WENDIGO

CR 10

Female wendigo* elf monk 2/ sorcerer 6

*see *Fiend Folio* 186

CE Medium fey (cold)

Init +7; **Senses** low-light vision; Listen +3, Spot +3

Languages Sylvan

AC 32, touch 28, flat-footed 25; Deflect Arrows (+7 Dex, +1 monk, +4 armor [*mage armor*], +5 feat, +5 deflection)

hp 55 (8 HD); regeneration 5

Immune cold, magic sleep effects

Resist evasion

Fort +7, **Ref** +12, **Will** +9; +2 against enchantment

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee unarmed strike +7 (1d6+3) and bite +2 (1d6+4/18-20/x3 plus disease) or

Melee unarmed strike +5/+5 (1d6+3) with flurry of blows and

bite +0 (1d6+4/18-20/x3 plus disease)

Base Atk +4; **Grp** +11

Atk Options Ascetic Mage, Empower Spell, Improved Grapple, Improved Unarmed Strike, Silent Spell; ravenous bite

Special Actions maddening whispers, wind walk

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 18)

2nd (5/day)—*false life*[†] (11 hp), *web* (DC 17)

1st (5/day)—*distract assailant* (DC 16), *mage armor*[†], *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *prestidigitation*, *read magic*

† Already cast: Quenerel also used two *magic missile* spells fighting the hags and a *false life*

Abilities Str 16, Dex 24, Con 15, Int 8, Wis 12, Cha 21

Feats Ascetic Mage, Deflect Arrows, Empower Spell, Improved Grapple, Improved Unarmed Strike, Silent Spell, Track

Skills Concentration +13, Jump +8, Tumble +14

Disease (Su) Any creature hit by Quenerel's bite attack must succeed on a DC 16 Fortitude save or become infected with the wendigo's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day the victim takes Wisdom damage from the disease, he must succeed in a DC 19 Will save or become overwhelmed with insatiable hunger for the flesh of his own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If

a victim of this hunger is reduced to a Wisdom score of 0, he transforms into a wendigo immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

Maddening Whispers (Su) Quenerel may use her maddening whispers ability on any one target within 120 ft. 1/day. She may use this ability while *wind walking*. Only the chosen victim can hear her insane whispers and invitations. The victim must make a successful DC 19 Will save or take 1d3 points of Wisdom damage.

Ravenous Bite (Ex) If Quenerel makes a successful critical hit with her bite attack, the wound bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 10 Heal check or the application of a *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

Regeneration (Ex) Fire deals normal damage to Quenerel

Wind Walk (Su) Quenerel can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

7: THE PEER AND THE PERI

KA' REEK

CR 9

Female vampire harpy bard 6

CE Medium undead (augmented monstrous humanoid)

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +28

Languages Common

AC 23, touch 16, flat-footed 18; Dodge (+5 Dex, +7 natural, +1 insight)

hp 90 (13 HD); DR 10/silver and magic, fast healing 5

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Fort +5, **Ref** +18, **Will** +13

Resist cold 10, electricity 10, turn resistance +4

Weakness garlic, holy symbols, mirrors, running water, sunlight

Speed 20 ft. (4 squares), fly 80 ft. (16 squares) (average); Flyby Attack

Melee mwk longsword +17/+12/+7 (1d8+6/19-20) and slam +10 (1d6+4 plus energy drain)

Base Atk +11; **Grp** +15

Atk Options Combat Reflexes, Power Attack; blood drain, energy drain

Special Actions alternate form, bardic music 6/day (inspire competence, inspire courage +1), captivating song (DC 21), children of the night, countersong, dominate (DC 24), *gaseous form*, *spider climb*

Bard Spells Known (CL 6th)

2nd (4/day)—*glitterdust* (DC 20), *harmonize*, *heroism*

1st (5/day)—*disguise self* (DC 19), *grease* (DC 19), *inspirational boost*, *unseen servant*

0 (3/day)—*detect magic*, *flare* (DC 17), *ghost sound*, *light*, *message*, *prestidigitation*

Abilities Str 19, Dex 20, Con -, Int 12, Wis 14, Cha 27

Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (longsword)

Skills Bluff +20, Concentration +24, Intimidate +12, Knowledge (arcana) +6, Listen +14, Perform (sing) +24, Spellcraft +4, Spot +28

Possessions masterwork longsword, *dusty rose ioun stone*, *cloak of resistance* +1

Captivating Song (Su) When Ka' Reek sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Ka' Reek's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward Ka' Reek, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of Ka' Reek stands there and offers no resistance to the monster's attacks. The effect continues for as long as Ka' Reek sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Blood Drain (Ex) Ka' Reek can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Ka' Reek gains 5 temporary hit points.

Children of the Night (Su) Ka' Reek command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Ka' Reek for up to 1 hour.

Dominate (Su) Ka' Reek can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Ka' Reek must use a standard action, and those merely looking at it are not affected. Anyone Ka' Reek targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by Ka' Reek energy drain rises as a vampire spawn (see the Vampire Spawn entry)

1d4 days after burial. If Ka' Reek instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under Ka' Reek's command and remains enslaved until Ka' Reek's destruction. At any given time Ka' Reek may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su) Living creatures hit by Ka' Reek slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. Ka' Reek can use her energy drain ability once per round.

Alternate Form (Su) Ka' Reek can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that Ka' Reek does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, she loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of its new form. Ka' Reek can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex) Ka' Reek heals 5 points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points in combat, she automatically assumes *gaseous form* and attempts to escape. Ka' Reek must reach her coffin home within 2 hours or be utterly destroyed. (She can travel up to nine miles in 2 hours.) Any additional damage dealt to Ka' Reek forced into gaseous form has no effect. Once at rest in its coffin, Ka' Reek is helpless. She regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, Ka' Reek can assume *gaseous form* at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) Ka' Reek can climb sheer surfaces as though with a *spider climb* spell.

GREETHA/KREL (RAGING) CR 9

Female annis hag barbarian 3

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Common, Giant

AC 24, touch 10, flat-footed 24; +1 against traps, uncanny dodge
(-1 size, +2 Dex, -2 class, +10 natural, +4 armor, +1 deflection)

hp 124 (10 HD); DR 2/bludgeoning

Resist SR 19

Fort +15, **Ref** +9 (+10 against traps), **Will** +11

Speed 50 ft. (10 squares)

Melee 2 claws +20 (1d6+11) and bite +15 (1d6+5)

Ranged javelin +11/+6 (1d8+11)

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

Base Atk +10; **Grp** +26

Atk Options Blind-Fight, Quick-Draw; improved grab, rake (+20 attack, 1d6+11), rage 1/day, rend 2d6+16

Spell-Like Abilities (CL 8)

3/day—*disguise self*, *fog cloud*

Abilities Str 32, Dex 15, Con 24, Int 12, Wis 14, Cha 8

Feats Alertness, Blind-Fight, Great Fortitude, Quick-Draw

Skills Bluff +10, Diplomacy +1, Disguise -1 (+1 acting), Hide +5, Intimidate +1, Listen +14, Spot +14

Possessions 10 Large javelins, *ring of protection* +1, *cloak of resistance* +1, Large masterwork chain vest

Improved Grab (Ex) To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +20 melee, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+16 points of damage.

When not raging, Greetha/Krel have the following changed statistics:

AC 26, touch 12, flat-footed 26

hp 104 (10 HD)

Fort +13, **Will** +9

Melee 2 claws +18 (1d6+9) and bite +13 (1d6+4)

Ranged javelin +11/+6 (1d8+9)

Grp +24

Abilities Str 28, Con 20

Rake Attack bonus +18 melee, damage 1d6+9

Rend 2d6+13

1: THE STATUTORY DUEL

JERZEL OF HEXTOR

CR 9

Male human (Oeridian) cleric 9
 LE Medium humanoid (human)
Init -1; **Senses** Listen +3, Spot +3
Languages Common, Old Oeridian
Aura magic circle against good

AC 19, touch 9, flat-footed 19; +2 against good creatures
 (-1 Dex, +10 armor)

hp 53 (9 HD)

Immune ongoing mental control, possession (*magic circle against good*); *hold*, paralysis, grapple attempts (*freedom of movement*)

Resist fire 20

Fort +7, **Ref** +2, **Will** +9; +2 against good creatures

Speed 20 ft. in full plate (4 squares), base movement 30 ft

Melee mwk heavy flail +10/+5 (1d10+3/19-20)

Ranged sling +5 (1d4+2)

Base Atk +6; **Grp** +8

Atk Options Divine Metamagic (Quicken Spell), Power Attack, Quick-Draw; smite 1/day (+4 to hit, +9 damage)

Special Actions spontaneous casting (*inflict* spells), rebuke undead 7/day (+2, 2d6+9, 9th)

Combat Gear *pearl of power* (1st level)

Cleric Spells Prepared (CL 9th):

- 5th—quicken *divine favor*, *flame strike*^D (DC 18)
- 4th—*divine power*^D, *freedom of movement* (2)^{† †}
- 3rd—*dispel magic*, *magic circle against good*[†], *magic vestment*[†] (on Faneen), *magic vestment*^{D †}, *prayer*
- 2nd—*bear's endurance*, *cure moderate wounds*, *resist energy (fire)*[†], *silence* (DC 15), *sound burst* (DC 15), *spiritual weapon*^D
- 1st—*bless*, *cure light wounds*, *inflict light wounds*^D (DC 14), *obscuring mist*, *resurgence*, *shield of faith*
- 0—*create water*, *cure minor wounds* (2), *detect magic*, *guidance*, *light*

D: Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

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

Feats Divine Metamagic (Quicken Spell), Extra Turning, Martial Weapon Proficiency (heavy flail), Power Attack, Quick-Draw, Quicken Spell, Weapon Focus (heavy flail)

Skills Concentration +13, Knowledge (planes) +13, Knowledge (religion) +13, Spellcraft +13

Possessions masterwork heavy flail, heavy flail, longspear, sling, 10 sling bullets, morningstar, masterwork full plate, 2 wooden holy symbols (Hextor), 2 spell component pouches, 24 gp

FANEEN

CR 9

Male human (Oeridian) ranger 9
 LE Medium humanoid (human)
Init +4; **Senses** Listen +15, Spot +15
Languages Common

AC 21, touch 15, flat-footed 17
 (+4 Dex, +6 armor, +1 deflection)

hp 71 (9 HD)

Resist evasion, fire 10

Fort +10, **Ref** +12, **Will** +6

Speed 40 ft. (8 squares); woodland stride

Melee mwk rapier +15/+10 (1d6+2/15-20) and mwk kukri +15/+10 (1d4+1/18-20)

Ranged longbow +15/+10 (1d8/x3)

Base Atk +9; **Grp** +11

Atk Options favored enemy humans +4, favored enemy orcs +2, combat style (two-weapon fighting), improved combat style (two-weapon fighting)

Ranger Spells Prepared (CL 4th):

1st—*longstrider*[†], *resist energy (fire)*[†]

† Already cast. Faneen has also had *heroism* cast on him by Trebban.

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

SQ animal companion (lx), swift tracker, wild empathy +9 (+5 magical beasts)

Feats Endurance, Improved Critical (rapier), Improved Toughness, Track, Weapon Finesse, Weapon Focus (kukri), Weapon Focus (rapier)

Skills Handle Animal +14, Hide +17, Listen +15, Move Silently +17, Spot +15, Survival +15

Possessions masterwork rapier, masterwork kukri, rapier, kukri, 2 clubs, longbow, 20 arrows, longspear, masterwork chain shirt, *gloves of dexterity* +2, *ring of protection* +1

IX

CR -

Male advanced riding dog animal companion
 N Medium animal

Init +3; **Senses** low-light vision, scent; Listen +5, Spot +7

AC 23, touch 13, flat-footed 20
 (+3 Dex, +4 armor [*mage armor*], +6 natural)

hp 33 (4 HD)

Resist evasion

Fort +7, **Ref** +7, **Will** +2

Speed 40 ft. (8 squares)

Melee bite +6 (1d6+4)

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

Atk Options trip (+3)

Abilities Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Feats Alertness, Improved Toughness, Track

Skills Jump +9, Listen +5, Spot +7, Survival +1 (+5 tracking by scent), Swim +4

Trip (Ex) If lx hits with a bite attack he can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking

an attack of opportunity. If the attempt fails, the opponent cannot react to trip Ix.

TREBBAN “THE FILCHER” CR 9

Male halfling rogue 1/conjurer 5/assassin 1/arcane trickster 2

NE Small humanoid (halfling)

Init +3; **Senses** see *invisibility*; Listen +9, Spot +1

Languages Common, Draconic, Halfling, Old Eeridian

AC 18, touch 14, flat-footed 14

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

hp 38 (9 HD)

Immune hold, paralysis, grapple attempts (*freedom of movement*)

Fort +3, **Ref** +12, **Will** +9 (+11 against fear)

Speed 30 ft. (6 squares)

Melee rapier +2 (1d4-2/18-20)

Ranged light crossbow +7 (1d6/19-20)

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

Atk Options Point-Blank Shot, Precise Shot; +1 racial bonus on attack rolls with thrown weapons and slings, death attack (DC 14), poison use, sneak attack +3d6

Special Actions ranged legerdemain 1/day

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 9th):

4th—*dimension door*, empowered *scorching ray*

3rd—*heroism*[†], empowered *lesser orb of sound*, *scorching ray*, *stinking cloud* (DC 16)

2nd—*glitterdust* (DC 15), *invisibility*, *scorching ray*, see *invisibility*[†], *touch of idiocy*

1st—*grease* (DC 14), *lesser orb of acid*, *lesser orb of sound*, *mage armor* (2)[†], *magic missile*

0—*acid splash* (3), *ray of frost* (2)

† Already cast

Assassin Spells Known (CL 1st):

1st (1/day)—*distract assailant* (DC 14), *true strike*

Abilities Str 6, Dex 16, Con 13, Int 17, Wis 12, Cha 10

SQ halfling traits, trapfinding

Feats Empower Spell, Point-Blank Shot, Practiced Caster (wizard), Precise Shot, Quicken Spell

Skills Concentration +13, Decipher Script +10, Disable Device +10, Disguise +4, Escape Artist +10, Hide +15, Jump +3, Knowledge (arcana) +7, Listen +9, Move Silently +13, Spellcraft +9

Possessions rapier, light crossbow, 10 bolts, 2 spell component pouches, spellbook, *boots of striding and springing*

Spellbook (barred schools: abjuration, necromancy) wizard spells prepared plus 0—*mage hand*, 1—*mount*; 3—*displacement*, *phantom steed*; 4—*summon monster IV*

Death Attack: If Trebban studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (his choice). While studying the victim, Trebban can undertake other actions so long as his attention stays focused

on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 14) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Trebban has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if Trebban does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Ranged Legerdemain: Trebban can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

6: THE WITCH'S CURSE

QUENEREL THE WENDIGO CR 12

Female wendigo* elf monk 2/ sorcerer 8

*see *Fiend Folio* 186

CE Medium fey (cold)

Init +7; **Senses** low-light vision; Listen +3, Spot +3

Languages Sylvan

AC 35, touch 29, flat-footed 28; Deflect Arrows (+7 Dex, +7 class, +6 armor [*greater mage armor*], +5 deflection)

hp 59 (10 HD); regeneration 5

Immune cold, magic sleep effects

Resist evasion

Fort +7, **Ref** +12, **Will** +10; +2 against enchantments

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee unarmed strike +8 (1d6+3) and bite +3 (1d6+4/18-20/x3 and disease) or

Melee unarmed strike +6/+6 (1d6+3) with flurry of blows and bite +1 (1d6+4/18-20/x3 and disease)

Base Atk +5; **Grp** +12

Atk Options Ascetic Mage, Empower Spell, Improved Grapple, Improved Unarmed Strike, Silent Spell; ravenous bite

Special Actions maddening whispers, wind walk

Sorcerer Spells Known (CL 8th)

4th (3/day)—*dimension door*

3rd (6/day)—*greater mage armor*[†], *lightning bolt* (DC 18)

2nd (7/day)—*eagle's splendor*, *false life*[†], *web* (DC 17)

1st (6/day)—*distract assailant* (DC 16), *magic missile*, *ray of enfeeblement*, *shield*, *true strike*

0 (6/day)—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *prestidigitation*, *read magic*

‡ Already cast: Quenerel also used two *magic missile* spells fighting the hags and an *empowered false life* (19 temporary hit points)

Abilities Str 16, Dex 24, Con 15, Int 8, Wis 12, Cha 21

Feats Arcane Preparation, Ascetic Mage, Deflect Arrows, Empower Spell, Improved Grapple, Improved Unarmed Strike, Silent Spell, Track

Skills Concentration +15, Jump, Tumble +14

Possessions spell component pouch

Disease (Su) Any creature hit by Quenerel's bite attack must succeed on a DC 17 Fortitude save or become infected with the wendigo's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day the victim takes Wisdom damage from the disease, he must succeed in a DC 20 Will save or become overwhelmed with insatiable hunger for the flesh of his own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into a wendigo immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

Maddening Whispers (Su) Quenerel may use her maddening whispers ability on any one target within 120 ft. 1/day. Quenerel may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful DC 20 Will save or take 1d3 points of Wisdom damage.

Ravenous Bite (Ex) If Quenerel makes a successful critical hit with her bite attack, the wound bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 10 Heal check or the application of a *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

Regeneration (Ex) Fire deals normal damage to Quenerel.

Wind Walk (Su) Quenerel can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

7: THE PEER AND THE PERI

KA' REEK

CR 11

Female vampire harpy bard 8

CE Medium undead [augmented monstrous humanoid]

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +30

Languages Common

AC 23, touch 16, flat-footed 18; Dodge (+5 Dex, +7 natural, +1 insight)

hp 100 (15 HD); DR 10/silver and magic, fast healing 5

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Fort +5, **Ref** +19, **Will** +14

Resist cold 10, electricity 10, turn resistance +4

Weakness garlic, holy symbols, mirrors, running water, sunlight

Speed 20 ft. (4 squares), fly 80 ft. (16 squares) (average) Flyby Attack

Melee mwk longsword +19/+14/+9 (1d8+6/19-20) and slam +12 (1d6+4 plus energy drain)

Base Atk +13; **Grp** +17

Atk Options Combat Reflexes, Power Attack; blood drain, energy drain

Special Actions alternate form, bardic music 8/day (inspire competence, inspire courage +2), captivating song (DC 21), children of the night, countersong, dominate (DC 25), *gaseous form*, *spider climb*

Combat Gear *dusty rose ioun stone*, *dust of appearance* (in her coffin-nest)

Bard Spells Known (CL 8th)

3rd (3/day)—*dispel magic*, *invisibility sphere*, *slow* (DC 21)

2nd (5/day)—*glitterdust* (DC 20), *harmonize*, *heroism*, *tongues*

1st (5/day)—*disguise self* (DC 19), *grease* (DC 19), *inspirational boost*, *unseen servant*

0 (3/day)—*detect magic*, *flare* (DC 18), *ghost sound*, *light*, *message*, *prestidigitation*

Abilities Str 19, Dex 20, Con -, Int 12, Wis 14, Cha 27

Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Improved Toughness, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (longsword)

Skills Bluff +22, Concentration +26, Intimidate +12, Knowledge (arcana) +8, Listen +14, Perform (sing) +26, Spellcraft +6, Spot +30

Possessions mwk longsword, *cloak of resistance* +1,

Captivating Song (Su) When Ka' Reek sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of Ka' Reek stands there and offers no resistance to the monster's attacks. The effect continues for as long as Ka'

Reek sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Blood Drain (Ex) Ka' Reek can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su) Ka' Reek command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Ka' Reek for up to 1 hour.

Dominate (Su) Ka' Reek can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Ka' Reek must use a standard action, and those merely looking at it are not affected. Anyone Ka' Reek targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by Ka' Reek's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If Ka' Reek instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under her command and remains enslaved until Ka' Reek's destruction. At any given time hse may have enslaved spawn totaling no more than twice her own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. Ka' Reek may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su) Living creatures hit by Ka' Reek's slam attack (or any other natural weapon Ka' Reek possess) gain two negative levels. For each negative level bestowed, she gains 5 temporary hit points. She can use her energy drain ability once per round.

Alternate Form (Su) Ka' Reek can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, Ka' Reek loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of its new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex) Ka' Reek heals 5 points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points in combat, she automatically assumes *gaseous form* and attempts to escape. Ka' Reek must reach her coffin home within 2 hours or be utterly destroyed. (She can travel up to nine miles in 2 hours.) Any additional damage dealt to Ka' Reek forced into gaseous form has no effect. Once at rest in her coffin, Ka' Reek is helpless. She regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, Ka' Reek can assume *gaseous form* at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) Ka' Reek can climb sheer surfaces as though with a *spider climb* spell

GREETHA/KREL (RAGING) CR 11

Female annis hag barbarian 5

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages Common, Giant

AC 25, touch 10, flat-footed 25; +1 against traps, improved uncanny dodge, uncanny dodge (-1 size, +2 Dex, +11 natural, +4 armor, +1 deflection, -2 rage)

hp 152 (12 HD); DR 2/bludgeoning

Resist SR 19

Fort +16, **Ref** +9 (+10 against traps), **Will** +11

Speed 50 ft. (10 squares)

Melee 2 claws +22 (1d6+11) and bite +17 (1d6+5)

Ranged javelin +13/+8/+3 (1d8+11)

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

Base Atk +12; **Grp** +28

Atk Options Blind-Fight, Power Attack, Quick-Draw; improved grab, rake 1d6+11, rage 2/day, rend 2d6+16

Spell-Like Abilities (CL 8)

3/day—disguise self, fog cloud.

Abilities Str 32, Dex 15, Con 24, Int 12, Wis 14, Cha 8

Feats Alertness, Blind-Fight, Great Fortitude, Power Attack, Quick-Draw

Skills Bluff +12, Diplomacy +1, Disguise -1 (+1 acting), Hide +5, Intimidate +1, Listen +16, Spot +16

Possessions 10 Large javelins, Large mwk chain vest, *ring of protection* +1, *cloak of resistance* +1, *amulet of natural armor* +1

Improved Grab (Ex) To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +22 melee, damage 1d6+11.

An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+16 points of damage.

When not raging, Greetha/Krel have the following changed statistics:

AC 27, touch 12, flat-footed 27

hp 128 (12 HD)

Fort +14, **Will** +9

Melee 2 claws +20 (1d6+9) and
bite +15 (1d6+4)

Ranged javelin +13/+8/+3 (1d8+9)

Grp +26

Abilities Str 28, Con 20

Rake Attack +20 melee, damage 1d6+9

Rend 2d6+13

1: THE STATUTORY DUEL

JERZEL OF HEXTOR

CR 11

Male human (Oeridian) cleric 11

LE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3**Languages** Common, Old Oeridian**Aura magic circle against good****AC** 19, touch 9, flat-footed 19; +2 against good creatures

(-1 Dex, +10 armor)

hp 66 (11 HD)**Immune** ongoing mental control, possession (*magic circle against good*); *hold*, paralysis, grapple attempts (*freedom of movement*)**Resist** fire 30**Fort** +8, **Ref** +2, **Will** +10; +2 against good creatures**Speed** 20 ft. in full plate (4 squares), base movement 30 ft**Melee** mwk heavy flail (*greater magic weapon*) +13/+8 (1d10+5/19-20)**Ranged** sling +7 (1d4+2)**Base Atk** +8; **Grp** +10**Atk Options** Divine Metamagic (Quicken Spell), Power Attack, Quick-Draw; smite 1/day (+4 to hit; +11 damage)**Special Actions** spontaneous casting (*inflict* spells), rebuke undead 7/day (+2, 2d6+11, 11th)**Combat Gear** *pearl of power* (1st level)**Cleric Spells Prepared** (CL 11th):6th—*blade barrier*^D (DC 19), *harm* (DC 19)5th—quicken *divine favor*, *flame strike*^D (DC 18), *righteous might*4th—*divine power*^D, *freedom of movement* (2)^{† †}, *greater magic weapon*[†]3rd—*dispel magic*, *magic circle against good*[†], *magic vestment*[†], *magic vestment*^{D†}, *prayer*, *wind wall*2nd—*bear's endurance*, *cure moderate wounds*, *resist energy (fire)*[†], *silence* (DC 15), *sound burst* (DC 15), *spiritual weapon*^D1st—*bless*, *cure light wounds*, *inflict light wounds*^D (DC 14), *obscuring mist*, *resurgence*, *shield of faith* (2)0—*create water*, *cure minor wounds* (2), *detect magic*, *guidance*, *light***D:** Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 14, Dex 8, Con 13, Int 12, Wis 17, Cha 10**Feats** Divine Metamagic (Quicken Spell), Extra Turning, Martial Weapon Proficiency (heavy flail), Power Attack, Quick-Draw, Quicken Spell, Weapon Focus (heavy flail)**Skills** Concentration +15, Knowledge (planes) +15, Knowledge (religion) +15, Spellcraft +15**Possessions** mwk heavy flail, heavy flail, longspear, sling, 10 sling bullets, morningstar, mwk full plate,

2 wooden holy symbols (Hextor), 2 spell component pouches, 39 gp

FANEEN

CR 11

Male human (Oeridian) ranger 11

LE Medium humanoid (human)

Init +4; **Senses** Listen +17, Spot +17**Languages** Common**AC** 23, touch 15, flat-footed 19

(+4 Dex, +6 armor, +1 deflection, +2 natural)

hp 84 (11 HD)**Resist** evasion, fire 10**Fort** +11, **Ref** +13, **Will** +6**Speed** 40 ft. (8 squares); woodland stride**Melee** +1 *icy burst rapier* +17/+12/+7 (1d6+3 plus 1d6 cold/15-20) and

mwk kukri +17/+12/+7 (1d4+1/18-20)

Ranged longbow +17/+12 (1d8/x3)**Base Atk** +11; **Grp** +13**Atk Options** favored enemy humans +6, favored enemy orcs, +4, o favored enemy elves +2, combat style (two-weapon fighting), improved combat style, combat style mastery**Ranger Spells Prepared** (CL 5th):2nd—*barkskin*[†]1st—*longstrider*[†], *resist energy (fire)*[†]† Already cast Faneen has also had *heroism* cast on him by Trebban.**Abilities** Str 14, Dex 18, Con 14, Int 8, Wis 12, Cha 10**SQ** animal companion (1x), swift tracker, wild empathy +11 (+7 magical beasts)**Feats** Endurance, Improved Critical (rapier), Improved Toughness, Track, Weapon Finesse, Weapon Focus (kukri), Weapon Focus (rapier)**Skills** Handle Animal +16, Hide +19, Listen +17, Move Silently +19, Spot +17, Survival +17**Possessions** masterwork rapier, masterwork kukri, rapier, kukri, 2 clubs, longbow, 20 arrows, longspear, mwk chain shirt, +1 *icy burst rapier*, *potion of cure light wounds*, *gloves of dexterity* +2, *ring of protection* +1

IX

CR -

Male advanced riding dog animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; Listen +5, Spot +7**AC** 23, touch 13, flat-footed 20(+3 Dex, +4 armor [*mage armor*], +6 natural)**hp** 33 (4 HD)**Resist** evasion**Fort** +7, **Ref** +7, **Will** +2**Speed** 40 ft. (8 squares)**Melee** bite +6 (1d6+4)**Base Atk** +3; **Grp** +6**Atk Options** trip (+3)**Combat Gear**

Abilities Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6
Feats Alertness, Improved Toughness, Track
Skills Jump +9, Listen +5, Spot +7, Survival +1, Swim +4

Resist evasion
Fort +7, **Ref** +7, **Will** +2

Speed 40 ft. (8 squares)
Melee bite +6 (1d6+4)
Base Atk +3; **Grp** +6
Atk Options trip (+3)
Combat Gear

Abilities Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6
Feats Alertness, Improved Toughness, Track
Skills Jump +9, Listen +5, Spot +7, Survival +1 (+5 tracking by scent), Swim +4

Trip (Ex) If Ix hits with a bite attack he can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Ix.

TREBBAN “THE FILCHER” CR 11

Male halfling rogue 1/ conjurer 5/ assassin 1/arcane trickster 4

NE Small humanoid (halfling)
Init +3; **Senses** see *invisibility*; Listen +9, Spot +1
Languages Common, Draconic, Halfling, Old Oeridian

AC 18, touch 14, flat-footed 14 (+1 size, +3 Dex, +4 armor)
hp 46 (11 HD)
Immune hold, paralysis, grapple attempts (*freedom of movement*)
Fort +4, **Ref** +13, **Will** +10; (+12 against fear)

Speed 30 ft. (6 squares)
Melee rapier +3 (1d4-2/18-20)
Ranged light crossbow +8 (1d6/19-20)
Base Atk +4; **Grp** -2
Atk Options Point-Blank Shot, Precise Shot; +1 racial bonus on attack rolls with thrown weapons and slings, death attack (DC 14), impromptu sneak attack 1/day, poison use, sneak attack +4d6

Special Actions ranged legerdemain 1/day

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 11th):
5th—quicken *lesser orb of sound*, *wall of force*
4th—*dimension door*, *orb of force*, empowered *scorching ray*
3rd—*heroism*[†], empowered *lesser orb of sound*, *scorching ray*, *stinking cloud* (DC 16)
2nd—*glitterdust* (DC 15), *invisibility*, *scorching ray* (2), see *invisibility*[†], *touch of idiocy*
1st—*grease* (DC 14), *lesser orb of acid*, *lesser orb of sound*, *mage armor* (2)[†], *magic missile*
0—*acid splash* (3), *ray of frost* (2)

[†] Already cast

Assassin Spells Known (CL 1st):
1st (1/day)—*distract assailant* (DC 14), *true strike*

Abilities Str 6, Dex 16, Con 13, Int 17, Wis 12, Cha 10
SQ halfling traits, trapfinding

Feats Empower Spell, Point-Blank Shot, Practiced Caster (wizard), Precise Shot, Quicken Spell

Skills Concentration +15, Decipher Script +10, Disable Device +10, Disguise +4, Escape Artist +10, Hide +15, Knowledge (arcana) +7, Jump +3, Listen +9, Move Silently +13, Spellcraft +9/Tumble +15 (+12 ranks, +3 ability)

Possessions rapier, light crossbow, 10 bolts, 2 spell component pouches, spellbook, *boots of striding and springing*

Spellbook (barred schools: abjuration, necromancy) wizard spells prepared plus 0—*mage hand*, 1—*mount*; 2—*fog cloud*; 3—*displacement*, *phantom steed*; 4—*summon monster IV*; 5—*Mordenkainen's faithful hound*

Death Attack: If Trebban studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (his choice). While studying the victim, Trebban can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 14) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Trebban has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if Trebban does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Ranged Legerdemain Trebban can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and he cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Trebban can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Impromptu Sneak Attack (Ex) Trebban can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

6: THE WITCH'S CURSE

QUENEREL THE WENDIGO CR 14

Female wendigo elf monk 2/ sorcerer 10

CE Medium fey (cold)

Init +7; **Senses** low-light vision; Listen +3, Spot +3

Languages Sylvan

AC 37, touch 31, flat-footed 30; Deflect Arrows (+7 Dex, +8 class, +6 armor [*greater mage armor*], +6 deflection)

hp 79 (12 HD); regeneration 5

Immune cold, magic sleep effects

Resist evasion

Fort +8, **Ref** +13, **Will** +11; +2 against enchantment

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee unarmed strike +9/+4 (1d6+3) and

bite +4 (1d6+4/18-20/x3 and disease) or

Melee unarmed strike +7/+7/+2 (1d6+3) with flurry of blows and

bite +2 (1d6+4/18-20/x3 and disease)

Base Atk +6; **Grp** +13

Atk Options Ascetic Mage, Empower Spell, Improved Grapple, Improved Unarmed Strike, Silent Spell; ravenous bite

Special Actions maddening whispers, wind walk

Sorcerer Spells Known (CL 10th)

5th (3/day)—*cone of cold* (DC 21), plus prepared quickened *shield*

4th (5/day)—*dimension door*, *enervation*

3rd (6/day)—*greater mage armor*[†], *lightning bolt* (DC 19)

2nd (8/day)—*eagle's splendor*, *false life*[†], *touch of idiocy*, *web* (DC 18)

1st (6/day)—*distract assailant* (DC 17), *magic missile*, *ray of enfeeblement*, *shield*, *true strike*

0 (6/day)—*acid splash*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *light*, *mage hand*, *prestidigitation*, *read magic*

† Already cast: Quenerel also used two *magic missile* spells fighting the hags and an *empowered false life* (22 temporary hit points)

Abilities Str 16, Dex 24, Con 15, Int 8, Wis 12, Cha 22

Feats Arcane Preparation, Ascetic Mage, Deflect Arrows, Empower Spell, Improved Grapple, Improved Unarmed Strike, Quicken Spell, Silent Spell, Track

Skills Concentration +17, Jump +8, Tumble +14

Possessions spell component pouch

Disease (Su) Any creature hit by Quenerel's bite attack must succeed on a DC 18 Fortitude save or become infected with the wendigo's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day the victim takes Wisdom damage from the disease, he must succeed in a DC 22 Will save or become overwhelmed with insatiable hunger for the flesh of his own race. The victim stalks and tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then

returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into a wendigo immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

Maddening Whispers (Su): Quenerel may use her maddening whispers ability on any one target within 120 ft. 1/day. Quenerel may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful DC 22 Will save or take 1d3 points of Wisdom damage.

Ravenous Bite (Ex): If Quenerel makes a successful critical hit with her bite attack, the wound bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 10 Heal check or the application of a *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

Regeneration (Ex): Fire deals normal damage to Quenerel.

Wind Walk (Su): Quenerel can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

7: THE PEER AND THE PERI

KA' REEK CR 13

Female vampire harpy bard 10

CE Medium undead [augmented monstrous humanoid]

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +32

Languages Common

AC 26, touch 19, flat-footed 21; Dodge (+5 Dex, +7 natural, +1 insight, +3 deflection)

hp 114 (17 HD); DR 10/silver and magic, fast healing 5

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Fort +6, **Ref** +20, **Will** +15

Resist cold 10, electricity 10

Weakness garlic, holy symbols, mirrors, running water, sunlight, turn resistance +4

Speed 20 ft. (4 squares), fly 80 ft. (16 squares) (average), Flyby Attack

Melee mwk longsword +20/+15/+10 (1d8+6/19-20) and slam +13 (1d6+4 plus energy drain)

Base Atk +14; **Grp** +18

Atk Options Combat Reflexes, Power Attack, blood drain, energy drain

Special Actions alternate form, bardic music 10/day (inspire competence, inspire courage +2, inspire greatness), captivating song (DC 22), children of

the night, countersong, dominate (DC 27), *gaseous form*, *spider climb*

Combat Gear *dusty rose ioun stone*, *dust of appearance* and *clerical scroll of restoration* (in her coffin-nest)

Bard Spells Known (CL 10th)

4th (2/day)—*greater invisibility*, *shout* (DC 23)

3rd (4/day)—*crushing despair* (DC 22), *dispel magic*, *invisibility sphere*, *slow* (DC 22)

2nd (5/day)—*glitterdust* (DC 21), *harmonize*, *heroism*, *tongues*

1st (5/day)—*disguise self* (DC 20), *grease* (DC 20), *inspirational boost*, *unseen servant*

0 (3/day)—*detect magic*, *flare* (DC 19), *ghost sound*, *light*, *message*, *prestidigitation*

Abilities Str 19, Dex 20, Con -, Int 12, Wis 14, Cha 28

Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Improved Toughness, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (longsword)

Skills Bluff +25, Concentration +29, Intimidate +13, Knowledge (arcana) +10, Listen +14, Perform (sing) +29, Spellcraft +8, Spot +32

Possessions mwk longsword, *ring of protection* +3, *cloak of resistance* +1

Captivating Song (Su) When Ka' Reek sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 22 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward Ka' Reek taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of Ka' Reek stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Blood Drain (Ex) Ka' Reek can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, she gains 5 temporary hit points.

Children of the Night (Su) Ka' Reek command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Ka' Reek for up to 1 hour.

Dominate (Su) Ka' Reek can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Ka' Reek must use a standard action, and those merely looking at it are

not affected. Anyone Ka' Reek targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a Ka' Reek's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If Ka' Reek instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of Ka' Reek and remains enslaved until its master's destruction. At any given time she may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. Ka' Reek may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su) Living creatures hit by Ka' Reek's slam attack (or any other natural weapon Ka' Reek possess) gain two negative levels. For each negative level bestowed, she gains 5 temporary hit points. She can use its energy drain ability once per round.

Alternate Form (Su): Ka' Reek can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that she does not regain hit points for changing form and must choose from among the forms mentioned here. While in her alternate form, Ka' Reek loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex) Ka' Reek heals 5 points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points in combat, she automatically assumes *gaseous form* and attempts to escape. Ka' Reek must reach her coffin home within 2 hours or be utterly destroyed. (She can travel up to nine miles in 2 hours.) Any additional damage dealt to Ka' Reek forced into gaseous form has no effect. Once at rest in its coffin, Ka' Reek is helpless. She regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, Ka' Reek can assume *gaseous form* at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) Ka' Reek can climb sheer surfaces as though with a *spider climb* spell

GREETHA/KREL (RAGING) CR 13

Female annis hag barbarian 7

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +18, Spot +18

Languages Common, Giant

AC 25, touch 10, flat-footed 25; improved uncanny dodge, uncanny dodge (-1 size, +2 Dex, +4 armor, +1 deflection, +11 natural, -2 rage)

hp 175 (14 HD); DR 1/-, DR 2/bludgeoning

Resist SR 19

Fort +17, **Ref** +10, **Will** +12

Speed 50 ft. (10 squares)

Melee mwk greatsword +25/+20/+15 (3d6+16/19-20) and bite +19 (1d6+5) or

Melee 2 claws +24 (1d6+11) and bite +19 (1d6+5)

Ranged javelin +15/+10/+5 (1d8+11)

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

Base Atk +14; **Grp** +30

Atk Options Blind-Fight, Power Attack, Quick-Draw; improved grab, rake 1d6+11, rage 2/day, rend 2d6+16

Spell-Like Abilities (CL 8)

3/day—*disguise self*, *fog cloud*.

Abilities Str 32, Dex 15, Con 24, Int 12, Wis 14, Cha 8

Feats Alertness, Blind-Fight, Great Fortitude, Power Attack, Quick-Draw

Skills Bluff +14, Diplomacy +1, Disguise -1 (+1 acting), Hide +5, Intimidate +1, Listen +18, Spot +18

Possessions 10 Large javelins, Large masterwork greatsword, Large masterwork chain vest, *ring of protection* +1, *cloak of resistance*+1, *amulet of natural armor* +1

Improved Grab (Ex) To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +24 melee, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+16 points of damage.

When not raging, Greetha/Krel have the following changed statistics:

AC 27, touch 12, flat-footed 27

hp 147 (14 HD)

Fort +15, **Will** +10

Melee mwk greatsword +23/+18/+13 (3d6+13/19-20) and

bite +17 (1d6+4) or

Melee 2 claws +22 (1d6+9) and bite +17 (1d6+4)

Ranged javelin +13/+8/+3 (1d8+9)

Grp +28

Abilities Str 28, Con 20

Rake Attack +20 melee, damage 1d6+9

Rend 2d6+13

1: THE STATUTORY DUEL

JERZEL OF HEXTOR

CR 13

Male human (Oeridian) cleric 13

LE Medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +4**Languages** Common, Old Oeridian**Aura** *magic circle against good***AC** 23, touch 9, flat-footed 23; +2 against good creatures

(-1 Dex, +11 armor, +3 natural)

hp 74 (13 HD)**Immune** ongoing mental control, possession (*magic circle against good*); *hold*, paralysis, grapple attempts (*freedom of movement*)**Resist** fire 30 (*resist energy*)**Fort** +10, **Ref** +4, **Will** +13; +2 against good creatures**Speed** 20 ft. in full plate (4 squares), base movement 30 ft**Melee** mwk heavy flail (*greater magic weapon*) +15/+9 (1d10+6/19-20)**Ranged** sling +8 (1d4+2)**Base Atk** +9; **Grp** +11**Atk Options** Divine Metamagic (Quicken Spell), Power Attack, Quick-Draw; smite 3/day (+4 to hit; +13 damage)**Special Actions** spontaneous casting (*inflict* spells), rebuke undead 7/day (+2, 2d6+13, 13th)**Combat Gear** *minor ring of spell storing* (currently contains *displacement*), *pearl of power* (1st level)**Cleric Spells Prepared** (CL 13th):7th—quicken *cure serious wounds*, *power word blind*^D6th—*blade barrier*^D (DC 20), *greater dispel magic*, *harm* (DC 20)5th—quicken *divine favor*, *flame strike*^D (DC 19), *righteous might*, *slay living* (DC 20)4th—*divine power*^D, *freedom of movement* (2)^{† †}, *greater magic weapon* (3)^{† † †}3rd—*invisibility purge*, *magic circle against good*[†], *magic vestment*[†], *magic vestment*^{D †}, *prayer*, *wind wall*2nd—*bear's endurance*, *cure moderate wounds*, *resist energy (fire)* (2)^{† †}, *silence* (DC 16), *sound burst* (DC 16), *spiritual weapon*^D1st—*bless*, *cure light wounds*, *inflict light wounds*^D (DC 15), *obscuring mist*, *resurgence*, *shield of faith* (2)0—*create water*, *cure minor wounds* (2), *detect magic*, *guidance*, *light***D:** Domain spell. Deity: Hextor. Domains: Destruction, War

† Already cast

Abilities Str 14, Dex 8, Con 13, Int 12, Wis 18, Cha 10**Feats** Divine Metamagic (Quicken Spell), Extra Smiting, Extra Turning, Martial Weapon Proficiency (heavy flail), Power Attack, Quick-Draw, Quicken Spell, Weapon Focus (heavy flail)**Skills** Concentration +17, Knowledge (planes) +17, Knowledge (religion) +17, Spellcraft +17**Possessions** masterwork heavy flail, heavy flail, long spear, sling, 10 sling bullets, morningstar, mwk full plate, 2 wooden holy symbols (Hextor), 2 spell component pouches, *cloak of resistance* +139 gp

FANEEN

CR 13

Male human (Oeridian) ranger 13

LE Medium humanoid (human)

Init +4; **Senses** Listen +19, Spot +19**Languages** Common**AC** 25, touch 15, flat-footed 21

(+4 Dex, +7 armor, +1 deflection, +3 natural)

hp 93 (13 HD)**Resist** evasion, fire 10**Fort** +12, **Ref** +14, **Will** +7**Speed** 40 ft. (8 squares); woodland stride**Melee** +1 *icy burst rapier* [*greater magic weapon* +3]

+21/+16/+11 (1d6+5 plus 1d6 cold/15-20) and

mwk kukri with [*greater magic weapon* +3]

+21/+16/+11 (1d4+4/15-20)

Ranged longbow +19/+14 (1d8/x3)**Base Atk** +13; **Grp** +15**Atk Options** favored enemy humans +6, favored enemy orcs +4, favored enemy elves +2, combat style mastery, combat style (two-weapon fighting), improved combat style**Combat Gear** *potion of cure light wounds***Ranger Spells Prepared** (CL 6th):3rd—*barkskin*[†]2nd—*barkskin*[†]1st—*longstrider*[†], *resist energy (fire)*[†]† Already cast. Faneen has also had *heroism* cast on him by Trebban.**Abilities** Str 14, Dex 18, Con 14, Int 8, Wis 13, Cha 10**SQ** animal companion (Ix), camouflage, swift tracker, wild empathy +13 (+9 magical beasts),**Feats** Endurance, Improved Critical (kukri), Improved Critical (rapier), Improved Toughness, Track, Weapon Finesse, Weapon Focus (kukri), Weapon Focus (rapier)**Skills** Handle Animal +18, Hide +21, Listen +19, Move Silently +21, Spot +19, Survival +19**Possessions** mwk rapier, mwk kukri, rapier, kukri, 2 clubs, longbow, 20 arrows, long spear, mwk chain shirt, *gloves of dexterity* +2, *ring of protection* +1

IX

CR -

Male advanced riding dog animal companion

N Medium animal

Init +3; **Senses** low-light vision, scent; Listen +5, Spot +9**AC** 23, touch 13, flat-footed 20(+3 Dex, +4 armor [*mage armor*], +6 natural)**hp** 54 (6 HD)**Resist** evasion

Fort +8, **Ref** +8, **Will** +3; +4 against enchantment

Speed 40 ft. (8 squares)

Melee bite +7 (1d6+4)

Base Atk +4; **Grp** +7

Atk Options trip (+3)

Combat Gear

Abilities Str 17, Dex 17, Con 16, Int 2, Wis 12, Cha 6

Feats Alertness, Improved Toughness, Toughness, Track

Skills Jump +9, Listen +5, Spot +9, Survival +1 (+5 tracking by scent), Swim +4

Trip (Ex) If lx hits with a bite attack he can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip lx.

TREBBAN "THE FILCHER" CR 13

Male halfling rogue 1/ conjurer 5/ assassin 1/arcane trickster 6

NE Small humanoid (halfling)

Init +7; **Senses** see *invisibility*; Listen +9, Spot +1

Languages Common, Draconic, Halfling, Old Eeridian

AC 18, touch 14, flat-footed 14

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

hp 52 (13 HD)

Immune hold, paralysis, grapple attempts (*freedom of movement*)

Resist fire 30 (*resist energy*)

Fort +5, **Ref** +14, **Will** +11 (+13 against fear)

Speed 30 ft. (6 squares)

Melee rapier +4 (1d4-2/18-20)

Ranged light crossbow +9 (1d6/19-20)

Base Atk +5; **Grp** -1

Atk Options Point-Blank Shot, Precise Shot; +1 racial bonus on attack rolls with thrown weapons and slings, death attack (DC 15), impromptu sneak attack 1/day, poison use, sneak attack +5d6

Special Actions ranged legerdemain 2/day

Combat Gear *potion of cure light wounds*, *Quaal's feather token* (bird)

Wizard Spells Prepared (CL 13th):

6th—quicken *mirror image*, empowered *orb of force*

5th—quicken *grease* (DC 15), quicken *lesser orb of sound*, *wall of force*

4th—*dimension door*, *orb of force*, empowered *scorching ray* (2), *solid fog*

3rd—*displacement*, *heroism*[†], empowered *lesser orb of sound*, *scorching ray*, *stinking cloud* (DC 17)

2nd—*glitterdust* (DC 16), *invisibility*, *scorching ray* (2), see *invisibility*[†], *touch of idiocy*

1st—*grease* (DC 15), *lesser orb of acid*, *lesser orb of sound*, *mage armor* (2)[†], *magic missile*

0—*acid splash* (3), *ray of frost* (2)

† Already cast

Assassin Spells Known (CL 1st):

1st (1/day)—*distract assailant* (DC 14), *true strike*

Abilities Str 6, Dex 16, Con 13, Int 18, Wis 12, Cha 10

SQ halfling traits, trapfinding

Feats Empower Spell, Improved Initiative, Point-Blank Shot, Practiced Caster (wizard), Precise Shot, Quicken Spell

Skills Concentration +17, Decipher Script +11, Disable Device +11, Disguise +4, Escape Artist +10, Hide +15, Jump +3 Knowledge (arcana) +11, Listen +9, Move Silently +13, Spellcraft +17, Tumble +19

Possessions rapier, light crossbow, 10 bolts, 2 spell component pouches, spellbook, *boots of striding and springing*,

Spellbook (barred schools: abjuration, necromancy) wizard spells prepared plus 0—*mage hand*, 1—*mount*; 2—*fog cloud*; 3—*phantom steed*; 4—*summon monster IV*; 5—*Mordenkainen's faithful hound*; 6—*wall of iron*

Death Attack If Trebban studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (his choice). While studying the victim, Trebban can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 14) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Trebban has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if Trebban does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Ranged Legerdemain Trebban can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Impromptu Sneak Attack (Ex) Trebban can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

6: THE WITCH'S CURSE

QUENEREL THE WENDIGO CR 16

Female wendigo elf monk 2/ sorcerer 12

CE Medium fey (cold)

Init +7; **Senses** low-light vision; Listen +3, Spot +3

Languages Sylvan

AC 37, touch 31, flat-footed 30; Deflect Arrows (+7 Dex, +8 class, +6 armor, +6 deflection)

hp 81 (14 HD); regeneration 5

Immune cold, magic sleep effects

Resist evasion

Fort +9, **Ref** +14, **Will** +12; +2 against enchantment

Weakness fire

Speed fly 120 ft. (perfect) (24 squares)

Melee unarmed strike +10/+5 (1d6+3) and bite +5 (1d6+4/18-20/x3 and disease) or

Melee unarmed strike +8/+8/+3 (1d6+3) with flurry of blows and bite +3 (1d6+4/18-20/x3 and disease)

Base Atk +7; **Grp** +14

Atk Options Ascetic Mage, Empower Spell, Improved Grapple, Improved Unarmed Strike, Silent Spell; ravenous bite

Special Actions maddening whispers, wind walk

Sorcerer Spells Known (CL 12th)

6th (2/day)—*repulsion* (DC 22), plus prepared quickened *eagle's splendor* and quickened *web*

5th (5/day)—*cone of cold* (DC 21), *waves of fatigue*, plus prepared quickened *shield*

4th (6/day)—*confusion* (DC 20), *dimension door*, *enervation*

3rd (6/day)—*dispel magic*, *greater mage armor*[†], *lightning bolt* (DC 19)

2nd (8/day)—*eagle's splendor*, *false life*[†], *touch of idiocy*, *web* (DC 18)

1st (6/day)—*distract assailant* (DC 17), *magic missile*, *ray of enfeeblement*, *shield*, *true strike*

0 (6/day)—*acid splash*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *light*, *mage hand*, *prestidigitation*, *read magic*

† Already cast: Quenerel also used two *magic missile* spells fighting the hags and *empowered false life* (22 temporary)

Abilities Str 16, Dex 24, Con 15, Int 8, Wis 12, Cha 22

Feats Arcane Preparation, Ascetic Mage, Deflect Arrows, Empower Spell, Improved Grapple, Improved Unarmed Strike, Quicken Spell, Silent Spell, Track

Skills Concentration +17, Jump +8, Tumble +14

Possessions spell component pouch

Disease (Su) Any creature hit by Quenerel's bite attack must succeed on a DC 19 Fortitude save or become infected with the wendigo's hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Additionally, each day the victim takes Wisdom damage from the disease, he must succeed in a DC 23 Will save or become overwhelmed with insatiable hunger for the flesh of his own race. The victim stalks and

tries to kill the closest member of its own race; if it does so, it feeds on the victim's body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0, he transforms into a wendigo immediately and races off into the night sky at such speed that his feet burn away into bloody, charred stumps.

Maddening Whispers (Su) Quenerel may use her maddening whispers ability on any one target within 120 ft. 1/day. Quenerel may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful DC 23 Will save or take 1d3 points of Wisdom damage.

Ravenous Bite (Ex) If Quenerel makes a successful critical hit with her bite attack, the wound bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 10 Heal check or the application of a *cure* spell or other healing spell (*heal*, *healing circle*, or the like).

Regeneration (Ex) Fire deals normal damage to Quenerel.

Wind Walk (Su) Quenerel can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move action.

7: THE PEER AND THE PERI

KA' REEK

CR 15

Female vampire harpy bard 12

CE Medium undead [augmented monstrous humanoid]

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +34

Languages Common

AC 28, touch 19, flat-footed 23; Dodge

(+5 Dex, +2 armor, +1 insight, +3 deflection, +7 natural)

hp 127 (19 HD); DR 10/silver and magic, fast healing 5

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Fort +7, **Ref** +21, **Will** +16

Resist cold 10, electricity 10, turn resistance +4

Weakness garlic, holy symbols, mirrors, running water, sunlight

Speed 20 ft. (4 squares), fly 80 ft. (16 squares) (average), Flyby Attack

Melee mwk longsword +22/+17/+12/+7 (1d8+6/17-20) and slam +15 (1d6+4 plus energy drain)

Base Atk +16; **Grp** +20

Atk Options Combat Reflexes, Power Attack; blood drain, energy drain

Special Actions alternate form, bardic music 12/day (inspire competence, inspire courage +2, inspire greatness), captivating song (DC 22), children of the night, countersong, dominate (DC 28), *gaseous form*, *spider climb*

Combat Gear *dusty rose ioun stone*, *dust of appearance*, *pearl of the sirines* and *clerical scroll of restoration* (in her coffin-nest)

Bard Spells Known (CL 12th)

4th (4/day)—*greater invisibility*, *hold monster* (DC 23), *shout* (DC 23)

3rd (5/day)—*crushing despair* (DC 22), *dispel magic*, *invisibility sphere*, *slow* (DC 22)

2nd (5/day)—*glitterdust* (DC 21), *harmonize*, *heroism*, *tongues*

1st (5/day)—*disguise self* (DC 20), *grease* (DC 20), *inspirational boost*, *unseen servant*

0 (3/day)—*detect magic*, *flare* (DC 19), *ghost sound*, *light*, *message*, *prestidigitation*

Abilities Str 19, Dex 20, Con -, Int 12, Wis 14, Cha 28

Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (longsword), Improved Initiative, Improved Toughness, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (longsword)

Skills Bluff +27, Concentration +31, Intimidate +13, Knowledge (arcana) +12, Listen +14, Perform (sing) +31, Spellcraft +10, Spot +34

Possessions masterwork longsword, *bracers of armor* +2, *ring of protection* +3, *cloak of resistance* +1

Captivating Song (Su) When Ka' Reek sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 22 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by her song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Blood Drain (Ex) Ka' Reek can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su) Ka' Reek commands the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or

a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Ka' Reek for up to 1 hour.

Dominate (Su) Ka' Reek can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Ka' Reek must use a standard action, and those merely looking at it are not affected. Anyone Ka' Reek targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a Ka' Reek's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If Ka' Reek instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under her command and remains enslaved until her destruction. At any given time she may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. Ka' Reek may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su) Living creatures hit by Ka' Reek's slam attack (or any other natural weapon Ka' Reek possess) gain two negative levels. For each negative level bestowed, she gains 5 temporary hit points. She can use its energy drain ability once per round.

Alternate Form (Su) Ka' Reek can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that she does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, Ka' Reek loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Fast Healing (Ex) Ka' Reek heals 5 points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points in combat, she automatically assumes *gaseous form* and attempts to escape. Ka' Reek must reach her coffin home within 2 hours or be utterly destroyed. (She can travel up to nine miles in 2 hours.) Any additional damage dealt to Ka' Reek forced into gaseous form has no effect. Once at rest in her coffin, Ka' Reek is helpless. She regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, Ka' Reek can assume *gaseous form* at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) Ka' Reek can climb sheer surfaces as though with a *spider climb* spell

GREETHA/KREL (RAGING) CR 15

Female annis hag barbarian 9

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Listen +20, Spot +20

Languages Common, Giant

AC 26, touch 11, flat-footed 26; improved uncanny dodge

(-1 size, +3 Dex, +11 natural, +4 armor, +1 deflection, -2 rage)

hp 202 (16 HD); DR 1/-, DR 2/bludgeoning

Resist SR 19

Fort +18, **Ref** +12, **Will** +15

Speed 50 ft. (10 squares)

Melee mwk greatsword +27/+22/+17/+12 (3d6+16/19-20) and

bite +21 (1d6+5) or

Melee 2 claws +26 (1d6+11) and

bite +21 (1d6+5)

Ranged javelin +18/+13/+8/+3 (1d8+11)

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

Base Atk +16; **Grp** +32

Atk Options Blind-Fight, Power Attack, Quick-Draw; improved grab, rake 1d6+11, rage 3/day, rend 2d6+16

Spell-Like Abilities (CL 8)

3/day—*disguise self*, *fog cloud*.

Abilities Str 32, Dex 16, Con 24, Int 12, Wis 14, Cha 8

Feats Alertness, Blind-Fight, Great Fortitude, Iron Will, Power Attack, Quick-Draw

Skills Bluff +16, Diplomacy +1, Disguise -1 (+1 acting, Hide +5, Intimidate +1, Listen +20, Spot +20)

Possessions 10 Large javelins, Large masterwork greatsword Large masterwork chain vest, *ring of protection* +1, *cloak of resistance*+1, *amulet of natural armor* +1

Improved Grab (Ex) To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex) Attack bonus +26 melee, damage 1d6+11. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex) An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+16 points of damage.

When not raging, Greetha/Krel has the following changed statistics:

AC 28, touch 13, flat-footed 28

hp 170 (16 HD)

Fort +16, **Will** +13

Melee mwk greatsword +25/+20/+15 (3d6+13/19-20) and

bite +19 (1d6+4) or

Melee 2 claws +24 (1d6+9) and

bite +19 (1d6+4)

Ranged javelin +18/+13/+8/+3 (1d8+9)

Grp +30

Abilities Str 28, Con 20

Rake Attack +22 melee, damage 1d6+9

Rend 2d6+13

APPENDIX 2: WILD MAGIC TABLE

| D% | Effect |
|--------|---|
| 01-19 | Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails. |
| 20-23 | A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster. |
| 24-27 | The spell fails, but the target or targets of the spell are pelted with a rain of small objects, which disappears upon striking. The barrage continues for 1 round. During this time, the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells. |
| 28-31 | The spell affects a random target or area. The DM should randomly choose a different target from among those in range of the spell or centre the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells or 80 feet for long-range spells. |
| 32-35 | The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit. |
| 36-39 | The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell. |
| 40-43 | The spell does not function. Instead, a <i>deeper darkness</i> and a <i>silence effect</i> cover a 30-foot radius around the caster for 2d4 rounds. |
| 44-47 | The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round. |
| 48-51 | The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a <i>glitterdust</i> effect within a save DC of 10 + the level of the spell that generated this result. |
| 52-59 | Nothing happened. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up. |
| 60-71 | Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit. |
| 72-98 | The spell functions normally. |
| 99-100 | The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell has the maximum possible effect as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect. |

APPENDIX 3: NEW RULES ITEMS

FEATS

ARCANE PREPARATION

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell-but without an increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

Source: *Complete Arcane*.

ASCETIC MAGE

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells.

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. The bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4th-level sorcerer/1st-level monk would have a +1 bonus to AC as if she were a 5th-level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for a unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

Source: *Complete Adventurer*.

DIVINE METAMAGIC [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using.

For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Source: *Complete Divine*.

IMPROVED TOUGHNESS [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior*.

PRACTICED CASTER

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/ 3rd-level fighter who selects this Feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this Feat multiple times. Each time you choose it, you apply it to a different spellcasting class. For instance, a 4th-level cleric/ 5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane*.

SPELLS

Distract Assailant

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M
Casting Time: 1 swift action
Range: Close (25 ft. +5 ft. /2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Buzzing under your breath like a fly, you swat at the sky and toss the fly's wing in your hand into the air. The target of your spell becomes distracted, starting at shadows and looking about for unseen assailants.

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Source: *Spell Compendium.*

Harmonize

Transmutation
Level: Bard 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Source: *Races of Stone.*

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Bard 1
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium.*

Mage Armor, Greater

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action

Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium.*

Orb of Acid, Lesser

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft. /2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

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

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium.*

Orb of Force

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft. /level)
Effect: One orb of force
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Source: *Spell Compendium.*

Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1
Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st; 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Source: *Spell Compendium*.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

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

Source: *Spell Compendium*.

PLAYER HANDOUT 1: SERRENEN'S LETTER

My Beloved Virthina,

Pray excuse the veil of mystery, which I have drawn over my doings in Jalpa of late. My old friend Bronden did not wish our endeavors announced before a favorable outcome could be assured. The scholar's discretion curbed the lover's sighs.

Last night, however, success crowned our secret labors. I can say no more in this letter, but we would have our friends and loved ones enjoy the first-fruits of success ere the whole of the Flanaess reaps the harvest. Meet me not in our humble lodgings (an abode fit for my adventuring days – it stands at the end of the Street of Sickle-Makers, beside the Temple of the Far Wanderer), but rather at the inn they call The Sorcerer, in the Red Market, at noon on the seventh day of Planting. Be not late, my love, for what Bronden and I have to show you cannot long remain obscure. Until we meet in Jalpa,

Your own,

Serrenen Brax

PLAYER HANDOUT 2: THE SCRIBBLED PARCHMENT

Z. calls it:

"a demonstration most trenchant and pertinacious of fundamental identity between the art magic (that entertains the world) and the art music (that changes it)"

The Horsefeather Gospel: Third Analect

Fables of Burdock alleges Heward (sic!) helped him make it.

Does it still exist? Could it be what we need?

PLAYER HANDOUT 3: THE MULTI-COLORED LETTER

My dear Bronden,

Yes, Otto told me what you are looking for. Good to know that he has found someone to share his one incredible preoccupation. You were right. It does still exist - and it is in my keeping. What O. told me of your theory is most intriguing!! Your idea that it might work again if correctly positioned in the Polyphonium is so exciting that I can barely straight think!!!

You shall have it for your experiment without delay!!!!

Yours,

E~

PS Lebarat says that he will never speak to me again unless I add that there is an elastic limit to the strain reality can take before snapping altogether, and that the Master's wonderful toys do tend to push against that boundary if left unattended for too long. He bids you be sure not to let it keep working for more than a hundred heart-beats at a time. L. is a paladin, poor love, and worries about such things. I keep telling him that you can't make an omelet without breaking worlds, but he never listens.

PLAYER HANDOUT 4: GERRAND'S SONG

I'm Gerrand of Atroan fame and wretched is my present state
For parlous is my parley and in notes alone can I relate
A narrative to chill the blood, with fear affright, and terror wrack,
A tale to top the lurid heights of Vecna or Acererak.
In Sunndi where I took my ease with Quenerel, a friend of yore,
A letter bade us seek out two with whom we made a famous four,
The Company of Grace; in short, the wizard Bronden made us come
To meet him and Serrenen Brax in Jalpa's Polyphonium.

CHORUS: The Company of Grace! In short, the wizard Bronden made them come
To meet him and Serrenen Brax in Jalpa's Polyphonium.

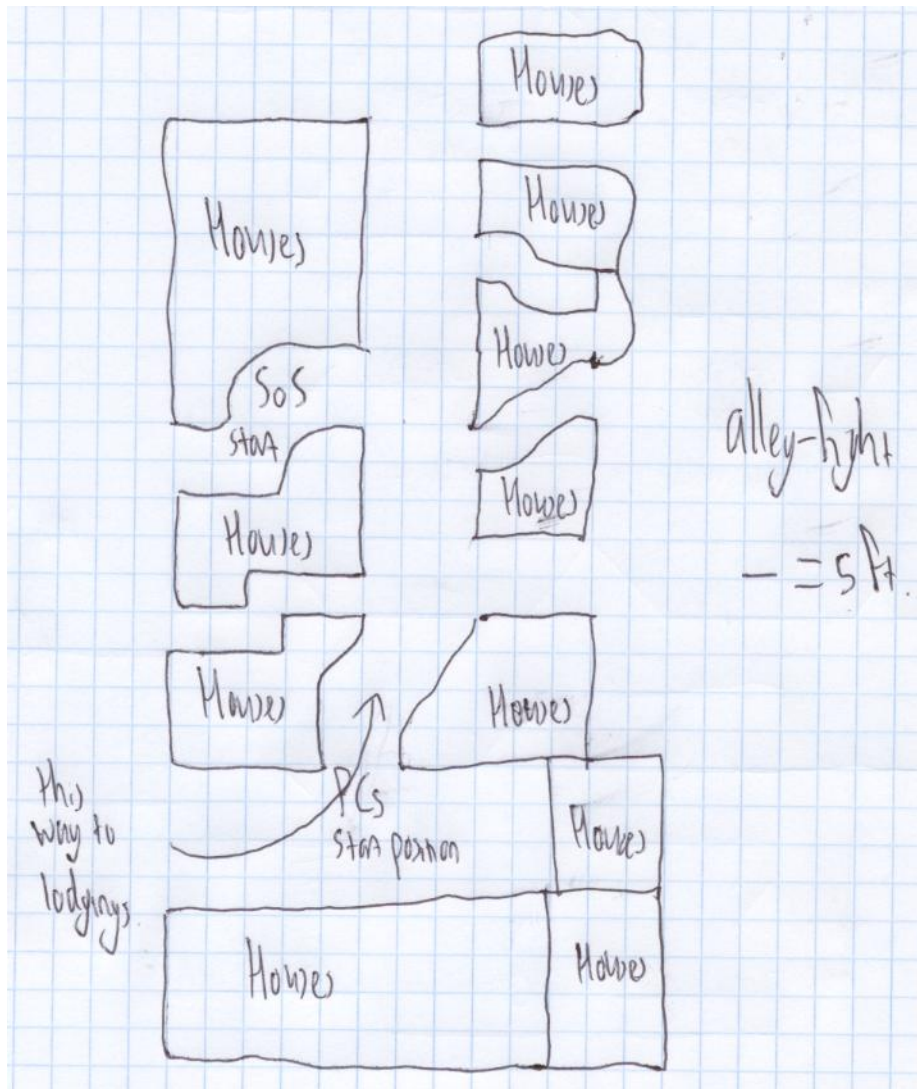
I know the score adventuring; I've played my part in rending Und-
erdark locales; I've done my bit for Kalinin and Brendingund.
But never have I heard the like of what befell me at the door
Of that strange building; I began to sing – and didn't know the score!
Unable now to speak or pray, a useless lump, I tried to quell
The most unequal temperament and onward march of Quenerel.
But my old friend would not be swayed, a maiden bold as she is fair;
The barrier but piques her wish to make an expedition there.

CHORUS: But his old friend would not be swayed, a maiden bold as she is fair;
The barrier but piques her wish to make an expedition there.

An hour passed; she did not leave. I hurried here to seek some aid
Against whatever holds my friends. I wracked my brains. I even made
This ditty so that I could warn the jeerers who might mock at lips
which dribbled only notes – we face melodious apocalypse!
The strong of will must storm that place – a fearful feat, for mayhap 'tis
A peril fit for Tsojcanth or the fane of feignèd Keraptis.
Oh! Parlous is my parley and in notes alone can I relate
I'm Gerrand of Atroan fame and wretched is my present state.

CHORUS: Oh! Parlous is his parley and in notes alone can he relate
He's Gerrand of Atroan fame and wretched is his present state.

COMBAT MAP FOR ENCOUNTER 1



COMBAT MAP FOR ENCOUNTER 5, 6 AND 7

