

ZEF8-05

# All Good Things...

## A Two-Round Dungeons & Dragons® Living Greyhawk™ Sultanate of Zeif Regional Adventure

Version 1.0

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The time has come to face the past in an effort to save the future. The path leads to the first family of Dhabyia's mansion, now abandoned for 2 decades. Many questions can be answered, but more will be raised. An adventure not for the weak at heart. The final adventure in the "Slave Pits of Dhabyia" arc. This is an "elite" and very mature adventure where characters will be taxed to the limits of their powers. A two-round Regional adventure set in the Sultanate of Zeif for characters level 4-14 (APLs 6-14).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Monster Manual II* [Ed Bony, Jeff Grub, Rich Redmab, Skip Williams, Steve Winer], *Monster Manual III* [Andy Collins, Andrew J. Finch, Ed Stark], *Magic Item Compendium* [Andy Collins], and *Player's Handbook 2* [David Noonan].

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

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## RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
		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

3. Sum the results of step 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.

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. 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 receives only one-half of the experience points and gold for 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.

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

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

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

## TIME UNITS AND UPKEEP

This is a standard 2-round Zeif adventure. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Zeif, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

PCs that fail to pay at least Standard Upkeep will 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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC 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

The slave pits have been shut down and the PCs have traveled to seek the aid of Bahamut, the Platinum Dragon, in the coming war in Dhabyia. They were told to "go back to where it all started" and that is exactly where the PCs will go. Now they must head to the home of the first family of Dhabyia's mansion, now abandoned for 2 decades. Many rumors flow surrounding the building and the events that lead to the family's downfall and subsequent abandonment of the mansion. It fell into disrepair and no one has stepped foot in it again for fear of the spirits trapped within.

Shyanne, Queen of the Slavers in Dhabyia has been work (and manipulating) the PCs for 3 years. She wants total control of the slave trade and has used the PCs to help cripple the Neogi and Githyanki threat to the city. But she has plans for Dhabyia and these adventurers have become a thorn in her side. She hopes that sending them to the mansion, at the behest of advice from Bahamut (the Platinum Dragon God), will finally end these heroes involvement with her city and let her take full control.

## ADVENTURE SUMMARY

This adventure has 2 separate introductions for those that played ZEF8-04 "Getting there is half the Fun" and for PCs have not.

The first half of the adventure is the exploration of the main floor and upper levels and deal with the past history of the building and witness the fall of this family and the rise in power of the Neogi and Githyanki.

PCs then have to face the denizens of the basement in the second half. There are brutal combats with little or no time to rest.

## PREPARATION FOR PLAY

For this adventure you need to really work on the "creepy" factor of the adventure. If you, the DM, just go through the motions and rush the players, they do not get the full effect of the upper floors. Try your best to set the tone of a dark, foreboding mansion.

This adventure uses many dark tones and themes that are "adult" in nature and you should take care to alter text to suit your audience.

## INTRODUCTION 1

For those PCs that have just completed ZEF8-04 "Getting there is Half the Fun" read or paraphrase the following text. If PCs have not played the adventure, or have the "Weak Heart" AR notation from ZEF8-04, use **Introduction 2**

*You stand in the courtyard of Shyanne, Queen of the Slavers. The words of Bahamut ring in your head "You must seek the salvation of the city within it's past. Go to the mansion of the first family of the city. Once you see the past, only then will you be able to save its future."*

*From above you hear shuffling and your return from the palace of Bahamut has not gone unnoticed. Shyanne stands above you, her normally unreadable façade show concern and curiosity under that thin golden veil she is always wearing. She calls down to you "what news do you bring?" She suddenly has a look of recollection as to where she is standing and shakes her head "Do not answer, not out here, please come inside at once"*

*Once again you find yourself in the home of the slave queen. Richly decorated and lavish to extremes you sit upon overstuffed pillows and sample the exotic dishes and beverages that Shyanne always seems to have prepared.*

*She enters the room after a few minutes; her pale complexion is a stark contrast to her grey eyes and raven black hair. She motions for you to be seated and takes her seat at a throne of pillows piled up on the side of the room.*

*Shyanne looks over your group. A smile crosses her lips and she seems genuinely happy to see you. After you explain your trials in the outer planes she claps her hands excitedly, the most animated that you have ever seen her. "Well, his words do show promise for the city. This is great news to be sure. I am concerned about his words to you to enter the mansion of the first family. There is a reason it was abandoned and that no one has set foot in it for over two decades. There are evil forces at work in that building. It would be unwise to enter the building, but then again, I am no god and his insight is greater than mine. I am sure you have some questions and I will do my best to answer them"*

Shyanne is not as pleased about their success as she leads on. A Sense Motive check of DC 25 will let the PCs know this. She does not answer any questions about it and deflects any questions about it.

**Development:** Proceed to Encounter 1: Q&A

## INTRODUCTION 2

For those PCs that have not played the previous adventure, or have the "Weak Heart" AR notation from ZEF8-04 "Getting there is Half the Fun" read or paraphrase the following text.

*You have answered the call of Shyanne, Queen of the Slavers. Her note was fairly simple; adventurer's required for an investigation in the heart of Dhabyia. Please come to my manor home on the 4<sup>th</sup> Moonday of Coldeven. That day has arrived and so have you.*

*With a cold stare, she greets you at the gate. Her golden veil, thin as it is, does little to hide her pursed lips. Her grey eyes and raven black hair are a contrast to her pale complexion. "Please come inside, we have much to discuss and little time to do it".*

*Without much pomp and ceremony she ushers you into a well appointed room. She offers you a seat on some overstuffed pillows as she takes her place upon a throne made of more overstuffed pillows.*

*Shyanne sits and studies your group. She looks over each of you as if sizing up your potential. She awaits your questions and does not look like she is in a mood to wait. "What I have for you is a simple task. Enter the mansion of the first family of Dhabyia, find out what you can about them and bring back that information to me. Any questions?"*

**Development:** Proceed to Encounter 1: Q&A

### 1: Q&A

At this point the PCs are now in the presence of the Slave Queen of Dhabyia. Here she gives them the same information, just her treatment of the PCs will depend on if they were successful with Bahamut or not.

*What are we to do in the mansion (or what can we expect)?* The mansion is said to be haunted by the spirits of the first family. You need to understand how they fell into corruption in order to help save this city from itself. Be prepared to be mentally assaulted by visions and spirits. You are to find out what the Neogi's involvement with this family is. Hopefully this will be the key to planning the defense of the city.

*What is a Neogi?* A Neogi is a creature of the Underdark and Astral plane. They are slave traders of the worst lot. They have been the ones moving behind the scenes, implanting people with evil creatures and seeing what

happens. They have spider-like body and an eel-looking head.

**What is your connection with the Neogi?** They have been purchasing slaves from me. It was not until recently that I found out what they were actually doing. I have been trying to put a stop to this for nearly three years.

**Why exactly are we going there?** I was told by a very reliable source that the problems in Dhabyia started with the fall of this family and to learn how to save the city, you must go to the mansion and explore the history of it.

**What's in it for us? or Are we getting paid?** Ah mercenaries for hire? Maybe I am not sending the right people. I need brave adventurers. If you know of any please send them here. In any case, you'll have to do for now so I can pay (APL x100) gold pieces.

**What can you tell us about the First Family?** They were a very powerful family that began the slave trade in the city. Their power was absolute and they were corrupted completely. The entire family was killed in various ways, or so the rumors say. Words whispered in the darkest corners said they succumbed to the seven deadliest sins, killed one another and even took their own lives over the past century. The house was one of decadence and debauchery. Whatever foul events took place there left a stain upon the home. Flowers would not grow there, animals fear to go within blocks of the home and no one has stepped foot in it since the last member passed away, violently, 20 odd years ago.

**How are we to get into the mansion?** I have a key. It cost me a small fortune to get my hands on it. Do not lose it as replacing it is not possible.

**What is the history of the family?** The Lord of the Manor was Marith al Kazanne. He was awarded high commendations for protecting the city during a nasty pirate raid.

**Are there any defenses in the house?** Since no one has trespassed in twenty years I believe the rumors of the hauntings keep people away. There was a stable where they were breeding guard dogs and no one knows exactly what happened to them.

Shyanne is not as pleased about the idea of people poking around that mansion. A DC 25 Sense Motive check lets the PCs know this. She does not answer any questions about it and deflects any questions about it.

**Development:** Proceed to Encounter 2: A Funny Thing...

## 2: A FUNNY THING HAPPENED ON THE WAY THERE

In this encounter and following encounters in the mansion, PCs (either one or all) are bombarded with visions and hallucinations. PCs get a save vs. some of the effects. The PC may willingly fail a Will saving throw to allow the vision to happen, but for any detrimental effect, they always roll to save vs. the effect.

When the PCs are ready to leave, read or paraphrase the following:

*Your questions answered, you prepare yourself to trek across the city to the old quarter where the first family resided. It's not hard to find the place; you can see it sitting atop a bluff overlooking the harbor.*

At this point the PCs get their first hallucination. Have each PC make a Will save DC = 12 + APL

Those that fail get the following box text. Those that make it see the others in the party stop, look up and follow some imaginary object falling into the hills of the Vaar.

*Night suddenly falls and a boom is heard overhead. Looking up you see a massive comet streaking towards the Vaar hills. Moments later a massive impact is heard and a cloud of dust follows mere seconds after. The cloud whips past you blowing the awnings and signs hanging from the shops down the street. You notice that the signs and awnings are bright and colorful, something rare in this city of dull grays and blacks.*

*With what seems like minutes passing you see a group of creatures, Githyanki by the looks of them, leading a Neogi on its Umber Hulk guardian towards the house. Several of the Githyanki spot you, but they do not move to impede your progress.*

*You follow them, almost unaware that you are moving. Your feet seem to move on their own volition and you have no desire to stop them. Onwards they lead you, up the hill and towards the ridge where the house sits. A small ravine cuts its way across your path, but the sturdy rope walkway that leads to the house didn't budge even under the weight of the Umber Hulk. You see the delegation of Githyanki and Neogi enter the building and proceed to follow them.*

Have the PCs that made their initial save vs. the Hallucination make a DC 17 Dexterity save. If they succeed, they manage to grab a PC (or two if they make a DC 22) before the PC wanders into a small gorge that used to be bridged by a rope walkway. Any PC that is not grabbed by a fellow party member falls into the gorge and takes 2d6 of falling damage.

The hallucination is now over. The PCs must scramble across the ravine with a DC 5 Climb check.

**Development:** Proceed to Encounter 3: The lowest level of hell

### 3: THE LOWER LEVEL OF HELL

The maps to the house are under DM maps. Room numbers fit with the descriptions. As this is fairly free-flowing as to what the PCs can do and which room they go to, this “encounter” is for the entire lower floor. Encounter 4: Stairway to heaven? works the same way. All interior statistics are as follows:

**Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 15.

**Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

**Walls, Masonry:** 1' thick; hardness 8; hp 90; AC 5; Break DC 35.

You may let the players know that the rooms may have visions and they are allowed to fail Will saves if they would like to just “get them”, but there are some visions that have consequences as well.

#### Room 1 – “Lost love”

**Room description - present:** This is the foyer to the mansion. The front doors are locked with Amazing Locks DC 40 Open lock check. Once they are inside read the following:

*The main entrance to the mansion would have been beyond luxurious in its original state. The floors were made of the finest woods, possibly from the Celedon forest of the Duchy or Urnst. The floor itself would be worth the price of a magic weapon if it had been maintained. Now the dust stirs with every footstep you take. A grand staircase leads up to the second level and a wrap around balcony overlooking this area. An old chandelier still hangs from the ceiling, a single candle continues to burn, no heat emanating from it.*

*In the center of the room a massive statue of twin shedus, carved of granite sit in splendid display. Only the ones adorning the upper gates of the city are grander. They almost look as though they could come alive at a moments notice. Perhaps some ancient magic was used to capture them and turn them to stone?*

The PCs can look around the room. There is a set of double doors that lead further into the lower level, or the stairs leading up. If the PCs search the area they find that the shedus have bloodstains down the side of them as if something dripped from above. Looking above the shedus, the chandelier is directly overhead. A spot check DC 5 notices a cut rope that hangs from the chandelier. After a PC (or more) searches the statue, another vision hits them.

**Vision:** Lost Love Will save DC 16+APL  
If the PC(s) fail read the following:

*The room is suddenly as bright as day. The candelabra above blazes with 3 dozen candles. You see a young woman, about 19 years of age. She has dark hair and the tanned complexion that shows her Baklunish heritage. She is stunning, draped in the finest yellow satin, her hair, dark as night is pulled up in a fashion that alludes to a much earlier time in the cities history. She looks through you, and you turn to see a young Baklunish man, noble by all appearances standing near the door. “Please” she pleads, her face streaking with tears, “don’t leave me! I cannot live without you! I won’t live without you! You will always be mine!” “Perhaps” the young man begins, venom dripping from the word “you should have thought about our love before you bedded those....things. I will not share you and you cannot seem to understand that!” his tone increasing in volume. “My father...” she begins but is cut off by the young noble “is a pimp and you are nothing more than a harlot! I will take my leave” and with that he leaves, slamming the door behind him. “Noooo” she screams as she falls to her knees. Time seems to then fast forward. Her motions blur and she moves about the room faster than you can keep track of. When she finally stops moving, you see she is now standing on the rail, a rope tied to her neck stretches to the chandelier. With tears streaming down her face and sobs erupting from her lips, she steps off the rail. She swings out to the full extent of the rope. As the rope stretches to its breaking point, you hear her neck snap with a sickening “POP”, and the light fades from her eyes. You hear a scream and see a small child, of no more than seven. Her hair is golden yellow, but she is*

*definitely Baklunish in heritage. She runs to a decorative scimitar mounted to the wall, pulls it off and clumsily hacks at the rope tied to the rail. The rope snaps immediately and the young woman's corpse falls to the ground, hitting the twin shedus. The impact splits her skull and blood rushes from the gaping wound and down the side of the statue.*

At this point the vision ends. PCs need to make a DC 10 Fortitude save or be nauseated for 1d4 minutes.

### Room 2 – "Order in?"

**Occupant description:** This bloated waste of a man was in league with the butcher (See room 6) and fed on the victims massacred in the "slaughterhouse". He fed on them and in doing so became a hideous misshapen creature.

**Room description - present:** Read or paraphrase the following:

*This room still is lustrous underneath the layers of grime. The floors here change from the wood laid throughout the house to a polished marble. The grand table sitting in the centre of the room could seat 20 easily. The north facing of the mansion has 5 enormous stained glass windows that filter in light with a kaleidoscope effect.*

**Vision:** once the PCs enter the room and begin to look around, have one make a Will save DC = 12+ APL. If they fail the save read the following text.

*You see the room as it was many years ago. Workers bustle around the room, finishing the installation of the stained glass. A large man, standing nearly 7' tall barks orders to the men. His physique is one of a warrior. His muscular features are apparent under his tunic, a massive great scimitar is strapped across his back. Time shifts and you see the same man entertaining many guests. Food and wine is consumed in great quantities. As time blurs yet again, you see the days blur together. The once muscular man begins to lose his chiseled features. His size nearly doubles. Fat replaces muscle. You see through the blur of motion that he rarely leaves the room. He sleeps, wakes and eats without ever leaving.*

*At some point the motion stops. The man must weigh close to 1000 pounds! A Neogi enters the room. The man cannot even stand under the mass of his body. The Neogi begins to speak "A once proud warrior, now a shade of his former self. You can regain what was once lost. The chef is preparing a new type of meal. One guaranteed to make you a*

*better man." With that time once again speeds up. A barrel-chested man, wearing blood soaked aprons brings in food for the other. The first man devours whatever is put in front of him. Enjoying all the new tastes this chef has to offer. You notice the food has a peculiar look to it. It does not seem to be the typical beasts, lamb, pork or cow. Instead you get the distinct impression that this has a more "humanoid" quality to it. You see what appears to be a hand, or possibly fingers. The food seems to be doing the trick though as the massive man does begin to slim down to half his former size.*

*Then as the meals progress, the man begins to change once again. A mouth appears on the side of his neck. A hand looks as though it is trying to push itself through his stomach. The large man tries to stop eating, but more food is continually sent into the room. You witness the Neogi on several occasions adding a powder to the meal before it reaches the table. The man's appetite begins to increase again and more food is piled upon the table. There is no more doubt about the source anymore as a full torso is placed before him. He pauses at the site and then begins to feed again. His appetite is so voracious that even the mouth that appeared on the side of his neck is filled with food. More mouths appear on the man. On his chest, his stomach, even his arms. More appendages begin to grow, arms that continue to shovel food into the nearest mouth, faster than can be prepared. Slaves begin to be brought in alive and he devours them. The Neogi can be seen in the corner, a broad smile across his face.*

At this point the vision fades. Have the PC make a DC 20 Will save. Failure indicates that the PC must consume all food sources near him for 1d4 rounds. After that he is nauseated for 1d8 minutes. If no source of food is available he suffers the effects of starvation as per the DMG page 304. DC 15 Constitution save or the PC takes 1d6 non-lethal damage.

### Room 3 – "Pitter-patter of little feet"

Throughout the hallways you can use some creepy tones and let them know that as they wander the hallways, they hear the sounds of small feet running around the halls. Always ahead of the party and they can never catch up to them. If the party splits up, have the sounds split up as well.

### Room 4 – "Mad Scientist"

**Occupant description:** Al-Ghawri Kudret, the Alchemist, a thin, tall man who is surprisingly strong and healthy, despite his complete lack of any physical exercise. Many say that the Alchemist became so good at

his craft that he was able to create potions that prolonged life, enhanced strength, increased knowledge and wisdom, and even allowed one to see visions of the past and future. His experiments became too chaotic and wild, however, as he had reached the extent of his power and research but still desired more. Some say he made pacts with demons and devils to unlock even greater magics from his potions and creations, and that the price for the knowledge was his own soul. However, whenever payment was required, the Alchemist always had another victim's soul to deliver in place of his own.

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room has several benches, tables and counters that all stand bare. Small empty cages adorn the room, while other areas on the floor or countertops show where other cages, boxes or other items used to sit, but no longer. A pungent smell of acrid smoke lingers in the air.*

**Vision:** Once the PCs enter, pick a PC with “junior” or arcane skills and have them make a Will save DC 18+APL. (If there is no arcane caster, pick an appropriate PC). If the PC(s) fail read the following:

*You walk around the room, briefly taking in the empty room. You stop at a cage, peering into it, when you hear a squawk. Turning, the cage behind you has a large crow inside, blinking and seeming to stare at you. Vaguely, you notice that your other party members are no longer in the room. Color seems to emanate from the crow, spilling forth and where it touches, other images come to life. Cages are filled with all manner of teeming life: birds, rodents, lizards and other more unremarkable creatures. One corner holds a larger cage, it's occupant a four-armed ape. You continue turning, to scan the entire room, and see now the counters filled with all manner of strange bubbling concoctions, an alchemist's dream come true with the virtually unlimited brews! You see a thin, tall baklunish man in the garbs of a laboratory doctor administering one of these foul brews to a small monkey. Coating a piece of fruit with this thick green mucus-like fluid, he hands it to the emaciated animal. The animal's hunger overpowers its survival instincts and it chews down the coated morsel.*

*Mere moments after consuming the food, the monkey begins to convulse uncontrollably. It falls to the bottom of the cage frothing at its mouth and clutching its abdomen. Its death shakes last only briefly and it lies very still. Suddenly its belly expands and explodes, showering the man and the cage with*

*internal organs, blood and other fluids. A small snake-like creature with wings flees the ruined husk of the monkey, flying into the bars of the cage with such force it dents them. “Interesting” the man says as he ponders the site before him. “We will need larger vessels”. As he speaks the last words he turns to look directly at you and his gaze drops to your abdomen.*

At this point the PC snaps out of the vision. Have them make a Fort save DC 22. Failure means that they are either Sickened for 1d10 minutes, or if they are part celestial, they are considered 1 month behind their current condition for the celestial template (if they are at 4 months, they are now 3 months etc.) but cannot go below 1 month.

**Treasure:** The PCs can gain the following treasure here with a DC 22 Search check:

**All APLs:** Magic 62.5 gp *potion Neutralize poison* x2  
Total 62.5 gp.

#### **Room 5 – “Smells like death”**

This room is the former guest bathroom. It was extravagant for its time with flushing water for the toilets. Now the system is in disrepair and things have gotten caught in the pipes. Anyone remaining in this room must make a DC 22 Fort save or become sickened for 1d4 minutes.

#### **Room 6 – “Slaughterhouse”**

**Occupant Description:** The Butcher of Dhabyia was a huge man, standing nearly 7 feet tall, almost as wide, and known for his voracious appetite, strength and malice. He had no friends and kept to himself. He originally was a butcher, having taken on the job of butchering livestock, but somewhere in his duties at work his mind was twisted, and he began to experiment with the animals he was working on, eventually discovering that animals could be butchered while alive to amuse him as playthings. His curiosity about the living body extended to almost any living creature he could bring to his “lab” where he experimented to see how long someone could live being torn apart piece by piece before finally dying. He was eventually found out as more and more people went missing, and was hunted down. The Uruzaries attempted to arrest him, but the Butcher went mad with anger and a great battle ensued. In the end the Butcher was killed, but not before he himself killed not less than a dozen “cleaners” and “gardeners”. Reluctantly, his body was returned to the estate mansion for burial. The people would rather have seen his body burned and ashes cast back to the sea, but the influence of the ruling family allowed for his proper burial at the estate crypts.



When the PCs enter the room read or paraphrase the following:

*This room looks as though it was used by a butcher in the past to carve up meat of livestock, or worse. Bloodstains adorn the walls, floor and ceiling, and the room itself looks like it has been kept sealed for many years as the stains have turned brown, and in some places begun to fade to grey. The heavy metal door once held a lock, which has since rusted out of usefulness. In the center of the room are a stone and metal table, the top clean if a little dusty, and the side splattered with more blood stains. A drawer on the table reveals a set of butcher knives, while hanging beside are several instruments and you are not sure that they are entirely needed to work with livestock.*

If a PC searches the knives have them attempt a DC 16+ APL Will save. If they fail read the following:

*You step into the room, and it sways momentarily. The bloodstains suddenly become fresh, vibrant, the smell overpowering. Despite your experience in battle, the smell in this room of death and fear nearly brings you to your knees and you are forced to lean against the wall to steady yourself. You look to the far corner of the room, where a single window, only half a foot wide and tall, casts a beam of sunlight on the faces of two children and their mother. They are all curled into an embrace, tears streaking their faces; horror permanently etched into theirs eyes. It is apparent they have been screaming, and they do so again as a large menacing figure, brandishing a wicked carving knife, steps closer. He is large, barrel-chested, bald, and smells of sweat and blood, naked except for his undergarments and the leather apron he wears. The mother screams and begs the man not to harm her children. The malicious voice of the man's laughter rumbles out as he replies that it is not the children he is after, for it is her turn next. The woman's terror is renewed as the man reaches for her and states "the Masters are hungry. Your flesh will be the main course in their feast!" Like a panic-stricken rabbit the woman bolts, but the man is quicker despite his immense bulk. The carver's knife comes down, followed by the hatchet in his other hand. The children watch in horror, knowing their turn is next but unable to do anything about it. You cannot stand to watch the grisly scene, and turn your head away only to see the table in the center of the room, with the gored remains of a man, the sinew and muscle stretched out of his body and held aloft on pins in the ceiling, looking like a puppet on strings. This evil man obviously used this man's body for a disgusting*

*puppet show for the children...and then you realize that the man on the table was the children's father. Now the mother, then the children...the butcher's voice shatters your shock as he looks at you and says, "You're next." You scream involuntarily as his hand reaches out to you....*

Have the PC make a DC 17 Will save. Failure indicates that the PC believes that the nearest party member is the Butcher and attacks that person for two rounds in fear of his life. Each round he can make another save to stop attacking that PC.

**Treasure:** The PCs can gain the following treasure here with a DC 18 Search check:

**All APLs:** Magic 1750 gp +2 adamantite hand axe bane humans; Total 1750 gp.

### Room 7 – "Strange place for a stable"

As the family continued its fall into corruption and insanity, the strangest modification to the home happened about 10 years ago. The exterior wall had a large set of doors added to it. The reason? To allow an indoor stable. Although that is not really strange, what they were breeding was.

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*The smell hits you harder than a giants hammer. The smell of decay and effluence nearly overwhelms you. You notice the doors are very thick here, nearly 6 inches of solid oak. The interior of the door is also coated with thick leather, which must be why the smell only caught you once the seal was broken.*

*What remains inside is a curiosity. The room has been remodeled from its original purpose, most likely a guest reception room, to a make-shift stable. Stalls line both walls. They vary from rusted cages stacked up 3 high, to massive 15' wide stalls. The hay is moldy and rotted. The doors to the outside of the building are still intact. Wrapped in the same leather of the interior doors.*

**Vision:** After they enter the room and begin to look around have one PC (preferably one who rides, is a Ranger or a Druid) make a Will save DC = 14 +APL. If they fail, read or paraphrase the following:

*You suddenly twirl around, or perhaps the room is spinning? After you re-orient yourself, you are alone in a massive dinner hall. Floor to ceiling windows encompass the entire exterior wall. Huge crystal chandeliers hang from the ceiling, set ablaze by*

dozens of candles. You see an older baklunish man speaking to a tradesman, possibly a carpenter, and pointing throughout the room. The carpenter looks at some parchments, shakes his head in disbelief, rolls up the drawings, nods and leaves. Once the door is closed you suddenly see a Neogi appear. It looks at the man and speaks "I assure you, the renovations will bear fruit. We need stronger creatures than you can supply us with." "I still do not see how you can think that our Paynim war horses and our other stables of war dogs are not strong enough" the other man states with a hint of anger creeping into his voice. "Your animals are not bred and fed correctly. We will teach you the techniques needed" the Neogi states and a scowl clearly crosses the other's face. "We shall see" he replies and exits the room.

With a blur of motion you see the room being transformed by workers. The chandeliers come down. The marble mantles are removed and the grand fire place is bricked up. Several layers of dirt are brought in to pack the floor as the stable begins to take shape. The windows are bricked up and the oak doors you passed through are erected.

Then you begin to see the stable fill with all sorts of animals. From hunting dogs, horses and falcons to more exotic animals such as tigers, wolves and even an elephant! Time passes in a blur, but through that blur you see the torture these animals endure. From being beaten to forced mating occurs. The Neogi ever present. You see the animals being fed carcasses of others that die. The baklunish man bears witness to it all. At first he is appalled by the animal's treatment. But bags of gold and gems pass to his hands and he manages to turn his eye. Soon you see the creatures grow more feral, ravenous and ill tempered. Cross breeding occurs and several of the new species die before they can mature. They snap at everyone and everything. You see handlers mauled and all the while the Neogi watches the events unfold. "Have the 'breeders' upstairs double their output. These animals need a better source of nourishment." At that point the room before you fades and you find yourself back in the room as it is today.

This should be some foreshadowing to the "Den of iniquity" upstairs and should make it more disturbing once that encounter is over.

### Room 8 – "Stranger than Fiction"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*A grand library or that is what it once was. Shelves line every wall from floor to ceiling. Many tables are*

*scattered about the room covered in dust and cobwebs. There is a drafting table near one of the windows. A book lies open upon it. The writing on it looks to stop halfway through a sentence. There is a bottle of ink and a fine feathered pen sitting near the unfinished novel. The most peculiar piece of the room must be the table next to the drafting desk as it appears to have dried blood covering the entire surface. This was not used for artistic endeavors, or was it?*

**Vision:** Have a PC that is "creative" such as a bard or wizard make a DC= 14 + APL Will save. If they fail the save continue with the next box text.

*The room around you fades and you see a middle aged baklunish man sitting at the drafting table, writing in the book that sat open on it. But he is near the beginning, not much has been written so far. A look of frustration crosses his face. He dips the pen into the inkwell and moves back to the book. He hesitates and then drops the pen back. He rubs his face in frustration. From behind you, the door opens. A Neogi enters. It looks around the room. He approaches the man. He speaks in a broken common. "You need a better perspective. If your story is about your life, yet you do not live it, you must write about other's lives, yes? One can only write about what he knows. Perhaps there is another way." The room blurs and time seems to pass quickly. Once the blurring motion stops, the man stands in front of the blood soaked table, but currently there are no stains. Strapped to the table is a wide-eyed fair skinned man in his early twenties. He is not of baklunish descent though, looking more Suel in appearance. "Please, no" he begs. "Your life will add to my work" the other replies. He pulls his quill from the inkwell and begins to write on the man, drawing blood as he writes. The Suel man screams as the quill traces words across his body. The baklunish man continues his writing, never flinching and never stopping. As he continues to write the young man begins to fade. Within what seems like minutes, the man disappears from the table, leaving only bloodstains. The baklunish man looks to his book sitting open on the drafting table. A full color image of the young Suel man appears on the page, and three full pages of script appear as well. The baklunish man's face brightens. He turns to the door and yells "Bring in the next one!"*

Have the PC make a DC 18 Will save. Failure indicates he takes on the obsession of the book. He will pack up the book, ink and quills.

**Treasure:** The PCs can gain the following treasure here with a DC 18 Search check:

All APLs: Magic 333 gp *Nolzur's marvelous pigments*; Total 333 gp.

### Room 9 – "Lil' shop of horrors"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room is awash in light pouring in from the enormous windows that look out to the west of the city. Rows upon rows of thin shelving and tables fill this room. Planters, water cans and various gardening tools show the purpose of this former green house.*

**Vision:** Have a PC that is plant loving such as a druid or ranger make a DC= 14 + APL Will save. If they fail the save continue with the next box text.

*You look out the windows and as you turn around the room is teeming with life! All varieties of plants and fauna. You see the garden variety species, but there are more exotic flowers that you have never seen before. A young baklunish woman in her mid twenties comes into the room carrying another exotic plant and she whistles a catchy little tune. Almost on her heels a Neogi follows her in and shuts the door, startling the woman. "My dear Kenset, what a lovely garden you have here. Such a green thumb you have to grow such impressive specimens in such an arid climate" the Neogi states. Her look is one of disgust, obviously the mere sight of the creature is not appealing to her. Whether it doesn't care, or doesn't realize it, the Neogi continues forward, pausing to smell the roses. He looks up at her and states "You, know my dear, I have quite the green thumb myself. I have several species that may interest you. Ones that have never been seen on this plane."*

*That seems to have piqued her curiosity. And she turns to face the Neogi. "What kind of plants?" she asks. "Well, the most rare is the 'abyssal rose'. It only grows in the heat of the 4<sup>th</sup> plane of hell. I could get one for you if you want." He lets the last word hang, tempting her to make the move. "I would love to see one. Maybe even try to care for it? She says, a hint of excitement in her voice. The Neogi smirks and moves out of the room.*

*Time passes again and you see the sun rise and set a dozen times. When time slows the woman is in the room, tending her flowers again. The Neogi enters the room holding a rose the color of blood. She turns and sees the flower. She is not sure what to think of it at first by the look on her face. She moves to the Neogi and accepts the gift apprehensively. She*

*puts it in the center of the windows allowing the most light to reach the plant. She moves in close to it and breathes deeply, taking in the scent of the flower. As her eyes close you see a vapor of sorts leave the plant and enter her nostrils. She does not seem to notice. As she turns to say something to the Neogi, you see her eyes flash a crimson red. "Now, my dear," the Neogi purrs, "it needs some special handling. It requires blood to sustain it." That seems to set the young woman aback, but then you see her eyes flash again. That crimson color and she nods slowly in agreement.*

*As you witness time pass, the woman becomes obsessed with the Abyssal Rose. She no longer tends to her garden. Plants begin to wither and die. The rose continues to grow, its size doubling in what seems like mere moments. You see the young woman feeding the plant small rodents which it gulps down with a single bite.*

*The rose grows and so too does its appetite. Soon the woman is feeding smaller animals, like cats and birds to the plant. Continuously growing, the meals become larger. A dog, a goat and then the line of slaves begins to pass by your eyes, men, women, children of all race and size. The woman's smile grows each time the rose grows.*

*One day the slaves stop coming. The plant nearly fills this room. The woman waits patiently for more slaves to enter, but none do so. Panicked, she opens the door and runs right into the Neogi. "What seems to be the matter my dear?" he asks, with no sincerity in his voice. She replies "The rose is hungry and it needs to feed. Where are the slaves?" The Neogi's smile shows the needle-like teeth of his species. "Well, my dear" he begins "We seem to be running out of them." She turns to the rose and then back to the Neogi, "well, then, what will it eat?" She hardly has time to register the chuckle of the Neogi before he slams the door in her face! You then witness the full fury of the Abyssal Rose as it tears the woman, limb from limb, devouring each piece of her as a child would relish a piece of rock candy."*

**Treasure:** The PCs can gain the following treasure here with a DC 22 Search check:

All APLs: Magic 833 gp *druid's vestments*; Total 833 gp.

### Room 10 – "Hall of the Damned"

In this area slaves were marched to the rear entrance for cleansing. Cleansing usually included fire, whips, various castings of shocking grasp etc.

**Vision:** Here you can describe the masses being led down the stairs to this area. There are githyanki here "cleansing" slaves. If they survive, they are taken through the back door to an unknown location. If they die, you can tell them that they see the bodies being taken to the "stables" (Room 7). Use your own imagination; be as graphic as your audience can handle it. You can include several of the house members witnessing the "cleansing", but doing nothing to stop it, maybe even getting pleasure in it.

#### Room 11 – "Priestess of the Fate"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room once held a chapel. By all looks of it possibly to the Lady of Fate or the Beggar. There are many make shift beds, some pews and an altar that has had some damage done to it. There is a lingering scent of burnt...something. It's not incense, nor wood. It smells familiar though, but you cannot pinpoint it.*

**Vision:** Have a cleric PC make a DC = 18 +APL Will save. If the save is failed continue with the following:

*As you look around the altar brightens as if a light from above shines down upon it. You then see a young Baklunish woman in robes of a priestess of Istus giving a sermon to a mass of disheveled looking people. After the sermon she moves about the room tending to those that look in need of clerical healing. The people look to her with broad smiles and you can tell she has their admiration.*

*The room blurs and you then see a Neogi with several Githyanki looking around the room. The Neogi turns to his henchmen and speaks. "She is undoing all that we have completed these last ten years. It cannot be allowed to continue." "Shall we kill her?" one of the githyanki asks. "Of course not. To kill her would create a martyr. We must destroy her in the eyes of these riffraff. Once she is out of the way, take these cretins to the birthing chamber."*

*The room blurs again. You witness the Neogi attempting to bribe her with unsuccessful results. Then you see several githyanki sneaking into the chamber and replacing the water decanters. The motion of time passing continues and you see many of the people seeking refuge begin to rot and die from some disease. The process is slow, even through the blur of time passing. Skin dries and flakes. Limbs wither and people lose their hair in clumps.*

*Although the priestess tries valiantly to cure them, she cannot keep up to the growing number of those dying. Soon she is blamed by the masses and*

*people begin to strike out at her. You hear their cries of anguish. The Uruzaries storm the room arresting her. They find the water jugs and a quick test by their chaplains puts the blame squarely at the priestess. She pleads her innocence to deaf ears and is taken away. She cannot understand how the water was tainted as she thought she purified them each day. What she did not know is the magics that the Neogi and githyanki placed on the decanters blocked her divine purification.*

*Suddenly you find yourself outside, near the center of town. You look across the gallows to where the priestess is tied to a pyre. Slowly the Uruzaries move around the pyre, lighting it. The flames lick at her feet and still she screams her innocence. The fire consumes her, yet she remains alive longer than one would hope. The smell of burning flesh assails you. Her screams echo in your ears. When you snap out of the vision you are back in the room, soaked in your own sweat.*

Have the PC make a DC 18 Reflex save. If the PC fails they take 3d6 fire damage and burst into flames for 1d4 consecutive rounds. Each round the PC takes an additional 3d6 points of fire damage. If the PC is doused with water or drops to the ground and rolls around, they automatically extinguish the flames.

**Treasure:** The PCs can gain the following treasure here with a DC 22 Search check:

All APLs: Magic 750 gp decanter of endless water;  
Total 750 gp.

#### Room 12 – "Lord of the Wolves"

This room was once the study and bedroom of the most recent patriarch of the first family. Handed down through generations he was the last steward of the mansion. He began a turn to lycanthrope at the urging of the Neogi who where curious about lycan slaves.

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room has seen better days. What may have once been a grand bedroom or study is now torn asunder. The bed looks like it has been shredded by wild animals and what remains of any other furniture looks as though a stampede of Paynim war horses trampled them into kindling. The massive plate glass windows that overlook the harbor are designed with a night motif. The centre of the three windows shows the twin moons of Oerth, both full in the night sky. Beams of moonlight streak down to the other two windows and bathe a pack of wolves and a group of*

*humans in its light. The panes of glass are dark enough not to let in much light.*

A DC 18 Knowledge (nature) reveals that at the correct time of the month, both moons would align correctly with these panes of glass.

**Vision:** When any PC moves towards the secret door that leads to the outside, have them make a DC 16+ APL Will save. Failure gives them the following (suitable for a “outdoorsy” type of PC):

*As you move to the southern end of the room to the massive set of windows that dominate the south wall. Moonlight streams into the room through the glass, giving the room a silver hue. You then see a doorway to the outside. It was cleverly hidden. The door quietly opens and a massive wolf walks in. But it does on its hind legs. It lets out a massive howl that shakes you to your core. He looks towards you, but his gaze is behind you. Turning to see what he is looking at, you see a Neogi, a smile upon his face. “Excellent. You have come along way. Your kind will make fine additions to our slave pool.” The Neogi states. The wolf does not seem to share his enthusiasm and issues a low growl. He leaps at you, and passes through you on his way to attack his prey. The Neogi squeaks in surprise and you are sure that the lycan will have midnight snack! As the wolf reaches his victim an Umber hulk appears from nowhere and slams a mighty fist into the jaw of the animal. The sounds of bone snapping echoes through the room and the wolf hit the ground hard. The room grows darker as clouds obscure the moons outside. The wolf begins to convulse. Bones snap as it transforms back into the man inside the beast. A baklunish man in his mid 40s lies upon the ground sobbing gently. “What have I done?” he asks more to himself than anyone else. The Neogi answers even though he knows the question was not meant for him. “You have sealed the fate of your family. They, along with this city, now belong to us.*

As the vision fades have the PC make DC 18 Fortitude save or contract Lycanthrope (werewolf). Note this on the AR as it has repercussions during the final battle interactive at CampCon 7. If this adventure is being played after CampCon 7 the player may have the curse removed by normal means.

**Treasure:** The PCs can gain the following treasure here hidden in a loose floorboard with a DC 22 Search check:

**All APLs:** Magic 1065 gp *shifter's sorrow*, Total 1065 gp.

### Room 13 – “Window to the souls”

**Room description - present:** When the PCs near the large anti-chamber read of paraphrase the following:

*What you see before you is both beautiful and horrific at the same time. 5 floors to ceiling length stained glass windows decorate this anti-chamber. As you look left to right the scenes play out like a story:*

*The leftmost window shows a scene of a comet crashing into the hills of the Vaar in the dead of night. No moonlight shines on this illustration.*

*The next window shows a Neogi and its Githyanki entourage bringing wealth and gifts.*

*The following 2 windows show the Neogi in what appears to be either receiving the worship or blessing of the baklunish family through the past several decades.*

*The second last show the family in a “darker” state. Their eyes are sunken, their facial features more feral as if some perverted caricature of what they used to be. Shadows creep into the stained glass, but from intention of the artist or weather beaten you cannot tell.*

*The final window shows the Lord of the Manor lying at rest in the center of the rest of the family who also look to be finally at peace. But who would have commissioned this final work?*

## 3: THE UPPER LEVEL OF HELL

### Room 14 – A Family Gathering

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room seems to be a testament to the family. Several portraits hang from the walls, busts sit atop marble bases and there is glass cases filled with all sorts of mementos and treasures of the families past. The names under each portrait have a date engraved on it as well.*

There are several portraits:

**Hallia ibnt Salim** – The young lady that hung herself in the foyer. CY 573

**Mania ibint Al' Haziem and children, Arax, Chelz and Maria** – The mother who ritualistically drowns her siblings. CY 572

**Salim ibn Mustef**- A muscular man. The occupant of Room 2 “Order In”. CY 568

**Al-Ghawri Kudret** – Bespectacled older man. Looks like a lab researcher. CY 557

**Hashel al Istus**- Priestess of Istus. Clothed in robes of Istus CY 573

**Izbin Halket** – sitting behind the writing desk, pen in hand. “Stranger than Fiction” CY 552

**Alzef ibn Marith** – “Dying of thirst” CY 577

**Sabine ibint Marith** – “Haunted Giggles” CY 577

**Cinze ibn Marith** – “Bent to my will” CY 577

**Gorzdon ibn Alzar** – Dressed like a pirate “Dread Pirate” CY 567

**Kenset ibint Salim**- Young woman wearing druid garb. “lil shop of horrors” CY 576

And there are several busts:

**Marith al kazanne** – Lord of the Wolves CY 579

**Shyla ibint Marith** – young girl that cut down Hallia CY 580

**Kaldish al Geshtai**- The stable master CY 572

**Salim hazanne**- The tinkerer. Wild hair, older. CY 575

**Alhir ibint Halket** – The seductress CY 576

The honors and mementos include:

**Lord al Kazane**: City honor for heroic actions

**Hashel al Istus**: Sacred scroll of Istus. (For duty to the Church)

**Al-Ghawri**: Kwalish Order for alchemical advances

Once the PCs begin to search the room give them all a DC 16+APL Will save. Any that fail get the following vision:

*The room begins to shift. Many of the portraits and busts begin to animate and change forms.*

**Hallia ibnt Salim** – Her neck shows a bruise that looks like a rope burn. Her neck then twists and her skull splits open wide, her brains spraying the room.

**Mania ibint Al’ Haziem and children, Arax, Chelz and Maria**- This portrait begins to pour water from its edges.

**Salim ibn Mustef**- The man grows to bulbous proportions, grows more mouths and arms.

**Al-Ghawri Kudret** – His features shift and deform. His body begins to convulse and a snake-like creature erupts from his chest

**Hashel al Istus**- This portrait bursts into flames

**Izbin Halket** – This man’s portrait fades to nothing

**Alzef ibn Marith** – This young man turns to dust.

**Sabine ibint Marith** – A spirit is seen floating around her and then a massive cut in her chest pours blood on the floor

**Cinze ibn Marith** – his features change as his cranium expands to three times the size and bursts.

**Gorzdon ibn Alzar** – His features turn blue and then water begins to flow from his mouth and nose.

**Kenset ibint Salim**- eyes flash red and then is ripped apart by a plant.

And there are several busts:

**Marith al kazanne** – This bust becomes that of a wolf.

**Shyla ibint Marith** – This bust frosts over with a thick layer of ice.

**Kaldish al Geshtai**- The man’s face begins to look clawed and bit until there is nothing left.

**Salim hazanne**- This bust takes on a metallic look to it, like a helm just closed over the head

**Alhir ibint Halket** – this bust begins to reverse age until it looks to be an infant and falls from the pedestal and shatters.

### Room 15 – “Nowhere close to godliness”

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This grand bathroom holds three separate tubs. All made of the purest marble trimmed with gold, or at least they used to be. Now the gold looks as though it has been scraped off. Several remains of full-sized mirrors lie scattered about the room, smashed long ago.*

**Vision:** When any PC moves near the baths, have them make a DC 16+ APL Will save. Failure gives them the following:

*The room brightens and you see it as it used to be. Extravagant to the point of excess beyond the Sultan’s wealth. The bathtubs gleam, polished to a finish that would reflect your face had you been in the room during this time. A woman of middle age enters the room. She hums a tune. It sounds familiar, like something you may have heard your mom sing to put you to sleep. She prepares all three baths. You can see the steam rising from each of them. At once three young children enter the room. They look to be between 7 and 12 years of age, one boy and two girls. “Bath time” the woman announces casually. The children look to the tubs, an apprehensive look crosses their faces. “Mom, the water is too hot” the eldest starts to argue. “Nonsense” she replies, a tone that of a woman who is not accustomed to be spoken back to. “Now get in there and clean yourselves. Church is tomorrow and Hashel cannot have smelly children at her service.”*

*“No” the oldest says flatly, a look of panic spreads across his face. “What...” comes the reply “did you just say to me? Insolent child. Get in the bath, or I will put you in there!” The boy looks to his younger*

siblings. A more panicked expression can be seen. "Mom, please, let's just wait a bit for the water to cool." At that point he moves in front of the two younger girls. "How dare you?" she screams and launches herself at the boy, grabbing him by the hair and throwing him across the room.

His landing is rough, hitting one of the tall mirrors and shattering it into hundreds of pieces. The woman's rage explodes when she sees the mirror shatter. She lunges at the boy again. The impact left him dizzy and unable to protect himself. She grabs him and throws him into the closest bath. His screams echo in your mind. The water scalds him badly and the hot rocks at the bottom of the tub burn his skin through his clothes. "You will be clean!" She screams and grabs a wash brush and soap. Ripping his tunic off she begins to scrub his chest, rubbing so hard the tender skin peels and blood begins to flow into the tub. His screams turn to whimpers and soon his flailing stops. "You will be clean" the mom mumbles again. She then stops, realizing what she has done in her fit of rage. She drops the brush into the bloody water. A look of grief spreads across her face. "What have I done?" she whispers, barely audible. The look of grief is replaced by one of fear. She turns to see her two daughters, staring blankly, as though they were looking at the scene like it was some horrible nightmare. The mom's look changes yet again, another scowl crossing her face. "Bath time..." she coldly states and moves to the girls who freeze in panic. You find yourself thrust out of the room, the door slamming behind you. The screams of the young girls fade and so does the room.

Once the vision is over, the PC must make a DC 15 Fort save or begin drowning. A cure spell (or water breathing) will stop the effect. This PC also is her target in the crypt.

#### Room 16 – "Vault of the Neogi"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room must have once been a grand chamber for someone. There is a raised throne of sorts at the far corner overlooking the eastern side of the house. A beautiful view of the Vaar hills. There are old tapestries lining the walls. They show many images of the Neogi in "regal poses" holding a massive stave in its tiny hands.*

**Vision:** When any PC moves near the throne, have them make a DC 12+ APL Will save. Failure gives them the following:

*The room spins back in time. You see the room in its more regal state. The walls are brilliant white. Surrounding you are dozens of Githyanki who bow reverently to a Neogi seated on the odd shaped throne. The Neogi turns a casual glance to his right. You follow the gaze to see a baklunish man in his forties being forced to his knees by two Githyanki.*

*"Come now Marith, is it really so bad to pay homage to your true master?" The man growls in response. "Well, now, still defiant? I gave you something to cherish forever and you only show me contempt?" the Neogi continues "your other family members seem to be taking great pleasure in the gifts we have bestowed upon them. We have made you wealthy beyond your wildest dreams and yet you still do not pay me the proper respect."*

*Marith replies "Gifts? I think not. I have finally seen through your lies. Hashel has proven to me what I could not believe. I was blind, but no longer. You will no longer count me as one of your slaves!"*

*"Well, I am glad to see you still have your spirit. Let's see how your convictions hold when a life is on the line" states the Neogi.*

*"Do to me what you will." Marith replies flatly. "Oh, I intend to, but not yet." With a snap of his skinny fingers the doors open and a young girl of no more than a dozen years, with golden hair and olive skin is dragged into the room. She is unceremoniously dumped to the floor. Panic spreads across Marith's features. "Place her on the altar" the Neogi states and points behind you. You turn to see a demonic table behind you. It is blood red and stained with the fluids of many sacrifices. The young woman is dragged over to alter and strapped down. Marith struggles against the iron-like grip of the Githyanki, but he cannot break free. "Please, no." he begs.*

*"I'm afraid it is too late for pleading. If I was to let her go, you would just go on defying us eventually. You must understand this is your fault. We will sacrifice her, transform her and you will witness it. If you defy us again, we will take your next kinsmen and do the same. We will not stop until your family is either dead or under our control. Continue with the ritual!"*

*You turn to see the young woman, crying openly, fear etched into her features. She struggles against the bindings so hard that you hear a "pop" and see her shoulder bend at an angle that is not natural. She screams yet again. You can feel her terror as the altar begins to glow red hot. You can smell her flesh burn and the blisters on her back and legs grow and then burst, sizzling on the altar. Her body is engulfed by flames, but by some unholy effect the poor young woman does not die. Her face blisters and peels as the*



hellfire continues to consume her. The fires then subside and she lies upon the still glowing altar. She moves slowly, barely breathing. Her parched and cracked lips try to cry out, but her throat has been burnt to a crisp.

"Now, Marith, you may release your daughter from her pain." The Neogi chides. Marith is released and he stands slowly, shaking, tears streaming down his face. A Githyanki hands him a dagger. He looks at the dagger, and you can see the decisions crossing his mind. Should he lash out at the Neogi or go to his daughter? The moment passes quickly and he moves to the altar. "Forgive me" he cries and plunges the dagger down. The young woman's death is swift and you can hear the chuckling of the Neogi. "That's a good boy. You will make a good pet one day."

#### Room 17 – "Bend To My Will"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*By the looks of this bedroom, the occupant must have been a boy in his teen years. The bed is broken and moldy, the chest of drawers is a pile of kindling and what looks to be a toy chest lies open with tangle of cobwebs covering the surface of every toy.*

**Vision:** When any PC moves near the toy chest, have them make a DC 12+ APL Will save. Failure gives them the following:

*As you near the toy chest it cleans itself up as you watch the reverse flow of time. The room is bright and alive. Vibrant colors, yellows, blues and greens cover the surfaces of the furniture and walls. A young boy plays with his wooden Paynim soldiers in a battle with another army of wooden Spahis. You see him stop and stare at a trooper. He stares for what seems to be a minute or two, and then you see the piece wiggle, only slightly and if you were not watching you would have missed it.*

*You see time speed up. The sun rises and sets several times making you dizzy. Once the vision slows you see the boy a bit older than before. The toy armies still sit in the middle of the floor, but the boy sits between the two armies. He moves several ranks of each army with but a glance. From the corner of your eye you catch a Neogi peering into the room, a satisfied smile crossing his face. The boy continues to move objects about the room. Size does not seem to matter as he begins to lift some of the furniture off the floor.*

*Time speeds up again and you see the boy begin to torment animals of the house, throwing a cat*

*casually out the window. His powers begin to blossom as this young man continues to hurl items around the room. The force smashes the chest of drawers into splinters where the pile remains to this day. A woman in her twenties enters the room to see the mess and begins to scold him harshly. The boy turns his evil smile upon her. She begins to lift off the ground. Her expression of fear is only there for a moment as the boy rips the skin from her body with only a thought. What remains of her is not around long enough to contemplate the pain as the boy concentrates harder and her body tears itself apart covering the room in gore and body parts. The boy's evil grin widens to a point where you are sure it encompasses his face. The Neogi enters the room, looking over the carnage. He smiles and nods to the boy. He motions the young man to come with him and the young man follows without saying another word.*

Once the vision is over, the PC must make a DC 18 Fort save or will be fatigued from muscle strain. This affects the PC for the remainder of the game.

#### Room 18 – "Dying of thirst"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This room appears to be a child's bedroom. This one seems very spartan, with only a single bed and a small trunk at its foot. There is a large closet opposite the door you entered. There are marks on the wall where pictures used to hang. A thick layer of dust covers everything. An indent of the doorknob of the closet can be seen clearly in the wall perpendicular to the door. Looking closer, you see tiny marks in the closet door and several in the walls to either side.*

**Vision:** When any PC moves near the closet, have them make a DC 12+ APL Will save. Failure gives them the following:

*As you near the closet you see the paint on the door brighten. All the dust is gone. Looking around, your companions are not with you. You hear a noise behind you and turn to see the door open. A young boy is dragged into the room by a woman. She pulls him along by his ear. "You will eat what is put in front of you!" she screams. "I will not have a child throw tantrums while we have guests." She moves through you, reaching for the closet door. She opens the door with a swing. It crashes into the wall leaving a dent. The woman only becomes more agitated at the damage. "See what you made me do? Now get in there*



*and you will stay in there until you learn some manners. Children are starving all over the Sultanate and you refuse to eat what we set out for you? We will soon see." With a hard shove, the young man is tossed into the closet. The woman slams the door closed and locks it. You can hear the sobs of the young boy muffled by the door. The woman smirks and storms from the room. Time passes and you see another young girl come in. From her features you can tell she is a sibling of the young boy. "Alzef, can you hear me?" she whispers softly. "Shyla, you gotta leave before mum comes back. You'll get locked in here with me for sure." The young boy inside the closet states, a hint of fear creeping into his plea. "Just wait." She says. You see her fishing for something in her pocket. She pulls out a rock candy and pushes it through the lattice work at the bottom of the closet door. She scampers from the room.*

*Again time passes. The mother enters the room, but you do not know how long it has been. She opens the door to see the young man trying to swallow the candy. He begins to choke and the mother swats him on the back, dislodging the treat. "Where did you get this?" she asks, anger erupting in her voice. "Shyla gave this to you didn't she?" The boy doesn't respond, just looks down at the floor, hiding his eyes that would betray his little sister. "Well, apparently 1 night is not enough. Let's see how long you can go without food and water shall we?" With that you see time speed up and the mother vanishes from the room. When she returns, a laborer with a piece of wood and some nails is with her. She points to the closet door. The man hesitates until she cuffs him in the back of his head. Scolded, he moves to the door and hammers in the nails. The plank secured, he goes about affixing another board over the lattice work, effectively sealing the door.*

*More time passes. You see the woman enter the room and yell at the child behind the locked door. This repeats often, but you are unsure of how long it goes on. Several times she is dressed differently than the last time you seen her, so it may be days passing.*

*The mother enters again. This time she yells at the door and waits for a reply that never comes. A look of worry crosses her face and she begins to pull at the braces that block the door. A few good pulls and the nails fly free, boards hitting the floor. She opens the door and a look of horror crosses her face. The empty husk of the child sits in the closet. It is in the fetal position, head tucked down. His arms are dry like paper. She places a tentative hand on his shoulder and the body tips over, still locked in the rigors of death. The boys emaciated form hits the floor with a hollow thud. You can now see his face.*

*His lips are cracked and dry, eyes sunk deep into his face. There are bite marks on his arms, most likely from his appetite getting the best of him and trying to sustain himself on his own flesh.*

*The mother shrieks and jumps back. Looking around in a panic, she closes the door again and turns to flee the room. She runs into the Neogi. He looks to her and then past her. Obviously he knows about the boys punishment and can guess at what the woman has uncovered. "Do not worry my dear woman, there are more where that one came from"*

### Room 19 – "Haunted Giggles"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*A nursery, for a young girl, complete with dolls, a rocking horse and other furniture and decorations for a girl of 8 years greets you in this room.*

**Vision:** When any PC moves near the closet, have them make a DC 12+ APL Will save. Failure gives them the following:

*You see a little girl come in with some wedding rings. She hides them in the floor boards, along with other valuable items. You look at the little girl and then glance up at the full length mirror hanging beside the closet door. You see a horrific visage encompassing the little girl. It looks like a ghostly demon with a maniacal grin. The scene blurs and you see a Priest of Azor'alq standing before the little girl, two strong men holding her down. The Priest looks to be performing an Exorcism on the little girl. He waves a large bejeweled dagger above the child while chanting. His voice grows in pitch and volume. You look back to the mirror to see the spirit hovering just fractions of an inch above the girl. As the priest finishes his ritual the blade glows with a white hot light forcing you to look away from the weapon. Your gaze once again comes to the mirror. You see the spirit jump from the young girl into one of the burly men as the dagger plunges into her. The little girl looks at the mirror before the dagger stroke and says "bye-bye" as she watches the spirit enter the man. The priest doesn't have time to contemplate her words as the dagger hits home. The young girl doesn't even have time to cry out before the light fades from the dagger and her eyes. "I don't understand" the priest stammers. You see the spirit giggle as it surrounds the larger man. And it looks at you, eyeing you up as though you are its next target.*

**Treasure:** The PCs can gain the following treasure here hidden in a loose floorboard with a DC 22 Search check:

All APLs: Magic 1141 gp ring of feather falling (183 gp), ring of swimming (208 gp), necklace of adaptation (750 gp), Total 1141 gp.

#### Room 20 – "That's where the babies come from"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*You are not sure what to make of this room. A massive chamber filled with numerous bunk beds. A quick count tells you this place could hold as many as 100 people. Along the exterior wall you see single beds that have bent metal rails and straps to hold down a person of any strength. The walls are devoid of any tapestries and the room only has sconces placed sporadically. Even with burning torches you figure the room would always be shady.*

**Vision:** When any that PC moves near the birthing beds make a DC 14+ APL Will save. Failure gives them the following:

*The room brightens, but only slightly. The sounds hit you like a roar of a dragon. Moans of pain and cracks of whips echo throughout the room. Githyanki slavers stalk the room, their whips always striking out at unseen victims. You move about the room and bear witness to a horror of the body. Many women are in various stages of pregnancy and you can now make out the sounds of babies crying to the far side of the room. A Neogi enters the room and the Githyanki snap to attention at its presence. "This is taking far too long" he states. "Kroess, Balmac, dispose of these creatures. We must find another way. Call in the doctor...." The Neogi turns and leaves. The Githyankis bark some orders and draw their swords. The crying and moans begin to decrease replaced by the slashing of swords.*

#### Room 21 – "Dread Pirate Roberts"

**Occupant description:** A man who always wanted to be a pirate, but never had the chance to escape to the real sea. He began dressing like a pirate anyways, and in the dark of night would attack other people, plundering them or their houses, and bringing the spoils back to his treasure chest. He currently walks circles in his crypt, holding a map in his hand that has a large red 'X' on it, searching for the place he buried his treasure.

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*A typical bedroom with a large window, a large wooden-framed bed, and paintings of the sea, sea*

*ships, light houses and other images from the ocean adorning every available inch of the walls. A very obvious outline on the floor marks where a box or chest once stood at the foot of the bed...and a faint red 'X' has been painted at its center. The view from the window shows a cleared space around the building – there is no way down from here.*

**Vision:** When any that PC moves near the red X make a DC 14+ APL Will save. Failure gives them the following:

*The moonlight shines into the room, but it was not night time a moment ago. You move around the room, looking at the paintings of naval themes hung everywhere. You step over to the window and look outside. There is a tree that hangs a sturdy branch near the window, and a man is staring back at you from his perch on that branch! He leaps for the window as you stumble back. You trip and fall head over heels across the bed and land on your knees on the opposite side. The man with the dark beard enters through the window, looking every bit like a pirate that you may have heard from childhood stories. He pauses after entering the room, securing the window and listening to make sure he wasn't heard or spotted.*

*He then crosses the end of the bed and takes out a golden key from a necklace. He places the key into the lock of a large, ornate, iron-bound chest and lifts the heavy lid. He then deposits several valuables into the chest and admires his treasure. "Yar, me booty!" he says proudly, then brandishes a bloody knife. "Too bad - the dope who owned it won't be needing it no more, yar!"*

*He moves over to another painting. This one is of an ocean scene; a large three-mast ship floats atop of the ocean near a cliff face. You see the pirate grab a chalk stick, or some type of pen. He begins to draw a stick figure at the bottom of the painting. Then you notice the pile of stick figures that he has added to the bottom of this ocean of death. A quick count shows over two dozen of the tiny marks. He chuckles softly and says absently "a good start this month."*

#### Room 22 – "The Seductress"

**Occupant description:** A beautiful noble woman obsessed with beauty and beautiful things, she would give anything (and does) to always remain young, healthy and beautiful, and made a pact with evil spirits to do so.

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*A more splendid bed room could not be found! Silk and dark wood from far-away lands create an*

*elaborate bed, dresser and vanity of this immaculate room. Although the passage of time has destroyed the quality of the silk, the bed frame and other furniture still stand in prime condition. This was obviously the room of someone who loved beauty and all the finer things in the Sultanate!*

**Vision:** When any that PC moves near the bed make a DC 12+ APL Will save. Failure gives them the following:

*The room is cast in a murky shade. There are several candles burning along the walls in strategic points giving the room a very seductive glow. You smell the pleasant scent of lilacs and see several sticks of incense burning around the grand bed. The silks shimmer in the flickering candles, an inviting site to say the least. A Dark-haired woman lying on the bed beckons a handsome young man into the bed with her. She seduces him slowly and when he is most at peace, she pulls a long pin from her hair letting it cascade down her shoulders. She then kisses the young man deeply. Her hand raises and she plunges the long pin down, striking the man just above the collarbone. The pin sinks in several inches. The man hardly has time to register the pain and what has happened before he dies.*

*The woman then methodically reaches to her nightstand and retrieves a platinum bowl. She then tilts the young man forward and drains his blood into the bowl. Once she fills the bowl she rings a bell. A servant then enters the room and takes the body away, not even flinching at the sight, obviously used to it.*

*Time blurs and you see this event happen over and over again, to both men and women, always much younger than the woman. She seduces them, kills them and drains their blood. Eventually she collects enough blood that she performs a ritual with the liquid. She chants, casts spells and adds herbs and components to the brew. She then drinks deeply from the bowl and her features soften. She gets younger and younger. She looks to the mirror, pleased with the results.*

*Then she lurches. Her bones crack as they shrink violently. Her features appear younger again as she shrinks in height by several inches. Her age continues to regress and before your eyes she nearly implodes! When her lurching stops she is a young child of maybe 4 years of age. She is in pain and tears stream from her eyes.*

*The Neogi enters the room, apparently witnessing her transformation. "Well, it seems to have worked. Albeit a little too young to do us any good. I'm sure you will make a nice meal for the chef*

*though" he remarks absently. He moves to the bowl and transfers the contents into a nearby flask.*

### Room 23 – "The Tinkerer"

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*You enter this odd shaped room and the first thing that crosses your mind is that it looks like the sultan's armory exploded! Piles of metal, mostly scraps, bits of weapons and more junk than you feel safe sifting through. The area is traversable, but care must be taken to avoid getting multiple nicks and scrapes from the dozens of sharp objects at every step.*

**Vision:** When any that PC moves into the room and /or searches make a DC 12+ APL Will save. Failure gives them the following:

*Your next step does not end in a pile of scraps, but on the solid wood floor below. You see the room clearly now as it is brightly lit by numerous everburning torches. An older baklunish man wanders around the room, tools in hand. He moves to different statues. He tightens a screw here, twists a bolt there and moves along to each one. You see many forms, animals, suits of armor and even small boxes. He moves over to a small rat looking item and sighs heavily. He picks it up and turns it over. He cranks a little key and removes it from the body. He sets it down and the little mechanical beast begins to move slowly, its little legs moving in a circular motion, pushing it forward. It moves to the edge of the table and drops with a "clang" onto the ground. A sad expression crosses his face and he sits in his chair, a defeated look.*

*The Neogi enters the room, looking around at the vast array of lifeless constructs. "They seem to be lacking something" the Neogi states, sarcasm dripping from his voice. The tone is not lost on the old man. "Well, I ain't no powerful wizard that can enchant them ta move ya know!" the man chides back. "I may be able to help with that the Neogi states. "Thank you, no, I have seen what your help has done to the others. I want no part of it." The Neogi's eyes narrow. "maybe I am not offering what you want, but then again, maybe what I am offering you, you cannot refuse!"*

*With that last statement the Neogi pulls a staff from seemingly nowhere and points to the old man. The man throws his hands up in a vain attempt to block his face. The energy bolt that hits him sends him flying back into a pile of armor scraps. The man's lifeless corpse hits the ground with a thud. The Neogi*

*smiles and walks out the door. "A little life is all this place needed" he states letting a cackle flow from his lips.*

*The room remains still for several minutes and you are not sure what is to happen next. Then from the corner of your eye you spot movement. One of the suits of armor begins to stir. It takes a tentative step away from the wall. It looks about the room as if searching for something. Its stare drops to the floor where the old man's body lies. It then brings its hands up in front of its face and slowly turns them as if studying them. A low rumble issues from behind the helm, as though it was trying to scream. It begins to move about the room, smashing all the other items. Pieces of armor fly around the impacts shattering other pieces. A grand mess indeed! It moves to the mechanical rat and lifts its foot up, preparing to crush the little thing. As it brings its foot down, it pauses as if reconsidering. It then picks up the rat and sets it on the table. It pauses for a moment then the armor goes still. The rat then animates and runs around the table, its little legs pumping away. You realize that the key was not inserted and turned. The rat moves back to the armor and stops. Almost immediately the armor begins to move again. The suit of armor shakes as though it was laughing. You next find yourself back in the room with your companions.*

## 4: PUPPY POWER

### Room 24 – The hounds

Once the PCs have searched both floors you can unleash the hounds! The "residents" of the crypt have heard the stumbling around upstairs and have sent one of the remaining guardians upstairs to take care of the interloper. The hallways should be wide enough for the hounds to attack.

#### **APL 6 (EL 9)**

**Nessian Warhound** Large outsider (evil, extraplanar, fire, lawful); hp 123; Appendix 1.

#### **APL 8 (EL 11)**

**Advanced Nessian Warhound** Large outsider (evil, extraplanar, fire, lawful); hp 161; Appendix 1.

#### **APL 10 (EL 13)**

**Advanced Nessian Warhound** Huge outsider (evil, extraplanar, fire, lawful); hp 262; Appendix 1.

#### **APL 12 (EL 15)**

**Advanced Nessian Warhound** Large outsider (evil, extraplanar, fire, lawful); hp 300; Appendix 1.

#### **APL 14 (EL 17)**

**Nessian Warhound (2)** LE Large outsider (evil, extraplanar, fire, lawful); hp 300, 300; Appendix 1.

**Development:** Once the hound(s) are taken care of the PCs can find out just where it came from. There is a door that was previously hidden by magic. It is now open and leads to the lower level.

## 5: A FAMILY THAT PLAYS TOGETHER DIES TOGETHER

Below are the rooms and encounters that the party faces.

### Room 25 – The hound's cages

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*As you leave the stairs you enter a cavern complex of sorts. The walls are rough stone, but have been worked. There are sconces on the walls where once torches were held. Currently there is no light. To your left you can see that there is a passage and possibly a set of doors. You can also hear the faint ringing of steel on steel as though a blacksmith is working on a piece of armor.*

*To your right you also see a shorter passage leading away from this area. There appears to be a set of double doors to the right as well.*

*There are also cages that line this passage. Big enough to hold that beast you just faced. The doors swing quietly and look as though they have been regularly maintained. Inside the cages you can see the remains of something humanoid in shape, but it has been chewed on too much to make out much more.*

**Development:** PCs can either travel up the left branch or down the right branch.

## 5A: ROOM 26 THE MEAT LOCKER

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*A macabre scene plays out before your eyes. A large chamber that is cold as a meat locker, and for good reason. Dangling from many hooks in the ceiling are carcasses of humanoid creatures in various states of dissection. You can recognize a baklunish male, a gnome female and even an orc. Splayed upon the*

walls by barbed hooks are other forms of meat including bovine, equine and more humanoids.

Near the far end of the room you see a massive man. Nearly 7' tall he wears next to nothing except a blood smeared smock that covers a multitude of chains and hooks that wrap around his body. He saws at a chunk of flesh, possibly an arm and tosses it casually to a grotesque mound of flesh with multiple mouths. He turns to you the moment you enter the darkened room. He sees your group and knows that you are not invited guests. He looks to the creature beside him and says "Looks what's dropped in for dinner!"

#### APL 6 (EL 9)

**"The Butcher":** half-troll chain devil (kyton); hp 112;

Appendix 1.

**Gibbering Moulder:** large aberration; hp 42; Appendix 1.

#### APL 8 (EL 11)

**"The Butcher":** half-troll chain devil (kyton); hp 150;

Appendix 1.

**Half-Fiend Gibbering Moulder** large aberration; hp 46; Appendix 1.

#### APL 10 (EL 13)

**"The Butcher":** half-troll chain devil (kyton); hp 216;

Appendix 1.

**Half-Fiend Gibbering Moulder:** large aberration; hp 81; Appendix 1.

#### APL 12 (EL 15)

**"The Butcher":** half-troll half-golem (flesh) chain devil (kyton); hp 112; Appendix 1.

**Half-Fiend Gibbering Moulder:** large aberration; hp 148; Appendix 1.

#### APL 14 (EL 17)

**"The Butcher":** half-troll half-golem (flesh) chain devil (kyton); hp 118; Appendix 1.

**Spell warped Half-Fiend Gibbering Moulder:** large aberration; hp 192; Appendix 1.

**Tactics:** The gibbering moulder moves to put itself between the party and the butcher. It uses its Ground Manipulation ability to slow PCs down (they need to use a move action or get pinned). The butcher uses his chain dance ability to control 4 chains that lash out at the PCs. If he sees a PC with his hatchet he yells, "Thief" and concentrates 2 chains on that person.

Remember, the Butcher is half-troll and half golem at higher APLs. Damage to him is non-lethal as well as he

can pick which damage reduction works best for each hit he takes.

## 5B: ROOM 27 MAN IN THE MACHINE

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*You open the solid stone doors and peer in upon an enormous workshop. There is a forge, tables, gears and tons of metal. Suits of armor line the walls including two massive sets. One stands out as if looks to be made of pure bronze.*

*In the center of the room is another massive statue. It looks to be carved as a baklunish man holding up the ceiling. The face is easily recognizable as the craftsman who became the suit of armor on the upper floor of the mansion.*

**Tactics:** Once the PCs move into the room, The tinkerer attacks (either as a golem or the caryatid column). Once the PCs destroy the first construct, he jumps to his more powerful construct and begins the assault anew. Once the second battle is finished the spirit is expunged, but you can always scare the PCs by saying another suit begins to move only to have a rat scurry out the leggings.

#### APL 6 (EL 9)

**Caryatid Column:** medium construct; hp 69; Appendix 1.

**Then:**

**Shield Guardian:** large construct; hp 129; Appendix 1.

#### APL 8 (EL 11)

**Caryatid Column:** large construct; hp 101; Appendix 1.

**Then:**

**Brass Golem:** large construct; hp 134; Appendix 1.

#### APL 10 (EL 13)

**Caryatid Column:** large construct; hp 166; Appendix 1.

**Then:**

**Brass Golem:** large construct; hp 178; Appendix 1.

#### APL 12 (EL 15)

**Brass Golem:** large construct; hp 178; Appendix 1.

**Then:**

**Shadesteel Golem:** large construct; hp 189; Appendix 1.

#### APL 14 (EL 17)

**Brass Golem:** large construct; hp 232; Appendix 1.

*Then:*

**Shadesteel Golem:** large construct; hp 233; Appendix 1.

## 5C: ROOM 28 BATH TIME!

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*You hear a gurgling from beyond these stone doors. Entering the cavern, you find a curious site. Three mineral pools greet you. All are at least 25 feet in length and nearly that in width. The water bubbles and you see steam rising from them.*

*Immediately a shape takes form in the center pool. It looks like the woman who bathed her children to death in the upstairs of the mansion. It looks at all of you and then speaks two words "Bath time"*

**APL 6 (EL 8)**

**Mania ibint Al' Haziem:** Large Half-Fiend Water Elemental; hp 104; Appendix 1.

**APL 8 (EL 10)**

**Mania ibint Al' Haziem:** Huge Half-Fiend Water Elemental; hp 199; Appendix 1.

**APL 10 (EL 12)**

**Mania ibint Al' Haziem:** Large Water Elemental; Weird; hp 138; Appendix 1.

**APL 12 (EL 14)**

**Mania ibint Al' Haziem:** Large Water Elemental; Weird; hp 224; Appendix 1.

**APL 14 (EL 16)**

**Mania ibint Al' Haziem:** Huge Water Elemental; Weird; hp 360; Appendix 1.

**Tactics:** The woman tries to drench and drown each PC. She first targets "small" PCs as they remind her of her children. At higher APLs the creature is a Water Weird and the pools are even more deadly. At the higher APLs if she needs to retreat for a round to summon more elementals, they appear as her three children (depending on how many she can summon). She can "hop" between pools as a move action (this provoke attacks of opportunity).

## 5D: ROOM 29 THE END

**Room description - present:** When the PCs enter this room read or paraphrase the following:

*This large room has a raised dais with an altar upon it. The room is bathed in moonlight giving an eerie blue white glow to the area. Standing behind the altar is a man in his mid forties. By the look of his face, this is the man named Marith al kazanne, Lord of the Mansion and the last owner of the building. "Greetings" he says, through teeth that have seem to have grown just a bit since you seen his bust upstairs. "Welcome to our home" he continues with a grand sweep of his right arm. He wears gleaming armor and carries a massive scimitar across his back.*

*"Well, we seem to have come full circle haven't we? Our family was destroyed by the corruption of the Neogi and you have dealt a killing blow to their trade here in the city. Well done."*

*Another figure steps out of the shadows from the right side of Marith. It is Shyanne. She sees the puzzled look on your faces. "Well, one cannot be the Queen of the Slavers if there are other, more powerful players in the same city" she remarks. "Many years ago my family was corrupted and nearly wiped out. Through the manipulations of the Neogi and their servants I witnessed my kin twisting into evil. Many perished, some survived. Now we are all that is left." She removes her veil and her features change drastically. Her hair becomes a golden hue and her skin darkens to reveal her baklunish heritage. You also see the vicious scars of her transformation by fire. You recognize the woman as Shylar ibint Marith al kazanne.*

*"You see, years ago the Neogi began to trade slaves with us. They made the family wealthy beyond that of the Sultan himself. But greed was the stepping stone which the Neogi began with. They lured many with power, lust, and more. The family shunned the Four Feet of the Dragon and fell within decades. My father went into hiding with a few of my remaining family members and I continued to work with the Neogi. Their greed was their undoing. The tables had turned. Adventurers flocked to save a poor 'Bey's daughter' and the Neogi paid extravagantly for them. But the experiments they were doing were beginning to turn the eyes of the Sultan and Grim Vizier upon us and I could not continue the business relationship. So using 'heroes' I manipulated them into being infected and thus they brought down the Neogi, or so it seemed. They allied with dragons and elementalists*

*of the city, forcing me to send heroes to the outer planes. It cost me nearly half of my fortune to set up the meeting with Bahamut. Little did I know he was going to tell these adventurers to invade my family's home! Now, it's time to finish this once and for all. The city belongs to me and you are now more trouble than you are worth."*

#### APL 6 (EL 11)

**Shyanne, Queen of the Slavers:** Female Human Half-Fiend Rog6/Spy3; hp 47; Appendix 1.

**Marith al kazanne:** medium shapechanger (werewolf); hp 48; Appendix 1.

#### APL 8 (EL 13)

**Shyanne, Queen of the Slavers:** Female Human Half-Fiend Rog6/Spy5; hp 47; Appendix 1.

**Marith al kazanne:** medium shapechanger (werewolf); hp 48; Appendix 1.

#### APL 10 (EL 15)

**Shyanne, Queen of the Slavers:** Female Human Half-Fiend Rog6/Spy5/Acr1; hp 62; Appendix 1.

**Marith al kazanne:** medium shapechanger (werewolf); hp 76; Appendix 1.

#### APL 12 (EL 17)

**Shyanne, Queen of the Slavers:** Female Human Half-Fiend Rog6/Spy5/Acr3; hp 72; Appendix 1.

**Marith al kazanne:** medium shapechanger (werewolf); hp 90; Appendix 1.

#### APL 14 (EL 19)

**Shyanne, Queen of the Slavers:** Female Human Half-Fiend Rog6/Spy5/Acr5; hp 82; Appendix 1.

**Marith al kazanne:** medium shapechanger (werewolf); hp 104; Appendix 1.

**Tactics:** Shyanne's best ability is to get into a flank with Marith. She can jump 2 times per day 10' if need be. She has counter spell (*dispel magic*) on her ring at lower levels and at higher levels she has a *ring of spell turning*. Remember that Bane weapons grant and additional +2 to hit and 2d6 damage vs. their opponents. Also, if disarmed she has claws and a bite from her fiendish transformation.

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

**APL 6:** Magic 5048 gp; +2 rapier (693 gp), +2 dagger (691 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp), +3 slick mithral chainmail armor (1083 gp), ring counterspell (333 gp), anklet of translocation (116 gp), +1 great falchion (700 gp), +1 chain shirt (100 gp), +2 cloak of resistance (333 gp); Total 5048 gp

**APL 8:** Magic 5048 gp; +2 rapier (693 gp), +2 dagger (691 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp), +3 slick mithral chainmail armor (1083 gp), ring counterspell (333 gp), anklet of translocation (116 gp), +1 great falchion (700 gp), +1 chain shirt (100 gp), +2 cloak of resistance (333 gp); Total 5048 gp

**APL 10:** Magic 6055 gp; +2 rapier (693 gp), +2 dagger (691 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp), +3 slick mithral chainmail armor (1083 gp), ring counterspell (333 gp), anklet of translocation (116 gp), +2 great falchion (700 gp), +1 mithral chain mail (441 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp); total 6055 gp

**APL 12:** Magic 19783 gp; +4 rapier (bane humans) (4193 gp), +2 dagger (691 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp), +3 slick mithral chainmail armor (1083 gp), ring spell turning (8166 gp), anklet of translocation (116 gp), +2 great falchion (700 gp), +1 mithral Breastplate (458 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp), belt of giant Strength +4 (1333 gp), boots of speed (1000gp); Total 19783 gp

**APL 14:** Magic 25739 gp; +4 rapier (bane humans) (4193 gp), +2 dagger (691 gp), +2 cloak of resistance (333 gp), +2 ring of protection (666 gp), +3 slick mithral chainmail armor (1083 gp), ring spell turning (8166 gp), anklet of translocation (116 gp), +4 great falchion (Bane Humans) (4200gp), +4 Mithral breastplate (1708 gp), cloak of resistance +3 (750 gp), ring of protection +3 (1500 gp), belt of giant strength +4 (1333 gp), boots of speed (1000gp); Total 25739 gp

**Development:** When she is defeated go to Conclusion.

## CONCLUSION

*With the death stroke completed, Shyanne erupts into flames! A pit beneath her of hellfire opens to swallow her up. It seems that the time has come for her to return to the plane of ash and fire. With a final scream she curses your existence!*

*The first family of Dhabyia is truly dead, and the building begins to shudder. Stones begin to fall from the ceiling telling you its time to leave, quickly. Your escape is harrowing as the entire house begins to collapse and burst into flames.*

*As you exit the building, fire consumes it. Massive clouds of smoke and toxins fill the air. You see the flames burn the purest of white. And then you see her. Hashel, the priestess of Istus steps through the flames of the front doors and smiles at you. Her image then fades and mixes with the smoke as the building collapses on into the crypts below.*

*You know that the city is safe from one evil, but with the Githyanki, Neogi and elementalists still entrenched in the city, the war is far from over.*

## 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.

### 2: Lower level of hell

Experience objective

APL 6	30 XP
APL 8	60 XP
APL 10	90 XP
APL 12	120 XP
APL 14	150 XP

### 3: Upper level of hell

Experience objective

APL 6	30 XP
APL 8	60 XP
APL 10	90 XP
APL 12	120 XP
APL 14	150 XP

### 4: Puppy Power!

Experience objective

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### 5a: Meat Locker

Experience objective

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### 5b: Man in the Machine

Experience objective

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### 5c: Bath time

Experience objective

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

### 5d: The end

Experience objective

APL 6	330 XP
APL 8	390 XP
APL 10	450 XP
APL 12	510 XP
APL 14	570 XP

### Story Award

Objective(s) met:

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

### Discretionary role-playing award

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

### Total Possible Experience

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may



return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### 3: Lower level of hell

**All APLs:** Magic 4856 gp *shifter's sorrow* (1065 gp), *decanter of endless water* (750 gp), *druid's vestments* (833 gp), *Nolzur's marvelous pigment* (333 gp), +2 *adamantine hand axe bane humans* (1750 gp), *potion Neutralize Poison x2* (62.5 gp each); Total 4856 gp

### 4: Upper level of hell

**All APLs:** Magic 1141 gp *ring of feather falling* (183 gp), *ring of swimming* (208 gp), *necklace of adaptation* (750 gp); Total 1141 gp.

### 5d: The end

**APL 6:** Magic 5048 gp; +2 *Rapier* (693 gp), +2 *Dagger* (691 gp), +2 *cloak of resistance* (333 gp), +2 *ring of protection* (666 gp), +3 *slick mithral chainmail armor* (1083 gp), *ring counterspell* (333 gp), *anklet of translocation* (116 gp), +1 *Great Falchion* (700 gp), +1 *Chain shirt* (100 gp), +2 *cloak of resistance* (333 gp); Total 5048 gp

**APL 8:** Magic 5048 gp; +2 *Rapier* (693 gp), +2 *Dagger* (691 gp), +2 *cloak of resistance* (333 gp), +2 *ring of protection* (666 gp), +3 *slick mithral chainmail armor* (1083 gp), *ring counterspell* (333 gp), *anklet of translocation* (116 gp), +1 *Great Falchion* (700 gp), +1 *Chain shirt* (100 gp), +2 *cloak of resistance* (333 gp); Total 5048 gp

**APL 10:** Magic 6055 gp; +2 *Rapier* (693 gp), +2 *Dagger* (691 gp), +2 *cloak of resistance* (333 gp), +2 *ring of protection* (666 gp), +3 *slick mithral chainmail armor* (1083 gp), *ring counterspell* (333 gp), *anklet of translocation* (116 gp), +2 *Great Falchion* (700 gp), +1 *Mithral Chain mail* (441 gp), +2 *cloak of resistance* (333 gp) +2 *ring of protection* (666 gp); total 6055 gp

**APL 12:** Magic 19783 gp; +4 *Rapier (bane humans)* (4193 gp), +2 *Dagger* (691 gp), +2 *cloak of resistance* (333 gp), +2 *ring of protection* (666 gp), +3 *slick mithral chainmail armor* (1083 gp), *ring spell turning* (8166 gp), *anklet of translocation* (116 gp), +2 *Great Falchion* (700 gp), +1 *Mithral Breastplate* (458 gp), +2 *cloak of resistance* (333 gp), +2 *ring of protection* (666 gp), *Belt of Giant Strength* +4 (1333 gp), *Boots of Speed* (1000gp); Total 19783 gp

**APL 14:** Magic 25739 gp; +4 *Rapier (bane humans)* (4193 gp), +2 *Dagger* (691 gp), +2 *cloak of resistance* (333 gp), +2 *ring of protection* (666 gp), +3 *slick mithral chainmail armor* (1083 gp), *ring spell turning* (8166 gp), *anklet of translocation* (116 gp), +4 *Great Falchion (Bane Humans)* (4200gp), +4 *Mithral Breastplate* (1708 gp), *Cloak of Resistance* +3 (750 gp), *Ring of protection* +3 (1500 gp), *Belt of Giant Strength* +4 (1333 gp), *Boots of Speed* (1000gp); Total 25739 gp

### Treasure Cap

**APL 6:** 1,800 gp

**APL 8:** 2,600 gp

**APL 10:** 4,600 gp

**APL 12:** 6,600 gp

**APL 14:** 13,200 gp

### Total Possible Treasure

**APL 6:** 11,045 gp

**APL 8:** 11,045 gp

**APL 10:** 12,052 gp

**APL 12:** 25,780 gp

**APL 14:** 31,736 gp

## ADVENTURE RECORD ITEMS

**End of an era:** You have defeated the first family of Dhabyia and have freed the people of the tyrannical slavers. The Sultan is extremely pleased and has opened his vaults to you. This gives you access (any) to one item on any Zeif regional AR or VTF metaregional AR.

**A Curse lifted:** By exorcising the house of the demons and witnessing the truth to one of her chosen, the Lady of Fate will grant you a luck re-roll once per adventure for the next 10 adventures. This can affect any d20 roll (save, attack, skill check etc) and you must abide by the roll (whether better or worse) [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Save the Children!:** For striking down their wicked mother the children will grant you the ability to cast Resist Energy (fire) and Water Breathing at caster level

12 as a Swift action once each. [ ] Resist Energy (fire) [ ]  
Water Breathing

**Life after Death:** For witnessing the multiple deaths that occurred in the house your spirit refuses to die. Once, you may enact a delay death upon yourself as an immediate action and use your level as the caster.

**Curse of the Slave Queen:** You managed to kill Shyanne, but this has come with a price. For the next 2 adventures, have your DM randomly determine which curse you get as per *bestow curse* in the *Player's Handbook*. The curse last for the entire adventure.

## ITEM ACCESS

APL 6:

*Shifter's sorrow* (Regional; DMG)  
*Decanter of endless water* (Regional; DMG)  
*Nolzur's marvelous pigment* (Regional; DMG)  
*+2 adamantite hand axe bane humans* (Regional; DMG)  
*Ring of feather falling* (Regional; DMG)  
*Ring of swimming* (Regional; DMG)  
*Necklace of adaptation* (Regional; DMG)  
*Anklet of translocation* (Regional; MIC)

APL 8 (all of APL 6 plus the following):

*+3 slick mithral chainmail armor* (Regional; DMG)  
*Ring of counterspells* (Regional; DMG)

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

*+1 mithral chain mail* (Regional; DMG)

APL 12 (all of APLs 6-10 plus the following):

*Ring spell turning* (Regional; DMG)  
*Boots of speed* (Regional; DMG)  
*+1 mithral breastplate* (Regional; DMG)

APL 14 (all of APLs 6-12 plus the following):

*+4 rapier (bane humans)* (Regional; DMG)  
*+4 great falchion (Bane Humans)* (Regional; DMG)

## APPENDIX 1 APL 6

### PUPPY POWER!

#### NESSIAN WARHOUND CR 9

LE Large outsider (evil, extraplanar, fire, lawful)  
**Init** +6; **Senses** darkvision 60 ft., scent; Listen +18, Spot +18

**Languages** Infernal (can't speak)

**AC** 24, touch 11, flat-footed 22

(-1 size, +2 Dex, +7 natural, +6 +2 chain shirt barding)

**hp** 123 (13 HD)

**Immune** fire

**Fort** +13, **Ref** +10, **Will** +9

**Weakness** vulnerability to cold

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

**Melee** bite +21 (2d6+12 plus 1d8 fire)

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

**Base Atk** +13; **Grp** +25

**Special Actions** breath weapon, fiery bite

**Abilities** Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)

**Skills** Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +13, Tumble +3

**Breath Weapon (Su)** 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

**Fiery Bite (Su)** A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

### 5A: THE MEAT LOCKER

#### HALF-TROLL CHAIN DEVIL (KYTON) CR 9

CE Large giant (evil, extraplanar, lawful, augmented outsider, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; Listen +14, Spot +14

**Languages** Infernal, Common

**AC** 25, touch 11, flat-footed 23

(-1 size, +2 Dex, +14 natural)

**hp** 112 (9 HD); fast healing 5, regeneration 2;

**DR** 5/silver or good

**Immune** cold

**SR** 18

**Fort** +13, **Ref** +8, **Will** +6

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

**Melee** 2 chains +17 (2d6+9/19-20)

**Melee** 2 claws +17 (1d8+9) and bite +12 (2d6+4)

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

**Base Atk** +9; **Grp** +22

**Special Actions** dancing chains, unnerving gaze, rend 3d6+13

**Abilities** Str 29, Dex 15, Con 25, Int 4, Wis 10, Cha 10

**Feats** Alertness, Improved Critical (chain), Improved Initiative, Improved Toughness\*

**Skills** Climb +14, Craft (blacksmithing) +17, Escape Artist +14, Intimidate +12, Listen +14, Spot +14, Use Rope +2 (+4 with bindings)

**Advancement** 9-16 HD (Medium)

**Dancing Chains (Su)** A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex)** Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

\* see Appendix 2: New Rules Items

#### GIBBERING MOUTHER CR 5

N Medium aberration

**Init** +1; **Senses** darkvision 60 ft.; Listen +4, Spot +9

**Languages** Common

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp** 42 (4 HD); **DR** 5/bludgeoning

**Fort** +7, **Ref** +4, **Will** +5

**Speed** 10 ft. (2 squares), swim 20 ft.

**Melee** 6 bites +4 (1) and  
spittle +4 touch (1d4 acid plus blindness)

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

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

**Special Actions** gibbering, spittle, improved grab,  
blood drain, engulf, ground manipulation

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**Abilities** Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

**SQ** amorphous

**Feats** Lightning Reflexes, Weapon Finesse

**Skills** Listen +4, Spot +9, Swim +8

---

**Gibbering (Su)** As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

**Spittle (Ex)** As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Swallow Whole (Ex)** The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

**Amorphous (Ex)** A gibbering moulder is not subject to critical hits. It cannot be flanked.

## 5B: MAN IN THE MACHINE

### CARYATID COLUMN CR 6

N Medium construct

**Init** +3; **Senses** Listen -5, Spot -5

**Languages** --

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**AC** 22, touch 13, flat-footed 19  
(+3 Dex, +9 natural)

**hp** 69 (9 HD); hardness 8

**Fort** +3, **Ref** +6, **Will** -2

---

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

**Melee** +2 bastard sword +14/+9 (1d10 17-20 +9)

**Melee** +2 bastard sword +14/+9 (1d10 17-20 +7)  
and slam +6 (1d4+2)

**Melee** 2 slams +11 (1d4+5)

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

**Base Atk** +6; **Grp** +11

**Atk Options** Improved Sunder, Power Attack

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**Abilities** Str 20, Dex 16, Con --, Int 6, Wis 1, Cha 1

**SQ** break weapon, column form, construct traits,  
magic weapon

**Feats** Improved Critical (bastard sword) Improved  
Sunder, Power Attack, Weapon Focus (bastard  
sword)

**Skills** Diplomacy -3, Sense Motive +4

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### SHIELD GUARDIAN CR 8

N Large construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision;  
Listen +0, Spot +0

**Languages** see text

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**AC** 24, touch 9, flat-footed 24 (-1 size, +15 natural)

**hp** 129 (18 HD); fast healing 5

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

---

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

**Melee** 2 slams +18 (1d8+6)

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

**Base Atk** +13; **Grp** +23

---

**Abilities** Str 23, Dex 10, Con --, Int --, Wis 10, Cha 1

**SQ** construct traits, find master, guard, shield other,  
spell storing (*charm monster* DC 16)

**Feats** --

**Skills** none

---

**Find Master (Su)** As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

**Guard (Ex)** If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master.

**Shield Other (Sp)** The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

**Spell Storing (Sp)** A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

## 5C: BATH TIME

### HALF-FIEND LARGE WATER ELEMENTAL CR 8

CE Large outsider (water, extraplanar, augmented elemental)

**Init** +4; **Senses** darkvision 60 ft.; Listen +5, Spot +6

**Languages** see text

**AC** 23, touch 13, flat-footed 19 (-1 size, +4 Dex, +10 natural)

**hp** 104 (11 HD); **DR** 5/-, 5/magic

**Immune** disease

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 21

**Fort** +12, **Ref** +7, **Will** +3

**Speed** 20 ft. (4 squares), swim 90 ft., fly 20 ft. (average)

**Melee** 2 slams +14 (2d8+7)

**Melee** 2 claws +14 (1d6+7) and bite +9 (1d8+3)

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

**Base Atk** +8; **Grp** +19

**Atk Options** Cleave, Great Cleave, Power Attack

**Special Actions** Water mastery, drench, vortex, smite good

**Abilities** Str 24, Dex 18, Con 21, Int 10, Wis 11, Cha 13

**SQ** elemental traits, spell-like abilities

**Feats** Cleave, Great Cleave, Power Attack

**Skills** Listen +5, Spot +6

**Advancement** 9-15 HD (Large)

**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy* (DC =12+Spell level)

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Drench (Ex)** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex (Su)** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's

size. The elemental controls the exact height, but it must be at least 10 feet. See Monster Manual

## 5D: THE END

### SHYANNE, QUEEN OF THE SLAVERS CR 11

Female Human Half-Fiend Rog6/SpyMstr3

LE Medium Outsider (augmented humanoid, native, human);

**Init** +5; **Senses** Listen +5, Spot +11, Darkvision 60'

**Aura** moderate evil

**Languages** Common, abyssal, Ancient Baklunish

**AC** 29, touch 16, flat-footed 27 (+8 armor, +4 shield, +4 dex, +2 defl, +1 natural),

**Miss Chance**

**hp** 65 (+10 temp) (9 HD); regeneration/fast healing; **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, and fire 10;

**SR** 19

**Fort** +8, **Ref** +17, **Will** +4

**Speed** 30 ft. in Mithral chainmail (6 squares), base movement 30 ft., fly (average) 30 ft.;

**Melee** +2 *rapier* +10/+5 (1d6+6;18-20/x2), and +2 *dagger* +10 (1d4+4;19-20/x2) or +10/+10 2 Claws (1d4+2;20/x2), +5 Bite (1d6+4;20/x2);

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

**Base Atk** +6; **Grp** +10

**Atk Options** Telling Blow, Two-Weapon Pounce, Smite good (+9 damage 1/day)

**Special Actions** Sneak attack 3d6

**Combat Gear** *anklet of translocation\**, ~~*scroll of false life*~~, ~~*scroll shield*~~, ~~*scroll cat's grace*~~, ~~*scroll bear's endurance*~~

**Abilities** Str 18(+4), Dex 21/25(+5/+7), Con 12/16(+1/+3), Int 16(+3), Wis 8(-1), Cha 15(+2);

**SQ** Spell- like abilities

**Feats** Skill Focus (Bluff), Two-Weapon Fighting, Two-Weapon Defense, Telling Blow\*, Two-Weapon Pounce.

**Skills** Balance +13, Bluff +17, Climb +6, Diplomacy +11, Disguise +10, Escape artist +12, Forgery<sup>1</sup> +7, Gather Information +16, Jump +10, Knowledge (local, VTF) +11, Listen +5, Move Silently +17, Sense Motive +11, Sleight of Hand +19, Spot +11, Tumble +19, Use Magic Device +13.

**Possessions** combat gear plus +2 *rapier*, +2 *dagger*, +2 *cloak of resistance*, +2 *ring of protection*, +3 *slick mithral chainmail armor*, *ring counterspell (dispel magic)*,

**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion* (DC =12+Spell level)

**Cover Identity (Ex):** You have 1 cover identity; while in such an identity, you gain a +4 circumstance bonus to Disguise, and a +2 circumstance bonus to Bluff and Gather Information.

**Undetectable Alignment (Ex):** As the spell, continually active.

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**Quick Change (Ex):** You can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

**Scrying Defense (Ex):** You gain +3 to Will saves against divination (scrying) spells, as well as to Spot checks to notice scrying sensors.

**Magic Aura (Sp):** You can use Nystul's magic aura at will, with a caster level of 3.

\* see Appendix 2: New Rules Items

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MARITH AL KAZANNE:WEREWOLF **CR 6**

Male Human Ftr4

CE Medium Humanoid (Human, human, shapechanger)

**Init** +4; **Senses** Listen +6, Spot +2, low-light vision, scent

**Aura** moderate evil

**Languages** Common, ancient baklunish

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**AC** 23, touch 12, flat-footed 21 (+4 armor, +4 dex, +4 natural)

**hp** 48 (2d8+4d10+10); **DR** 10/silver

**Fort** +9, **Ref** +7, **Will** +6

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**Speed** 30 ft. in Chain Shirt (6 squares), base movement 30 ft. ;

**Melee** +1 *great falchion*; +8 (1d12+5; 18-20/x2) and +5 Bite (1d6+1;20/x2)

or

+7/+7 2 Claws (1d6+3; 20/x2), and

+5 Bite (1d6+1;20/x2)

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

**Base Atk** +4; **Grp** +8

**Atk Options** Power Attack, Spring Attack

---

**Abilities** Str 18, Dex 18, Con 17, Int 12, Wis 12, Cha 8;

**SQ** Curse of lycanthropy

**Feats** Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Falchion, Great), Iron Will<sup>2</sup>, Power Attack, Improved Natural Attack (2 Claws), Multiattack

**Skills** Climb +6, Handle Animal +6, Intimidate +6, Jump +0, Listen +6, Spot +2

**Possessions** +1 *great falchion*, +1 *chain shirt*, +2 *cloak of resistance*

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**Skills** Climb +6, Handle Animal +6, Intimidate +6, Jump +0, Listen +6, Spot +2

**Alternate Form (Su)** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex)** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

## PUPPY POWER

### NESSIAN WARHOUND CR 11

LE Large outsider (evil, extraplanar, fire, lawful)  
**Init** +6; **Senses** darkvision 60 ft., scent; Listen +23, Spot +23

**Languages** Infernal (can't speak)

**AC** 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +7 natural, +6 +2 chain shirt barding)

**hp** 161 (17 HD)

**Immune** fire

**Fort** +15, **Ref** +12, **Will** +11

**Weakness** vulnerability to cold

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

**Melee** bite +25 (3d6+12 plus 1d8 fire)

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

**Base Atk** +17; **Grp** +29

**Special Actions** breath weapon, fiery bite

**Abilities** Str 27, Dex 14, Con 20, Int 4, Wis 12, Cha 6

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack (Bite), Track, Weapon Focus (bite)

**Skills** Hide +19, Jump +19, Listen +23, Move Silently +21, Spot +23, Survival +21, Tumble +3

**Breath Weapon (Su)** 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

**Fiery Bite (Su)** A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

## 5A: THE MEAT LOCKER

### HALF-TROLL CHAIN DEVIL (KYTON) CR 11

CE Large giant (evil, extraplanar, lawful, augmented outsider, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; Listen +17, Spot +17

**Languages** Infernal, Common

**AC** 25, touch 11, flat-footed 23 (-1 size, +2 Dex, +14 natural)

**hp** 150 (12 HD); fast healing 5, regeneration 2; **DR** 5/silver or good

**Immune** cold

**SR** 18

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

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

**Melee** 2 chains +21 (2d6+10/19-20)

**Melee** 2 claws +21 (1d8+10) and bite +16 (2d6+5)

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

**Base Atk** +12; **Grp** +26

**Special Actions** dancing chains, unnerving gaze, rend 3d6+15

**Abilities** Str 30, Dex 15, Con 25, Int 4, Wis 10, Cha 10

**Feats** Alertness, Improved Critical (chain),

Improved Initiative, Improved Toughness, Iron Will

**Skills** Climb +17, Craft (blacksmithing) +20,

Escape Artist +17, Intimidate +15, Listen +17, Spot +17, Use Rope +2 (+4 with bindings)

**Dancing Chains (Su)** A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex)** Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

### HALF-FIEND GIBBERING MOUTHER CR 6

CE Medium outsider (augmented aberration)

**Init** +3; **Senses** darkvision 60 ft.; Listen +4, Spot +9

**Languages** Common

**AC** 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

**hp** 46 (4 HD); **DR** 5/bludgeoning, 5/magic

**Immune** disease

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 14

**Fort** +8, **Ref** +6, **Will** +5

**Speed** 10 ft. (2 squares), swim 20 ft., fly 10 ft. (average)

**Melee** 6 bites +6 (1+2) and spittle +6 touch (1d4 acid plus blindness)

**Melee** 2 claws +6 (1d4+2) and bite +1 (1d6+1)

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

**Base Atk** +3; **Grp** +5

**Special Actions** gibbering, spittle, improved grab, blood drain, engulf, ground manipulation, smite good

**Abilities** Str 14, Dex 17, Con 24, Int 8, Wis 13, Cha 15

**SQ** amorphous, spell-like abilities

**Feats** Lightning Reflexes, Weapon Finesse

**Skills** Listen +4, Spot +9, Swim +8

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**Spell- Like abilities:** *darkness* 3/day, *desecrate*, (DC =12+Spell level)

**Gibbering (Su)** As soon as a mouther spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouther's gibbering for 24 hours. The save DC is Charisma-based.

**Spittle (Ex)** As a free action every round, a gibbering mouther fires a stream of spittle at one opponent within 30 feet. The mouther makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a gibbering mouther must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Swallow Whole (Ex)** The gibbering mouther can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouther doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering mouther can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouther (same AC). The gibbering mouther's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

**Amorphous (Ex)** A gibbering mouther is not subject to critical hits. It cannot be flanked.

## 5B: MAN IN THE MACHINE

### CARYATID COLUMN CR 8

N Large construct

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

**Languages** --

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**AC** 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

**hp** 101 (13 HD); hardness 8

**Fort** +4, **Ref** +8, **Will** -1

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

**Melee** +2 bastard sword +21/+16 (2d8+12 17-20) and slam +13 (1d6+5)

**Melee** 2 slams +18 (1d6+10)

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

**Base Atk** +9; **Grp** +23

**Atk Options** Improved Sunder, Power Attack

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**Abilities** Str 30, Dex 14, Con --, Int 6, Wis 1, Cha 1

**SQ** break weapon, column form, construct traits, magic weapon

**Feats** Improved Critical (bastard sword), Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword)

**Skills** Diplomacy -3, Sense Motive +11

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### BRASS GOLEM CR 10

N Large construct

**Init** +0; **Senses** scent; Listen +2, Spot +2

**Languages** see text

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**AC** 31, touch 9, flat-footed 31 (-1 size, +22 natural)

**hp** 134 (19 HD); **DR** 10/adamantine

**Immune** magic

**Fort** +6, **Ref** +6, **Will** +8

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**Speed** 30 ft. (6 squares), (can't run)

**Melee** +3 *wounding greataxe* +21/+16/+11 (3d6+10/x3)

**Melee** butt +18 (1d8+7)

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

**Base Atk** +14; **Grp** +23

**Atk Options** Cleave, Great Cleave, Improved Sunder, Power Attack

**Special Actions** Maze

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**Abilities** Str 20, Dex 11, Con --, Int 3, Wis 14, Cha 7

**SQ** construct traits

**Feats** Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track

**Skills** Survival +21

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**Maze (Sp):** Once per day, a brass golem can target a maze effect (caster level 16th) against a single quarry. The golem is immune to the edicts of its own maze ability and it can freely enter its own maze to track a target.

**Immunity to Magic (Ex)** An brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an brass golem (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would



otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an brass golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

## 5C: BATH TIME

### HALF-FIEND HUGE WATER ELEMENTAL CR 10

CE Huge outsider (water, extraplanar, augmented elemental)

**Init** +6; **Senses** darkvision 60 ft.; Listen +11, Spot +12

**Languages** see text

**AC** 24, touch 14, flat-footed 18 (-2 size, +6 Dex, +10 natural)

**hp** 199 (19 HD); **DR** 10/magic, 5/-

**Immune** disease

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29

**Fort** +17, **Ref** +12, **Will** +8

**Speed** 30 ft. (6 squares), swim 120 ft., fly 30 ft. (average)

**Melee** 2 slams +21 (2d10+9)

**Melee** 2 claws +21 (1d8+9) and bite +16 (2d6+4)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +14; **Grp** +31

**Atk Options** Cleave, Great Cleave, Improved Bull Rush, Power Attack

**Special Actions** Water mastery, drench, vortex, smite good

**Abilities** Str 28, Dex 22, Con 23, Int 10, Wis 11, Cha 13

**SQ** elemental traits, spell-like abilities

**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack

**Skills** Listen +11, Spot +12

**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 2/day, *contagion*, *unholy aura* 2/day, *unhallow*, *summon monster ix* (fiends only), (DC =12+Spell level)

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Drench (Ex)** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex (Su)** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the

bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. See Monster Manual

## 5D: THE END

### SHYANNE, QUEEN OF THE SLAVERS CR 13

Female Human Half-Fiend Rog6/SpyMstr5

LE Medium Outsider (augmented humanoid, native, human);

**Init** +5; **Senses** Listen +5, Spot +11, Darkvision 60'

**Aura** moderate evil

**Languages** Common, abyssal, Ancient Baklunish

**AC** 29, touch 16, flat-footed 25 (+8 armor, +4 shield, +4 dex, +2 defl, +1 natural),

**Miss Chance**

**hp** 79 (+12 temp) (11 HD); **regeneration/fast healing**; **DR** 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, and fire 10; **SR** 21

**Fort** +8, **Ref** +18, **Will** +4

**Speed** 30 ft. in Mithril chainmail (6 squares), base movement 30 ft., fly (average) 30 ft.;

**Melee** +2 *rapier* +11/+6 (1d6+6; 18-20/x2), and +2 *dagger* +11 (1d4+4; 19-20/x2) or +11/+11 2 Claws (1d4+2; 20/x2), +6 Bite (1d6+4; 20/x2);

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

**Base Atk** +7; **Grp** +11

**Atk Options** Telling Blow, Two-Weapon Pounce, Smite good (+11 damage 1/day)

**Special Actions** Sneak attack 4d6

**Combat Gear** *anklets of translocation\**, ~~*scroll of false life*~~, ~~*scroll shield*~~, ~~*scroll cat's grace*~~, ~~*scroll bear's endurance*~~

**Abilities** Str 18, Dex 21/25(+7), Con 12/16(+3), Int 16, Wis 8, Cha 15;

**SQ** Spell- like abilities

**Feats** Skill Focus (Bluff), Two-Weapon Fighting, Two-Weapon Defense, Telling Blow\*, Two-Weapon Pounce.

**Skills** Balance +15, Bluff +19, Climb +10, Diplomacy +11, Disguise +10, Escape artist +12, Forgery<sup>1</sup> +7, Gather Information +18, Jump +12, Knowledge (local, VTF) +13, Listen +5, Move Silently +19, Sense Motive +13, Sleight of Hand +21, Spot +13, Tumble +21, Use Magic Device +15.

**Possessions** combat gear plus +2 *rapier*, +2 *dagger*, +2 *cloak of resistance*, +2 *ring of protection*, +3 *slick mithral chainmail armor*, *ring counterspell (dispel magic)*,

**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy* (DC =12+Spell level)

**Cover Identity (Ex):** You have 1 cover identity; while in such an identity, you gain a +4 circumstance bonus to Disguise, and a +2 circumstance bonus to Bluff and Gather Information.

**Undetectable Alignment (Ex):** As the spell,

continually active.

**Quick Change (Ex):** You can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

**Scrying Defense (Ex):** You gain +3 to Will saves against divination (scrying) spells, as well as to Spot checks to notice scrying sensors.

**Magic Aura (Sp):** You can use Nystul's magic aura at will, with a caster level of 5.

**Dispel Scrying (Su):** 6/day, you can dispel a scrying sensor as if using greater dispel magic, with a caster level of 15.

\* see Appendix 2: New Rules Items

**MARITH AL KAZZANNE:WEREWOLF CR 8**

Male Human Ftr6

CE Medium Humanoid (Human, human, shapechanger)

**Init** +4; **Senses** Listen +6, Spot +2, low-light vision, scent

**Aura** moderate evil

**Languages** Common, ancient baklunish

**AC** 24, touch 12, flat-footed 17 (+4 armor, +4 dex, +4 natural, +2 def)

**hp** 62 (HD 2d8+6d10+12); **DR** 10/silver

**Fort** +10, **Ref** +8, **Will** +7

**Speed** 20 ft. in Chain shirt (6 squares), base movement 30 ft.;

**Melee** +1 *great falchion*; +11/+6 (1d12+7; 18-20/x2) and +8 Bite (1d8+2; 20/x2)

or

+10/+10 2 Claws (1d6+4; 20/x2), and

+8 Bite (1d8+2; 20/x2)

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

**Base Atk** +6; **Grp** +10

**Atk Options** Power Attack, Spring Attack

**Abilities** Str 19, Dex 18, Con 17, Int 12, Wis 12, Cha 8;

**SQ** Curse of lycanthropy

**Feats** Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Falchion, Great), Iron Will<sup>2</sup>, Power Attack, Improved Natural Attack (Bite), Improved Natural Attack (2 Claws), Multiattack

**Skills** Climb +6, Handle Animal +6, Intimidate +6, Jump +0, Listen +6, Spot +2

**Possessions** +1 *great falchion*, +1 *chain shirt*, +2 *cloak of resistance*

**Skills** Climb +9, Handle Animal +8, Intimidate +8, Jump +3, Listen +6, Spot +2

**Alternate Form (Su)** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex)** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

**PUPPY POWER****NESSIAN WARHOUND CR 13**

LE Huge outsider (evil, extraplanar, fire, lawful)  
**Init** +5; **Senses** darkvision 60 ft., scent; Listen +27, Spot +27

**Languages** Infernal (can't speak)

**AC** 25, touch 9, flat-footed 24

(-2 size, +1 Dex, +10 natural, +6 +2 chain shirt barding)

**hp** 262 (21 HD)

**Immune** fire

**Fort** +19, **Ref** +15, **Will** +13

**Weakness** vulnerability to cold

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

**Melee** bite +33 (3d6+19 plus 1d8 fire)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +21; **Grp** +42

**Special Actions** breath weapon, fiery bite

**Abilities** Str 36, Dex 12, Con 24, Int 4, Wis 12, Cha 6

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack (Bite), Improved Toughness\*, Lightning Reflexes, Track, Weapon Focus (bite)

**Skills** Hide +21, Jump +19, Listen +27, Move Silently +21, Spot +27, Survival +25, Tumble +2

**Breath Weapon (Su)** 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 23 half. The save DC is Constitution-based.

**Fiery Bite (Su)** A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

\* see Appendix 2: New Rules Items

**5A: THE MEAT LOCKER****HALF-TROLL CHAIN DEVIL (KYTON) CR 13**

CE Large giant (evil, extraplanar, lawful, augmented outsider, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; Listen +21, Spot +21

**Languages** Infernal, Common

**AC** 26, touch 11, flat-footed 24

(-1 size, +2 Dex, +15 natural)

**hp** 216 (16 HD); fast healing 5, regeneration 2;

**DR** 5/silver or good

**Immune** cold

**SR** 18

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

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

**Melee** 2 chains +25 (2d6+10/19-20)

**Melee** 2 claws +25 (1d8+10) and

bite +20 (2d6+5)

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

**Base Atk** +16; **Grp** +30

**Special Actions** dancing chains, unnerving gaze, rend 3d6+15

**Abilities** Str 30, Dex 15, Con 26, Int 4, Wis 10, Cha 10

**Feats** Alertness, Improved Critical (chain), Improved Initiative, Improved Natural Armor, Improved Toughness\*, Iron Will

**Skills** Climb +21, Craft (blacksmithing) +24, Escape Artist +21, Intimidate +19, Listen +21, Spot +21, Use Rope +2 (+4 with bindings)

**Dancing Chains (Su)** A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex)** Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

\* see Appendix 2: New Rules Items

**HALF-FIEND GIBBERING MOUTHER CR 8**

CE Large outsider (augmented aberration)

**Init** +2; **Senses** darkvision 60 ft.; Listen +10, Spot +14

**Languages** Common

**AC** 22, touch 11, flat-footed 20 (-1 size, +2 Dex, +11 natural)

**hp** 81 (6 HD); **DR** 5/bludgeoning, 5/magic

**Immune** disease

**Resist** acid 10, cold 10, electricity 10, fire 10;

**SR** 16

**Fort** +11, **Ref** +6, **Will** +6

**Speed** 10 ft. (2 squares), swim 20 ft., fly 10 ft. (average)

**Melee** 6 bites +5 (1d4+6) and spittle +5 touch (1d6 acid plus blindness)

**Melee** 2 claws +5 (1d8+6) and bite +0 (2d6+3)

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

**Base Atk** +4; **Grp** +14

**Special Actions** gibbering, spittle, improved grab, blood drain, engulf, ground manipulation, smite good

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**Abilities** Str 22, Dex 15, Con 28, Int 8, Wis 13, Cha 15

**SQ** amorphous, spell-like abilities

**Feats** Improved Natural Attack (Bite), Lightning Reflexes, Weapon Finesse

**Skills** Balance +6, Climb +4, Concentration +13, Escape Artist +6, Intimidate +6, Jump -2, Listen +10, Sense Motive +5, Spot +14, Swim +8, Use Magic Device +6, Use Rope +6

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**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight* (DC =12+Spell level)

**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.

**Spittle (Ex)** As a free action every round, a gibbering mouter fires a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Swallow Whole (Ex)** The gibbering mouter can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (same AC). The gibbering mouter's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

**Amorphous (Ex)** A gibbering mouter is not subject to critical hits. It cannot be flanked.

## 5B: MAN IN THE MACHINE

### CARYATID COLUMN CR 10

N Large construct

**Init** +6; **Senses** Listen -5, Spot -5

**Languages** --

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**AC** 23, touch 11, flat-footed 21  
(-1 size, +2 Dex, +12 natural)

**hp** 166 (21 HD); hardness 8

**Fort** +7, **Ref** +11, **Will** +2

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

**Melee** +2 bastard sword +28/+23/+18 (2d8+13 17-20) and slam +20 (1d6+5)

**Melee** 2 slams +25 (1d6+11)

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

**Base Atk** +15; **Grp** +30

**Atk Options** Improved Sunder, Power Attack

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**Abilities** Str 32, Dex 14, Con --, Int 6, Wis 1, Cha 1

**SQ** break weapon, column form, construct traits, magic weapon

**Feats** Improved Critical (bastard sword), Improved Initiative, Improved Natural Armor, Improved Sunder, Improved Toughness\*, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword)

**Skills** Diplomacy -3, Sense Motive +19

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\* see Appendix 2: New Rules Items

### BRASS GOLEM CR 12

N Large construct

**Init** +0; **Senses** scent; Listen +2, Spot +2

**Languages** see text

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**AC** 31, touch 9, flat-footed 31 (-1 size, +22 natural)

**hp** 178 (27 HD); **DR** 10/adamantine

**Immune** magic

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

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**Speed** 30 ft. (6 squares), (can't run)

**Melee** +3 wounding greataxe +28/+23/+18/+13 (3d6+12, 19-20/x3)

**Melee** butt +25 (1d8+9)

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

**Base Atk** +20; **Grp** +30

**Atk Options** Cleave, Great Cleave, Improved Sunder, Power Attack

**Special Actions** Maze

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**Abilities** Str 22, Dex 11, Con --, Int 3, Wis 14, Cha 7  
**SQ** construct traits

**Feats** Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track  
**Skills** Survival +21

**Maze (Sp):** Once per day, a brass golem can target a maze effect (caster level 16th) against a single quarry. The golem is immune to the edicts of its own maze ability and it can freely enter its own maze to track a target.

**Immunity to Magic (Ex)** An brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an brass golem (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an brass golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

## 5C: BATH TIME

### WATER ELEMENTAL WEIRD CR 12

CE Large elemental (water)

**Init** +6; **Senses** Listen +18, Spot +18

**Languages** see text

**AC** 19, touch 11, flat-footed 13; Dodge (-1 size, +2 Dex, +4 natural, +4 armor)

**hp** 138 (18 HD); regeneration 10; **DR** 10/-  
**SR** 25

**Fort** +16, **Ref** +10, **Will** +12

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

**Melee** 2 slams +18 (2d6+9)

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

**Base Atk** +13; **Grp** +23

**Special Actions** Drench, elemental command, spells

**Abilities** Str 22, Dex 14, Con 17, Int 20, Wis 23, Cha 22

**SQ** elemental traits, prescience, water mastery, water pool

**Feats** Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Toughness

**Skills** Climb +21, Diplomacy +29, Intimidate +24, Knowledge (arcana) +23, Knowledge (nature) +23, Knowledge (religion) +23, Listen +18, Sense Motive +24, Spot +18

**Sorcerer Spells Known** (CL 18th) Save DC =16+  
Spell level:

9th (3/day) — *meteor swarm*

8th (5/day) — *charm monster*, Maximized *enervation*

7th (6/day) — *hold person*, *mass*, *prismatic spray*, *spell turning*

6th (7/day) — *chain lightning*, *dispel magic*, *greater*, *heal*

5th (7/day) — *baleful polymorph*, *cone of cold*, *magic jar*, *wall of force*

4th (7/day) — *enervation*, *fire shield*, *invisibility*, *greater*, *wall of ice*

3rd (7/day) — *delay death*, *haste*, *slow*

2nd (8/day) — *cure moderate wounds*, *mirror image*, *resist energy*, *scorching ray*, see *invisibility*

1st (8/day)—*cure light wounds*,, *protection from good*, † ~~*mage armor*~~, *shield*, *true strike*

† Already cast

\* see Appendix 2: New Rules Items

## 5D: THE END

### SHYANNE, QUEEN OF THE SLAVERS CR 15

Female Human Half-Fiend Rog6/SpyMstr5/Acr1

LE Medium Outsider (augmented humanoid, native, human);

**Init** +5; **Senses** Listen +5, Spot +11, Darkvision 60'

**Aura** moderate evil

**Languages** Common, abyssal, Ancient Baklunish

**AC** 29, touch 16, flat-footed 25 (+8 armor, +4 shield, +4 dex,+2 deflection, +1 natural),

**Miss Chance** 50% Displacement

**hp** 86 (+12 temp) (12 HD); regeneration 2 fast healing 2; DR 5/magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, and fire 10;

**SR** 21

**Fort** +8, **Ref** +21, **Will** +4

**Speed** 30 ft. in Mithral chainmail (6 squares), base movement 30 ft., fly (average) 30 ft.;

**Melee** +2 *rapier* +15/+10 (1d6+6;18-20/x2), and +2 *dagger* +15 (1d4+4;19-20/x2) or +15/+15 2 *Claws* (1d4+2;20/x2), +8 *Bite* (1d6+4;20/x2);

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

**Base Atk** +7; **Grp** +11

**Atk Options** Telling Blow, Two-Weapon Pounce, Smite good (+12 damage 1/day)

**Special Actions** Sneak attack 4d6

**Combat Gear** *anklet of translocation\**, ~~*scroll of false life*~~, ~~*scroll shield*~~, ~~*scroll cat's grace*~~, ~~*scroll bear's endurance*~~, ~~*scroll displacement*~~

**Abilities** Str 18, Dex 22/26(+8), Con 12/16(+3), Int 16, Wis 8, Cha 15;

**SQ** Spell- like abilities

**Feats** Skill Focus (Bluff), Two-Weapon Fighting, Two-Weapon Defense, Telling Blow\*, Two-Weapon Pounce\*, Weapon Finesse

**Skills** Balance +16, Bluff +19, Climb +11, Diplomacy +11, Disguise +10, Escape artist +16, Forgery<sup>1</sup> +7, Gather Information +18, Jump +12, Knowledge (local, VTF) +13, Listen +5, Move Silently +17,

Sense Motive +13, Sleight of Hand +19, Spot +13, Tumble +19, Use Magic Device +15.

**Possessions** combat gear plus +2 *Rapier*, +2 *Dagger*, +2 *cloak of resistance*, +2 *ring of protection*, +3 *slick mithril chainmail armor*, *ring counterspell (dispel magic)*

**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy* (DC =12+Spell level)

**Cover Identity (Ex):** You have 1 cover identity; while in such an identity, you gain a +4 circumstance bonus to Disguise, and a +2 circumstance bonus to Bluff and Gather Information.

**Undetectable Alignment (Ex):** As the spell, continually active.

**Quick Change (Ex):** You can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

**Scrying Defense (Ex):** You gain +3 to Will saves against divination (scrying) spells, as well as to Spot checks to notice scrying sensors.

**Magic Aura (Sp):** You can use Nystul's magic aura at will, with a caster level of 5.

**Dispel Scrying (Su):** 6/day, you can dispel a scrying sensor as if using greater dispel magic, with a caster level of 15.

**Fast Acrobatics (Ex):** You ignore the normal -5 penalty when making a Balance check while moving at full speed. You ignore the normal -5 penalty when making a Climb check to move at half speed. You ignore the normal -10 penalty when making a Tumble check to move at full speed.

**Kip Up (Ex):** If you are wearing light or no armor and carrying no more than a light load, you can stand up from prone as a free action that doesn't provoke attacks of opportunity.

**Steady Stance (Ex):** You are not considered flat-footed when balancing or climbing, and you get a +1 bonus to Balance and Climb checks to remain Balancing or Climbing when taking damage.

\* see Appendix 2: New Rules Items

MANOR LORD: WEREWOLF **CR 10**

Male Human Ftr8

CE Medium Humanoid (Human, human, shapechanger)

**Init** +4; **Senses** Listen +6, Spot +2, low-light vision, scent

**Aura** moderate evil

**Languages** Common, ancient baklunish

**AC** 27, touch 16, flat-footed 23 (+7 armor, +4 dex, +4 natural, +2 def)

**hp** 76 (HD 2d8+8d10+14); **DR** 10/silver

**Fort** +11, **Ref** +8, **Will** +7

**Speed** 30 ft. in Mithril Chainmail (6 squares), base movement 30 ft. ;

**Melee** +2 *great falchion*; +16/+11 (1d12+9;15-20/x2) and +11 Bite (1d8+2;20/x2)

or

+13/+13 2 Claws (1d6+5;20/x2), and  
+11 Bite (1d8+2;20/x2)

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

**Base Atk** +8; **Grp** +13

**Atk Options** Power Attack, Spring Attack

**Abilities** Str 20, Dex 18, Con 17, Int 12, Wis 12, Cha 8;

**SQ** Curse of lycanthropy

**Feats** Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Iron Will<sup>2</sup>, Power Attack, Weapon Focus (Falchion, Great), Improved Natural Attack (2 Claws; Bite), Multiattack

**Skills** Climb +6, Handle Animal +6, Intimidate +6, Jump +0, Listen +6, Spot +2

**Possessions** +2 *great falchion*, +1 *mithral chain mail*, +2 *cloak of resistance*, +2 *ring of deflection*

**Skills** Climb +13, Handle Animal +10, Intimidate +10, Jump +13, Listen +6, Spot +2

**Alternate Form (Su)** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex)** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

**PUPPY POWER****NESSIAN WARHOUND CR 15**

LE Huge outsider (evil, extraplanar, fire, lawful)  
**Init** +5; **Senses** darkvision 60 ft., scent; Listen +23, Spot +21

**Languages** Infernal (can't speak)

**AC** 26, touch 9, flat-footed 25

(-2 size, +1 Dex, +11 natural, +6 +2 chain shirt barding)

**hp** 276 (24 HD)

**Immune** fire

**Fort** +21, **Ref** +17, **Will** +15

**Weakness** vulnerability to cold

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

**Melee** bite +36 (3d6+19 plus 1d8 fire)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +24; **Grp** +45

**Special Actions** breath weapon, fiery bite

**Abilities** Str 37, Dex 12, Con 24, Int 4, Wis 12, Cha 6

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Lightning Reflexes, Track, Weapon Focus (Bite), Weapon Focus (bite)

**Skills** Hide +24, Jump +27, Listen +23, Move Silently +32, Spot +21, Survival +28, Tumble +2

**Breath Weapon (Su)** 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 23 half. The save DC is Constitution-based.

**Fiery Bite (Su)** A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**5A: THE MEAT LOCKER****HALF-GOLEM (FLESH) HALF-TROLL CHAIN DEVIL (KYTON) CR 15**

NE Large construct (evil, extraplanar, lawful, augmented outsider, giant)

**Init** +5; **Senses** darkvision 60 ft., scent; Listen +13, Spot +13

**Languages** Infernal, Common

**AC** 16, touch 10, flat-footed 15

(-1 size, +1 Dex, +6 natural)

**hp** 112 (15 HD); fast healing 5, regeneration 2;

**DR** 5/adamantine, 5/silver or good

**Immune** cold; magic immunities

**SR** 18

**Fort** +11, **Ref** +10, **Will** +9

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

**Melee** 2 chains +27 (2d6+13/19-20)

**Melee** 2 claws +27 (1d8+13) and bite +22 (2d6+6)

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

**Base Atk** +15; **Grp** +32

**Special Actions** dancing chains, unnerving gaze, rend 3d6+19

**Abilities** Str 36, Dex 13, Con --, Int -2, Wis 10, Cha 4

**SQ** construct traits, berserk

**Feats** Alertness, Improved Critical (chain), Improved Initiative, Improved Natural Armor, Improved Toughness\*

**Skills** Climb +13, Craft (blacksmithing) +13, Escape Artist +12, Intimidate +8, Listen +13, Spot +13, Use Rope +1 (+3 with bindings)

**Dancing Chains (Su)** A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex)** Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

\* see Appendix 2: New Rules Items

**HALF-FIEND GIBBERING MOUTHER CR 10**

CE Large outsider (augmented aberration)

**Init** +2; **Senses** darkvision 60 ft.; Listen +15, Spot +19

**Languages** Common

**AC** 22, touch 11, flat-footed 20 (-1 size, +2 Dex, +11 natural)

**hp** 148 (11 HD); **DR** 5/bludgeoning, 5/magic

**Immune** disease

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 21

**Fort** +12, **Ref** +7, **Will** +8

**Speed** 10 ft. (2 squares), swim 20 ft., fly 10 ft. (average)

**Melee** 6 bites +9 (1d4+6, 19-20x2) and spittle +9 touch (1d6 acid plus blindness)

**Melee** 2 claws +9 (1d8+6) and bite +4 (2d6+3)

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

**Base Atk** +8; **Grp** +18

**Special Actions** gibbering, spittle, improved grab, blood drain, engulf, ground manipulation, smite good

**Abilities** Str 23, Dex 15, Con 28, Int 8, Wis 13, Cha 15

**SQ** amorphous, spell-like abilities

**Feats** Improved Critical (Bite), Improved Natural Attack (Bite), Lightning Reflexes, Weapon Finesse

**Skills** Balance +9, Climb +7 (+9 ropes), Concentration +16, Escape Artist +9 (+11 ropes), Intimidate +9, Jump +1, Listen +15, Sense Motive +8, Spot +19, Swim +8, Use Magic Device +9, Use Rope +9 (+11 with bindings)

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**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy* (DC =12+Spell level)

**Gibbering (Su)** As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

**Spittle (Ex)** As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Swallow Whole (Ex)** The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

**Amorphous (Ex)** A gibbering moulder is not subject to critical hits. It cannot be flanked.

## 5B: MAN IN THE MACHINE

### BRASS GOLEM CR 12

N Large construct

**Init** +0; **Senses** scent; Listen +2, Spot +2

**Languages** see text

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**AC** 31, touch 9, flat-footed 31 (-1 size, +22 natural)

**hp** 178 (27 HD); **DR** 10/adamantine

**Immune** magic

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

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**Speed** 30 ft. (6 squares), (can't run)

**Melee** +3 wounding greataxe +28/+23/+18/+13 (3d6+12, 19-20/x3)

**Melee** butt +25 (1d8+9)

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

**Base Atk** +20; **Grp** +30

**Atk Options** Cleave, Great Cleave, Improved Sunder, Power Attack

**Special Actions** Maze

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**Abilities** Str 22, Dex 11, Con --, Int 3, Wis 14, Cha 7

**SQ** construct traits

**Feats** Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track

**Skills** Survival +21

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**Maze (Sp):** Once per day, a brass golem can target a maze effect (caster level 16th) against a single quarry. The golem is immune to the edicts of its own maze ability and it can freely enter its own maze to track a target.

**Immunity to Magic (Ex)** An brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an brass golem (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an brass golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

### SHADESTEEL GOLEM CR 14

N Large construct (extraplanar)

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



## Languages --

**AC** 33, touch 11, flat-footed 31

(-1 size, +2 Dex, +22 natural)

**hp** 189 (29 HD); **DR** 10/adamantine and magic

**Immune** magic

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

**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)

**Melee** 2 slams +32 (3d6+12)

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

**Base Atk** +21; **Grp** +37

**Special Actions** negative pulse wave

**Abilities** Str 34, Dex 14, Con --, Int --, Wis 11, Cha 8

**SQ** construct traits

**Feats** --

**Skills** Hide +10, Move Silently +18

**Negative Pulse Wave (Su):** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Immunity to Magic (Ex):** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as continual flame) causes the golem to speed up as if affected by the spell haste for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, though a daylight spell does.

**Skills:** A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

CE Large elemental (water)

**Init** +6; **Senses** Listen +19, Spot +19

**Languages** see text

**AC** 19, touch 11, flat-footed 13; Dodge

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

**hp** 224 (26 HD); regeneration 10; **DR** 10/-  
**SR** 25

**Fort** +21, **Ref** +12, **Will** +15

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

**Melee** 2 slams +24 (2d6+9)

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

**Base Atk** +19; **Grp** +29

**Special Actions** Drench, elemental command, spells, Improved Grapple

**Abilities** Str 22, Dex 14, Con 18, Int 20, Wis 24, Cha 22

**SQ** elemental traits, prescience, water mastery, water pool

**Feats** Alertness, Dodge, Empower Spell, Great Fortitude, Improved Grapple, Improved Initiative, Lightning Reflexes, Maximize Spell, Toughness

**Skills** Climb +21, Diplomacy +29, Intimidate +24, Knowledge (arcana) +23, Knowledge (nature) +23, Knowledge (religion) +23, Listen +19, Sense Motive +25, Spot +19

**Advancement** 16-30 HD (Large); 31-45 HD (Huge)

**Sorcerer Spells Known** (CL 18th) Save DC =16+

Spell level:

9th (3/day) — *meteor swarm*

8th (5/day) — *charm monster*, Maximized *enervation*

7th (6/day) — *hold person*, *mass*, *prismatic spray*, *spell turning*

6th (7/day) — *chain lightning*, *dispel magic*, *greater*, *heal*

5th (7/day) — *baleful polymorph*, *cone of cold*, *magic jar*, *wall of force*

4th (7/day) — *enervation*, *fire shield*, *invisibility*, *greater*, *wall of ice*

3rd (7/day) — *delay death*, *haste*, *slow*

2nd (8/day) — *cure moderate wounds*, *mirror image*, *resist energy*, *scorching ray*, see *invisibility*

1st (8/day) — *cure light wounds*, *protection from good*, *magic armor*, *shield*, *true strike*

‡ Already cast

## 5D: THE END

**SHYANNE, QUEEN OF THE SLAVERS** CR 17

Female Human Half-Fiend Rog6/SpyMstr5/Acr3

LE Medium Outsider (augmented humanoid, native, human);

**Init** +6; **Senses** Listen +5, Spot +11, Darkvision 60'

**Aura** moderate evil

**Languages** Common, abyssal, Ancient Baklunish

**AC** 34, touch 19, flat-footed 34 (+8 armor, +4 shield, +4 dex, +4 natural, +3 deflection, +1 misc),

**Miss Chance** 50%

**hp** 100 (+12 temp) (14 HD); regeneration/fast healing;

**DR** 5/magic

## 5C: BATH TIME

**WATER ELEMENTAL WEIRD** CR 14

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, and fire 10;

**SR** 24

**Fort** +11, **Ref** +24, **Will** +7

**Speed** 30 ft. in Mithral chainmail (6 squares), base movement 30 ft., fly (average) 30 ft.;

**Melee** +4 Rapier +19/+14 (1d6+6;17-20/x2), and +4 Dagger +19 (1d4+4;19-20/x2) **or** +17/+17 2 Claws (1d4+2;20/x2), and +10 Bite (1d6+4;20/x2);

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

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

**Atk Options** Telling Blow, Two-Weapon Pounce, Smite good (+14 damage 1/day)

**Special Actions** Sneak attack 4d6

**Combat Gear** ~~anklet of translocation\*, scroll of false life, scroll shield, scroll cat's grace, scroll bear's endurance, scroll displacement~~

**Abilities** Str 18, Dex 22/26(+8), Con 12/16(+3), Int 16, Wis 8, Cha 15;

**SQ** Spell- like abilities

**Feats** Skill Focus (Bluff), Two-Weapon Fighting, Two-Weapon Defense, Telling Blow\*, Two-Weapon Pounce\*, Weapon Finesse

**Skills** Balance +20, Bluff +20, Climb +13, Diplomacy +12, Disguise +11, Escape Artist +26, Forgery +7, Gather Information +19, Jump<sup>1</sup> +14, Knowledge (local) +13, Listen +5, Move Silently +23, Sense Motive +13, Sleight of Hand +22, Spot +13, Tumble +25, Use Magic Device +17

**Possessions** combat gear plus +4 rapier (bane humans) , +2 dagger, +2 cloak of resistance, +2 ring of protection, +3 slick mithril chainmail armor, ring spell turning,

**Spell- Like abilities:** darkness 3/day, desecrate, unholy blight, poison 3/day, contagion, Blasphemy, unholy Aura 3/day, unhallow (DC =12+Spell level)

**Cover Identity (Ex):** You have 1 cover identity; while in such an identity, you gain a +4 circumstance bonus to Disguise, and a +2 circumstance bonus to Bluff and Gather Information. Undetectable Alignment (Ex): As the spell, continually active.

**Quick Change (Ex):** You can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

**Scrying Defense (Ex):** You gain +3 to Will saves against divination (scrying) spells, as well as to Spot checks to notice scrying sensors.

**Magic Aura (Sp):** You can use Nystul's magic aura at will, with a caster level of 5.

**Dispel Scrying (Su):** 6/day, you can dispel a scrying sensor as if using greater dispel magic, with a caster level of 15.

**Fast Acrobatics (Ex):** You ignore the normal -5 penalty when making a Balance check while moving at full speed. You ignore the normal -5 penalty when making a Climb check to move at half speed. You ignore the normal -10 penalty when making a Tumble check to move at full speed.

**Kip Up (Ex):** If you are wearing light or no armor and carrying no more than a light load, you can stand up from prone as a free action that doesn't provoke attacks of opportunity.

**Steady Stance (Ex):** You are not considered flat-footed when balancing or climbing, and you get a +1 bonus to Balance and Climb checks to remain Balancing or Climbing when taking damage.

**Acrobatic Charge (Ex):** You can charge over difficult terrain and through allies.

**Skill Mastery (Ex):** You can take 10 on Balance, Climb, Jump and Tumble even when under stress.

**Agile Fighting (Ex):** When wearing light or no armor and carrying only a light load, you get a +2 bonus to AC (already applied). You gain an addition +1 when fighting defensively or using total defense. You take no penalty to AC or melee attacks when kneeling, sitting, or prone.

**Defensive Roll (Ex):** As the rogue special ability, 1/ day.

\* see Appendix 2: New Rules Items

MARITH AL KAZANNE:WEREWOLF

**CR 12**

Male Human Ftr10

CE Medium Humanoid (Human, human, shapechanger)

**Init** +4; **Senses** Listen +6, Spot +2, low-light vision, scent

**Aura** moderate evil

**Languages** Common, ancient baklunish

**AC** 27, touch 16, flat-footed 23 (+7 armor, +4 dex, +4 natural, +2 def)

**hp** 90 (HD 2d8+10d10+16); **DR** 10/silver

**Fort** +12, **Ref** +9, **Will** +8

**Speed** 30 ft. in Mithril Breastplate (4 squares), base movement 30 ft.;

**Melee** +2 Great Falchion; +17/+12 (1d12+13;15-20/x2) and +15 Bite (1d8+3;20/x2)

**or** +17/+17 2 Claws (1d6+7;20/x2), and +12 Bite (1d8+3;20/x2)

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

**Base Atk** +10; **Grp** +17

**Atk Options** Power Attack, Spring Attack

**Abilities** Str 20/24(+7), Dex 18, Con 17, Int 12, Wis 12, Cha 8;

**SQ** Curse of lycanthropy

**Feats** Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Iron Will<sup>2</sup>, Power Attack, Weapon Focus (Falchion, Great), Improved Natural Attack (2 Claws; Bite), Multiattack , Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great),

**Skills** Climb +6, Handle Animal +6, Intimidate +6, Jump +0, Listen +6, Spot +2

**Possessions** +2 great falchion, +1 mithral breastplate, cloak of resistance +2, ring of deflection +2 belt of giant strength +4, boots of speed

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**Skills** Climb +17, Handle Animal +12, Intimidate +12, Jump +17, Listen +6, Spot +2

**Alternate Form (Su)** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex)** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

**PUPPY POWER****NESSIAN WARHOUND CR 15**

LE Huge outsider (evil, extraplanar, fire, lawful)  
**Init** +5; **Senses** darkvision 60 ft., scent; Listen +23, Spot +21

**Languages** Infernal (can't speak)

**AC** 26, touch 9, flat-footed 25

(-2 size, +1 Dex, +11 natural, +6 +2 chain shirt barding)

**hp** 276 (24 HD)

**Immune** fire

**Fort** +21, **Ref** +17, **Will** +15

**Weakness** vulnerability to cold

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

**Melee** bite +36 (3d6+19 plus 1d8 fire)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +24; **Grp** +45

**Special Actions** breath weapon, fiery bite

**Abilities** Str 37, Dex 12, Con 24, Int 4, Wis 12, Cha 6

**Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Lightning Reflexes, Track, Weapon Focus (Bite), Weapon Focus (bite)

**Skills** Hide +24, Jump +27, Listen +23, Move Silently +32, Spot +21, Survival +28, Tumble +2

**Breath Weapon (Su)** 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 23 half. The save DC is Constitution-based.

**Fiery Bite (Su)** A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**5A: THE MEAT LOCKER****HALF-GOLEM (FLESH) HALF-TROLL CHAIN DEVIL (KYTON) CR 16**

NE Large construct (evil, extraplanar, lawful, augmented outsider, giant)

**Init** +6; **Senses** darkvision 60 ft., scent; Listen +13, Spot +13

**Languages** Infernal, Common

**AC** 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

**hp** 118 (16 HD); fast healing 5, regeneration 2;

**DR** 5/adamantine, 5/silver or good

**Immune** cold; magic immunities

**SR** 18

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

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

**Melee** 2 chains +28 (2d6+13/19-20)

**Melee** 2 claws +28 (1d8+13) and bite +23 (2d6+6)

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

**Base Atk** +16; **Grp** +33

**Special Actions** dancing chains, unnerving gaze, rend 3d6+19

**Abilities** Str 36, Dex 14, Con --, Int -2, Wis 10, Cha 4  
**SQ** construct traits, berserk

**Feats** Alertness, Improved Critical (chain), Improved Initiative, Improved Natural Armor, Improved Toughness\*

**Skills** Climb +13, Craft (blacksmithing) +13, Escape Artist +13, Intimidate +8, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)

**Dancing Chains (Su)** A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

**Regeneration (Ex)** Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

\* see Appendix 2: New Rules Items

**HALF-FIEND, SPELLWARPED GIBBERING MOUTHER CR 12**

always E (any) Huge outsider (augmented aberration)  
**Init** +4; **Senses** darkvision 60 ft.; Listen +15, Spot +19

**Languages** Common

**AC** 28, touch 12, flat-footed 24

(-2 size, +4 Dex, +16 natural)

**hp** 192 (11 HD); **DR** 5/bludgeoning, 5/magic

**Immune** disease

**Resist** acid 10, cold 10, electricity 10, fire 10;

**SR** 22 (See Spell Absorption notes below)

**Fort** +16, **Ref** +9, **Will** +8

**Speed** 10 ft. (2 squares), swim 20 ft., fly 10 ft. (average)

**Melee** 6 bites +10 (1d3+12) and spittle +10 touch (1d8 acid plus blindness)

**Melee** 2 claws +10 (3d6+12) and bite +5 (4d6+6)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +8; **Grp** +28

**Special Actions** gibbering, spittle, improved grab, blood drain, engulf, ground manipulation, smite good

**Abilities** Str 34, Dex 18, Con 36, Int 12, Wis 13, Cha 15

**SQ** amorphous, spell-like abilities, spell absorption

**Feats** Improved Critical (bite), Improved Natural Attack (bite), Lightning Reflexes, Weapon Finesse

**Skills** Balance +11, Climb +7, Concentration +20, Disguise +9, Escape Artist +11, Gather Information +9, Hide +3, Intimidate +9, Jump +1, Listen +15, Move Silently +11, Spot +19, Swim +22

**Spell- Like abilities:** *darkness* 3/day, *desecrate*, *unholy blight*, *poison* 3/day, *contagion*, *blasphemy* (DC =12+Spell level)

**Gibbering (Su)** As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

**Spittle (Ex)** As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

**Improved Grab (Ex)** To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Swallow Whole (Ex)** The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

**Amorphous (Ex)** A gibbering moulder is not subject to critical hits. It cannot be flanked.

**Spell Resistance (Ex):** A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

**Spell Absorption (Su):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

- **Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.
- **Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.
- **Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.
- **Life:** The spellwarped creature gains temporary hit points equal to 5 × the level of the failed spell.
- **Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5 × the level of the failed spell.
- **Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

## 5B: MAN IN THE MACHINE

### BRASS GOLEM CR 14

N Huge construct

**Init** -1; **Senses** scent; Listen +2, Spot +2

**Languages** see text

**AC** 32, touch 7, flat-footed 32

(-2 size, -1 Dex, +25 natural)

**hp** 232 (35 HD); **DR** 10/adamantine

**Immune** magic

**Fort** +11, **Ref** +10, **Will** +13

**Speed** 30 ft. (6 squares), (can't run)

**Melee** +3 wounding greataxe +38/+33/+28/+23 (4d6+19/x3)

**Melee** butt +35 (2d6+16)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +26; **Grp** +45

**Atk Options** Cleave, Great Cleave, Improved Sunder, Power Attack

**Special Actions** Maze

**Abilities** Str 32, Dex 9, Con --, Int 3, Wis 14, Cha 7  
**SQ** construct traits

**Feats** Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track  
**Skills** Survival +21

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**Maze (Sp):** Once per day, a brass golem can target a maze effect (caster level 16th) against a single quarry. The golem is immune to the edicts of its own maze ability and it can freely enter its own maze to track a target.

**Immunity to Magic (Ex)** An brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an brass golem (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an brass golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

#### SHADESTEEL GOLEM CR 16

N Large construct (extraplanar)

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

**Languages** see text

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**AC** 33, touch 11, flat-footed 31 (-1 size, +2 Dex, +22 natural)

**hp** 233 (37 HD); **DR** 10/adamantine and magic

**Immune** magic

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

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**Speed** 30 ft. (6 squares), fly 30 ft. (perfect)

**Melee** 2 slams +39 (3d6+13)

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

**Base Atk** +27; **Grp** +44

**Special Actions** Negative pulse wave

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**Abilities** Str 37, Dex 14, Con --, Int --, Wis 11, Cha 7  
**SQ** construct traits

**Feats** --

**Skills** Hide +10, Move Silently +18

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**Negative Pulse Wave (Su):** The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution based. Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

**Immunity to Magic (Ex):** A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as continual flame) causes the golem to speed up as if affected by the spell haste for 2d4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed for 1 point of damage per level of the spell.

**Shadow Blend (Su):** In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, though a daylight spell does.

**Skills:** A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

#### 5C: BATH TIME

##### WATER ELEMENTAL WEIRD CR 16

CE Huge elemental (water)

**Init** +5; **Senses** Listen +38, Spot +38

**Languages** see text

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**AC** 20, touch 9, flat-footed 15; Dodge

(-2 size, +1 Dex, +7 natural, +4 armor)

**hp** 360 (34 HD); regeneration 10; **DR** 10/-

**SR** 25

**Fort** +27, **Ref** +14, **Will** +18

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

**Melee** 2 slams +34 (3d8+16; 19-20x2)

**Space** 15 ft; **Reach** 15 ft.

**Base Atk** +25; **Grp** +48

**Special Actions** Drench, elemental command, spells, Improved Grapple

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**Abilities** Str 32, Dex 12, Con 22, Int 20, Wis 24, Cha 22

**SQ** elemental traits, prescience, water mastery, water pool

**Feats** Alertness, Dodge, Empower Spell, Great Fortitude, Improved Grapple, Improved Initiative, Lightning Reflexes, Maximize Spell, Toughness

**Skills** Climb +21, Diplomacy +33, Intimidate +32, Knowledge (arcana) +25, Knowledge (nature) +25, Knowledge (religion) +25, Listen +38, Sense Motive +25, Spot +38

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**Sorcerer Spells Known** (CL 18th) Save DC =16+ Spell level:

9th (3/day) — *meteor swarm*

8th (5/day) — *charm monster, mass, horrid wilting*

7th (6/day) — *hold person, mass, prismatic spray, spell turning*

6th (7/day) — *chain lightning, dispel magic, greater, heal*  
 5th (7/day) — *baleful polymorph, cone of cold, magic jar, wall of force*  
 4th (7/day) — *enervation, fire shield, invisibility, greater, wall of ice*  
 3rd (7/day) — *delay death, haste, slow*  
 2nd (8/day) — *cure moderate wounds, mirror image, resist energy, scorching ray, see invisibility*  
 1st (8/day)—*cure light wounds,, protection from good, ‡ ~~mage armor~~, shield, true strike*  
 ‡ Already cast

## 5D: THE END

**SHYANNE, QUEEN OF THE SLAVERS** **CR 19**  
 Female Human Half-Fiend Rog6/Spy5/Acr5  
 LE Medium Outsider (augmented humanoid, native, human);  
**Init** +6; **Senses** Listen +5, Spot +11, Darkvision 60'  
**Aura** moderate evil  
**Languages** Common, abyssal, Ancient Baklunish  
**AC** 35, touch 19, flat-footed 35 (+8 armor, +4 shield, +4 dex, +4 natural, +3 deflection, +2 misc),  
**Miss Chance** 50%  
**hp** 118 (+14 temp) (16 HD); regeneration/fast healing;  
**DR** 5/magic  
**Immune** poison  
**Resist** acid 10, cold 10, electricity 10, and fire 10;  
**SR** 26  
**Fort** +11, **Ref** +25, **Will** +7  


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**Speed** 30 ft. in Mithral chainmail (6 squares), base movement 30 ft., fly (average) 30 ft.;  
**Melee** +4 rapier +20/+15 (1d6+6; 15-20/x2), and +4 dagger +20 (1d4+4; 19-20/x2) **or** +15/+15 2 Claws (1d4+2; 20/x2), and +8 Bite (1d6+4; 20/x2);  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +7; **Grp** +11  
**Atk Options** Telling Blow, Two-Weapon Pounce, Smite good (+12 damage 1/day)  
**Special Actions** Sneak attack 4d6  
**Combat Gear** *anklet of translocation\**, ~~scroll of false life, scroll shield, scroll cat's grace, scroll bear's endurance, scroll displacement~~  


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**Abilities** Str 18, Dex 22/26(+8), Con 12, Int 16, Wis 8, Cha 15;  
**SQ** Spell- like abilities  
**Feats** Improved Critical (Rapier), Skill Focus (Bluff), Two-Weapon Fighting, Two-Weapon Defense, Telling Blow\*, Two-Weapon Pounce\*, Weapon Finesse  
**Skills** Balance +26, Bluff +20, Climb +17, Diplomacy +12, Disguise +11, Escape artist +30, Forgery<sup>1</sup> +7, Gather Information +19, Jump +16, Knowledge (local, VTF) +13, Listen +5, Move Silently +25, Sense Motive +13, Sleight of Hand +22, Spot +13, Tumble +27, Use Magic Device +16.  
**Possessions** combat gear plus +4 rapier (*bane humans*) , +2 dagger, +2 cloak of resistance, +2

*ring of protection, +3 slick mithral chainmail armor, ring spell turning*

**Spell- Like abilities:** *darkness* 3/day, *desecrate, unholy blight, poison* 3/day, *contagion, blasphemy, unholy aura* 3/day, *unhallow, horrid wilting* (DC =12+Spell level)

**Cover Identity (Ex):** You have 1 cover identity; while in such an identity, you gain a +4 circumstance bonus to Disguise, and a +2 circumstance bonus to Bluff and Gather Information.

**Undetectable Alignment (Ex):** As the spell, continually active.

**Quick Change (Ex):** You can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armor in one-half the normal time.

**Scrying Defense (Ex):** You gain +3 to Will saves against divination (scrying) spells, as well as to Spot checks to notice scrying sensors.

**Magic Aura (Sp):** You can use Nystul's magic aura at will, with a caster level of 5.

**Dispel Scrying (Su):** 6/day, you can dispel a scrying sensor as if using greater dispel magic, with a caster level of 15.

**Fast Acrobatics (Ex):** You ignore the normal -5 penalty when making a Balance check while moving at full speed. You ignore the normal -5 penalty when making a Climb check to move at half speed. You ignore the normal -10 penalty when making a Tumble check to move at full speed.

**Kip Up (Ex):** If you are wearing light or no armor and carrying no more than a light load, you can stand up from prone as a free action that doesn't provoke attacks of opportunity.

**Steady Stance (Ex):** You are not considered flat-footed when balancing or climbing, and you get a +1 bonus to Balance and Climb checks to remain Balancing or Climbing when taking damage.

**Acrobatic Charge(Ex):** You can charge in situations where others cannot.

**Skill Mastery (Ex):** You can take 10 on Balance, Climb, Jump and Tumble even when under stress.

**Agile Fighting (Ex):** When wearing light or no armor and carrying only a light load, you get a +2 bonus to AC (already applied). You gain an addition +1 when fighting defensively or using total defense. You take no penalty to AC or melee attacks when kneeling, sitting, or prone.

**Defensive Roll (Ex):** As the rogue special ability, 2/day.

\* see Appendix 2: New Rules Items

**MARITH AL KAZANNE:WEREWOLF** **CR 14**  
 Male Human Ftr12  
 CE Medium Humanoid (Human, human, shapechanger)  
**Init** +4; **Senses** Listen +6, Spot +2, low-light vision, scent  
**Aura** strong evil  
**Languages** Common, ancient baklunish  
**AC** 30, touch 17, flat-footed 26 (+9 armor, +4 dex, +4 natural, +3 def)

**hp** 104 (HD 2d8+12d10+18); **DR** 10/silver

**Fort** +14, **Ref** +11, **Will** +10

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**Speed** 30 ft. in Mithril Breastplate (6 squares), base movement 30 ft. ;

**Melee** +4 *great falchion bane humans*; +25/+20/+15 (+27/+22/+17) *bane Humanoids (human)* (1d12+18+2d6;15-20/x2) and +17 *Bite* (1d8+3;20/x2)

or

+19/+19 2 *Claws* (1d6+7;20/x2), and  
+17 *Bite* (1d8+3;20/x2)

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

**Base Atk** +12; **Grp** +19

**Atk Options** *Power Attack, Spring Attack*

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**Abilities** **Str** 20/24(+7), **Dex** 18, **Con** 17, **Int** 12, **Wis** 12, **Cha** 8;

**SQ** *Curse of lycanthropy*

**Feats** *Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Iron Will<sup>2</sup>, Power Attack, Weapon Focus (Falchion, Great), Improved Natural Attack (2 Claws; Bite), Multiattack, Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great),*

**Skills** *Climb +6, Handle Animal +6, Intimidate +6, Jump +0, Listen +6, Spot +2*

**Possessions** +4 *great falchion great falchion bane humans*, +4 *mithral breastplate, cloak of resistance +3, ring of deflection +3, belt of giant strength +4, boots of speed*

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**Skills** *Climb +19, Handle Animal +14, Intimidate +12, Jump +19, Listen +6, Spot +2*

**Alternate Form (Su)** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su)** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex)** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex)** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.



## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Telling Blow

When you strike an opponent's vital areas, you draw on your ability to make the most of your attack.

**Benefit:** When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. The benefit affects both melee and ranged attacks.

**Source:** *PHB2* 83

#### Two-Weapon Pounce

When you charge an opponent while wielding two weapons, you can make two quick attacks. You trade the momentum and power of the charge for the opportunity to use your second weapon.

**Benefit:** When you are making a charge and wielding a weapon in both hands, you can attack with both of your weapons. If you do so, you lose the bonus on attack rolls normally granted by a charge. The -2 penalty to armor class from charging still applies.

**Source:** *PHB2* 84

#### Improved Toughness [General] As Presented In *Complete Warrior*

You are significantly tougher than normal.

**Prerequisites:** 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.

### MAGIC ITEMS

#### Anklet of translocation

*A pewter chime hangs on this simple leather ankle-band*

**Price (Item Level):** 1400gp (5th)

**Body Slot:** Feet

**Caster Level:** 5th

**Aura:** Moderate; (DC18) conjuration

**Activation:** Swift (command)

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

**Source:** *Magic Item Compendium* pg.71

### MONSTER ABILITIES:

#### Half-Troll (*Fiend Folio*)

Trolls, as a rule, breed only with those of their own kind. But from time to time, a troll in rut finds itself without a mate. At such times, many trolls wander into the territories of other creatures in a nearly blind state of lust. Such trolls are often less particular about their choice of mates, willing to make an attempt with whatever creature they encounter.

At other times, trolls might breed with polymorphed or otherwise magically altered spellcasters or other creatures in disguise, hoping to cause just the sort of crossbreed such a union inevitably produces. Some less scrupulous practitioners of the arcane mysteries have, at times, taken captive trolls and bred them forcibly with other creatures, hoping to produce a new breed of powerful, resilient, yet easily controlled minion.

A half-troll is typically much tougher than a member of its nontroll parent race. It gains much of the troll's natural ability to shrug off damage; its superior strength, quickness, and hardiness; and some of the natural weaponry that makes trolls so fearsome. Half-trolls also inevitably find that they adopt some of their troll parents' less desirable qualities as well. Greenish skin, an elongated snout, knobby dermal growths, and an insatiable hunger for raw flesh are only a few of these. Half-trolls typically have longer limbs than their nontroll parents—a trait especially obvious in humanoid, giant, and monstrous humanoid half-trolls.

#### Creating a Half-Troll

"Half-troll" is an inherited template that can be added to any animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the base creature). The creature's type becomes giant, and a half-troll with an outsider as the base creature also gains the extraplanar subtype. The half-troll uses all the base creature's statistics and special abilities except as noted here.

**AC:** Natural armor improves by +4.

**Damage:** Half-trolls have bite and claw attacks. if the base creature does not have these attack forms, use the appropriate damage values based on the half-troll's size (see the table below). Otherwise, use the values from the table or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

**Special Attacks:** A half-troll retains all the special attacks of the base creature. Half-trolls also gain two claw attacks (or the base creature's number of claw attacks, whichever is higher) and the special ability to rend.

**Rend (Ex):** If a half-troll hits with two or more claw attacks against the same opponent, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional amount of damage based on the half-troll's size (see the table below). A half-troll adds 1-1/2 times its Strength modifier to this base rend damage.

Size	Rend Damage
Fine	—
Diminutive	1d2
Tiny	2d2
Small	2d3
Medium	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

**Special Qualities:** A half-troll has all the special qualities of the base creature, plus darkvision with a range of 60 feet, fast healing 5, and scent.

**Fast Healing (Ex):** A half-troll heals 5 points of damage each round so long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a half-troll to regrow or reattach lost body parts.

**Scent (Ex):** A half-troll can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Abilities:** Adjust from the base creature as follows: Str +6, Dex +2, Con +6, Int -2, Cha -2.

**Skills:** A half-troll has skill points equal to (2 + Int modifier, minimum 1) x (its Hit Dice + 3). Treat skills possessed by the base creature as class skills and other

skills as cross-class. If the base creature has a class, it gains skill points for class levels normally.

**Feats:** Half-trolls gain feats normally. They tend to favor feats that take advantage of their strength, such as Power Attack and Cleave, or feats that offset their natural weaknesses, such as Iron Will.

**Climate/Terrain:** Same as base creature or any land, aquatic, and underground.

**Organization:** Same as the base creature or solitary.

**Challenge Rating:** Same as the base creature +2.

**Alignment:** Usually chaotic neutral or chaotic evil.

**Level adjustment:** +4.

## SPELLWARPED CREATURE

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher, and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

## CREATING A SPELLWARPED CREATURE

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

**Size and Type:** The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

**Armor Class:** Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

**Special Qualities:** A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

*Spell Resistance (Ex):* A spellwarped creature gains spell resistance equal to 11 + its Hit Dice. If the creature already has spell resistance, use the greater of the two values.

*Spell Absorption (Su):* Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

- *Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.
- *Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.
- *Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.
- *Life:* The spellwarped creature gains temporary hit points equal to 5 × the level of the failed spell.
- *Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5 × the level of the failed spell.
- *Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

**Abilities:** Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

**Alignment:** Usually evil (any). Spellwarped creatures are typically selfish and cruel.

**Level Adjustment:** +3.

## WATER WEIRD

Water weirds are soothsayers that bring words of healing to the wounded. They offer curative knowledge for suffering lands and new options for people who seek a better way. When there is little hope for life, water weirds offer a way to snatch victory from the jaws of defeat against all odds. A water weird appears as a translucent, blue humanoid woman composed entirely of water. Its feet remain below the surface of its pool at all times.

**Drench (Ex):** A water weird's touch puts out torches, campfires, and other open flames of its own size

category or smaller, as long as they are nonmagical.

**Spells:** A water weird can cast arcane spells and divine spells from the Water and Healing domains as an 18th-level sorcerer (spells known 9/5/5/4/4/4/3/3/2/1; spells/day 6/8/8/7/7/7/7/6/5/3; save DC 16 + spell level).

**Water Mastery (Ex):** A water weird gains a +1 bonus on attack and damage rolls if its opponent is touching water.

**Water Pool:** This pool is filled with bubbling, swirling water. Any creature within it that cannot breathe water immediately begins to drown (see The Drowning Rule in Chapter 3 of the DUNGEON MASTER'S *Guide*). Any creature without the ability to swim can not move through a water pool, except by falling. A water weird's pool may be affixed only to a horizontal surface, and it may appear only in a right side up position (such as on the floor of a cavern).

## COMBAT

Elemental weirds do not fight if they can avoid it. If they must fight, they begin by summoning elementals to defend them, if any other elementals are present (regardless of type), the weird attempts to gain control of them and turn them against its foes. Meanwhile, the weird remains in the center of its pool, using divination magic to foresee possible consequences of the battle and acting accordingly.

If forced into melee, a weird uses its reach to lash out at nearby toes. If seriously threatened, a weird retreats back to its plane of origin.

**Elemental Command (Su):** A weird can attempt to gain control over any elemental within 100 feet regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals that a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it, or until the duration for its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

**Elemental Pool (Su):** Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is always secured to a flat surface (floor, wall, or ceiling; see individual entries for possible orientations) such that its depth forms a hollow within that surface. The surface must have sufficient depth to accommodate the pool. An elemental pool can also exist as a separate area

inside a larger volume of the same element; for example, a water weird's pool might be situated at the bottom of an ocean or lake.

The base of the pool contains a connection to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elemental, 2d2 greater elementals, or 1 elder elemental through this portal.

Any nonelemental creature entering a pool without the weird's permission must succeed at a Fortitude save (DC 20) each round or be irrevocably transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to transformation. However, creatures allowed to enter a pool must still provide their own protection from the elemental material, as well as the means to breathe and move within that environment. Otherwise, they suffer the effects given in the individual entry.

A weird is physically tied to its pool and cannot leave except to return to its native plane through the portal.

A weird may rise up to a height of 10 feet above the surface of its pool, but the lower part of its body must always remain in contact with the elemental material.

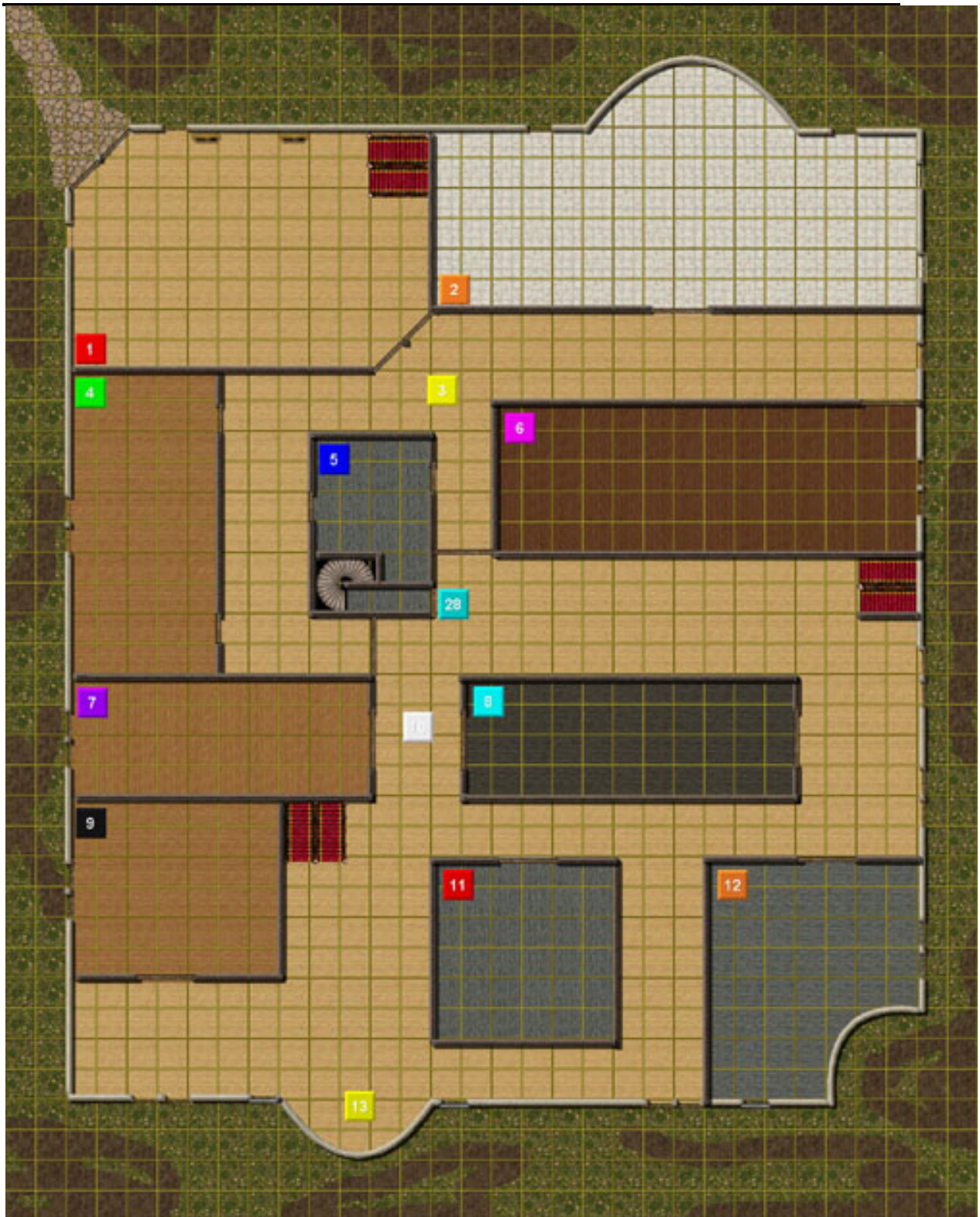
Once a weird exits the pool for its native plane, the portal closes, and the pool loses its special effects.

**Elemental Traits (Ex):** An elemental weird is immune to poison, sleep, paralysis, and stunning. It is not subject to critical hits or flanking, and it cannot be raised or resurrected. The creature also has darkvision (60-foot range).

**Prescience (Su):** At will and as a free action, a weird can duplicate the effect of any of the following divination spells; *analyze dweomer*, *clairaudience/clairvoyance*, *contact other plane*, *detect thoughts*, *discern location*, *find the path*, *foresight*, *greater scrying*, *legend lore*, *locate creature*, *locate object*, *tongues*, *true seeing*, *vision*.

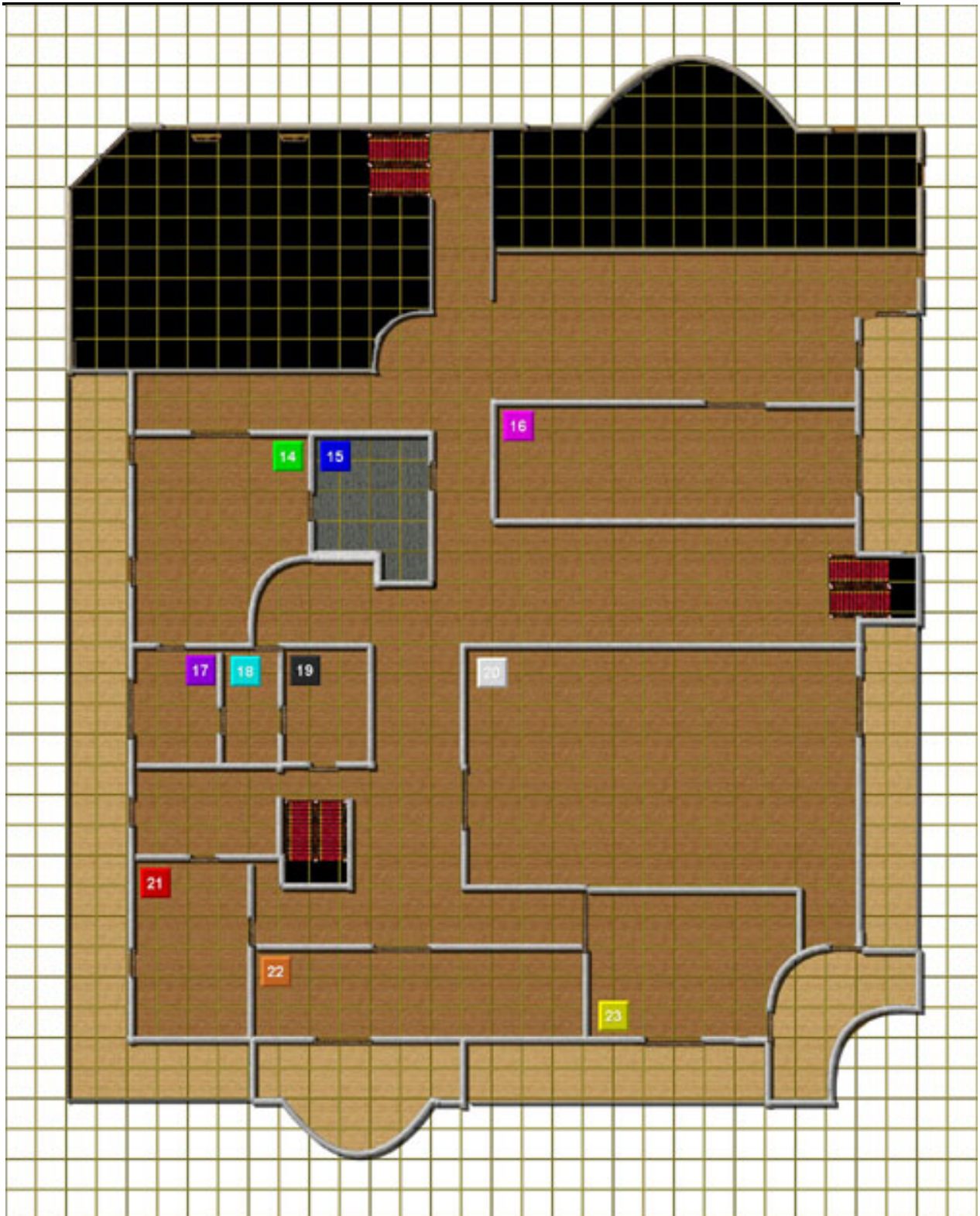
Caster level 18th; save DC 16 + spell level.

## DM MAP 1: GROUND FLOOR





## DM MAP 2: UPPER FLOOR



## DM MAP 3: CRYPTS

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