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SWORD & SORCERY

ELEMENTAL MOON

by Lance Hawvermale and Andy Luke Crossness
A d20 adventures for 4 or more characters
9th level through 10th level



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elemental moon

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Chapter One: Prelude to Adventure

Elemental Moon is an adventure for characters of level 9 to 10, in which the player characters must recover a pair of ancient artifacts in order to save a city from utter destruction. The adventure is divided into two parts, the first being primarily wilderness-based and the second a dungeon exploration. The plot and outline of the adventure are described under **Adventure Background** and **Adventure Synopsis**, below.

In order to provide DMs with as much flexibility as possible, this adventure is actually two scenarios in one. You may play them in order as part of the plot outlined below, or you may play one completely independently of the other. Guidelines are given at the beginning of each scenario for refereeing them as stand-alone adventures, rather than as pieces in a greater whole. Though the scenarios take place in Hawkmoon, each can be easily adapted to any campaign world.

Elemental Moon introduces many new monsters, magic items, and gods that can be added to any campaign. This supplementary material can be used in any fantasy setting; simply change the names of places, gods, and NPCs to your own tastes. For more information on Hawkmoon and its environs, refer to the *Necromancer Games* products *What Evil Lurks*, *A Lamentation of Thieves*, *Dead Man's Chest*, and *The Bonegarden*.

To run the adventure, you will need at your disposal the core rulebooks, including the *PHB*, *DMG*, and *MM*. Many monsters found in the adventure contained herein first appeared in *Tome of Horrors* and *Tome of Horrors II*, by *Necromancer Games*. For

those of you who don't own those worthy tomes, full details of these monsters are presented in **Chapter Six**. When you're ready to begin the adventure, proceed to **Starting the Adventure**, below.

Finally, the **Vanishing Moon** sidebar describes an integral piece of any Hawkmoon campaign. For those campaigns not based in Hawkmoon, either ignore the information in the sidebar or introduce it as a new and terrifying development in your own world.

Adventure Background

Twice in the last year, the bustling settlement of Rookfast has been attacked on a hawkmoon by hundreds of nocturals (see the **Vanishing Moon** sidebar). The most recent nighttime assault breached the town's ill-constructed rock wall and resulted in the deaths of dozens of people. Now, two rival priests have set aside their differences in order to save the town. Daganar is a temperamental cleric of Elmarran, god of water and change. His chief political and theological adversary is a hot-headed cleric of Cavacendo, god of fire and horses, named Lorix. Normally these two take opposite sides on social debates, but since the nocturnal threat grew, the two have joined forces. In the interest of the town they both love, the two priests have spent the last several weeks in prayer and combined research, and at last they have discovered a possible means of saving Rookfast from future nocturnal incursions.

In an ancient scroll that they found deep in the old Rookfast library, the two learned the story of the wiz-

Vanishing Moon

Once each month the moon vanishes from sky; during this feared Moonless Night, the land is overrun by subterranean, light-hating creatures that ravage the countryside until the new dawn.

No one knows why the moon started disappearing, but for 1,000 years now, on the 30th of each month, the entire moon leaves space, as if under the effects of a *teleport* spell.

When the moon disappears, strange creatures emerge from deep underground and rampage across the land. These beings cannot abide sunlight; even the thinnest moonbeam (which is reflected sunlight) causes them terrible pain. Thus they attack only when they know the moon is entirely gone from the sky. They are intelligent, yet cannot be reasoned with, bargained with, or in any way dis-

suaded from their murderous activities. Known variously as nocturals, darklings or moon-tappers, these enigmatic monsters kill without mercy, then vanish back into the deep warrens of the earth. There is no way to predict the location of the attacks — certain towns might go for months and never fall victim to an assault, but somewhere in the Domain, the nocturals come unerringly once per month. Over the centuries, residents of the Domain have learned to stay inside, lock up their livestock and bar their doors during the dark hours of the Moonless Night, or the "hawkmoon" as it is sometimes called. Details of the nocturals can be found in **Chapter Six**. If you don't want to introduce new creatures to your campaign, replace the nocturals with grimlocks, as found in the *MM*, and have the grimlock assaults take place on the night of the new moon.

ard Tugu the Rookmaster, founder of the city. Tugu once saved the prince of an elemental plane from destruction. The prince, a powerful steam mephit, promised to come to the aid of Tugu or his descendants if they were ever in need. Unfortunately, Daganar and Lorix lack the means of calling upon the mephit, and sought to find a spell or item that would allow them to do so.

After more research, the priests found how to fashion a magic item capable of calling across the planes and summoning the mephit prince's promised aid. To complete construction of the item they require two fundamental components: *primal fire* and *primal water*. They intend to combine these elements to make a magical steam through which the priests will summon the assistance of the elemental prince.

Adventure Synopsis

The PCs are asked to retrieve the *primal fire* and the *primal water* from their current locations in the Domain. The former is lodged in a cave in the midst of a forest fire, as described in **Chapter Two**. The latter is found on the lake island of Kallargo as described in **Chapter Three**. If the PCs successfully return with both components, Daganar and Lorix can make the magic steam to summon aid the next time Rookfast faces attack.

Adventure Hooks

To get the PCs involved in the adventure, you must bring them into a meeting with the two priests, Daganar and Lorix. Here are a few suggested hooks.

- One of the PCs receives a written request, asking that the party come and hear a potentially lucrative proposal; this works best if the PCs have a good reputation or have proven themselves as local heroes.
- A cleric in the group is ordered by his superiors to assist the two priests in an important mission; it doesn't matter if the PC cleric doesn't follow the same gods as Daganar and Lorix, as the outcome of the mission is important to people of all faiths.
- A citizen of Rookfast is a friend of one of the PCs and begs the party's assistance in defending the town from a possible attack during the next hawkmoon (or new moon, as appropriate). Once in Rookfast, the party's presence eventually leads to an invitation to visit with the two priests.

Starting the Adventure

One way or the other, the PCs end up meeting Daganar and Lorix in the town of Rookfast. The PCs are asked to meet the two priests in a tavern called the Birdshhead.

Rookfast (Large Town): Conventional; AL LN; 800 gp limit; Assets 54,760 gp; Population 1369 adults

and about 400 children; Mixed (65% human, 15% street dwarf*, 10% halfling, 6% nelji*, 4% other).

* New race described in **Chapter Four**.

Authority Figure: Bovins Gineg, human male Exp6 (burgomaster).

Important Characters: Suluntria, female human Wiz10; Argus, male halfling Com4 (owner of the Birdshhead Inn), plus 68 remaining full-time watchmen.

After introductions are made, the priests lead the PCs to an upper room in the Birdshhead and close the door to ensure privacy. Lorix summarizes the situation for the PCs. Read or paraphrase the following, remembering to substitute grimlocks in the place of nocturnals if you decide those particular creatures don't suit your current campaign needs.

Lorix clears his throat and says, "Our city, like many, has more than once fallen victim to the nocturnals during a Moonless Night. These hideous creatures launch their attacks from some deep subterranean realm, and the last nearly destroyed the city. My associate, Daganar and I have been searching for a way to save our town from destruction on the next Moonless Night. We intend to construct a device that will summon extra-planar assistance the next time we face a city-wide attack. Dag and I hope that you can help us obtain the magical components that we need to construct the device."

Daganar now takes over the story, explaining much of what appears in the Adventure Background section. He tells the PCs of the ancient wizard, Tugu the Rookmaster, and the oath he extracted from the prince of the steam mephits. He describes the plan to fabricate a powerful steam that can serve as a conduit for an army of mephits. Daganar and Lorix, who follow the deities of Water and Fire, respectively, intend to combine their divine might in the creation of this steam. They require the two major components: *primal fire* and *primal water*.

Primal Fire

During their discussion with the PCs, Daganar and Lorix relate everything they've learned while performing their research. The first element they require is *primal fire*, the essence of fire itself. *Primal fire* can usually only be found in the heart of the Elemental Plane of Fire, a place inaccessible to all but natives of that plane and certain other beings of extraordinary ability. Through prayer and hard work, the two priests have almost pinpointed the location of the *primal fire* on the Prime Material plane.

Currently a forest fire is raging in the Gaunt Forest. This inferno, if left unchecked, might very well consume the wood and every living creature within it.

Though the priests sympathize with the plight of the forest denizens, their chief concern is the acquisition of the *primal fire* which they've discovered to be in the midst of the blaze. Though they are not certain of its precise location, they've employed a wizard to use the spell *contact other plane*, which has revealed the *primal fire* to be somewhere in the vicinity of the woodcutters' village of Vohy. Unfortunately, their divinations were not precise, so the PCs must investigate upon their arrival to find the exact location of the artifact. Even more unfortunate still, Vohy sits squarely in the path of the oncoming fire. To locate the element, the PCs must travel to Vohy by way of *teleport* only a few hours ahead of the conflagration. They have no time to wait for the fire to die down, as the flames might consume all persons with knowledge of where to find the *primal fire*.

According to Lorix, *primal fire* takes the form of a chunk of red crystal shaped and colored to resemble a burning flame. The crystal is almost as hot as actual fire, so it must be transported with care. It is also very fragile, one more reason the PCs must take pains to keep it safe.

Primal Water

Daganar takes over the story once more, describing *primal water* to the PCs. It too appears like a chunk of crystal, approximately a foot long and half as thick. It is clear, like water, cool and slippery to the touch. It can douse any small flame it touches, and anyone holding it never suffers from thirst. Research indicates that the *primal water* resides somewhere around the Aeganon Lake. Though the priests have not yet narrowed down the item's location, they intend to do more research while the PCs quest for the first of the two artifacts.

Once they return with the *primal fire*, Daganar and Lorix provide them with more exact details on the *primal water's* resting place and whisk them away on the second leg of their journey. Further details of the artifacts can be found in **Chapter Seven**.

Concluding the Deal

In exchange for retrieving the two elements, the priests agree to pay each PC a reward, which the DM can determine. Of course, the PCs may also keep any treasure they find along the way. If the PCs accept, Daganar summons a local wizard who can send the PCs into the burning Gaunt Forest via *greater teleport*. While the PCs are locating the *primal fire*, Daganar and Lorix plan on conducting additional research on the *primal water*. They promise to have more information for the PCs upon their return. They again warn the adventurers that the Gaunt is currently burning; precautionary measures should be taken in anticipation of appearing only a few miles from the inferno.

Daganar, male human Clr8 (Elmarran): CR 8; Size M (6 ft. 1 in. tall); HD 8d8+8; hp 40; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +2 *leather armor*); Attack +9/+4 melee (1d8+3, +1 *harpoon*); SV Fort +7, Ref +3, Will +10; AL CG; Str 14, Dex 13, Con 12, Int 13, Wis 18, Cha 18.

Skills: Craft (carpentry) +7, Craft (woodworking) +3, Heal +13, Hide +1, Jump +6, Knowledge (hydrology) +6, Knowledge (local) +1, Knowledge (religion) +12, Listen +4, Move Silently +2, Spot +4.

Feats: Extend Spell, Improved Turning, Leadership, Spell Penetration.

Possessions: 28 gp, +1 *small steel shield*, +2 *leather armor*, +1 *harpoon*, scroll of *calm emotions* and *summon monster II* (Divine magic; lvl 8), *wand of detect magic* (23 charges); *candle of truth*.

Divine Spells Prepared: (6/5/4/4/3; save DC 14 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *light*, *purify food and drink*, *read magic*; 1st – *Bless*, *Bless water*, *curse water*, *divine favor*, *remove fear*; 2nd – *aid*, *darkness*, *find traps*, *hold person*; 3rd – *create food and water*, *speak with dead*, *water walk*, *wind wall*; 4th – *divination*, *freedom of movement*, *summon monster IV*.

Domain Spells (Chaos, Water): 1st – *obscuring mist*; 2nd – *fog cloud*; 3rd – *water breathing*; 4th – *control water*.

Granted Power: Incognito (see **Chapter Five**).

Lorix, male human Clr9 (Cavacendo): CR 9; Size M (5 ft. 9 in. tall); HD 9d8+9; hp 38; Init +0; Spd 30 ft.; AC 16 (+1 *chain mail*); Attack +10/+5 melee (1d6+4, +2 *scimitar*); SV Fort +7, Ref +3, Will +9; AL NG; Str 15, Dex 11, Con 13, Int 12, Wis 17, Cha 15.

Skills: Craft (leatherworking) +3, Craft (sculpting) +6, Craft (glassblowing) +2, Heal +15, Knowledge (Hawkmoon) +13, Knowledge (horses) +2, Knowledge (history) +12, Listen +3, Perform (Oratory) +5, Spot +3.

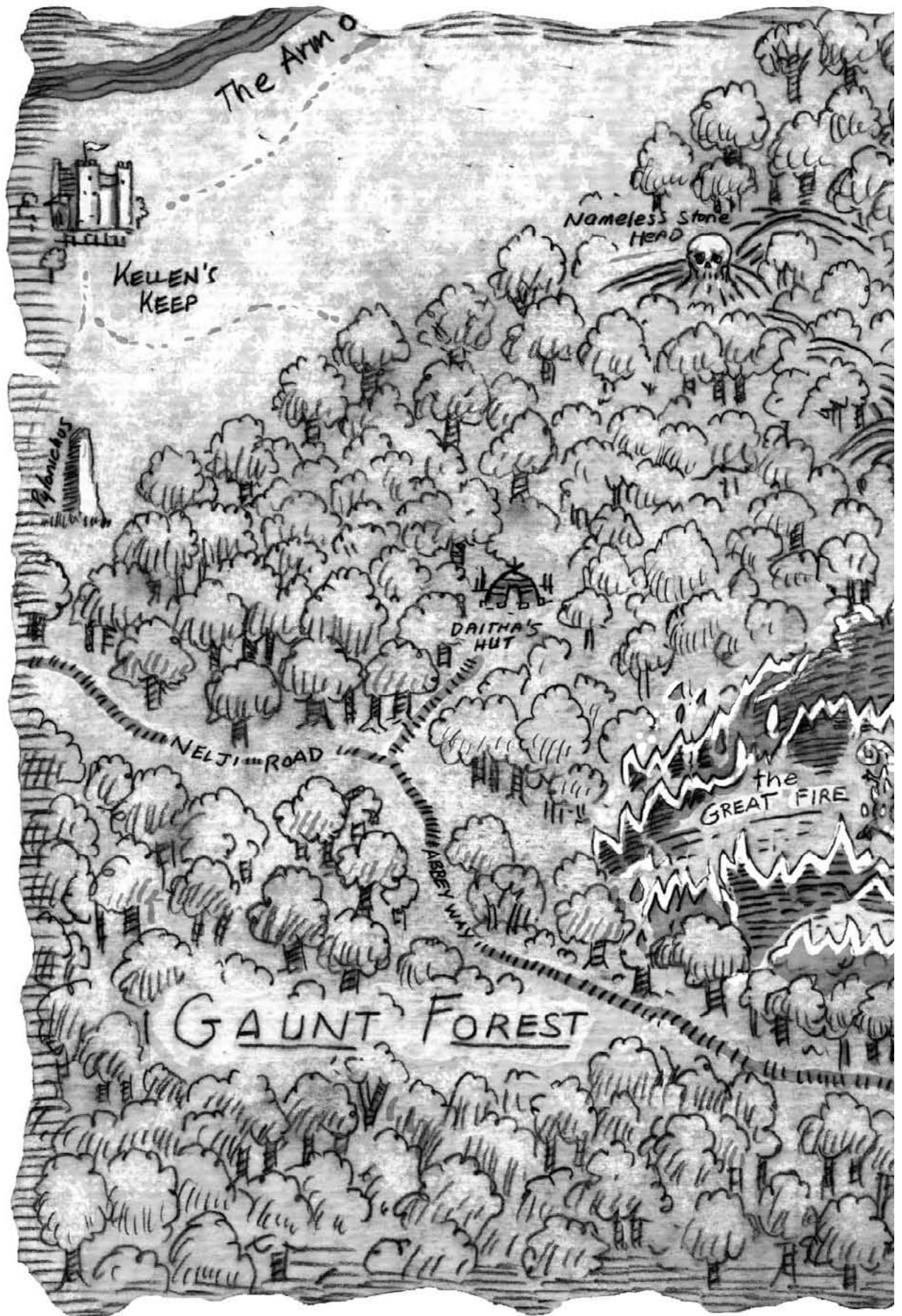
Feats: Combat Casting, Extend Spell, Improved Turning, Still Spell, Toughness.

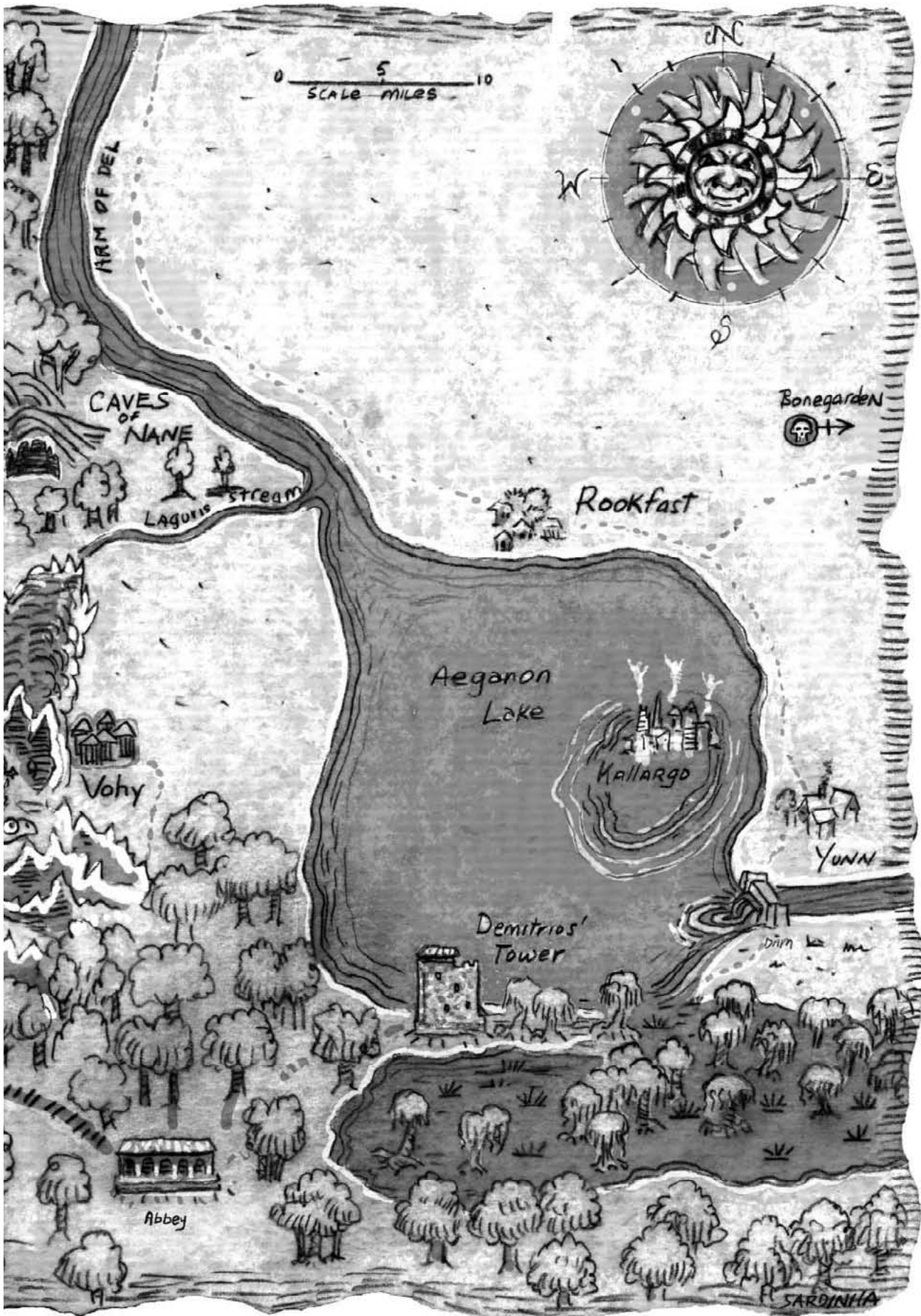
Possessions: 43 gp, +1 *chain mail*, +2 *scimitar*, ring of *counterspells*, *silver aspergillum*, *helm of comprehending languages and reading magic*; *Quall's feather token* (bird).

Divine Spells Prepared: (6/5/5/4/2/1; save DC 13 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*; 1st – *bane*, *burning hands*, *doom*, *magic stone*, *magic weapon*; 2nd – *aid*, *augury*, *shield other*, *sound burst*, *status*; 3rd – *continual flame*, *dispel magic*, *remove curse*, *searing light*; 4th – *inflict critical wounds*, *wall of fire*; 5th – *flame strike*.

Domain Spells (Animal, Fire): 1st – *calm animals*; 2nd – *produce flame*; 3rd – *resist energy (fire)*; 4th – *summon nature's ally IV*.

Granted Power: Indomitable Laugh (see **Chapter Five**).





Chapter Two: Thrice in Fire

"Never consider a sorcerer dead for good until you have seen him die a minimum of three times."

– Jack L. Chalker, *Demons of the Dancing Gods*

Thrice in Fire is an adventure best suited for four characters of 9th level.

Adventure Synopsis

The sorcerer Faejul Drei exists in three bodies at once. Actually he isn't a sorcerer at all, but rather a nameless elemental from the Plane of Fire known as a firefiend. Though a firefiend usually appears as a pillar of flame with three faces, three legs, and three arms, this exceptional member of that evil race has contrived to divide itself into three distinct components and then install those components in human bodies. Hidden in this triplet of disguises, the firefiend has entered the Prime Material Plane, assumed the name of Faejul Drei, and intends to set fire to the world.

Adventure Background

Their psyche divided between three distinct personalities, most firefiends live a sad existence, driven mad by the struggle between opposing minds, thoughts and actions.

Long ago, one such firefiend slew a trio of adventurers and discovered among their possessions an item called a *triskelion*, a magical device that allowed its owner to defend against mind-controlling magic by transferring a portion of its consciousness into another object. Using the object during one of its rare moments of lucidity, the firefiend was able to transfer two of its separate, bickering consciousnesses into separate objects, allowing it to at last think clearly.

The newly-sane and sentient firefiend mused on its existence for a long time. It wished to escape from its sad, madness-marred existence, but needed the power of all three of its separate minds to survive. After many weeks of thought and experimentation, the firefiend used the powers of the *triskelion* to transfer its consciousness into the bodies of the three dead adventurers — essentially a single being with its mind spread among three separate bodies.

The firefiend is now free of the torment of its previous existence and exists as three semi-independent beings named Noorabi, Kar-Nosh, and Faejul Drei, each with different personalities but sharing a common goal: the rulership of the Plane of Fire.

Alternate Adventure Hooks

If you're not running this scenario as part of the larger plot outlined in the previous chapter, use the following means of embroiling the PCs in the story:

- The PCs are hired to retrieve an artifact call the *primal fire*. They receive a greater teleport that takes them to a village in the Gaunt Forest, where divination spells have indicated the artifact might be found.

- A strange messenger approaches the PCs. The messenger is a fire mephit. It claims it was sent by its mistress, a lovely fire nymph named Lynniaphior, to seek help in gaining liberation from recent imprisonment. Details of the fire nymph's plight can be found in *The Caves of Nane* section.

Adventure Summary

The game begins with the forest fire already raging. The heroes are literally dropped into the heart of the Gaunt Forest as soon as the *greater teleport* is complete. From that point on, the PCs spend the entire adventure surrounded by fire. They arrive in the woodcutters' village of VoHy, where they have the opportunity to rescue the villagers from the coming blaze while simultaneously defeating a sorcerer and his minions who are wreaking havoc in the area. This sorcerer is the first of the firefiend's three incarnations; he calls himself Noorabi. Defeating Noorabi and following a trail of clues, the PCs hurry through the wood only a few steps ahead of the fire.

Later, they come upon a stream clogged with forest-dwellers seeking to survive the inferno. After helping these desperate folk, the PCs make a dangerous canoe journey to the Caves of Nane, where the *primal fire* awaits. The caverns are protected by another sorcerer (who reminds the PCs suspiciously of Noorabi). If they best this foe, they penetrate the headquarters of the firefiend's third and final form, Faejul Drei. If they defeat the sorcerer yet again, the PCs not only lay claim to the *primal fire*, they also discover a means of possibly extinguishing the forest fire before it destroys everything.

Scaling the Adventure

Although this adventure is designed for 9th-level characters, the module may be adapted to accommodate characters of 7th to 8th level, as well as for characters of 10th to 11th level, by simply following these guidelines.

7th- to 8th-level PCs: Decrease the level of the three sorcerers from 10th to 7th; eliminate the salamander and the green dragon encounters; halve the number of monsters appearing in any multiple-monster encounters (e.g., 3 pyrolisks instead of 6 and 1 cinder ghoul instead of 2).

10th- to 11th-level PCs: Increase the level of the three sorcerers from 10th to 13th; make combat with the salamander and green dragon unavoidable; double the number of monsters appearing in all multiple-monster encounters (e.g., 48 troglodytes instead of 24 and 6 fire phantoms instead of 3).

Surviving the Fire

Following are guidelines for enduring the trauma of the forest fire.

Fire Speed: Driven by the wind, the fire moves northeast through the Gaunt at a speed of 120 feet per round. Once a particular 120-ft.-portion of the forest is ablaze, it burns for 2d4x10 minutes. The fire then moves on to the next 120-foot section. When the PCs arrive in Vohy, the fire is approximately one mile away. At a rate of 120 feet per round, the fire reaches Vohy in five minutes. The DM can choose to alter the fire's speed to keep the tension high, the blaze always only a few feet behind the PCs.

Heat Damage: Merely breathing the air within the fire causes a character to take 1d6 points of fire damage per round (no save). In addition, a character must make a Fortitude save every five rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage from the heat. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. In addition, those wearing metal armor who come into contact with the fire are affected as if by a *heat metal* spell.

Catching on Fire: Characters must make a DC 15 Reflex save to see if they catch on fire when first in contact with the flames, then once per round thereafter. If a character's clothes or hair catch fire, he takes 1d6 points of damage each round until the fire is extinguished. Each round that a character tries to extinguish the flames he is allowed another DC 15 Reflex save. Success indicates that the fire has been extinguished. The fire may also be extinguished automatically by jumping into water or similar methods if available.

Smoke Inhalation: Even characters using spells such as *protection from energy (fire)* are not warded against smoke inhalation. The fire produces waves of billowing black smoke that extend 50 feet in front of the leading edge of the fire. A character who breathes the smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend the entire round choking and coughing. Such a character is considered sickened, and a character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage in addition to other effects. Also, smoke obscures vision, providing concealment to characters within it.

Arrival at Vohy

Read or paraphrase the following when the PCs arrive in the Gaunt Forest.

You arrive in a village in the grip of chaos, as men, women and children run for their lives. A dozen log houses comprise this small woodcutters' village, surrounding a broad wooden platform that serves as the town's central meeting place. Black smoke from the main body of the forest fire towers into the air over a mile distant, but for some reason the village has already begun to burn. Despite the fact that the main body of the forest inferno is at least a mile away, flames lick the roofs of their homes; somehow they've already caught fire. A wooden sculpture of a beautiful woman stands regally in the middle of the platform, the only figure in town that remains serene in the face of the spreading fire. Those villagers who haven't succumbed to panic have formed a bucket brigade, trying to douse the flames before they engulf the entire town.

The fires in the village have actually been started by **two phantom stalkers** summoned by one of the firefiend's three aspects. This particular aspect goes by the name of **Noorabi**. He has assumed temporary residence of the mayor's home (Location 6), while the mayor himself lies dead in the cellar. When the PCs arrive, Noorabi is busy ransacking the mayor's house, but before they can investigate, however, there is the matter of the burning homes.

Choices

Seconds after the PCs arrive, a frightened villager runs up and shouts, "Please, can you help me gather everyone? Some folks have locked themselves in their homes and refuse to come out!"

The PCs may choose to save the villagers' homes, or they might decide the village is doomed and decide instead to evacuate everyone. They may even ignore the villagers' plight in favor of their assigned mission,

and leave the fire's victims to their fate. Use the following guidelines depending on the PCs' course of action.

Fighting the Fire: The fires on the roofs have yet to cause significant damage, as the phantom stalkers have only started a few small blazes. Anyone capable of casting *control weather* can save all the houses at once by summoning rain. However, even this mighty spell does little to stave off the forest fire itself, merely causing it to take 2d4 minutes longer to reach the village.

The PCs can join the bucket brigade, but it becomes immediately apparent that it is a lost cause. The main body of the fire reaches Vohy exactly five minutes after the PCs arrive. Keep strict track of time, as the heroes are in danger of lingering too long and being caught inside the blaze. If the leading edge of the fire comes within 100 feet of Vohy, anyone making a DC 18 Spot check sees through the coiling smoke and notices an odd sight within the fire itself. Refer to **Harbinger of Fire**, below, if the PCs are still in the vicinity when the fire arrives.

Evacuating the Villagers: There are 74 villagers, including 26 who are currently in hiding. Numbers on the village map indicate where the hidden villagers can be found.

Any PC attempting to cajole, threaten, or encourage a group of NPCs to flee must make a DC 14 Diplomacy check (with a +2 bonus if the character has the Leadership feat). Success indicates that the villagers do as the PC asks. Failure means the NPCs stay put or panic, scattering in all directions.

The only way to ensure the villagers' safety is to escort them out of the fire's path. If the PCs lead the villagers due south or southwest, out of the fire's path, no lives will be lost.

Looking for the Primal Fire: The PCs might decide to ask someone if they've heard of the *primal fire*. Asking a child is no help. Asking an adult has somewhat better results. Any adult questioned on the subject suggests that the PCs ask either the mayor (Area 6), or the resident healer, Liv-Jin (Area 5).

Harbinger of Fire (EL 9)

The forest fire was created by a fearsome **salamander**, forced into service by the three sorcerers as part of their efforts to raze the forest. It moves along with the fire in an iron chariot that is drawn by **two 12-HD hellhounds**. The party may never actually encounter the salamander and its attendant hellhounds, but slaying it will slow the fire's advance to half its normal rate.

Salamander: CR 6; hp 58.

Hellhounds (2): CR 5; hp 54 each.

The Town

As Vohy is burning and in imminent danger of destruction, most of the PCs' exploration is likely to be of a rushed and cursory nature, but there are several opportunities to aid or rescue imperiled villagers.

1. Spire Lady

The figure in the center of the village is a statue carved from the bole of a maple tree and stained dark brown. It depicts the goddess Aletheia, a graceful woman with an owl perched on one hand and a spear clutched in the other. The statue radiates strong Abjuration magic, if anyone takes the time to investigate it, as it is under the effects of both *protection from energy (fire)* and *protection from energy (lightning)*. Only the priest, Liv-Jin, is aware of the statue's protections.

2. Sevdolan's House

PCs who come here searching for villagers hear a desperate cry for help. Inside, an old man named **Sevdolan** (male human Com1, NG) lies on the floor. Years ago, Sevdolan lost both of his legs when a treant was killed and fell on top of him. Now he moves about Vohy in a chair with thick wooden wheels. But one of the wheels has split and fallen apart, leaving Sevdolan helpless on the floor in his house. When the PCs arrive on his doorstep, Sevdolan is hammering madly at the wheel, trying to drive enough nails into it to keep it in one piece. But the man is no carpenter, and the wheel splits the moment he positions himself in the chair. Repairing the chair requires 1d6 rounds and a DC 12 Craft (woodworking) or Profession (carpenter) check. Given the dangers of the spreading fire, the PCs will probably choose to carry Sevdolan from the house. He is a poor man, and can offer nothing save his gratitude. The DM may choose to penalize good-aligned characters who leave the old man to his fate.

3. Dining by Firelight (EL 7)

This quaint little bungalow is the home of a retired scholar from the city of Hawkmoon named Ibdian the Erudite. Sadly, Ibdian recently fell victim to a horrible creature known as a **chimney slink**. While Ibdian slept last night, the chimney slink crawled down his flue, murdered him, and shoved his corpse halfway up the chimney. When the PCs enter, the chimney slink is in Ibdian's kitchen, helping itself to the dead man's stores. The chimney slink eats casually, planning to use the mounting anarchy to cover its retreat. There is nothing in the house of value that the chimney slink hasn't already stashed in its copious pockets. The chimney slink is a new monster detailed in **Chapter Six**.

Chimney Slink (1): CR 7; hp 38; see **Chapter Six**.

Treasure: Inside the chimney slink's multiple pockets are 42 gp, 2 pearls (125 gp each), a pair of tweezers, a strange steel coin, a wooden whistle, a tortoise-shell comb (75 gp), and a *potion of cure light wounds*.

4. Fire From Below (EL 7)

The fire's intensity has gotten the attention not only of creatures who abhor intense heat, but also those that yearn for it. **Six thoquas** have been drawn here by the heat, and will fight the PCs if encountered. Remember that anyone hit by a slam attack must make a DC 12 Reflex save or catch fire and burn for 1d4 rounds. Refer to **Catching on Fire**, above, for more details.

Thoquas (6): CR 2; hp 16.

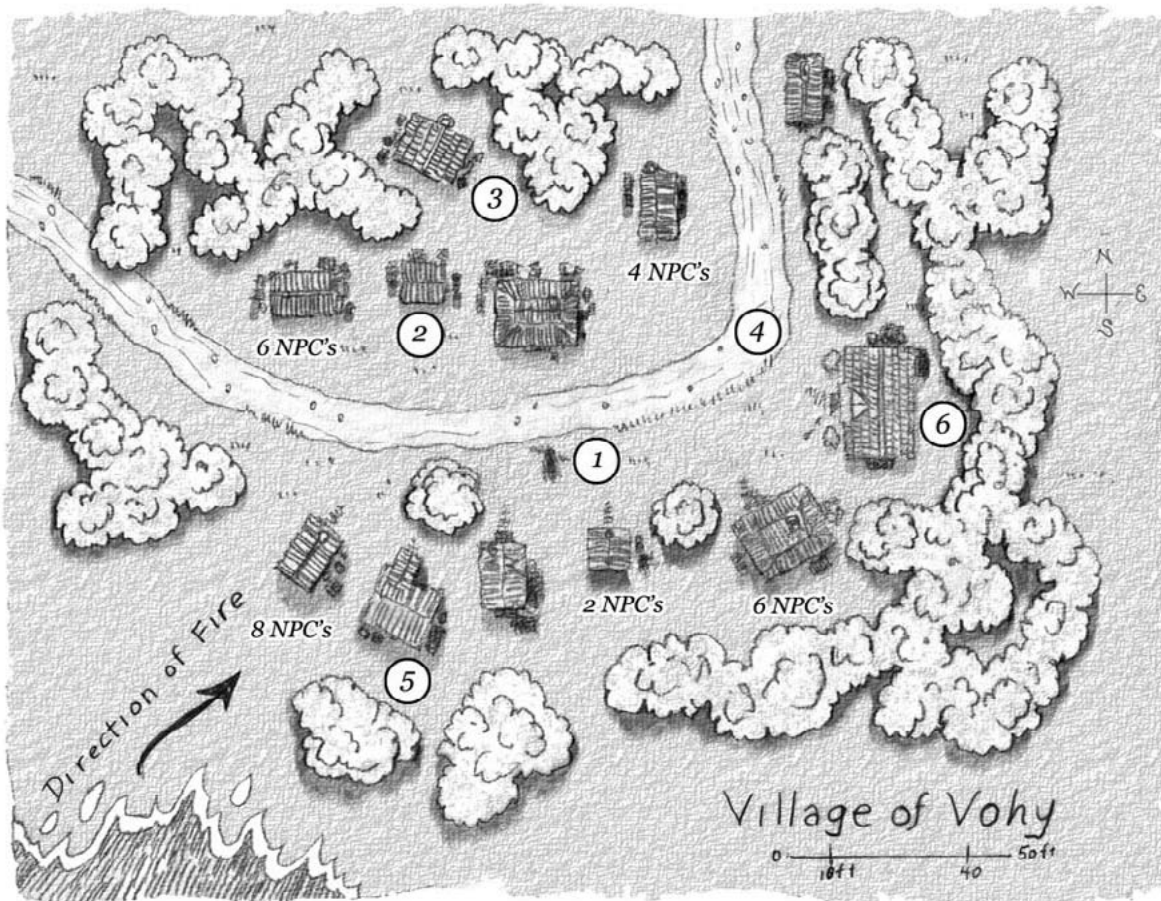
5. Steadfast Sentinel (EL 6)

This is the home of the village priest, Liv-Jin. Though Liv-Jin is a member of the nelji race (see **Chapter Four**), you may consider him a halfling at your option. As a cleric of Lyra, deity of language and creation, Liv-Jin is philosophical about the approaching fire, believing it to be both a blight upon the land and a boon from Lyra, as new life will surely spring up in the wake of the cleansing fire. If given the time to study the

fire, Liv-Jin is certain he could make sense of it and perhaps divine from it some kind of celestial meaning.

However, time is something Liv-Jin doesn't have. Even now, **two phantom stalkers** are climbing across his roof and igniting the bark shingles. These stalkers are under the direct command of Noorabi (Area 6), ordered to harass the villagers and keep them from acting to save themselves. Make an opposed Spot check for the PCs against the phantom stalkers' Hide check to see if the creatures are noticed. If they go undetected, the stalkers wait until the PCs are conversing with Liv-Jin before burning holes in the roof and diving down to attack.

The PCs find Liv-Jin's door open; the priest is inside on the floor, tending to a large but aging dog. The dog is Liv-Jin's oldest companion, a shaggy mutt with a recent burn injury on its left flank. One of the phantom stalkers scorched the dog, which then limped home. Liv-Jin is desperate to keep his pet alive, but used his last *cure light wounds* shortly after the chaos erupted, so that now he's having to rely on his Heal skill to tend to his dog. Liv-Jin flatly refuses to budge unless the dog can accompany him. The PCs can either use their own *cure* spells on the dog, or they can lift the mutt over their shoulders and carry it to safety. The dog weighs 75 pounds.



If the dog is healed or if the PCs promise to bear him to safe environs, Liv-Jin offers up any information the PCs require. He knows of the *primal fire*, as he's sometimes seen pilgrims trekking through the woods to pay homage to the artifact. If asked, he informs the PCs that the *primal fire* is being watched over by a strange fey creature in the Caves of Nane, though he knows nothing else about this creature. If the adventurers have helped the dog, Liv-Jin offers to lead them to the caverns, as he's very knowledgeable about the forest and its trails.

Phantom Stalkers (2): CR 4; hp 48 each; see **Chapter Six**.

Liv-Jin, male nelji Clr2: CR 2; Size M (4 ft., 10 in. tall); HD 2d8+2; hp 17; Init +3 (+3 Dex); Spd 25 ft.; AC 13 (+3 Dex); Attack +1 melee (1d6, heavy pick); SV Fort +4, Ref +3, Will +5; SQ low-light vision, embrace of the trees, feral magic, AL CG; Str 10, Dex 16, Con 13, Int 9, Wis 14, Cha 10.

Skills: Craft (Spear-making) +1, Heal +5, Hide +3*, Knowledge (Gaunt Forest) +4, Listen +2, Move Silently +3, Spot +2.

Feats: Enlarge Spell, Quicken Spell.

* +2 racial bonus when used outdoors; see **Chapter Four**.

Possessions: 6 gp, heavy pick.

Divine Spells Prepared: (4/3; save DC 12 + spell level): 0 – *create water*, *detect magic*, *detect poison*, *resistance*; 1st – Liv-Jin has already used his spells of this level for today.

Domain Spell (Healing, Knowledge): 1st – *detect secret doors*.

Racial Bonus Spell: 3rd – *speak with animals* (see **Chapter Four**).

Granted Power: Self-Creation (see **Chapter Five**).

6. Log Jarl's Home (EL II)

This large cabin made of logs is the largest in the village, and is home to the mayor, or Log-Jarl. It has yet to catch fire. The interior is decorated simply, the furniture solid if not especially beautiful. Before the house burns to its foundation, **Noorabi** is ransacking it. As one of the firefiend's three aspects, it is Noorabi's task to start the forest fire with the assistance of the salamander and then return to the Caves of Nane. Before he leaves, however, Noorabi is searching for anything of value. He's already discovered a diamond-tipped awl in the Log Jarl's strongbox, along with some loose gold. The Log Jarl himself lies dead in the cellar, his body crushed by what must have been a series of mighty blows.

Noorabi appears a human male with pitted cheeks and wiry hairs protruding from his chin. His eyes glow red like coals. He is guarded by a **brass man**, which he orders to defend him if the PCs attack. The brass man,

which clubbed the Log Jarl to death, begins the fight by spitting a glob of molten brass at the nearest PC, then engages with its greatsword and slam attack.

If Noorabi is slain, his body is consumed in a blinding flash of fire. Seconds later, his corpse is replaced by an three-sided column of fire, his clothing and possessions falling to the floor. The column hovers for a moment, radiating great heat, then shoots into the sky, fading quickly from sight.

This spectacle is the result of one-third of the firefiend's essence being thrown back to the Elemental Plane of Fire. This pillar of flame rejoins the other two if the remaining two sorcerers are slain. See **The Caves of Nane** section for more information.

Treasure: The aspect of the firefiend that calls itself Noorabi has had little luck in procuring magic items to help it in its quest to conquer the Plane of Fire, though it has managed to find a few choice items and stuff them into a *bag of holding* (type II) tied to its belt, which can be found — slightly singed — among Noorabi's discarded clothing. The bag contains 432 gp, an awl with a diamond tip (130 gp), a *wand of fireballs* (12 charges), and the *ample rope of yearning*, an item detailed in **Chapter Seven**. Noorabi's spellbooks are kept in the Caves of Nane. More importantly, there is a hand-drawn map of the Gaunt, clearly showing the location of the caves; this part of the map is circled in red ink, as if it significant. Being unfamiliar with the Prime Material, Noorabi carried the map so that he'd know his way around the forest. The PCs might assume (and rightfully so) that the Caves of Nane bear further exploration.

Brass Man: CR 7; hp 85; see **Chapter Six**.

Noorabi, male human Sor10: CR 10; Size M (5 ft., 11 in. tall); HD 10d4+10; hp 36; Init +0; Spd 30 ft.; AC 10 (*stoneskin*); Attack +6 melee, or +5 ranged; SV Fort +4, Ref +5, Will +7; AL CE; Str 13, Dex 10, Con 13, Int 16, Wis 10, Cha 17.

Skills: Appraise +3, Concentration +3, Diplomacy +9, Disable Device +8, Heal +1, Knowledge (Inner Planes) +16, Knowledge (cosmology) +6, Knowledge (neurology) +3, Knowledge (arcana), Knowledge (alchemy) +7, Perform (oratory) +4, Spellcraft +14.

Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Lightning Reflexes, Quick Draw.

Arcane Spells Known (Cast Per Day: 6/7/7/7/5/3; save DC 13 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *read magic*, *touch of fatigue*; 1st – *burning hands*, *identify*, *magic aura*, *magic missile*, *reduce person*; 2nd – *detect thoughts*, *flaming sphere*, *levitate*, *web*; 3rd – *dispel magic*, *fireball*, *fly*; 4th – *stoneskin*, *wall of fire*; 5th – *summon monster V*.

Tactics: Remember that Noorabi's *stoneskin*, which he has cast in advance, gives him damage reduction 10/adamantine, protecting him from up to 100 points of damage.

Leaving Town

Based on information from Liv-Jin and Noorabi's map, the PCs should head north toward the Caves of Nane. Pay close attention to their rate of travel, as they may very well be only a few hundred feet in front of the fire, which travels north-northwest at 120 feet per round. The Laguris Stream is not broad enough to contain the blaze; the fire spends 3d6 rounds on the south side of the stream before the wind blows it to the treetops on the far side, at which point it begins its advance again. Refer to **Wet Terror**, below, for further details on the events at the Laguris Stream.

Wandering Monsters

1d10 Roll	Encounter
1	Assassin Vine
2	Dire Boar
3-5	Fleeing forest creature (deer, bear, et cetera)
6	Ettercap
7	Ettin
8-9	1d4 Fire Mephits
10	Hill Giant

The PCs' situation depends upon whether or not they are traveling with any of the villagers from Vohy. Many of the young and infirm are incapable of traveling of speeds greater than a walk, so the PCs may be forced either to head east to Aeganon Lake, or devise a creative means of protecting them from the fire.

If the cleric Liv-Jin is accompanying the party, his knowledge of the forest ensures that they'll travel quickly. Though the Gaunt Forest is considered light undergrowth, movement is at normal rates as long as Liv-Jin is present. Otherwise the terrain slows the PCs down and forces the leader to make a DC 12 Survival check each hour or become lost. Since the stream and the fire provide points of reference, a failed Survival check results in the loss of only 3d6 rounds before the party finds its way again.

Assuming the PCs are traveling overland and not using flight or magic to reach the Caves of Nane, they may encounter one of the many creatures that is currently running for its life as the fire devours the wood. Roll 1d10 and consult the **Wandering Monster** sidebar every 30 minutes of game time. If the PCs seek to fly over the fire and other hazards, refer to **Air Traffic**, below.

Air Traffic (EL 12)

Anyone soaring above the treetops encounters a very angry **adult green dragon**. This fell beast, Jadenikrom by name, makes its home in a lush hillside

cave in the Gaunt. Now its home is being devastated by the forest fire. Jadenikrom circles above the devastation, hoping to catch whoever started the blaze and make them pay. If the dragon notices any flying PCs (Spot +19), it immediately attacks. In fact, Jadenikrom attacks anyone and anything that isn't an obvious denizen of the forest. But the dragon does not pursue below the treetops, so the PCs can avoid its wrath by staying on the ground.

Green Dragon, Adult: CR 12; hp 230.

Wet Terror

En route to the Caves of Nane, the PCs come to the Laguris Stream. The stream is jammed with refugees. Play the following events on the rounds listed below.

Round 1: Frantic Fording

Three specific dangers confront the PCs. First is the stream itself. The ford is clearly marked, indicating the only place along the stream's length where the water is shallow enough to cross. This ford is well-known to all who travel the wood, but it has now become a deadly bottleneck. The stream is 30 feet wide at the point of the ford. The water over the ford is three feet deep. This means that it costs three squares of movement to wade across the water, as the stream is not only fairly deep, but also moving swiftly.

The water on either side of the ford is between 5 and 10 feet deep. Most of the NPCs have chosen to wade across the stream, thus the ford is jammed with people and beasts. Swimming across the Laguris requires a DC 15 Swim check. Anyone failing a Swim check is swept away. The stream moves at 20 feet per round. The character may make a second DC 15 Swim check to reach the safety of the far bank. Failure, however, means the character continues to be carried downstream. The creatures detailed below in **Round 5** attack anyone so unfortunate.

Helping Folks Across: The PCs might decide to assist the NPCs across. There is a total of **44 woodfolk** currently trying to get across the ford, and for the most part they're doing nothing but getting in one another's way. If the party wishes to assist, have a PC make a Diplomacy check, with the number generated equaling the number of NPCs that can be moved across the stream per round.

Round 5: Death from Below (EL 7)

The second danger is represented by **two scrag** (**aquatic trolls**) who have come to investigate the commotion. The scrag attack anyone in the water beginning on Round 5. They will not come out of the water, but will grapple with victims, trying to drag them under and kill them by attacks or drowning. The scrag do not venture onto the shallow fording area,

but only swim close enough to attack those crossing the stream. They will attack the NPCs first, seeking to cause the most panic and confusion possible to cover their attacks.

Trolls (2): CR 5; hp 72 hp each.

While fighting the trolls, remember the following:

- Thrown weapons are ineffective when the scrag are fully submerged.
- Arrows, slingstones, and other missiles fired into the water from land are at -2.
- Completely submerged scrag have total cover against attacks from land.
- Underwater combat imposes a -2 penalty on attack rolls.
- Slashing and bludgeoning weapons deal only 1/2 damage underwater.

Round 15: Hunters Return (EL 10)

The third danger is a group of troglodytes, fleeing from the forest after a hunting expedition. Their route brings them to the Laguris Stream on Round 15. There are **24 troglodytes** in the hunting party.

Troglodyte Tactics: Refer to the map for the positions the troglodytes assume upon their arrival at the stream. Warned by their scouts of the PCs' presence, the troglodytes divide into three groups of eight each. Two groups of archers assail the PCs and the woodfolk with arrows, using the trees and fallen logs as partial cover (+4 bonus to AC). The third group charges

pell-mell into the ford, attacking ferociously. After a round of combat, the entire area reeks of troglodyte pheromones, forcing PCs and NPCs alike to make a DC 13 Fortitude save or be sickened for 10 rounds.

Troglodytes (24): CR 1; hp 13 hp each.

Treasure: Each of the troglodytes carries 1d8 gp and half a dozen ornaments of shiny metal. At your option, a few of them might carry random potions or minor magic items, such as a +1 dagger.

Toward the Caves

After dealing with the carnage at the stream, the PCs may continue through the forest, hurrying to stay ahead of the fire. PCs on the ground face three encounters as they move through the trees.

Encounter 1: Burning Dead (EL 9)

The forest fire has claimed many lives; of these a few have remained behind as undead. Among these are **two cinder ghouls**, once part of a bandit gang that was trapped in the fire. They now roam the wood just in front of the blaze, driven by a murderous jealousy toward living beings. They will attack without hesitation, dragging foes into the fire if possible.

Cinder Ghouls (2): CR 7; hp 61 each; see Chapter Six.



Encounter 2: The Moonpony

The PCs come upon an injured **moonpony**, a new creature detailed in **Chapter Six**.

Unfortunately for the moonpony, this is not a night of a hawkmoon, so has so far been unable to escape from the fire. It has been badly burned and is currently moving at a reduced speed of 10. If the moonpony senses the PCs are friends, it attempts to communicate telepathically. If the PCs offer aid to the moonpony, it rewards them by revealing a druid's tree about 100 yards away. Carved into the tree is the prayer-formula for the divine spell *woodguard* (see sidebar). If a divine spellcaster reads the formula and succeeds at a DC 12 Spellcraft check, he or she can prepare and cast the *woodguard* spell normally. Once healed, the moonpony hurries on its way at its maximum speed.

Moonpony: CR 1/2; hp 11 (currently 1); see **Chapter Six**.

Encounter 3: Flaming Fliers (EL 9)

The forest fire is drawing many fiery creatures. As the PCs make their way through the forest, have them make DC 12 Spot checks to see the **six pyrolisks** flying just above tree level. The flock has been drawn by the fire and sees the PCs as potential prey. The pyrolisks are ungainly flyers, but will dive into the trees to attack the adventurers. On their first pass, they will use their gaze attacks; on the second, each pyrolisk will use its pyrotechnics ability. They continue to harass the PCs in this manner until either the heroes are all on fire or four of their number are slain, after which the survivors will fly away.

Pyrolisks (6): CR 4; hp 26 each; see **Chapter Six**.

The Caves of Nane

The PCs eventually reach a densely wooded hill, its grassy face broken only by a single opening, a four-foot-wide rent in the hillside.

A History of the Caves

The Caves of Nane are a subterranean complex containing a natural heat vent. The heat from the vent makes the caves quite comfortable for fiery creatures, and they were once home to a peaceful fire nymph named Iynniaphior and her minions, a group of magmin. Quite content, they lived here quietly until the coming of the firefiend.

Seeking a secure base of operations, Faejul Drei, one of the firefiend's three aspects, overpowered the unfortunate fire nymph, imprisoned her and subjugated her magmin. While exploring and researching the caves, Faejul discovered that the heat vent was actually a gate to the Plane of Fire, created by the fragment of *primal fire* lodged in the crevice. The *primal*

New Spell: Woodguard

Abjuration / Transmutation

Domain: Plant

Level: Clr/Drd 5

Range: Personal

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

This spell permits the druid or other spellcaster to protect himself or any other single humanoid from all weapons and objects made of wood. The protected creature behaves as if wood did not exist for him or her, so that wooden weapons have no effect and wooden walls are as insubstantial as smoke. Though this spell has many benefits (e.g., making the caster immune to attacks from an ogre's club, passing through an oak door) it can also hinder, preventing the caster from riding in wooden wagons, carry wooden items, or cross wooden bridges. Note that the druid's clothing and other possessions are not affected by *woodguard*, only the druid's body itself. Further, no other element is affected by the spell, so a stone or metal arrowhead would still injure the druid, even if the shaft itself would pass completely through his body. A door reinforced with iron bands would still block movement. The flame of a torch could still burn him, though the torch itself would be incorporeal.

Under certain combat situations, the druid gains a distinct advantage, as he may ignore wooden shields and other forms of wood-based protections.

Magical wooden weapons still affect the druid normally, as do spells. If the druid occupies the same physical space as a piece of wood upon the spell's expiration, he is slain instantly. For example, if the druid is walking through a tree trunk or ship's bulkhead when the spell's duration ends, he dies from the sudden trauma of being joined with the wood. If the intervening wooden piece is exceptionally small, the DM may permit a DC 16 Constitution check to see if the druid survives.

mal fire's arcane energies created and kept open the gate, allowing enormous heat into the caves.

With Iynniaphior safely locked away, Faejul has been entertaining guests from the Plane of Fire, asking for their aid. Most recently, he hosted an efreeti named Jawhar, whom he asked for assistance in his quest to join the ruling elite in the City of Brass. The present forest fire is a token of the firefiend's esteem, created to

show the elemental nobles the power and ruthlessness of his three semi-independent aspects. The efreeti departed with Faejul's request immediately before the PCs' arrival. The third of the firefiend's aspects, the one known as Kar-Nosh, is responsible for the cave's defenses. Several constructs called animanti guard the complex, along with other traps and guardians.

The PCs arrive at the mouth of the Caves of Nane just after the sorcerer's parlay with the efreeti. To reach Level 2, they must overcome the cave's defenses, and ultimately defeat Kar-Nosh himself. If they reach the second dungeon level, they are met by the animanti, but if they again prevail, they can challenge Faejul Drei and claim the *primal fire*.

1. Entrance

The opening is a crack in the side of the hill, about four feet wide. Intense heat rolls from the opening, and the interior is deep in shadow. Periodically, wisps of smoke curl from the opening.

The shadows are the result of a recent *darkness* spell cast here by Kar-Nosh. The darkness envelops the first 20 feet of the passage. Within the darkness, only a few feet beyond the cave opening, is a scattering of caltrops. Kar-Nosh left this crude but effective ward on the first 10 feet of the passageway. The caltrops make an attack roll (base attack bonus +0) against anyone stepping through the cave. The PCs' shield, armor, and deflection bonuses do not count. PCs wearing shoes or other footwear get a +2 armor bonus to AC. If a caltrop's attack roll is successful, the PC has stepped on one. The caltrop deals one point of damage, and the character's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least one point of magical healing. The passage leads deeper into the hill and slightly downward, descending a total of 20 feet until it reaches Area 2.

2. Magmin Sentries (EL 8)

Kar-Nosh has stationed **six magmin** as guards. The magmin are in foul moods because they consider this chamber too cold. When the PCs arrive, the magmin are sitting on the floor, complaining in Ignan about the frosty chamber and wondering if doing the dirty work of sorcerers is such a great idea. Make a DC 10 Listen check for the magmin to hear the PCs advancing down the passage, or an opposed Listen check if the PCs are trying to enter stealthily. The only object in the room is a large brass gong that the magmin strike at the first sign of intruders.

Magmin (6): CR 3; hp 11 each.

Cavern Features

Many passages in the Caves of Nane are cramped, varying between three and six feet wide. Unless otherwise stated, ceilings are eight feet high in corridors and 1d8+8 feet high inside chambers. The interior is dimly lit by a suffuse, fiery glow.

The air inside the opening and throughout most of Level 1 is an uncomfortable 105 degrees. Unprotected PCs must make a Fortitude save each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort make their saves at a -4. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

3. Fire Room (EL 6)

Three fires are kept constantly burning here. The magmin sentries come here to warm up, standing inside the fires for minutes at a time and enjoying the constant haze of smoke. They have made pets of **five firesnakes** that live in the flames. The firesnakes are effectively invisible as long as they remain in the fires. If the firesnakes see anyone but magmin, they emerge from the fires and attack, trying to paralyze as many victims as possible.

Firesnakes (5): CR 1; hp 11; see **Chapter Six**.

4. Waste Disposal

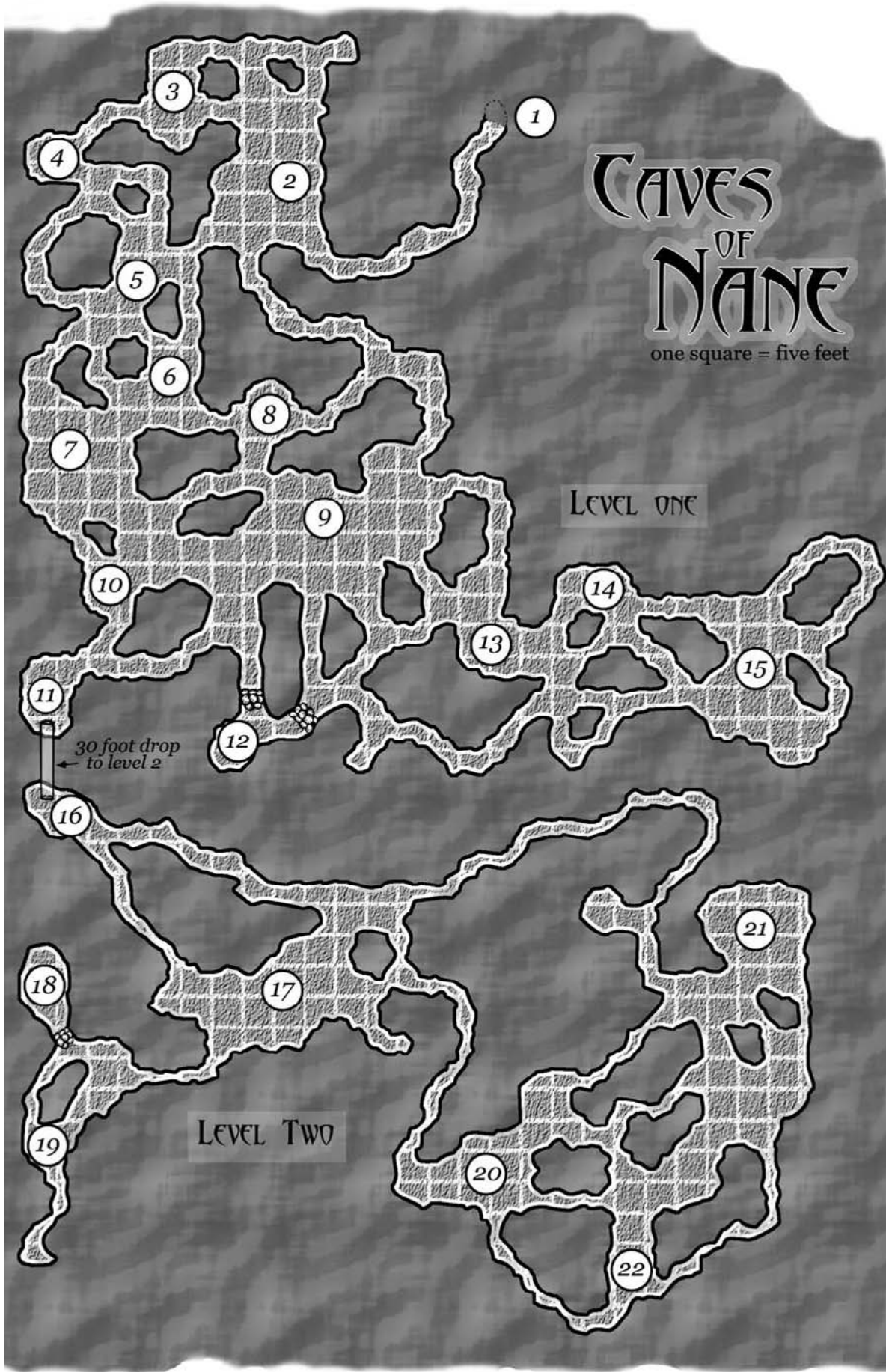
This small cavern is heaped with piles of fist-sized, smoking hunks of black rock. The rock is porous, lightweight, and warm to the touch. It smells strongly of ash. Leaning against the walls are three shovels with iron shafts and iron blades.

These small briquettes are actually magmin excrement. They maintain their heat for several days before cooling, so that enterprising PCs might find a use for them. Anyone handling one of the lumps of magmin feces discovers that the smell clings to human flesh, so that even the strongest soaps cannot remove the ashy odor. Only after 1d4 days have passed does the stench recede.

5. Runner (EL 3)

A single magmin is stationed here, under orders to report to Kar-Nosh at Area 7 if anything untoward occurs. The magmin has little trouble seeing and hearing any battle that takes place in Area 2, at which point it hurries off to warn Kar-Nosh.

Magmin: CR 3; hp 11.



6. Rolling Patrol (EL 4)

The dangers of Level 2 are foreshadowed when the PCs encounter an **animantus** rolling across the ground. This particular animantus is a dull gray sphere, two feet in diameter, finely etched with runes. The animantus moves about by rolling; a complex systems of shifting weights inside the construct's shell permits it to roll with great agility. Details on the animantus can be found in **Chapter Six**.

This animantus has been imbued with the spell *dispel magic* (caster level 13), which it can cast once every four rounds. Between castings it rolls at party members, using its slam attack.

Animantus: CR 3; hp 21; see **Chapter Six**.

7. Sorcerer Revisited (EL 10)

This is the chamber of **Kar-Nosh**, the second of the firefiend's three aspects. He is tall and very thin, with clean-shaven cheeks and unmistakable glowing red eyes, identical to those of Noorabi. He is accompanied by an incorporeal creature called a **flame ray**.

If Kar-Nosh is slain while Faejul Drei still lives, read the following to the players:

The moment the sorcerer dies, his body is consumed in a blinding flash of fire. Seconds later, his corpse is replaced by an odd column of fire. The column hovers for a moment, radiating great heat, then shoots toward the ceiling and disappears into the rock.

This spectacle is the result of one-third of the firefiend's essence being thrown back to the Elemental Plane of Fire. All three essences combine if Faejul Drei is destroyed. See Area 21 for further details. If Faejul Drei is killed before Kar-Nosh, simply reverse the read-aloud text.

Flame Ray: CR 4; hp 42; see **Chapter Six**.

Kar-Nosh, male human Sor10: CR 10; Size M (6 ft., 5 in. tall); HD 10d4+10; hp 36; Init +0; Spd 30 ft.; AC 10 (stoneskin); Attack +6 melee, or +5 ranged; SV Fort +4, Ref +5, Will +7; AL CE; Str 13, Dex 10, Con 13, Int 16, Wis 10, Cha 17.

Skills: Appraise +3, Concentration +3, Diplomacy +9, Disable Device +8, Heal +1, Knowledge (Inner Planes) +16, Knowledge (cosmology) +6, Knowledge (neurology) +3.5, Knowledge (arcana) +8, Knowledge (alchemy) +7, Perform (oratory) +4, Spellcraft +14.

Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Lightning Reflexes, Quick Draw.

Possessions: *staff of power* (13 charges).

Arcane Spells Known (Cast Per Day: 6/7/7/7/5/3; save DC 13 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *read magic*, *touch of fatigue*; 1st – *burning hands*, *identify*, *magic aura*, *magic missile*, *reduce person*; 2nd – *detect thoughts*, *flaming sphere*, *levitate*, *web*; 3rd – *dispel magic*, *fireball*, *fly*; 4th – *stoneskin*, *wall of fire*; 5th – *summon monster V*.

Tactics: If warned of the PCs' approach, Kar-Nosh has already cast *summon monster V* to enlist the services of a medium fire elemental before combat. He has also prepared with a *stoneskin* spell, which gives him damage reduction 10/adamantine, protecting him from up to 100 points of damage. His sole possession is his *staff of power*, which he uses to great effect, starting with *globe of invulnerability*, which he has also cast before combat if warned. Because he suspects they might have protected themselves from fiery attacks, he uses *lightning bolt* and *cone of cold* from the staff.

Treasure: Kar-Nosh recently captured a wizard not far from the caves. Before torturing him and finally boiling him alive in Area 17, Kar-Nosh forced the wizard to cast *invisibility* and *permanency* upon an iron chest, which now rests quite unseen beneath his dingy cot. Anyone looking under the cot sees nothing; only by physically probing the area do the PCs have a chance of finding the chest. Inside are four fire opals (1,200 gp each) and a *brazier of commanding fire elementals*.

8. Unmoving Mass

In the center of this intersection is an eight-foot-tall iron statue of a multi-armed humanoid brandishing blades and bludgeoning weapons. The figure has a malevolent appearance, constructed of sharply angled metal plates and a ribcage of thick iron bars. It weighs nearly 1,000 pounds.

Though the PCs might assume this statue is a guardian that will soon animate (indeed, it appears quite ready to do that very thing), actually it is an inanimate bit of odd statuary cobbled together by the magmin smiths of Area 9. Its "weapons" are part of the statue and cannot be removed. It serves no apparent purpose, other than to frighten trespassers.

9. Fellowship Hall (EL 11)

This chamber and all others after it are hotter — a punishing 120 degrees. This is due to a series of minute cracks in the earth between this level and Level 2. An unprotected PC must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points every ten minutes).

This room is the community hall for 15 **magmin**. All accoutrements are made of heavy iron. It contains furniture, pots, tools, utensils and unidentifiable metal devices of different sorts. For the most part, the magmin lead a comfortable existence, crafting iron implements in the two large forges in the center of the room. Until a few weeks ago, the magmin traded these tools with the woodsmen of the Gaunt Forest. Since the arrival of the sorcerers, however, trade has stopped. Now the magmin spend their days working as guards in Area 2 and running errands for Kar-Nosh and Faejul Drei.

The sound of the gong in Area 2 alerts the magmin, and they prepare for battle. If they are ready for the PCs, they break into groups and move partially down the various tunnels leading into the room, then come charging out *en masse* when the PCs enter the chamber.

Magmin (15): CR 3; hp 11 each.

Treasure: Other than the two forges, the room contains the sleeping areas of the magmin, around which can be found an impressive array of hammers, picks, chisels, files, and other iron devices. There are also black iron kettles, bottles, ladles, and other utensils. Among these innocuous items is an *iron flask* containing an imprisoned large fire elemental.

10. Magma on the Ceiling (EL 7)

The two passages leading to Area 11 comprise the domain of a **magma ooze**. The ooze migrates from one tunnel to the other. There is a 50% chance the magma ooze currently occupies a tunnel at any given moment. If the PCs advance down the ooze's tunnel, they find the creature clinging to the ceiling. It attacks from above, lashing out with a pseudopod of lava.

Magma Ooze: CR 7; hp 71; see **Chapter Six**.

11. Descent

This dark, cramped space is unremarkable save for a natural chimney that drops 30 feet to Area 16 of Level 2. There is no solid place to anchor a rope, so the PCs may face a challenge in descending.

12. Unexpected Guest (EL 5)

Heaps of heavy rocks completely block this small chamber. In order to reach this place, the PCs must smash through the walls or spend at least 10 minutes taking them apart, stone by stone. Anyone touching the rocks notices that they are oddly cool, unlike the rest of the complex.

Rock Wall: Hardness 8; hp 80; Break DC 25.

During his expeditions around the Domain, Kar-Nosh captured a **winter wolf**. He decided to bring the wolf back to the caverns for observation and use in some future scheme. The wolf is going mad from the constant heat and attacks at the first opportunity,

unleashing its breath weapon and fighting for 1d4 rounds before trying to flee and find an escape route.

Winter Wolf: CR 5; hp 61.

13. Wards of Doom

Chalked in black upon the ground is a strange circle, 15 feet in diameter, inside of which has been drawn intricate arcane symbols.

Though the PCs might suspect this to be some kind of elaborate trap, it is actually harmless. Kar-Nosh drew the diagram here to warn the magmin to stay away. He told them the magic circle was imbued with a terrible spell that would destroy any who touched it. He even went so far as to cast *magic aura* upon the circle, so that it detects as magical.

14. Feast Remains

The bones of creatures devoured by the occupant of Area 15 are untidily piled here. If examined, the bones prove to be those of humans, neljis, wolves, and various other sylvan beings. Lying unnoticed among them, located only with a DC 16 Search check, is a *brush of bone communion*, detailed in **Chapter Seven**.

15. Red Lizard (EL 8)

This is the lair of a fat and complacent **fire lizard** that was once an ally of Iynniaphior the fire nymph but now serves Kar-Nosh. Long ago the fire lizard grew too corpulent to fit through some of the narrower passages in the caves, so that it depended upon Iynniaphior's goodwill to survive. Kar-Nosh now offers the lizard the bodies of his human and elf captives, and the creature now serves him faithfully.

For his part, Kar-Nosh uses the fat old fire lizard to extract information from recalcitrant captives. Often the mere sight of the massive red hulk is enough to frighten a captive into acquiescence. When the PCs arrive, one such prisoner is still here, barely clinging to life. She is a human named **Malynora Diparo**, and is now pinned under one of the fire lizard's legs, only moments away from an unpleasant death.

A popular artist and adventurer, Malynora can serve as a patron for the PCs if rescued, funding expeditions in exchange for a cut of the profits. Of course, they'll have to help her escape the caves and forest fire first.

Fire Lizard: CR 8; hp 105; see **Chapter Six**.

Malynora Diparo, female human Com10: CR 9; Size M (5 ft., 7 in. tall); HD 10d4+10; hp 34 (currently 3); Init -2 (-2 Dex); Spd 30 ft.; AC 8 (-2 Dex); Attack +8 (+5 Base, +3 Str) melee, or +3 (+5 Base, -2 Dex) ranged; SV Fort +4 (+3 Base, +1 Con), Ref +3 (+3 Base, -2 Dex, +2 Lightning Reflexes), Will +6

(+3 Base, +3 Wis); AL NG; Str 17, Dex 7, Con 12, Int 10, Wis 16, Cha 3

Skills and feats: Craft (alchemy) +5, Craft (sculpting) +13, Hide -2, Jump +17, Listen +5, Move Silently -2, Spot +5; Alertness, Lightning Reflexes, Simple Weapon Proficiency (quarterstaff), Skill Focus (Jump), Skill Focus (Craft [sculpting]).

Possessions: None.

Treasure: The fire lizard is a stupid beast and has no interest in collecting treasure, but there are 33 gp scattered about the chamber, as well as a few odd boots, sections of frayed rope, and tattered pouches. One of these pouches contains a heavy glass bibelot. This is actually the *fourth paperweight*, detailed in **Chapter Seven**.

16. Death Spheres (EL varies)

A shaft here leads 30 feet straight up. There is no ladder of any kind, so the PCs must find other means of ascent.

Each passage out of the chamber is guarded by **three animanti**, each capable of discharging a single spell. Two animanti are also capable of flight, soaring along the hallway and blasting the PCs with spells while the others roll rapidly up and down the hallways. Each animantus and its abilities is listed below. Refer to **Chapter Six** for details on size, weight, melee damage.

Animanti (6): CR and hp varies; see **Chapter Six**.

Animantus	Spell	Hit Dice	Special
#1	lightning bolt	3	
#2	darkness	2	
#3	web	2	Flight
#4	reverse gravity	5	
#5	hold person	3	
#6	stinking cloud	3	Flight

17. Boiling Bath (EL 9)

This chamber, with a 14-foot-high ceiling, is dominated by a large pool of what appears to be boiling yellowish water. Actually it isn't water at all, but rather a pool of oil. Crawling along the pool's perimeter are **15 fire crabs**, clicking their claws menacingly. Swimming in the pool is an **oil shark**.

Reaching the chest is also a challenge, to say the least. Even a splash of the boiling liquid deals 1d6 points of scalding damage. A fully immersed character takes 10d6 points of damage per round of exposure. Magic is essential here, whether the PCs are using *telekinesis* to extract the chest or a protective spell to guard against the boiling oil.

Fire Crabs (lesser) (15): CR 1/2; hp 4 each; see **Chapter Six**.

Oil Shark: CR 7; hp 95; see **Chapter Six**.

Treasure: Faejul Drei and the other two aspects of the firefiend store their coins in this chest, money used to purchase – among other things – the animanti, new spells, and information on the world at large. There are 3,732 gp here. There is also a small metal box containing 22 gray-black feathers. These are actually a wondrous item known as *tomorrow's flock*, detailed in **Chapter Seven**.

18. The Prisoner

Iynniaphior the fire nymph is a captive here, walled up behind a barrier of piled stones. Even an untrained eye can discern the fact that the wall is not a natural one, being comprised of many dozen rocks, stacked like crude bricks. The rocks are warm to the touch.

Rock Wall: Hardness 8; hp 80; Break DC 25.

If the adventurers batter through the wall or simply take it apart a single stone at a time, they find Iynniaphior sitting quietly against the wall. She is a striking sight to behold, with her dazzling red hair and blue eyes. Though at first they might mistake her for a human woman, it doesn't take long for them to realize that she's something more. She moves with curious grace, and her hair seems made of living flame.

Iynniaphior addresses the PCs in Ignan or (if no one understands her), highly accented Common, introducing herself and inquiring about the characters' motive. If she believes that they are not allied with the sorcerers, she tells her story and asks for assistance. Though she would prefer to return to the Elemental Plane of Fire, Iynniaphior is content with merely regaining dominion over her caverns.

Iynniaphior has little interest in what transpires beyond the Caves of Nane. The idea of a forest fire makes no impression on her, as she is a creature of flame, but agrees to do what she can to help. She warns the PCs of the "massive steel orb" that now guards her former chambers (Area 20). She has never heard of the *primal fire*, though she has overheard from her captors that the heat vent in Area 22 appears to have strange qualities and might even be a gate to the Plane of Fire. She will aid the PCs if they escort her to Area 22 and allow her to return to her home plane.

Fire Nymph: CR 4; hp 12; see **Chapter Six**.

19. Turnkeys (EL 8)

The fire nymph is held prisoner not only by a wall of rock, but also by **three fire phantoms**. These creatures entered the caverns through the portal created by the *primal fire* and were quickly put to use by Faejul Drei. Existing in a constant state of agony, the fire phantoms would normally rampage throughout the catacombs, but the sorcerer has bound them to this area with three sets of leg-irons fashioned by the magmin. There is enough play in the chains to permit the

fire phantoms to reach the rock barrier in front of Area 18. The phantoms lunge at anyone who approaches either Areas 18 or 19, shrieking incoherently and hurling globes of elemental fire. If pressed, they self-destruct using their immolation ability, hoping to take the PCs with them.

Leg-Irons: Hardness 10; hp 50 each; Break DC 35.

Fire Phantoms (3): CR 5; hp 44 ea; see **Chapter Six**.

20. Sentinel Orb (EL 7)

This chamber is protected by a 7-HD animantus with the spell power of *finger of death*. The animantus is four feet in diameter and weighs over 600 pounds. Furthermore, it has been imbued with *spider climb* capability, so that it rolls up the walls of the cavern and across the ceiling. Its favorite tactic is dropping on foes from above, hoping to crush them with its bulk. The ceiling in this cavern is 16 feet high, permitting the animantus to roll above the PCs and remain out of reach of most of their melee weapons. Refer to **Chapter Six** for details on the construct's melee damage and other factors.

7-HD Animantus: CR 7; hp 49; see **Chapter Six**.

21. Confrontation (EL 12)

This series of chambers once served as Lynniaphior's private rooms but have since become the library, study, and sanctuary of Faejul Drei who, along with the other two aspects of the firefiend, plans to gain power in the Plane of Fire. Most recently, he has caused the great fire that burns outside to demonstrate his power and ruthlessness, and he has just said goodbye to an efreeti emissary from the caliphs of the City of Brass. Impatient and possessed of much of the firefiend's rage, he is quick to fight.

A series of shelves have been cut into the wall of one of the chambers to hold a few dozen books; all three aspects have been trying to learn as much as they can about the Prime Material and its inhabitants. The books deal with history and culture of the various races. Other than the **Treasure** listed below, the chambers contain only a few pieces of functional furniture.

Faejul Drei is attended by two constructs. The first is a **1-HD animantus** with the spell power *magic missile*. This animantus is endowed with the special abilities of *fly* and *displacement*, making it a very difficult target to hit. It soars about the chamber out of the PCs' reach, firing a *magic missile* every other round. The second is a towering automaton known as a **grim attendant**. A grim attendant is a massive metal-and-wood machine with three limbs and a wheeled base, designed to serve as a wizard's assistant and bodyguard. After using its *glitterdust* on the chamber, the grim attendant attacks. The grim attendant is described in **Chapter Six**.

If Faejul Drei dies, go to **Three Shall Be One**, below.

1-HD Animantus: CR 3; hp 16; see **Chapter Six**.

Grim Attendant: CR 9; hp 85; see **Chapter Six**.

Faejul Drei, male human Sor10: CR 10; Size M (6 ft., 1 in. tall); HD 10d4+10; hp 36; Init +0; Spd 30 ft.; AC 10 (*stoneskin*); Attack +6 melee, or +5 ranged; SV Fort +4, Ref +5, Will +7; AL CE; Str 13, Dex 10, Con 13, Int 16, Wis 10, Cha 17.

Skills: Appraise +3, Concentration +3, Diplomacy +9, Disable Device +8, Heal +1, Knowledge (Inner Planes) +16, Knowledge (cosmology) +6, Knowledge (neurology) +3, Knowledge (arcana) +8, Knowledge (alchemy) +7, Perform (oratory) +4, Spellcraft +14.

Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Lightning Reflexes, Quick Draw.

Arcane Spells Known (Cast Per Day: 6/7/7/5/3; save DC 13 + spell level): 0 – *acid splash, daze, detect magic, flare, ghost sound, light, mage hand, read magic, touch of fatigue*; 1st – *burning hands, identify, magic aura, magic missile, reduce person*; 2nd – *detect thoughts, flaming sphere, levitate, web*; 3rd – *dispel magic, fireball, fly*; 4th – *stoneskin, wall of fire*; 5th – *summon monster V*.

Possessions: 2 ruby thumb rings (400 gp each), *cloak of the bat, deck of illusions*, and the *triskelion* (see **Chapter Seven**).

Tactics: Faejul Drei's *stoneskin*, which he has cast in advance, gives him damage reduction 10/adamantine, protecting him from up to 100 points of damage. He will cast *summon monster V* as soon as he notices the PCs, calling upon a medium fire elemental to do battle against them. He might also prepare for their arrival with illusions drawn from his *magic deck*. He uses his animantus and grim attendant bodyguards to occupy the PCs while pounding them with *fireballs*.

Three Shall Be One (EL 11)

If Noorabi and Kar-Nosh have already been destroyed, read the following to the players the moment Faejul Drei dies.

The sorcerer dies, only to be replaced by a now-familiar pillar of rolling flame. However, instead of vanishing, this bright shaft of light is immediately joined by two others, which you suspect you have seen before. In seconds, the three columns combine to form a whole. From this newly formed mass grow what appear to be humanoid limbs. Moments later, you face an entirely different creature. This one is a three-sided column of yellow-orange fire. Each facet sports a single arm, leg, and face. In each of its three arms, the creature carries a flaming longsword. Each face seems to be identical, and all are twisted in terrifying grimaces. Each face has glowing red eyes.

With their material forms destroyed, the three aspects of the firefiend have been rejoined — it has lost control of its separate personalities and is once more a babbling, mindless killer. Gone are all thoughts of spreading forest fires and gaining respect in the eyes of efreeti caliphs. It seeks only to destroy.

Firefiend: CR 11; hp 96; see **Chapter Six**.

Treasure: Faejul Drei keeps his personal wealth in a pair of black iron amphorae. The first of these contains 320 gp. The second holds a pouch with three freshwater pearls (100 gp each) and what appears to be a set of horseman's spurs. These are the *fire spurs*, described fully in **Chapter Seven**. The final item is perhaps the most valuable. During his initial explorations of the Prime Material, Faejul Drei learned that fires often destroy valuable assets. Accustomed to the ever-burning Plane of Fire, Faejul Drei required a few days to wrap his mind around the concept of a non-burning world. He has finally come to the decision that sometimes its best to keep certain things out of fire's way. Thus he has acquired a *decanter of endless water*.

Using the Decanter

If the PCs are able to *identify* the item, they can use its geyser power to spew forth 30 gallons of water per combat round, or 18,000 gallons per hour. If used creatively (say, by PCs flying over the burning treetops), the *decanter* might very well be able to quench the fire. Use your own discretion, but keep in mind that, even with the *decanter of endless water*, the PCs must work very strenuously to battle the blaze, perhaps spending days on end in the effort. If they do indeed succeed in this endeavor, they should receive a healthy ad hoc experience-point bonus.

22. The Heat Vent

Splitting the ground here is a rift approximately five feet wide that extends into the depths below. The rock surrounding the rift glows dark red, and deadly heat waves rise from the opening.

The ambient temperature here is a deadly 150 degrees. Breathing the air deals 1d6 points of damage per minute (no save). In addition, characters must make Fortitude saves every five minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor are affected as if by a *heat metal* spell.

Though the PCs might assume the shaft drops thousands of feet into some molten part of the planet, anyone making a DC 18 Spot check notices an anomaly about 20 feet down. Lodged into the wall is a piece of red crystalline stone. This is the *primal fire*.

Removing the *primal fire* presents problems, as a character will have to climb into the shaft to retrieve it, taking heat damage as described above, save that

damage and checks occur every minute the PC is in the shaft, rather than every five minutes. If Lynniaphior is with the party, she can easily remove the item for them, then escape to the Plane of Fire before the gate closes.

If the PCs are able to remove the *primal fire* from the shaft's interior (it can be yanked from the wall on a DC 15 Strength check), a dramatic cooling effect immediately takes place. The temperature plummets as the heat source is effectively extinguished. Within an hour, both levels of the caves cool to no more than 85 degrees, and over the course of the next few days, the temperature continues to drop until the caverns have resumed their natural temperature of 60 degrees.

The sudden shift in local climate affects the residents in extreme ways. Any remaining magmin perish from cold after the temperature descends below 85 degrees. The fire lizard in Area 15 begins a rampage, clawing at the tunnels until it excavates a path large enough to accommodate its mass. Driven to the edge of madness by the loss of the life-giving heat, the fire lizard attacks any and all creatures it encounters as it fights its way to the upper world, where it attempts to find more hospitable climes.

If Lynniaphior was not rescued, she will perish within 1d4 days unless she is taken to another similar heat source or sent to the Plane of Fire. Daganar and Lorix might be persuaded to assist her in returning home, especially if they are told of the role she played in obtaining the *primal fire*.

If either Faejul Drei or Kar-Nosh are still alive, they quit the area at once, using every spell in their arsenal to make a rapid escape from the Caves of Nane and find a new home somewhere far away. The PCs never hear from them again. Or perhaps they do...

Conclusions and Continuations

Where the PCs go from here depends on their original quest. If they were sent here at the behest of Daganar and Lorix from the town of Rookfast, they may return there by whatever means they possess. By the time they reach the city, the two priests have had time to locate the *primal water*. Continue on to **Chapter Three**.

If the PCs came here for other reasons — perhaps to rescue the fire nymph — then provide a suitable ending to their quest; at the very least, the fire nymph rewards them each with a minor magic item. If they managed to put out the forest fire with the *decanter*, they are hailed as heroes by all who live in the forest, receiving many gifts from druidic circles and emissaries of the fairy realm.

Chapter Three: City of the Drowned Blasphemer

*Thou shoreless flood, which in thy ebb and flow
Claspest the limits of mortality,
And sick of prey, yet howling on for more,
Vomitest thy wrecks on its inhospitable shore.*
— Percy Bysshe Shelley

City of the Drowned Blasphemer is an adventure best suited for 4 characters of 10th level.

Adventure Synopsis

In a past age an island city sank beneath the waves of the Aeganon Lake. This catastrophe was the result of one man's folly; as his power grew, he earned the ire of powerful beings, and through the artifact known as the *primal water* those beings engineered the city's watery destruction. Only recently this defiled metropolis rose from the depths. If left unchecked, the evil within threatens to defile the shore towns and all those who dwell peacefully near the lake.

Adventure Background

The Island of Kallargo, in the middle of Hawkmoon's Aeganon Lake, once was the home of a people of unsurpassed intelligence who were regarded throughout the Domain as the masters of magic both arcane and divine. They were led by councils of wizard-priests, who guided the peoples of Kallargo with wisdom and patience. Their magical abilities seemed to give them the power to avoid the missteps that plagued other rulers, and their era was a prosperous one. This changed with the coming of Pzhcnual, scion of Terlaw.

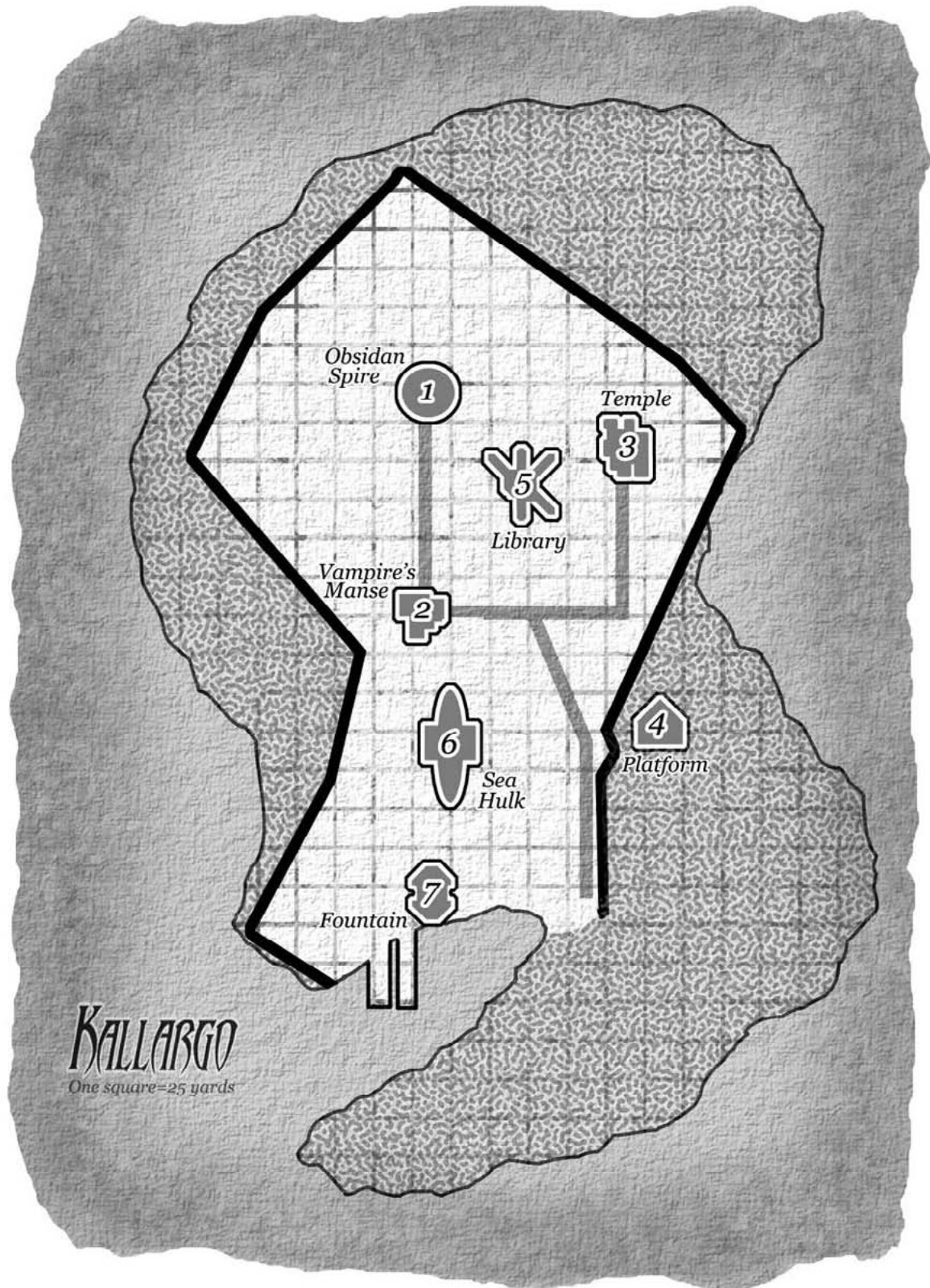
Terlaw was an early settler in the Domain of Hawkmoon. He was also foremost among the Kallargo council, due to popular accord by his peers and in no small part to his command of paranormal energies. It is rumored that Terlaw's vision stretched far beyond the Prime Material plane, into the astral and ethereal planes, and if he so bent his will, he could look *even further*. But the seeds of arrogance found purchase in his soul. It is said that Terlaw made pacts and bargains with things best left unknown. In exchange for yet more power he offered up his own flesh and blood to demonic beings.

The birth of Terlaw's son, Pzhcnual (ZENK-nu-AL), was not a joyous occasion. It has been said that Terlaw's wife's nurse took her own life after staring too deeply into the newborn's eyes. Pzhcnual grew into a hateful child, and his power quickly grew to outstrip that of his father. When his father died screaming ("Of a nervous attack," Pzhcnual would later claim) some who ran to the old wizard's bedchamber claimed that Pzhcnual himself sat at the foot of his father's bed *eating the old man's heart*. Yet those who returned later found only a chewed apple-core and Terlaw's withered body.

Although the populace braced itself for the rule of a tyrant, Pzhcnual instead seemed to soften somewhat upon his ascendancy to the throne. He encouraged adepts to study magic and enter into priesthoods. The Kallargians entered a new golden era. But it was an era with a dark shadow upon it. As time passed, the magics of the Kallargians tapped blacker and blacker energies. Faiths were mocked and set aside, and older, more dangerous beliefs were taken up by new practitioners. Indeed, the city of Kallargo flourished, and reveled in its new, dark trappings.

The lands around Aeganon Lake, which once benefited from Kallargo's mystical bent, now suffered for it. Taxes and trade imbalances grew. Ambassadors and emissaries from the city of Hawkmoon who went to Kallargo either came back changed, or did not come back at all. There were no warlike reprisals against those who resisted the Kallargian demands. However, Hawkmoon and other cities were eventually beset by waves of murder, plague and madness.

The final offense of Pzhcnual came on the night of his thirty-third birthday, as the great city clock approached midnight. Drunk on one of the few elixirs that could affect his keenly tuned brain, Pzhcnual proclaimed himself to be a god in living form, and stated that he would break all bonds with any elder spirits who sought to command him or his followers. Further, and perhaps worst of all, he announced, "Hereafter, all debts, contracts, bargains, or negotiations with any spirits for the imbuing of any powers to Kallargo, its leaders, or its followers are null and void, and we ourselves are sovereign beyond the ken of Elder Things and their ilk."



This proclamation, completed just as the great clock struck midnight, came just as the moon was vanishing from the sky (see **Chapter One**). The night of the hawkmoon had begun. A great thunder sounded throughout the land, as the otherworldly powers chose this moment to enact their punishment, using the *primal water* to inflict it. Caught up in a massive storm of arcane energies, many Kallargians went mad instantly, many more immediately remembered their old faiths and began to pray. More still reveled in the moonless night, embracing it as they had the power of their mad leader.

Pzhcnual, fearing for what he had done in a moment of drunken stupor, locked himself within his great Obsidian Spire and cast horrible magics upon it to keep away any agents of those he blasphemed against. But it was fruitless. When the last hollow tone of the great bronze and iron clock faded away, the island itself began to sink beneath the waters of lake.

Unbeknownst to Pzhcnual, the offended powers had sent to Kallargo an agent bearing the *primal water*, a powerful artifact capable of altering local arcane energies and invoking unpredictable magical effects. When the moon quit the sky, the *primal water* released a powerful magical storm that sank the island beneath the lake. Of the thousands of citizens of Kallargo, a scant dozen or so managed to escape the island's doom.

Ages passed, and old legends and stories were forgotten. Aeganon Lake, instead of being rightfully feared as the tomb of an eldritch and unspeakable evil, became a mere body of water noted for its fine fishing. Villages grew anew, and terrors were forgotten.

Centuries later, a tribe of troglodytes took up residence in an abandoned dam on the lake. A pair of these creatures, while swimming around the dam's base, discovered the submerged city. Hoping to dis-

cover lost riches, this pair explored Kallargo, only to disturb the resting place of the *primal water*. The towering magic within the artifact activated after centuries of quiescence, causing the entire island to shake free of the lake bed and rise once again to the surface.

Adventure Summary

After their return from the burning forest and the Caves of Nane, the PCs settle in for a night in the town of Rookfast to rest and regroup. Early the next morning, the priests Daganar and Lorix reveal the second stage of the quest. In order to create the magic steam to summon the steam mephits to the city's aid, the priests must now combine the *primal water* with the *primal fire* the PCs recovered from the caves. Using divination magic, they have learned that the *primal water* was responsible for a recent anomaly in the Aeganon Lake. It seems that a few days ago, a once-submerged island arose from the deep waters; upon this isle stands the watery remains of a lost city. Daganar and Lorix have deduced that the *primal water* rests somewhere inside that city.

The priests have researched the island and learned its name: Kallargo. Summarize the information in **Adventure Background**, above, giving the PCs details about Pzhcnual, his folly, and the catastrophe that eventually befell his island city. The priests first offer to use their healing magic on any of the adventurers who require it, and then they ask the heroes to venture to the recently risen island, track down the *primal water*, and return with it to Rookfast.

Surviving the City

The city of Kallargo was largely destroyed by its sinking, and by time and rot. Virtually all of its inhabitants were slain outright, but a few (not the least of which was Pzhcnual) were transformed into undead, who lurk beneath the surface of the lake and wait for the chance to rise and terrorize the world again. In the interim, other creatures have found their way into the ruin. Drawn by the madness of the place or perhaps by a desire to loot the cold, dark mansions, these creatures were trapped when the city rose. They are no less hateful than before, and indeed the effect of evil of the place has made them more rapacious and wonton than before. Following are guidelines for exploring the island.

Sunken Boroughs: Most of the older, lower boroughs of the accursed city remained submerged. Only a few of the buildings have survived their tenure underwater. Not all of these are described in the text, but you should detail them as campaign needs require. The PCs may use water-breathing magic to explore those parts of the city still submerged, but they will find little that hasn't long since been destroyed.

Alternate Adventure Hooks

If you're not running this scenario as part of the larger plot outlined in Chapter One, use the following means of embroiling the PCs in the story:

- A one-man expedition by prominent Hawkmoon ranger Suran Y'Gaunt has yet to return from his exploration of the island. A friend of the rangers from the Gaunt Wood asks the PCs to investigate the island for news of Suran's fate.
- A lone fisherman who disappeared days ago has wandered back into his lakeside village, totally mute save for bouts of screaming in the night, during which he raves about "watery doom." Local authorities hire the PCs to hunt down anything on the island that might cause further harm to the villagers.

Scaling the Adventure

Although this adventure is designed for 10th-level characters, the module may be adapted to accommodate characters of 8th to 9th level, as well as for characters of 11th to 12th level, by simply following these guidelines.

8th- to 9th-level PCs: Halve the number of trolls in the city fountain area; increase the participation of the nereid or give her a bit of useful information that might assist the party in the tower. Halve the hit dice of the frogemoth in Area 2 of the tower. Reduce the vampire's hit dice by half.

11th- to 12th-level PCs: Increase the level of the lich to 15th or higher. Increase the lethality of deadfalls; increase the DC of saving throws to avoid such perils. Exchange the frogemoth at Area 2 with a kraken.

Lingering Evil: Kallargo was once a place of great magic. Even the most mundane of tasks was often accomplished with a spell, incantation or cantrip. It is said that some lesser spellcasters were often frustrated by attempts to divine the nature of items from the city, since virtually everything exuded a faint hint of magic. In the rise of Pzhcnuul, this was not lessened. However, this dweomer instead became a radiation of evil itself, wild and unpredictable, and capable of poisoning any who encounter it. The result is a dangerous arcane instability flux that has the following effect: any arcane spellcaster must succeed in a Will save to cast a spell successfully. The DC is equal to 10 + the spell's level. Failure means that the ambient energies respond negatively, causing the spell to be cast as if the wizard or sorcerer were 4 levels lower than he or she actually is. Any saving throw that results in a natural 1 means that the spell backfires in some perilous way, as determined by the DM.

Getting to the Island

The most obvious means of reaching the island is via boat. Daganar and Lorix are unable to provide the PCs with magical transportation this time around, but they assure the adventurers that the trip across the Aeganon by boat is a brief one. If the PCs prefer to travel by boat, or use their own means of transportation, make the trip as easy or arduous as you desire, depending on the nature of your game. Any manner of aquatic creature can inhabit the Aeganon.

Regardless of their means of travel, when the PCs reach the island, they find most of it to be submerged, though several structures remain almost entirely above the water line. The most prominent of these is certainly the looming tower made of black rock, but

there is also a large domed structure, an intact manor house or two, as well as what appears to have been a temple, though its eaves are coated in mud and endless clumps of freshwater seaweed.

At this point the PCs may either investigate the Spire or explore the city proper. Refer below to The Obsidian Spire and City Environs, respectively.

I. The Obsidian Spire

When the PCs approach this area, refer to the Obsidian Spire map.

The tower at the heart of the city, the Obsidian Spire, was once the black jewel of wisdom and enlightenment for this whole region of the Domain of Hawkmoon. Sadly, now it is an icon of evil and madness. Entering the tower can only be done by swimming under its base, as Pzhcnuul long ago had all the doors removed and replaced with brick. Any attempt to enter the tower magically fails outright. In other words, such spells as *passwall*, *dimension door*, and *teleport* have no effect, as the Spire has long since been fortified against such intrusive measures. Likewise, *transmute rock to mud*, *disintegrate*, and the like only prevail if the caster overcomes the Spire's thickly layered arcane wards. Consider the Spire walls to have Spell Resistance 30 for purposes of resisting such spells. However, *wish* or *miracle* can grant access to the Spire and crumble its protections. Note that only the Spire's outer walls are so protected; all spells function normally in the Spire's interior, unless otherwise noted in the individual room description. If Pzhcnuul is slain, the PCs see that the tower's glittering black stone fades. At this point the wards fail entirely.

Spire Walls: 2 ft. thick; Hardness 8; hp 360; Break (DC 40).

1. Frigid Reception (EL 2)

The only means of entering the Spire is by swimming underneath. Anyone diving down and swimming under the tower emerges at Area 1. The water leading toward the huge round doors of the tower is very cold, and upon it float several chunks of wood and other pieces that formerly served as construction supports. One such plank is coated in a layer of **brown mold** that immediately inflicts 3d6 points of nonlethal cold damage on any swimmer who breaks the surface within 30 feet.

Brown Mold (CR 2): Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

2. Lair of the Froghemoth (EL 13)

In this bleak pool abides one of the horrors of the Spire, an ancient **froghemoth** that lairs here when not hunting the deep waters of the Aeganon Lake. Though the island has risen and now much of this chamber is filled with air, the froghemoth has yet to relocate.

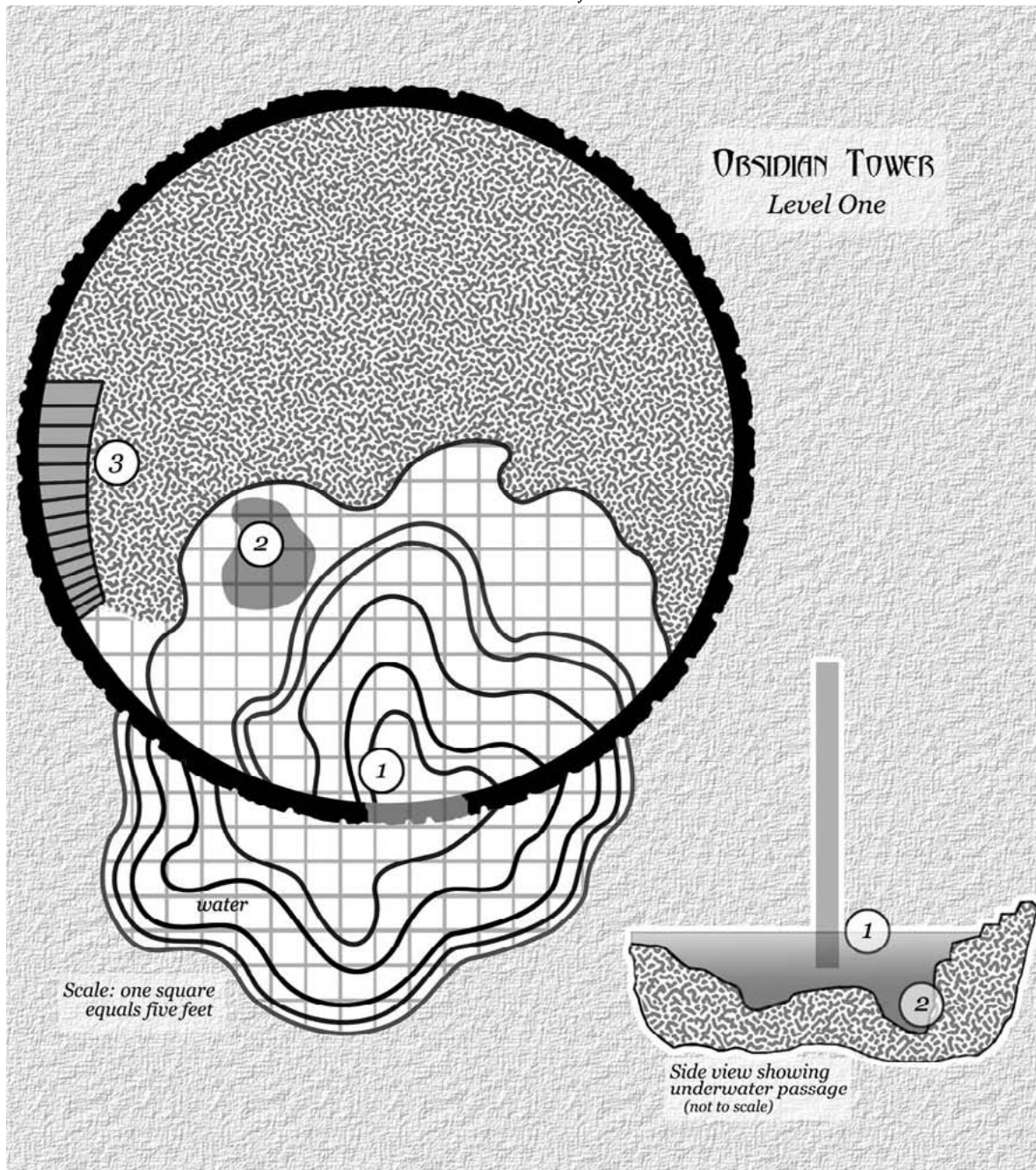
It formerly lived on huge carp and gar that swam in the depths of the water, and it freely moved about the ruins, growing large and bold during that time. Regardless of when the PCs arrive, the creature is just beginning to wake from its slumber. The shaded area on the map indicates a 10-foot-deep pit where the monster resides. This illustrates the froghemoth's position in relation to the dry ledge and the staircase leading up.

Froghemoth: CR 13; hp 175; see **Chapter Six**.

Tactics: The froghemoth attempts to use its long tongue to grab and then swallow an opponent. It attacks with the full force of its nightmarish ability, causing the water to churn. PCs fighting while submerged face a variety of combat modifiers, depending on their exact positions.

Treasure: The froghemoth eats and digests practically everything it can get into its mouth, so little of worth can be found in the pit in which it resides.

However, at the pit's bottom, covered in freshwater seaweed and seen only on a DC 15 Search check (by someone swimming down to investigate) is an *apparatus of the crab*.



3. Weeping Maiden (EL 4)

In the gloom, a faint glow can be detected coming from the rear of this chamber. A voice filled with melancholy sings faintly, the sound of the verses tinged with fear.

Within this chamber is a **nereid** who has recently come to be in this dark, wicked area. Nereids are mystical, waterborne creatures that alter shape to appear as either a placid pool of water or a beautiful woman with golden hair and skin the color of pearls. Although the nereid is deathly afraid of her surroundings and wishes only to leave, she is basically good and will not harm the PCs if they do not act belligerently. If she is approached aggressively there is a 25% chance she may try to spit in the eyes of the closest character, causing *blindness* unless a DC 14 Fortitude save is made. Any male human or demihuman who sees the nereid must succeed on a DC 16 Will save or be instantly smitten and beguiled. This effect is similar to an *enthrall* spell (caster level 10th) but does not require the nereid to sing or speak and lasts as long as the nereid is in view. The save DC is Charisma-based. Females viewing a nereid in male form gain a +2 bonus on their Will save.

If questioned, the nereid tells the party that she is a priestess of the water god, Elmarran, and when creatures began to flee the lake after the city rose up, many fled to her for sanctuary. Wishing to investigate the nature of the “gleaming black city” (as some described it), she came here and soon found herself trapped within the lower areas of the tower, afraid to try and sneak past the frogemoth in Area 2, above.



Her general demeanor is one of timidity and sadness at the corruption brought by the rising of the city.

The nereid does not know of any areas near or around the tower save the way she came in. She wishes only to leave as quickly as possible. If the PCs escort her out, or take her along as they journey and then return her to her home (a grotto near the dam), she is extremely grateful, and in exchange gives a boon of one (non-deadly) kiss to each party member. The kisses are actually a form of blessing from Elmarran, and have the following effects:

- Characters of CG and NG alignments are restored to full hit points and cured of any lingering disease. Further, they receive the benefits of a *bless* spell for the next 24 hours.

- Characters of all other non-evil alignments enjoy the benefits of a *bless* spell for the next 24 hours.

- The nereid will not kiss characters of evil alignment.

Nereid: CR 4; hp 22; see **Chapter Six**.

4. Unsteady Footing

A short flight of stairs enters up through the floor of a hexagonal room. The decayed remains of wooden fixtures — possibly cloakrooms or wardrobes — line the angular walls. A sagging timber roof hangs precipitously overhead.

This was once a waiting room for visitors who wished to enter the tower, but were halted here while various searches of their person were conducted. While the floor and the obsidian stairs below are as solid as the tower itself, the ceiling in this room, once ornately carved wood, is on the verge of collapse. Any probing of the ceiling causes it to fall, inflicting 8d6 points of damage to anyone immediately below. The fallen rubble effectively blocks the doorway to Area 5, requiring 1d4 hours to clear away with normal digging efforts.

5. Guard Post (EL 8)

Unlike the rotted ruin in the previous room, this room is relatively bare save stone benches on either side. A rusted but firm-looking metal staircase spirals up at the far end. Heaps of rotted clothes, some with bones projecting from the folds, lie slumped along the walls.

This room was the initial guarded entryway to the upper reaches of the tower; usually a pair of guards would wait in Area 4 for guests. Magically compelled to remain at their post until relieved by Pzchnual himself, the guards stayed on during the city’s descent beneath the black waters of Aeganon Lake. The guards died, but their cursed spirits live on in dilapidated bodies as **four wights**. These abominations rise up from the piles of clothing and attack anyone who enters.

Wights (4): CR 3; hp 26 each.

Treasure: The only thing of value here, discovered on a DC 20 Search check, is an iron key, so rusted as to appear useless. This key, if cleaned, safely opens the coffer in Area 6. The key radiates faintly of magic, as it is used to disrupt the deadly ward on the box in Area 6.

6. Guard Quarters

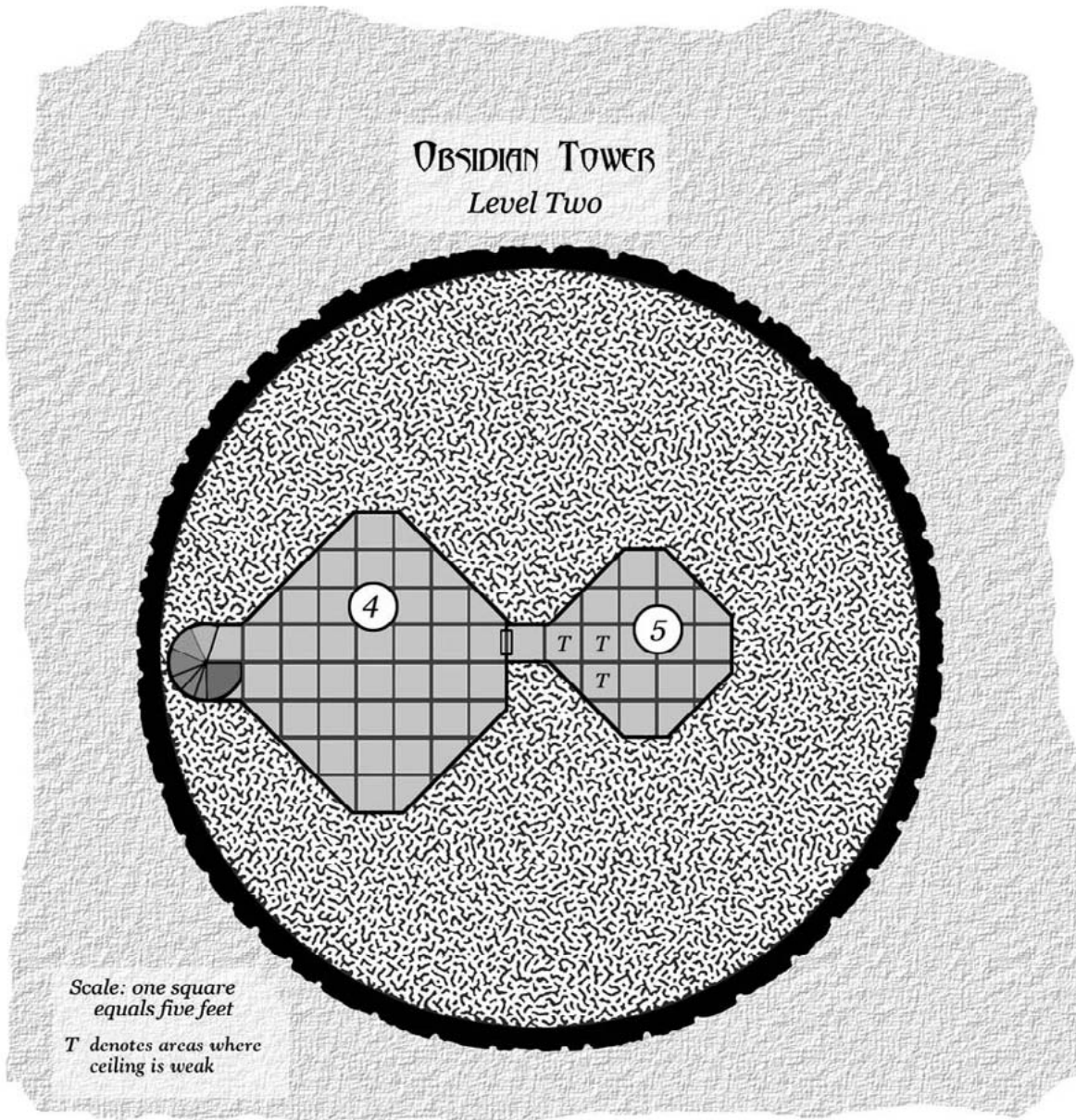
The spiral staircase continues up, but here there is a landing with four doors in each of the cardinal directions. The barracks of the long-dead guards below, these rooms contain little that has not succumbed to time and the elements. Everything here is extremely soggy and still coated in slime. In one corner is a large locked iron coffer, lying upside down. Anyone attempting to open the box without the proper key from Area 5 sets off the **trap**, which effects everyone in the room.

Wail of the Banshee Trap: CR 10; magic device; triggered when box is opened; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34 or use of key from Area 5.

Treasure: 4,180 gp (the guards' payroll), and a *gem of seeing* in the shape of a seven-pointed star. Also within the coffer is a crude map of the city, clearly depicting the location of the library, the manse, and other important structures detailed below. You should prepare a map in the event that the PCs overcome or survive the deadly trap.

7. Parlor (EL 4)

More water-soaked and rotting furnishings fill this room. The staircase along the eastern wall leads up to the next level. Ruins of couches, divans, stools and tables cover the floor. A bookshelf containing only



decayed heaps of yellow mush — rotted paper — sags against one wall. A tapestry hanging on the southern wall, however, appears to be in fair condition and might only require cleaning and drying to restore its beauty; it is worth 1,000 gp if properly tended for at least a month.

The room is largely as it appears; a few bronze coins might be found by searching through the ruins. However, lurking near the ceiling behind the tapestry is a **green slime**, waiting for something unfortunate to step underneath it. The slime falls upon anyone who tampers with the tapestry without first probing the high ceiling behind it first. The slime is large enough to cover two Medium characters standing close together.

Green Slime (CR 4): A single five-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green

slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood.

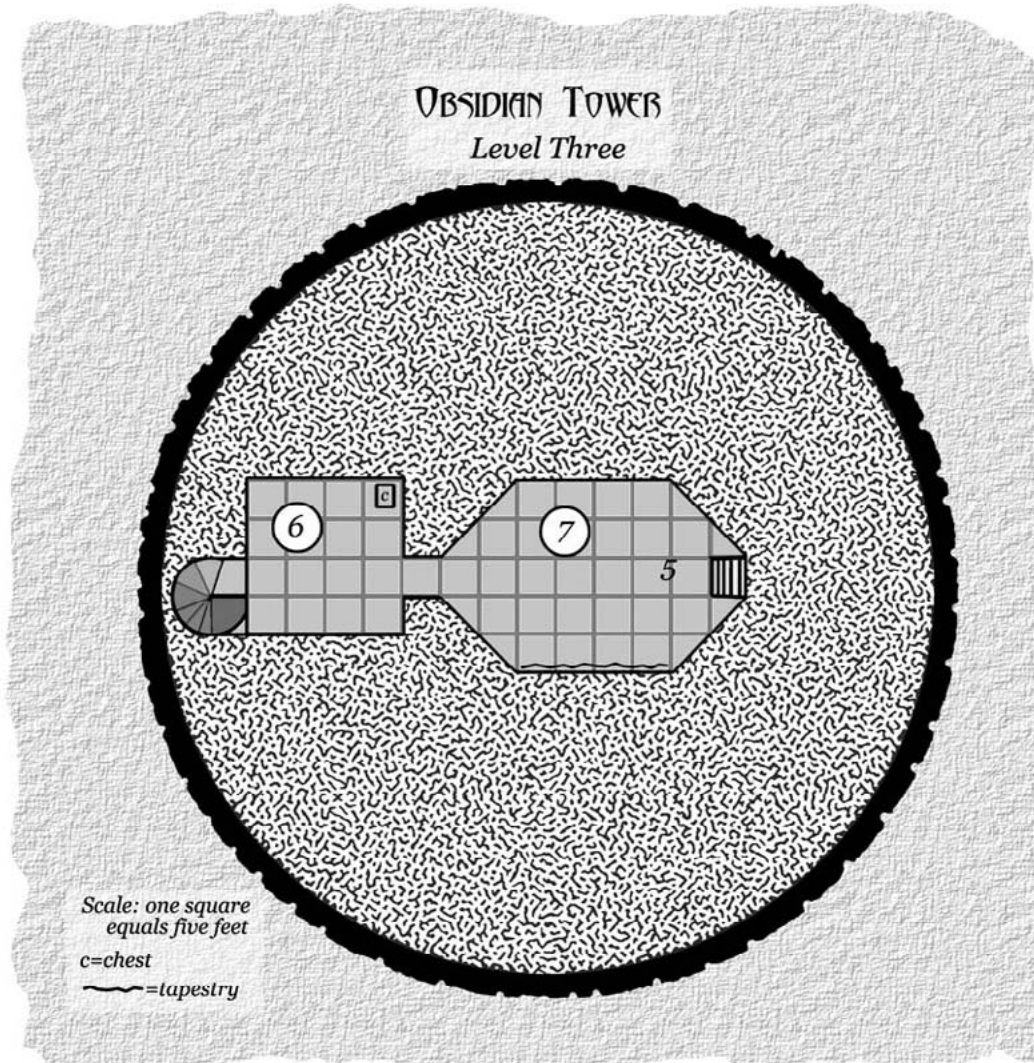
8. Guest Rooms

The broad stairway that leads up from below opens on a landing in an area that seems to be somewhat less decayed than the others. An eerie silence fills this vestibule; no sound of dripping water can be heard here. The floor is damp but not soaking wet. The tattered remains of a rug are on the floor.

These were the rooms for the guests of Pzhcnual, such as foreign ambassadors. While mostly devoid of treasure, each features something which might be of interest to the party.

8A. Combs and Brushes

The first room contains the remains of typical furnishings. Scattered around the dresser are nine tarnished silver combs, two brushes, and a silver mirror. If the adventurers are accompanied by the nereid (see Area 3), she becomes enchanted by the luster of one of the combs, saying that it reminds her of one she used



to own. The PCs may be reluctant to let her have the comb, as it's obviously the most valuable of the lot.

Treasure: Ornamental silver comb (600 gp), eight standard silver combs (45 each), two pearl-handled brushes (150 gp each), and a silver mirror (10 gp).

8B. The Ambassador (EL 7)

For centuries now this chamber has been under the effects of a powerful *permanent image*. While actually in shambles and as water-logged as nearly everything else in the Spire, this room appears to have been protected from the long years of submergence by some unknown magic. The carpet is lush. A comfortable bed sits in the middle of the room, with an open book lying face down on it. Plants stand green and full of life in ceramic pots, and the air smells faintly of lilac.

If the illusion is dispelled, the PCs see the reality of the room's forlorn state. Carved upon one wall is a single word: *LIBRARY*.

Lurking under the bed is the **spectre** of an ambassador from Hawkmoon who died here on that fateful night of sinking so long ago. If one of the PCs investigates the illusory book, the spectre rises up through the bed itself, attempting to use its energy drain ability on the unsuspecting target. Before his death and subsequent transformation into an undead, the ambassador inscribed the word *LIBRARY* on the wall, rightfully guessing that the city's downfall was tied to a strange artifact recently brought onto the island.

Spectre: CR 7; hp 45.

8C. Gray Muck (EL 4)

Wetter than the others, this room constantly drips with water from cracks in the ceiling above. A thin film of gray muck covers the floor, and a rotted chest (showing a glimmer of something within) sits half open against the far wall.

The "gray muck" is in fact a thinly spread **gray ooze**. As it has had to subsist solely upon fish and other aquatic creatures that have moved through the tower, it is hungry enough to attack anything that enters the room.

Gray Ooze: CR 4; hp 32.

Treasure: The chest contains a crystal scroll tube, sealed with wax, which has the following arcane spells upon it: *burning hands*, *planar binding*, and *web*. There are also 34 gp here; one of them apparently has been bitten in half.

8D. Enchanted Knight

Though most of the furnishings in this room are on the verge of falling to pieces due to excessive water damage, one table made of stone remains standing. Atop this table is a chess board with heavy obsidian

pieces. The game is near completion, as many pieces have been taken from each side.

The favored diversion of a warrior lord who held Pzhcnual's favor, this chess set has withstood the test of time and is worth as much as 1,000 to the right buyer. The warrior would often play for money, even to the dereliction of his duties. When summoned to the tower to explain his lapses, the warrior unknowingly walked into a trap. Pzhcnual casually challenged him to a game. The knight foolishly accepted, and brought a horrible curse upon himself: his spirit was confined into one of the chess pieces. Though his body has long since been lost, his soul remains trapped within the white knight.

The White Knight: The PCs may handle any of the chess pieces other than the white knight without effect. Only if they touch the white knight piece does something untoward occur; the spirit of the imprisoned warrior reaches out to the character's mind, begging him for release. A telepathic link enables the character to communicate with the warrior, who says his name is **Lonivar**. While slightly insane, Lonivar retains most of his wits, and though erratic during discourse, he eventually makes his wishes understood. If the adventurers destroy the white knight piece in the presence of Pzhcnual, Lonivar's essence will be released. In return for this promised favor, Lonivar tells the PC that one of the black rook pieces is actually an *instant fortress*.

What Lonivar doesn't know is that the other white knight piece is a *figurine of wondrous power* known as an *ivory hippocampus*. The *hippocampus* functions precisely like other *figurines*, turning into a standard hippocampus that may be ridden like a mount through water. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ivory hippocampus* again becomes a tiny statuette.

8E. Little Girl Lost

Like most of the other rooms, this chamber contains only the remains of simple furnishings. A bed with a sagging, dripping mattress sits along the wall. Curiously, several small colored blocks of wood lie scattered on the floor.

Seconds after the PCs enter, the faint image of a young girl playing with a doll materializes on the bed. She plays as all children do, for a moment, then looks up and seems to notice the newcomers. In a thin, distant voice she says, "Mummy and daddy told me they'll be back in a little while. I'm not to leave, but will you stay and play with me?"

Gertie: The little girl converses with the PCs if they initiate a dialogue. Her name is Gertie. Though she is unaware of it, she is actually the apparition of a child who accompanied her parents, diplomats from a distant city in Hawkmoon, to this evil place on the

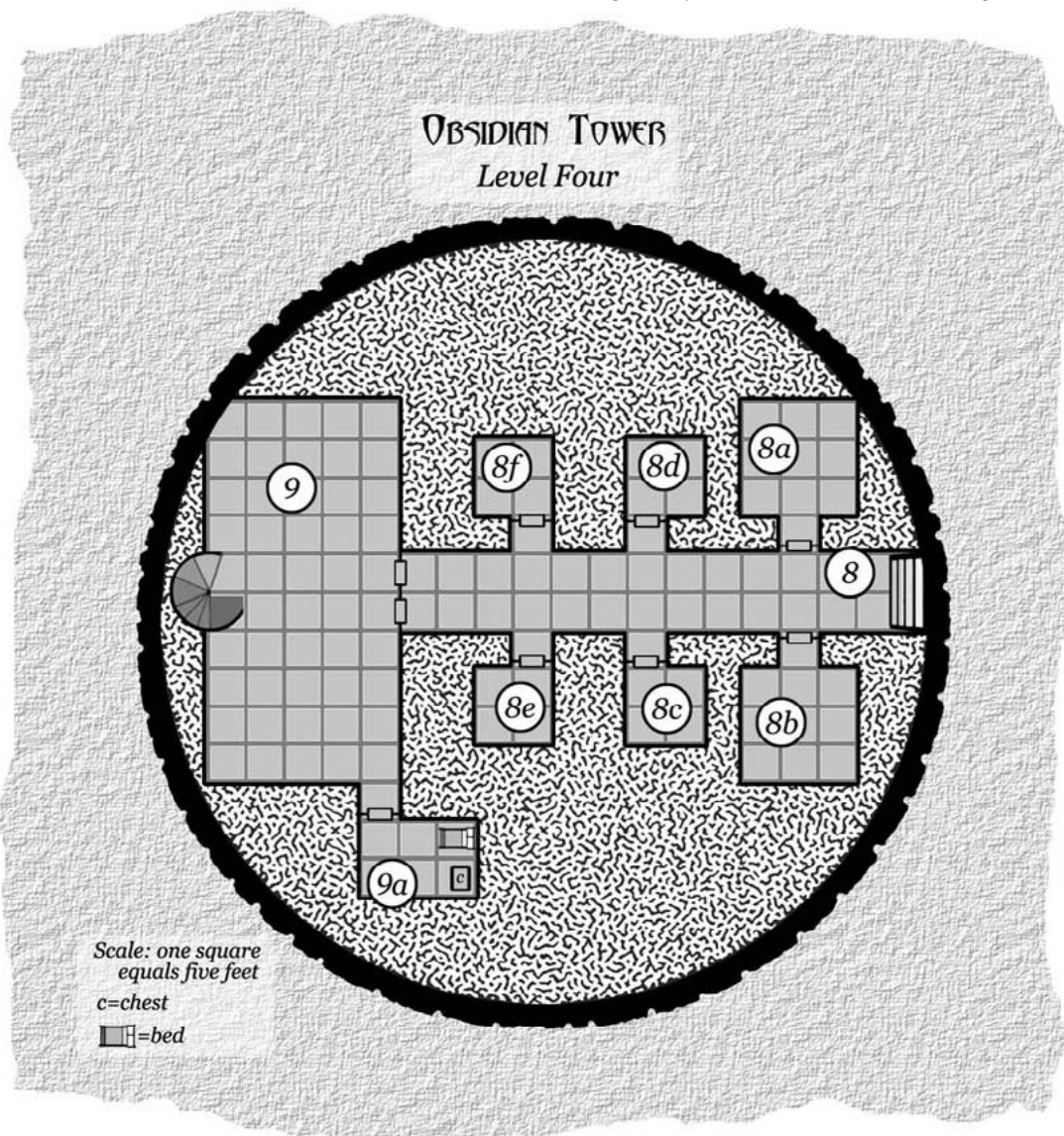
night of the city's demise. They perished trying to get down the tower and rescue their daughter, and she dutifully sat and waited for them. The girl's apparition is no danger to the party. She merely hovers between life and death, waiting for her parents, who will never come for her.

Gertie can be set free if anyone casts *consecration* or similar magic on her or the room, though this does nothing to reunite her with her parents. If the PCs are intent upon helping the child find her mother and father, be prepared to improvise a suitable adventure hook. The PCs might use divination spells to ascertain the plane on which the souls of her parents abide. Further work on their part might involve using a derivative of the spell *trap the soul* to transport Gertie's spirit to that plane, whereupon she could be released in the presence of her parents.

The door to this room is stuck slightly, and requires effort to open. Due to the recent drying in this area, a **yellow mold** has grown over the inside of the door. If the door is forced open, the mold releases its spores in a 10x10x10 square, requiring a DC 15 Fort save to avoid inhaling the deadly fungus. This mold is deadlier than its standard kin. Failure to save means the PC takes 2d6 points of permanent Constitution damage. Another DC 15 Fortitude save is required 1 minute later to avoid taking an additional 2d6 points of permanent Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Inside is what appears to be the wreckage of a common sitting room, with several hooks upon which visitors might have once hung their garments. Only a few pieces of clothing have managed to survive the rot, though all of them are soaked with icy water. The PCs can find a serviceable (if soggy) leather jerkin of an out-of-fashion design, a pair of low-heeled doeskin boots with rusty buckles, and a long, drab robe. Though the jerkin and boots are nothing remarkable,

8F. Sitting Room (EL 8)



the robe is actually the famed *autumnal robe*. See **Chapter Seven** for details.

9. Great Hall (EL 3)

The decayed remains of a huge table sit here, while a water-filled iron brazier is in one corner. An opulent double stairway inlaid with alabaster that shines through the slime and scum of hundreds of years of submersion leads up from the room to the north. A collapsed chandelier lies in the middle of the table. The chairs around the table's perimeter are of course waterlogged but appear as though they were recently placed there.

Once the dining hall of the tower, this room was the single bright spot of the tower, where merry-making and happiness were present. The chairs have been placed by the animated remains of the cook, a **wight**.

Wight: CR 3; hp 26.

9A. Cook's Quarters (EL 3)

A small well-apportioned room off the dining hall, this area is filled with the remains of cooking utensils. All are tarnished and rusted beyond practical use. A small pantry off to the east is filled with broken crockery and wine bottles. A partition at the far end of the room hides a bed and trunk.

Beneath the cook's bed is an invisible *phantom fungus* that attacks anyone who approaches close enough to examine the trunk. The fungus may prove difficult to defeat, as it remains invisible throughout the combat, only becoming visible upon death.

Phantom Fungus: CR 3; hit points 15.

Treasure: The trunk seems to contain only ruined remains of clothes; a DC 18 Search check reveals the trunk to have a false bottom. Within this hidden space is a +2 *ring of protection* and a small heart pendant made of colored glass. The cook planned on using this last item to woo a girl in the town. As your option, the cook's story can be learned in a journal among the treasure, a small volume detailing the cook's aspiration to win the hand of a young woman named Tesneria, the chandler's daughter.

10. Private Quarters

The landing directly up the broad stairs from the dining hall below is wide and has four evenly spaced doors around its circular perimeter. This area marks the beginning of Pzhcnual's private quarters.

10A. Laboratory

This room contains spare alchemical hardware. Flasks, alembics, mortars and pestles all lie scattered around. There is little of interest here, though there are enough intact tools that a potion could be brewed

here fairly easily by a knowledgeable person, as long as the appropriate ingredients were at hand. The tools are all of high quality and add +5 to any skill checks for creating potions.

10B. Meditation Chamber

A low couch sits in the middle of this room. The walls are covered with the faded remains of painted geometric patterns. A censer hangs from the ceiling. This is the lower meditation chamber of Pzhcnual. A careful search of the mucky floor reveals a small wax-sealed porcelain box; within it are two blocks of *incense of meditation*. There is nothing else here.

10C. Torture Chamber

This room appears to be a small torture chamber; a rack, an iron maiden and an assortment of rusting implements are scattered on the floor. Many of the devices are rusted to the point of being unidentifiable. The remains of iron hooks dot the walls. This was Pzhcnual's private "entertainment" chamber where enemies were tortured before the evil demagogue had them executed.

Due to the lingering evil here and the once-pervasive use of fell magic, tatters of phantasmal grief remain, just beyond the PCs' reckoning. The most perceptive among them (those who succeed in DC 18 Wisdom checks) detect a faint sound of lamentation, though nothing they can do enables them to pinpoint the source of this dirge. The effect of this disturbance is such that any divination or necromancy spell cast here is done so as if the caster was 4 experience levels higher than he actually is.

10D. Temple

Inscribed above the door of this room is a forgotten rune of magic. This is actually a *symbol of insanity*. All within 60 feet must make a DC 20 Will save or suffer the effects of an *insanity* spell. A rogue (only) may make a DC 33 Search check to find the *symbol* before it is activated and a DC 33 Disable Device check to disarm it. Pzhcnual used a scroll to place this ward upon the door years ago, and has had no reason so far to remove it.

Within the room is the private temple where Pzhcnual worshipped the dark aspects of certain gods. Everything inside is made of jet; a black altar sits on the floor within a circle of protection. Despite the pervasive dampness, bloodstains are still clearly visible on the altar. A rusted dagger lies nearby.

The room is under the aegis of a permanent *unhallow* spell. Though the dagger appears as worthless as most of the other such metal items in the Spire, it is actually a +3 *dagger of spell storing (dispel magic)*,

though its nature is cloaked by magic aura so as to seem mundane.

II. Pzhcnual's Inner Sanctum.

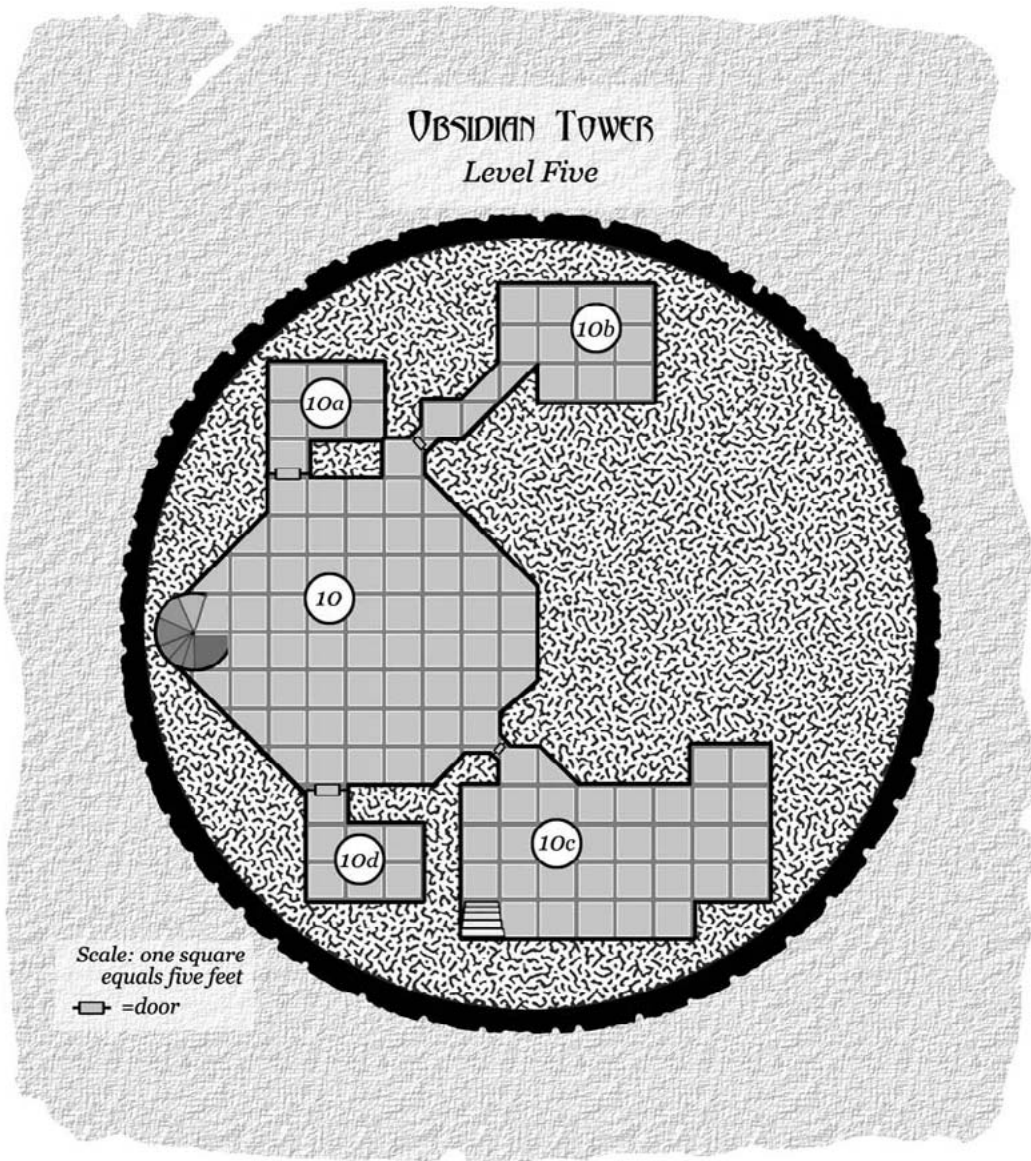
This large, dark chamber houses the remnants of a huge desk, broken stone idols, and shelf upon shelf of rotted books. The ruin here looks less like the slow work of water and more like the room was torn apart in a rage. Despite the destruction, a few glittering silver tubes can be seen scattered around the ruined books.

Pzhcnual destroyed this room in his final hour in a mad attempt to find some sort of way to ward off the destruction of his city that was being wrought by the *primal water*. Finding no recourse, he fled to this chamber just underneath the top of the tower. The silver scroll tubes among the ruin are a series of traps that Pzhcnual left for anyone who managed to enter this room unwelcome. Each tube is beautiful and ornate, and fully waterproof.

Tube #1: This tube is made of ivory (400 gp). Easy to open, this tube contains a vellum parchment. This parchment is cursed so that any who read it must make a DC 18 Will save or be struck blind as per *blindness*. If the saving throw is failed on the roll of a natural 1, the condition can only be removed by *miracle* or *wish*.

Tube #2: This tube is made of beaten silver (600 gp) and contains specially prepared brown mold spores. Anyone picking up the tube finds that their hand becomes stuck fast, frozen to the super-cooled metal. A glove may be cut off to part with the tube, but trying to pull away bare skin inflicts 2d6 points of damage and renders that hand nearly useless until treated with a DC 15 Heal check. The spores within the tube have value only to certain odd sages.

Tube #3: This tube is made of delicately carved zebrawood, inlaid with jasper (800 gp). Grasping this tube causes needles to spring from the sides of the cylinder, impaling the palm and inflicting 1d8 points



of damage. A DC 18 Reflex save means the character is quick enough to drop the tube before being impaled. Though the needles were once coated in deadly poison, that toxin has long since worn away. Within the tube is a divine scroll of *dictum*, as penned by a 14th-level cleric. Unlike the previous two traps, this one may be detected on a DC 18 Search check, and rendered inoperable on a DC 18 Disable Device check.

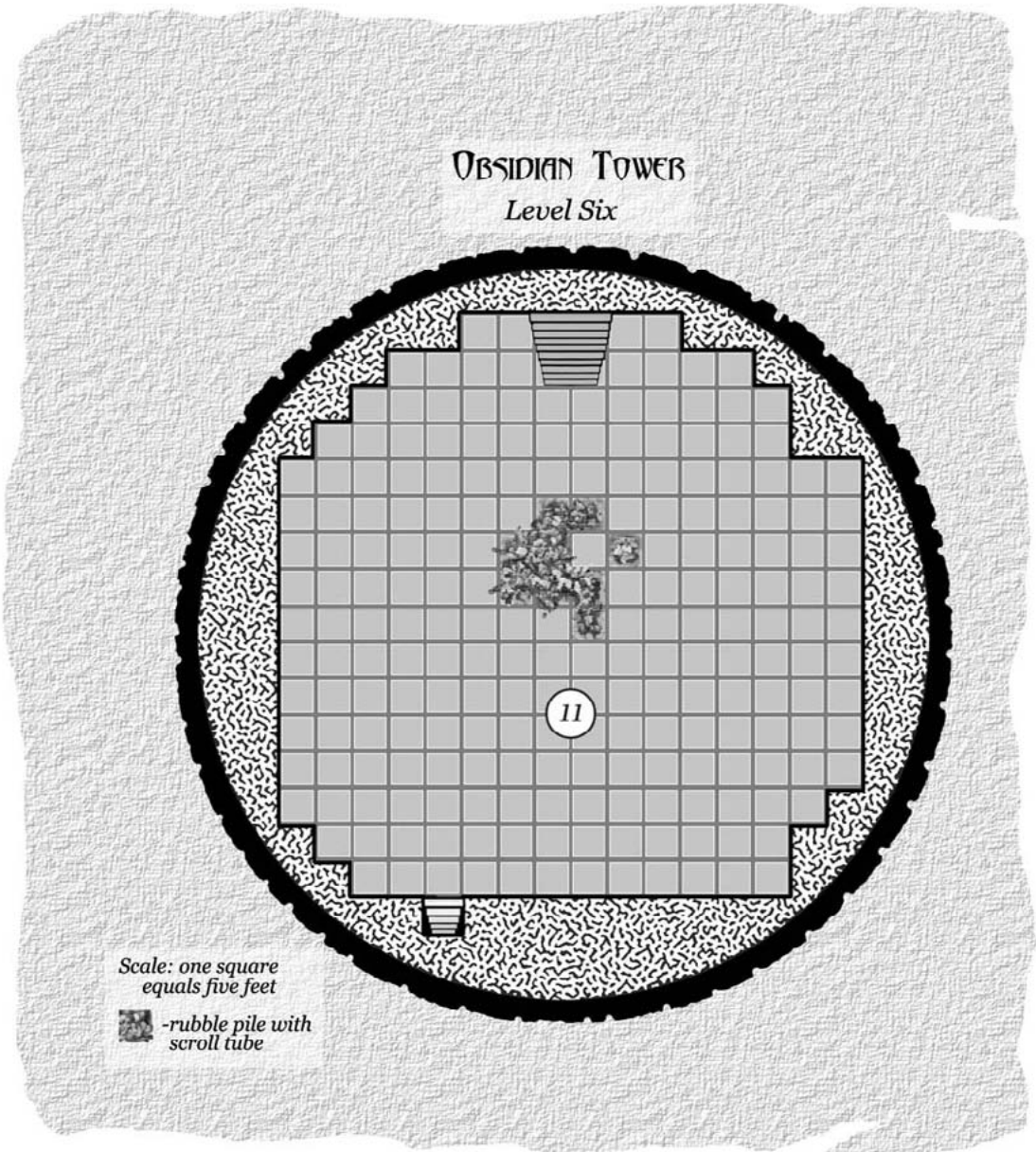
Tube #4: This tube is made of obsidian and peppered with tiny periodods (1,000 gp). The tube bares a magical trap that unleashes a *polymorph any object* upon whoever opens it. The victim must make a DC 20 Will save or be transformed into a goat. The duration is 1 week. Refer to the spell description for details. This trap may be detected on a DC 22 Search check, and rendered inoperable on a DC 22 Disable Device check.

Tube #5: This tube is made of pure mithral (1,200 gp). Inside is brackish water and the soaked flakes of

what was once a scroll. The watertight seal has failed, and whatever was in here is now destroyed.

Tube #6: This tube is made of solid gold (1,400 gp). It is quite dented in places. This tube is a true aberration, having been constructed in the workshop of some distant plane and sold to Pzhcnual for a hefty sum. The tube actually “contains” a dimensional portal to the far reaches of deep space, a place of total vacuum. When opened, the tube begins to draw air into itself with incredible force, spewing anything that enters out into the void of space, billions of light years away. Anything drawn into the tube is lost forever.

This sudden change in pressure can easily trap the hand of the character opening the tube. The opener must make a DC 20 Strength check to prevent his fingers from being pulled into the tube’s mouth. Anyone unfortunate enough to become so ensnared cannot remove his hand without assistance. Attempting to free the victim requires a DC 24 Strength check and



inflicts 1d6 points of damage to the victim per attempt. A “safe zone” exists two feet away from the tube’s mouth, so that anything beyond this point easily resists the vacuum effect. Thus the tube cannot be used to suck up objects from across the room.

If placed in a *bag of holding*, the tube swallows the contents of the bag and then causes the bag to implode, sucking it away into the void.

Tube #7: This tube is made of platinum (1,600 gp). A non-lethal “joke” created by Pzhcnual, this tube contains a scroll which has *magic aura* cast upon it so that it radiates magic. The scroll contains but a single line of text in an ancient cipher that only Pzhcnual understood. A *comprehend languages* spell reveals the text to be: “This scroll left intentionally blank — P.”

Tube #8: This tube is made of plain, tarnished copper (2 gp). Pzhcnual accidentally dropped it when he was casting down the trapped tubes. Within are two divine scrolls, *raise dead* and *purify food and drink*, and two arcane scrolls, *reverse gravity* and *pyrotechnics* (all spells were written by a 14th-level caster). Pzhcnual

purchased these scrolls for his own use, but lost them on that dread night so long ago.

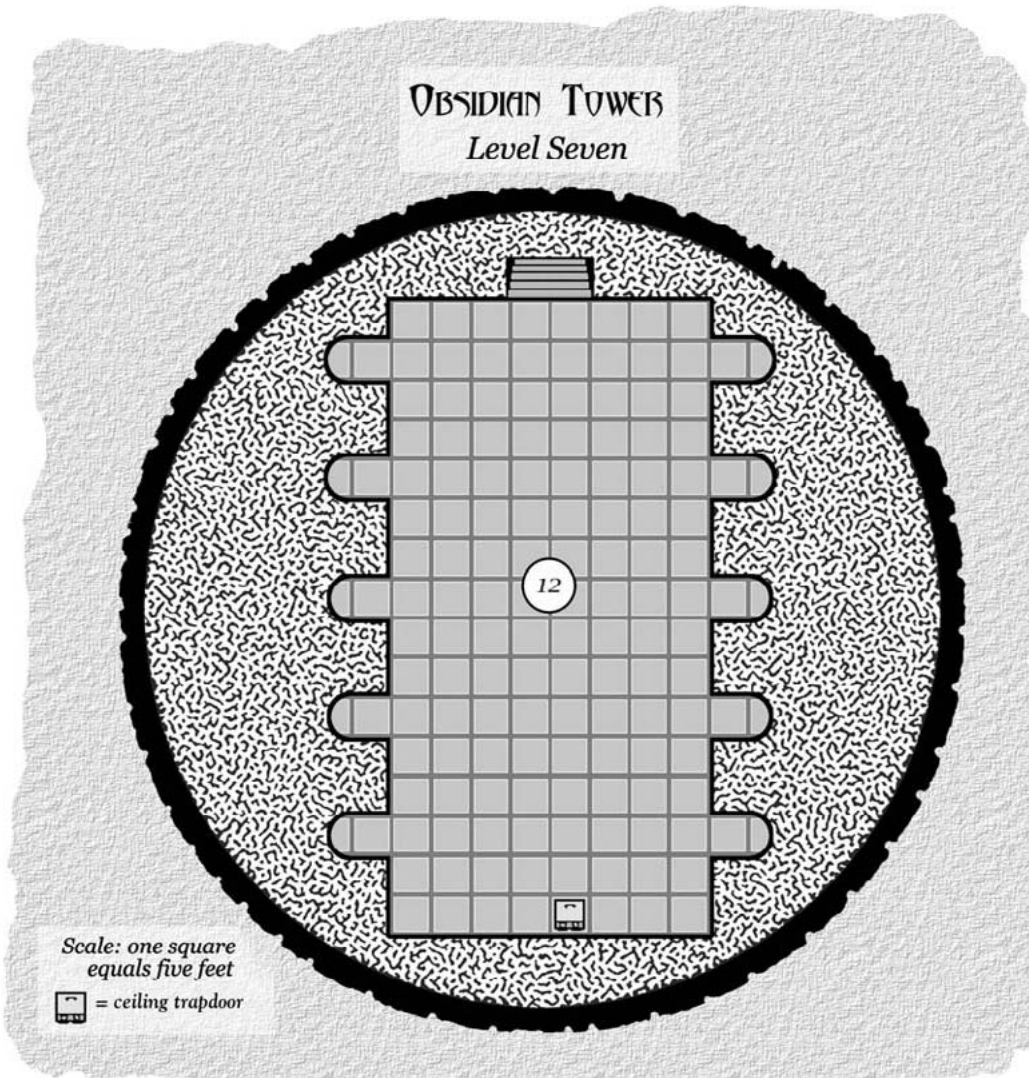
12. Final Guardroom (EL 10)

This room is by far drier than most. There are ten alcoves along the walls. In six of these alcoves stands a well-preserved, armor-clad corpse.

Pzhcnual’s praetorian guard once dwelled here when they were alive. They dwell here still today, though now as **six mummies** charged with guarding their lord from intrusion. As each of them wears chain mail armor, their AC scores are higher than usual.

Mummies (6): CR 5; hp 56 each; AC 25 (chain mail).

At the top of the ladder, the stone valve that separates the PCs from the upper reaches of the tower is locked with an intricate mechanism, the key for which can be found in the temple lair of the mind flayer within the city. The stone door, reinforced by a latticework of iron, has been sealed with *arcane lock*



cast at the 12th level of experience. The only way to open the door without the key is through brute force.

Iron-Reinforced Valve: 8 in. thick; Hardness 10; hp 100; Break (DC 40).

13. The Chamber of Pzhcnual (EL 12)

In the center of this cold and austere room stands a fabulous obsidian throne. Upon the throne sits a cloaked figure, its face hidden within its deep cowl. As the PCs enter, a voice booms from the figure, chastising them for the disturbance and assuring them that their doom is indeed upon them. The figure ends this speech with the warning, "Now you shall feel my wrath!"

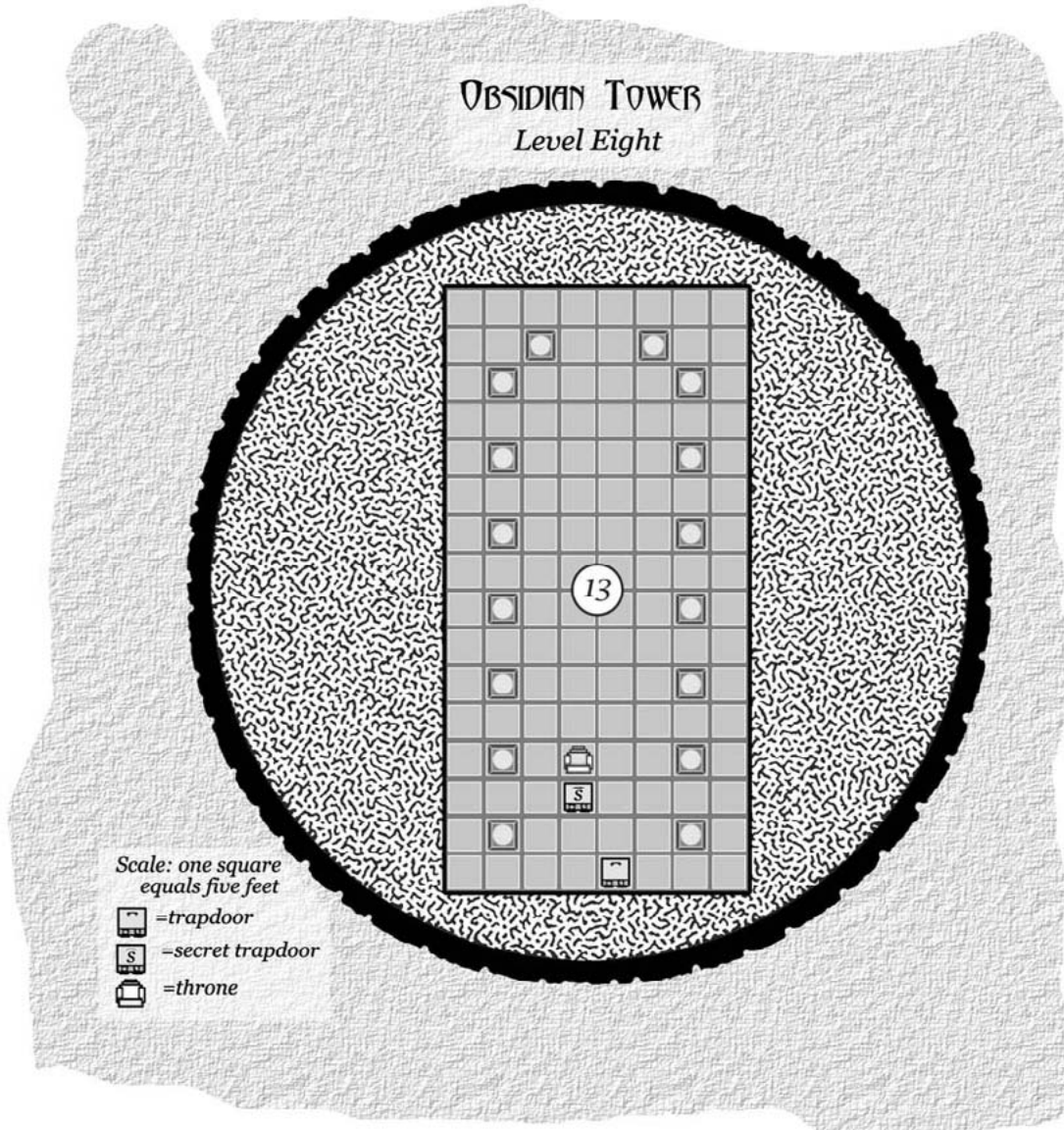
This entire tirade is nothing but a distraction to divert the PCs from the room's true danger. The figure on the throne is merely an inanimate skeleton garbed in a robe. A *magic mouth* has been cast upon the skeleton. The real Pzhcnual chooses that moment to strike. See **Tactics**, below.

Pzhcnual, Male Lich Wiz10: CR 12; Medium Humanoid ; HD 10d12 ; hp 80; Init +6; Spd 30; AC:17 (+2 Dex, +5 ring), (Flat-footed:15, Touch:17); Atk +8 base melee, +7 ranged; SA: Fear Aura, Paralyzing Touch; SQ: Undead, Damage Reduction: 15/+1; AL NE; SV Fort +3, Ref +5, Will +11; Str 16, Dex 15, Con --, Int 21, Wis 18, Cha 18.

Skills: Alchemy +18, Concentration +13, Hide +10, Knowledge (Arcana) +18, Knowledge (Infernal) +18, Knowledge (Nobility and Royalty) +18, Listen +12, Move Silently +10, Scry +18, Search +13, Sense Motive +12, Spellcraft +12, Spot +12.

Feats: Brew Potion, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Improved Initiative, Maximize Spell, Scribe Scroll.

Spells Prepared (Wiz 4/6/5/4/4/3): 0 - *daze, detect magic, mage hand, resistance*; 1st - *burning hands (x2), magic missile (x2), magic mouth, protection from good*; 2nd - *blindness/deafness, darkness, flaming sphere, levitate, web*; 3rd - *fireball, lightning bolt, stinking cloud,*



vampiric touch; 4th - *ice storm*, *stoneskin*, *wall of fire*, *wall of ice*; 5th - *feeblemind*, *summon monster V*, *teleport*.

Possessions: *rod of cancellation* (7 charges), +5 *ring of protection*, *ring of spell turning*, and a *crystal ball*.

Tactics: If Pzchnual is aware of the PCs' approach, he prepares for them by casting *stoneskin* and *levitate*, hovering just above the portal through which the PCs enter so as to launch a sudden, unexpected attack. Just before the PCs enter, he uses *summon monster V* to bring in reinforcements. In combat, he usually leads off with such spells as *fireball* and *ice storm*. Remember that his *ring of spell turning* thwarts most attempts to harm him with spells. The lich plans to *levitate* just out of the PCs' reach while raining magic down upon their heads. If pressed, Pzchnual uses *teleport* to escape, though he continues to harass the PCs during their stay in his Spire.

Treasure: The bulk of Pzchnual's treasure is located beneath his throne in the center of the room, discovered on a DC 16 Search check. Lying within a hollow space beneath the throne is a black-bound journal, as well as a small horde of coins: 17,598 gp and 4,782 sp, along with a seven-pointed cross medallion made of delicate silver and inlaid with exquisitely cut emeralds (3,788 gp). The book represents Pzchnual erratic attempts at keeping a chronicle of his life. The handwriting is very small and tightly compacted, with very few paragraph breaks. Most of the writing is the nonsense of a madman, but astute readers can ascertain the location of the *primal water* in a passage detailing the various gifts Pzchnual received from foreign emissaries. One such "gift" was a piece of translucent white rock, quite cool and slippery to the touch. Pzchnual states that he had this artifact sent to the great domed library for inspection.

City Environs

The City of Kallargo is largely wrecked. Where the Obsidian Spire survived the ravages of time and the elements (at least structurally), the city has become a sopping mire of ooze, muck and ruins. Only a few structures are passable, and many streets are waist-deep (or more) in thick, sucking mud.

Travel down the main thoroughfare that leads to and from the Obsidian Spire is relatively easy; currents of water keep it mostly clear of mud and silt. However, side streets and alleyways are much more difficult to pass; penalize the PCs' foot speed as you deem fit. Most pack animals are made nervous by the lingering evil and magic here, and balk at entering the city. Exceptional beasts such as a paladin's warhorse can enter, however.

A few prominent buildings have survived, and they are easy to see standing above the chaotic tumble of stones around the city. Aside from the Obsidian Spire itself, perhaps the most striking feature is a great

domed building, its stone as black as that of the Spire. A large temple stands not far distant from that. The city itself is a tumble-down maze of broken stone, choked causeways and the like. Once open and airy buildings are of course now "dungeonlike" due to mud, rubble and so forth. Feel free to detail these buildings as necessary.

City Random Encounters

Roll 1d12 once for every hour the PCs travel in the city. Refer to the MM the full statistics of all monsters save the **albatrocity**, which is detailed in **Chapter Seven**.

1. Lizard men (2d4)
2. Wights (1d6)
- 3-5. Albatrocity (see **Chapter Seven**)
6. Commoners (1d4)
- 7-8. Troglodytes (3d6)
9. Vampire
10. Giant spiders (1d4)
- 11-12. No encounter

Notes on Random Encounters

Both the lizardmen (#1) and the party of commoners (#6) are quite mad and cannot be reconciled, driven insane by exposure to the malevolent energies still present in certain places. They attack the party without hesitation, believing themselves to be dead, invulnerable, gods, or a combination of the three. If one is subdued and questioned, there will be little to learn; these poor wretches have been irrevocably damaged by their exposure to the evil of this place.

The vampire (#9), if encountered for the first time outside of its own lair, tries to use its Charisma and personal magnetism to sway the party, claiming that it is an adventurer like them who has become stranded in the city. It explains to the party it has an "encampment" nearby and attempt to convince them to go there; it will lead them to its dwelling and over the course of several nights try to drain and convert at least a few party members, slaying the rest for itself and initiates. Refer to **Manse of the Vampire Lord**.

II. Manse of the Vampire Lord

When the island state of Kallargo sank beneath the waters, many on the island made terrible pacts to save their own lives. However, demons and other evil creatures are capricious and often twist and pervert the desires of mortals as they see fit. Such was the case of the lord of this manor, **Bistopho**, who made dark vows as the water was rising quickly through the doomed city. He asked for strength beyond death and the abil-

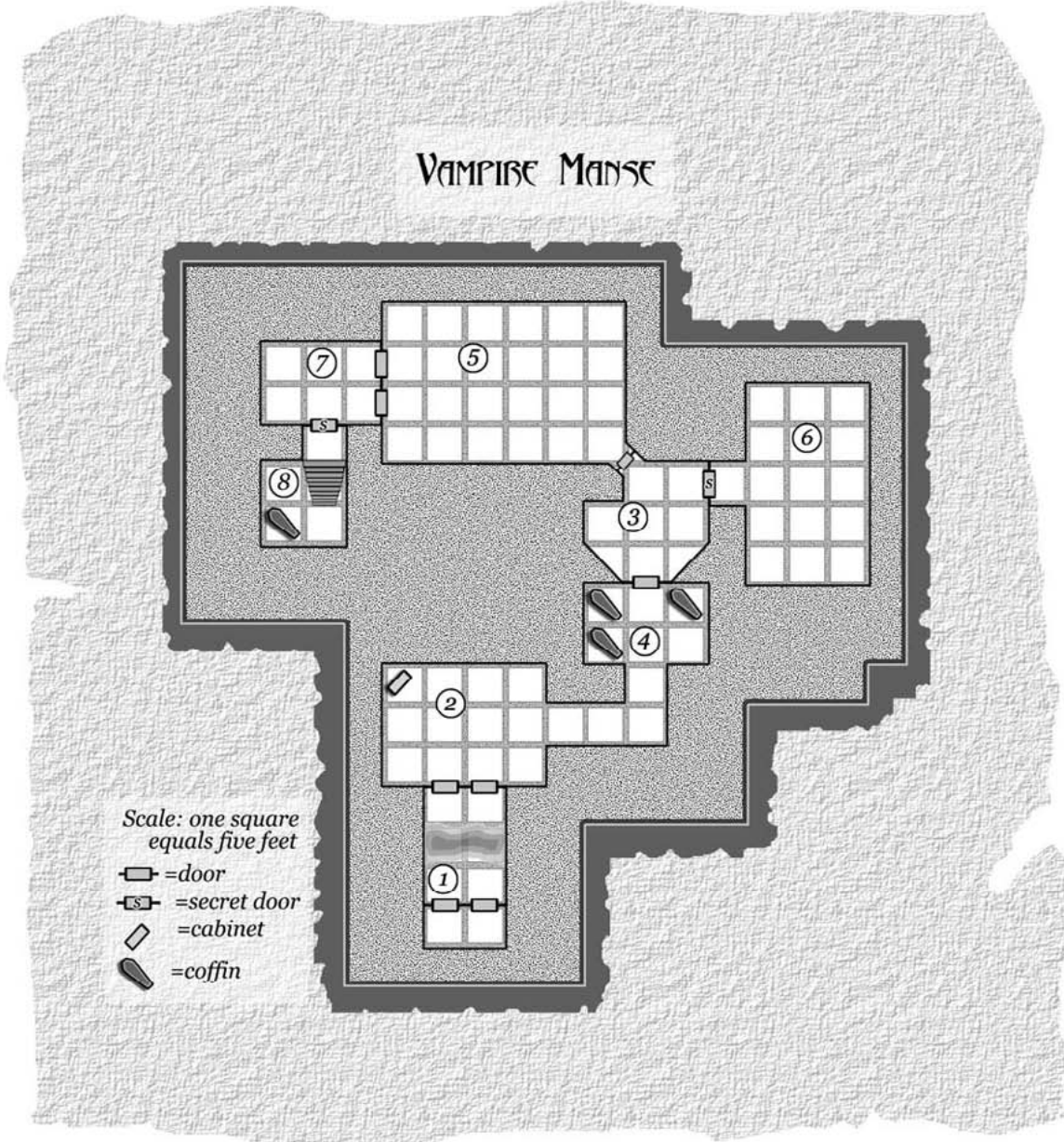
ity to survive the calamity, and his wishes were granted: the dark powers to which he prayed turned him from a normal mortal into a vampire of unsurpassed evil and corruption. Worse still, since he had shut himself up in his house and also asked for the protection of his worldly possessions, the demon who bound him in his vampiric form also trapped him within his manse. The blood of his few servants who were perishing around him quickly ran out, and the undead fiend was trapped in his watery tomb. Now that the city has risen, his desire to leave the walls of his villa and feed are stronger than ever.

Note that the manse is not so much a single structure as it is a series of connected rooms; over time, most of the manor house fell into serious disrepair, forcing Bistopho to cobble together a dwelling place that is the but the shadow of its former glory.

1. Entry Hall

This mud choked doorway is barely passable, but entry can be gained by crawling across the wave of silt that nearly blocks the entrance. Once inside, the remains of beautiful frescoes and sculptures can be seen along the walls. A door at the end of the entry hall hangs slightly ajar.

The floor in the entryway is dangerously unstable due to the water seepage; each character that crosses must have a DC 15 Reflex save or fall through into the dark cellar below, taking 2d6 points of damage as they crash through the rusty nail-dotted beams and jagged flagstones. Within the mire in the sub floor are countless leeches and other infestations, which may cause the PCs whatever type of torment and disease you deem appropriate.



2. Sitting Room

Just within the entrance proper are the muddy ruins of what once must have been a tastefully decorated sitting room. This room has nothing of apparent value, although a wardrobe stands closed just within the doorway. In a plain wooden coffer in the armoire is a *peript of wound closure* and 25 gp. A *magic mouth* spell cast upon the box shouts an alarm if the container is opened, alerting Bistopho in Area 8 if he succeeds in a DC 10 Listen check. If it is day, the pale sunlight that filters into this place is enough to keep the vampire at bay; in this case he moves to Area 6 and waits in ambush.

3. Study

Like other places in the city, this library area is devoid of any surviving books; however, it appears that a few watertight scroll tubes were here and have recently been pried open, their contents removed.

Bistopho kept a small library of scrolls here, but when the city rose from the waves, ink drinkers from the city library crept in and destroyed the scrolls. A DC 18 Search check reveals that there are tiny humanoid footprints in the muck leading into and out of the room.

4. Parlor (EL 9)

This room is stripped bare of any valuables, as most of the furnishings have long since moldered away to nothingness. Several mounds of detritus are heaped on the muck-covered floor. The walls, though once covered in bright paper, are now discolored and stink strongly of rot.

This is the resting place of members of the household staff who were trapped in the manse with their undead master. They quickly became thralls, and are used by the vampire to drag the occasional unwary creature down to feed upon. These **eight ghaists** rise up from their "sleeping" mounds and attack if they hear anyone enter the room.

If the PCs did not trigger the *magic mouth* in Area 2, then sounds of combat here absolutely alert Bistopho in Area 8, who waits for the party in Area 6.

Ghaists (8): CR 3; hp 29 each.

5. Dining Hall (CR 1)

Another mostly bare room, a few splinters of wood and some silverware lie in the mud. There is no apparent treasure here, as the table and chairs disintegrated during the building's time under the lake. The room smells powerfully of water damage and decay. A **viper** has slithered into this room and lies coiled just beneath the silt; it strikes from concealment if anyone comes within 10' of it.

Medium Viper (snake): CR 1; hp 9.

Treasure: A human body lies in the damp sand beneath the snake, the remains of a villager who came to the island shortly after it rose from the depths. Beneath the skeleton is a +2 *dagger*; obviously it was never used effectively. The vampire knows of the snake's presence and permits it to remain as he finds it entertaining to watch small creatures struggle against it.

6. Guest Room (EL 10)

This was once a small apartment for guests and visitors, though now it is a damp ruin. A sludge-filled chest-of-drawers stands against the wall, and a few tarnished items lie on the floor. The decrepit remains of the bed dominate the middle of the room. A surprisingly well-preserved armoire stands in one corner.

If the PCs have made their presence known, the **vampire** lurks in a niche behind the armoire. The vampire plans on pushing the armoire atop the first PC who draws near. The armoire is very heavy and inflicts 1d6 points of damage as it falls. A DC 18 Reflex save means the intended target sidesteps the falling object.

Bistopho, Male Human Vampire Sor8: CR 10; SZ M Undead; HD 8d12; hp 70; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 20 (+4 Dex, +6 natural), touch 14, flat-footed 19; BAB/Grp +4/+5; Atk +5 melee (1d6+1, slam plus energy drain) or +8 ranged; SA blood drain (1d4 perm Con drain), children of the night, create spawn, domination (range 30 ft., Will [DC 19] to resist), energy drain (Fortitude [DC 19] to remove); SQ alternate form, damage resistance (15/+1), fast healing (5), gaseous form, resistance (cold and electricity 20), spider climb, turn resistance (+4), undead; AL CE; SV Fort +2, Ref +8, Will +7; Str 12, Dex 17, Con -, Int 14, Wis 14, Cha 19.

Skills: Bluff +20, Concentration +16, Diplomacy +7, Hide +12, Intimidate +7, Knowledge (arcana) +13, Knowledge (history) +13, Listen +11, Move Silently +12, Search +10, Sense Motive +9, Sleight of Hand +6, Spellcraft +15, Spot +13.

Feats: Alertness, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Leadership, Lightning Reflexes, Silent Spell, Spell Penetration.

Arcane Spells Known (cast per day: 6/8/7/6/4): 0- *dancing lights, daze, detect magic, light, mending, ray of frost, read magic, resistance*; 1st- *burning hands, charm person, detect secret doors, identify, magic missile*; 2nd- *invisibility, mirror image, web*; 3rd- *dispel magic, lightning bolt*; 4th- *black tentacles*.

Possessions: none; the bulk of his wealth is kept in Area 7 and Area 8.

7. Treasure Gallery (EL 4)

A few small chests of coins, a pedestal displaying jewelry and a displaced urn with a few gems spilling out sit in the far corner of this room, apparently the treasure vault of whomever once lived in this place.

Covering the water-warped floor is another of Bistopho's guardians. This **mimic** attempts to adhere to anyone walking across it toward the treasure. The only way to notice the mimic is to succeed in a Spot check, opposed by the mimic's Disguise skill.

Mimic: CR 4; hp 60.

Treasure: 4,400 gp, a bejeweled tiara (3,000 gp), and six small gems worth 40 gp each.

8. Bistopho's Lair

An opulent bedroom, this place seems to have been either repaired or maintained in its pre-submerged state. An elaborate canopy made from lace hangs from the ceiling. The walls are tiled marble, and the floor is of the same polished material. A wooden desk sits nearby with a large book on it. A few spatters of ink are on the pages, but no visible writing is on the open page. Where a bed would normally be, a large stone sarcophagus sits, lid closed.

If the players have not alerted the vampire to their presence, and it is day outside, Bistopho is asleep within the coffin and quite shocked should the PCs wrench the lid off and attack. If the PCs have not made their presence known and it is night, they may find the vampire sitting at the desk, writing in the large journal. In this case he acts genteel and considerate and invites the group to stay and discuss their adventures in the city. He has no concern for the Obsidian Tower, but expresses curiosity about any relics the party may have recovered from the lich. He uses his personal charm to attempt to lull the PCs into feeling at ease, and then attacks them when he thinks he can do so advantageously. If the PCs reduce him to less than 25% of his hit points, he assumes a *gaseous form* and tries to escape. See Area 6 for Bistopho's statistics.

Treasure: Within the sarcophagus is a wooden chest containing 1,496 gp, a *wand of detect secret doors*, a scroll of *summon monster II*, and a *darks skull*.

III. The Broken Temple (EL 8)

This once beautiful building has suffered the ravages of submersion and time; the colonnades are covered with slime, and many of the columns are little more than broken stumps. The huge, tarnished bronze doors are frozen open by corrosion. The interior of the temple is unlit save what little sunlight filters through.

The temple itself is a ruin, and though there are literally tons of objects within, little is of any value. Once inside, the PCs find themselves in an insidious labyrinth constructed by the **mind flayer** that dwells within. Although it occasionally goes out during the dark night, the mind flayer remains within the maze during the day. The mind flayer created the twisting paths of the maze from the rubble within the temple, and sits in its lair, acutely sensitive to the feelings of panic and fear generated when the unwary enter the maze. It feeds off of this psychic paranoia and waits for the trapped to blunder into its lair where it can destroy them, feeding off their dying horror. If it senses that its prey is on the verge of finding their way out of the maze, it attempts to chase them down and slay them before they can flee. If it is night, the mind flayer goes so far as to permit its "meal" to enter and leave the maze freely — and then stalk them through the ruined streets, sticking to the shadows, waiting for the right moment to strike.

Mind Flayer: CR 8; hit points 60.

Traversing the Maze: Over the years, the mind flayer has seen to it that several thousand pounds of debris has been imported into the temple and erected as barriers. The walls of the maze are actually old wall sections, furniture, columns, shields, wagon wheels, rusty weapons, unhinged doors, and other such fractured material. The collective rubble now forms a quite effective maze. The mind flayer is master of the maze, using a series of small crawlspaces to track, torment, and ultimately slay any trespassers. The debris-stacked walls sport dozens of these crawlspaces, but they are difficult to see. Any single 10' section of wall has a 10% chance of sporting such a tunnel; a DC 18 Search check is required to notice it.

Traps: The mind flayer has learned that it must sometimes rely on other means for killing its prey, and to this end it has carefully laid several traps within the maze, indicated by a T#, where the number sign is indicative to the trap listed below. All traps may be discovered with a DC 19 Search check and disarmed with a DC 19 Disable Device check.

T1: A deadfall of rubble crushes anyone who triggers it for 3d8 points of damage.

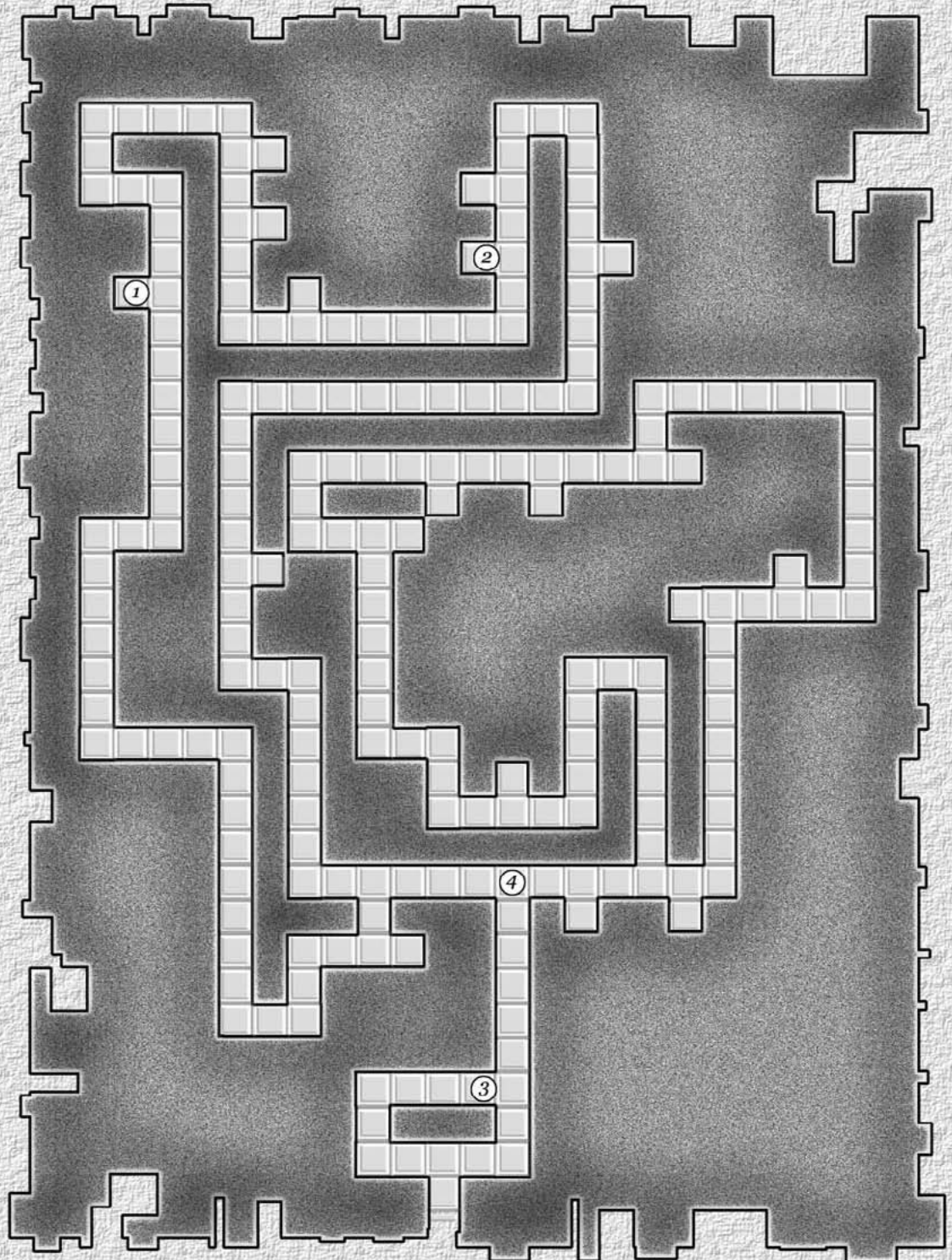
T2: A 20-ft. pit; 2d6 points of damage.

T3: A deadfall similar to T1 above, but with a heavy iron statue inside; 5d8 points of damage.

T4: Spikes fire from the wall; a DC 18 Reflex save avoids 3d6 points of damage.

Treasure: The mind flayer has found a small store of treasure within the temple, likely a cache of donations to whatever deity was once worshipped here. There is a total of 3,895 gp hidden throughout the maze. For every DC 18 Search check the PCs make, they discover approximately 10% of the mind flayer's loot. Also here is a special key with extremely long teeth. This key is used to access Area 13 of the

THE BROKEN TEMPLE



Scale: one square
equals five feet

Obsidian Spire. The DM should determine exactly when and how the PCs locate the key.

IV. Observation Platform

The narrow path that leads up to this platform was once the walkway for kings and emperors. More reliefs along the wall show scenes of battles and competitions held in the arena. The platform itself looks down on a now water-filled arena, the still black waters as dark as the stone of the Obsidian Spire.

This platform is *very* weak; if the party stands on it for more than two rounds, it collapses under their weight. All who fall into the water must make a DC 18 Reflex check to avoid taking 3-18 points of damage as they fall. A DC 18 Dexterity check halves any damage taken. All who stand here and fall will plummet into the stagnant water in the arena.

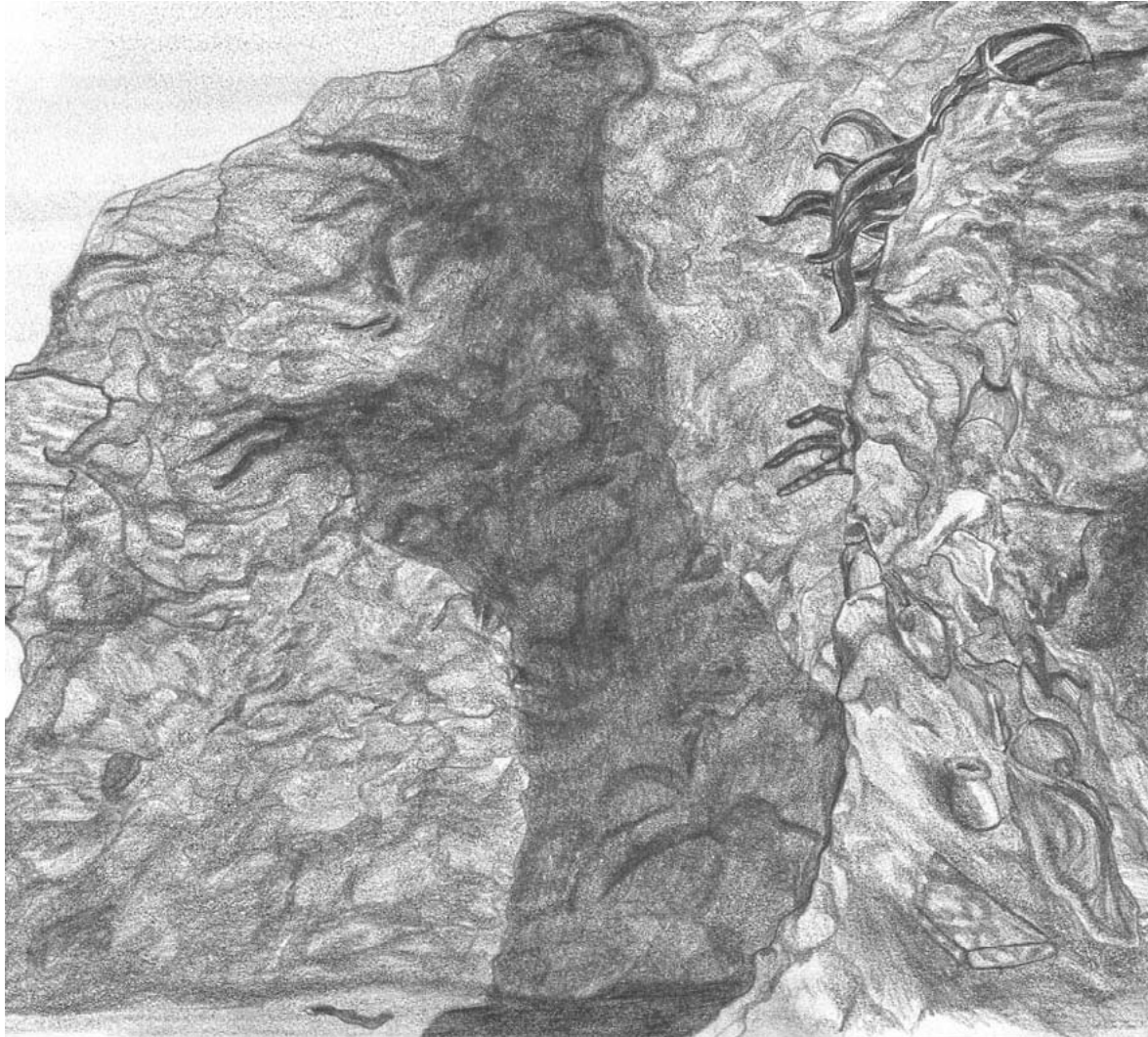
V. The Domed Library

The library, like many buildings in the city, is seemingly made from a single piece of obsidian. It is two stories high, and occupies an otherwise open court-

yard in what must be the center of the sacked city. Unlike other places in the city, the water that is pooled here is actually clean and safe to drink if the need arises. A single, huge valve stands as the sole opening to the building. The door is shut tight, and requires a DC 20 Strength check to open.

When the huge door is opened, a gust of dry dusty air hisses out in the faces of all those gathered near the door — most unusual for a city that had until recently been beneath the depths of the lake.

Note that writings within the library are of a varied nature, but given the downturn the city began to take prior to its disappearance there is a 10% chance that any single scroll or book taken from the library bears a curse, the exact details of which are left for your to devise. All of the works — detrimental or not — fetch from 1-100 gp if sold to a sage or other bibliophile. There is a (virtually) limitless supply of written works within this vast dome. At your option, you may permit the PCs to make a DC 25 Search check in any room to discover an arcane or divine scroll or other magical written work. It takes one hour to conduct a thorough search through any room.



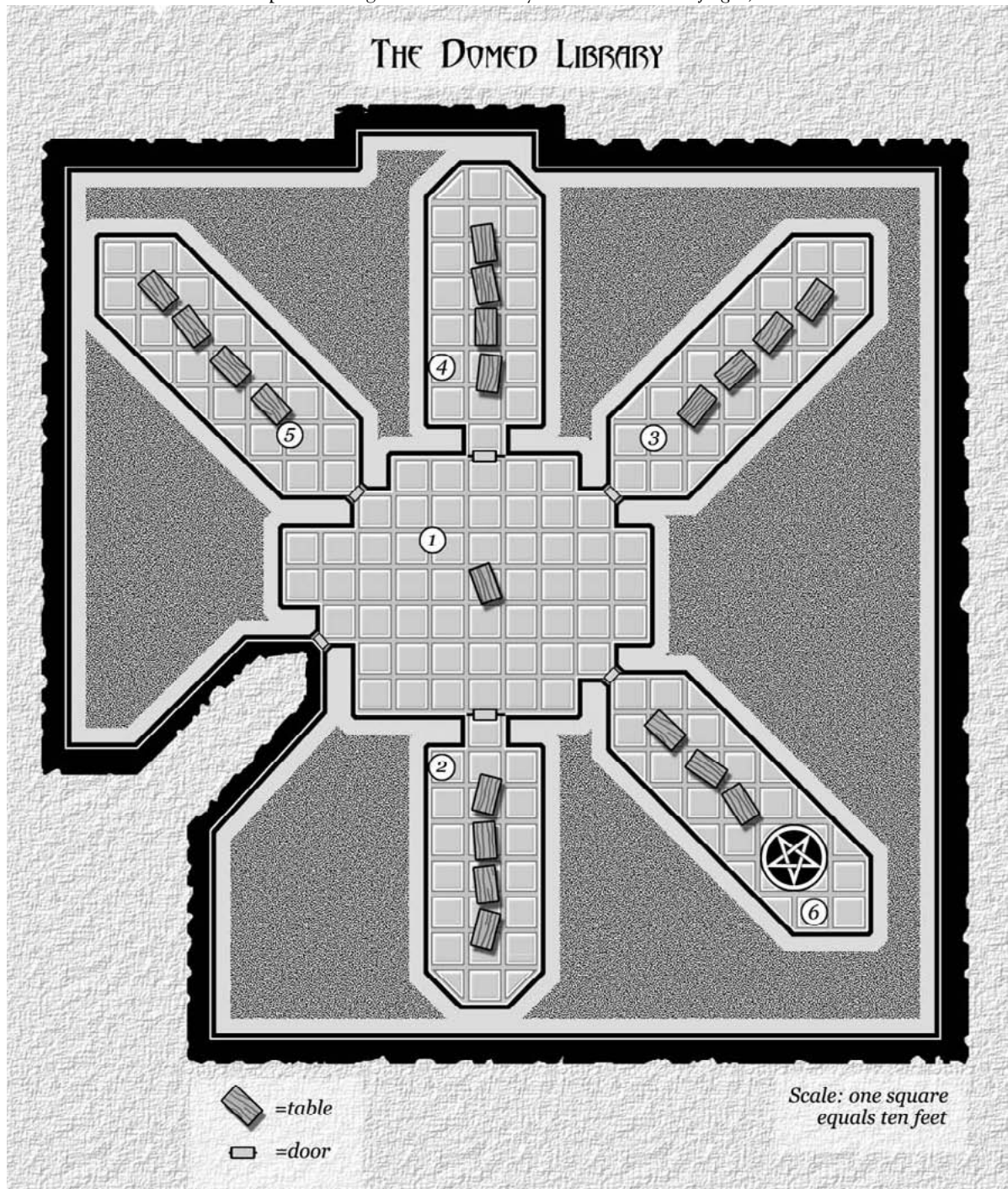
The library is totally dark; characters with *darkvision* can see that there is nothing moving in the gloom. Light sources show that the great building retains much of its former glory — the place is a virtual storehouse of written wisdom. The shelves and walls are lined with books, palimpsests, scrolls, tablets and other works of note. The entryway into the library is lined with a set of high bas-reliefs, depicting the day-to-day activities of library patrons as they studied the various works, experimented with magical devices, and so forth.

The library has six distinct “wings” radiating out from a central area like the spokes of a great wheel.

1. The Main Reading Chamber (EL II)

Thousands of time-worn books bear testament to the once-mighty collection of lore that was stored here. Ruined scrolls are scattered about this place, most strewn about as if a few library patrons fled in haste as the city sank beneath the waves. A large desk dominates the room’s center; a heap of robes or a cloak of some kind lie at the foot of the chair.

The robes contain the skeletal remains of the librarian who chose to stay with his books and scrolls until the bitter end. Clutched in one skeletal hand is a totally exhausted *wand of light*; in the other is a scroll con-



taining divine treaties on the afterlife. If the remains are disturbed, the librarian's corrupted essence materializes and attempts to destroy the interlopers.

Dread Wraith: CR 11; hp 104.

If the apparition is destroyed, characters making a DC 12 Listen check hear a sighed "Thank you," as the vision of the deceased librarian fades.

Casting *speak with dead* upon the librarian's skeleton points the PCs in the direction of the *primal water*, which is in fact located in a vault beneath the center of the library itself (Area 6).

2. Cartography

This section seems to be largely undisturbed, save for a few maps strewn on the floor. All of the maps are, of course, outdated in terms of content, but you may insert anything here to inspire the PCs to future adventure. Perhaps the room contains a lost treasure map, a riddle, or even the diagram of a mansion in the city of Hawkmoon.

No creatures dwell here, but a successful DC 14 Search check reveals tiny ink blots in the shape of hands and feet all about the study benches and tables.

3. Social History

Mostly banal writings about the comings and goings of ordinary citizens within the city, these tomes have little to offer anyone save historians. The tiny footprints and handprints as noted in Area 2 above are prevalent as well and noted on a DC 14 Search check.

Treasure: One of the books, discovered on a DC 23 Search check, contains a hollow space holding a smooth purple stone. This is actually *ephemeryl*, detailed in **Chapter Seven**.

4. Feast of Ink (EL 10)

Unlike the other great halls, this section of the building is in ruin. The thousands of books are torn, and most are stained to the point of illegibility. A riot of papers is scattered about, and every surface not covered in the shreds of books are spattered with ink. A DC 14 Search check shows tiny handprints and footprints among the ink droplets.

This section of the library is the home of **20 ink drinkers** conjured up by Pzchnual in a fit of black humor and sent to harass the library and its patrons. There are some 20 of these horrid pests here, and they happily attack the party, vomiting gouts of ink and stomach acid on the unwary. The 'drinkers are drawn to any character carrying any sort of book or scroll or scribe's tools, seeking to eat the paper or consume the ink, and they do not hesitate to gang up on said character even at the point of ignoring larger threats, as they have been confined within the library with a

limited food supply for far too long for their own tastes. The ink drinkers have destroyed everything of value here. The ink drinker is a new monster described in **Chapter Six**.

Ink Drinkers (20): CR 1; hp 9 each; see **Chapter Six**.

Treasure: Though most of the papers have been shredded or devoured by the ink drinkers, at least one thin booklet is of great use to the PCs. This slender volume was used by one of the ancient librarians to keep track of the building's inventory. One of the final entries notes the arrival of a strange glossy stone. According to the book, the stone was sent to be examined by the head of Thaumaturgical Studies (Area 6). This is a direct clue to the whereabouts of the *primal water*.

5. Theological Studies

This hall contains the collected wisdom of the holy men of Kallargo throughout the ages. Virtually every known (and some now unknown) god or goddess has at least some written work about him or her here. Epic poems, serious philosophical treatments, reverent holy works, satires, plays, psalms and the like line the walls on heavy and durable shelves. Many of the documents concern the new cults that came in to favor and ushered in Kallargo's destruction, but the bulk are ecumenical in nature.

Two gods in particular receive special attention. The Hawkmoon deity Hanijma, god of lightning and beer, boasts a 23-volume set on the highest shelf. These books are bound in bright red gingham, protected with a glossy lacquer. Within their pages are addressed each of Hanijma's primary aspects, including those in charge of storms, revelry, brotherhood, intoxicants, and fellowship.

A second god, Nekeler, has an equally impressive collection of literature, comprised of 40 papyrus scrolls. As the god of deserts andies, Nekeler oversees the realms of deceit, nomads, mirages, the exiled, and the misunderstood.

These treatises on Hanijma and Nekeler are so comprehensive that anyone studying them for a period of 1 month gains a permanent +1 bonus to all Knowledge (Religion) checks. The gods are detailed in **Chapter Five**.

6. Thaumaturgical Studies (EL 9)

A section of the library dedicated to the study of arcane arts and magical pursuits, this part of the building appears to be the most regularly used, as if many experiments have been conducted here over the years. A few tables have magical symbols carved in them, and a small summoning circle is drawn in chalk at the far end of the hall. Lying near the circle is a skeleton,

one bony hand outstretched and pointing at the circle, the other clutching a book. Also here are the bodies of two troglodytes. Only recently deceased, these trogs appear to have been killed by poison gas, if examined by anyone with an appropriate skill.

The skeleton holds a book containing a complicated and unique version of a *gate* spell. This *gate* is specifically used to summon a vroock; no other being may be brought forth with this version of the spell, though it is otherwise identical to a standard *gate*. The last segment of the ritual to be completed is the carving of a single rune in the floor (at the point where the skeleton's hand indicates just inside the circle). If a wizard or sorcerer completes the spell and carves the last rune, a vroock is summoned into the circle in a single round. The vroock is quite impatient with the PCs and demands payment for its appearance, though it cannot leave the summoning circle to make good on its threats. So long as the protective circle isn't interrupted, the vroock remains imprisoned. Because the summoning circle is inscribed with chalk, it can be easily broken; anyone accidentally stepping on the circle or conducting combat nearby must succeed in a DC 15 Dexterity check to avoid breaking the delicate lines and ruining forever the protective ward.

If the PCs manage to wring a pact from the vroock in return for its release, the being can be used to further a plotline by harassing an enemy NPC, assisting in the construction of a stronghold, or fetching a lost treasure. If you believe the PCs mishandle this encounter (i.e., they torment the vroock or intend to use it for some injudicious endeavor), the vroock does everything in its power to thwart them, as they have earned its eternal enmity. Remember that the vroock is cunning and can usually warp the meaning of any accord it strikes with the PCs, unless such an agreement is very carefully worded.

Vroock: CR 9; hp 115.

Treasure: The summoning circle actually conceals a secret door within the floor (DC 16 Search check to locate). Until the troglodytes arrived, the door was protected by a deadly poison gas trap; anyone making a DC 18 Search check notices the innards of the sprung trap carefully set into the grooves around the door. Once the trap was activated, the seal around the door was broken; this event was enough to cause the *primal water* to emerge from its quiescent state and cause the island to rise once more. The trapdoor opens into a small vault, barely four feet deep and only half as wide. It was here that the agent of the gods secreted the *primal water* so very long ago, using it as the instrument to bring about Pzchnual's destruction. Refer to **Chapter Seven** for details of the *primal water*.

VI. Chamber of the Sea Hulk

The bowl-shaped ruin here was once some sort of public gathering place — perhaps an arena or theatre. Its seats are now empty, the balustrade around the top crumbled and fallen. A bas-relief around the upper edge shows scenes of festivals, races, athletic competition and the like. The arched openings are dark, and gape open like the expression of shock on a stone face. No map is needed for the arena, as there is little chance of combat here. Lying dead in the center of the arena floor is what appears to be a giant sea snail, its nautilus-like shell the size of a small house. All around the snail the ground is a muddy mess, littered with detritus that had settled there when the island was submerged. Any PC who makes a DC 12 Listen check hears a soft humming coming from the inside of the great shell.

The snail was recently slain by Suran Y'Gaunt, a rugged adventurer. This doughty soldier is currently checking the inside of the huge shell for possible treasure. He came to investigate Kallargo after hearing stories from locals concerning the island's sudden emergence; he intends to make sure there's nothing here that might threaten the forest folk, people whom he considers his own. If approached peacefully, Suran proves amiable and quite willing to converse. He might even be persuaded to accompany the PCs on the remainder of their quest. His primary concern is the well-being of the people of the Gaunt Wood.

Suran is always looking to hire adventurers to map parts of the Gaunt or provide security for professional cartographers. He might also employ the PCs to put down a gnoll uprising or roust a gang of meddlesome bandits. The Gaunt Wood teems with danger, and Suran has no qualms about sending hired hands (i.e., the PCs) into harm's way. He pays honest gold for honest word, and never goes back on his word.

Suran Y'Gaunt, male human Ftr8: CR 8; Size M (6 ft., 0 in. tall); HD 8d10+24; hp 72; Init +2 (+2 Dex); Spd 30 ft.; AC 20 (+2 Dex, +3 *chain mail*); Attack +11/+6 melee, or +10/+5 ranged; SV Fort +9, Ref +4, Will +4; AL LG; Str 16, Dex 15, Con 17, Int 16, Wis 14, Cha 12.

Skills: Climb +14, Craft (Leatherworking) +10, Diplomacy +3, Handle Animal +2, Hide +2, Intimidate +12, Jump +11, Knowledge (Gaunt Wood) +7, Listen +2, Move Silently +2, Perform (Drinking Songs) +1, Ride +12, Spot +2, Swim +12.

Feats: Cleave, Combat Expertise, Combat Reflexes, Far Shot, Improved Critical (longsword), Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (longsword).

Possessions: +3 chain mail, longsword, dagger, longbow, 15 arrows, backpack, bedroll, waterskin, and one week's worth of rations. In a small pouch Suran carries five freshwater pearls (100 gp each).

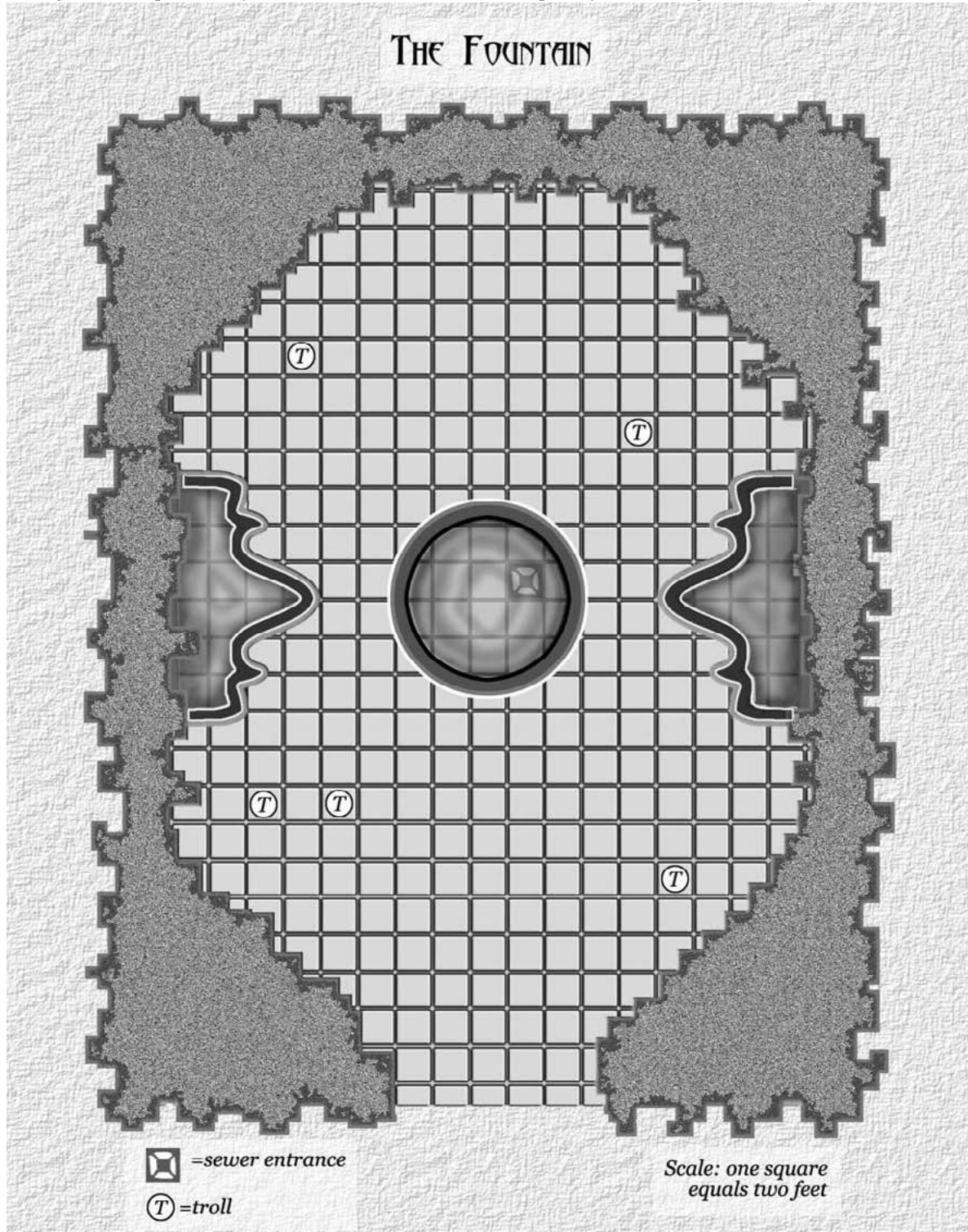
VII. The City Fountain (EL 9)

As the PCs approach this area, a rank, rotten smell grows stronger. A semicircle of fallen rubble forms a cordon around a central plaza, blocking off passage save through a large gap. A fountain can be seen through the gap, as can the strewn skeletal remains of several creatures, some of which cannot easily be identified.

This is the lair of **five trolls** that infiltrated the city through the deep sewer system beneath the island.

While finding little prey, they have hoarded a not inconsiderable amount of treasure. The trolls can see a great distance down the street. An incautious party can be seen coming for almost a full block if the trolls succeed on an opposed Spot check; in this event, the trolls set up an ambush.

The trolls fight savagely but with great cunning. If three are slain, the remaining trolls flee into the sewers. The sewers are still totally filled with water and completely without light, and only the marine trolls



know the twisting submarine corridors well enough to navigate. The sewers lead directly into the lake itself.

Trolls (5): CR 5; hp 63.

Treasure: The trolls have the following treasure lying in the bottom of the algae-encrusted fountain: 2,573 gp, +2 shield, and potions of *endure elements*, *magic fang*, *barkskin*, *good hope*, and *protection from arrows 15/magic*.

Conclusions and Continuations

If the PCs successfully return both the *primal fire* and the *primal water* to Rookfast, the clerics Daganar and Lorix are able to use the two artifacts to create a powerful magic steam. The next time the moon vanishes and the nocturals arrive to assault the city, they are met by an army of steam mephits, arriving through the conduit created by the combined artifacts. The clerics duly reward the characters, proclaiming them honorary citizens of Rookfast and giving them medallions signifying their special status.

What becomes of the artifacts after the magic steam is created is left for you to decide. Because of their unpredictable nature, the items are dangerous even in the hands of careful men like Lorix and Daganar. Rookfast might one day find itself imperiled by the very objects that once were its salvation.

Chapter Four: New Races

The domain of Hawkmoon is a racial potpourri. A land first settled by exiles, miscreants, and the otherwise disenfranchised, it's no surprise that beings of all types have over the years come to call this place their home. Two new races that inhabit Hawkmoon are street dwarves and neljis.

Dwarves, Street

In appearance street dwarves differ very little from one city to the next, being slightly thinner than mountain dwarves and normally more agile. Their beards are usually shorter than those of mountain dwarves, trimmed closer to the chin. In the case of wealthy street dwarves, beards are well groomed and styled. Street dwarf dress reflects the social caste and climate to which they belong.

Unlike the classic mountain dwarf, the street dwarf has as his ancestors an exile band known to historians as Gilyo's Brigade. Named after Gilyo, god of travel and caprice, the Brigade left their high mountain home shortly after the establishment of the Domain. They joined the human and nelji settlers sweeping into the area, making their way across the frontier one step ahead of democracy. The dwarves comprising Gilyo's Brigade had been cast out of their clans for any number of petty crimes. They found solace in the wild towns springing up across the frontier. Their natural skills as craftsmen soon made them rich. They established shops, inns, way—stations, and merchant houses. In less than a century, they completely let go the last remnants of their former culture. A few hundred years later, they had developed traditions richly their own.

Street dwarves hail from urban centers. Even if they don't live in a large city such as Swordport, they certainly make their home in a town of some sort, as they depend upon commerce for their livelihood. They are savvy urbanites who know the ins and outs of city life. Well aware of the dangers of the city – pickpockets, footpads, corrupt officials, swindlers, and other wrongdoers – street dwarves have developed a characteristic paranoia. They are shrewd and cunning. It's difficult to cheat a street dwarf, especially when money is involved. It's equally difficult to accost them; street dwarves are notoriously tough in an alley brawl, so it's rare that any bandit attempts to mug them for the contents of their purse.

Street Dwarves as Traders

Street dwarves are renowned for their ability to haggle, barter, buy, sell, distribute, and loan. Street

dwarves from the poorer sections of the city are skilled at bargaining, bartering, and sometimes swindling, while those from more prosperous districts are equally deft at negotiating contracts and trading large quantities of goods at a keen profit. Street dwarves are schooled in economics either formally, such as part of the family business, or simply as part of growing up on the street and cutting deals to survive. Over the years, street dwarves have cultivated a reputation as honest but tough traders, with an eye for details and a thumb on the pulse of the marketplace trends. In the seedy parts of town, street dwarves have been known to be fences, smugglers, and purveyors of contraband. On the other side of the city, rich and respected street dwarves oversee merchant consortiums and oversea trading companies.

Street Dwarves as Survivors

Whether they were born in the gutters of the beggars' district or in a comfortable temple in the posh nobles' district, all street dwarves develop a sense of awareness for urban life that grows more acute as they age. They know that most cities are unsafe places and are instructed from their youth to be aware of such dangers and to deal with them incisively when they arise. They learn to read the signs of city life, so that at a glance they can tell who among the market—goers is a pickpocket looking for a mark and who among the merchants is a mountebank trying to hustle substandard wares. Street dwarves know which alleys to avoid and – if one has no choice but to walk that alley – how to provide potential muggers with as uninviting a target as possible. Many of them are accomplished at self—defense, skilled at taking out an

New Feat: Instant Awakening General

You instantly awaken from sleep at the slightest sign of danger.

Benefit: Moments before being attacked while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or flatfooted; roll for initiative and resolve the attack in normal fashion.

Normal: A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply the 5 modifier to Armor Class) and subject to a coup de grace attack.

attacker with a quick blow to a vital area. Because they'd taught themselves always to be ready for the unexpected, they tend to be light sleepers, awakening at the first sound of trouble. They have access to a new feat, Instant Awakening, detailed in the sidebar.

Street Dwarves as Protectors

Street dwarves maintain strong ties to those who live in the dwarf's neighborhood, even if those people aren't dwarves. Race doesn't matter, only that the people have the common bond of living and working in the same place. Their cultural experience is the same, as is their level of affluence and their opinion of the powers that be. Some street dwarves, especially those who have made considerable money as merchants or moneylenders, live in wealthy districts, while street dwarves who sell fish in the dirty river quarter or run gambling pits in the beggar's quarter live under quite different conditions. However, regardless of the neighborhood — rich or poor — the local street dwarves see it as their home turf, a place to defend from outsiders. Thus street dwarves often become the "hero" to which the people turn when dissatisfied with a certain act of government, trade

restriction, or unacceptable social condition. Likewise, the street dwarf can depend upon "his people" in times of need.

Street Dwarves as Player Characters

Adventure may not call so powerfully to street dwarves as it does to members of other races, as these folk usually prefer the known dangers of city life to the unknown dangers of the open wilderness. Nevertheless, they can sometimes be found among adventuring bands, if for no other reason than the irresistible lure of treasure.

- +1 Willpower, -1 Charisma.

- **Medium:** As Medium creatures, street dwarves have no special bonuses or penalties due to their size.

- **Street dwarf base land speed is 20 feet.** However, street dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

- **Low-Light Vision:** A street dwarf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

- **Streetwise:** This ability grants a dwarf a +2 racial bonus on Spot and Listen checks when used in towns, cities, or other urban settings. They begin play with 1 rank of Knowledge (local) with regard to their hometown. This knowledge imbues the dwarf with basic information concerning local political leaders, laws, religions, and powerful figures in the underworld, as well as rumors, social trends, and urban legends. Additionally, the street dwarf has learned to anticipate trouble when walking the dark avenues and alleys of a city. If he is about to be ambushed in any urban setting, the street dwarf is permitted a Wisdom check (DC 14) to detect the ambush 1 round before it happens.

- **Neighborhood Clan:** A Street dwarf has a strong sense of family toward those who live in his particular area of the city. A neighborhood encompasses a few city blocks around the dwarf's home, so long as this area represents a single socioeconomic type. Examples include the small sections of the



wharf district in Swordport and the alleys around the Seer and Solace pub in Hawkmoon. As a guideline, a PC's neighborhood is comprised of one city block per experience level he has obtained. In this area, the street dwarf is known by name and generally respected. He looks out for those who need his help, and he can expect help from others in return. On a successful Charisma check (DC 13), the dwarf can summon 2d4 1st level commoners or other NPC classes to assist him with such tasks as tracking down a criminal, sandbagging a street against flooding, putting out a fire, et cetera. If he makes the check at DC 18, he can call 6d6 such NPCs. These folk stick around long enough to attend to any immediate problem, then return to their business. In only the most extreme cases will they take up arms at the dwarf's behest.

- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spelllike effects.
- +2 racial bonus on Gather Information checks when used in urban environments. +4 on Gather Information checks when used in the street dwarf's personal neighborhood (see above).
- +2 racial bonus on Craft checks that are related to wood, textiles, or metal.
- *Automatic Languages:* Common and Dwarven. *Bonus Languages:* Giant, Goblin, Orc, Terran, and Undercommon.
- *Favored Class:* Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Neljis

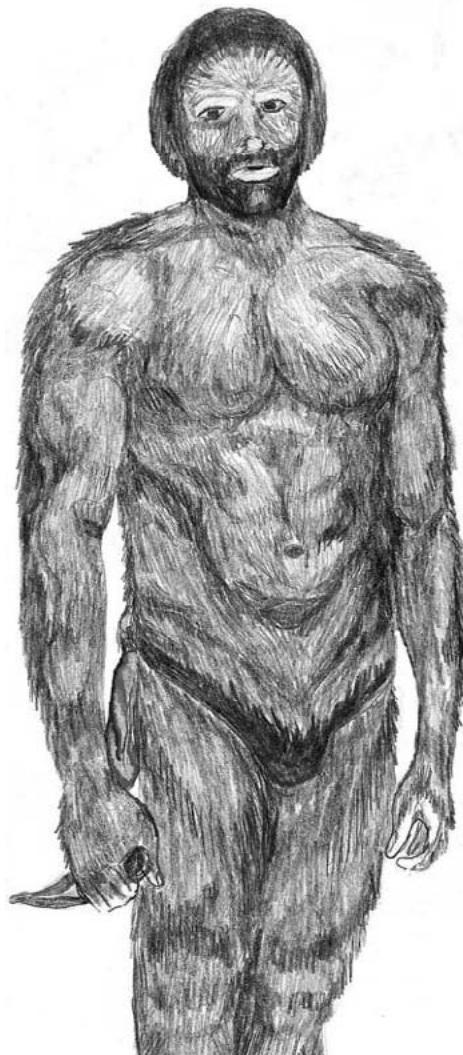
Standing between 4 1/2 and 5 feet tall, neljis are compact yet muscular humanoids with arms that appear slightly too long for their body size. Their most remarkable physical trait is the fine covering of hair on their otherwise humanlike skin. This light fur is usually brown or tan in color, though various shades of gray are also common. Because of this protective hair, neljis have little use for clothing; they tend to garb themselves according to the traditions of the cultures they must interact with for purposes of trade. The hair on their head is either worn in short knotted spikes for males or coarse long braids for females. The number, color, and arrangements of beadwork in their head hair signifies their station, rank, marital status, age, and occupation.

Neljis are athletic wilderness beings whose complex society is often misunderstood by others. They live in matriarchal enclaves of 50-100 individuals under the rulership of a female called the nurturer. Aided by a group known as the Council of Abundance, the nurturer rules for a period of 30 moons, after which a new nurturer is chosen.

Households are led by elder females, while males serve as priests. Enclaves are defended by militia, male and female warriors skilled in guerilla warfare and intimately familiar with the surrounding terrain. Militias also serve in hunting parties, which have special status among the nelji. Successful hunters are the elite of the enclave, especially those who have taken down large or unnatural creatures such as shambling mounts and bulette. Most Nelji hunters worship the goddess Aletheia, and their favorite weapon is the atlatl.

Nelji's mate for life, but if incompatible, a marriage can be dissolved by the high priest, or Yuvi Tak. Children are raised communally by the entire enclave. Enclaves also share resources, with each providing to the best of his abilities and receiving an equal portion of all resources. There is no poverty, and nelji do not use currency, relying instead on barter.

Neljis are master scrollmakers, gifted artists and skilled sculptors. They normally travel on foot, but have lately begun to domesticate horses and zebras. They are fond of animal companions, and have tamed a wide range of beasts.



New Weapon: Atlatl

Exotic Ranged Weapon

The atlatl is a device for throwing short dart-like spears. It ranges between 15 and 30 inches in length, with a grip at one end and a curved hook at the other. The hook end inserts into the base of the dart. The two are kept together until the wielder grips the end of the atlatl and whips his arm forward, propelling the dart toward its target.

Cost 3 gp; Dmg 1d8; Crit x2; Range Increment 35 ft.; Weight 3 lbs; Type piercing

level, the nelji may select one of the following spells: *meld into stone* or *snare*. If required, the save against these spells is DC 10 + nelji's Charisma modifier + spell level.

- *Natural Protection*: The neljis' light fur protect them in conditions of both heat and cold. Neljis receive a +1 to Fortitude saves against heat and cold dangers (see DMG, Chapter 8, The Environment).

- *Automatic languages*: Common and Neljum; *Bonus languages*: Elven, and Sylvan

- *Favored Class*: Ranger. A multiclass nelji's ranger class does not count when determining whether he takes an experience point penalty for multiclassing.

Racial Traits

Neljis speak their own language, called Neljum. To other races, the nelji tongue sounds like a rapid series of chittering and growls, though the language is actually quite complex, with subtle changes in sound entirely altering the meaning of words.

Nelji range from four to five feet in height and weigh between 90 and 130 pounds.

Neljis as Player Characters

Players who choose neljis as their character's race should apply the following details to their final character sheet.

- +3 bonus to Dexterity, 2 penalty to Wisdom, 1 penalty to Constitution

- *Medium*: As Medium creatures, neljis have no special bonuses or penalties due to their size.

- Nelji base land speed is 25 feet.

- *Low-Light Vision*: A nelji can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

- Neljis treat the atlatl as a martial weapon, rather than an exotic weapon (see sidebar)

- +2 racial bonus to Hide checks made outdoors

- +2 racial bonus to Craft (papermaking) and Profession (scribe)

- +1 point of damage to any hurled missile weapon

- *Embrace of the Trees*: Neljis heal faster in forest settings. When a nelji is surrounded by trees and at least one mile from the nearest settlement, he heals 2 points of damage overnight after resting, rather than the 1 point normally healed by other races.

- *Feral Magic*: Upon attaining 2nd level in any character class, a nelji gains the ability to cast one of the following spells once per day, without needing components (the player chooses the spell, which may not be altered at any point during the character's career): *speak with animals* or *speak with plants*. At 5th

Chapter Five: New Gods

There are 29 deities in the Hawkmoon pantheon. This chapter describes five of these deities mentioned in the adventure. Hawkmoon gods have no known gender or alignment. Each holds sway over two seemingly dichotomous areas. Nekeler, god of deserts and lies, for example, is worshipped by both honorable wilderness nomads and professional thieves and killers. Lyra, deity of language and creation, is the patron of both sculptors who seek to craft beauty, and by hedonists who seek only to satisfy their immediate cravings. Each deity's portfolio gives an example of a few of the areas which the gods oversee. Note that mortals tend to attach certain qualities to the divine beings that the deities don't necessarily possess. For example, Lyra is seen as female, perhaps elven, while Hanfjma is viewed as a young human male.

Note on Weapon and Armor Proficiency: Hawkmoon clerics are automatically proficient in the Favored Weapons of their deity, even if these are not simple weapons.

Note on New Feat: Each Hawkmoon deity offers a new feat exclusively to members of his/her priesthood. These feats are not free, but must be selected as per the standard rules.

Cavacendo

Deity of Fire and Horses

Portfolio: Swiftmess, courage, crafts, primitive desires

Domains: Animal, Fire

Favored Weapons: Bolas, club, scimitar, shortbow, spear, throwing axe

Granted Power

Indomitable Laugh: Priests of Cavacendo are possessed of a wild lust for life, and known for their optimism and enthusiasm. Any ally who can hear a priest of Cavacendo laugh gains a +1 bonus to all attack rolls for 1d4 rounds, while enemies suffer -1 to attack rolls for the same period. This ability can be used once per day.

New Feat: Pulse of Hooves

Kin to horses and trained in physical activities, those with this feat gain a +5 feet to speespeed when running as a full-round action.

Deity Details

Both Maglux and Cavacendo desired to be the god of horses; after casting lots, Cavacendo prevailed and so rode the first horse through the Birth Forge. The

mare emerged fully formed, with four hooves named Courage, Craft, Swiftmess, and Desire. Cavacendo mated with the horse and sired the first herd of 16 horses, from which all others are descended.

Cavacendo's followers range from the Horse Lords of Kur, who consider their herds to be directly descended from the 16 progenitors, to the dwarves of the Gugnor Deeps who do not keep animals, but instead pay homage to their patron through work in forge fires and the creation of weapons and ceramics.

Certain clerics of Cavacendo are encouraged by their tutors to pursue excellence in craftsmanship. To this end, many priests select such Craft skills as glassblowing, ironmongery, stonemasonry, and woodcarving.

Priests of Cavacendo tend to be fierce warriors, whether they are heavily armed cavalry or front-line infantry. Their lust for life and general disdain for civilization combine to make them likable adventuring companions and dangerous foes. They can hold their drink; they can judge quality horseflesh; they can forge metalware; they can run with swiftmess and surety. They bear an equal respect for all things made by hand and for all creatures that roam free under the sun.

Elmarran

Deity of Water and Change

Portfolio: Oceans, rivers, aging, disguise, the temperamental

Domains: Chaos, Water

Favored Weapons: Harpoon, net, spear

Granted Power: Incognito

By spending a full-round action in concentration, a cleric of Elmarran can alter his physical appearance. The change permits size alterations of up to one foot taller or shorter, along with noticeable modifications in weight and body composition. Facial features can be entirely rearranged, so as to appear as a different person. The change persists for 10 minutes per experience level. It adds a +10 bonus to a Disguise check. Disguise is a class skill for all clerics of Elmarran.

New Feat: Fire Foe

Water is fire's most dreaded enemy, and as a cleric of Elmarran, you quench flames wherever you find them. Spend one of your turn/destroy elemental attempts to add 2d6 points of damage to all of your successful melee attacks against fire elementals in that

round. Furthermore, any check required to douse a normal fire is done so at +4.

Deity Details

Elmarran is usually portrayed as a withered old man, with wise, dark eyes and a flowing white, blue-streaked beard. Though many of Elmarran's followers are evil, he himself is not — no more evil, certainly than a storm or flood. His influence extends beyond the ocean, and those who make their living on lakes and rivers often pay him homage.

Elmarran is also the god of aging, disguise, and change. The old and infirm often send prayers his way, in the hope that their end will be peaceful and painless. Many sages and philosophers, as they enter their venerable years, worship of Elmarran out of respect for the wisdom that old age brings, and an acquired prerogative to ignore the whims and rules of younger men.

Elmarran is capricious, and many of his followers are chaotic and unpredictable, like ships driven before a storm. Lovers sometimes offer words to Elmarran as they feel their passions overtake them. Many warriors and barbarians who live by their passions and anger bear Elmarran's symbol on their shields.

Places of worship are found mostly along the shores of the Moonsilver Sea. The largest and most influential church of Elmarran is located in Swordport, the City of Shrouds. In fact, because Swordport depends so heavily upon the sea, Elmarran is the most influential faith in the city. Every sailor has at least once in his life cast a trinket into the depths in hopes of a boon from this deity.

Another well-known church is Glamer Manor in Hawkmoon, guildhall of illusionists. As the deity of change, Elmarran has a large following among illusionists. There is also thought to be a monastery in the Scar In The Sky Peaks dedicated to the wisdom of age.

Hanijma

Deity of Lightning and Beer

Portfolio: Storms, revelry, brotherhood, intoxicants, fellowship

Domains: Luck, Water

Favored Weapons: Dart, light mace, sap, sling, throwing axe

Granted Power: Thundertouch

If the priest makes a successful touch attack, he can discharge a surge of electrical energy into his target. A thunderous noise accompanies this effect, which causes damage equal to 1d4+1 per level of the priest. A successful Fortitude save (DC 12 + priest's Will bonus) reduces the damage by half. This ability may be used only once per day.

New Feat: Steely Imbiber

You've spent long hours in cheery communion with friends, consuming vast amounts of stout brew. You now resist the effects of most alcohol, enjoying a +4 bonus to any Wisdom or Constitution check or Will save to avoid the ill effects of overindulgence.

Deity Details

Known by some as the Great Lot-Caster, the god called Hanijma (pronounced "ha-NIJ-ma") is quite beloved among the populace at large. In fact, Hanijma's name has become ingrained synonymous with the word "revel," as in "Are you planning to attend the big hanijma over at the Black Lantern Inn tonight?" The deity's name is used in jest more than that of any other god. When one is said to be "praising Hanijma," he is on his way to getting blistering drunk. When one is "kneeling to Hanijma," he is vomiting from overindulgence.

However, there is a darker side to Hanijma. His penchant for playfulness and camaraderie has limits. When Hanijma has had enough of drunken soirees and good-natured mirth, he looses his thunderstorms. Winds tear at the shingles of taverns where only moments before the inhabitants had been happily toasting one another's health. Rain lashes the windows and lightning threatens the lives of any so bold as to venture outside. As the god of lightning, Hanijma is mercurial and harsh. His bolts of lightning have been known to ignite fires that raze miles of good grazing land, or demolish whole villages, as if he were bent on destroying the livelihood of the very people who honor him. Hanijma, it is said, is a mean drunk.

Hanijma is a favorite among sailors. Those who sail the Moonsilver Sea revere him in particular, as they enjoy inebriated festivals and fear the wrath of storms. The Great Lot-Caster is a patron of mariners, who delights equally in watching seamen frolic in dockside pubs, but also in watching them cling in terror as huge waves toss their ships like toys. Hanijma is a force on the open sea second only to Elmarran.

Many bards worship Hanijma as well, for the drunker their customers get, the better they sound. In addition, bards' wild, free-spirited natures are similar to those of this deity.

Shines to Hanijma are found throughout the Domain, mostly in pubs and feast halls. The largest church of Hanijma is the Hall of the Grape in Hawkmoon, where the high priest oversees wild celebrations that sometimes turn destructive. Thunderhead Keep in Swordport celebrates Hanijma's darker side, and is a dark fortress that has seen many storms over the centuries.

Lyra

Goddess of Language and Creation

Portfolio: Poetry, song, birth, renewal, sculpture, architecture

Domains: Healing, Knowledge

Favored Weapons: Club, heavy mace, light mace, quarterstaff, sling

Granted Power: Self-Creation

It is said that Lyra created herself from nothingness by calling out her own name. Thus, words are connected inextricably to creation. If the cleric at any time drops below 0 hit points but has not yet reached -5, her spirit can utter the syllables of self-creation. This cry actually issues from the throat of her comatose body, as well as from the spirit on its way to the afterlife. The power of renewal flows through her, and she is immediately raised to 1 hit point, but considered dazed for 1d4 rounds. This power can only be used once per day.

New Feat: Creativity

You may pick two of the following skills: Craft (painting), Craft (sculpture), Craft (writing), Knowledge (architecture), Perform (sing), Perform (any one instrument), Perform (singing). You get a +2 bonus on all checks with those two skills. You may select this feat as many as three times. Each time, you select two new skills from the choices given above.

Deity Details

Lyra is the wellspring from which genius flows, nurturing playwrights and minstrels, encouraging young writers and moving the hands of the sculptor in his clay. Poets invoke her name in preludes to their epics, and scorn her when she leaves them barren of rhyme. Lyra is a fickle goddess, granting gifts of words and images, and snatching these gifts away without remorse. Her blessing has taken artists from poverty to fame and riches, while her inattention has driven them to an obscure and early grave.

Lyra is worshipped in urban areas across the Domain. As artists flock to cities to exchange ideas and study under famous masters, it is no small wonder that shrines to Lyra can be found in nearly every metropolitan area. Though followers of Lyra celebrate a variety of local festivals, depending on their region, the church recognizes one universal holiday: the Denouement. As a term in literature, the denouement is literally the unknitting of the plot, the “falling action” that ties up the loose ends of the storyline. The final week of summer is known as the Denouement, a time for sabbaticals to end and artists to emerge from their studios to share their work, give

and receive critical advice, and generally dance, drink, and make merry to usher in the new year.

Lyra's priests are known as the Apostolics, and often serve as lecturers or instructors at universities and schools. All are known for their creativity and skill; in fact, a priest of Lyra cannot advance in rank without producing a work of art deemed superior by his or her fellow clerics. Members of the Apostolic are found throughout the Domain, seeking out new artistic techniques and ideas. Many are skilled linguists and find employment with merchants, explorers and diplomats.

The best known church of Lyra is located in Hawkmoon, an architectural wonder known as the Cadellus Cathedral, presided over by a sad and passionate figure known as the Tempera, high priestess of Lyra. The current Tempera is a mercurial woman named Ivista di Sinora, a skilled poetess who is said to speak only in the form of blank verse.

Nekeler

Deity of Deserts and Lies

Portfolio: Deceit, nomads, mirages, the exiled, the misunderstood

Domains: Sun, Trickery

Favored Weapons: Dagger, net, scimitar, whip

Granted Power: Open Lie

Every cleric of Nekeler knows by heart that the desert can be the most deceptive type of terrain. Nothing is what it seems and everything valuable is hidden. Knowing this essential truth, a cleric learns to keep his manner and face open and his mind closed when telling even the most outrageous tales and lies. A cleric of Nekeler always treats Bluff as a class skill and receives a +2 profane bonus on Will saves against truth-seeking spells (such as *zone of truth*).

New Feat: Improved Desert Survival [General]

Selecting this feat permits the Survival skill always to be considered a class-based skill. Further, any Survival checks you make in the desert are done so at +2.

Deity Details

Sickened by the childish bickering of the other gods, Nekeler chose as his domains the empty realms of the desert, claiming that he wanted them and nothing else. As no other gods wanted such desolate places, his fellow deities left him in peace. And so it was that, by telling the first lie, Nekeler became the god of deceit. Today he is known as the Desert Walker and the Subtle Deceiver. He is always portrayed as a desert nomad clad in flowing robes over gleaming scale armor, with a scimitar at his side and a whip in one hand.

Nekeler's clerics rarely draw attention to themselves, dressing as simple nomads, often making their living as traders, merchants or slavers. They are known for their glib tongues and skilful bargaining. While they can fight if necessary, Nekeler's priests prefer to talk their way out of trouble, leading to an undeserved reputation for cowardice. They are good companions, always ready with stories and pleasant conversation.

Nekeler's worshippers are rare in Hawkmoon, as the Domain has no deserts. They are present nonetheless, lurking in the shadows, often working as spies, thieves, assassins and illusionists. Many are iconoclasts who see it as their duty to tear down the established order, humble the mighty, and make beggars into kings.

Chapter Six: New Monsters

The monsters in the first section of this chapter are new to *Elemental Moon*, while those in the second section first appeared in the *Tome of Horrors* and *Tome of Horrors II*, by Necromancer Games.

Elemental Moon Monsters

Though designed for use in the Domain of Hawkmoon, these monsters can easily be inserted into any existing fantasy campaign.

Albatrocity

Medium Undead

Hit Dice: 9d12 (59 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares), fly 70 ft. (average)
Armor Class: 18 (+5 Dex, +3 natural), touch 15, flat-footed 13

Base Attack/Grapple: +4/+5
Attack: Claw +5 melee (1d6+1)
Full Attack: 2 claws +5 melee (1d6+1) and bite +3 melee (1d6)

Space/Reach: 5 ft./5 ft.
Special Attacks: Curse, ill omen
Special Qualities: Undead
Saves: Fort +3, Ref +8, Will +8
Abilities: Str 12, Dex 20, Con – , Int 2, Wis 14, Cha 8

Skills: Listen +6, Move Silently +9, Spot +9

Feats: Dodge, Flyby Attack, Improved Initiative, Multiattack

Environment: Lake/ocean shores and islands
Organization: Solitary

Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 10–14 HD (Medium), 15–19 HD (Large)

Level Adjustment: –

With tattered gray wings, mournful eyes, and bloody feathers, the albatrocity is a sickening parody of a living bird. Its talons are black and rotting, and the creature reeks strongly of decay.

The albatrocity is an undead avian that roams the skies around lakeshores and ocean bays, looking to cast its blight upon humanoids. No one knows how the albatrocity came to be. Some speculate that when a normal albatross is killed by sailors, it turns into an undead horror so that it might return to curse those responsible for its death.

The albatrocity never flies far from water. Rarely does it venture forth at night, preferring the hours of dawn and dusk to search for victims. Mariners have

learned to run belowdecks when an albatrocity is spotted, so as to avoid its vengeance.

Combat

The albatrocity rarely engages in combat, preferring instead to swoop down, cast its curse upon a living being, and then fly away.

Curse (Su): The albatrocity may target one humanoid creature per round with its curse, as long as the target is no more than 50 feet away. The albatrocity flies low as soon as it spots a living being, and utters its baleful cry as soon as it is in range. The target must make a DC 16 Will save or suffer the effects of a curse for the next 24 hours. Though the exact nature of the curse is left to the DM's imagination, a few sample curses are as follows:

- Target suffers maximum damage from every injury (i.e., 4 points of damage from a dagger).
- On attack rolls of a natural 1, target's weapon breaks (if non-magical) or is dropped.
- Target automatically fails any Listen or Spot check to avoid being caught flat-footed.
- Target makes all Dexterity checks and Reflex saves at –4.

Ill Omen (Su): Simply seeing an albatrocity is a bad sign. Anyone catching sight of an albatrocity must make a DC 16 Will save or suffer a –2 penalty on all saving throws the rest of the day. Anyone who makes this saving throw is immune to this effect for 24 hours, even if they encounter a different albatrocity later.



Animantus

Tiny to Medium Construct

Hit Dice:	1d10 (base; see below)
Initiative:	-1 (Dex)
Speed:	40 ft.
AC:	30 (-1 Dex, +21 natural) (+/- size modifiers) (touch 9, flat-footed 30)
Base Attack/Grapple:	+8/+8
Attacks:	+8 melee (base; see below)
Damage:	Slam 1d6 (base; see below)
Face/Reach:	Varies by size
Special Attacks:	Spell ability
Special Qualities:	Construct, magic immunity, damage reduction 10/magic
Saves:	Fort +3, Ref +2, Will +3 (base; see below)
Abilities:	Str 18-26, Dex 9, Con -, Int -, Wis 11, Cha 1
Climate/Terrain:	Any
Organization:	Solitary or Group (3-8)
Challenge Rating:	3 (1-3 HD), 5 (4-6 HD), 7 (7-9 HD)
Treasure:	None
Alignment:	Always neutral
Advancement:	1-9 HD (Medium)

An animantus is a dull gray metal sphere between one and four feet in diameter, covered in finely etched runes and patterns that are nearly invisible except on close inspection.

An animantus (plural: animanti) is a spherical construct designed to perform a specific task. This task is usually a certain spell the animantus can cast as needed. Each sphere is created to discharge a single arcane spell, which it casts at the behest of its creator or upon the triggering of a certain designated event. The original animantus was fashioned by a mysterious sorcerer known only as the Mechanician.

Animanti move about by rolling; a complex systems of shifting weights inside the constructs' shell permits them to roll with great agility. Though they cannot roll up stairs, they can ascend any incline up to 45 degrees. Animanti are also known as "rolling drones."

The spell with which an animantus is imbued is selected in the creation process. Certain spells cannot be chosen. Necromantic spells cannot be used because their use of positive and negative energies disrupts the construct's operation. Spells that require the caster to make a choice (e.g., *polymorph other*) must have that choice made in the creation process, and it cannot thereafter be changed. Spells that require direct control on the part of the caster (*summon monster* spells, most illusions, et cetera) also cannot be chosen.

Animanti are created for a variety of purposes, including the defense of a wizard's tower (often with ranged attack spells such as *magic missile* and *fireball*, or disruptive spells like *dispel magic* or *silence*). They are also used as traps (*reverse gravity*), and for general utility (*arcane eye* and *floating disk*). With regards to range, duration, damage, et cetera, the spell released by an animantus performs precisely as if it had been cast by the wizard who created the rolling drone, the

only difference being that the animantus requires no components. After releasing its spell, the animantus must spend 1 combat round recharging itself per spell level, so that a *fireball* requires a three-round recharge time, during which the animantus can move and attack as normal but cannot use its magical ability.

Animanti do not possess a sense of sight, though the magic that created them grants a clairvoyant perception of their surroundings, enabling them to respond to their environment just as effectively as if they could see, regardless of local lighting conditions.

An animantus's statistics vary depending on the level of the spell desired. Animanti imbued with a 1st-level spell are 1 foot in diameter. The drone increases in diameter by 6 inches for every level of spell beyond 1st, so that an animantus capable of firing *lightning bolt* (3rd level) is 2 feet wide, while one with *phase door* (7th level) is 4 feet across – the size of a boulder! Weight begins at 10 pounds and increases according to the square-cube law: sages contend that when an object's linear dimensions are scaled up or down by a factor, any area associated with the object is scaled by that factor squared, while the object's volume is scaled by that factor cubed. All properties associated with volume, such as weight, are likewise increased. So while a 1-Hit Die animantus weighs only 10 pounds, a 2-Hit Die animantus, with a diameter of 18 inches, weighs nearly 34 pounds. The table below provides details of animanti size, weight, and melee damage.

Hit Die	Size	Weight	Damage	Hit Dice
1	1 ft. (T)	10 lbs.	1d6	1d10+10 (16 hp)
2	1 1/2 ft. (T)	34 lbs.	2d6	2d10+10 (21 hp)
3	2 ft. (S)	80 lbs.	4d6	3d10+10 (27 hp)
4	2 1/2 ft. (S)	156 lbs.	5d6	4d10+10 (32 hp)
5	3 ft. (S)	270 lbs.	7d6	5d10+10 (38 hp)
6	3 1/2 ft. (S)	429 lbs.	8d6	6d10+10 (43 hp)
7	4 ft. (S)	640 lbs.	10d6	7d10+10 (49 hp)
8	4 1/2 ft. (M)	911 lbs.	11d6	8d10+20 (64 hp)
9	5 ft. (M)	1,250 lbs.	13d6	9d10+20 (70 hp)

Combat

An animantus has 1 Hit Die per spell level, with melee attacks and saving throws increasing correspondingly. Strength begins at 18 and increases by 1 per Hit Die; damage increases according to the table above. Animanti attack either according to preset instructions or when they are attacked. Unless told otherwise, a sphere attacks using its melee slam attack. If using a spell involving a ranged touch attack, the attack bonus is +3, with an additional +1 for every level of the spell above 1st.

Spell Ability (Su): Each animantus is created with the ability to perform a single, specific spell whenever commanded or instructed. This spell takes the usual casting time to perform, but has no verbal, somatic, or material components. Using this ability does not provoke an attack of opportunity. The saving throws against these effects are DC 12 + spell level.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, nonlethal damage, energy drain, or death from massive damage.

Magic Immunity (Ex): An animantus is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect stuns it for one round with no saving throw. A successful *dispel magic* cast upon an animantus renders its spell ability inert for a period of 4d6 minutes. Damage from a force effect (like *magic missile*) removes electrical stunning if present, and actually repairs 1 point of damage the animantus has sustained for every 3 points of force damage rolled. No saving throw is rolled against such force effects.

Construction

An animantus's body is smelted from the purest quality steel, formed into a perfect sphere. The base cost for creating an animantus is 50,000 gp, which includes 2,000 gp for the body. For every level of the spell above 1st that the creator wishes to imbue, overall cost increases by 2,000 gp, and body cost by 200 gp. Further, 10 times the cost of any material components needed for the spell must be spent to instill it into the machine. Assembling the body requires a DC 18 Craft (metalworking) check.

The creator must be at least 16th level, or the minimum level to cast the spell to be imbued, whichever is greater. Completing the ritual drains 1,000 XP from the creator, plus 100 XP per level of the spell beyond first. Further, the creation ritual requires the casting of the spells *geas/quest*, *limited wish*, and the spell to be imbued.

CL 16th; Craft Construct, Craft (metalworking), *geas/quest*, *limited wish*, plus the spell the animantus will use; Price 50,000+ gp; Cost 50,000 gp + 1,000+ XP.

Further Construction Options: In addition to the above creation process, additional qualities can be added to the animantus during creation, which boosts the overall cost and experience value for the construct.

Flight (Ex): Instead of relying on rolling as a means of propulsion, an animantus with this ability can fly and hover at a speed of 60 (good maneuverability). Material and XP costs increase by 20%, the spells *fly* and *levitate* are required during creation, and the construct's CR increases by 1.

Rust Immunity (Ex): By using rare and valuable ores to create a steel alloy that does not corrode, the creator can produce an animantus that is immune to rusting attacks, such as those of a rust monster. Monetary costs increase by 50%, and the construct's CR increases by 1.

Self Destruct (Ex): On command, or on being reduced to 0 hit points, the animantus explodes in a ball of fire, doing 1d6 points of damage per Hit Die to

all creatures within a 20-ft. radius (Reflex save DC 10 + animantus Hit Die for half damage). The self-destruct process reduces the animantus to smoking fragments, preventing it from being reused. The self-destruct option adds 10% to the monetary and XP costs for creating the drone, requires the addition of *delayed blast fireball* during the creation ritual, and increases the construct's CR by 1.

Spider Climb (Ex): The animantus can defy gravity and traverse vertical surfaces, such as walls. The animantus with this ability often rolls across the ceiling and drops on top of its target. This design option adds 10% to the monetary and XP costs during creation, requires the spell *spider climb*, and increases the construct's final CR by 1.

Chimney Slink

Medium Outsider

Hit Dice:	9d8 (38 hp)
Initiative:	+5
Speed:	35 ft. (7 squares)
Armor Class:	20 (+5 Dex, +5 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+8/+8
Attack:	Knife +13 melee (1d3+5)
Full Attack:	Knife +14 melee (1d3+5) and slam +9 melee (1d3+5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Black lung, feral wink
Special Qualities:	Creep, darkvision 60 ft., outsider
Saves:	Fort +6, Ref +11, Will +6
Abilities:	Str 20, Dex 20, Con 10, Int 12, Wis 10, Cha 7
Skills:	Climb +20, Listen +10, Move Silently +15, Open Lock +15, Search +10, Spot +10
Feats:	Alertness
Environment:	Urban
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	10-13 HD (Large)
Level Adjustment:	—

Wearing a bent and dingy stovepipe hat, the chimney slink is an otherworldly tormentor that usually appears as a lanky humanoid with elongated features, a knowing smile, and smoke-stained skin.

The chimney slink is a cruel being that delights in frightening its victims and sometimes murdering them and stuffing their bodies up their own chimney flues. Chimney slinks are drawn to civilized areas, arriving at sunset or under the cover of darkness, when their distorted features won't be immediately noticed. Their long limbs are well suited for climbing, so chimney slinks ascend random rooftops and let themselves in through the chimneys. The only time they are known to doff their trademark stovepipe hats is when they're enjoying dinner, which usually happens in the kitchen of the home they've infiltrated.



The chimney slink enjoys feasting on food from its victim's pantry while the homeowners sleep. After savoring the meal – which sometimes includes the family cat – the chimney slink creeps into the bedrooms and uses its unfailing darkvision to spy upon the sleeping forms. At that time, through either design or whim, the chimney slink either leaves the family resting peacefully or murders them one by one. If it departs without harming anyone, the chimney slink always leaves behind the mess it made in the kitchen, so as to unnerve the family upon waking the next morning. If it kills the family in their sleep, the chimney slink always crams at least one corpse partway up the chimney.

Chimney slinks are solitary creatures without a culture of their own. Sages speculate that these ghastly beings receive some sort of emotional nourishment from the fright they spread in the cities they visit. They seem to have no interest in gold or treasure of any kind. The only possessions they carry are thieves' tools, polished dining utensils, and a variety of slender, surgically sharp knives. They use the thieves' tools to gain entry into bedrooms and kitchen pantries. They use the flatware to enjoy their meal. They use the knives to slit the throats of their somnolent victims. Their considerable Strength score permits them to shove the bodies of those victims up the chimney. No one knows why they perform this ghastly ritual.

Chimney slinks always try to avoid contact with other beings. They only feel comfortable in the presence of humans and demihumans when those creatures are fast asleep.

Combat

The chimney slink is craven at heart and prefers never to engage in combat. It always tries to frighten off a possible adversary with its feral wink ability, and then promptly runs away.

Black Lung (Ex): Once every 1d3 rounds, the chimney slink can cough out a cloud of toxic smoke. The cloud fills a 10-ft. cube and forces anyone caught in it to make a DC 18 Fort save. Success indicates that the victim suffers only watery eyes, while failure means that the tissue of the victim's lungs begins to corrode. The victim takes 1d6 points of damage per round for the next 1d6 rounds. During this time he is short of breath, suffering a -4 penalty on all attack rolls, ability checks, and saving throws. The effects can be negated with a successful remove disease.

Feral Wink (Sp): If the chimney slink meets the gaze of a humanoid, it can drop a wink with its left eye that causes the victim to make an immediate DC 18 Will save or act as if under the effects of the spell *symbol of fear*. The slink may invoke this power once every 1d4 rounds.

Creep (Sp): Once per day the chimney slink can enhance its natural skulking ability as if *silence* were centered on it; furthermore, during this time it enjoys the benefit of *cat's grace*. This ability lasts for 8 minutes.

Flame Ray

Medium Outsider (Extraplanar, Fire, Incorporeal)

Hit Dice: 5d8+20 (42 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 15 ft. (3 squares); fly 70 ft. (good)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +5/+5

Attack: Bite +5 melee (1d6+1d6 fire)

Full Attack: Bite +5 melee (1d6+1d6 fire) and bite +0 melee (1d6+1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smoldering shroud

Special Qualities: Darkvision 60 ft., fire subtype, outsider

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 18,

Int 8, Wis 11, Cha 6

Skills: Listen +8, Spot +8

Feats: Flyby Attack, Improved Initiative

Environment: Fire

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 6-9 HD (Medium), 10-13 HD (Large)

Level Adjustment: –

The flame ray appears as a mostly transparent manta ray, save the fact that it stands on a pair of clawed feet. Comprised of heat vapor, its body is difficult to see, appearing as heatwaves outlined faintly in red.

This odd creature of the Plane of Fire is made of hot vapor. Its true form resembles that of a manta ray, though this is not immediately apparent. Flame rays soar about on the Plane of Fire in a constant search for sustenance. This “food” takes the form of various volatile gases that the flame ray absorbs into its body.

Flame rays, when perched on their clawed feet, are practically invisible, but when they come into contact with fire, a physiological reaction causes their bodies to become flushed with flame; the transparent vapor turns into pure fire, making the flame ray an impressive sight. When fattened with fire, the flame ray gains the ability to fly. Thus, it rarely is without a



means of flight while on its home plane. In the absence of fire, however, the flame ray's body reverts back to its vaporous form, and it settles on its feet. On the Plane of Fire, flame rays glide for hours on end, looking like scarlet kites as they skirt the tops of the never-ending blaze.

Combat

The flame ray tries to avoid combat unless it can take to the air on a fiery updraft. Its bite deals an additional 1d6 points of fire damage.

Flame Flight (Ex): Coming into contact with any fire source larger than a campfire provides the ray with enough sustenance to allow it to fly. This process is a full round action and does not extinguish the flame source. The flame ray may fly for 1d6 rounds before it must "recharge" itself by consuming another fire source. Thus flame rays are often seen swooping from one fire to the next.

Smoldering Shroud (Ex): As a full-round action, the flame ray may attempt to enclose a Medium-size target in its burning wings. On a successful attack, the flame ray deals 4d8 points of damage and forces the target to make a DC 15 Reflex save or catch fire, as per the *DMG*.

Transparency (Ex): Stationary flame rays are difficult to see, often perceived as nothing more than "mirages" seen from the corner of an observer's eye. A DC 16 Spot check is required to notice a flame ray when its body isn't engorged with fire. Fighting a flame ray while in this form imposes a -2 penalty on attack rolls.

Grim Attendant

Large Construct

Hit Dice:	10d10+30 (85 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	21 (-1 size, +2 Dex, +10 natural)
BAB/Grapple:	+7/+17
Attack:	Slam +13 melee (2d8+6)
Full Attack:	3 slams +13/+8/+6 melee (2d8+6)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Glitterdust
Special Qualities:	Construct, damage reduction 8/adamantine, darkvision (60 ft.), low-light vision, immunity to magic
Saves:	Fort +3*, Ref +5, Will +3
Abilities:	Str 22, Dex 14, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	11-16 HD (Large), 17-21 HD (Huge)

*Like all constructs, the grim attendant is immune to any effect requiring a Fortitude saving throw, unless the effect also works on objects.

A grim attendant is a massive metal-and-wood automaton with three limbs and a wheeled base, designed to serve as a wizard's assistant and bodyguard.

The grim attendant stands eight feet tall and weighs 600 lbs. Its lower third consists of a rectangular framework of metal, to which are attached four heavy iron wheels. The upper two-thirds of the construct consist of a man-shaped torso and head, fashioned of metal and large sections of reinforced wood. The grim attendant has two arms; these arms are not proportioned to the torso but are much longer; each arm has two "elbow" joints, permitting a greater range of motion than a human arm. Furthermore, a third fully articulated limb is attached to the center of the attendant's back. While the other two arms end in humanlike hands, this third appendage is usually equipped with a hook, prong, or other device that enables the attendant better to serve its creator.

The torso of the grim attendant contains a hollow space capable of holding 30 pounds of material. Wizards often stock this cavity, referred to as the "chest arsenal" with potions, scrolls, wands, or other tools they might require in their everyday work. The chest arsenal can be securely locked, protecting the wizard's fragile supplies from possible laboratory explosions. The chest arsenal has a hardness of 10 and can be smashed open on a DC 30 Break check. It has as many hit points as the grim attendant.

Grim attendants are quite agile, but they need at least 10 feet of space in order to turn around completely.

Combat

Grim attendants can attack with all three appendages at once. If the arm attached to the construct's back isn't fitted with a fist or other appropriate bludgeoning device, the damage it deals should be adjusted as appropriate. For instance, an attendant with a hook affixed to its third arm inflicts only 1d8+6 points of damage, but the hook can be coated with poison from its chest arsenal to inject its target with any manner of toxin. The attendant can also employ other devices stored in its chest arsenal, as adjudicated by the DM.

Glitterdust (Su): A grim attendant can use a *glitterdust* effect, as per the spell, as a free action once every two rounds. A cloud of golden particles covers everyone and everything in the area, blinding all seeing creatures and causing all invisible creatures and objects to be visible for five rounds. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. A DC 16 Reflex save avoids these effects.

Construct (Ex): Immune to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, or death from massive damage.

Immunity to Magic (Ex): A grim attendant 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 *heat metal* spell slows an attendant (as the *slow* spell) for 2d6 rounds, with no saving throw, while *fabricate* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the attendant's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

The grim attendant is put together from a variety of metal and wooden components, weighing at least 600 lbs. These materials must cost at least 3,000 gp. Assembling the intricate metal and wooden components requires a DC 16 Craft (metalworking or blacksmith) check and a DC 16 Craft (woodworking or carpentry) check.

CL 12th; Craft Construct, *antimagic field*, *geas/quest*, *glitterdust*, caster must be at least 12th level; Price 70,000 gp; Cost 40,000 gp + 2,400 XP.

Ink Drinker

Tiny Outsider	
Hit Dice:	2d8 (9 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	10 ft. (2 squares)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Bite +2 melee (1d4)
Full Attack:	Bite +2 melee (1d4)
Space/Reach:	2 1/2 ft./2 1/2 ft.
Special Attacks:	Gout
Special Qualities:	Darkvision 60 ft., scent, wiggle
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 9, Dex 18, Con 10, Int 14, Wis 10, Cha 16
Skills:	Climb +5, Listen +5, Open Locks +5, Search +5, Spot +5
Feats:	Improved Initiative
Environment:	Any non-wilderness (i.e., indoors)
Organization:	Solitary or gang (2d4)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

Standing barely a foot tall, the ink drinker appears much like a pudgy brownie, although the pasty flesh of its face has been stained a permanent blue around the mouth. Its eyes are cast with an evil slant, and its fingers are long and nimble. Its teeth are always black.

Few creatures incite more chaos in the laboratories of wizards and sages than the vindictive ink drinker. Ink drinkers seem to live only to satiate their odd thirst and revel in the trouble they cause during their clandestine visits. Where they come from is unknown, but they are known to be drawn to libraries, monasteries, and universities — anyplace that they can feed. Ink drinkers sneak in at night, gorge themselves on the contents of the building's inkwells, then gleefully track an inky mess over any convenient bookshelf or desk. During this vandalistic spree, they gibber and chuckle to themselves, muttering in their native tongue and belching shrilly when their bellies are bloated.

An ink drinker's fingers are lean, long, and powerful, the better for pulling corks from bottles. Though somewhat rotund for their size, they are surprisingly agile, quite capable of ascending shelves and chair legs in order to reach their prize. It has been observed by those patient enough to study the proclivities of ink drinkers that the creatures prefer quaffing blue ink above all others, though they have never been known to bypass a bottle of any hue, at least not when they still have room in their stomachs.

Combat

Though ink drinkers are not bold combatants, they are feisty when forced into a fight. They enjoy hurling small objects and climbing out of their enemy's reach, only to bombard them from above.

Gout (Ex): Ink drinkers can spit a foul mixture of ink and gastric acid in a line up to 10 feet away. Anyone in the path must make a DC 16 Reflex save or be splattered. The target's clothing is permanently stained, and the target takes 1d8 points of acid damage.

Wiggle (Ex): Ink drinkers' bones are malleable and their skin quite elastic, permitting them to contort their bodies to odd sizes in order to squeeze through the tiniest space and access a wizard's lab or library. If given 1d4 rounds to adjust their bodies, ink drinkers can wiggle through spaces no larger than four inches wide.



Moonpony

Medium Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 Natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Hoof +2 melee (1d3)
Full Attack:	2 hooves +2 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Low-light vision, moon travel, scent, search the soul, telepathy, terrain mastery
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 13, Dex 13, Con 12, Int 12, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate Plains and Marsh
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral good
Advancement:	—
Level Adjustment:	—

Moonponies appear as standard ponies, save that they are completely gray in coloration, including their hide, mane, tail, and hooves. However, on the Moonless Night (otherwise known as a “hawkmoon”), the moonpony changes color to an incandescent silver.

Moonponies are far more intelligent than normal equines. They are very rare in the Domain because they have to be conceived at the night of a hawkmoon, and both parents must be thoroughbred moonponies. They originate from the Lost Man Wetlands, a place known throughout the Domain as an extremely dangerous one. It is in these treacherous wetlands that the moonponies feel most secure. They know their way around the wetlands, understand which paths are safe and which aren't, and are respected by the other inhabitants of the area. Though quite intelligent, moonponies cannot speak. They communicate with a rare form of telepathy.

Moonponies only deign to serve as mounts if their rider has principles in accord with the moonpony's own. Many seek them out for their invaluable moon travel ability. However, moonponies are naturally shy and wary of others, so they are difficult creatures to befriend. They are usually more inclined to serve halflings, neljis, and other small humanoids, rather than humans and elves.

Carrying Capacity: A light load for a moonpony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A moonpony can drag 1,125 pounds.

Combat

Moonponies always seek to avoid combat. Their rider can attack without the moonpony bolting from

combat only if he succeeds on a Ride check (DC 12). Halflings and neljis receive a +2 racial bonus to this check.

Moon Travel (Sp): This ability functions as the spell *greater teleport*. The pony can teleport itself and, if it chooses to do so, a single rider. But this can only be done on a hawkmoon (i.e., the 30th of each month, from the time the sun sets till the time it rises). Since a Moonless Night is a phenomenon which only happens in the Domain, teleportation is limited to that Domain. In campaigns not based in Hawkmoon, the moonpony changes color and uses *teleport* on the night of a new moon.

Search the Soul (Su): Once per day, a moonpony can sense the veracity of any single humanoid as per the spells *true seeing* and *know alignment*. Moonponies usually use this ability to select the person they want to act as their rider.

Telepathy (Ex): Moonponies can communicate telepathically with any intelligent being, though their “conversation” is not comprised of words but rather of emotions, feelings, and intuitive understanding.

Terrain Mastery (Ex): Because they live in the wetlands, moonponies can walk safely on most marshy and swamplike environment. They move at their normal speed through marsh terrain. They spot quicksand on a DC 10 Intelligence check.

Noctural

Medium Aberration

Hit Dice:	2d8+1 (10 hp)
Initiative:	+4 (Improved Initiative)
Speed:	25 ft. (5 squares), burrow 20 ft. (4 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+1/+1
Attack:	Pincer +5 melee (1d6+4)
Full Attack:	2 Pincers +5 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sever
Special Qualities:	Blindsight, damage reduction 5/piercing, light vulnerability, spell resistance 7
Saves:	Fort +3, Ref +0, Will +3
Abilities:	Str 18, Dex 14, Con 12, Int 10, Wis 9, Cha 6
Skills:	Climb +5, Jump +5
Feats:	Improved Initiative
Environment:	Subterranean
Organization:	See below
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–7 HD (Medium)

The scourge of the Domain, nocturals are bipedal subterranean creatures with hardened exoskeletons and broad, razor-sharp pincers on the ends of their powerful arms. Their heads resemble those of ants, their mouths a porous membrane between their jaws. They have no eyes.

Infamous throughout the Domain, nocturals are rapacious plunderers that emerge from tunnels on each hawkmoon (the night of the 30th of each month), killing everything in their path before dawn. In campaigns not based in Hawkmoon, the nocturals attack on the night of the new moon.

Nocturals are known by many different names throughout the Domain, depending on the region. Various names include darklings, moon-tappers, dark knockers, and the sightless scourge. They are harmed by natural sunlight, even sunlight that is reflected from the moon, so they never emerge from their deep colonies except when the moon quits the sky. At this time, they burrow to the surface in random places and slay all living beings they encounter. They leave the corpses to rot, but they do often return to their dark homes with flora specimens, such as vegetables, flowers, and saplings. No one knows why.

Little is known about the darklings, as most expeditions into the deep places in the earth fail to return. A few such forays have met with success, however. Reconnaissance indicates that the creatures live in vast cities where partially organic “engines” burn a fuel of fungi and chemicals to power machines of unknown intent. Nocturals are thought to communicate with one another in a series of quick rasps and indrawn breaths, no sounds a human throat is designed to pronounce. Because their bodies decay unusually rapidly after death, sages possess a limited understanding of nocturnal physiology. But judging by the membrane-covered mouth and the composition of internal organs, it is assumed that darklings do not eat meat, but evidently sustain themselves on subterranean plant life or perhaps on some other type of biochemical nourishment.

Nocturals are of course expert tunnelers, their great strength and powerful, shovel-like pincers making short work of all but the hardest stone.

Monthly Invasions: In the realm of Hawkmoon, the moon vanishes from the sky once per month. From birth, Hawkmoon children are told of the dreaded “moon tappers,” and a healthy fear of these creatures becomes second nature. Fearful inhabitants of the realm lock their doors and hide during Moonless Nights, and make sure that all livestock are kept safe. Cellars and underground chambers are likewise kept securely locked and guarded, and the militia in all cities musters on the 29th of each month.

No one can say where the fearsome nocturals will strike; indeed, it is just this uncertainty that makes them so terrifying. Usually attacks are limited to a handful of darklings that appear, slay their victims and disappear. From time to time, larger incursions of 100 or more nocturals occur; these are especially devastating and can devastate entire communities. The DM should decide if and where an attack takes place on

the night of a hawkmoon, or consult the table below for any one particular area.

% Roll	# of Nocturals Appearing
01-85	None
86-90	2d4
91-93	4d6
94-95	6d8
96-97	10d10
98-99	12d12
00	14d20

Combat

Nocturals attack any living things they encounter and always fight to the death.

Blindsight (Ex): Nocturals can “see” using a combination of other senses. A nocturnal moves and fights as well as a sighted creature, and sees in the dark as well as a human sees in the light. Nocturals can see invisible and concealed creatures as well, and do not need to make Spot or Listen checks to notice creatures.

Light Vulnerability (Ex): Sunlight in any form is deadly to a nocturnal, even reflected sunlight, such as that cast by the moon. Exposing a nocturnal to natural sunlight or its light reflected from the moon (i.e., moonlight) inflicts 1d8 points of damage per round. All other forms of light (e.g., lanterns, torches, *daylight*, et cetera) have no effect.

Sever (Ex): On any attack roll of a natural 20, the nocturnal forces its opponent to make a DC 15 Fort save. Failure means that the nocturnal has severed one of its opponent’s hands (chosen or randomly determined by the DM). This ability affects only humanoids.



Tome of Horrors I and II Monsters

For those of you who own *Tome of Horrors* and *Tome of Horrors II*, the v3.5 entry for each monster used in those books can be found here.

Brass Man

Large Construct (Extraplanar, Fire)
Hit Dice: 10d10+30 (85 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 23 (-1 size, +14 natural), touch 9, flat-footed 23
Base Attack/Grapple: +7/+17
Attack: Slam +12 melee (2d8+6) or greatsword +12 melee (3d6+9, 19-20/x2)
Full Attack: 2 slams +12 melee (2d8+6) or greatsword +12/+7 melee (3d6+9, 19-20/x2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spit molten brass
Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., fire subtype, immunity to magic, low-light vision
Saves: Fort +3, Ref +3, Will +3
Abilities: Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Elemental Plane of Fire
Organization: Solitary or squad (2-4)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11-18 HD (Large); 19-30 HD (Huge)
Level Adjustment: —

This creature resembles a humanoid constructed of brass. Its features are exquisite and delicate, and ancient runes and symbols adorn its body.

Brass men are humanoid-shaped constructs built by the powerful efreet of the City of Brass. They are created for the sole purpose of guarding some efreeti secret within the walls of the City. Some are created as battle allies and aid the efreet in battle against their enemies. They are rarely encountered elsewhere, though on occasion one is sent to the Material Plane by its efreet creator to retrieve an object or creature.

Combat

Brass men are very tough physical opponents and difficult to stop. Typically a brass man begins combat by spitting molten brass on the closest opponent before moving into melee where it attacks with its greatsword or its powerful fists.

Spit Molten Brass (Su): Once every 1d4 rounds (and no more than five times per day), a brass man can spit a stream of molten brass in a 30-foot line;

damage 6d6 fire, Reflex DC 15 half. The save DC is Constitution-based.

Immunity to Magic (Ex): A brass man 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 a brass man (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the brass man 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. A brass man gets no saving throw against fire effects.

Construction

The construction of the brass men is a highly guarded secret among the efreet race. All that is known (and this is perhaps conjecture among the sages as well) is that the *molten blood* spell plays a role in the construction of a brass man. Otherwise, none outside the City of Brass have ever discovered the proper method of constructing a brass man, and the efreet aren't telling.

Fire Lizard

Huge Magical Beast (Fire)
Hit Dice: 10d10+50 (105 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (-2 size, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +10/+26
Attack: Claw +16 melee (1d8+8)
Full Attack: 2 claws +16 melee (1d8+8) and bite +14 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., immunity to fire, low-light vision, vulnerability to cold
Saves: Fort +12, Ref +7, Will +3
Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 11, Cha 10
Skills: Listen +8, Spot +9
Feats: Alertness, Cleave, Mulitattack, Power Attack
Environment: Warm plains and underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral
Advancement: 11-12 HD (Huge); 13-30 HD (Gargantuan)
Level Adjustment: —

This creature resembles a wingless red dragon. Its scales are gray and dappled in red and brown along its back. Its underbelly is bright red and its eyes are black with yellow pupils.

Fire lizards are often called “false dragons.” Despite their general resemblance to dragons, sages have as yet found no evidence of these creatures being in any way related to them. Fire lizards do not associate with or keep company with dragons. A fire lizard averages 30 feet long but can grow to almost twice that size.

Combat

Fire lizards prefer to attack opponents with their claws and bite, though if outnumbered they resort to using their breath weapon.

Breath Weapon (Su): Once every 1d4 rounds, a fire lizard can breathe fire in a 20-foot cone. Creatures in the area take 2d6 points of fire damage (DC 20 Reflex half). The save DC is Constitution-based.

Cinder Ghoul

Large Undead (Fire)

Hit Dice:	8d12 (52 hp)
Initiative:	+9
Speed:	Fly 40 ft. (perfect) (8 squares)
Armor Class:	20 (-1 size, +5 Dex, +6 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+4/+11
Attack:	Slam +8 (1d8+4 plus 1d6 fire and energy drain)
Full Attack:	Slam +8 (1d8+4 plus 1d6 fire and energy drain)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Energy drain, fire, smoke inhalation
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., fire subtype, +2 turn resistance, smoke form, undead traits
Saves:	Fort +2, Ref +9, Will +7
Abilities:	Str 16, Dex 20, Con—, Int 4, Wis 12, Cha 19
Skills:	Spot +12
Feats:	Improved Initiative, Lightning Reflexes, Weapon Finesse
Environment:	Any
Organization:	Solitary, gang (2-5), or mob (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-24 HD (Large)
Level Adjustment:	—

This creature is a swirling, humanoid cloud of burning ash and charred body parts. A red glow of burning embers can be glimpsed floating within the mass. This creature reeks of smoke and burnt flesh.

A creature that is burned to death by magical fire may rise again as a fiery undead being called a cinder ghoul. The lairs of old red dragons may be haunted by many of these pathetic, angry spirits, and many a wizard that has dispatched a foe with a well-placed fireball has been found mysteriously charred to death many months after the deed.

Cinder ghouls are barely intelligent, but they do have a very vivid recollection of the pain they endured in the moments before their death. Filled

with anger as fiery as the flames that took their life, cinder ghouls harbor a strong hatred of fire and any living creature that has control over it.

Although it cannot speak, the sound of wailing and screaming and the rushing of fire-stoked wind constantly accompany a cinder ghoul.

Combat

In melee, a cinder ghoul slams with the charred remains of its fists. If a cinder ghoul encounters an opponent that demonstrates any form of control over fire—either through casting a fire spell or using a magic item that produces fire—it attacks that opponent to the exclusion of all others.

Energy Drain (Su): Living creatures hit by a cinder ghoul's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, a cinder ghoul gains 5 temporary hit points.

Fire (Su): Any opponent struck by a cinder ghoul's slam attack must succeed on a DC 18 Reflex save or catch fire (see catching on fire in the *DMG*). The save DC is Charisma-based.

Smoke Inhalation (Su): As a full round action, a cinder ghoul can attempt to force some of its smoky form into the lungs of a living opponent by moving into a space occupied by an opponent. The target must succeed on a DC 18 Fortitude save or inhale part of the creature. Smoke inside the victim's lungs burns the surrounding tissues and organs, dealing 1 point of Constitution damage each round for 1d4+2 rounds. The affected creature can attempt another Fortitude save each round to cough out the burning residue. A successful save halts the damage. The save DC is Charisma-based.

Smoke Form (Ex): A cinder ghoul's natural form is similar to the *gaseous form* spell, though the creature retains its natural armor bonus, all attacks, and can use its supernatural abilities. Its fly speed is 40 feet per round with perfect maneuverability. A cinder ghoul is subject to the effects of wind (in that it can be blown away, but it cannot be dispersed and takes no damage from wind). A cinder ghoul cannot enter water or other liquid and cannot pass through small holes or narrow openings.

Fire Crab

Lesser

Small Vermin (Extraplanar, Fire)

Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/+0
Attack:	Claw +3 melee (1d2 plus 1d4 fire)
Full Attack:	2 claws +3 melee (1d2 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, improved grab, constrict 1d2 plus 1d4 fire
Special Qualities:	Darkvision 60 ft., fire subtype, tremorsense 60 ft., vermin traits
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 10, Dex 14, Con 12, Int —, Wis 10, Cha 2
Skills:	Hide +10, Spot +4
Feats:	Weapon Finesse
Environment:	Plane of Molten Skies or Elemental Plane of Fire
Organization:	Solitary, cluster (4-7), or colony (11-20)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adjustment:	—

Greater

Large Vermin (Extraplanar, Fire)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+3/+11
Attack:	Claw +7 melee (1d6+4 plus 1d8 fire)
Full Attack:	2 claws +7 melee (1d6+4 plus 1d8 fire)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Heat, improved grab, constrict 1d6+4 plus 1d8 fire
Special Qualities:	Darkvision 60 ft., fire subtype, tremorsense 60 ft., vermin traits
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 18, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Hide +0, Listen +2, Spot +6
Feats:	Alertness, Weapon Focus
Environment:	Plane of Molten Skies or Elemental Plane of Fire
Organization:	Solitary, cluster (2-5), or colony (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Large)
Level Adjustment:	—

This creature resembles a reddish-brown crab with dark red and yellow markings on its carapace. Tiny flames lick and dance across its body. Its six segmented legs are spindly and black in color.

Fire crabs are invertebrates found roaming the fiery shores of the Elemental Plane of Fire and the Plane of Molten Skies.

They can be found crawling the shores or swimming in pools and lakes of liquid flame. Fire crabs are generally non-aggressive creatures and spend their time eating the heated rocks and plants found in the aforementioned planes. Food not eaten is carried and stored in their lair, which takes the form of a large burrow under the fiery waters or on the shores near their “water source.” Such burrows are sometimes very large and can contain up to 20 of these creatures. On the Material Plane, fire crabs lair in volcanoes and near hot springs.

Fire crabs have large claws and in males, one claw is always larger (at least three times larger) than the other.

Combat

Normally non-aggressive creatures, if their lair is threatened, they fight to the death. Against weaker prey, fire crabs usually just slash with their claws. Stronger foes are grabbed and squeezed by the fire crab. Once they grab an opponent, they hold on, allowing their fires to engulf the foe.

Heat (Ex): The body of a fire crab generates intense heat, dealing 1d4 points of fire damage with its touch (1d8 points of fire damage for greater fire crabs). Creatures attacking a fire crab unarmed or with natural weapons takes fire damage each time their attacks hit. Any melee hit by a fire crab deals fire damage.

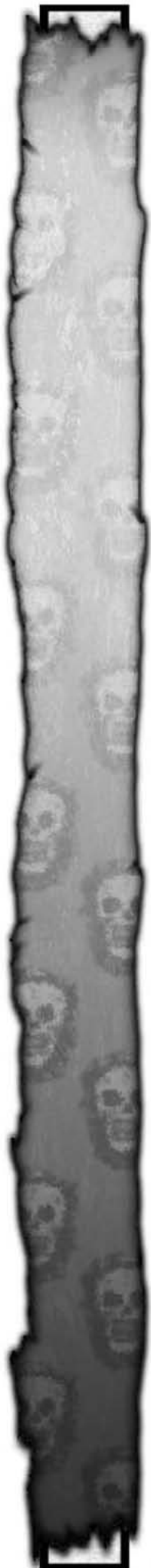
Improved Grab (Ex): To use this ability, a fire crab must hit an opponent up to one size smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A fire crab that gets a hold of an opponent of its size or smaller automatically deals claw and fire damage each round it maintains the hold.

Tremorsense (Ex): Fire crabs can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: A fire crab has a +4 racial bonus on Hide and Spot checks.

A fire crab has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Fire Nymph

Medium Outsider (Extraplanar, Fire)

Hit Dice: 2d8+2 (12 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +2/+2
Attack: Dagger +2 melee (1d4 plus 1d4 fire) or slam +2 melee (1d3 plus 1d4 fire)
Full Attack: Dagger +2 melee (1d4 plus 1d4 fire) or slam +2 melee (1d3 plus 1d4 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Heat, spell-like abilities
Special Qualities: Darkvision 60 ft., immunity to fire, outsider traits, SR 10, vulnerability to cold
Saves: Fort +4, Ref +4, Will +6
Abilities: Str 10, Dex 13, Con 12, Int 16, Wis 17, Cha 19
Skills: Concentration +6, Diplomacy +9, Escape Artist +6, Heal +8, Hide +6, Knowledge (any one) +8, Knowledge (the planes) +8, Listen +8, Move Silently +6, Spot +8, Survival +8 (+10 on other planes)
Feats: Dodge
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic neutral (good tendencies)
Advancement: 3-6 HD (Medium)
Level Adjustment: —

This creature appears as a very attractive and beautiful female with long, flowing fiery-red hair. Her eyes are pale blue and her skin is lightly colored with a cinnamon hint to it.

A fire nymph is a very beautiful creature that dwells on the Elemental Plane of Fire. It is akin to the nymph and dryad, though its origins obviously lie elsewhere. Fire nymphs rarely visit the Material Plane, though mages are known to request their company on occasion. A fire nymph usually wears translucent robes of white or ash. Fire nymphs speak Common and Ignan.

Combat

Fire nymphs avoid combat if at all possible, but if pressed into action they rely on their spell-like abilities and seek escape as soon as possible.

Spell-Like Abilities: At will—*burning hands* (DC 15), *flame blade*, *flaming sphere* (DC 16), *produce flame*; 1/day—*fire shield*. Caster level 7th. The save DCs are Charisma-based.

Fire nymphs can replicate divine spells with the fire descriptor as 7th-level druids.

Heat (Ex): A fire nymph's body generates intense heat, causing opponents to take an extra 1d4 points of

fire damage every time the creature succeeds on a touch attack. Creatures attacking a fire nymph unarmed or with natural weapons take this same fire damage each time one of their attacks hits. A fire nymph's metallic weapons also conduct this heat.

Fire Phantom

Medium Undead (Extraplanar, Fire)

Hit Dice: 6d12 (39 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +6 natural, -2 rage), touch 10, flat-footed 14
Base Attack/Grapple: +3/+7
Attack: Slam +8 melee (1d4+6 plus 1d6 fire) or fire blast +5 ranged touch (2d6 fire)
Full Attack: Slam +8 melee (1d4+6 plus 1d6 fire) or fire blast +5 ranged touch (2d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fire, fire blast, immolation, rage
Special Qualities: Darkvision 60 ft., fire subtype, turn immunity, undead traits
Saves: Fort +2, Ref +4, Will +6
Abilities: Str 18, Dex 14, Con —, Int 4, Wis 12, Cha 14
Skills: Intimidate +11, Listen +12, Spot +12
Feats: Alertness, Improved Initiative, Weapon Focus (slam)
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-18 HD (Medium)
Level Adjustment: —

This burning creature appears as a humanoid encased in flames. Its eyes are tiny balls of molten fire and its tongue is a snake-like stream of flame. Its teeth are charred and flames dance in the back of its throat.

When a creature dies on the Elemental Plane of Fire, its soul often melds with part of the fiery plane and reforms as a fire phantom; a humanoid creature composed of rotted and burnt flesh swathed in elemental fire. Fire phantoms desire nothing more than to return to the Material Plane and destroy as many living creatures as possible by consuming them in the same flames that now house their spirit.

Fire phantoms are encountered in areas where fires are already burning (campfires, pyres, vigils, etc). They step through a portal from the Plane of Fire into a fire on the Material Plane. This fire must be at least Small or larger; else any attempt by the fire phantom to enter the Material Plane through that fire automatically fails. Once it enters the plane, it often lies in wait in the fire for potential victims to come near it. A fire phantom hiding inside a fire is difficult to see (Spot check DC 25, +2 for each size larger than Medium the fire is).

Combat

A fire phantom waits inside its fire until it spots a living creature. It then rushes out, shrieking and hurling globes of fire. If faced with overwhelming odds or facing certain destruction, the creature attempts to close the distance between itself and as many of its opponents as it can so it can use its immolation ability. In normal melee, a fire phantom alternates between hurling globes of fire and pummeling a foe with its burning fists. Fire phantoms fight until destroyed or all opponents are dead or flee. When a fire phantom is wounded, flames dance and play around the wound.

Fire (Ex): A fire phantom's fists are swathed in elemental fire. Any melee hit deals fire damage. Creatures attacking a fire phantom unarmed or with natural weapons takes fire damage each time their attacks hit.

Fire Blast (Su): Once every 1d4 rounds as a standard action, a fire phantom can hurl a small globe of elemental fire to a range of 30 feet (no range increment). By making a successful ranged touch attack, it deals 2d6 points of fire damage. A creature hit must succeed on a DC 15 Reflex save or catch on fire. The save DC is Charisma-based. (See the DMG for more information on catching on fire.)

Immolation (Su): Normally used as a last resort, a fire phantom can detonate itself in an inferno of elemental fire that deals 6d6 points of fire damage to all creatures within a 10-foot radius. A successful DC 15 Reflex save halves the damage. The save DC is Charisma-based.

This instantly kills the fire phantom if it fails a DC 20 Will save. Even if the fire phantom survives, its flames are extinguished for 1 minute. During this time the fire phantom cannot use its fire blast ability and does not deal fire damage with its slam attack. It retains the fire subtype. After 1 minute, its fires relight. If the fire phantom survives the immolation, it may not use it again for one day.

Rage (Ex): A fire phantom is in a constant state of agony from the elemental fire that consumes its body. Therefore, it is always in a berserk rage and gains Str +4 and -2 AC (both already included in the statistics block above). The fire phantom cannot end this rage voluntarily and it cannot be suppressed or negated.

Turn Immunity (Ex): A fire phantom cannot be turned, rebuked, or commanded.

Fire Snake

Small Outsider (Extraplanar, Fire)

Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple: +2/-2

Attack: Bite +6 melee (1d4 plus paralysis)
Full Attack: Bite +6 melee (1d4 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralysis
Special Qualities: Darkvision 60 ft., immunity to fire, outsider traits, vulnerability to cold
Saves: Fort +4, Ref +6, Will +4
Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 7
Skills: Balance +14, Climb +14, Hide +10, Listen +8, Spot +8
Feats: Weapon Finesse
Environment: Elemental Plane of Fire
Organization: Solitary or pack (2-5)
Challenge Rating: 1
Treasure: No coins; standard goods (gems only); no items
Alignment: Always neutral
Advancement: 3-5 HD (Small); 6 HD (Medium)
Level Adjustment: -

This creature looks like a snake with reddish-orange scales and stark white eyes without pupils.

A fire snake resembles a normal snake and ranges in size from 2 feet to 6 feet in length. Fire snakes make their homes in fires and rarely journey more than 30 feet from such an open flame. Sages conjecture that fire snakes are some form of larval salamander from the Elemental Plane of Fire.

Combat

A fire snake's preferred method of attack is to hide in a nearby fire and then surprise its foes as they come nearby. A fire snake attacks by biting its opponents with its sharp fangs.

Paralysis (Ex): A creature hit by a fire snake's bite must succeed on a DC 12 Fortitude save or be paralyzed for 1d6 rounds. The save DC is Constitution-based.

Skills: Fire snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fire snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fire snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

Firefiend (advanced)

Medium Elemental (Outsider, Extraplanar, Fire)

Hit Dice: 16d8+24 (96 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +12/+16
Attack: Longsword +17 melee (1d8+4 plus 1d6 fire, 19-20/x2)
Full Attack: Longsword +17/+12/+7 melee (1d8+4 plus 1d6 fire, 19-20/x2) and 2 longswords +17 melee (1d8+4 plus 1d6 fire, 19-20/x2)
Space/Reach: 5 ft./5 ft.



Special Attacks:	Spit
Special Qualities:	All-around vision, damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +8, Ref +11, Will +5
Abilities:	Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8
Skills:	Listen +6, Move Silently +7, Spot +7
Feats:	Alertness, Cleave, Combat Reflexes, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

A three-sided column of yellow-orange fire sports a single arm, leg, and face. In each arm, the creature carries a flaming longsword. Each face seems to be identical and all are twisted in terrifying grimaces and constant spout obscenities in a strange language. Each face has glowing red eyes.

A firefiend is a rare creature from the Elemental Plane of Fire that takes the form of a roughly human-sized pillar of flame. Upon first glance, a firefiend strongly resembles a fire elemental of the same size, but beyond that the resemblance ends. Its three faces constantly scowl and scream at opponents, cursing them in Ignan. If an opponent understands this language, he will comprehend only incoherent babbling and cursing.

Combat

A firefiend attacks primarily with its longswords, positioning itself in such a way as to bring as many swords to bear on a single opponent as it can. Even with two of its swords engaged on a single foe, the firefiend can still attack to its rear with its remaining longsword. Likewise, a firefiend can battle three different opponents. A firefiend cannot, however, battle a single opponent with more than two of its swords.

Spit (Su): Once every other round, each of the firefiend's faces can spit a fiery cinder to a range of 10 feet at one opponent directly in front of it. A target takes 1 point of fire damage and must succeed on a DC 15 Reflex save or catch on fire (see the *DMG* for catching on fire).

All-Around Vision: A firefiend has a +4 racial bonus to Spot and Search checks.

Feats: In combination with its natural abilities, a firefiend's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Note: This is an advanced form of the firefiend as presented in the *Tome of Horrors*.

Froghemoth

Huge Aberration	
Hit Dice:	16d8+83 (155 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+12/+24
Attack:	Tentacle +14 melee (1d6+4)
Full Attack:	4 tentacles +14 melee (1d6+4) and tongue +12 melee (1d6+2) and bite +12 melee (4d6+2)
Space/Reach:	15 ft./10 ft. (20 ft. with tongue)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., resistance to fire 10, vulnerability to electricity
Saves:	Fort +10, Ref +6, Will +11
Abilities:	Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11
Skills:	Hide +2*, Listen +9, Spot +9, Swim +17
Feats:	Alertness, Cleave, Multiattack, Power Attack, Skill Focus (Hide), Toughness
Environment:	Temperate marsh
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement:	17–30 HD (Huge); 31–48 HD (Gargantuan)
Level Adjustment:	—

This gigantic creature resembles a giant frog with 4 large tentacles in place of its front legs. A single eyestalk juts from the top of its head. Its underbelly is yellow, its body is green, and its tentacles and legs are mottled green.

The froghemoth is a weird aberration that swells in marshes and swamps. Its tongue is 10 feet long and it uses it to capture its prey. The froghemoth is a carnivore and feeds on various swamp-dwellers.

Combat

The froghemoth attacks using its tentacles and tongue to grab opponents. Grabbed opponents are shoved into the froghemoth's mouth.

Improved Grab (Ex): To use this ability, a froghemoth must hit with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A froghemoth can try to swallow a grabbed opponent of two or more sizes smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d8+4 points of crushing damage plus 8 points of acid damage per round from the froghemoth's digestive juices. A swallowed creature can climb out of the froghemoth's stomach with a successful grapple check. This returns it to the froghemoth's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light piercing

or slashing weapon to deal 20 points of damage to the froghemoth's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge froghemoth's stomach can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine opponents.

Vulnerability to Electricity (Ex): The froghemoth takes no damage from electricity-based spells and effects, but is instead *slowed* for one round.

Skills: A froghemoth has a +4 racial bonus on Listen and Spot checks.

*Due to its coloration, a froghemoth has a +4 bonus on Hide checks in its natural environment.

A froghemoth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Nereid

Medium Fey (Extraplanar, Water)

Hit Dice: 4d6+8 (22 hp)

Initiative: +2

Speed: 30 ft. (6 squares), swim 40 ft.

Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Poison spittle +5 ranged touch (poison)

Full Attack: Poison spittle +5 ranged touch (poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Beguilement, kiss, poison spittle, spell-like abilities

Special Qualities: Change shape, damage reduction 10/cold iron, low-light vision, natural grace, SR 18, transparency, vulnerability

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 11, Dex 14, Con 14, Int 12, Wis 12, Cha 18

Skills: Bluff +10, Craft (any one) or Knowledge (any one) +7, Escape Artist +9, Hide +8, Listen +7, Move Silently +5, Sense Motive +4, Spot +7, Swim +14

Feats: Great Fortitude, Weapon Focus (spittle)

Environment: Elemental Plane of Water

Organization: Solitary or troupe (1 nereid plus 1 giant squid, giant octopus, giant eel, 2-4 dolphins, or Large poisonous [aquatic] viper)

Challenge Rating: 4

Treasure: No coins; no goods; standard items

Alignment: Usually chaotic neutral

Advancement: 5-8 HD (Medium)

Level Adjustment: +6

A strikingly beautiful humanoid creature approaches. Its hair is long and flowing, golden in color. Its eyes are green and almond-shaped, and its skin is pearl white.

Nereids are elemental fey that spend most of their time swimming through the Elemental Plane of Water. Occasionally one finds her way through a vortex into

the Material Plane and takes up temporary residence in lakes, rivers, springs, pools, or inland seas. Many sailors, seafarers, pirates, and other sea-goers have met their ends at the hands of a nereid. Their natural beauty lures men to their doom, for behind the beauty of the honey-eyed ones lies certain death for any creature that tries to steal a glance or kiss from a nereid.

A nereid's natural form is that of a small pool of water. She can assume a humanoid form at will (as a free action) and usually employs this form when on the Material Plane. Some are arrayed in robes of white or gold, but most appear unclothed. All nereid in humanoid form wear a shawl of white or gold draped over their shoulders.

A nereid speaks Aquan and Common.

Combat

Nereids shy away from combat and flee at the first sign of conflict if possible. If forced into melee, she uses her poison spittle to blind an opponent and then uses her shape water attack to to engage her opponents. If a nereid encounters only female opponents, she assumes the shape of a handsomely striking male humanoid, but still follows the same attack routine outlined above. A nereid that is attacked can attempt a DC 15 Reflex save. If successful, she takes no damage and assumes her natural watery form and flows away.

Beguilement (Su): A creature of the opposite sex viewing a nereid must make succeed on a DC 16 Will save or be instantly smitten and beguiled. This effect is similar to an enthrall spell (caster level 10th) but does not require the nereid to sing or speak and lasts as long as the nereid is in view. The save DC is Charisma-based. Females viewing a nereid in male form gain a +2 bonus on their Will save.

Kiss (Su): Any creature meeting the lips of a nereid must succeed on a DC 14 Fortitude save or take 1d4 points of damage as the nereid floods the creature's lungs with sea water. Each round thereafter, for the next 10 rounds, the victim must make a DC 14 Fortitude save or take 1d4 points of damage. Three consecutive successful saves means the character has coughed up enough water to shake the effects of this attack and takes no further damage. An affected creature can take no actions other than to defend itself in any round it takes damage from this ability. At 0 or less hit points, the victim falls unconscious. In the next round, he drowns. The save DC is Constitution-based.

Holding one's breath does not prevent drowning (water is already in the lungs). A *dispel magic*, *break enchantment*, *remove curse*, *heal* spell, or successful DC 20 Heal check halts the damage if applied before the creature reaches 0 or less hit points.

Nereids are not prone to giving kisses. An opponent that attempts to force a kiss must succeed on a successful grapple check against the nereid.

Poison Spittle (Ex): Once per round, a nereid can spit a stream of watery poison at an opponent within 20 feet (no range increment). A successful ranged touch attack is required to hit. A target hit must succeed on a DC 14 Fortitude save or be blinded (as the spell) for 2d6 rounds. A character can take a full-round action to wash away the poison using water (or similar liquid). The save DC is Constitution-based.

Spell-Like Abilities: At will—*control water, shape water* (see below). Caster level 10th.

A nereid can form a volume of water within 30 feet into the shape of a Medium serpent formed of water. A watery serpent is about 6 feet long. It has the same number of hit points as the nereid who created it, and its AC is 15 (+5 natural). Its attack bonus is equal to the nereid's base attack bonus + her Cha modifier. The watery serpent deals 1d6 points of damage on each successful attack against an opponent. A nereid need not concentrate to maintain the watery serpent. She can direct it to a new target as a move action if she wishes. At hit points 0, the serpent collapses into normal water. A nereid can only have one such watery serpent in existence at a given time. The watery serpent lasts until destroyed or until the nereid dismisses it or dies.

Change Shape (Su): A nereid can assume the shape of either a male or female Medium humanoid (and almost always assumes a female form unless encountering an all-female party of adventurers) as a standard action. In humanoid form, she can use any of her special attacks and special qualities and can wield weapons and wear armor (though a nereid rarely ever does). In her water form, she cannot use any of her special attacks or special qualities (except as noted below).

A nereid in water form moves at her swim speed (40 feet per round) and can flow through cracks, under doors, and through small openings. In this form she retains her damage reduction and AC (including her deflection bonus to AC), and gains immunity to poison and critical hits.

Natural Grace (Su): A nereid adds her Charisma modifier as a deflection bonus to her AC. (The statistic block includes this bonus.)

Transparency (Ex): A nereid is effectively invisible in water until she assumes humanoid form.

Vulnerability (Ex): The nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If it is ever destroyed, the nereid to which it belongs immediately and forever dissolves into formless water.

Skills: A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Oil Shark

Huge Magical Beast (Aquatic, Extraplanar, Fire)

Hit Dice:	10d10+30 (85 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+10/+24
Attack:	Bite +14 melee (2d6+9)
Full Attack:	Bite +14 melee (2d6+9)
Space/Reach:	15 ft./10 ft.
Special Qualities:	Blindsense 30 ft., damage reduction 5/—, fire subtype, keen scent
Saves:	Fort +10, Ref +9, Will +6
Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Escape Artist +12, Listen +12, Spot +8, Swim +17*
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Sea of Fire (Elemental Plane of Fire and Plane of Molten Skies)
Organization:	Solitary, school (2-5), or pack (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-17 HD (Huge); 18-30 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a massive, blue-scaled shark with dull gray eyes.

The Sea of Fire located on the Plane of Molten Skies and the Elemental Plane of Fire is home to strange aquatic life (if they can be called that), but perhaps none is stranger than the mighty oil shark. These creatures spend their days swimming beneath the burning surface of the Sea of Fire, searching for prey. Their diet consists of other aquatic creatures found in the Sea of Fire such as fire crabs, oil worms, and the great fire whales. The latter is a particular favorite of the oil shark, and while the typical great fire whale outweighs (and is generally larger) than the typical oil shark, an oil shark pack has been known to attack and kill with ease a lone fire whale.

Oil sharks have never been encountered outside the Plane of Molten Skies or Plane of Fire though sages believe the oil shark can exist in normal water.

Oil sharks are a delicacy of volcano giants and are often hunted by such creatures. The thick, metallic hide of an oil shark is prized by salamanders and they often hunt these creatures, kill them, and sculpt armor from the hide. Oil shark armor is detailed in the sidebar.

Oil sharks are, on average, about 20 feet long, though they can reach lengths of 40 feet or more. They are blind and rely completely upon their "sonar" to hunt their prey.

Oil Shark Armor

Medium armor; Armor bonus +6; Max. Dex Bonus +2; Armor Check Penalty -4; Arcane Spell Failure 30%; Speed 20 ft. (for base speed 30 ft.) or 15 ft. (for base speed 20 ft.); Weight 40 lb.

Because of the natural oily nature of the metal in an oil shark's scales (which retain these properties even after its death), a creature suffers no penalty to Swim checks for wearing this armor and also adds a +5 bonus to all Escape Artist checks. In addition, a creature wearing oil shark armor is unaffected by obstructions such as webs (magical or otherwise).

Combat

Oil sharks generally behave as other sharks; circling their prey before striking with their powerful jaws. Non-aquatic prey (i.e., creatures that breathe air) are often grasped in its jaws and dragged below the surface of the burning sea where it drowns in the oily waters.

Blindsight (Ex): An oil shark can locate creatures underwater (including under the oily seas of its elemental lair) within a 30-foot radius. This ability works only when the oil shark is underwater (or under oil).

Keen Scent (Ex): An oil shark can notice creatures by scent in a 180-foot radius and detect blood in oil or water at ranges of up to one mile.

Skills: Oil sharks have a +4 racial bonus on Listen checks.

Additionally, due to the oily secretions of their metallic scales, oil sharks have a +10 racial bonus on Escape Artist checks.

An oil shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Their oily hides also allow them to glide smoothly and quickly through normal water. In such an environment, an oil shark gains a +10 racial bonus on Swim checks.

Ooze, Magma

Large Ooze (Fire)

Hit Dice:	7d10+42 (80 hp)
Initiative:	-5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+5/+12
Attack:	Slam +7 melee (2d4+4 plus 2d6 fire)
Full Attack:	Slam +7 melee (2d4+4 plus 2d6 fire)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 2d4+4 and 2d6 fire,

Special Qualities:	improved grab, lava Blindsight 60 ft., immunity to fire, ooze traits, split, vulnerability to cold
Saves:	Fort +8, Ref -3, Will -3
Abilities:	Str 16, Dex 1, Con 23, Int -, Wis 1, Cha 1
Skills:	Climb +11
Feats:	-
Environment:	Warm mountains and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	-

This creature appears to be a pool of bubbling and churning molten rock.

A magma ooze is encountered primarily on the Material Plane but is thought to have its origins on the Elemental Plane of Fire. They are almost always found in or near volcanoes and other warm or hot places. Magma oozes do not approach water and are never found near such sources. Magma oozes can grow to a length of 10 feet, with a thickness of about 6 inches.

Combat

Magma oozes attack by forming a pseudopod and lashing out at their prey.

Constrict (Ex): A magma ooze deals automatic slam and fire damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a magma ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Lava (Ex): The magma ooze is formed of molten rock. Any melee hit deals 2d6 points of fire damage. The damage continues for 1d3 rounds, but deals only half damage (1d6) during this time.

Blindsight (Ex): A magma ooze's body acts as a sensory organ, allowing it to ascertain prey by scent and vibration within 60 feet.

Split (Ex): Slashing and piercing weapons deal no damage to a magma ooze. Instead, the creature splits into two identical oozes, each with half of the original's current hit points (round down). A magma ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: Magma oozes have a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

Phantom Stalker

Medium Elemental (Fire, Extraplanar)	
Hit Dice:	6d8+12 (39 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), fly 60 ft. (average)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+8
Attack:	Burning claw +8 melee (1d4+4 plus burn)
Full Attack:	2 burning claws +8 melee (1d4+4 plus burn)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn, death throes, find target, improved grab
Special Qualities:	Darkvision 60 ft., elemental traits, flames of healing, immunity to fire, polymorph, vulnerability to cold
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 18, Dex 15, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +6, Spot +7
Feats:	Alertness, Improved Initiative, Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-18 HD (Large)
Level Adjustment:	—

This creature resembles a tall, powerfully muscled humanoid with fiery red flesh. Its face is flattish and oval with a large wide mouth and round, inset eyes of orange.

Phantom stalkers live in the Elemental Plane of Fire. In its true form, a phantom stalker appears as a column of fire. It can take a human-shaped form, appearing as a muscular, fiery red humanoid about 8 feet tall. A phantom stalker rarely enters the Material Plane on its own. If encountered, it is usually in the employ of a spellcaster that has summoned it there to do his bidding. A phantom stalker can be summoned using a summon monster IV spell.

A phantom stalker is 6 feet tall and weighs about 180 pounds. Phantom stalkers speak Common and Ignan.

Combat

A phantom stalker attacks with its claws, attempting to grab its opponent and pull it into its body.

Burn (Ex): Anyone touching (or touched by) a phantom stalker must succeed on a DC 15 Reflex save or take an extra 1d6 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+4 rounds after the phantom stalker's last successful attack. Phantom stalkers can also ignite flammable materials with a touch. The save DC is Constitution-based.

Death Throes (Ex): A phantom stalker reduced to 0 hit points or less expels a fiery blast equivalent to a fireball (caster level 6th) that deals 6d6 points of fire

damage to all creatures within 20 feet. A DC 15 Reflex save reduces the damage by half. The save DC is Constitution-based.

A phantom stalker never uses this ability if it would harm the one that summoned it, unless the summoner itself is to blame for the phantom stalker's destruction (i.e., if the summoner attacks the stalker or orders it into battle against opponents that clearly outmatch it).

Find Target (Sp): If the one who summoned the phantom stalker is slain while the stalker is on the Material Plane, the stalker can unerringly find the slayer as though guided by discern location. Once the slayer has been tracked and dealt with, the phantom stalker returns to its home plane.

Improved Grab (Ex): To use this ability, a phantom stalker must hit an opponent up to its size or smaller with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. A grapple creature is subjected to the phantom stalker's burn attack (see above).

Polymorph (Su): Once per day, a phantom stalker can alter its form as a standard action. This ability functions as a polymorph spell (caster level 12th), except that the phantom stalker does not regain hit points for changing form.

Flames of Healing (Ex): Any magical attack against a phantom stalker that deals fire damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the phantom stalker to exceed its full normal hit points, it gains any excess as temporary hit points.

Pyrolisk

Small Magical Beast

Hit Dice:	4d10 (22 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+4/-2
Attack:	Bite +8 melee (1d4-2)
Full Attack:	Bite +8 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Conflagration gaze, pyrotechnics
Special Qualities:	Darkvision 60 ft., immunity to fire, low-light vision
Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 6, Dex 17, Con 11, Int 4, Wis 13, Cha 9
Skills:	Listen +6, Spot +7
Feats:	Alertness, Iron Will, Weapon Finesse ^B
Environment:	Any temperate and warm land, and underground
Organization:	Solitary, flight (2-4), or flock (6-13)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	5-7 HD (Small); 8-12 HD (Medium)
Level Adjustment:	—

This creature resembles a rooster with thinning feathers and leathery bat-like wings lightly covered in reddish-tinged feathers. Its tail feathers are a yellowish-brown save for one bright red feather.

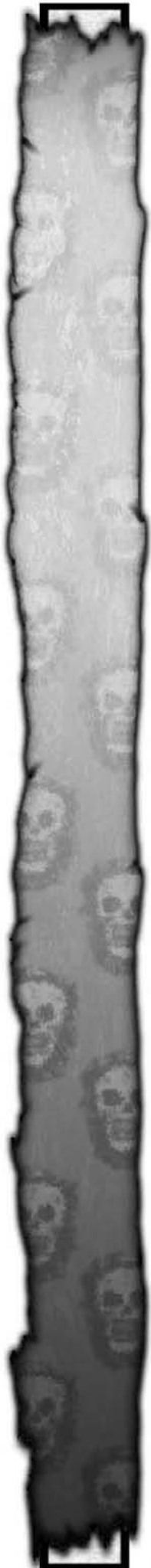
The pyrolisk resembles a cockatrice and is often mistaken for it (Spot check at DC 25 to identify the pyrolisk successfully). The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

Combat

The pyrolisk uses its gaze attack to ignite those that are unaffected by the blinding flash of its pyrotechnic ability. It is a fierce combatant, fighting until either it or its opponents are dead.

Conflagration Gaze (Su): A creature within 30 feet that meets a pyrolisk's gaze bursts into flames, taking 4d8 points of damage (DC 12 Fortitude save for half). (The flames immediately burn out so there is no continuing damage or effect.) A creature that successfully saves cannot be affected again by the same pyrolisk's conflagration gaze for one day. The save DC is Constitution-based.

Pyrotechnics (Su): Once per round, a pyrolisk can use *pyrotechnics* as the spell (caster level 4th). The pyrolisk can only use the fireworks version of the spell. The Will save to negate the blindness has a DC of 12. The save DC is Constitution-based.



Chapter Seven: New Wondrous Items

The following magic items are not only suitable for use in Hawkmoon, but in any fantasy campaign.

Ample Rope of Yearning

A decade ago, Sivian Ulphar, master of the Hawkmoon thieves' guild, gave two of his lieutenants a special mission. They were to infiltrate the temple of Inoska, goddess of secrets and freedom, and steal the fabled *key of disclosure*, which was said to be capable of opening any lock. The lieutenants planned the assignment together and carefully selected their equipment. Chief among this gear was a magical rope that the guild had recently obtained, which seemed to have the ability to change its length as its bearer required.

The item was indeed what it seemed, but more. In reality it was an ancient item called the *ample rope of yearning*. The rope is normally five feet in length. When its bearer says the word "elongate" while grasping it, the rope increases in length at a rate of 20 feet per minute, to a maximum of 100 feet in length. The rope instantly retracts to its original length when "elongate" is pronounced backwards ("etagnole").

Unfortunately, as the *rope* increases in size, so too does man's desire to possess it. As long as only a single person touches the extended *rope*, no ill effects manifest themselves. However, if two or more people are at any time making contact with an elongated version of the *ample rope of yearning*, they are stricken by a jealous compulsion to claim it as their own. Everyone touching the *rope* must succeed on a DC 15 Will save or fall under the influence of a *suggestion* spell that lasts for 2d6 minutes. Anyone failing the saving throw argues passionately for possession of the *rope*, feeling they are fully entitled to its ownership. They refuse to carry out any other action until everyone else agrees to give them the *rope*. Additionally, the longer the *rope*, the harder this effect is to resist; for every 20 total feet of length, the DC for the saving throw increases by 1, so that if the *rope* is at maximum extension, the Will save is at DC 20.

Inevitably, Sivian Ulphar's lieutenants fell to arguing while inside the temple. They were apprehended and locked in the temple dungeons, which were much feared by thieves because their doors had no keys. The men were never seen again.

Mild Enchantment and Transmutation; **Caster Level:** 9th; **Prerequisites:** Craft Wondrous Item, *animate rope*, *suggestion*; **Market Price:** 10,000 gp; **Weight:** 3 lbs.

Autumnal Robe

The college of magic in the city of Hawkmoon is known as the Miracle House. Each year a number of apprentices are allowed to join the house and work for the city's wizards. One year, four such apprentices rose to prominence and joined together in friendship. As they rose through the ranks and became powerful wizards, they began to identify themselves with the year's cycles, each taking on the colors and magic of a different season.

When a magical mishap summoned a horde of hostile outsiders, the four friends were forced to combine forces to turn back the attack. Without them, the Miracle House would have been destroyed, but the price they paid was a dear one. Three of their number perished, while the fourth, Mithorul the Autumn Mage, survived, though gravely wounded. He lived out the rest of his life in isolation, consumed with grief for his companions, and when he finally passed away, he was interred in his crypt along with his tattered autumn-brown robes.

Years later, a bold apprentice violated Mithorul's tomb and stole the robes. Since then, the robes, still imbued with Mithorul's power and sorrow, have passed from owner to owner, until today none can say where the legendary robes currently reside.



The *autumnal robe* is a heavy, somewhat tattered-looking garment made of thick, waterproof fabric. It is a weary brown color, sere and drab, though obviously it was once quite rich in hue. The sleeves are wide and the hood is deep enough to fully conceal the wearer's face. Inside are four pockets with button closures. Near the hem at the frayed bottom of the robe is a secret interior pocket. This pocket functions as a type 1 *bag of holding*. It can only be discovered on a DC 20 Search check.

Once per day the wearer can invoke the following powers:

- Cause the leaves of any normal, nonmagical tree to turn the colors of fall and drop from the branches as if swept away in a strange and unfelt wind; 4d6 rounds are required for a standard-sized tree to shed its leaves; new leaves grow back as they usually would; evergreens are not affected.
- Ripen any single immature vegetable so that it is fresh and ready to be eaten.
- Cast *control weather*; for purposes of casting this spell, the current season is always considered to be autumn, regardless of the actual time of year.

Though it cannot be detected in any way, wearing the robe has its drawbacks. On the day of the fall equinox, Mithorul's grief escapes the threads and rushes forth, casting a pall over the wearer's heart. The wearer suffers as if affected by a *symbol of hopelessness* for a period of 24 hours. During this time, all of life seems to be folly; even the truest friends will surely wither and die. No saving throw is allowed to avoid this despair, and the feeling persists for the full duration even if the robe is removed.

Strong Transmutation; **Caster Level:** 18th; **Prerequisites:** Craft Wondrous Item, *control weather*, *symbol*; **Market Value:** 50,000 gp; **Weight:** 10 lbs.

Brush of Bone Communion

This item appears as a normal scrubbing brush about seven inches in length, consisting of a sturdy block of wood set with coarse bristles. It functions well as a normal brush, as the bristles never wear out. Its magical properties are revealed only if it is used to scrub the bones of a deceased humanoid. The bones must be at least six inches in length — skulls, arm and leg bones are ideal. If this condition is met, the *brush* may be applied to the bone, at which time the *brush*'s user is granted a brief but telling vision of the deceased as he or she appeared when they were alive.

The image appears in the user's mind for only a few seconds and provides only visual details. The deceased looks as he or she had as a living being, usually a few hours before they died, regardless of how much time has passed since then. The user can see clearly all physical aspects of the subject, but the vision persists

only for about half a minute before disappearing. The *brush* may be used in this manner once per day.

Mild Divination; **Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, *legend lore*, *speak with dead*; **Market Value:** 20,000; **Weight:** 1/2 lb.

Ephemeryl

As mysterious as it is beautiful, as elusive as it is powerful, the gemstone known as *ephemeryl* is one of the few known naturally occurring magical substances. Whereas most wondrous items are crafted by the hands of mortals, monsters, or divine beings, *ephemeryl* cannot be created; all attempts to reproduce it artificially have failed. It is only found underground, but otherwise there is no pattern to its places of origin, as it is just as likely to be located in the shallow sedimentary silt of a riverbed as in a deep layer of subterranean igneous rock. It never appears in quantity. No more than a single stone is ever located in the same geographical area. *Emphemeryl* requires neither cutting nor polishing. It always appears as a perfectly shaped, multi-faceted jewel, usually pale violet in color. If successfully appraised, it appears to be worth 5,000 gp, though not even the most knowledgeable jeweler can identify it as being any type of known gemstone.

The primary characteristic of *ephemeryl* is this: one moment it is for all intents and purposes a normal stone, solid and real, and the next moment it is nothing but a wisp of purple vapor. In other words, someone could hold the stone in hand for hours, even for days, and then suddenly the stone turns to smoke for no apparent reason, existing in this state for days, even months at a time before reverting to its solid state. No one knows why the stone behaves in this fashion, nor can the transformation be arrested by any means.

In solid form, *ephemeryl* grants anyone who touches it a +1 Wisdom bonus and a precognitive sense much like the divine spell divination. This ability may be used a number of times per day equal to the owner's Wisdom modifier (after the +1 bonus), with a minimum of one time per day. In vapor form, *ephemeryl* is almost impossible to contain, as it behaves exactly like smoke in terms of being blown away by wind. It cannot be held in the hand. The vapor hangs in the air like a ribbon of purple fog, dissipating in 1d4 rounds, even if protected from the wind. The only way to prevent the *ephemeryl* from being lost is to capture it in an airtight container, such as a flask. This can be accomplished on a successful Wisdom check at DC 20 (bottling the substance is more an act of will than of agility, cunning, or even luck). If the Wisdom check succeeds, the *ephemeryl* slips into the container in the user's hand. If the user then inhales the *ephemeryl*, that person is infused with the very essence

of magic itself; power flows into his lungs and radiates outward through his body, causing his hair to stand on end and his fingers to tremble. Completely paralyzed by the magic cascading through him, he can take no action for the next round. However, in the following round, the *ephemeryl* rushes through his blood vessels and into his heart, where all true magic begins, granting him his fondest desire. Treat this as a wish. The recipient of the wish has one minute to utter his desire. Afterwards the *ephemeryl* passes invisibly through his pores, perhaps to reform as stone again elsewhere, for someone else to discover.

One sure way of keeping the vaporized *ephemeryl* from fading away is to place the solid *ephemeryl* in an adequate container beforehand, so that when the transformation takes place, the Wisdom check isn't necessary. Unfortunately, unless the owner knows exactly what he's found, it's unlikely he'll take this precaution. Though *ephemeryl* detects as being magical, it defies all attempts at identification by divination spell; what is evanescent has no true nature, and subsequently cannot be properly identified. Every day there is a 1% cumulative chance that solid *ephemeryl* turns to vapor, thus no stone has ever been known to remain tangible for more than 99 days. When the stone transforms, the owner loses the Wisdom bonus and divination power.

Radiates strong Alteration and Conjunction magic; **Caster Level:** NA (*ephemeryl* can be neither replicated nor successfully imitated); **Prerequisites:** NA; **Market Value:** 100,000 gp; **Weight:** 1/2 lb.

Fire Spurs

Fire spurs appear as a pair of ordinary horseman's spurs, albeit of exceptionally high quality; they are thicker and heavier than mundane spurs, and their moving part – called the rowel – spins without sound or friction. *Fire spurs* are black in color, as if they had been lying for days among the coals of a smith's forge.

The magic of the *fire spurs* functions only if both are worn. If this simple condition is met, the wearer may use any of the *spurs'* powers once per day.

- When mounted, the wearer may spur his steed and call upon the enchantment of the *fire spurs* to send a surge of hot energy through the mount, enabling it to increase its base speed by +10. This enhanced speed lasts for one hour, after which time the mount must rest for a time equal to the time it spent running at the increased rate.
- When not mounted, the wearer may strike the rowel of one of the *fire spurs* against stone to produce a spark as per flint and steel. The wearer may “kick” the spark up to five feet away. This may be used to light campfires or set ablaze an oil-based trap.
- The third and final power of the *spurs* is always active. As long as the wearer is outfitted with

both *spurs*, he enjoys a +2 bonus on all Fortitude saving throws against fire and fire-based attacks. Further, he may reduce any fire damage he sustains by one point for every Hit Die of the attack. In other words, he would subtract six points of damage from a six-die fireball.

The *fire spurs* can never be damaged by flame, be it magical or otherwise. Legend holds that somewhere exists a pair of obsidian rowels that – when they replace the rowels of the *fire spurs*, permitted the wearer access to additional powers.

Mild Abjuration, Conjunction, Transmutation; **Caster Level:** 9th; **Prerequisites:** Craft Wondrous Item, *haste*, *produce flame*, *protection from energy (fire)*; **Market Value:** 6,000 gp; **Weight:** 1 lb. each

Fourth Paperweight

Known throughout the city of Hawkmoon as the Miracle House, the college of magical arts is an architectural wonder, combining dozens of different styles. The tower known as the Summer Spire was once home to the wizard Galedinius the Insolvent, a man known as both a powerful diviner and a notorious spendthrift. He clogged the tower with loads of junk and bric-a-brac, and upon his death his numerous possessions proved impossible to catalog fully.

Workers were commanded to remove all magical items from the tower and turn them over to the college. A few items slipped through the net, however, including this small glass hemisphere that served as a paperweight. Upon closer inspection the item proved to be magical, though it was outwardly entirely unremarkable, save for the number “4” etched on its surface. The workman who took the paperweight sold it to a back-alley talismonger for a healthy profit, and the item has been changing owners and locations ever since.

Magical examination has determined that the *paperweight* enhances a wizard or sorcerer's efforts to learn new spells; add +2 to any such Spellcraft check. In addition, the *paperweight* permits its owner to read foreign languages; any written document the *paperweight* touches is altered so as to appear to be printed in the owner's native tongue, up to a maximum of 100 words per document.

Finally, upon command, the *fourth paperweight* can be made to weigh 1,000 pounds – a true paperweight indeed! The *paperweight* in this form can be used to hold doors shut, anchor a rope to the ground, et cetera. The *paperweight* must be stationary when the effect takes place, so it cannot alter its weight while being carried in a pocket or thrown through the air. If placed on someone's chest and then commanded to alter its weight, the *paperweight* crushes the unfortunate person, dealing 8d6 points of damage. If someone's hand is pinned under the weight, a DC 20

Strength check is required to get free. In many cases, the DM is the final arbiter on the *paperweight's* effects.

Moderate Divination, Transmutation; **Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, *comprehend languages*, *read magic*, *telekinesis*; **Market Value:** 17,000 gp; **Weight:** 3 lbs.

Primal Elements, Fire and Water (Minor Artifacts)

Legend holds that there exists for each of the fundamental elements an incarnation of that element: the essence of the element represented in physical form. Two such manifestations are the *primal fire* and *primal water*.

Each element takes the form of a large crystalline rock, approximately one foot long and six inches thick. *Primal fire* is jagged, vaguely suggesting the teeth of burning flames, while *primal water* is smooth and flowing. Both are opaque; *primal fire* is light orange in color, flecked with blue and white, while *primal water* is devoid of color. Both are also somewhat delicate, unlike other artifacts, which are nearly indestructible. They have a hardness of 2, 20 hit points each, and can be sundered with a Break check of only DC 15. If destroyed, all power fades from the particular element. It is believed that a new element forms somewhere in the world at that very moment, so that there is always one in existence.

Primal fire is quite hot to the touch. Anyone handling it must make a DC 14 Fort save or be burned for 1d4 points of damage per round of contact. It sets any combustible material on fire after 1d6 rounds in contact. *Primal water* is quite cool when handled. It extinguishes any nonmagical fire it touches up to the size of a normal campfire.

As part of the basic building blocks of the cosmos, the elements can be dangerous in the realm of mortals. *Primal fire* has sometimes been known to exude tremendous heat, perhaps expelling exhaust from the Plane of Fire. During this time, the temperature in an area up to 300 feet away can increase to a fatal 150 degrees and fire-based spells are enhanced as if their caster were four levels higher than his actual level (this is what has happened in the Caves of Nane, detailed in **Chapter Two**). *Primal water* can also cause the area within a 300-ft. radius to undergo a drastic change as per the spell *lower water*. In this case, the *control water* spell doesn't affect a certain volume, but rather an area. If the body of water in which the *primal water* sits is smaller than 600 feet across (e.g., a pool or pond), the water lowers by a distance of up to 50 feet, as the water is being drained through the *primal water* and absorbed by the Plane of Water. Conversely, if the body of water has a surface area greater than 360,000 square feet (e.g., a lake), some other unfathomable event occurs (the island-raising

event in **Chapter Three** is an example). It also enables a spellcaster to cast water-based spells as if he were four levels higher than he actually is. Additionally, anyone holding the *primal water* is never thirsty. It is up to the DM when and how such events occur.

Finally, anyone who touches the *primal fire* or *primal water* may cast *fireball* and *water breathing*, respectively. These spells may be used once per day at the 14th level of experience without the need for additional components and can be done even by those who cannot normally cast spells.

Radiates epic Conjunction and Transmutation magic; **Caster Level:** NA; **Prerequisites:** NA; **Market Value:** 250,000 gp each; **Weight:** 5 lbs. each

Tomorrow's Flock

This item is actually 22 items – all of them gray-black feathers. If the feathers are cast into the air and the proper command word uttered, they transform into 22 birds of extra-dimensional origin. Resembling a cross between a crow and a falcon, these magical birds have the ability to enter the Plane of Time at will (the Plane of Time is described in **Tome of Horrors II**, by **Necromancer Games**). They are also capable of lifting extraordinary weight. Upon the directions of the summoner, the birds fly as a unit and wrap their ebony talons around any object weighing up to 220 pounds. In a barrage of beating wings, they lift the object off the ground and promptly fly into the Plane of Time, vanishing from sight. The summoner may then go about his normal business.

Exactly 24 hours later, no matter where the summoner may have roamed in the interim, the birds emerge from the time-stream, bearing their load. They deposit the object on the ground in front of the summoner, and then disappear, leaving the feathers behind to drift lazily to the ground in their wake. The birds' return is unavoidable; they break out of the Plane of Time directly in front of the summoner regardless of where the summoner is at the time, even if he has moved to a different plane of existence. All birds have one hit point and, if damaged, they revert to their feather state for a period of 24 hours.

The object the birds bear to the Plane of Time must be nonliving, though it may have *once* been living, as in the case of a dead body. Because the birds travel the time-stream, the object suffers no effects of aging or decay, as mere seconds have passed for the birds, while 24 full hours have passed for the summoner.

The birds can also be used to help remove heavy treasure from a dungeon, conveniently appearing beside the summoner a day later, at a safe distance from the dungeon. However, the 22 birds may only carry one object between them, so coins, gear, and other items must be placed in a single container.

Strong Conjunction; **Caster Level:** 14th;
Prerequisites: Craft Wondrous Item, *plane shift*;
Market Value: 50,000 gp; **Weight:** NA

Triskelion

The *triskelion* appears as a five-inch-wide disc inscribed with three curved lines radiating from its center. It was created long ago in the Age of Kings as a means of helping its owner resist the mind-attacks of an enemy army's psionicist-soldiers. Essentially, the *triskelion* enables its user to protect his mind by transferring a portion of his thoughts to an inanimate receptacle.

After uttering the proper command word, the user makes a DC 16 Wisdom check. If successfully, the caster transfers most of his thinking self into an inanimate object he indicates upon voicing the command word. As a general guidelines, the item must be no larger than one easily carried by an average human, such as a greatsword or saddle, and can be no smaller than a standard coin. The caster's sentience, now held inside the receptacle, maintains a tenuous link with its body, so that the vacant body can move at its base speed and perform very simple tasks like sitting and bending, as directed by the sentience, but it cannot use its hands effectively, speak, or perform any other act beyond the most basic motions. Inside the receptacle, the sentience is completely aware of its surroundings, able to sense creatures nearby as if it could "see" through the receptacle itself. This allows it to keep an eye on its own body, so that the two do not become separated by undo distances. The sentience must remain within 50 feet of its body, otherwise it is "pulled" from the receptacle and placed back where it belongs. During its stay in the receptacle, the sentience and its body are immune to all mind-affecting spells, such as charm person and detect thoughts, and all compulsions and phantasms.

The sentience may stay in the receptacle for a number of minutes equal to the user's experience level, after which the effect ends and it returns to its body. If the receptacle is destroyed, the sentience immediately rejoins the body. Returning is a disorienting process, leaving the user dazed for 1d4 rounds. If the body is slain, the sentience remains trapped in the receptacle until the body is brought back from the dead by the usual means. The sentience cannot cast spells or perform any action other than observation and a partial control of the body.

The *triskelion* takes its name from the three-part being the user becomes: body, sentience, and *triskelion*.

Strong Transmutation; **Caster Level:** 14th;
Prerequisites: Craft Wondrous Item; *magic jar*, *permanency*; **Market Value:** 100,000 gp; **Weight:** 1/2 lb.

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ELEMENTAL MOON

Evil from Below

Once each month when the moon vanishes from the sky, dark horrors emerge from underground to resume their endless assault upon the surface world. Too often has the beleaguered town of Rookfast suffered this savage fate; now they must turn to a band of heroes for deliverance, or be destroyed by that which comes with the departing of the moon.

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Designed for use with the Third Edition Revised rules.

Fantasy Adventure
(Wilderness, City, Dungeon)
Core d20 System



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