

URD5-I02 MM-A1

Protecting Lord Ellis

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 0.2

Round 1

by Cornelius Belmont

Lord Ellis is attending the Coriner's Gala with plans of engagement; however he approaches you as friends to ask you to watch his back. A Mini-Adventure for APLs 8-16.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one round Regional mini-mission adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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 scenario.

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

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

Adventure Background

Lord Ellis, nephew of the Duke, has gained quite a reputation in the Duchy of Urnst. In the past, he has personally participated in removing some of the foulest of people from his country in the hopes of a better tomorrow. His most famous of acts would be when he succeeded in chasing away many infamous slavers from the Duchy on more than one occasion. However, now with the approaching Coriner's Gala and Lady Lorinar's scheming in the hopes of getting him married, Ellis' enemies have found a perfect opportunity to strike out for revenge.

A group of pirate slavers (From URD4-05 Shaken not Stirred) with the help of the city of Eastfair have contracted a special assassin to take out Ellis at this time, when he should be distracted. They have made contact with an Erinyes known as Clarissa Terribiss to the mortals of the Prime. She has made quite a name for herself among the people of darker activities, and her next contract is to assassinate Lord Ellis as soon as possible. She quickly teleported to the Duchy of Urnst and in disguise, began to scout out the grounds of where the gala were to be happening with some assistance of a guard who she had charmed.

During the Live Action Role-playing part of the interactive, she was wandering around attempting to find Lord Ellis and do everything in her power to get him alone for a moment by hitting on him and

so forth. If she does get him alone, she uses her Charm Monster ability to charm him, but intends not to kill him just yet. She takes a ring that he was wearing and plans to use it later to gain access to his room. If she does not get him alone, she will use the counterfeit ring she prepared beforehand to attempt to gain access to his rooms.

She will wait until the night has come, then she will make her move to find Ellis alone in his bed chamber, and kill him after he has fallen asleep.

Adventure Summary

Introduction: The PCs are hired by Ellis personally to protect him during the gala. He lets the PCs know that he fears that with the current openness of the gala, an assassin may be present, and so he wants the PCs to make sure that he is safe.

Encounter 1: The PCs should post a watch around Ellis' chamber to keep a watch on him. During the night Clarissa (Who was seen at the gala), then approaches his chambers. She has charmed the other guards into letting her pass, and now encounters the PCs. She tells them that Ellis dropped his ring during the party and that she wishes to return it to him. The PCs should either stop her, or insist that they accompany her.

Encounter 2: Clarissa with or without the PCs, enters into the chambers of Ellis. Because he is charmed, she will have him want her to stay with him for a while on "private matters". The PCs at this point make sense motive checks to realize that he is charmed, and know that something is up. Ellis will insist that him and Clarissa be left alone. If PCs discover or simply stop her, she will attempt to teleport into the chamber later without the PCs knowing. If she cannot get past the PCs wards, then she will trigger Encounter 3 before teleporting into the room.

Encounter 3: Clarissa makes her assassination move by first summoning some demons to distract the PCs. She then tries to kill Ellis, and the PCs must come to the rescue.

Conclusion: Ellis may or may not be dead. If he is, his mother will get a true resurrection spell cast upon Ellis, and the PCs will not get paid for their services. If Ellis is alive, he will thank them for their work and pay them in full.

Preparation for Play

- Have the PCs make a list of the NPCs that they interacted with during the Live Action Role-playing session, and make a note of who interacted with Clarissa if anybody did. This will effect Clarissa's actions in Encounter 1.

Introduction

Allow the PCs to first introduce themselves to one another, and then read the following.

Towards the end of the party, you are approached by a very well dressed man. You have all come to know him as none other than the illustrious Lord Ellis, Nephew of Duke Karl. He approaches you with not quite the social grace you have come to expect from a man in his position of power, but he sits down at your table.

"My friends, how have you been enjoying the party?" Ellis asks in a genuinely friendly tone.

Allow the PCs to react to this how they will, if they attempt to act overly formal to him, he will tell them simply to drop the formalities. A DC 10 Sense Motive check will reveal that Ellis has had a bit too much to drink – he must be a friendly drunk. After the PCs have answered, continue by reading the following.

Lord Ellis visibility relaxes, yet he still keeps good posture in his chair. "I am afraid I have a bit of a favor to ask of you my friends. I fear that I am in danger here tonight. Amongst the crowd I fear that there is an assassin sent here to cause some harm to me. This is of course a usual concern of mine, but due to the events of the Gala tonight, I am at a time in which many people I have never met before can come and see me. And unfortunately my hosts have insisted that I stay here tonight due to my current state." Ellis grimaces slightly, then laughs.

"In the event of an assassin, I feel the need to find people I trust to come and help me, and so I am turning to you. I assure you that the pay for protecting me for the night is more than sufficient for a single night of work. So what do you say?"

After the PCs have agreed, Lord Ellis will answer any questions that the PCs may have. He knows the following information.

- He has many enemies, and he is sure that they will take this opportunity to attack him. He has waited until this moment for both his safety and the safety of his new "body guards", for if he had found them earlier, they may have been dead by the time of the party.
- He will need protection throughout the night and needs the party to watch him while he is sleeping. In the morning when he returns to the safety of his home, he will no longer need the PCs.
- He thinks that the assassin may be sent by either by some hobgoblins to the east, or possible by the slavers he has foiled on countless occasions.
- He is also afraid for his mother, but he has hired some other trusted adventures to help protect her, without her knowledge of course. His mother thinks that she can take care of herself, and so the other group is secretly protecting her.
- He currently suspects nobody in the gala, but is aware that there are many faces that he has never seen before in his life.

If the PCs ask about his actions with Clarissa during the Live Action Role-playing part of the interactive, it depends on whether he is charmed as to what he answers.

If he **has been charmed**, he will tell them that she is a friend of his and that he trusts her. This is partially a lie in that he is charmed and thinks that she is indeed his friend. The PCs in this case may make a sense motive check DC 25 to realize that when he talks about Clarissa, that he is under the effects of some type of mental compulsion. Lord Ellis will refuse to discuss anymore about Clarissa at this point while he is charmed.

If the PCs remove the charm from him, then he will be more than willing to go along with any plan they make to catch the assassin. He will also share with them that she took his ring for some unknown reason.

If he has **not been charmed**, he will tell them that she was a charming young woman, but that she seems to have some other motive in mind.

When the PCs are ready feel they are properly informed and have some sort of plan proceed to encounter one.

Encounter One: Eye Candy

The rest of the party goes uneventfully as you take caution in watching after Lord Ellis.

The PCs at this point should put their plan into action. Lord Ellis is planning to go to sleep and the PCs are to watch over his room while he is resting. If the PCs have broken the charm and made some plan with Lord Ellis, then go ahead and modify the encounter as needed to accommodate the changes.

Lord Ellis is a bit uneasy about the events that have happened at the gala, and is having a hard time falling asleep. When Clarissa attempts to assassinate him, she will have to kill him in combat and not just coup de grace him in his sleep.

Regardless of how things are set up, Clarissa will make her way to Ellis' Chamber, attempting to catch him alone and kill him under the guise of "returning his ring." This happens an hour and a half after the party. When you are ready, read the following.

Coming down the hallway, you see an absolutely stunning woman. She is Suel with long flowing blond hair, deep blue eyes, and very fair skin. She wears a red dress that is made of silk which is somewhat revealing of her very slender figure. He posture is perfect as she walks forward on her high heels holding a Siamese cat in her arms. As she walks towards you she looks a little surprised.

"Lord Ellis said he would be alone for the evening and wanted some company." She says revealing a row of pearly teeth. "He also dropped his ring when we were dancing and I felt the need to personally return it to him. Would you let me though?"

Clarissa is a very attractive woman, and knows how to play with men's emotions. Remember that she is actually an Erinyes in disguise, and so effects such as True Seeing will see through her Alter Self spell. The cat is her familiar, and of no real threat to anybody.

She will attempt to enter the room where Lord Ellis is, but is fine with talking with the PCs for a while. She will be very polite and make it clear that she wishes to see Lord Ellis alone privately. If the PCs simple refuse to let her go, then she will leave and *Greater Teleport* into the room in a half hour.

If the PCs allow her to knock on the door or bring Ellis into this and **he is charmed**, then he will invite her into his room and assure the PCs that she is of no threats. The PCs may make a DC 25 Sense Motive check to realize that he under the effects of some type of compulsion when he interacts with her, which should be enough to alert them to her true purpose.

If the PCs allow her to knock on the door or bring Ellis into this and he is **not charmed**, then he will invite them all into his room for a drink and some conversation. Make 3 Diplomacy checks by Clarissa and 3 Sense Motive checks for Ellis and the PCs. If Clarissa beats or ties Ellis in at least two of these checks, he will be intrigued enough to allow her to stay in his room and hear her proposition without the PCs.

In the event that PCs previously broke the enchantment or has learned of her true nature, then modify the encounter as needed to accommodate this. It is possible for the PCs to fight with her now, if they do use her stats in the Appendix.

Either way, when she is alone with Ellis either through teleportation or just entering his room, move on to encounter 2.

Encounter Two: The Pretty Lady Strikes

Depending on how the previous encounter went Clarissa will do one or two things. She will summon 4 Bearded Devils (Already pre-rolled) to attack the PCs outside the room when she is alone in the room. Or she will summon the Devils to attack then teleport in. Either way, she will be in the room with Ellis and will attempt to kill him. Ellis is having a bit of trouble sleeping, and so he will be awake when the assassination attempt occurs.

If a PC is in the room with Ellis, she will focus on them and not Ellis.

APL 8 (EL 11)

Clarissa: Female Outsider Erinyes Wiz3; hp 108; see *Appendix One*.

APL 10 (EL 13)

Clarissa: Female Outsider Erinyes Wiz3, Mnk 2; hp 127; see *Appendix One*.

APL 12 (EL 15)

Clarissa: Female Outsider Erinyes Wiz5, Mnk2; hp 157; see *Appendix One*.

APL 14 (EL 17)

Clarissa: Female Outsider Erinyes Wiz3, Mnk2, EnF2; hp 179; see *Appendix One*.

APL 16 (EL 19)

Clarissa: Female Outsider Erinyes Wiz3, Mnk2, EnF4; hp 200; see *Appendix One*.

ALL APLs

Bearded Devil (4): Medium Outsider; hp 54; See Appendix two.

Tactics: Depending on whether or not the PCs let her into Ellis's room, she will summon her Bearded Devils as either once she is in the room, or summon them then teleport into the chamber. Either way, the idea is that the Devils will serve as a way to delay the PCs while she performs her dirty work. If there is a PC in the chamber with Ellis, then she will focus on removing them as a threat first. If she succeeds in killing Ellis, she will teleport away.

Once the situation is resolved read the appropriate conclusion for the PCs, Conclusion A is if they saved lord Ellis, B is if he died.

Conclusion A

The rest of the evening unfolds with no problems, and Ellis is finally able to get some sleep even with all the anxiety of the party.

The following day, Lord Ellis and his mother approach you, both with smiles on their faces. Ellis is the first to speak.

"I must once again thank you for your services last night, and am glad that you have once again come through for me." He smiles and holds out his hand to each of you expecting a warm handshake.

Let the PCs react, and then continue.

Lord Ellis's mother then speaks up.

"I am glad that my son was able to pick such skilled people to protect him during the night, If I had lost my son I surely would have died from shock." The two look at each other for a moment, "Mother, we should be on our way, there are still many things the need to be resolved."

Ellis' mother simple smiles and they walk off with several members of the Ducal Guard following close behind.

The End

Conclusion B

Now with your mission at its end, Lord Ellis's body is taken into protective care. For a while after the assassination, you are talked to by a captain of the Ducal Guard, getting details about how the horrible event occurred. After talking to you for an hour, the captain leaves, leaving you to whatever business you may have.

The End

Experience Point Summary

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

[Generally, to award XP for a combat encounter the judge should award 30xp per EL defeated in the encounter. So at APL2 the party defeats a monster at EL4 and gets 120xp, while at APL 4 the monster is EL6 awarding the party 180xp. The XP that can be awarded in an adventure is subject to certain maximum amounts. Authors should refer to the *LIVING GREYHAWK Writer's Guidelines* for the most recent version of these rules including separate rules regarding the maximum amount of XP that can be awarded for story awards and for discretionary roleplaying.]

Encounter Two

Defeat Clarissa

APL8 330 xp

APL10 390 xp

APL12 450 xp

APL14 510 xp

APL16 570 xp

Encounter Two

Keeping Lord Ellis Alive

APL8 120 xp

APL10 180 xp

APL12 240 xp

APL14 300 xp

APL16 360 xp

Discretionary roleplaying award

APL8 60 xp

APL10 120 xp

APL12 180 xp

APL14 240 xp

APL16 300 xp

Total possible experience:

APL8 563 xp

APL10 675 xp

APL12 788 xp

APL14 900 xp

APL16 1,013 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two:

APL 8: L: 0 gp; C: 50 gp; M: 1415 gp – Ring of Protection +1 (166), Belt of Strength +2 (333), Ring of Mind Shielding (666), Lesser Rod of Extension (250)

APL 10: L: 0 gp; C: 50 gp; M: 2248 gp – Ring of Protection +2 (666), Belt of Strength +2 (333), Gloves of Dexterity +2 (333), Ring of Mind Shielding (666), Lesser Rod of Extension (250).

APL 12: L: 0 gp; C: 50 gp; M: 2581 gp – Ring of Protection +2 (666), Belt of Strength +2 (333), Gloves of Dexterity +2 (333), Periapt of Wisdom +2 (333), Ring of Mind Shielding (666), Lesser Rod of Extension (250).

APL 14: L: 0 gp; C: 50 gp; M: 3581 gp – Ring of Protection +2 (666), Belt of Strength +4 (1333), Gloves of Dexterity +2 (333), Periapt of Wisdom +2 (333), Ring of Mind Shielding (666), Lesser Rod of Extension (250).

APL 16: L: 0 gp; C: 50 gp; M: 5415 gp – Ring of Protection +3 (1500), Belt of Strength +4 (1333), Gloves of Dexterity +2 (333), Periapt of Wisdom +4 (1333), Ring of Mind Shielding (666), Lesser Rod of Extension (250).

Total Possible Treasure

APL 8: L: 0 gp; C: 50 gp; M: 1415 gp - Total: 1465 gp

APL 10: L: 0 gp; C: 50 gp; M: 2248 gp - Total: 2298 gp

APL 12: L: 0 gp; C: 50 gp; M: 2581 gp - Total:
2631 gp

APL 14: L: 0 gp; C: 50 gp; M: 3581 gp - Total:
3631 gp

APL 16: L: 0 gp; C: 50 gp; M: 4515 gp - Total:
4565 gp

Appendix One – NPC Stats

Encounter Two – APL 8

Clarissa: CR 11; Medium Outsider (Baatezu, Evil, Lawful) Wiz 3; HD 9d8+3d4+60; hp 108 ; Init +9; Spd 30 ft.; AC 28, touch 16, flat-footed 23; Base Atk/Grp: +10/+17; Atk +17 melee (1d3+7, Unarmed Strike); Full Atk +17/+12 melee (1d3+7, Unarmed Strike); SA Entangle, Spell-like abilities, summon baatezu; SQ Damage Reduction 5/good, darkvision 60 ft. immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, Summon Familiar, telepathy 100 ft., true seeing; AL LE; SV Fort +11, Ref +11, Will +13; Str 24, Dex 21, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Bluff +17, Concentration +17, Diplomacy +9, Escape Artist +18, Hide +18, Knowledge Arcana +14, Listen +16, Move Silently +18, Sleight of Hand + 18, Sense Motive +16, Spellcraft +8, Spot +16; Dodge, Mobility, Scribe Scroll, Improved Initiative, Improved Unarmed Strike, Combat Expertise, Power Attack, Practiced Spellcaster.

Spell-Like Abilities: At will—greater teleport (Self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17). Caster level 12th, these saves are Charisma-based.

Summon Baatezu (Sp): Once per day, and erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th).

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*Detect Magic, Read Magic, Resistance, Mending* (2); 1st—*Chill Touch* (2), ~~*Mage Armor*~~; 2nd—~~*Alter Self*~~ (3).

Possessions: Ring of Protection +1, Belt of Strength +2, Ring of Mind Shielding, Lesser Rod of Extension (Hidden with Sleight of Hand DC 28 Spot).

Encounter Two – APL 10

Clarissa: CR 13; Medium Outsider (Baatezu, Evil, Lawful) Wiz 3, Mnk 2; HD 11d8+3d4+70; hp 127 ; Init +9; Spd 30 ft.; AC 34, touch 22, flat-footed 28; Base Atk/Grp: +11/+18; Atk +18 melee (1d6+7, Unarmed Strike); Full Atk +18/+13/+8 melee (1d6+7, Unarmed Strike) or +16/+16/+11/+6 melee (1d6+7 Flurry of Blows); SA Entangle, Spell-like abilities, summon baatezu, flurry of blows, stunning fist 2/day (DC 21); SQ Damage Reduction 5/good, darkvision 60 ft. immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, Summon Familiar, telepathy 100 ft., true seeing, Evasion; AL LE; SV Fort +14, Ref +14, Will +16; Str 24, Dex 23, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Bluff +17, Concentration +17, Diplomacy +9, Escape Artist +20, Hide +20, Knowledge Arcana +14, Listen +18, Move Silently +20, Sleight of Hand + 20, Sense Motive +16, Spellcraft +8, Spot +18; Dodge, Mobility, Scribe Scroll, Improved Initiative, Combat Expertise, Power Attack, Improved Critical (Unarmed Strike), Practiced Spellcaster.

Spell-Like Abilities: At will—greater teleport (Self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17). Caster level 12th, these saves are Charisma-based.

Summon Baatezu (Sp): Once per day, and erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th).

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*Detect Magic, Read Magic, Resistance, Mending* (2); 1st—*Chill Touch* (2), ~~*Mage Armor*~~; 2nd—~~*Alter Self*~~ (3).

Possessions: Ring of Protection +2, Belt of Strength +2, Gloves of Dexterity +2, Ring of Mind Shielding, Lesser Rod of Extension (Hidden with Sleight of Hand DC 28 Spot).

Encounter Two – APL 12

Clarissa: CR 15; Medium Outsider (Baatezu, Evil, Lawful) Wiz 5, Mnk 2; HD 11d8+5d4+96; hp 157; Init +9; Spd 30 ft.; AC 35, touch 23, flat-footed 29; Base Atk/Grp: +13/+20; Atk +22 melee (1d6+7/19-20, Unarmed Strike); Full Atk +22/+17/+12 melee (1d6+9/19-20, Unarmed Strike) or +20/+20/+15/+10 melee (1d6+9/19-20 Flurry of Blows); SA Entangle, Spell-like abilities, summon baatezu, flurry of blows, stunning fist 3/day (DC 23); SQ Damage Reduction 5/good, darkvision 60 ft. immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, Summon Familiar, telepathy 100 ft., true seeing, Evasion; AL LE; SV Fort +16, Ref +16, Will +18; Str 24, Dex 23, Con 22, Int 14, Wis 20, Cha 20.

Skills and Feats: Bluff +17, Concentration +18, Diplomacy +9, Escape Artist +20, Hide +20, Knowledge Arcana +14, Listen +18, Move Silently +20, Sleight of Hand +20, Sense Motive +16, Spellcraft +16, Spot +18; Dodge, Mobility, Scribe Scroll, Improved Initiative, Combat Expertise, Power Attack, Improved Critical (Unarmed Strike), Practiced Spellcaster, Combat Casting.

Spell-Like Abilities: At will—greater teleport (Self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17). Caster level 12th, these saves are Charisma-based.

Summon Baatezu (Sp): Once per day, and erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th).

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*Detect Magic, Read Magic, Resistance, Mending* (2); 1st—*Chill Touch* (2), *Shield, Mage Armor*; 2nd—*Scorching Ray, Alter Self* (3); 3rd—*Haste, Magic Weapon, Greater*

Possessions: Ring of Protection +2, Belt of Strength +2, Gloves of Dexterity +2, Periapt of Wisdom +2, Ring of Mind Shielding, Lesser Rod of Extension (Hidden with Sleight of Hand DC 28 Spot).

Encounter Two – APL 14

Clarissa: CR 17; Medium Outsider (Baatezu, Evil, Lawful) Wiz 5, Mnk 2, EnF 2; HD 13d8+5d4+108; hp 179; Init +9; Spd 40 ft.; AC 35, touch 23, flat-footed 29; Base Atk/Grp: +14/+22; Atk +24 melee (1d8+10/19-20, Unarmed Strike); Full Atk +24/+19/+14 melee (1d8+10/19-20, Unarmed Strike) or +22/+22/+17/+12 melee (1d8+10/19-20, Flurry of Blows); SA Entangle, Spell-like abilities, summon baatezu, flurry of blows, stunning fist 5/day (DC 24), fist of energy; SQ Damage Reduction 5/good, darkvision 60 ft. immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, Summon Familiar, telepathy 100 ft., true seeing, Evasion, Ki Strike (Magic); AL LE; SV Fort +16, Ref +19, Will +21; Str 26, Dex 23, Con 22, Int 14, Wis 20, Cha 20.

Skills and Feats: Bluff +17, Concentration +18, Diplomacy +9, Escape Artist +20, Hide +20, Knowledge Arcana +14, Listen +18, Move Silently +20, Sleight of Hand +20, Sense Motive +16, Spellcraft +16, Spot +18, Tumble +18; Dodge, Mobility, Scribe Scroll, Improved Initiative, Combat Expertise, Power Attack, Improved Critical (Unarmed Strike), Practiced Spellcaster, Combat Casting, Snatch Arrows.

Spell-Like Abilities: At will—greater teleport (Self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17). Caster level 12th, these saves are Charisma-based.

Summon Baatezu (Sp): Once per day, and erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th).

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*Detect Magic, Read Magic, Resistance, Mending* (2); 1st—*Chill Touch* (2), *Shield, Mage Armor*; 2nd—*Scorching Ray* (2), *Alter Self* (3); 3rd—*Haste, Dispel Magic, Magic Weapon, Greater*

Possessions: Ring of Protection +2, Belt of Strength +4, Gloves of Dexterity +2, Periapt of Wisdom +2, Ring of Mind Shielding, Lesser Rod of Extension (Hidden with Sleight of Hand DC 28 Spot).

Encounter Two – APL 16

Clarissa: CR 19; Medium Outsider (Baatezu, Evil, Lawful) Wiz 5, Mnk 2, EnF 4; HD 15d8+5d4+120; hp 200; Init +9; Spd 40 ft.; AC 39, touch 27, flat-footed 32; Base Atk/Grp: +16/+24; Atk +27 melee (1d8+11/19-20, Unarmed Strike); Full Atk +27/+23/+18/+13 melee (1d8+11/19-20, Unarmed Strike) or +25/+25/+20/+15/+10 melee (1d8+11/19-20, Flurry of Blows); SA Entangle, Spell-like abilities, summon baatezu, flurry of blows, stunning fist 5/day (DC 24), fist of energy, arcane fist; SQ Damage Reduction 5/good, darkvision 60 ft. immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, Summon Familiar, telepathy 100 ft., true seeing, Evasion, Ki Strike (Magic); AL LE; SV Fort +17, Ref +21, Will +23; Str 26, Dex 24, Con 22, Int 14, Wis 22, Cha 20.

Skills and Feats: Balance +19, Bluff +17, Concentration +18, Diplomacy +9, Escape Artist +21, Hide +21, Knowledge Arcana +14, Listen +19, Move Silently +21, Sleight of Hand + 21, Sense Motive +17, Spellcraft +16, Spot +19, Tumble +19; Dodge, Mobility, Scribe Scroll, Improved Initiative, Combat Expertise, Power Attack, Improved Critical (Unarmed Strike), Practiced Spellcaster, Combat Casting, Snatch Arrows.

Spell-Like Abilities: At will—greater teleport (Self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17). Caster level 12th, these saves are Charisma-based.

Summon Baatezu (Sp): Once per day, and erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

True Seeing (Su): Erinyes continuously use true seeing as the spell (caster level 14th).

Spells Prepared (5/4/3; base DC = 12 + spell level): 0—*Detect Magic*, *Read Magic*, *Resistance*, *Mending* (2); 1st—*Chill Touch* (2), *Shield* (2), *Shocking Grasp* (3), ~~*Mage Armor*~~; 2nd—*Invisibility*, *Scorching Ray* (2), ~~*Alter Self*~~ (3); 3rd—*Haste*, *Dispel Magic* (2), ~~*Magic Weapon*~~ Greater; 4th—*Stone Skin*, Rary's Mnemonic Enhancer

Possessions: Ring of Protection +3, Belt of Strength +4, Gloves of Dexterity +2, Periapt of Wisdom +4, Ring of Mind Shielding, Lesser Rod

of Extension (Hidden with Sleight of Hand DC 28 Spot).

Appendix 2 NPC Stats

Encounter Two All APLs

Lord Ellis Lorinar: CR 14; Medium humanoid; Fighter 10/Marshal 4; HD 10d10 plus 4d8 +56; hp 140; SV Fort +18, Ref +8, Will +12; Str 22, Dex 12, Con 18, Int 18, Wis 14, Cha 20.

Motivate Charisma: Grants a +5 bonus on all Charisma checks and Charisma-based skill checks.

Resilient Troops: Grants a +1 bonus on all saves.

Bearded Devil: CR 5; Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 6d8+18, hp 54; Init +6; Spd 40 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +6/+8; Atk +9 melee (1d10+3, Glaive plus infernal wound) or +8 (1d6+2 Claw); Full Atk +9/+4 melee (1d10+3, Glaive plus infernal wound) or 2 claws +8 melee (1d6+2); SA Infernal wound, beard, battle frenzy, spell-like abilities, ~~summon baatezu~~; SQ Damage Reduction 5/good or silver, darkvision 50 ft. immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills and Feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive)

Spell-like abilities: At will – greater teleport (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resist healing spells.

The continuing hit point loss can be stopped by a DC 16 heal check, and cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice pre day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy last for 6 rounds, and the bearded devil suffers no ill effects afterwards.

Appendix 3: New Rules & Classes

As Presented in Complete Arcane

The Dervish

	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1	+0	+0	+2	+2	Ki Strike (Magic), Monk Abilities
2	+1	+0	+3	+3	Fist of Energy
3	+2	+1	+3	+3	Arcane Fist
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	Arcane Rejuvenation
6	+4	+2	+5	+5	Fist of Energy (Burst)
7	+5	+2	+5	+5	Hold Ray
8	+6	+2	+6	+6	
9	+6	+3	+6	+6	Diamond Soul
10	+9	+3	+7	+7	

Ki Strike (Su): An enlightened fist unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reductions.

Monk Abilities: An enlightened fist adds her class level to her monk level to determine her class-based AC bonus, her unarmed damage, her unarmored speed bonus, and the number of daily attempts to her Stunning Fist feat. If she has no monk levels, she gains the AV bonus, unarmed damage, and unarmored speed bonus of a monk whose level equals her enlighten fist level, but she can't add her Wisdom bonus to her AC.

Fist of Energy (Su): Once per round as a free action, an enlightened fist of 2nd level or higher can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire. Then enlightened fist chooses the energy type each time she activates. For 1 round, each of her unarmed strikes that hit deals and extra 1d6 points of damager (electricity or fire, depending on the choice).

Arcane Fist (Su): Beginning at 3rd level, an enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. She can choose to deliver the touch spell with any single unarmed strike attack she makes during the action.

Feats as presented in Complete Arcane

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase you caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, e would gain the remainder of the bonus and his cleric caster level would become 9th 9since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SP and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th level wizard who had selected this feat would cast cleric spells at 8th-level caster and wizard spells as a 9th-level caster.

Judge Aid – Ellis's Quarters

