

APL 14

INTRODUCTION: THE REAR GUARD

HALMADAR BRUTE

CR 8

Male Khaasta Barbarian 2 Fighter 2 Exotic Weapon Master 1
CE Medium Monstrous Humanoid

Init +3; **Senses** Listen +6, Spot +6

Languages Common, Draconic

AC 23, touch 8, flat-footed 23

(+2 Dex, +8 Natural Armor, +6 greater mage armor, -4 Reckless Rage)

hp 122(8 HD)

Fort +18, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)

Melee +1 bastard sword +20/+15 (1d10+33/19-20)* or +1 bastard sword +20/+15 (1d10+33/19-20)* and bite +9 (1d6+18)*

* Includes 4 point power attack.

Ranged javelin (1d6+15)

Base Atk +10; **Grp** +22

Atk Options Power attack, Reckless Rage, Combat Expertise

Combat Gear +1 bastard sword, javelins, *cloak of predatory vigor*, *devastation gauntlets*

Pre-cast Spells: *barkskin* (CL3, factored into these stats), *bull's strength* (CL3, factored into these stats) *bear's endurance* (CL3, factored into these stats), *greater mage armor* (CL 5, factored into these stats), *protection from evil* (CL 3, factored into these stats)

Abilities Str 34, Dex 16, Con 28, Int 14, Wis 10, Cha 11

SQ Uncanny Dodge, Fast Movement, Uncanny Blow

Feats Power Attack, Reckless Rage, Exotic weapon proficiency (bastard sword), Weapon Focus (bastard sword), Combat Expertise

Skills Climb+18, Craft (weaponsmithing) +6, Jump +26, Knowledge (the planes) +8, Listen +6, Spot +6

Possessions: combat gear plus *potion of bear's endurance*, *potion of barkskin* +2, *potion of bull's strength*, *potion of haste*.

Reckless Rage (Ex) When not raging, the hired muscle statistics change as follows:

AC 27, touch 15, flat-footed 27

(+2 Dex, +2 Deflection +6 *greater mage armor*, +8 natural armor); uncanny dodge

hp 98

Fort +15, **Will** +3

Melee +1 bastard sword +17/+12 (1d10+32/19-20)* or +1 bastard sword +17/+12 (1d10+32/19-20)* and bite +9 (1d6+15)*

* Includes 5 point power attack

Grp +17

Abilities Str 28, Con 22

Skills Jump +23

ADVANCED VITREOUS DRINKER

CR 12

NE Medium undead

Init +8; **Senses** darkvision 120 ft.; Listen +2, Spot +23

Languages Abyssal, Common, Draconic, Infernal

AC 33, touch 19, flat-footed 28

(+5 Dex, +4 deflection, +10 natural, +4 *mage armor*)

hp 117 (18 HD) **DR** 10/good

SR 22

Resist +6 turn resistance

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage, any effect requiring a Fortitude save (except those that work on objects)

Fort +10, **Ref** +16, **Will** +17

Speed 30 ft. (6 squares)

Melee tongue lash +15/+10 (2d4+1 plus eye drinking)

Base Atk +9; **Grp** +10

Atk Options eye drinking, horrific gaze

Combat Gear *potion of gaseous form*, *scroll of enervation*, *wand of invisibility*, *wand of scorching ray*

Spell-like Abilities (CL 18th):

At will—*arcane eye*, *detect thoughts* (DC 16), *tongues*

3/day—*eyebite* (DC 22), *vampiric touch* (quicken 1/day, +14 touch)

1/day—*dimension door*, *finger of death* (DC 21)

Abilities Str 12, Dex 20, Con —, Int 18, Wis 15, Cha 18

SQ spectral ravens, undead traits, unholy grace

Feats Ability Focus (eye drinking), Ability Focus (*eyebite*), Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*vampiric touch*), Weapon Finesse, Weapon Focus (tongue lash)

Skills Balance +7, Bluff +10, Concentration +21, Decipher Script +21, Diplomacy +17, Gather Information +19, Intimidate +19, Knowledge (arcana) +18, Knowledge (local: VTF) +11, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Listen +2, Sense Motive +16, Spot +23, Use Magic Device +21 (+23 scrolls)

Possessions combat gear plus *cloak of charisma* +2, holy symbol of Vecna

Eye Drinking (Su) A vitreous drinker can use its lashing tongue to magically steal a creature's ability to see. This ability has no effect on creatures that lack sight. A creature struck by the drinker's tongue must succeed on a DC 25 Fortitude save. On a failed save, the creature's eyes become covered with thick, milky cataracts. The creature cannot see farther than 60 feet, and all melee and ranged attacks it makes within this range have a 20% miss chance. This effect can be removed only with a *greater restoration* or *miracle*, or by the destruction of the drinker that stole the victim's sight. The save DC is Charisma-based.

A creature who has its sight stolen has a -4 penalty on Will saves made to resist the vitreous drinker's abilities and any of its spell-like abilities. The victim cannot avert its eyes to avoid the drinker's horrific gaze (see below).

A vitreous drinker can see through the eyes of a creature whose eyes it drinks, using the victim's full, normal sight. It does not suffer the restrictions and penalties imposed on a victim of eye drinking. The range and duration of this ability have no limit, though the

drinker can view through only one victim's eyes at a time. A drinker uses its own Spot skill to view details through the victim's eyes and benefits from its darkvision.

Horrific Gaze (Su) A vitreous drinker's disgusting visage revolts even the strongest soul. A drinker has a gaze attack with a range of 60 feet that causes a creature to be nauseated for 1 round. A successful DC 23 Fortitude save negates this effect, but a creature must attempt another save each round it remains within range of the gaze. The save DC is Charisma-based.

Spectral Ravens (Su) A vitreous drinker is accompanied at all times by spectral ravens that serve the drinker unconditionally. The drinker shares a powerful symbiotic link with the spectral ravens. It is constantly aware of what they see and hear and can direct them as a free action. The ravens are incorporeal, and a vitreous drinker can control them as long as they remain on the same plane as the drinker. The ravens are not creatures, but rather objects spawned by the drinker. Each raven has 5 hit points and AC 15. Otherwise, treat them as unattended, Tiny objects. A vitreous drinker is accompanied by up to twenty-four ravens, and if any are destroyed, the creature can restore them at a rate of one per day.

The ravens have a fly speed of 100 feet and perfect maneuverability. They cannot take independent action, nor can they do anything to physically affect the world around them. They exist solely to observe.

Unholy Grace (Su) A vitreous drinker adds its Charisma modifier as a bonus on its saving throws and as a deflection bonus to its AC. Included above.

Description *This hunched, shambling figure might be able to pass for human except for the bulging, wet eyes that cover every inch of its skin and the long, repulsively prehensile tongue that lolls from its gaping mouth. Several translucent, shadowy ravens circle the creature's head, their beaks open in silent cries.*

PHASE I: BLACK ROSE SCAVENGER HUNT

SHIVS MACKENZIE

CR 7

Male gnome Monk 5/Drunken Master 2

LN Medium Humanoid (gnome)

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

Languages Common, Gnome

AC 17, touch 17, flat-footed 14

(+1 size, +2 Dex, +3 class, +1 deflection, +1 Dodge)

hp 52 (7 HD)

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

Speed 30 ft. (6 squares), base movement 30 ft., climb 20 ft. (spider climb)

Melee unarmed strike +6 (1d8+1)

Melee improvised weapon +6 (1d8+1 plus 1d4)

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

Combat Gear *slippers of spider climbing*

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

SQ evasion, Fast Movement, Still Mind, Ki Strike, Slow Fall,

Purity of Body, Drink Like a Demon, Improvised Weapon

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Stunning Fist

Skills Balance +9, Bluff +8, Jump +13, Sense Motive +3, Tumble +14

Possessions *ring of protection +1*

Drink Like a Demon (Ex) You can drink the equivalent of a large tankard of ale as a move equivalent action. Each drink consumed during combat reduces your Int and Wis by 2 points but increases your Str or Con by 2 points (your choice). You can benefit from 2 drinks. The duration of the drink's effects is five rounds.

Improvised Weapon (Ex) You can use nearby objects as improvised weapons. Improvised weapons do the same damage as your unarmed strike plus an extra 1d4 points. Whenever you roll a natural 1 on an attack roll with an improvised weapon, the weapon breaks apart and becomes useless.

Stagger (Ex) By tripping, stumbling, and staggering you can make a charge attack that surprises your opponents. The charge need not be in a straight line, even though you can move up to twice your speed. When staggering, you can make a DC 15 Tumble check before beginning a charge, movement through threatened squares provokes no attacks of opportunity.

GNARLEY FOREST ANARCHIST

CR 9

Male wood elf barbarian 2/fighter 4/ranger 3

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +11, Spot +12

Languages Common, Elven

AC 14, touch 9, flat-footed 14

(+3 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge

hp 103 (9 HD)

Fort +15, **Ref** +7, **Will** +6 (+8 vs enchantment effects); +2 to one save/day

Speed 40 ft. (8 squares)

Ranged *bow of the wintermoon* +15/+15/+10 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) or *bow of the wintermoon* +17/+12 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) within 30 feet

Ranged *bow of the wintermoon* +14/+14/+9 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) or *bow of the wintermoon* +16/+11 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet

Melee spiked gauntlet +16 (1d4+7)

Base Atk +9; **Grp** +16

Atk Options favored enemy (dwarves +2), rage 1/day

Abilities Str 24, Dex 16, Con 20, Int 6, Wis 12, Cha 10

SQ wild empathy +3

Feats Endurance, Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing), Rapid Shot, Reckless Rage, Track, True Believer, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Jump +14, Listen +11, Search +0, Spot +12, Survival +6

Possessions bow of the wintermoon with crystal of energy assault (lesser, electricity), spiked gauntlet, masterwork chain shirt, masterwork buckler, gauntlets of ogre power, holy symbol of Corellon Larethian

Rage (Ex) When not raging, the Gnarley Forest Anarchist's statistics change as follows:

AC 18, touch 13, flat-footed 18
(+3 Dex, +4 armor, +1 shield); uncanny dodge

hp 76

Fort +12, **Will** +4

Ranged bow of the wintermoon +15/+15/+10 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) or bow of the wintermoon +17/+12 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) within 30 feet

Ranged bow of the wintermoon +14/+14/+9 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) or bow of the wintermoon +16/+11 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet

Melee spiked gauntlet +13 (1d4+4)

Grp +13

Abilities Str 18, Con 14

Skills Jump +10

CLERIC OF VECNA

CR 9

Male human cleric 9

NE Medium humanoid (human)

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

Languages Common

AC 23, touch 14, flat-footed 21

(+6 armor, +2 Dex, +2 shield, +2 deflection shield of faith)

hp 65 (9 HD)

SR 21

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

Speed 20 ft. (4 squares)

Melee heavy mace +7 (1d8+1)

Ranged light crossbow +8 (1d8/19-20)

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

Atk Options spells, rebuke undead

Combat Gear cloak of elemental protection, scroll of unholy blight, wand of magic missile (CL 9th, 5 charges), wand of cure moderate wounds (5 charges)

Cleric Spells Prepared (CL 9th, DC 14 + spell level):

5th—~~spell resistance*~~, flame strike, wall of stone

4th—~~unholy blight*~~, cure critical wounds, ~~freedom of movement~~, poison

3rd—~~magic circle against good*~~, bestow curse, cure serious wounds, invisibility purge, searing light

2nd—~~desecrate*~~, deific vengeance, hold person (x2), sound burst, spiritual weapon

1st—~~protection from good*~~, bane, bless, command, doom, ~~shield of faith~~

0—cure minor wounds (x3), guidance (x3)

*Domain spell. Deity: Vecna. Domains: Evil, Magic

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

SQ Aura of evil (Ex), spontaneous casting, restricted spells, rebuke undead (Su)

Feats Combat Casting, Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Concentration +13, Knowledge (religion) +12, Spellcraft +12

Possessions combat gear plus heavy mace, light crossbow, quiver, 20 bolts, dagger, +1 breastplate, +1 heavy wooden shield, crumpled hat, ruby starburst (holy symbol of St. Cuthbert), small onyx hand with a silver eye etched in the palm (holy symbol to Vecna)

PHASE I: ELEVEN ENCLAVE ERRAND

VECNA BARD

CR 9

Male human (Rhennee) Bard 9

CN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Rhopan,

AC 16, touch 11, flat-footed 15

(+5 armor, 1 Dex)

hp 47 (9 HD)

Fort +4, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee dagger +6 (1d4/19-20)

Ranged dagger +6 (1d4/19-20)

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

Combat Gear *potion of cure light wounds*, tanglefoot bag, feathers, small tarts, bracers of arcane freedom, cape of the mountebank

Bard Spells Known (CL 7th; +6 melee touch, +7 ranged touch):

3rd (3/day)—*charm monster* (DC 19), *glibness* (DC 19) *phantom steed*

2nd (4/day)—*detect thoughts*, *glitterdust* (DC 16), *silence*, *tongues*

1st (4/day)—*charm person*, *cure light wounds*, *feather fall*, *Tasha's hideous laughter* (DC 17)

0 (3/day)—*daze* (DC 16), *detect magic*, *know direction*, *mage hand*, *message*, *prestidigitation*

Pre-cast Spells: *glibness* (CL 7, factored into these stats)

Abilities Str 10, Dex 12, Con 12, Int 11, Wis 10, Cha 19

Feats Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Captivating Melody, Melodic Casting Retributive Spell (Tasha's hideous Laughter DC 17)

Skills Bluff +14 (currently +34), Diplomacy +18, Knowledge (history) +8, Knowledge (religion) +4, Perform (Stringed Instruments) +16, Perform (Tin Whistle) +10, Perform (Poetics) +6, Profession (Gambler) +4, Spellcraft +4, Tumble +7, Use Magic Device +14

Possessions: combat gear plus breastplate, masterwork sap, daggers (2), spell component pouch, *cloak of charisma* +2, traveler's outfit, Rhennee tin whistle, lute

MOB OF HUMANS

CR 8

CN Gargantuan humanoid (throng of Medium humans)

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

Languages Common

AC 6, touch 6, flat-footed 6

(-4 size)

hp 135 (30 HD)

Fort +11, **Ref** +9, **Will** +17

Speed 20 ft. (4 squares)

Melee swarm (5d6)

Space 20; **Reach** 0

Base Atk +22; **Grp** +34

Atk Options expert grappler, trample 2d6

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

SQ mob anatomy

Feats Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun

Skills Listen +4, Spot +4

Attack Mobs have no reach. In order to attack, the swarm moves into an opponent's space, provoking an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A throng can move through squares occupied by enemies, and vice versa, without impediment, although it provokes attacks of opportunity if it does so. A throng can move through openings large enough for its component creatures.

A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Its attacks ignore concealment and cover. Damage reduction applies to throng attacks.

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points +1-½ times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or attempt a Reflex save (DC 25 + the mob's Strength modifier) to take half damage.

Mob anatomy (Ex) A throng has no clear front or back and no discernable anatomy, so it is not subject to extra damage from critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the throng. A throng that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A throng takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

PHASE I: BLACK SHEEP IN THE FAMILY

HALFLING FUGITIVE

CR 6

Male halfling Rogue 2/Scout 4

CN Small Humanoid (halfling)

Init +10; **Senses** Listen +11, Spot +9

Languages Common, Halfling

AC 27, touch 20, flat-footed 26

(+1 size, +5 Dex, +3 armor, +3 natural, +4 deflection)

Miss chance 20%

Resist evasion

hp 51 (6 HD)

Fort +7, **Ref** +13, **Will** +2

Speed 30 ft. (6 squares); base move 20 ft. plus fast movement

Melee masterwork short sword +6 (1d4, 19-20/x2)

Ranged +1 shortbow +11 (1d4+1 20/x3)

Base Atk +4; **Grp** +0

Atk Options sneak attack +1d6, skirmish +1d6, Point Blank Shot, Rapid Shot (+1 shortbow +9/+9 (1d4+1, 20/x3))

Combat Gear *potion of cure moderate wounds*, tanglefoot bag

Abilities Str 10, Dex 17 (21), Con 14 (18), Int 10, Wis 10, Cha 10

SQ trapfinding, evasion, battle fortitude, uncanny dodge, fast movement +10 ft., trackless step

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot

Skills Bluff +4, Climb +10, Disguise +2, Escape Artist +14, Hide +18, Listen +11, Move Silently +16, Spot +9, Survival +4, Tumble +14

Possessions: combat gear plus *potion of barkskin* +3, *potion of bear's endurance*, *potion of blur*, *potion of cat's grace*, *potion of shield of faith*, masterwork studded leather armor, masterwork short sword, +1 shortbow

Skirmish (Ex) A scout deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. At 3rd level, a scout gains a +1 competence bonus to AC during any round in which he moves at least 10 feet.

Battle Fortitude (Ex) At 2nd level, a scout gains a +1 competence bonus on Fort saves and initiative checks.

Fast Movement (Ex) Starting at 3rd level, a scout gains a +10 ft. enhancement bonus to his base land speed.

BONDSMAN OF HOUSE ESTIVAL

CR 8

Male human Monk 4/Fighter 4

LG Medium humanoid (human)

Init +6; **Senses** Listen +8, Spot +8

Languages Common

AC 20, touch 16, flat-footed 18

(+2 Dex, +1 Wis, +4 *mage armor*, +3 deflection)

hp 63 (8 HD)

Fort +10, **Ref** +6, **Will** +6 (+8 enchantment); evasion

Speed 40 ft. (8 squares)

Melee unarmed strike +14 (2d6+8) or unarmed strike +14/+14/+9 (2d6+8)

Ranged javelin +11 (1d6+6)

Base Atk +7; **Grp** +10

Atk Options stunning fist 4/day (Fort DC 13)

Combat Gear ~~cloak of elemental protection, potion of cure light wounds, potion of mage armor, anklet of translocation~~

Pre-Cast Spells righteous wrath of the faithful (included in statistics above), mass shield of faith (included in statistics above)

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

SQ Ki strike (magic), slow fall 20 ft.

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Natural Attack, Improved Unarmed Strike, Stunning Fist, Sun School, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Balance +10, Diplomacy +1, Jump +13, Listen +8, Sense Motive +8, Spot +8, Tumble +13

Possessions combat gear plus javelins (2), manacles, signal whistle, uniform of a Bondsman of House Estival

CLERIC OF ST. CUTHBERT

CR 9

Male human cleric 9

LN Medium humanoid (human)

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

Languages Common

AC 23, touch 14, flat-footed 21

(+6 armor, +2 Dex, +2 shield, +2 deflection *shield of faith*)

hp 65 (9 HD)

SR 21

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

Speed 20 ft. (4 squares)

Melee heavy mace +7 (1d8+1)

Ranged light crossbow +8 (1d8/19-20)

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

Atk Options spells, turn undead

Combat Gear *cloak of elemental protection, scroll of dictum, wand of cure moderate wounds (5 charges)*

Cleric Spells Prepared (CL 9th, DC 14 + spell level):

5th—~~spell resistance*~~, *flame strike, wall of stone*

4th—*dictum**, *cure critical wounds, neutralize poison, poison*

3rd—~~magic circle against chaos*~~, *bestow curse, cure serious wounds, invisibility purge, searing light*

2nd—*calm emotions**, *deific vengeance, hold person (x2),*

sound burst, spiritual weapon

1st—~~protection from chaos*~~, *bane, bless, command, doom, shield of faith*

0—*cure minor wounds (x3), guidance (x3)*

***Domain spell.** Deity: St. Cuthbert. Domains: Law, Protection

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

SQ Aura of evil (Ex), spontaneous casting, restricted spells, rebuke undead (Su)

Feats Combat Casting, Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Concentration +13, Knowledge (religion) +12, Spellcraft +12

Possessions combat gear plus heavy mace, light crossbow, quiver, 20 bolts, dagger, +1 *breastplate*, +1 *heavy wooden*

shield, crumpled hat, ruby starburst (holy symbol of St. Cuthbert)

PHASE I: THE BEST MINERS IN GNOMEBURG

KENKU ASSASSIN

CR 8

Male Kenku Ranger 2/Rogue 3/Assassin 3

NE Medium humanoid (Kenku)

Init +9; **Senses** low-light vision; Listen +9, Spot +9

Languages Common, Kenku

AC 20, touch 16, flat-footed 15

(+5 Dex, +4 armor, +1 deflection)

hp 67 (5 HD)

Resist evasion

Fort +7 (+8 vs. poison), **Ref** +15, **Will** +3

Speed 30 ft. (6 squares)

Melee mwk short sword +13/+8 (1d6, 19-20/x2) or

claw +12/+7 (1d3, 20/x3) or 2 short swords

+13/+13/+8/+8 (1d6, 19-20/x2) or 2 claws +12/+12/+7/+7 (1d3, 20/x3)

Ranged mwk shortbow +10 (1d6, 20/x3)

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

Atk Options sneak attack +4d6, great ally +4 to hit when flanking, favored enemy (human) +2, quickfrost weapon capsules +1d6 cold damage, purple worm poison (injury DC 24, 1d6 Str/2d6 Str)

Combat Gear *brooch of shielding, ring of protection +1, ~~potion of bear's endurance, potion of cat's grace, potion of cure moderate wounds, potion of invisibility,~~ tanglefoot bag, thunderstone, 2 triple weapon capsule retainer, 6 quickfrost alchemical capsules, 2 flash pellets, 2 applications of purple worm poison (injury DC 24, 1d6 Str/2d6 Str)*

Assassin Spells Known (CL 3rd)

2nd (3/day, 1 remaining)—*invisibility, ~~fox's cunning~~*

1st (2/day)—**critical strike, obscuring mist, true strike**

Abilities Str 10, Dex 18 (22), Con 14 (18), Int 13 (17), Wis 12, Cha 8

SQ wild empathy, evasion, favored enemy (human) +2, sneak attack +4d6, trapfinding, poison use, poison resistance, spell use, great ally, mimicry

Feats Improved Initiative, Track, Two Weapon Fighting, Weapon Finesse

Skills Bluff +4, Climb +5, Disguise +6, Escape Artist +11, Hide +16, Listen +9, Move Silently +16, Spot +9, Survival +7, Tumble +14

Possessions combat gear plus +1 studded leather armor, 2 mwk short swords, mwk shortbow, thieves' tools, holy symbol of Vecna

Great Ally (Ex) Kenku work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on

attack rolls against an opponent flanked by an ally (instead of the normal +3 bonus).

Mimicry (Ex) A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice is not genuine.

ADVANCED VITREOUS DRINKER

CR 12

NE Medium undead

Init +8; **Senses** darkvision 120 ft.; Listen +2, Spot +23

Languages Abyssal, Common, Draconic, Infernal

AC 33, touch 19, flat-footed 28

(+5 Dex, +4 deflection, +10 natural, +4 *mage armor*)

hp 117 (18 HD) **DR** 10/good

SR 22

Resist +6 turn resistance

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage, any effect requiring a Fortitude save (except those that work on objects)

Fort +10, **Ref** +16, **Will** +17

Speed 30 ft. (6 squares)

Melee tongue lash +15/+10 (2d4+1 plus eye drinking)

Base Atk +9; **Grp** +10

Atk Options eye drinking, horrific gaze

Combat Gear *potion of gaseous form, scroll of enervation, wand of invisibility, wand of scorching ray*

Spell-like Abilities (CL 18th):

At will—*arcane eye, detect thoughts* (DC 16), *tongues*

3/day—*eyebite* (DC 22), *vampiric touch* (quicken 1/day, +14 touch)

1/day—*dimension door, finger of death* (DC 21)

Abilities Str 12, Dex 20, Con —, Int 18, Wis 15, Cha 18

SQ spectral ravens, undead traits, unholy grace

Feats Ability Focus (eye drinking), Ability Focus (*eyebite*), Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*vampiric touch*), Weapon Finesse, Weapon Focus (tongue lash)

Skills Balance +7, Bluff +10, Concentration +21, Decipher Script +21, Diplomacy +17, Gather Information +19, Intimidate +19, Knowledge (arcana) +18, Knowledge (local: VTF) +11, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Listen +2, Sense Motive +16, Spot +23, Use Magic Device +21 (+23 scrolls)

Possessions combat gear plus *cloak of charisma* +2, holy symbol of Vecna

Eye Drinking (Su) A vitreous drinker can use its lashing tongue to magically steal a creature's ability to see. This ability has no effect on creatures that lack sight. A creature struck by the drinker's tongue must succeed on a DC 25 Fortitude save. On a failed save, the creature's eyes become covered with thick, milky cataracts. The creature cannot see farther than 60 feet, and all melee and ranged

attacks it makes within this range have a 20% miss chance. This effect can be removed only with a *greater restoration* or *miracle*, or by the destruction of the drinker that stole the victim's sight. The save DC is Charisma-based.

A creature who has its sight stolen has a –4 penalty on Will saves made to resist the vitreous drinker's abilities and any of its spell-like abilities. The victim cannot avert its eyes to avoid the drinker's horrific gaze (see below).

A vitreous drinker can see through the eyes of a creature whose eyes it drinks, using the victim's full, normal sight. It does not suffer the restrictions and penalties imposed on a victim of eye drinking. The range and duration of this ability have no limit, though the drinker can view through only one victim's eyes at a time. A drinker uses its own Spot skill to view details through the victim's eyes and benefits from its darkvision.

Horrific Gaze (Su) A vitreous drinker's disgusting visage revolts even the strongest soul. A drinker has a gaze attack with a range of 60 feet that causes a creature to be nauseated for 1 round. A successful DC 23 Fortitude save negates this effect, but a creature must attempt another save each round it remains within range of the gaze. The save DC is Charisma-based.

Spectral Ravens (Su) A vitreous drinker is accompanied at all times by spectral ravens that serve the drinker unconditionally. The drinker shares a powerful symbiotic link with the spectral ravens. It is constantly aware of what they see and hear and can direct them as a free action. The ravens are incorporeal, and a vitreous drinker can control them as long as they remain on the same plane as the drinker. The ravens are not creatures, but rather objects spawned by the drinker. Each raven has 5 hit points and AC 15. Otherwise, treat them as unattended, Tiny objects. A vitreous drinker is accompanied by up to twenty-four ravens, and if any are destroyed, the creature can restore them at a rate of one per day.

The ravens have a fly speed of 100 feet and perfect maneuverability. They cannot take independent action, nor can they do anything to physically affect the world around them. They exist solely to observe.

Unholy Grace (Su) A vitreous drinker adds its Charisma modifier as a bonus on its saving throws and as a deflection bonus to its AC. Included above.

Description *This hunched, shambling figure might be able to pass for human except for the bulging, wet eyes that cover every inch of its skin and the long, repulsively prehensile tongue that lolls from its gaping mouth. Several translucent, shadowy ravens circle the creature's head, their beaks open in silent cries.*

PHASE II: OPERATION: STORM TOWER

ELF LOYALIST

CR 9

Male wood elf barbarian 2/fighter 4/ranger 3
NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +11, Spot +12
Languages Common, Elven

AC 14, touch 9, flat-footed 14
 (+3 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge
hp 103 (9 HD)
Fort +15, **Ref** +7, **Will** +6 (+8 vs enchantment effects); +2 to one save/day

Speed 40 ft. (8 squares)
Ranged bow of the wintermoon +15/+15/+10 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) or bow of the wintermoon +17/+12 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) within 30 feet
Ranged bow of the wintermoon +14/+14/+9 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) or bow of the wintermoon +16/+11 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet
Melee spiked gauntlet +16 (1d4+7)
Base Atk +9; **Grp** +16
Atk Options favored enemy (dwarves +2), rage 1/day

Abilities Str 24, Dex 16, Con 20, Int 6, Wis 12, Cha 10
SQ wild empathy +3
Feats Endurance, Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing), Rapid Shot, Reckless Rage, Track, True Believer, Weapon Focus (longbow), Weapon Specialization (longbow)
Skills Jump +14, Listen +11, Search +0, Spot +12, Survival +6
Possessions bow of the wintermoon with crystal of energy assault (lesser, electricity), spiked gauntlet, masterwork chain shirt, masterwork buckler, gauntlets of ogre power, holy symbol of Corellon Larethian

Rage (Ex) When not raging, the elf's statistics change as follows:
AC 18, touch 13, flat-footed 18
 (+3 Dex, +4 armor, +1 shield); uncanny dodge
hp 76
Fort +12, **Will** +4
Ranged bow of the wintermoon +15/+15/+10 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) or bow of the wintermoon +17/+12 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) within 30 feet
Ranged bow of the wintermoon +14/+14/+9 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) or bow of the wintermoon +16/+11 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet
Melee spiked gauntlet +13 (1d4+4)
Grp +13
Abilities Str 18, Con 14
Skills Jump +10

GREYFIST MAGE CR 11

Male human Wizard 11
 LG Medium humanoid (human)
Init +6; **Senses** see invisibility; Listen +7, Spot +7
Languages Common, Draconic, Elven

AC 22, touch 14, flat-footed 18
 (+4 Dex, +4 mage armor, +4 shield)
hp 89 (11 HD + bear's endurance, Improved Toughness)

Fort +10, **Ref** +8, **Will** +8 (+2 to Fort from rat familiar, +1 to all from resistance)

Speed 30 ft. (6 squares); fly (perfect) 60 ft.
Melee spiked gauntlet +6 (1d4+1)
Ranged ranged touch +10
Base Atk +5; **Grp** +6
Atk Options activate piercer cloak
Combat Gear healing belt, ~~potion of fly~~, potion of remove blindness/deafness, ~~scroll of bear's endurance~~, tanglefoot bag (x2), wand of magic missiles (9th level, 10 charges), wand of magic missiles (9th level, 5 charges)
Wizard Spells Prepared (CL 7):
 6th—empowered enervation
 5th—cone of cold, empowered fireball, feeblemind (DC 20 or 24 vs. casters)
 4th—enervation (x2), ~~greater invisibility~~, wall of ice
 3rd—empowered ray of enfeeblement (x2), fireball, haste, wind wall
 2nd—scorching ray (x2), ~~see invisibility~~, Tasha's hideous laughter (DC 17), touch of idiocy
 1st—grease (DC 16) (x2), ~~mage armor~~, ray of enfeeblement, ~~shield~~
 0—acid splash, ray of frost, ~~resistance~~, touch of fatigue

spells cast have been incorporated in statistics

Abilities Str 12, Dex 18 (14 + cat's grace), Con 18 (14 + bear's endurance), Int 20, Wis 10, Cha 8
Feats Craft Wand, Double Wand Wielder, Scribe Scroll, Empower Spell, Improved Initiative, Improved Toughness, Two Weapon Fighting, Weapon Focus (ranged touch)
Skills Concentration +16, Listen +7, Spellcraft +16, Spot +7 Tumble +11
Possessions combat gear plus headband of intellect +4, universal solvent, spiked gauntlet, spell component pouch (x2), tabard of Estival, arcane thesis notes, rat familiar.

PHASE II: OPERATION: SHADOW WALK

ELF LOYALIST CR 9

Male wood elf barbarian 2/fighter 4/ranger 3
 NG Medium humanoid (elf)
Init +3; **Senses** low-light vision; Listen +11, Spot +12
Languages Common, Elven

AC 14, touch 9, flat-footed 14
 (+3 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge
hp 103 (9 HD)
Fort +15, **Ref** +7, **Will** +6 (+8 vs enchantment effects); +2 to one save/day

Speed 40 ft. (8 squares)
Ranged bow of the wintermoon +15/+15/+10 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) or bow of the wintermoon +17/+12 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) within 30 feet
Ranged bow of the wintermoon +14/+14/+9 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) or bow of the wintermoon

+16/+11 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet

Melee spiked gauntlet +16 (1d4+7)

Base Atk +9; **Grp** +16

Atk Options favored enemy (dwarves +2), rage 1/day

Abilities Str 24, Dex 16, Con 20, Int 6, Wis 12, Cha 10

SQ wild empathy +3

Feats Endurance, Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing), Rapid Shot, Reckless Rage, Track, True Believer, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Jump +14, Listen +11, Search +0, Spot +12, Survival +6

Possessions bow of the wintermoon with crystal of energy assault (lesser, electricity), spiked gauntlet, masterwork chain shirt, masterwork buckler, gauntlets of ogre power, holy symbol of Corellon Larethian

Rage (Ex) When not raging, the elf's statistics change as follows:

AC 18, touch 13, flat-footed 18

(+3 Dex, +4 armor, +1 shield); uncanny dodge

hp 76

Fort +12, **Will** +4

Ranged bow of the wintermoon +15/+15/+10 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) or bow of the wintermoon +17/+12 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) within 30 feet

Ranged bow of the wintermoon +14/+14/+9 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) or bow of the wintermoon +16/+11 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet

Melee spiked gauntlet +13 (1d4+4)

Grp +13

Abilities Str 18, Con 14

Skills Jump +10

GREYFIST MAGE

CR 11

Male human Wizard 11

LG Medium humanoid (human)

Init +6; **Senses** see invisibility; Listen +7, Spot +7

Languages Common, Draconic, Elven

AC 22, touch 14, flat-footed 18

(+4 Dex, +4 mage armor, +4 shield)

hp 89 (11 HD + bear's endurance, Improved Toughness)

Fort +10, **Ref** +8, **Will** +8 (+2 to Fort from rat familiar, +1 to all from resistance)

Speed 30 ft. (6 squares); fly (perfect) 60 ft.

Melee spiked gauntlet +6 (1d4+1)

Ranged ranged touch +10

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

Atk Options activate piercer cloak

Combat Gear healing belt, ~~potion of fly~~, potion of remove blindness/deafness, ~~scroll of bear's endurance~~, tanglefoot bag (x2), wand of magic missiles (9th level, 10 charges), wand of magic missiles (9th level, 5 charges)

Wizard Spells Prepared (CL 7):

6th—empowered enervation

5th—cone of cold, empowered fireball, feeblemind (DC 20 or 24 vs. casters)

4th—enervation (x2), ~~greater invisibility~~, wall of ice

3rd—empowered ray of enfeeblement (x2), fireball, haste, wind wall

2nd—scorching ray (x2), ~~see invisibility~~, Tasha's hideous laughter (DC 17), touch of idiocy

1st—grease (DC 16) (x2), ~~mage armor~~, ray of enfeeblement, ~~shield~~

0—acid splash, ray of frost, ~~resistance~~, touch of fatigue

spells cast have been incorporated in statistics

Abilities Str 12, Dex 18 (14 + cat's grace), Con 18 (14 + bear's endurance), Int 20, Wis 10, Cha 8

Feats Craft Wand, Double Wand Wielder, Scribe Scroll, Empower Spell, Improved Initiative, Improved Toughness, Two Weapon Fighting, Weapon Focus (ranged touch)

Skills Concentration +16, Listen +7, Spellcraft +16, Spot +7 Tumble +11

Possessions combat gear plus headband of intellect +4, universal solvent, spiked gauntlet, spell component pouch (x2), tabard of Estival, arcane thesis notes, rat familiar.

PHASE II: OPERATION: EARTHEN

GRASP

PYUSS OF THE CULT OF VECNA

CR 14

Male human Sorcerer 14

NE Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +3

Languages Common, Elven, Goblin

AC 20, touch 12, flat-footed 17

(+2 Dex, +4 mage armor, +4 shield, +1 deflection)(+2 vs. good)

hp 67 (14 HD); 83 with false life

SR 24

Immune poison

Fort +7, **Ref** +10, **Will** +11

Speed 30 ft. (6 squares); fly (perfect) 60 ft. (12 squares)

Melee dagger +7/+2 (1d4-1/19-20)

Ranged dagger +10 (1d4-1/19-20)

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

Atk Options mass suggestion (DC 24; 3/day, as 20th level caster), goblinoid polymorph (DC 24; 3/day, as baleful polymorph (goblin form only) cast by 20th level caster)

Combat Gear The Crown of Kurotha, bands of blood rage, barbs of retribution, healing belt, ~~potion of fly~~, ~~scroll of shield~~

Sorcerer Spells Known (CL 14th):

7th (3/day)—prismatic spray

6th (5/day)—disintegrate (+8 ranged touch, DC 20), greater dispel magic

5th (6/day)—cone of cold (DC 19), feeblemind (DC 19, or DC 23 vs arcane casters), wall of force

4th (6/day)—bestow curse (DC 18), enervation (+8 ranged touch), greater invisibility, lesser globe of invulnerability*

3rd (7/day)—blink, lighting bolt (DC 17), slow (DC 17), unluck (DC 18)

2nd (7/day)—false life*, mirror image*, scorching ray (+8 ranged touch), Tasha's hideous laughter (DC 16)

1st (7/day)—*charm person* (DC 15), *grease* (DC 15), *mage armor**, *magic missile*, *protection from good**
o (6/day)—*daze* (DC 14), *detect magic*, *detect poison*, *flare* (DC 14), *light*, *message*, *prestidigitation*, *ray of frost* (+8 ranged touch), *touch of fatigue*

* already cast prior to combat

Abilities Str 8, Dex 14, Con 14, Int 8, Wis 12, Cha 19
SQ familiar (weasel), command all goblinoid creatures within 300 feet, as *dominate person*
Feats Empower Spell, Improved Initiative, Improved Toughness, Spell Focus (divination), Skill Focus (Concentration),
Skills Climb +1, Concentration +22, Jump +1, Hide +3, Listen +3, Move Silently +5, Spot +3
Possessions combat gear plus daggers (2), spell component pouch (2), *cloak of charisma* +2, ring of protection +1, traveler's outfit, holy symbol of Vecna

GOBLIN PROPHET OF VECNA CR 5

Male goblin cleric 5
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60'; Listen +1, Spot +1
Languages Common, Goblin

AC 22, touch 15, flat-footed 20
(+1 size, +5 armor, +2 Dex, +2 shield, +2 deflection *shield of faith*) (+2 vs. good)
hp 43 (5 HD);
Fort +6, **Ref** +3, **Will** +4 (+2 vs. good)

Speed 30 ft. (6 squares)
Melee light mace +3 (1d6+1)
Ranged light crossbow +4 (1d8/19-20)
Base Atk +3; **Grp** +0
Atk Options spells, turn undead
Combat Gear ~~potion of owl's wisdom~~, *potion of cure light wounds*, *wand of magic missile* (3rd level, 5 charges)
Cleric Spells Prepared (CL 5th, DC 13 + spell level):
3rd—*dispel magic**, *bestow curse*
2nd—*invisibility**, *hold person*, *sound burst*, *silence*
1st—*disguise self**, *bless*, *cure light wounds*, ~~*protection from good*, *shield of faith*~~,
o—*cure minor wounds* (x2), *guidance* (x2), ~~*resistance*~~
*Domain spell. Deity: Vecna. Domains: Trickery, Magic

Abilities Str 12, Dex 14, Con 12, Int 12, Wis 15, Cha 12
SQ Aura of evil (Ex), Spontaneous casting, Restricted spells, Rebuke undead (Su)
Feats Greater Spell Focus (enchantment), Spell Focus (enchantment), Improved Toughness
Skills Concentration +9, Hide +6, Listen +1, Move Silently +2, Spellcraft +9, Spot +1
Possessions combat gear plus light mace, light crossbow, quiver, 20 bolts, dagger, breastplate, heavy wooden shield, crumpled hat, holy symbol of St. Cuthbert, small onyx hand with a silver eye etched in the palm (100 gp holy symbol to Vecna)

GOBLIN THIEF CR 5

Male goblin Rogue 7

NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60'; Listen +1, Spot +1
Languages Common, Goblin

AC 22, touch 14, flat-footed 19 (and Dodge)
(+1 size, +5 armor, +3 Dex, +3 shield)
hp 60 (7 HD);
Resist evasion
Fort +9, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares)
Melee +1 rapier +10/+5 (1d6+4, plus poison)
Ranged light crossbow +9/+4 (1d6+3/19-20)
Base Atk +6; **Grp** +0
Atk Options sneak attack +3d6, poison
Combat Gear *healing belt*

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8
SQ evasion, uncanny dodge
Feats Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (rapier)
Skills Disable Device +10, Escape Artist +14, Hide +17, Listen +10, Move Silently +15, Open Lock +12, Spot +10, Tumble +12, Use Rope +12
Possessions combat gear plus +1 rapier, light crossbow, quiver, 20 bolts, dagger, breastplate, +1 heavy wooden shield, small onyx hand with a silver eye etched in the palm (100 gp holy symbol to Vecna)
Poison (Ex) The goblin thief's rapier is coated with wyvern poison; injury (first hit only); DC 17, 2d6 Con/2d6 Con.

PHASE III: WAVE 1

YUGOLOTH, ULTRALOTH CR 13
Medium Outsider (Evil, Extraplanar, Yugoloth)
Neutral Evil
Init +3; **Senses** *see invisibility*; Listen +20, Spot +22
Languages Abyssal, Draconic, Infernal, telepathy 100 ft.

AC 21, touch 13, flat-footed 18
(+3 Dex, +8 natural)

SR 25
Resist cold 10, fire 10, and electricity 10
Immune acid, poison
hp 171 (18 HD); **DR**: 15/good
Fort +16, **Ref** +14, **Will** +15

Speed 30 ft. (6 squares)
Melee +3 longsword +22/+17/+12/+7 (1d8+4)
Ranged ray +22 ranged touch (as spell)
Base Atk +18; **Grp** +19
Atk Options hypnotic gaze, spell like abilities, summon yugoloth
Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *greater teleport* (self plus 50 pounds of objects only), *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *screaming*, *see invisibility*, *suggestion* (DC 18); 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass*

suggestion (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th.

Abilities Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19

SQ outsider traits, all melee attacks treated as evil-aligned for overcoming DR

Feats Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray)

Skills Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22

Possessions +3 *longsword*

Hypnotic Gaze Hypnotic pattern as cast by an 18th level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save is Charisma-based.

Summon Yugoloth (Ex): Once per day, a ultraloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultraloth with a 35% chance of success.

Description Dark-skinned and alien-looking, this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

ENTROPIC REAPER

CR 12

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +26, Spot +26

Languages Common, Abyssal, Celestial

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 142 (19 HD) **fast healing** 10

DR 10/cold iron and lawful **SR** 22

Resist +6 turn resistance

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage, any effect requiring a Fortitude save (except those that work on objects)

Fort +17, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee large scythe +13/+8 (2d6+18 plus entropic blade/19-20/x4)*

*includes adjustments for Power Attack 5

Base Atk +9; **Grp** +18

Atk Options aligned strike (chaotic), entropic blade, spell-like abilities

Spell-like Abilities (CL 19th):

1/day—*plane shift*

Abilities Str 29, Dex 14, Con —, Int 11, Wis 20, Cha 15

SQ damage reduction, darkvision, fast healing, master of the scythe, spell resistance 22, undead traits

Feats Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave Improved Initiative, Whirlwind Attack

Skills Concentration +23, Knowledge (the planes) +23, Listen +26, Spot +26

Possessions large scythe

Entropic Blade (Su) An entropic reaper confers the entropic blade quality upon any weapon it weilds—usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes one point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A shapechange or stonewall spell does not cure an afflicted creature, but fixes its state for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt per round.

Spell-like Abilities (Sp) 1/day — *plane shift*. Caster level equal to the entropic reaper's HD. The save DCs are Charisma-based.

Description A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is an absence in space, a blade-shaped hole in reality that draws in the light around it.

PHASE III: WAVE 2

GREATER SHADESTEEEL GOLEM

CR 14

N Large Construct (extraplanar)

Init +2; **Senses** darkvision 60', low-light vision; Listen +0, Spot +0

Languages — (understands commands given by creator)

AC 33, touch 11, flat-footed 31

(-1 size, +2 Dex, +22 natural)

Miss chance 50% shadow blend

hp 178 (27 HD)

DR 15/adamantine and magic

Immune magic that allows SR, mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability

damage, energy drain, fatigue, exhaustion, death by massive damage

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

Speed 30 ft. (6 squares); fly (perfect) 30 ft.

Melee slam +31 (2d10+12) or 2 slams +31 (2d10+12)

Space 10 **Reach** 10

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

Atk Options negative pulse wave (every 1d4+1 rounds, 40' radius, 12d6 damage, DC 23)

Abilities Str 34, Dex 14, Con —, Int —, Wis 11, Cha 7

SQ construct traits

Feats none

Skills Hide +10, Move Silently +18

Possessions none

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution-based.

Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

Immunity to Magic (Ex) A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Magical effect with the light descriptor (such as continual flame): the golem is *hasted* for 2d4 rounds.
- Positive energy effect (such as turning undead): the golem is *hasted* for 2d4 rounds.
- Magical effect with the darkness descriptor: the golem is healed 1 point of damage per level of the spell.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

Description This 11-foot tall shadowy automaton is crafted from a matte black metal that seems to absorb light. A mist fills the hollow spaces between its skeletal frame, and its two long arms end in sharp metal claws. A dour, skull-shaped head surmounts its broad torso, but the construct has no neck to speak of. It moves slowly but silently, hovering slightly above the ground and disturbing nothing as it passes.

THOUGHT OF VECNA

CR 14

Male human cleric 14

NE Medium humanoid (human)

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

Languages Common

AC 23, touch 14, flat-footed 21

(+6 armor, +1 Dex, +2 shield, +2 deflection *shield of faith*)

hp 114 (14 HD)

SR 25

Fort +16, **Ref** +10, **Will** +20

Speed 20 ft. (4 squares)

Melee heavy mace +9/+4 (1d8+1)

Ranged light crossbow +10 (1d8/19-20)

Base Atk +10; **Grp** +11

Atk Options spells, rebuke undead

Combat Gear cloak of elemental protection, scroll of unholy blight, wand of magic missile (CL 9th, 5 charges), wand of cure moderate wounds (5 charges)

Cleric Spells Prepared (CL 14th, DC 17 + spell level):

7th—blasphemy*, blasphemy, repulsion

6th—antimagic field*, blade barrier, greater dispel magic, harm, heal

5th—~~spell resistance*~~, flame strike (x2), slay living, wall of stone

4th—unholy blight*, cure critical wounds, ~~death ward, freedom of movement~~, poison

3rd—~~magic circle against good*~~, bestow curse, cure serious wounds, invisibility purge, searing light (x2)

2nd—desecrate*, deific vengeance (x2), hold person (x2), sound burst, spiritual weapon

1st—~~protection from good*~~, bane, bless, command, doom, ~~shield of faith~~

0—cure minor wounds (x4), guidance (x3)

***Domain spell.** Deity: Vecna. Domains: Evil, Magic

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 25, Cha 12

SQ Aura of evil (Ex), spontaneous casting, restricted spells, rebuke undead (Su)

Feats Combat Casting, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes

Skills Concentration +20, Knowledge (religion) +19, Spellcraft +19

Possessions combat gear plus heavy mace, light crossbow, quiver, 20 bolts, dagger, +1 breastplate, +1 heavy wooden shield, *peripat of Wisdom* +4, crumpled hat, ruby starburst (holy symbol of St. Cuthbert), small onyx hand with a silver eye etched in the palm (holy symbol to Vecna)

NPC STATISTICS: APL 14

“CHALLENGING”

PHASE III: WAVE 1

YUGOLOTH, ULTRALOTH **CR 13**
Medium Outsider (Evil, Extraplanar, Yugoloth)
Neutral Evil
Init +3; **Senses** *see invisibility*; Listen +20, Spot +22
Languages: Abyssal, Draconic, Infernal, telepathy 100 ft.
AC 21, touch 13, flat-footed 18
(+3 Dex, +8 natural)
SR 25
Resist cold 10, fire 10, and electricity 10
Immune acid, poison
hp 171 (18 HD); **DR:** 15/good
Fort +16, **Ref** +14, **Will** +15

Speed 30 ft. (6 squares)
Melee +3 *longsword* +22/+17/+12/+7 (1d8+4)
Ranged ray +22 ranged touch (as spell)
Base Atk +18; **Grp** +19
Atk Options hypnotic gaze, spell like abilities, summon yugoloth
Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *greater teleport* (self plus 50 pounds of objects only), *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *screaming*, *see invisibility*, *suggestion* (DC 18); 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th.

Abilities Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19
SQ outsider traits, all melee attacks treated as evil-aligned for overcoming DR
Feats Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray)
Skills Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22
Possessions +3 *longsword*

Hypnotic Gaze Hypnotic pattern as cast by an 18th level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save is Charisma-based.
Summon Yugoloth (Ex): Once per day, a ultraloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultraloth with a 35% chance of success.
Description Dark-skinned and alien-lookin', this slim figure is fearsome to behold. Its long head and bulbous eyes give its face an imposing, evil look.

YUGOLOTH, NYCALOTH **CR 13**
Large Outsider (Evil, Extraplanar, Yugoloth)
Neutral Evil
Init +2; **Senses** *see invisibility*; Listen +19, Spot +19
Languages: Abyssal, Draconic, Infernal, telepathy 100 ft.
AC 23, touch 11, flat-footed 21
(-1 size, +2 Dex, +12 natural)
SR 24
Resist cold 10, fire 10, and electricity 10
Immune acid, poison
hp 161 (14 HD); **DR:** 10/good
Fort +16, **Ref** +11, **Will** +11

Speed 40 ft. (8 squares); fly (good) 90 ft. (18 squares)
Melee claw +15 (1d6+8, plus bleeding wounds)*
Melee +2 *greataxe* +18 (3d6+15/x3)*
Melee +2 *greataxe* +18/+13/+8 (3d6+15/x3)* and 2 claws +10 (1d6+5 plus bleeding wounds)*
Melee 4 claws +15 (1d6+5 plus bleeding wounds)*
*includes adjustments for Power Attack 3
Base Atk +14; **Grp** +18
Atk Options spell like abilities, summon yugoloth
Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 18), *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 18th.

Abilities Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16
SQ outsider traits, all melee attacks treated as evil-aligned for overcoming DR
Feats Alertness, Flyby Attack, Iron Will, Mobility, Power Attack, Weapon Focus (*greataxe*)
Skills Bluff +13, Concentration +17, Diplomacy +13, Intimidate +24, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19
Possessions +2 *greataxe*

Bleeding Wounds (Ex) A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss. The bleeding can be stopped only by a successful DC 15 Heal check or the application of any cure spell or other healing spell.
Improved Grab (Ex) To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).
Liftoff (Ex) A nycaloth can only use this ability when airborne. A nycaloth that gets hold of a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533

and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex) Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls to gain a +3 bonus on damage rolls.

Summon Yugoloth (Ex): Once per day, a ultraloth can attempt to summon 1d3 mezzoloths or another nycaloth with a 30% chance of success.

Description *Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on each of its four hands look more than a match for all but the best armor.*

ENTROPIC REAPER

CR 12

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +26, Spot +26

Languages Common, Abyssal, Celestial

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 142 (19 HD) **fast healing** 10

DR 10/cold iron and lawful **SR** 22

Resist +6 turn resistance

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage, any effect requiring a Fortitude save (except those that work on objects)

Fort +17, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee large scythe +13/+8 (2d6+18 plus entropic blade/19-20/x4)*

*includes adjustments for Power Attack 5

Base Atk +9; **Grp** +18

Atk Options aligned strike (chaotic), entropic blade, spell-like abilities

Spell-like Abilities (CL 19th):

1/day—plane shift

Abilities Str 29, Dex 14, Con —, Int 11, Wis 20, Cha 15

SQ damage reduction, darkvision, fast healing, master of the scythe, spell resistance 22, undead traits

Feats Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave Improved Initiative, Whirlwind Attack

Skills Concentration +23, Knowledge (the planes) +23, Listen +26, Spot +26

Possessions large scythe

Entropic Blade (Su) An entropic reaper confers the entropic blade quality upon any weapon it weilds—usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes and boils. During this

entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes one point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it discorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A shapechange or stonewall spell does not cure an afflicted creature, but fixes its state for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt per round.

Spell-like Abilities (Sp) 1/day—plane shift. Caster level equal to the entropic reaper's HD. The save DCs are Charisma-based.

Description A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is an absence in space, a blade-shaped hole in reality that draws in the light around it.

PHASE III: WAVE 2

GREATER SHADESTEEL GOLEM

CR 14

N Large Construct (extraplanar)

Init +2; **Senses** darkvision 60', low-light vision; Listen +0, Spot +0

Languages — (understands commands given by creator)

AC 33, touch 11, flat-footed 31

(-1 size, +2 Dex, +22 natural)

Miss chance 50% shadow blend

hp 178 (27 HD)

DR 15/adamantine and magic

Immune magic that allows SR, mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage

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

Speed 30 ft. (6 squares); fly (perfect) 30 ft.

Melee slam +31 (2d10+12) or 2 slams +31 (2d10+12)

Space 10 **Reach** 10

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

Atk Options negative pulse wave (every 1d4+1 rounds, 40' radius, 12d6 damage, DC 23)

Abilities Str 34, Dex 14, Con —, Int —, Wis 11, Cha 7

SQ construct traits

Feats none

Skills Hide +10, Move Silently +18

Possessions none

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution-based.

Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

Immunity to Magic (Ex) A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Magical effect with the light descriptor (such as continual flame): the golem is *hasted* for 2d4 rounds.
- Positive energy effect (such as turning undead): the golem is *hasted* for 2d4 rounds.
- Magical effect with the darkness descriptor: the golem is healed 1 point of damage per level of the spell.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

Description This 11-foot tall shadowy automaton is crafted from a matte black metal that seems to absorb light. A mist fills the hollow spaces between its skeletal frame, and its two long arms end in sharp metal claws. A dour, skull-shaped head surmounts its broad torso, but the construct has no neck to speak of. It moves slowly but silently, hovering slightly above the ground and disturbing nothing as it passes.

ADVANCED VITREOUS DRINKER

CR 12

NE Medium undead

Init +8; **Senses** darkvision 120 ft.; Listen +2, Spot +23

Languages Abyssal, Common, Draconic, Infernal

AC 33, touch 19, flat-footed 28

(+5 Dex, +4 deflection, +10 natural, +4 *mage armor*)

hp 117 (18 HD) **DR** 10/good

SR 22

Resist +6 turn resistance

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage, any effect requiring a Fortitude save (except those that work on objects)

Fort +10, **Ref** +16, **Will** +17

Speed 30 ft. (6 squares)

Melee tongue lash +15/+10 (2d4+1 plus eye drinking)

Base Atk +9; **Grp** +10

Atk Options eye drinking, horrific gaze

Combat Gear *potion of gaseous form*, *scroll of enervation*, *wand of invisibility*, *wand of scorching ray*

Spell-like Abilities (CL 18th):

At will—*arcane eye*, *detect thoughts* (DC 16), *tongues*

3/day—*eyebite* (DC 22), *vampiric touch* (quicken 1/day, +14 touch)

1/day—*dimension door*, *finger of death* (DC 21)

Abilities Str 12, Dex 20, Con —, Int 18, Wis 15, Cha 18

SQ spectral ravens, undead traits, unholy grace

Feats Ability Focus (eye drinking), Ability Focus (*eyebite*), Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*vampiric touch*), Weapon Finesse, Weapon Focus (tongue lash)

Skills Balance +7, Bluff +10, Concentration +21, Decipher Script +21, Diplomacy +17, Gather Information +19, Intimidate +19, Knowledge (arcana) +18, Knowledge (local: VTF) +11, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Listen +2, Sense Motive +16, Spot +23, Use Magic Device +21 (+23 scrolls)

Possessions combat gear plus *cloak of charisma* +2, holy symbol of Vecna

Eye Drinking (Su) A vitreous drinker can use its lashing tongue to magically steal a creature's ability to see. This ability has no effect on creatures that lack sight. A creature struck by the drinker's tongue must succeed on a DC 25 Fortitude save. On a failed save, the creature's eyes become covered with thick, milky cataracts. The creature cannot see farther than 60 feet, and all melee and ranged attacks it makes within this range have a 20% miss chance. This effect can be removed only with a *greater restoration* or *miracle*, or by the destruction of the drinker that stole the victim's sight. The save DC is Charisma-based.

A creature who has its sight stolen has a –4 penalty on Will saves made to resist the vitreous drinker's abilities and any of its spell-like abilities. The victim cannot avert its eyes to avoid the drinker's horrific gaze (see below).

A vitreous drinker can see through the eyes of a creature whose eyes it drinks, using the victim's full, normal sight. It does not suffer the restrictions and penalties imposed on a victim of eye drinking. The range and duration of this ability have no limit, though the drinker can view through only one victim's eyes at a time. A drinker uses its own Spot skill to view details through the victim's eyes and benefits from its darkvision.

Horrific Gaze (Su) A vitreous drinker's disgusting visage revolts even the strongest soul. A drinker has a gaze attack with a range of 60 feet that causes a creature to be nauseated for 1 round. A successful DC 23 Fortitude save negates this effect, but a creature must attempt another save each round it remains within range of the gaze. The save DC is Charisma-based.

Spectral Ravens (Su) A vitreous drinker is accompanied at all times by spectral ravens that serve the drinker unconditionally. The drinker shares a powerful symbiotic link with the spectral ravens. It is constantly aware of

what they see and hear and can direct them as a free action. The ravens are incorporeal, and a vitreous drinker can control them as long as they remain on the same plane as the drinker. The ravens are not creatures, but rather objects spawned by the drinker. Each raven has 5 hit points and AC 15. Otherwise, treat them as unattended, Tiny objects. A vitreous drinker is accompanied by up to twenty-four ravens, and if any are destroyed, the creature can restore them at a rate of one per day.

The ravens have a fly speed of 100 feet and perfect maneuverability. They cannot take independent action, nor can they do anything to physically affect the world around them. They exist solely to observe.

Unholy Grace (Su) A vitreous drinker adds its Charisma modifier as a bonus on its saving throws and as a deflection bonus to its AC. Included above.

Description *This hunched, shambling figure might be able to pass for human except for the bulging, wet eyes that cover every inch of its skin and the long, repulsively prehensile tongue that lolls from its gaping mouth. Several translucent, shadowy ravens circle the creature's head, their beaks open in silent cries.*

ENTROPIC REAPER

CR 12

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +26, Spot +26

Languages Common, Abyssal, Celestial

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 142 (19 HD) **fast healing** 10

DR 10/cold iron and lawful **SR** 22

Resist +6 turn resistance

Immune mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, ability damage, energy drain, fatigue, exhaustion, death by massive damage, any effect requiring a Fortitude save (except those that work on objects)

Fort +17, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee large scythe +13/+8 (2d6+18 plus entropic blade/19-20/x4)*

*includes adjustments for Power Attack 5

Base Atk +9; **Grp** +18

Atk Options aligned strike (chaotic), entropic blade, spell-like abilities

Spell-like Abilities (CL 19th):

1/day—plane shift

Abilities Str 29, Dex 14, Con —, Int 11, Wis 20, Cha 15

SQ damage reduction, darkvision, fast healing, master of the scythe, spell resistance 22, undead traits

Feats Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave Improved Initiative, Whirlwind Attack

Skills Concentration +23, Knowledge (the planes) +23, Listen +26, Spot +26

Possessions large scythe

Entropic Blade (Su) An entropic reaper confers the entropic blade quality upon any weapon it weilds—usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes one point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A shapechange or stoneskin spell does not cure an afflicted creature, but fixes its state for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt per round.

Spell-like Abilities (Sp) 1/day—plane shift. Caster level equal to the entropic reaper's HD. The save DCs are Charisma-based.

Description *A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is an absence in space, a blade-shaped hole in reality that draws in the light around it.*

THOUGHT OF VECNA

CR 14

Male human cleric 14

NE Medium humanoid (human)

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

Languages Common

AC 23, touch 14, flat-footed 21

(+6 armor, +1 Dex, +2 shield, +2 deflection *shield of faith*)

hp 114 (14 HD)

SR 25

Fort +16, **Ref** +10, **Will** +20

Speed 20 ft. (4 squares)

Melee heavy mace +9/+4 (1d8+1)

Ranged light crossbow +10 (1d8/19-20)

Base Atk +10; **Grp** +11

Atk Options spells, rebuke undead

Combat Gear cloak of elemental protection, scroll of unholy blight, wand of magic missile (CL 9th, 5 charges), wand of cure moderate wounds (5 charges)

Cleric Spells Prepared (CL 14th, DC 17 + spell level):

7th—blasphemy*, blasphemy, repulsion

6th—antimagic field*, blade barrier, greater dispel magic, harm, heal

5th—~~spell resistance*~~, flame strike (x2), slay living, wall of stone

4th—unholy blight*, cure critical wounds, ~~death ward, freedom of movement~~, poison

3rd—~~magic circle against good*~~, bestow curse, cure serious wounds, invisibility purge, searing light (x2)

2nd—desecrate*, deific vengeance (x2), hold person (x2), sound burst, spiritual weapon

1st—~~protection from good*~~, bane, bless, command, doom, ~~shield of faith~~

0—cure minor wounds (x4), guidance (x3)

***Domain spell.** Deity: Vecna. Domains: Evil, Magic

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 25, Cha 12

SQ Aura of evil (Ex), spontaneous casting, restricted spells, rebuke undead (Su)

Feats Combat Casting, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes

Skills Concentration +20, Knowledge (religion) +19, Spellcraft +19

Possessions combat gear plus heavy mace, light crossbow, quiver, 20 bolts, dagger, +1 breastplate, +1 heavy wooden shield, periapt of Wisdom +4, crumpled hat, ruby starburst (holy symbol of St. Cuthbert), small onyx hand with a silver eye etched in the palm (holy symbol to Vecna)