



Taking Flight

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

Version 1

by Shawn Merwin and Bill Muench

Circle Reviewer: Creighton Broadhurst

Reviewer: Sam Weiss

Special Thanks: The authors would like to thank all the DMs and players in the LIVING GREYHAWK campaign, without whom these adventures would be just words on a page.

The primordial force known as The Serpent grows stronger, longing to regain the power it lost to the gods at the beginning of time. At the center of its plans are a young Flan girl, preternaturally gifted in the arcane arts; an honorable kobold following his destiny; and a group of adventurers willing to brave the infernal wastes to end the threat. A combat-intensive, one-round Core adventure set in the Burneal Forest, Greyhawk City, and the plane of Avernus for characters level 9-15 (APLs 10-14). This is the final adventure in the *Windows to the Serpent's Soul* series, comprising COR4-01 *Shedding Scales*, COR5-07 *Clipping Wings*, and COR6-08 *Catching Breath*.

Resources for this adventure [and the authors of those works] include COR4-01 *Shedding Scales* [Shawn Merwin], COR5-07 *Clipping Wings* [Shawn Merwin and Bill Muench], and COR6-08 *Catching Breath* [Shawn Merwin], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Fiendish Codex II: Tyrants of the Nine Hells* [Robin D. Laws and Robert J. Schwalb], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Magic Item Compendium* [Andy Collins], *Manual of the Planes* [Jeff Grubb, Bruce Cordell, David Noonan], *Monster Manual V* [David Noonan], and *Spell Compendium* [Matthew Sernett].

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

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

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2007 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Burneal Forest, Greyhawk City, and the infernal plane of Avernus. All characters pay 2 Time Units per round.

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

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

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

ADVENTURE BACKGROUND

During his rise from mortal to lich to deity, Vecna called upon the power of an entity known to him as "The Serpent." Something in Vecna's heritage or destiny allowed him to interact directly with this force. The power he was able to harness from The Serpent was just a small rivulet in the deluge of that led to his ascension, but even that small portion was not insignificant.

The Serpent existed at the beginning of time as one of the primordial forces in the multiverse: specifically, the force of magic. Along with the other primordial uber-deities, The Serpent allowed the newly created gods to gain domination over certain spheres of influence. The gods, jealous of the power wielded by The Serpent and craving more power, banded together to steal its essence. First they tricked The Serpent into taking physical form as a multi-headed dragon of astronomical proportions, and then they petrified it. At this point, they were able to steal part of its magic. Fearing reprisal, they attempted to destroy its physical form but could not. Instead, they decided to divide The Serpent into an inconceivable number of pieces and imprison those sections of The Serpent in spherical pieces of solid land. The residual magical power within The Serpent's pieces caused life to spring up on these land-prisons, and the creatures that lived on the planets eventually learned to use this residual magic to cast spells and create items of great power.

In the Core adventures COR4-01 *Shedding Scales*, COR5-07 *Clipping Wings*, COR6-08 *Catching Breath*, the

first three adventures in "Windows to the Serpent's Soul", the PCs had the opportunity to meet many of the NPCs who play a large role in the series: the Chancellor of Keoland's Shelspring Barony Stoakdor Redlee Neheli, his stricken nephew Pross Neheli, the kobold paladin Tajlo, and the young and enigmatic Flan sorceress Ianta.

In COR4-01 *Shedding Scales*, the PCs were asked to escort a group of children to Keoland's Shelspring Barony. On the way, flying creatures under the control of some unknown force (who turns out to be Kroyen, the antagonist of *Catching Breath*) attacked the group and attempted to steal the children, particularly the Flan girl Ianta. Once at the Shelspring Barony, they learned that a diabolical power had stolen the eyes from nearly forty children, with the seemingly fell purpose of using them in a ritual to siphon power (again Kroyen was the force behind this). Chancellor Stoakdor Redlee Neheli asked the PCs to travel into the Rushmoors to investigate an underground complex where he believed one of the sets of eyes might be found.

On their way, the PCs encountered Tajlo, a kobold paladin investigating the very same complex when he was attacked and left for dead by monsters. He also revealed that the complex had been destroyed in an apparent earthquake. At the kobold village, which Tajlo was bound by honor to protect, the PCs learned that the kobolds revered a powerful piece of magical stone — a relic that imbued many of the kobolds with increased power, speed, stamina, and intelligence. (These pieces of stone are actually the unearthed remains of The Serpent.) Investigating the ruins of the underground complex, the PCs found another relic created from the same stone as the one worshipped by the kobolds. Clues at the demolished site revealed that part of the mystery led to the Land of Black Ice. The adventure ended with Stoakdor asking the PCs to take an oath to help the children of the Shelspring Barony to the best of their abilities if the need again arose.

In COR5-07 *Clipping Wings*, the PCs are asked by Stoakdor Redlee Neheli to travel into the Land of Black Ice to perform several tasks: look for any more of the strange blue-black stone artifacts, see if the rumors of flourishing kobold communities are accurate, look for any crypts associated with Vecna, and most importantly find Ianta, who ran away from Redlee Manor after having strange visions.

The PCs learned that Ianta had indeed been to the Land of Black Ice, and she traveled—along with her new protector Tajlo the kobold paladin—into the Burneal Forest to investigate the destruction of a kobold village at the hands of humans (Kroyen's followers) searching for the blue-black stone that the kobolds revere.

The PCs rescued Tajlo and Ianta from wolves, investigated the destroyed village, and finally followed the trail of humans to a crypt of an Ur-Flan necromancer Pi-zoar, who first discovered a way to tap directly into the power radiated by physical remnants of The Serpent: the blue-black stone that has started to rise to the surface of Oerth in some areas.

While investigating the crypt, the PCs foiled a plot of an as-yet undisclosed person (Kroyen) to use the secrets of the crypt to gain immense power. In the process, however, Ianta threw herself into a column of crackling negative energy to keep it from opening further. The adventure ended with Ianta lost, Tajlo distraught, and the PCs deemed heroes for finding the eyes of the son of the Baron of Shelspring.

Note: Spoilers for the adventure COR6-08 *Catching Breath* follow! Do not read if you plan to play that adventure!

In COR6-08 *Catching Breath*, representatives of Tajlo contact the PCs. The kobold paladin has been arrested in the city of Nafiq in the Sultanate of Zeif. The PCs learn that the person behind the theft of the children's eyes in Keoland and many other atrocities around the Flanaess is Kroyen, an ambassador in the employ of the Zeif government.

After investigating the ambassador, the PCs find Kroyen's secret hideout, where he uses the blue-black pieces of The Serpent and the stolen eyes to draw out and use The Serpent's power. Before Kroyen can slay the PCs, The Serpent grows tired of Kroyen's constant yearning for personal power and destroys him. The PCs learn that The Serpent has a new vessel, one that The Serpent knows can bring it back the power that the gods stole from it.

ADVENTURE SUMMARY

If the PCs have played any of the previous adventures in the series, the adventure begins with the PCs receiving word from the kobold paladin Tajlo that he believes he knows how to find the location of the Flan girl Ianta, who disappeared into the column of negative energy at the end of COR5-07 *Clipping Wings*.

If the PCs have not played any of the adventures, they are hired by Chancellor Stoakdor Redlee Neheli, the brother of the Baron of Shelspring in Keoland, to help find a former student of his who disappeared under mysterious circumstances.

Encounter 1: Meeting with Yolopo – Tajlo takes the PCs to the lair of the kobold leader Yolopo. A servant of Vecna, Yolopo is afraid that the return to power of The Serpent may weaken his deity, so he shares with the PCs what he knows about The Serpent and Ianta. Before he shares the information, though, he requires the PCs to prove themselves in combat.

Encounter 2: The Infernal Forger – If the PCs listen to Yolopo's advice, they know they need paperwork to be allowed to travel freely in Avernus. They can try to create their own forged paperwork, or they can get a most excellent forgery from an exiled remmanon devil living in Greyhawk City.

Encounter 3: The Road to Avernus – The PCs can use their own resources, or hire other resources, to travel to Avernus.

Encounter 4: Theurge Torture – While traveling toward their destination in Avernus, a tortured and damned soul begs the PCs to save him from doom.

Encounter 5: Papers Please – An officious devil demands to see the papers that allow the PCs to travel in Avernus. It tries to trick the PCs into making a mistake, thus allowing it to report them to the authorities.

Encounter 6: You Do Not Belong Here – If the PCs drew attention to themselves or were caught with improper paperwork, the PCs are attacked by a Styx dragon tasked with protecting the portal to The Serpent's plane.

Encounter 7: The Serpent's Reign – The Serpent has transferred some of its power to Ianta, who has been transformed into The Serpent's new proxy.

Conclusion – The consequences of the PCs' success or failure in dealing with The Serpent is revealed.

PREPARATION FOR PLAY

Before play begins, determine if the PCs have played any other adventures in the "Windows to the Serpent's Soul" series: COR4-01 *Shedding Scales*, COR5-07 *Clipping Wings*, and COR6-08 *Catching Breath*.

Establish if any of the PCs have the AR items *Stigma of the Serpent* or *Thrall of the Serpent*. PCs can have only one of those two items, and they can only have one if the PC played COR4-01 *Shedding Scales*. PCs who played subsequent adventures cannot have either of those AR items unless they originally received them in COR4-01 *Shedding Scales*.

This adventure requires the DM to be flexible in relation to the PCs' powers to travel to other planes. Also, the DM must be willing to let the PCs make their own decisions and carry out the consequences of those actions. If the PCs fail before reaching the end of the adventure, so be it.

Additionally, if the PCs choose wisely and avoid certain encounters, they could get through the adventure with only two fights (Encounters 1 and 7). If they choose to handle the challenges in a different way, they could have four combats. It is also possible that they draw the attention of very powerful forces in Avernus. If this happens, be fair and just. Allow them to escape, but they may find subsequent encounters harder. Depending on the circumstances, they may also be unable to finish the adventure.

INTRODUCTION

Any PCs who have played any of the other adventures in "Windows to the Serpent's Soul" are contacted directly by Tajlo, the kobold paladin who has played a prominent role in the story so far.

Feel free to alter the circumstances of the meeting with Tajlo based on the PC(s) in question, the composition of the table, the situation, and their past interactions with Tajlo. Tajlo can request a meeting with the PC or PCs in a remote place, or he can approach the

PC(s) directly and tell them that he needs their assistance, but he makes it clear that he wants them to meet in remote location with some others who are interested in hearing what he has to say (if the PCs do not start the adventure together). If PCs are reluctant, he informs them that it concerns the fate of Ianta, the human girl who he had promised to protect, as well as the creature or force known as "The Serpent." Proceed to the meeting with Tajlo and Stoakdor if the PC(s) agree to meet with Tajlo.

PCs who have not played any of the previous adventures, and have therefore never met Tajlo, are instead introduced to the adventure in a different way. Stoakdor Redlee Neheli, Chancellor of Keoland's Shelspring Barony and brother of Baron Jharmok Redlee Neheli, is a powerful figure in the politics of Keoland and beyond. He has sent word to a number of organizations that he has need for the most experienced and powerful adventurers available.

In this latter case, find out which organization, government, or individual each PC is most closely associated with. Stoakdor has great influence throughout the Flanaess, and when he puts out a call for adventurers, many hear that call. The organization that the PC is associated or affiliated with contacts the PC and informs him or her that a powerful figure wishes to speak about a possible quest.

Whether Tajlo or Stoakdor calls the PCs, the PCs meet with both in a quiet and out-of-the-way location northeast of Greyhawk City, near the shores of the Nyr Dyv. Read:

At the appointed time and place at this secluded location on the southern shore of the Nyr Dyv, a human and a kobold stand talking. The human has the pale complexion and light hair of a pure Suel, and he wears light green robes. A gem-studded headband holds back his thinning hair. The kobold wears plate armor and wields a small longsword and shield. The shield bears the unmistakable symbol of Heironeous.

These two individuals are Stoakdor and Tajlo. The PCs can converse with the pair at their leisure and discretion. Neither is a threat to the PCs, and they share information upon which they want the PCs to act on their behalf.

If the PCs are familiar with either Stoakdor or Tajlo, the human and the kobold greet them familiarly, sharing stories and asking questions as appropriate to their relationship with the PC(s).

When the conversation finally turns to the task at hand, use the bullet points below to explain circumstances. You can also use the descriptions of the previous adventures in the Adventure Background to fill in the blanks for PCs who are not familiar with the plot of the series:

- Four years ago, a young Flan girl named Ianta arrived in the Shelspring Barony to attend a school there.

Her magical powers were so advanced for someone so young that Stoakdor took her as an apprentice.

- Other children in the Barony at that time had been kidnapped and their eyes stolen. This theft was apparently part of a magical ritual. The eyes were placed on physical remnants of a powerful uber-deity known as "The Serpent." A human named Kroyen was performing the ritual to draw forth the power of The Serpent to fuel his own designs toward godhood, as did Vecna, a past benefactor of The Serpent's power.
- Ianta has some connection to The Serpent, for she often dreamed and had visions of the powerful but entrapped primordial force.
- Ianta ran away from the Shelspring Barony one night, following a vision that took her to the Land of Black Ice. Tajlo came across her, and he decided to be her bodyguard while she carried out her destiny.
- In an ancient crypt beneath the Land of Black Ice, Ianta pitched herself into a column of negative energy in an effort to close it. The column was meant to be a gateway for Kroyen, but Ianta closed it before Kroyen could use it.
- The Serpent killed Kroyen when the human became too enamored of his own quest for power, and The Serpent told some onlookers that Kroyen was no longer needed because The Serpent had a new vessel that could release it and return it to power.
- The Serpent claims that the gods stole its power at the beginning of time and imprisoned the pieces of its corporeal form within a million worlds, and it wants to reclaim that power and destroy the gods.
- Tajlo has been searching the world for Ianta for the last two years, and the kobold thinks he knows who can help them find the girl, although it is not someone whom the kobold is very comfortable dealing with: Yolopo, an extremely powerful kobold spellcaster, competed with Kroyen to gather up and utilize the corporeal remnants of The Serpent, pieces of bluish-black stone that hold great power.
- Yolopo has agreed to help Tajlo locate the current lair where The Serpent is holding the Flan girl Ianta. Yolopo has told Tajlo that many heroes are needed if The Serpent is to be defeated.
- Tajlo knows little about Yolopo, except that he is a very powerful and very wise kobold that has built up a great kobold empire in the Burneal Forest and elsewhere. Yolopo learned how to use the blue-black stone to gain power, and his kobold followers gained personal power by using the stone. Tajlo himself gained some of his special powers from the remnants of The Serpent.

After the story is recounted for the PCs, Tajlo practically begs the PCs to meet with Yolopo, but not to antagonize or threaten him in any way. Tajlo insists that Yolopo is strong enough to be a serious threat to the PCs. Tajlo

believes Yolopo is the key to finding Ianta and foiling the plans of The Serpent.

If the PCs ask about rewards, Tajlo has nothing to offer but stresses the threat of The Serpent to all the creatures of Oerth. Stoakdor reinforces this point. He points to the spellcasters, and then to the magic items that the non-spellcasters are using:

“You are comfortable with your magical powers, yes? You slay mighty creatures with your magical weapons? Your items protect you and make you stronger and smarter and even healthier? Imagine fighting a dragon or the most powerful of undead creatures without them.”

Stoakdor promises PCs who insist on payment that the safe return of his former apprentice will garner the PCs a handsome reward. Anyone insisting on payment ahead of time gets 500 gp now, and the rest of the monetary reward later, but does not get the Favor of Stoakdor Redlee Neheli.

Once the information has been provided and all conversation played out, Tajlo tells the PCs that Yolopo the Mighty currently resides in the Burneal Forest, and the PCs can accompany Tajlo there for a meeting.

1: YOLOPO THE MIGHTY

The PCs can use any methods at their disposal to travel to the Burneal Forest with Tajlo. Timing is not yet important, so let them travel as they see fit. Tajlo takes them to the seat of Yolopo's power in the Burneal Forest.

Tajlo does not know exactly where Yolopo's central lair is. Yolopo met with Tajlo elsewhere, giving the paladin instructions to come to a certain spot in the Burneal Forest with the chosen heroes, where a representative would pass on the information regarding where to meet Yolopo.

Note that Yolopo is under the effects of a *mind blank* that he casts each day, so attempts to locate him with divination spells goes for naught. However, if the PCs use other methods of trying to find or scry Yolopo's lair beforehand, that can work, depending on what the PCs try, at the DM's discretion.

If the PCs go with Yolopo to meet Yolopo's contact, the meeting takes place in an isolated part of the Burneal Forest. The kobold, named Uginia, is a mid-level sorcerer who is running this errand at Yolopo's command. She simply tells Tajlo where to find Yolopo's lair and then walks away. Yolopo scribes on the meeting so that he is aware of the situation. If scrying is foiled in some way, Uginia uses magic to immediately contact Yolopo and tell him the meeting has taken place.

When the PCs finally arrive at Yolopo's lair, read or paraphrase the following, assuming the PCs are willing to follow the guide. Adjust the text based on the actions of the PCs:

The entrance to Yolopo's lair is an innocuous hole in the forest floor. However, the hole soon widens into a large tunnel, and that tunnel turns into a network of tunnels, and soon you realize this is a huge complex. A guide leads you and Tajlo through the maze, until you are finally brought to a large chamber with a ceiling 10-feet high. Hundreds of kobolds line the walls or move about the chamber. Several small passageways lead from the chambers walls and ceiling. Across the chamber from the entrance you used, on a raised platform, are a group of kobolds, and seated among them is an ancient kobold that is obviously their leader.

Give the PCs any information about the room that they ask for, and refer to **Map 1**. Many of the kobolds in the room are armed with spears, and another large number wear spell components at their hips.

The room is lit with *everburning torches*; a kobold holds one every 20 feet around the room. When the PCs enter, a hush falls over the room. Yolopo chuckles and speaks:

“So, these are the all-mighty heroes who are going to defeat a force that even the gods once trembled before? Step forward so I may better see these powerful adventurers.”

The kobolds in the room part to allow the PCs to move to the center of the room, indicated by circles on **Map 1**. Let the PCs answer and converse with Yolopo. Any kobold PCs are treated with outright disdain by Yolopo and the other kobolds, being called all manner of derogatory names.

If any of the PCs have the Stigma of The Serpent or Thrall of the Serpent, Yolopo recognizes them instantly. He speaks to them first. To those bearing the Stigma of The Serpent, he says the following:

“So, you have felt the touch of The Serpent, as many of us here have. Excellent. You know then. Or you will know. Beware. The Serpent holds great anger toward those of us who have basked in his power but refuse to bow to him.”

To those who are Thralls of The Serpent, he says the following:

“Ah, but you, you have gone too far. The Serpent is part of you, but you are part of The Serpent as well. You will not be able to defeat The Serpent. But he will have no trouble defeating you.”

After the “pleasantries” have been taken care of, Yolopo addresses all the PCs:

“I once sought the power of The Serpent, but it rejected me and threw its lot in with some foolish human. I hear the human got his deserved death, and now The Serpent has taken a Flan girl as his

disciple. I also know The Serpent wishes to bring down the gods themselves, perhaps to reclaim the magic they stole from him. That would not do. No, not at all. For any of us. So I learned where The Serpent and the girl are hiding."

Let the PCs respond. When time comes for Yolopo to give them the information, he says the following:

"Before I share this information with you, I require you to prove yourselves worthy of my trust. We may only have one chance to keep The Serpent from re-ascending, and I need to make sure you are capable opponents. Defeat my special forces, and then you will learn what I already know. If you cannot stand against my forces, you stand no chance against The Serpent."

Creatures: Yolopo calls forth some of his minions to test the mettle of the PCs. These shadow underdark landwyrms are creatures from the Plane of Shadow that prowled the caverns here before Yolopo arrived to create his demesne. After killing a few of them, the other landwyrms agreed to serve as a strike force at Yolopo's call if they are needed.

APL 10 (EL 11)

☛ **Shadow Underdark Landwyrms** (2): hp 126; Appendix 1.

APL 12 (EL 13)

☛ **Advanced 16 HD Shadow Underdark Landwyrms** (2): hp 168; Appendix 1.

APL 14 (EL 15)

☛ **Advanced 20 HD Shadow Underdark Landwyrms** (2): hp 250; Appendix 1.

Tactics: The shadow underdark landwyrms are waiting in the passageways directly above the chamber. When Yolopo calls for them, they move and drop 10 feet from the ceiling passages into the room near the PCs.

As this happens, all of the kobolds in the room simultaneously extinguish the *everburning torches* they hold by covering them with sacks, dropping the room into total darkness.

The shadow underdark landwyrms' 60-foot blindsense and darkvision allow them to see and sense in the dark, while they can use their *shadow blend* ability to have total concealment in anything but complete daylight. If the PCs bring daylight into the chamber via magic, the landwyrms use their *obscuring mist* ability to create concealment for themselves.

The rest of the kobolds in the chamber do not involve themselves in the battle, and they retreat to the corners of the room or leave the room completely to avoid the battle.

Developments: Assuming the PCs pass Yolopo's test, they can demand he tell them where Ianta can be found.

"You think I am stupid? You see a kobold before you, and you think I am weak and foolish? Perhaps I once was. I was once a foolish little creature who dabbled in paltry magic and stayed in the shadows of my masters. Not anymore. I know you are powerful. I know you would like to slay my kind and me. Tajlo, I will tell you the location of this human girl, this new thrall of The Serpent. Promise me that you will not tell these humans the location until you are far, far away from here."

Tajlo makes the promise, and he does not break the promise. Tajlo also reveals at this point that he has made a deal with Yolopo to get this information: for sharing his knowledge, Tajlo must now spend an entire year serving Yolopo. Tajlo has already agreed to this, and he refuses to break his word.

While Yolopo's test is a tiered battle, things go badly for any PCs foolish enough to attack him in his lair while surrounded by his followers and minions. If the PCs do attack him, the surrounding kobolds (roughly 60 in strength) immediately attack. A round later 1 marilith (MM 44), 4 hezrou (MM 44) and 30 ice mephitis (MM 182) enter the chamber to defend Yolopo.

Do not play out this combat. Instead inform the PCs that after a mighty battle they manage to flee but that Yolopo survives. The PCs can continue the adventure if they managed to get the relevant information from Yolopo before battle broke out. Otherwise, the adventure is over for them.

If the PCs attack Yolopo but sue for peace instead of fleeing, Tajlo pleads with Yolopo to let the PCs go. The only way Yolopo agrees to such a thing is if Tajlo denounces Heironeous and agrees to serve Yolopo for ten years instead of just one. Tajlo does this in order to keep his promise to protect and rescue Ianta.

After the PCs leave Yolopo's lair, they must accompany Tajlo to a place far away from Yolopo before the kobold supplies them with the information, as per his promise.

When Tajlo believes that his promise has been upheld, he reveals the information Yolopo gave him:

"Ianta is in The Serpent's lair, and the only way to get to it is to travel to Avernus, the first plane of Hell. Yolopo believes that The Serpent has made a deal with Bel, the Duke of Avernus. Bel allows The Serpent to remain there in exchange for power once The Serpent regains a majority of its essence and defeats the gods."

"You must find a way to Avernus. Yolopo also told me traveling on Avernus without authorization is akin to suicide, so you need to find a way to gain that authorization."

"Once you have arrived on Avernus, you must find the River Styx. Locate that dreaded river and

follow it toward the seven peaks of the Shatterfang Mountains. The portal to The Serpent's pocket plane interferes with the flow of the Styx, so watch for strange currents there."

After providing this information, Tajlo offers the PCs his accumulated treasure. He knows that Yolopo is likely to have Tajlo doing things the paladin cannot abide, and he wants to take with him as few possessions as treasure as possible for Yolopo to misuse. With that, Yolopo bids the PCs good luck and starts back for the Burneal Forest and his year (or more) of servitude.

Treasure: The PCs can gain the following treasure as Tajlo gives them his possessions to use in their assault. His possessions have been sold in order to give the PCs this coin:

APL 10: Coin 800 gp each.

APL 12: Coin 800 gp each.

APL 14: Coin 800 gp each.

2: THE INFERNAL FORGER

If the PCs do not heed Yolopo's warning and decide to simply travel directly to Avernus without gaining authorization, you can skip this encounter entirely.

On the other hand, the PCs may attempt to obtain papers (or forge papers) allowing them to travel on the first plane of the Nine Hells without getting attacked on sight.

If the PCs have questions regarding Avernus, allow a Knowledge (the planes) check, which, if successful, reveals the following:

- **DC 20:** The first plane of Hell is called Avernus, and an ambitious pit fiend called Bel currently rules it. Tiamat and the kobold god Kurtulmak also reside there.
- **DC 30:** Avernus is where damned souls go before getting claimed by devils. It is also a staging ground for the Blood War against the demons of the Abyss. If you want to travel in any of the infernal planes, it is a good idea to get papers granting you permission to be there. Legitimate paperwork must come directly from Bel or his minions, but it is possible to find forgers who can create almost-authentic documents.
- **DC 40:** Fiery explosions randomly tear through Avernus. Chaotic and/or good creatures feel particularly ill at ease on Avernus, and they are affected by the evil of the place.

No matter what the PCs try, there is no way they can procure real documents granting them access to Avernus, unless they have special campaign documentation providing such documentation. If that is the case, adjust the remaining encounters as needed.

PCs may think they can create their own forged documents. If they want to go forward with this plan, have them make a Knowledge (the planes) and a Forgery

check. Record the results of each check, but under no circumstances tell them what the DC of the check is. These papers (and the DCs) are checked later when the PCs are actually in Avernus.

If the PCs wish to hire a forger who knows about these types of forgeries better than the PCs do, a DC 30 Knowledge (local: Core), Knowledge (the planes), or bardic knowledge check allows the PCs to know that the best (and only truly skilled) forger of such documentation is Klydifa Estel, a resident of Greyhawk City. Others may be skilled in the arts of forgery, but Klydifa has the knowledge of what such documentation needs to contain to look legitimate.

If the PCs cannot use any of the above checks to find a forger, they can use a Gather Information check to do so. However, the negotiations involved in finding this information are more delicate than most information. It is a DC 35 Gather Information check to find the forger, although the PCs can pay 100 gp for each point of DC between their final check and the DC 35. For example, if the PCs reach a DC 30, that is a 5-point difference. So for 500 gp, they can find someone with a connection to the forger who can help them.

If the PCs find Klydifer Estel, they can set up a meeting with her. She goes through several intermediaries and finally arranges a meeting in the basement of a secluded butchery shop in the River Quarter in Greyhawk City.

Read or paraphrase the following when the PCs enter the basement:

The series of meetings with go-betweens and informants has finally led you to the basement of a butcher's shop in Greyhawk City. In front of you, behind a desk and holding an ink-quill, is a Rhennee-looking human. She stares at you, as if making a decision about whether to deal with you or not. Finally, she speaks. "Tell me exactly what you want. Be quick, be honest, and leave nothing out."

She listens patiently and carefully while the PCs speak. After they tell her what they want, she nods and responds:

"I can give you each papers allowing you limited access to the plane of Avernus. The papers will cover your presence there for 72 hours. For these papers, my rate is 2,000 gold pieces for each creature traveling on the plane. I will have the papers ready for you in 24 hours, and then you will have 24 hours to get to Avernus. My papers are as authentic as if you had gotten them from the Duke of Avernus himself."

The price can be reduced to 1,500 gp per PC with a DC 30 Diplomacy check. If the PCs learn the true identity of the creature, they can use that information to get the fee reduced to 1,000 gp per PC if the PCs threaten to blackmail her.

Creature: Klydifer Estel is really a remmanon devil, banished from Avernus for displeasing a superior. She has no small amount of expertise with the documentation in question, so she decided to disguise herself and live on the material plane as an expert on the infernal.

The remmanon has a total disguise check of 40, so PCs must make a DC 40 Spot check to penetrate the disguise. This check does not include the use of the remmanon's *disguise self* ability, so the ability to penetrate illusions does not assist in the Spot check, although other abilities might be used.

If the PCs somehow figure out what Klydifer Estel really is, she does not react. She admits her identity but is still willing to create the forged papers for the same price.

All APLs (EL 15)

☞ **Klydifer Estel:** remmanon devil; hp 153; Appendix 1.

Tactics: If the PCs attack Klydifer Estel, she unsuppresses her insidious aura, attacks the closest PC with her hellfire touch, and then uses her quickened *greater teleport* to escape far, far away.

Developments: If the PCs attack before the papers are finished, they have no other recourse for getting papers: they can either try to forge their own, or they can just go to Avernus without the papers.

If the PCs learn Klydifer Estel is really a remmanon devil, they might also learn through a DC 33 Knowledge (the planes) check that she can *plane shift*. The PCs might be able to make a deal with her, having all their needs met in one place. For details about traveling to Avernus, see Encounter 3.

3: THE ROAD TO AVERNUS

Whether or not the PCs get the forged documents, they are going to have to find a way to travel from Oerth to the first infernal plane. The PCs might have the means to transport themselves to Avernus, and in that case they should be allowed to do that.

In order to use *plane shift* to get to Avernus, the PCs must have a *planar fork* attuned to that plane. PCs making a DC 25 Knowledge (local: Core) or Gather Information check can ascertain the location of such a fork. Getting it costs 7,000 gp. Getting someone to cast the spell for the PCs, or hunting down the location of a portal to Avernus, costs the PCs 7,000 gp as well.

Feel free to play out the searching for the means to travel to Avernus as you see fit, and let the PCs use their own resources to get there as appropriate. If the PCs rely on Klydifer Estel, they can get the *plane shift* cast for 3,000 gp.

When the PCs arrive on Avernus, regardless of the means of travel, read:

When your senses return after the trip, they are assaulted by all manner of horror. The smell of burning flesh and death washes over you in waves.

The shrieks of a million damned souls swells and falls like an infernal chorus. You stand on the banks of a river polluted by mud, blood, oozing flesh, puss, and innumerable foul elements. On small isles in the river, semi-corporeal humanoid figures wail and plead for mercy. Glaive-wielding devils navigate small skiffs in the river to grab these souls and plunge them into the water, then take the now-placid forms to the bank, where other devils wait impatiently. The air occasionally erupts into fiery bursts. In the distance rises the seven jagged peaks that Yolopo mentioned as a landmark in finding the gate to The Serpent's lair.

For the PCs to travel close enough to the River Styx to find the portal to The Serpent's pocket plane, they must travel past innumerable creatures: devils carrying out the business of herding and sorting damned souls, foul creatures consorting with the devils, and so on. The PCs are stared at, but for the most part they are left to travel unmolested unless they start trouble.

The PCs suffer the following effects while on Avernus:

- Good creatures suffer a –2 on all Charisma-based skill checks while on Avernus, as do chaotic creatures. Chaotic good creatures suffer a –4 penalty. (This may come into play with Bluff or Diplomacy checks in later encounters.)
- There is a 5% chance per combat that a *fireball* homes in on the melee. If this does happen, roll a 1d8+8 to determine the fireball's effective level. The Reflex save for the *fireball* is DC 18 regardless of the hit dice.

4: THEURGE TORTURE

As the PCs pass through the dangers of Avernus, they come across a group of devils bartering with a night hag and her stitched devil servants. They haggle for the possession of the soul of a black-hearted mystic theurge dedicated to Ralishaz. PCs who played COR4-01 *Shedding Scales* recognize the soul as belonging to Verncent, the young bully whom they escorted, among other children, to Redlee Manor.

Verncent only spent a short time at Redlee Manor, after which he fell in with a depraved cleric of Ralishaz who promised to show the young man the joys of power. Verncent, already versed in bullying and menacing those weaker than he, took to both Ralishaz's worship and arcane magic quite well. Within two years, he had established himself as a petty tyrant who used his divine and arcane magic and took the name "Robrocent the Theurge."

He made a deal with demonic forces during his rise to power, but an unfortunate accident involving an uncooperative horse and a fall onto a sharpened fence post ended Verncent /Robrocent's miserable existence.

A night hag representing Ralishaz, accompanied by her servant stitched devils (and a Cauchemar nightmare at higher APLs), is bartering for the soul with a group of

barbed devils to whom the Theurge had sold his soul. Into the negotiations walk the PCs. Offers and counteroffers for the soul of Verncent are flying back and forth rapidly. A couple of the barbed devils are heating up long skewers and poking Verncent's soul, reveling in his high-pitched, pleading shrieks.

Verncent's tortured soul spots the PCs passing by, and he calls out to them:

"Help! For the love of all that is kind and good, please release me. You cannot leave me in the hands of these fiends."

Verncent also recognizes any PCs who played COR4-01 *Shedding Scales*, adding:

"I know you! You protected me once. Fate has put you here! Please save my damned soul from this place!"

The PCs are free to walk away without another look from the devils and night hag, who are used to the wailing pleas of the damned.

However, if the PCs stop to join the encounter, they have now drawn attention to themselves.

The four barbed devils with whom the night hag is bartering are more than happy to see a bidding war for this soul. The night hag, on the other hand, is less pleased. In order to get the soul, the PCs must offer at least the following:

APL 10: 5,000 gp or a magic item worth 3,000 gp.

APL 12: 7,000 gp or a magic item worth 4,000 gp.

APL 14: 10,000 gp or a magic item worth 6,000 gp.

The hag cannot bid higher than this, so if the PCs do so, the barbed devils make the transaction, and the PCs are in possession of Verncent's soul. However, the night hag is enraged and attacks. The barbed devils, having concluded their business, leave and do not concern themselves with the battle in any way.

If the PCs want to avoid the bartering, they can simply attack. The barbed devils in this case flee instantly using any means possible (most likely *greater teleport*), leaving the soul behind. The PCs can then fight the hag and her minions. However, the disturbance is reported by the barbed devils to a pit fiend. If the PCs have not won the battle and taken the soul within 20 rounds, the pit fiend shows up and slays everything in sight (the PCs and the hag are equally tempting targets to the pit fiend; see Development).

Creatures: The night hag is an emissary of the forces of Ralishaz. She has been ordered by her masters to retrieve the soul of a favored of The Unlooked For.

APL 10 (EL 12)

🐉 **Night Hag:** hp 68; Appendix 1.

🐉 **Stitched Devils (2):** hp 84; Appendix 1.

APL 12 (EL 14)

🐉 **Night Hag Fighter 4:** hp 136; Appendix 1.

🐉 **Cauchemar Nightmare:** hp 172; MM 194.

🐉 **Stitched Devils (2):** hp 84; Appendix 1.

APL 14 (EL 16)

🐉 **Night Hag Fighter 8:** hp 184; Appendix 1.

🐉 **Cauchemar Nightmare:** hp 172; MM 194.

🐉 **Advanced (14-HD) Stitched Devils (2):** hp 147; Appendix 1.

Tactics: At APL 10, the night hag simply attacks as quickly and violently as possible. At higher APLs, the night hag rides her Cauchemar nightmare and uses her feats (such as *Spirited Charge*) to do as much damage as possible.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

Development: If the PCs ignore the pleas of Verncent, simply move to the next encounter. If the PCs pay for Verncent's soul and defeat the night hag and her entourage, they can release Verncent's soul from its fate. The soul dissolves away with tearful thanks. In this case, if the PCs survive their time on Avernus, they later receive the Thanks of Verncent's Family.

If the PCs attack before securing the soul or losing the bidding war and the barbed devils escape, they have 20 rounds to defeat the night hag and her minions before a pit field shows up to rid the area of potential problems. The PCs can flee at any time, but if they try to continue with their mission, there is no way for them to bluff their way through the rest of the encounters. They must fight their way through.

5: PAPERS PLEASE

As the PCs continue their search for the portal to The Serpent's private plane, they encounter a devil tasked with the tedious duty of checking into non-natives on Avernus.

The devil that comes to ask the PCs for their paperwork is not particularly happy about being relegated to policing this plane while there is a Blood War to be fought and promotions to be earned.

APL 10 (EL 11)

🐉 **Barbed Devil:** hp 126; MM 51.

APL 12 (EL 13)

🐉 **Ice Devil:** hp 147; MM 56.

APL 14 (EL 16)

🐉 **Horned Devil:** hp 172; MM 55.

Developments: The devil approaches the PCs and demands in no uncertain terms to see papers giving them permission to be on Avernus.

If the PCs do not provide paperwork, the devil asks what the PCs are doing here. It does not matter what answer the PCs give, because without papers the devil must report the intruders. The devil pretends to accept the PCs' excuses or reasons for being in Avernus, and he leaves as soon as possible. The PCs are then ambushed in the next encounter, and the PCs cannot talk their way out of that one.

If the PCs have forged paperwork from the remmanon devil Klydifa Estel, the documentation is good enough that it looks authentic, even to someone as officious as this devil. However, the devil does not go away easily. It first informs the PCs that something is wrong with the papers, and then it waits to see the reaction of the PCs. It makes a Bluff check against the Sense Motive checks of the PCs. If the PCs fail, they do not automatically know the devil is lying, but they can still roleplay their characters. If the PCs succeed, they know the devil is lying and trying to shake them down and force them into making a mistake.

If the PCs keep their cool and stick to their story, the devil tells them to watch themselves and leaves. If the PCs attempt to bluff or do something else suspicious, the devil gets an opposed Sense Motive check. If the PCs are unsuccessful, the devil knows something is wrong. He reacts, in this case, just as if the PCs had no paperwork.

If the PCs have tried to create their own forgeries, the devil gets a Forgery check (PH 74) with a +2 modifier to identify the fake. Look at the results of the Forgery and Knowledge (the planes) checks that the PCs made then. The devil's Spot check must be lower than the lower of those two checks. If that is the case, the devil has been tricked, and he lets the PCs go unhindered. If the Spot check beats the lower of the two checks, the devil acts as if the PCs had no papers at all—that is, he pretends to let them go but he quickly reports their presence to a superior, and in the next encounter the PCs are ambushed.

If the PCs drew attention to themselves by attacking the night hag and stealing the soul without paying for it, this encounter takes place, but it is just for the devil to confirm that the PCs are still here and are not true guests of the Lord of Avernus.

If the PCs somehow destroy this devil before he can report them, the next encounter does not take place, unless the PCs already caused problems earlier in their travels on Avernus.

6: YOU DO NOT BELONG HERE

The PCs only face this encounter if they have come to Avernus without forged paperwork, if they tried to forge their own and were caught, if they were caught in a lie by the devil in Encounter 5, or if they failed to keep a

low profile while traveling through Avernus, such as attacking the night hag in Encounter 4 before the soul was paid for.

A special guardian has been hired by Bel to protect the portal to The Serpent's plane. This guardian is a Styx dragon, a netherworld dragon who lairs in the foul river.

APL 10 (EL 12)

🐉 **Adult Styx Dragon:** hp 230; Appendix 1.

APL 12 (EL 14)

🐉 **Mature Adult Styx Dragon:** hp 264; Appendix 1.

APL 14 (EL 17)

🐉 **Old Styx Dragon:** hp 325; Appendix 1.

Tactics: The dragon rests in the muck of the Styx, since it is immune to the effects of the river. It is alert, since it has been warned of the presence of strangers moving in the direction of the portal it protects.

The PCs can see the obvious rippling of the water where the creature lies in wait, but a DC 25 Spot check is needed to see the creature's eyes peering out.

When the PCs either approach to investigate the disturbance (possibly thinking it is the portal), when they reveal themselves as having spotted the dragon, or when they start preparing by using magic items or casting spells, the dragon bursts from the water and attacks.

The most effective tactic for the dragon would be to grapple a PC and then pull that PC into the River Styx, hoping to drown them. Coming into contact with the water of the River Styx requires a DC 25 Fortitude save, or the creature undergoes a temporary amnesia for 3d6 days. Half-immersion in the water increases the DC to 30. Complete submersion increases the DC to 35. PCs who suffer amnesia keep all their class abilities, including spells, but they forget everything else, including their alignments. PCs who suffer amnesia may believe what is told to them by people who they meet after emerging from the water. If a PC who needs to be a certain alignment changes alignment because of their new personality when she emerges, she may need to atone after her memory returns.

For purposes of this combat, assume the Styx is 80 feet deep where this encounter takes place and the vile water is so foul that you cannot see into or within it.

Developments: If a PC suffers from amnesia, an imp comes along and sees what has happened. It immediately goes up to the PC suffering from amnesia and tells that PC that it is a guardian of Avernus in service of Bel. Roll a Bluff check for the imp (+2 modifier). Give the other PCs one chance to counter this lie (with a Diplomacy check or Bluff check of their own). The PC with amnesia believes the creature with the highest Diplomacy or Bluff check). If the imp wins the opposed check, the PC with amnesia believes this, and he attacks the other PCs. At the end of the adventure, the PC can get an *atonement* to return to normal. If no *atonement* is

received, the PC in question is retired immediately at the end of the adventure.

If the PCs defeat the Styx dragon, or if they never meet the dragon in the first place because they have not been caught with forged papers and have not drawn attention to themselves, the PCs only need to travel a short distance before coming to the portal to The Serpent's plane.

The river you have been following, with its turgid, grotesque flow, is interrupted here by a strange phenomenon. It is parted. The vile chunks of flesh and other matter come to an empty spot in the river, disappear, and then re-appear on the other side of the part.

The PCs need only to step into the spot in the Styx where it is parted, and they enter The Serpent's plane. Continue to Encounter 7.

7: THE SERPENT'S REIGN

Once the PCs find the entrance to The Serpent's pocket plane, they can enter by simply stepping through.

Time on this plane behaves strangely. When the PCs arrive, they move extraordinarily slowly. Read or paraphrase the following when they enter. Give PCs a DC 25 Knowledge (the planes) check to realize their slow state is only temporary and caused by the time variance of the plane they just entered.

You are standing on an endless, flat plane. The horizon stretches infinitely in all directions, and the portal you have just stepped through does not appear to have a way back. About 100 feet ahead of you, a middle-aged Flan woman, her skin mottled a sickening blue-black, stands between two piles of blue-black stone, a palm resting on each pile. Her movements are extraordinarily fast, or yours are slow, it is hard to tell which.

She turns to look at you, an evil grin playing across her face. The piles of rock quake a bit, and then they move, taking the form of two multi-headed serpentine figures.

Their speed begins to slow, and you hear almost an audible snap as your body finally obeys your mind at a speed you are accustomed to.

The two blue-black rock creatures speak through many heads simultaneously. "They come to stop us from restoring our rightful power. Destroy their physical forms and eat their souls."

PCs who have met Ianta before and succeeding at a DC 15 Spot check recognize her as the grown-up version of the young girl. PCs who only heard the description of her can make a DC 20 Spot check to gain the same information. A DC Intelligence check allows a PC to understand that the strange time flow in this plane could easily account for the young girl now being a middle-aged woman.

The woman is Ianta, who has been altered by the power of The Serpent into a being dedicated to destroying the gods and their servants. The two rock creatures are incarnations of The Serpent's power. Their success at bringing The Serpent back into corporeal form has been slow, but they are progressing.

APL 10 (EL 13)

🐉 **Ianta:** female human marshal 1/ sorcerer 4/ur-priest 2/mystic theurge 5; hp 53; Appendix 1.

🐉 **The Serpent** (2): elder eidolon six-headed hydra; hp 73; Appendix 1.

APL 12 (EL 15)

🐉 **Ianta:** female human marshal 1/ sorcerer 4/ur-priest 2/mystic theurge 7; hp 61; Appendix 1.

🐉 **The Serpent** (2): elder eidolon eight-headed hydra; hp 84; Appendix 1.

APL 14 (EL 17)

🐉 **Ianta:** female human marshal 1/ sorcerer 4/ur-priest 2/mystic theurge 9; hp 85; Appendix 1.

🐉 **The Serpent** (2): elder eidolon ten-headed hydra; hp 95; Appendix 1.

Tactics: Ianta stands back and uses her magic to assault the PCs, particularly clerics. The incarnations of The Serpent charge forward to attack.

Developments: If the PCs destroy one of The Serpent's two incarnations, it stays dormant for an entire round, but then comes back to life with full hit points, as the power of The Serpent flows from one to the other to rejuvenate it. A DC 10 Knowledge (arcana) reveals that the two can only be destroyed if they are killed within one round of each other. Those PCs with the Stigma or Thrall of the Serpent know this automatically because of their connection to The Serpent. If both incarnations are destroyed in this manner before Ianta is slain, the pocket plane collapses and all the PCs and Ianta are blasted back to Oerth. Go to the Conclusion immediately in this case.

If the PCs kill or incapacitate (knock unconscious) Ianta before they defeat the two incarnations of The Serpent, the power The Serpent gave to Ianta is returned to it. Both incarnations of The Serpent are fully healed, but the requirement to kill both within one round of each other is gone, and the pocket plane collapses after the destruction of the second incarnation.

Any PCs with the Stigma of The Serpent are considered the favored target of the incarnations of The Serpent. If the PC is within the range of a move and attack (or charge and attack), The Serpent's incarnations must do that. If the PC with that AR item is farther away than a single move, the incarnations of The Serpent can attack anyone.

Any PCs with Thrall of The Serpent are considered shaken (DC 25 Will save negates). Also, while they can attack The Serpent, any attack that would reduce the incarnation to 0 or less hit points fails. A Thrall just cannot strike the killing blow. (In the case where

everyone at the table has the Thrall AR item, a DC 20 Will save allows the Thrall to strike the killing blow.)

After the PCs defeat both incarnations of The Serpent, the plane collapses upon itself and the PCs are hurled back through a rift in the planes to an area on the border between the Burneal Forest and the Land of Black Ice. Ianta is with them: if she is still alive, the power of The Serpent has left her. Although she is still at the advanced age, she is no longer evil and has lost her levels in ur-priest and mystic theurge. If she has been killed, she can be raised as normal, and all the above changes are in effect.

Treasure: Refer to the Treasure Summary to determine what the PCs recover.

CAMPAIGN CONSEQUENCES

This adventure has campaign consequences; that is the result of this adventure could affect later adventures. Email creighton@greyworks.co.uk and relate whether the PCs were successful in defeating The Serpent.

CONCLUSION

The defeat of The Serpent, in the form of his dual incarnations, ends the threat. Read or paraphrase the following after the PCs are shunted back to Oerth:

The blast of energy that ripped through the pocket plane of The Serpent has left you in an area that is very cold. The ground below you is frozen in a bluish-black ice. In the distance, you see an enormous pine forest.

An insubstantial serpentine form covers the entire sky. It writhes and contorts, as if in pain. Slowly, the form begins to break apart, and pieces of it are pulled into the ground here, while other pieces race off toward the horizon on all sides of you. It seems The Serpent is returning to its imprisonment.

A DC 15 Knowledge (geography) check reveals to the PCs that they are on the border of the Land of the Black Ice, where it meets the Burneal Forest.

Ianta is with the PCs, although whether she is dead, alive, or unconscious depends on what happened in the battle on the pocket plane.

Ianta cannot remember anything that happened to her after she stepped into the column of energy, and it takes her several days to come to terms with her rapid aging.

Stoakdor Redlee Neheli is overjoyed to see Ianta and the PCs. He provides them with his favor if the PCs have defeated The Serpent. He takes Ianta back to the Shelspring Barony in Keoland, where he hopes to study, and possibly undo, the changes that The Serpent made to Ianta.

If the PCs saved the soul of Verncent on Avernus, a representative of his father, who gives his thanks, later approaches them.

Tajlo remains in the service of Yolopo, as per his agreement, for the time period dictated. Even if something happens to Yolopo, Tajlo spends that promised time serving the tribes that Yolopo leads.

EXPERIENCE POINT SUMMARY

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

1: Yolopo the Mighty

Defeat Yolopo's test

APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

4: Theurge Torture

Defeat the hag and her forces

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

(Note: The PCs do not need to fight in this encounter to gain full XP for the adventure. If they do fight this encounter, they can get full XP without completing the adventure.)

5: Papers Please

Get past the devil without tipping him off to the PCs infiltration of the plane

APL 10	360 XP
APL 12	420 XP
APL 14	510 XP

(Note: If the PCs are able to accomplish this, they should not have to fight the dragon in Encounter 6 below.)

6: You Do Not Belong Here

Defeat or avoid the Styx dragon

APL 10	360 XP
APL 12	420 XP
APL 14	510 XP

7: The Serpent's Reign

Defeat Ianta and the manifestations of The Serpent

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Discretionary roleplaying award

APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total Possible Experience

APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

TREASURE SUMMARY

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

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

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

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

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

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

1: Yolopo the Mighty

APL 10: Coin 800 gp each.

APL 12: Coin 800 gp each.

APL 14: Coin 800 gp each.

4: Theurge Torture

APL 10: Magic 1534 gp; +1 profane bloodfeeding alchemical silver scourge (1534 gp each); Total 1534 gp.

APL 12: Loot 41 gp; Magic 2001 gp; +1 profane bloodfeeding alchemical silver scourge (1534 gp each), +1 full plate (220 gp each), +1 heavy steel shield (97 gp each), heartstone (150 gp each); Total 2042 gp.

APL 14: Loot 41 gp; Magic 3338 gp; +1 profane bloodfeeding alchemical silver scourge (1534 gp each), +3 full

plate (887 gp each), +3 heavy steel shield (765 gp each), heartstone (150 gp each); Total 3379 gp.

7: The Serpent's Reign

APL 10: Magic 11333 gp; bracers of armor +8 (5333 gp), cloak of charisma +6 (3000 gp), periapt of wisdom +6 (3000 gp); Total 11333 gp.

APL 12: Magic 11333 gp; bracers of armor +8 (5333 gp), cloak of charisma +6 (3000 gp), periapt of wisdom +6 (3000 gp); Total 11333 gp.

APL 14: Magic 11333 gp; bracers of armor +8 (5333 gp), cloak of charisma +6 (3000 gp), periapt of wisdom +6 (3000 gp); Total 11333 gp.

Treasure Cap

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 14: 6,600 gp

Total Possible Treasure

APL 10: 13,676 gp

APL 12: 14,175 gp

APL 14: 15,512 gp

ADVENTURE RECORD ITEMS

☛ **Stigma of The Serpent:** You have stopped the re-ascension of The Serpent. This voids all of the previous conditions caused by the Stigma of The Serpent, except for the ability increases and decreases. In addition, your connection to The Serpent has changed you forever. All spells with a duration of more than 1 round that affect you have their duration reduced by one round. Additionally, one time only, your body acts as a *pearl of power* (level 4) that you or someone else can use.

☛ **Thrall of The Serpent:** You have stopped the re-ascension of The Serpent. This voids all of the previous conditions caused by the Thrall of The Serpent. One time only, your body is capable of storing and using a single spell of 4th level or less, as per the *ring of spell storing*.

☛ **Thanks of Verncent's Family:** You have freed the damned soul of Verncent. His spirit returns to his father, who is a powerful Suel merchant in Greyhawk, and speaks of your sacrifice on his behalf. For your honor and bravery, he rewards you most kindly. From this point forward, you can select one item on each AR you receive and make those items Any access.

Favor of Stoakdor Redlee Neheli: For stopping The Serpent and bringing back Ianta from Avernus, Stoakdor uses his many contacts to locate an item which you have already found and want but cannot purchase right now. Designate any single item that you currently have, or have had, Adventure or Core access to. You now have Any access to the item. Note the item here:

If you also have the favors/gratitude of Stoakdor and/or the Redlee family from all the previous adventures in the series (COR4-01 *Shedding Scales*, COR5-07 *Clipping Wings*, and COR6-08 *Catching Breath*), you gain Any access to another item (using the criteria above): Note the item here:

ITEM ACCESS

APL 10

+1 profane bloodfeeding alchemical silver scourge (Adventure; 18,410 gp)

APPENDIX 1: APL 10

1: YOLOPO THE MIGHTY

SHADOW* UNDERDARK LANDWYRM** CR 9

* *Manual of the Planes* 190

***Draconomicon* 175

LE Large dragon (extraplanar)

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +3, Spot +3

Aura frightful presence (DC 19, 60-ft. radius)

Languages Common, Draconic, Undercommon

AC 22, touch 10, flat-footed 21; Dodge, Mobility (-1 size, +1 Dex, +12 natural)

hp 126 (12 HD)

Immune *sleep* and paralysis

Resist cold 15, evasion

Fort +14, **Ref** +11, **Will** +13

Speed 90 ft. (18 squares), swim 45 ft.; Spring Attack

Melee bite +15 melee (2d6+4/19-20) or

Melee claw +10 melee (1d8+2 plus 1 Con) or

Melee bite +15 melee (2d6+4/19-20) and 2 claws +10 melee (1d8+2 plus 1 Con)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +20

Atk Options wounding

Special Actions shadow blend

Spell-Like Abilities

3/day - *obscuring mist* (CL 12th)

1/day - *mirror image* (CL 5th)

Abilities Str 19, Dex 13, Con 18, Int 12, Wis 17, Cha 16

Feats Dodge, Improved Critical (bite), Improved Initiative, Mobility, Spring Attack

Skills Bluff +14, Diplomacy +5, Escape Artist +12, Gather Information +5, Hide +7 (+11 in rocky or underground areas or +15 when immobile in such areas), Intimidate +15, Jump +16, Knowledge (local) +7, Knowledge (Underdark) +12, Move Silently +24*, Sense Motive +14, Survival +13, Swim +4

Blindsense (Ex) An underdark landwyrms extraordinary powers of scent and echolocation allow it to pinpoint the location of any living creature within 60 feet.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Wounding (Ex) An Underdark landwyrms claws deal bleeding wounds, similar to those caused by a wounding weapon. In addition to hit point damage, a claw attack deals 1 point of Constitution damage when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits are immune to this Constitution damage.

Skills An underdark landwyrms 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.

2: THE INFERNAL FORGER

REMMANON* CR 15

**Monster Manual V* 34

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., see in darkness;

Listen +28, Spot +28

Aura insidious (30 ft.)

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 32, touch 18, flat-footed 28

(+4 Dex, +2 shield, +4 deflection, +12 natural)

hp 153 (18 HD); **DR** 15/good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 25

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

Speed 30 ft. (6 squares), fly 30 ft. (good); Flyby Attack, Wingover

Melee hellfire touch +23 (2d6+4 plus 1d6 fire)

Base Atk +18; **Grp** +22

Atk Options Improved Feint, aligned strike (evil, lawful)

Special Actions *summon baatezu*

Spell-Like Abilities (CL 18th)

At will - *detect good*, *disguise self*, *greater teleport* (self plus 50 pounds of objects only), *plane shift* (willing targets only)

Abilities Str 18, Dex 19, Con 18, Int 23, Wis 24, Cha 25

SA aligned strike, insidious aura, spell-like abilities, *summon baatezu*

Feats Combat Expertise, Flyby Attack, Improved Feint, Improved Initiative, Quicken Spell-Like Ability (*greater teleport*), Weapon Focus (hellfire touch), Wingover

Skills Bluff +28, Concentration +25, Diplomacy +34, Disguise +28 (+30 acting), Escape Artist +25, Intimidate +30, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (nobility and royalty) +27, Knowledge (the planes) +27, Listen +28, Search +27, Sense Motive +28, Spot +28, Survival +7 (+9 on other planes, following tracks), Use Rope +4 (+6 bindings)

Possessions *ring of force shield*, *ring of protection* +4

Insidious Aura (Su) A remmanon emanates a telepathic aura that plays on the doubts and fears of its foes. Opponents that begin their turn within 30 feet of a remmanon must succeed on a DC 26 Will save or suffer the effect of a *confusion* spell for that round. An affected foe never treats a remmanon as the nearest creature for the purpose of determining the *confusion* effect. The save DC is Charisma-based. A remmanon and allies within 30 feet of it gain a +4 bonus on attack rolls against opponents affected by this aura.

Summon Baatezu (Sp) 75% chance to summon 1d3 bearded devils; 2/day; caster level 18th. This ability is the equivalent of a 9th-level spell.

4: THEURGE TORTURE

NIGHT HAG

CR 9

NE Medium outsider (evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Celestial, Common, Infernal

AC 22, touch 11, flat-footed 21
(+1 Dex, +11 natural)

hp 68 (8 HD); **DR** 10/cold iron and magic

Immune charm, cold, fear, fire, *sleep*

Resist acid 10, cold 10; **SR** 25

Fort +12, **Ref** +9, **Will** +10

Speed 20 ft. (4 squares)

Melee +1 *profane bloodfeeding alchemical silver scourge* +13 melee (1d8+4)

Melee bite +12 melee (2d6+6 plus disease)

Base Atk +8; **Grp** +12

Atk Options Mounted Combat, aligned strike (evil, magic), disease

Special Actions dream haunting

Spell-Like Abilities (CL 8th)

At will - *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *etherealness* (CL 16th), *magic missile*, *polymorph* (self only), *ray of enfeeblement* (DC 12), *sleep* (DC 12).

Abilities Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12

Feats Alertness, Exotic Weapon Proficiency (scourge), Mounted Combat

Skills Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15

Possessions *heartstone*, +1 *profane bloodfeeding alchemical silver scourge* (contains 10 blood points)

Disease (Ex) Demon fever - bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution-based.

Dream Hunting (Su) Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Heartstone All night hags carry a periapt known as a heartstone, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the heartstone's powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not

bestow *etherealness* to a bearer that is not a night hag. If sold, an intact heartstone brings 1,800 gp.

STITCHED DEVIL* SERVANT

CR 9

**Monster Manual* V 36

LE Large outsider (evil, extraplanar, lawful)

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

Aura pain (DC 21, 30-ft. radius)

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

AC 27, touch 11, flat-footed 25
(-1 size +2 Dex, +16 natural)

hp 84 (8 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 19

Fort +12, **Ref** +10, **Will** +9

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +14 (1d8+7) and 4 claws +12 each (1d6+3)

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

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

Atk Options aligned strike (evil, lawful)

Spell-Like Abilities (CL 8th)

At will - *greater teleport* (self plus 50 pounds of objects only)

1/day - *phantasmal killer* (DC 17), *dispel magic*, *unholy blight* (DC 17)

Abilities Str 24, Dex 15, Con 22, Int 7, Wis 17, Cha 17

Feats Ability Focus (pain aura), Lightning Reflexes, Multiattack, Track^B

Skills Climb +15, Diplomacy +5, Intimidate +14, Listen +14, Search +9, Sense Motive +14, Spot +14, Survival +14 (+16 following tracks)

Pain Aura (Su) Living creatures must attempt a DC 21 Fortitude save when they come within 30 feet of a stitched devil. Those that fail take an extra 1d6 points of damage whenever they take damage from any other source within the pain aura's area. The save DC is Charisma-based and includes a +2 racial bonus.

When a creature that is affected by multiple pain auras would take extra damage from the auras it takes an extra 1d6 points of damage from one of the auras affecting it. All other pain auras affecting that creature cause it to take only 1 extra point of damage apiece. For example, a creature affected by three pain auras takes an extra 1d6+2 points of damage each time that creature takes damage from any other source. A creature that successfully saves cannot be affected again by that same stitched devil's pain aura for 24 hours. Night hags and lawful evil outsiders are immune to this aura.

Skills A stitched devil can choose to take 10 on Climb checks, even if rushed or threatened.

6: YOU DO NOT BELONG HERE

ADULT STYX DRAGON*

CR 12

**Draconomicon* 187

NE Huge dragon (aquatic, extraplanar)

Init +4; **Senses** Listen +26, Spot +26

Aura frightful presence (DC 23, 180-ft. radius)

Languages Common, Infernal

AC 27 touch 8, flat-footed 27

(-2 size, +19 natural)

hp 230 (20 HD); **DR** 10/magic

Immune disease, paralysis, poison, sleep

SR 22

Fort +17, **Ref** +12, **Will** +15

Speed 60 ft., swim 60 ft., burrow 20 ft.

Melee bite +26 (2d8+8) and

2 tail blades +26 (2d8+4)

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

Base Atk +20; **Grp** +36

Atk Options Cleave, Great Cleave, Power Attack

Special Actions breath weapon, constrict (4d8+8),
disease, improved grab

Combat Gear *scroll of haste*, *scroll of mage armor*,
scroll of stonewood

Spell-Like Abilities (CL 6th):

3/day—*darkness* (3/day), *fog cloud* (3/day)

1/day—*stinking cloud* (DC 16)

At Will—*curse water*

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16

SQ amphibious, Styx adaptation

Feats Cleave, Combat Reflexes, Great Cleave,
Improved Initiative, Improved Multiattack, Multiattack,
Power Attack

Skills Concentration +28, Diplomacy +28, Intimidate
+26, Knowledge (the planes) +26, Listen +26, Search
+26, Sense Motive +26, Spot +26, Use Magic Device
+26

Possessions combat gear

Breath Weapon (Su) A Styx dragon has two types of
breath weapons: a 100 ft. line of acid (6d6, DC 25
Reflex for half) that persists for 3 rounds, dealing half
damage on the second round and one-quarter
damage on the third round; or, a 50 ft. cone of
stupefying gas that deals 8 points of Intelligence
damage (DC 25 Fortitude negates).

Constrict (Ex) With a successful grapple check, a Styx
dragon can crush a grabbed opponent, dealing twice
its tail blade damage (4d8+8) as bludgeoning
damage.

Disease (Ex): Any creature hit by a Styx dragon's bite
or tail blade attack must succeed on a DC 25
Fortitude save or contract Stygian wasting. The
symptoms of this disease include flesh rotting away
and hair falling out. Incubation period is 1 day, and
the disease deals 1d6 points of Charisma damage. A
victim must make 3 successful Fortitude saves in a
row to recover from Stygian wasting.

Improved Grab (Ex) To use this ability, a Styx dragon
must hit a creature that is at least one size category
smaller than itself with a tail blade attack. If it gets a
hold, it can constrict in the same round. It can also
attempt to start a grapple.

Amphibious (Ex) Although Styx dragons are aquatic,
they can survive indefinitely on land.

7: THE SERPENT'S REIGN

ELDER EIDOLON* SIX-HEADED HYDRA CR 8

**Lords of Madness* 146

Neutral Huge construct

Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Listen +0, Spot +0

Aura insanity aura (DC 13, 10-ft. radius)

AC 26, touch 15, flat-footed 23

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

hp 73 (6 HD); **fast repair** 5; **DR** 3/adamantine

Immune magic, poison, sleep effects, paralysis,
stunning, disease, death effects, necromancy effects,
mind-affecting spells and abilities (charms,
compulsions, phantasms, patterns, and morale
effects), any effect that requires a Fortitude save
unless it also works on objects or is harmless, critical
hits, nonlethal damage, ability damage, ability drain,
fatigue, exhaustion, or energy drain.

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

Speed 20 ft. (4 squares), swim 20 ft.

Melee 6 bites +10 melee (2d6+7)

Space 15 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +19

Atk Options Combat Reflexes

Abilities Str 25, Dex 16, Con -, Int -, Wis 11, Cha 1

SQ construct traits, otherworldly geometry

Feats Combat Reflexes^B, Improved Natural Attack
(bite), Weapon Focus (bite)

Skills Swim +15

Insanity Aura (Su) The elemental forces that power an
elder eidolon warp time and space and cause horrible
hallucinations in those nearby. Any living creature
within 10 feet of an eidolon must make a successful
DC 13 Will saving throw each round or become
confused for 1 round.

Immunity to Magic (Ex) An eidolon 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.

Etherealness immediately repairs damage to an
eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease
functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an
eidolon's operation, but an eidolon that enters the
area of a *dimensional lock* spell or similar effect loses
the benefits of its otherworldly geometry and its
insanity aura.

A *transmute rock to mud* spell slows an eidolon (as
the *slow* spell) for 2d6 rounds, with no saving throw,
while *transmute mud to rock* heals all of its lost hit
points.

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

Hydra Heads Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has 12 hit points. Losing a head deals 6 points of damage to the hydra's body. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties. Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twelve heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a fireball spell or dragon breath) may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Skills A hydra 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.

IANTA

CR 12

Female human marshal 1/sorcerer 4/ur-priest 2/mystic theurge 5

NE Medium humanoid (human)

Init +9; **Senses** Listen +7, Spot +11

Languages Common, Flan

AC 18, touch 10, flat-footed 18
(+8 armor)

hp 53 (12 HD)

Fort +5, **Ref** +2, **Will** +22

Speed 30 ft. (6 squares)

Melee spell +4 melee touch (varies)

Ranged spell +5 ranged touch (varies)

Base Atk +5; **Grp** +4

Atk Options Empower Spell, Quicken Spell

Special Actions rebuke undead 8/day (+7, 2d6+2, 2nd)

Ur-Priest Spells Prepared (CL 9th)

7th—*slime wave* (DC 24)

6th—*blade barrier* (DC 23), *heal*

5th—*flame strike* (DC 22), quickened *shield of faith*,
wall of stone

4th—*cure critical wounds*, *death ward*, *divine power*,
freedom of movement

3rd—*bestow curse* (DC 20), *prayer*, *searing light* (2),
wind wall

2nd—*hold person* (DC 19), *resist energy* (2), *silence*
(DC 19) (2)

1st—*cure light wounds* (2), *divine favor*, *obscuring*
mist, *protection from good*, *shield of faith*

0—*cure minor wounds* (6)

Sorcerer Spells Known (CL 9th)

4th (4/day)—*dimension door*, *Evard's black tentacles*

3rd (6/day)—*displacement*, *fly*, *lightning bolt* (DC 17)

2nd (6/day)—*false life*, *glitterdust* (DC 16), *scorching*
ray, *see invisibility*

1st (6/day)—*mage armor*, *magic missile*, *nerveskitter*,
ray of enfeeblement, *shield*

0 (6/day)—*acid splash*, *detect magic*, *daze*, *ghost*
sound, *message*, *open/close*, *prestidigitation*, *touch of*
fatigue

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 24, Cha 20

Feats Empower Spell, Improved Initiative, Iron Will,
Quicken Spell, Rapid Metamagic, Skill Focus
(Diplomacy)^B, Spell Focus (evil)

Skills Bluff +11, Concentration +16, Diplomacy +11,
Knowledge (arcana) +7, Knowledge (the planes) +6,
Knowledge (religion) +9, Spellcraft +18, Spot +11

Possessions *Bracers of armor* +8, *cloak of charisma*
+6, *periapt of wisdom* +6

Marshall Aura (Ex) Motivate Dexterity, 60 feet, adds +5
to Dexterity checks, Dexterity-based skill checks, and
initiative checks. Does not affect elder eidolons.

1: YOLOPO THE MIGHTY

ADVANCED 16 HD SHADOW*
UNDERDARK LANDWYRM CR 11**

* *Manual of the Planes* 190

** *Draconomicon* 175

LE Large dragon (extraplanar)

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +3, Spot +3

Aura frightful presence (DC 21, 60-ft. radius)

Languages Common, Draconic, Undercommon

AC 22, touch 10, flat-footed 21; Dodge, Mobility (-1 size, +1 Dex, +12 natural)

hp 168 (16 HD); **fast healing** 2

Immune *sleep* and paralysis

Resist cold 15, evasion

Fort +16, **Ref** +13, **Will** +15

Speed 90 ft. (18 squares), swim 45 ft.; Spring Attack

Melee bite +20 melee (2d6+4/19-20) or

Melee claw +18 melee (1d8+2 plus 1 Con) or

Melee bite +20 melee (2d6+4/19-20) and 2 claws +18 melee (1d8+2 plus 1 Con)

Space 10 ft.; **Reach** 5 ft.

Base Atk +16; **Grp** +25

Atk Options wounding

Special Actions shadow blend

Spell-Like Abilities

3/day - *obscuring mist* (CL 16th)

1/day - *mirror image* (CL 5th)

Abilities Str 20, Dex 13, Con 18, Int 12, Wis 17, Cha 16

Feats Dodge, Improved Critical (bite), Improved

Initiative, Mobility, Multiattack, Spring Attack

Skills Bluff +18, Diplomacy +5, Escape Artist +12, Gather Information +5, Hide +11 (+15 in rocky or underground terrain, +19 when immobile in such areas), Intimidate +19, Jump +21, Knowledge (local) +7, Knowledge (Underdark) +16, Move Silently +28*, Sense Motive +18, Survival +13, Swim +5

Blindsense (Ex) An underdark landwyrms extraordinary powers of scent and echolocation allow it to pinpoint the location of any living creature within 60 feet.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Wounding (Ex) An Underdark landwyrms claws deal bleeding wounds, similar to those caused by a wounding weapon. In addition to hit point damage, a claw attack deals 1 point of Constitution damage when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits are immune to this Constitution damage.

Skills An underdark landwyrms 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.

4: THEURGE TORTURE

NIGHT HAG FIGHTER 4 CR 11

NE Medium outsider (evil, extraplanar)

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

Languages Abyssal, Celestial, Common, Infernal

AC 34, touch 11, flat-footed 33

(+1 Dex, +9 armor, +11 natural, +3 shield)

hp 136 (12 HD); **DR** 10/cold iron and magic

Immune charm, cold, fear, fire, *sleep*

Resist acid 10, cold 10; **SR** 25

Fort +18, **Ref** +11, **Will** +12

Speed 15 ft. (3 squares) in full plate, 20 ft. (4 squares) base speed

Melee +1 *profane bloodfeeding alchemical silver*

scourge +20/+15/+10 melee (1d8+7) and

bite +14 melee (2d6+3 plus disease) or

Melee bite +19 melee (2d6+10 plus disease)

Base Atk +12; **Grp** +19

Atk Options Cavalry Charger, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, aligned strike (evil, magic), disease

Special Actions dream haunting

Spell-Like Abilities (CL 8th)

At will - *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *etherealness* (CL 16th), *magic missile*, *polymorph* (self only), *ray of enfeeblement* (ranged touch +14), *sleep* (DC 12).

Abilities Str 24, Dex 15, Con 22, Int 10, Wis 16, Cha 10

Feats Alertness, Cavalry Charger^B, Exotic Weapon

Proficiency (scourge), Mounted Combat, Power

Attack, Ride-By Attack, Spirited Charge^B, Trample^B.

Skills Bluff +11, Concentration +17, Diplomacy +4, Disguise +1 (+3 acting), Intimidate +17, Listen +16, Ride +17, Sense Motive +14, Spellcraft +11, Spot +16

Possessions *heartstone*, +1 *profane bloodfeeding alchemical silver scourge*, +1 *full plate*, +1 *heavy steel shield*, exotic military saddle, bit & bridle

Disease (Ex) Demon fever - bite, Fortitude DC 22, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 22 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution-based.

Dream Hunting (Su) Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Heartstone All night hags carry a periapt known as a heartstone, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws

(this bonus is included in the statistics block). A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the heartstone's powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *etherealness* to a bearer that is not a night hag. If sold, an intact heartstone brings 1,800 gp.

STITCHED DEVIL* SERVANT CR 9

**Monster Manual V* 36

LE Large outsider (evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., see in darkness;

Listen +14, Spot +14

Aura pain (DC 21, 30-ft. radius)

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

AC 27, touch 11, flat-footed 25
(-1 size +2 Dex, +16 natural)

hp 84 (8 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 19

Fort +12, **Ref** +10, **Will** +9

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +14 (1d8+7) and 4 claws +12 each (1d6+3)

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

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

Atk Options aligned strike (evil, lawful)

Spell-Like Abilities (CL 8th)

At will - *greater teleport* (self plus 50 pounds of objects only)

1/day - *phantasmal killer* (DC 17), *dispel magic*, *unholy blight* (DC 17)

Abilities Str 24, Dex 15, Con 22, Int 7, Wis 17, Cha 17

Feats Ability Focus (pain aura), Lightning Reflexes, Multiattack, Track⁵

Skills Climb +15, Diplomacy +5, Intimidate +14, Listen +14, Search +9, Sense Motive +14, Spot +14, Survival +14 (+16 following tracks)

Pain Aura (Su) Living creatures must attempt a DC 21 Fortitude save when they come within 30 feet of a stitched devil. Those that fail take an extra 1d6 points of damage whenever they take damage from any other source within the pain aura's area. The save DC is Charisma-based and includes a +2 racial bonus.

When a creature that is affected by multiple pain auras would take extra damage from the auras it takes an extra 1d6 points of damage from one of the auras affecting it. All other pain auras affecting that creature cause it to take only 1 extra point of damage apiece. For example, a creature affected by three pain auras takes an extra 1d6+2 points of damage each time that creature takes damage from any other source.

A creature that successfully saves cannot be affected again by that same stitched devil's pain aura for 24 hours. Night hags and lawful evil outsiders are immune to this aura.

Skills A stitched devil can choose to take 10 on Climb checks, even if rushed or threatened.

6: YOU DO NOT BELONG HERE

MATURE ADULT STYX DRAGON* CR 14

**Draconomicon* 187

NE Huge dragon (aquatic, extraplanar)

Init +4; **Senses** Listen +30, Spot +30

Aura frightful presence (DC 25, 210-ft. radius)

Languages Common, Infernal

AC 30 touch 8, flat-footed 30

(-2 size, +22 natural)

hp 264 (23 HD); **DR** 15/magic

Immune disease, paralysis, poison, sleep

SR 25

Fort +18, **Ref** +13, **Will** +17

Speed 60 ft., swim 60 ft., burrow 20 ft.

Melee bite +30 (2d8+9) and

2 tail blades +30 (2d8+4)

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

Base Atk +23; **Grp** +40

Atk Options Cleave, Great Cleave, Power Attack, Spellcasting Harrier

Special Actions breath weapon, constrict (4d8+8), disease, improved grab

Combat Gear *scroll of haste*, *scroll of mage armor*, *scroll of stoneskin*

Spell-Like Abilities (CL 7th):

3/day—*darkness*, *fog cloud*

1/day—*stinking cloud* (DC 17)

At Will—*curse water* (at will)

Abilities Str 29, Dex 10, Con 21, Int 18, Wis 19, Cha 18

SQ amphibious, Styx adaptation

Feats Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Multiattack, Multiattack, Power Attack, Spellcasting Harrier

Skills Concentration +31, Diplomacy +32, Intimidate +30, Knowledge (the planes) +30, Listen +30, Search +30, Sense Motive +30, Spot +30, Use Magic Device +30

Possessions combat gear

Breath Weapon (Su) A Styx dragon has two types of breath weapons: a 100 ft. line of acid (7d6, DC 26 Reflex for half) that persists for 3 rounds, dealing half damage on the second round and one-quarter damage on the third round; or, a 50 ft. cone of stupefying gas that deals 8 points of Intelligence damage (DC 26 Fortitude negates).

Constrict (Ex) With a successful grapple check, a Styx dragon can crush a grabbed opponent, dealing twice its tail blade damage (4d8+8) as bludgeoning damage.

Disease (Ex) Any creature hit by a Styx dragon's bite or tail blade attack must succeed on a DC 26 Fortitude save or contract Stygian wasting. The symptoms of this disease include flesh rotting away and hair falling out. Incubation period is 1 day, and the disease deals 1d6 points of Charisma damage. A victim must make 3 successful Fortitude saves in a row to recover from Stygian wasting.

Improved Grab (Ex) To use this ability, a Styx dragon must hit a creature that is at least one size category smaller than itself with a tail blade attack. If it gets a

hold, it can constrict in the same round. It can also attempt to start a grapple.

Amphibious (Ex) Although Styx dragons are aquatic, they can survive indefinitely on land.

7: THE SERPENT'S REIGN

ELDER EIDOLON* EIGHT-HEADED HYDRA CR 10

**Lords of Madness* 146

Neutral Huge construct

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +0, Spot +0

Aura insanity aura (DC 14, 10-ft. radius)

AC 28, touch 15, flat-footed 25

(-2 size, +3 Dex, +4 deflection, +13 natural)

hp 84 (8 HD); **fast repair** 5; **DR** 5/adamantine

Immune magic, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

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

Speed 20 ft. (4 squares), swim 20 ft.

Melee 8 bites +13 melee (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +22

Atk Options Combat Reflexes

Abilities Str 27, Dex 16, Con -, Int -, Wis 11, Cha 1

SQ construct traits, otherworldly geometry

Feats Combat Reflexes^B, Improved Natural Attack (bite), Weapon Focus (bite)

Skills Swim +16

Insanity Aura (Su) The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an eidolon must make a successful DC 14 Will saving throw each round or become *confused* for 1 round.

Immunity to Magic (Ex) An eidolon 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.

Etherealness immediately repairs damage to an eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* spell or similar effect loses the benefits of its otherworldly geometry and its insanity aura.

A *transmute rock to mud* spell slows an eidolon (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

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

Hydra Heads Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has 10 hit points.

Losing a head deals 5 points of damage to the hydra's body. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than sixteen heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a fireball spell or dragon breath) may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Skills A hydra 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.

IANTA**CR 14**

Female human marshal 1/sorcerer 4/ur-priest 2/mystic
theurge 7

NE Medium humanoid (human)

Init +9; **Senses** Listen +7, Spot +11

Languages Common, Flan

AC 18, touch 10, flat-footed 18

(+8 armor)

hp 61 (14 HD)

Fort +6, **Ref** +3, **Will** +23

Speed 30 ft. (6 squares)

Melee spell +5 melee touch (varies)

Ranged spell +6 ranged touch (varies)

Base Atk +6; **Grp** +5

Atk Options Empower Spell, Quicken Spell

Special Actions rebuke undead 8/day (+7, 2d6+2, 2nd)

Ur-Priest Spells Prepared (CL 11th)

8th - *fire storm* (DC 25)

7th - *repulsion* (DC 24), *slime wave* (DC 24)

6th - *blade barrier* (DC 23), *harm* (DC 23), *heal*,
quicken *silence* (DC 19)

5th - *arc of lightning* (DC 22) (2), *flame strike* (DC 22),
quicken *shield of faith*, *wall of stone*

4th - *cure critical wounds* (2), *death ward*, *divine*
power, *freedom of movement*

3rd - *bestow curse* (DC 20), *prayer*, *searing light* (2),
searing light, *wind wall*

2nd - *hold person* (DC 19) (2), *resist energy* (2),
silence (DC 19) (2)

1st - *cure light wounds* (2), *divine favor*, *obscuring*
mist (2), *protection from good*, *shield of faith*

0-level - *cure minor wounds* (6)

Sorcerer Spells Known (CL 11th)

5th (5/day) - *feeblemind* (DC 20), *wall of force*

4th (6/day) - *dimension door*, *enervation*, *Evard's*
black tentacles

3rd (6/day) - *dispel magic*, *displacement*, *fly*, *lightning*
bolt (DC 17)

2nd (6/day) - *false life*, *glitterdust* (DC 16), *scorching*
ray, *see invisibility*, *web*

1st (6/day) - *mage armor*, *magic missile*, *nervekitter*,
ray of enfeeblement, *shield*

0-level (6/day) - *acid splash*, *detect magic*, *daze*, *flare*,
ghost sound, *message*, *open/close*, *prestidigitation*,
touch of fatigue

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 24, Cha 20

Feats Empower Spell, Improved Initiative, Iron Will,
Quicken Spell, Rapid Metamagic, Skill Focus
(Diplomacy)^B, Spell Focus (evil)

Skills Bluff +11, Concentration +18, Diplomacy +11,
Knowledge (arcana) +11, Knowledge (the planes) +6,
Knowledge (religion) +9, Spellcraft +20, Spot +11

Possessions *Bracers of armor* +8, *cloak of charisma*
+6, *periapt of wisdom* +6

Marshal Aura (Ex) Motivate Dexterity, 60 feet, adds +5
to Dexterity checks, Dexterity-based skill checks, and
initiative checks. Does not affect elder eidolons.

1: YOLOPO THE MIGHTY**ADVANCED 20 HD SHADOW*****UNDERDARK LANDWYRM******CR 13*** *Manual of the Planes* 190** *Draconomicon* 175

LE Huge dragon (extraplanar)

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +3, Spot +3**Aura** frightful presence (DC 23, 60-ft. radius)**Languages** Common, Draconic, Undercommon**AC** 25, touch 9, flat-footed 24; Dodge, Mobility (-2 size, +1 Dex, +15 natural)**hp** 250 (20 HD); fast healing 2; DR 5/magic**Immune** *sleep* and paralysis**Resist** cold 15, evasion**Fort** +20, **Ref** +15, **Will** +15**Speed** 90 ft. (18 squares), swim 45 ft.; Bounding Assault, Spring Attack**Melee** bite +26 melee (3d6+8/19-20) or**Melee** claw +24 melee (2d6+4 plus 1 Con) or**Melee** bite +26 melee (3d6+8/19-20) and 2 claws +24 melee (2d6+4 plus 1 Con)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +20; **Grp** +36**Atk Options** wounding**Special Actions** shadow blend**Spell-Like Abilities**3/day - *obscuring mist* (CL 20th)1/day - *mirror image* (CL 5th)**Abilities** Str 27, Dex 13, Con 22, Int 12, Wis 17, Cha 16**Feats** Bounding Assault, Dodge, Improved Critical (bite), Improved Initiative, Mobility, Multiattack, Spring Attack**Skills** Bluff +22, Diplomacy +5, Escape Artist +12, Gather Information +5, Hide +11 (+15 in rocky or underground area, +19 motionless in rocky or underground area), Intimidate +23, Jump +28, Knowledge (local) +7, Knowledge (Underdark) +16, Move Silently +32*, Sense Motive +22, Survival +17, Swim +8**Blindsense (Ex)** An underdark landwyrms extraordinary powers of scent and echolocation allow it to pinpoint the location of any living creature within 60 feet.**Shadow Blend (Su)** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.**Wounding (Ex)** An Underdark landwyrms claws deal bleeding wounds, similar to those caused by a wounding weapon. In addition to hit point damage, a claw attack deals 1 point of Constitution damage when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits are immune to this Constitution damage.**Skills** An underdark landwyrms 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.

4: THEURGE TORTURE**NIGHT HAG FIGHTER 8 CR 13**

NE Medium outsider (evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Listen +16, Spot +16**Languages** Abyssal, Celestial, Common, Infernal**AC** 38, touch 11, flat-footed 37

(+1 Dex, +11 armor, +11 natural, +5 shield)

hp 184 (16 HD); **DR** 10/cold iron and magic**Immune** charm, cold, fear, fire, *sleep***Resist** acid 10, cold 10; **SR** 25**Fort** +22, **Ref** +12, **Will** +13**Speed** 15 ft. (3 squares) in full plate, 20 ft. (4 squares) base speed**Melee** +1 *profane bloodfeeding alchemical silver**scourge* +25/+20/+15/+10 melee (1d8+9) and

bite +18 melee (2d6+3 plus disease) or

Melee bite +23 melee (2d6+10 plus disease)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +23**Atk Options** Cavalry Charger, Empower Spell-LikeAbility (*ray of enfeeblement*), Mounted Combat,

Power Attack, Ride-By Attack, Spirited Charge,

Trample, aligned strike (evil, magic), disease

Special Actions dream haunting**Spell-Like Abilities** (CL 8th)At will - *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *etherealness* (CL 16th), *magic missile*, *polymorph* (self only), *ray of enfeeblement* (ranged touch +18), *sleep* (DC 12).**Abilities** Str 24, Dex 15, Con 22, Int 10, Wis 16, Cha 10**Feats** Alertness, Cavalry Charger^B, Empower Spell-LikeAbility (*ray of enfeeblement*), Exotic Weapon

Proficiency (scourge), Mounted Combat, Power

Attack, Ride-By Attack, Spirited Charge^B, Trample^B,Weapon Focus (scourge)^B, Weapon Specialization (scourge)^B.**Skills** Bluff +11, Concentration +17, Diplomacy +4, Disguise +1 (+3 acting), Intimidate +21, Listen +16, Ride +21, Sense Motive +14, Spellcraft +11, Spot +16**Possessions** *heartstone*, +1 *profane bloodfeeding alchemical silver scourge* (contains 10 blood points), +3 *full plate*, +3 *heavy steel shield*, exotic military saddle, bit & bridle**Disease (Ex)** Demon fever - bite, Fortitude DC 24, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 24 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution-based.**Dream Hunting (Su)** Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once a hag invades

someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Heartstone All night hags carry a periapt known as a heartstone, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A night hag that loses this charm can no longer use *ethereality* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the heartstone's powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *ethereality* to a bearer that is not a night hag. If sold, an intact heartstone brings 1,800 gp.

ADVANCED 14 HD STITCHED DEVIL* SERVANT CR 12

**Monster Manual V* 36

LE Large outsider (evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., see in darkness; Listen +20, Spot +20

Aura pain (DC 25, 30-ft. radius)

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

AC 27, touch 11, flat-footed 25
(-1 size +2 Dex, +16 natural)

hp 147 (14 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 22

Fort +15, **Ref** +13, **Will** +12

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +20 (1d8+7) and
4 claws +18 each (1d6+3)

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

Base Atk +14; **Grp** +25

Atk Options aligned strike (evil, lawful)

Spell-Like Abilities (CL 14th)

At will - *greater teleport* (self plus 50 pounds of objects only)

1/day - *phantasmal killer* (DC 18), *dispel magic*, *unholy blight* (DC 18)

Abilities Str 24, Dex 15, Con 22, Int 7, Wis 17, Cha 18

Feats Ability Focus (pain aura), Lightning Reflexes, Multiattack, Track^B

Skills Climb +15, Diplomacy +6, Intimidate +20, Listen +20, Search +15, Sense Motive +20, Spot +20, Survival +20 (+22 following tracks)

Pain Aura (Su) Living creatures must attempt a DC 25 Fortitude save when they come within 30 feet of a stitched devil. Those that fail take an extra 1d6 points of damage whenever they take damage from any other source within the pain aura's area. The save DC is Charisma-based and includes a +2 racial bonus.

When a creature that is affected by multiple pain auras would take extra damage from the auras it

takes an extra 1d6 points of damage from one of the auras affecting it. All other pain auras affecting that creature cause it to take only 1 extra point of damage apiece. For example, a creature affected by three pain auras takes an extra 1d6+2 points of damage each time that creature takes damage from any other source.

A creature that successfully saves cannot be affected again by that same stitched devil's pain aura for 24 hours. Night hags and lawful evil outsiders are immune to this aura.

Skills A stitched devil can choose to take 10 on Climb checks, even if rushed or threatened.

6: YOU DO NOT BELONG HERE

OLD STYX DRAGON*

CR 17

**Draconomicon* 187

NE Huge dragon (aquatic, extraplanar)

Init +4; **Senses** Listen +34, Spot +34

Aura frightful presence (DC 28, 240-ft. radius)

Languages Common, Infernal

AC 33 touch 8, flat-footed 33

(-2 size, +25 natural)

hp 325 (26 HD); **DR** 15/magic

Immune disease, paralysis, poison, sleep

SR 27

Fort +21, **Ref** +15, **Will** +20

Speed 60 ft., swim 60 ft., burrow 20 ft.

Melee bite +34 (2d8+10) and
2 tail blades +34 (2d8+5, 19-20/x2)

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

Base Atk +26; **Grp** +44

Atk Options Cleave, Great Cleave, Power Attack, Spellcasting Harrier

Special Actions breath weapon, constrict (4d8+10), disease, improved grab

Combat Gear *scroll of haste*, *scroll of mage armor*, *scroll of stoneskin*

Spell-Like Abilities (CL 8th):

1/day—*hold monster* (DC 20), *mind fog* (DC 20), *stinking cloud* (DC 17)

3/day—*darkness*, *fog cloud*

At Will—*curse water*

Abilities Str 31, Dex 10, Con 21, Int 20, Wis 21, Cha 20
SQ amphibious, Styx adaptation

Feats Cleave, Combat Reflexes, Great Cleave, Improved Critical (tail blade), Improved Initiative, Improved Multiattack, Multiattack, Power Attack, Spellcasting Harrier

Skills Concentration +34, Diplomacy +36, Intimidate +34, Knowledge (the planes) +34, Listen +34, Search +34, Sense Motive +34, Spot +34, Use Magic Device +34

Possessions combat gear

Breath Weapon (Su): A Styx dragon has two types of breath weapons: a 100 ft. line of acid (8d6, DC 29 Reflex for half) that persists for 3 rounds, dealing half damage on the second round and one-quarter damage on the third round; or, a 50 ft. cone of stupefying gas that deals 8 points of Intelligence damage (DC 29 Fortitude negates).

Constrict (Ex) With a successful grapple check, a Styx dragon can crush a grabbed opponent, dealing twice its tail blade damage (4d8+10) as bludgeoning damage.

Disease (Ex) Any creature hit by a Styx dragon's bite or tail blade attack must succeed on a DC 29 Fortitude save or contract Stygian wasting. The symptoms of this disease include flesh rotting away and hair falling out. Incubation period is 1 day, and the disease deals 1d6 points of Charisma damage. A victim must make 3 successful Fortitude saves in a row to recover from Stygian wasting.

Improved Grab (Ex) To use this ability, a Styx dragon must hit a creature that is at least one size category smaller than itself with a tail blade attack. If it gets a hold, it can constrict in the same round. It can also attempt to start a grapple.

Amphibious (Ex) Although Styx dragons are aquatic, they can survive indefinitely on land.

7: THE SERPENT'S REIGN

ELDER EIDOLON* TEN-HEADED HYDRA CR 10

**Lords of Madness* 146

N Huge construct

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +0, Spot +0

Aura insanity aura (DC 15, 10-ft. radius)

AC 30, touch 15, flat-footed 27

(-2 size, +3 Dex, +4 deflection, +15 natural)

hp 95 (10 HD); **fast repair** 5; **DR** 5/adamantine

Immune magic, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

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

Speed 20 ft. (4 squares), swim 20 ft.

Melee 10 bites +15 melee (2d6+9)

Space 15 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +24

Abilities Str 29, Dex 16, Con -, Int -, Wis 11, Cha 1

SQ construct traits, otherworldly geometry

Feats Combat Reflexes^B, Improved Natural Attack (bite), Weapon Focus (bite)

Skills Swim +17

Insanity Aura (Su) The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an eidolon must make a successful DC 15 Will saving throw each round or become *confused* for 1 round.

Immunity to Magic (Ex) An eidolon 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.

Etherealness immediately repairs damage to an eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* spell or similar effect loses the benefits of its otherworldly geometry and its insanity aura.

A *transmute rock to mud* spell slows an eidolon (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

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

Hydra Heads Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him.

Each of a hydra's heads has 9 hit points. Losing a head deals 4 points of damage to the hydra's body. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties. Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twenty heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect (such as a fireball spell or dragon breath) may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Skills A hydra 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.

IANTA

CR 16

Female human marshal 1/sorcerer 4/ur-priest 2/mystic theurge 9

NE Medium humanoid (human)

Init +9; **Senses** Listen +7, Spot +11

Languages Common, Flan

AC 18, touch 10, flat-footed 18
(+8 armor)

hp 85 (16 HD)

Fort +8, **Ref** +4, **Will** +24

Speed 30 ft. (6 squares)

Melee spell +6 melee touch (varies)

Ranged spell +7 ranged touch (varies)

Base Atk +7; **Grp** +6

Atk Options Empower Spell, Quicken Spell

Special Actions rebuke undead 8/day (+7, 2d6+2, 2nd)

Ur-Priest Spells Prepared (CL 16th)

9th—*implosion* (DC 26)

8th—empowered *blade barrier* (DC 23), *fire storm* (DC 25)

7th—empowered *arc of lightning* (DC 22) (2), *repulsion* (DC 24), *slime wave* (DC 24)

6th—*blade barrier* (DC 23), *harm* (DC 23), *heal* (2), quickened *silence* (DC 19)

5th—*arc of lightning* (DC 22) (2), *flame strike* (DC 22), quickened *shield of faith*, *wall of stone*

4th—*cure critical wounds* (2), *death ward*, *divine power*, *freedom of movement*

3rd—*bestow curse* (DC 20), *prayer*, *searing light* (3), *wind wall*

2nd—*hold person* (DC 19) (2), *resist energy* (3), *silence* (DC 19) (2)

1st—*cure light wounds* (2), *divine favor*, *obscuring mist* (2), *protection from good*, *shield of faith*

0-level—*cure minor wounds* (6)

Sorcerer Spells Known (CL 13th)

6th (4/day)—*disintegrate* (DC 21), *flesh to stone* (DC 21)

5th (7/day)—*feeblemind* (DC 20), *wall of force*, *waves of fatigue*

4th (6/day)—*dimension door*, *enervation*, *Evard's black tentacles*, *wall of ice*

3rd (6/day)—*dispel magic*, *displacement*, *fly*, *lightning bolt* (DC 17)

2nd (6/day)—*false life*, *glitterdust* (DC 16), *scorching ray*, *see invisibility*, *web*

1st (6/day)—*mage armor*, *magic missile*, *nervekitter*, *ray of enfeeblement*, *shield*

0 (6/day)—*acid splash*, *detect magic*, *daze*, *flare*, *ghost sound*, *message*, *open/close*, *prestidigitation*, *touch of fatigue*

Abilities Str 8, Dex 10, Con 14, Int 12, Wis 24, Cha 20

Feats Empower Spell, Improved Initiative, Iron Will, Practiced Spellcaster (Ur-Priest), Quicken Spell, Rapid Metamagic, Skill Focus (Diplomacy)^B, Spell Focus (evil)

Skills Bluff +11, Concentration +21, Diplomacy +11, Knowledge (arcana) +15, Knowledge (the planes) +6, Knowledge (religion) +9, Spellcraft +22, Spot +11

Possessions *bracers of armor* +8, *cloak of charisma* +6, *periapt of wisdom* +6

Marshall Aura (Ex) Motivate Dexterity, 60 feet, adds +5 to Dexterity checks, Dexterity-based skill checks, and initiative checks. Does not affect elder eidolons.

APPENDIX 2: NEW RULES ITEMS

FEATS

Calvary Charger

Fighting from the back of a steed is second nature to you.

Prerequisites: Mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefit: The Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: To use this maneuver, you must be mounted and charge a mounted foe. If your charge attack hits, you may make a free bull rush attempt. If the bull rush succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: To use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge attack. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage, or DC 20 for a chance to deal 4 extra points of damage. If you fail this ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on pages 157 and 158 of the *Player's Handbook*. Your mount gets a hoof attack against each foe you successfully overrun.

Source: *Complete Warrior* 110

Improved Multiattack

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary attacks are made at a –5 penalty (or a –2 penalty if you have the Multiattack feat).

Source: *Draconomicon* 70

Practiced Spellcaster

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

Prerequisites: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

A character with two or more spellcasting classes must choose which class gains the feat's effect.

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

Source: *Complete Arcane* 82

Rapid Metamagic

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Source: *Complete Mage* 46

Spellcasting Harrier

You are particularly adept at using all your natural weapons at once.

Prerequisites: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 on this attack roll.

Source: *Draconomicon* 70

MAGIC ITEMS

Bloodfeeding

Price: +1 Bonus

Property: Melee weapon

Caster Level: 7th

Aura: Moderate; (DC 18) necromancy

Activation: — and free (command)

Every time a bloodfeeding weapon deals damage to a living creature, it gains 1 blood point, which it can store for up to 1 hour. The weapon can store a maximum of 10 blood points. This effect is continuous and requires no activation.

When you deal damage to a creature while wielding a bloodfeeding weapon, you can activate the weapon to spend up to 5 stored blood points. Each blood point you spend in this way deals an extra 2 points of damage to that creature. The weapon doesn't gain any blood points from a strike on which you use this ability.

Source: *Magic Item Compendium* 29

Profane

Price: +1 Bonus

Property: Weapon

Caster Level: 7th

Aura: Moderate; (DC 17) necromancy

Activation: Standard (command)

By speaking the appropriate command word, you can sheathe a profane weapon in crackling black negative

energy. If you have no Constitution score, this energy does not harm you; otherwise you take 1 point of Constitution damage for each round you hold the weapon while the effect is activated. This effect lasts until you speak another command word to end it.

While activated, a profane weapon deals an extra 1d6 points of damage to any living target (or 2d6 to a good outsider). Also, it is treated as evil-aligned for the purpose of overcoming damage reduction.

Source: *Magic Item Compendium* 40

MUNDANE EQUIPMENT

Scourge

This multitailed, barbed whip is often dipped in poison delivered via injury. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including to roll to keep from being disarmed if the attack fails) with this weapon.

Source: *Complete Warrior* 158

SPELLS

Arc of Lightning from *Spell Compendium*

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw a line from any corner in one creature's space to any corner in the other's space. It affects all squares in this line.

Death Pact from *Spell Compendium*

Necromancy

Level: Cleric 8, Pact 8

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered

Saving Throw: No

Spell Resistance: No

This spell allows the target to enter into a binding agreement with your deity that brings the target back to life if it is slain.

When the spell is cast, the subject's Constitution is permanently lowered by 2 points. In exchange for this, if the subject should die, a true resurrection spell is immediately cast upon the subject. However, the

resurrected creature does not regain the 2 Constitution points when returned to life.

If the spell is dispelled before the subject dies, it does not regain the 2 lost Constitution points. A *wish* or *miracle* can return the lost Constitution, but only after the *death pact* has been activated or dispelled.

Nerveskitter from *Spell Compendium*

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll initiative. You enhance the subject's reaction in combat, granting it a +5 bonus to its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Recitation

Recitation from *Spell Compendium*

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60 ft. radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, and a +3 luck bonus if they worship the same deity as you.

DM MAPS – MAP 1 YOLOPO'S LAIR

