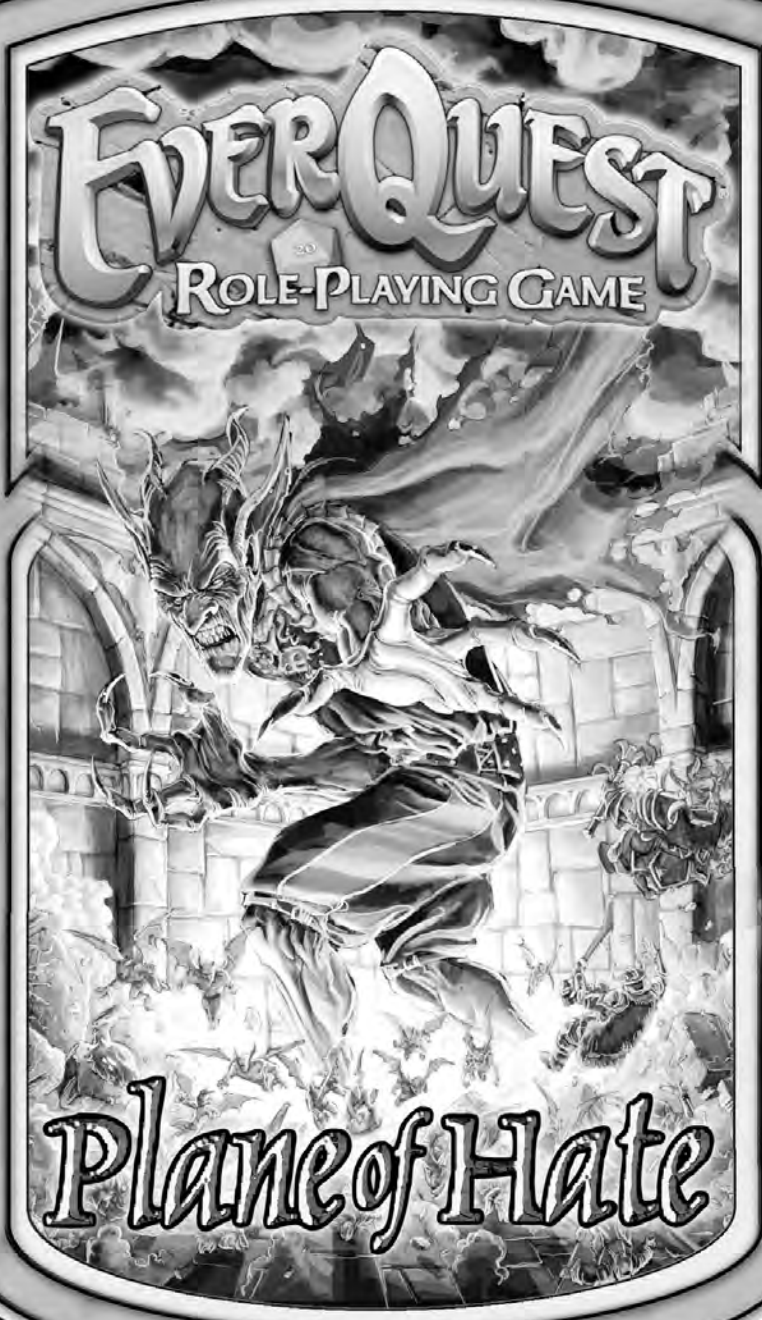


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ROLE-PLAYING GAME

Plane of Hate

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Chapter One: History

Innoruuk, the God of Hate, was excluded from the initial creation of races upon the world of Norrath. Brell, God of the Underfoot, and the other gods involved in creating the elder races were too powerful for Innoruuk to oppose directly, even though his fury at these others burned hotter than the fires of Solusek Ro. Together, the gods Brell, Tunare, Prexus, and Rallos Zek watched with great satisfaction as their creations successfully defeated the dragons seeded by Veeshan eons before upon the world of Norrath.

In accordance with their pre-arranged pact, the new gods divided the world into the various realms in which their creations would live. These “elder” races carved out kingdoms within their lands as their numbers grew. By defeating Veeshan’s brood, the younger gods had ensured themselves status as major deities among the dominant population of Norrath. Cunning Innoruuk writhed and plotted in his hatred for all of these powerful young divinities, and he soon formulated a plan to teach them all a lesson. He patiently watched the other gods’ fledgling races continue to prosper and grow until, finally, the path for his ascension — and his vengeance — became clear.

Seduction of the Elves

Of all the elder races, it was the elves who first came to dominate the first known continent, which was subsequently called Tunaria, in honor of the elven Goddess of Life. The king and queen of the elves, two perfect specimens created by Tunare’s own hands, were beloved by all elves for their beauty, kindness, and wisdom; each also possessed great power given them by their goddess. Ever did the two rulers wield their power sensibly, seeking always to maintain good relations with the other races, if possible. It also assisted them in their endeavors that these elves were as terrible in anger as they were beautiful, capable of unleashing frightening powers, a fact which had not at all gone unnoticed by the other races of Tunaria.

Sensing that the time for his revenge was at hand, Innoruuk took the form of an elf and went to the elven capitol of Takish-Hiz, to observe the elves more closely. Among the elves, he learned of their two greatest weaknesses: their great lust for magical knowledge, and their arrogance toward all other races. These weaknesses he would leverage in his vengeance.

The crown prince of the elven royal house Thex, a beautiful boy named Tearis, heard that a certain mysterious elf had a magical gift for him. With great anticipation, the boy came to Innoruuk, disguised as an elf, and received a wondrous helm of magical power. The helmet was beautifully fashioned and shed a brilliant light. As the boy felt it in his hands, he could sense power coursing through the precious device. Prince Tearis, having a strong dose of the typical elven weakness for all things magical, could not help but don the helmet.

Innoruuk, however, had placed a potent curse upon the helm, which placed the boy under his thrall the moment the helm was worn: This boy was the offspring of the two finest elves created by Tunare, and, from the seed of their union, Innoruuk would sow his revenge by making this boy the king of a different kingdom altogether.

Immediately, Innoruuk opened a gate to the Plane of Hate atop the highest tower of the royal palace in Takish-Hiz. The Prince of Hate and his new servant, the prince of the elves, were about to step in when the boy’s bodyguards intervened. The guards would not allow this strange elf to take the boy away, even though the boy appeared quite willing to go. King Naythox and Queen Cristianos Thex, who had immediately sensed the opening of the gate, also rushed to the tower with their own bodyguards, and arrived just moments after the boy’s guards.

When the king and queen arrived, they saw their son’s guardians battling monstrous beings that had erupted forth from a fiery planar gate, while their son and a stranger — whom both monarchs instantly recognized as a being of great power, even if they could not perceive his identity — were trying unsuccessfully to run past the Koda’Dal and into the portal. Seeing the king’s and queen’s arrival and knowing that while they could not kill him, yet they held great power, Innoruuk quickly put a blade to the boy’s throat and commanded all present to halt or the boy would die.

After a brief negotiation, it became clear the king and queen would not allow their son to be taken away from them, dead or alive. Innoruuk shrewdly proposed that they give themselves up to him instead, paying their own for the life of their son. The king and queen immediately swore an oath to do that very thing, and Innoruuk freed their son



from the helm's curse, flinging him back to his guards. The Prince of Hate then took on his true form, causing a shudder to run through the gathered elves, and passed through the gate to his home realm, knowing full well the king and queen were honor-bound to follow even into Hate itself.

The boy cried forlornly to his parents to stay, but his Koadal guards knew that the oath of the king and queen, once given, was never broken; in tears, they held back the boy as the king and queen left behind their armor, weapons, and other valuables in a pile. Looking lovingly upon their loyal guards and their loving son, the monarchs passed through the flaming portal into the Plane of Hate.

Passage to the Plane of Hate

Once the king and queen passed through the gate, its colors flashed briefly and then changed color. None who tried to follow their sovereigns through the portal — and many did so — could follow. To this day, some believe the fire of that gate still burns atop the remains of the highest tower of the royal palace in the Oasis of Marr, a sad reminder of the beginning of the decline of the elves.

Overcome with despair, guilt, and hatred, the young King Tearis Thex ordered his wizards and druids to find some means by which to open a gate to the Plane of Hate for a rescue mission. Though the elves were proficient in the magical arts, though, none possessed knowledge of any method of planar travel to Innoruuk's realm. Their lore,

however, told them that the shissar, a race of snake people with a reputation as fierce warriors and potent spellcasters, had in the past constructed monuments that enabled planar travel in various places around Norrath; the shissar, who were at that time on only slightly unfriendly terms with the elves, were believed to possess such knowledge. The elves managed to secure the aid of the shissar in exchange for the shissar having full access to any discoveries made during the research of the elven scholars.

Still, more than two centuries passed — though to the long-lived elves and the immortal shissar, such a period was but a frustrating sojourn — before the Keepers of the Art, with the knowledge and the Fulligran's soulstones given them by the shissar, discovered a way to transport a handful of beings to the Plane of Hate.

The elves assembled the foremost masters of every spellcasting guild and fighting profession to assault the home plane of Innoruuk, where they intended to punish the Prince of Hate and his minions. If their kidnapped king and queen still lived, they would rescue them, although by now they harbored no such faint hopes. When enough of the elite elves had gathered, the mightiest wizards among them spoke the appropriate words and performed the proper gestures, and the assembled force vanished through flashing gates.

However, little did they know that the shissar, to whom they had already given the details of the new spell, had

already betrayed their intentions to Innoruuk in exchange for an ample supply of Fulligran's soulstones — the very components for planar travel to Hate. The shissar sought knowledge and mastery of planar travel at any price.

The Monarchs' Descent

Immediately after King Naythox Thex I and Queen Cristianos Thex entered the Plane of Hate, they were seized by scores of undead and forced to stand before the Dark Prince in his true form. With a quick gesture, Innoruuk infected the elf queen with a disease so virulent that she would die within a day — the only way she could live would be to look into her husband's willing eyes and, in an act of communion made possible only by their many blessings from Tunare, draw a portion of his life into herself. Day after day, she would have to will a part of his life to her, for this was the only way she could endure the terrible ravages of the diabolic ailment in her blood.

Innoruuk smiled in anticipation of the shared suffering the two would have to endure for many years to come. Naythox and Cristianos were given separate quarters under heavy guard, but in relative comfort and with adequate provisions. Innoruuk's plans for revenge against the gods were well under way.

Days turned into weeks, weeks turned into months, and months into years, with the king faithfully giving a portion of himself each day to help his beloved wife quell her painful disease. Both endured terrible pain in the process, and many times they nearly willed themselves to die, but while they wished to die, both believed there was yet hope for escape or rescue while they still lived. Because of their love for one another, they lived on.

After nearly a century had passed, some changes began to manifest in the queen. Her skin began to take on a bluish pallor, and, although she did not admit it even to herself, she was becoming addicted to the "taste" of her husband's life force. She lied both to him and to herself, but was soon taking as much of his health as she could, bringing him to the threshold of death each day. Her skill at drawing his life energy had become much easier and more subtle after the decades of daily practice.

Naythox, for his part, began to notice a certain gleam in his wife's eyes, not unlike that of a feeding animal, each time he was led to her room for the painful daily ritual. The wise king began to see the trap into which they had been led, for hatred felt on this plane was like a seed of corruption, and it grew even within Naythox's heart.

Finally, after more than a century of suffering, the king was told by Innoruuk's servants that the Dark Prince had decided he would soon kill Naythox. Innoruuk was quite pleased with Cristianos' newly developed addiction to life-feeding, and knew that her conversion from being an enchantress of the first order to a dark queen of necromancy was nearly complete. Innoruuk, in his secret mind, had for some time seen Cristianos as the queen of a new race of dark elves, sired by Innoruuk himself. However, true to his own hateful nature, Innoruuk could not help but give Naythox notice of the dark god's intentions, if only to see the king's reaction. Naythox's powers as a paladin of Tunare had long since been exhausted healing himself and his wife, yet even without his magic he was a warrior of profound skill. Enraged by this news of Innoruuk's intentions upon his

gentle wife, Naythox managed to seize one of his guards' swords and slay all of the guards present. He then fled, hiding in the darkened streets of the Dark Prince's City of Hate.

When the queen's next feeding time came, later that same day, she too flew into a rage when she found that she would have none of her husband's sweet life to drink. In her anger, she instead drew the life force from all the guards about her and, without consciously meaning to, willed her disease upon many of Innoruuk's creatures in the nearby city as she searched frantically for her husband. Only moments later, she realized that her ability to draw life force was no longer restricted to her husband; further, with her power to pass virulent disease to others at will, Cristianos had become, very subtly and without her even realizing it, a very capable necromancer. And due to the influence of the Plane of Hate, she reveled in the realization.

Seeing the elf queen's intense love at last shift to an equally fierce hatred for her husband, Innoruuk was pleased enough to delay hunting down and killing Naythox. In fact, at his order, some of Innoruuk's servants came to the aid of Naythox when Cristianos finally caught up to her husband, healing him as she diseased and drained his life. Naythox, heartened, struck out at her and wounded her gravely, sending her running back to her quarters. Other creatures of Hate quickly rallied to Cristianos as well, keeping the maddened king from pursuing his wife, and so the hate-born conflict between king and queen began.

Over the next 40 years, many skirmishes, raids, assassination attempts, feints and coups took place during what Innoruuk laughingly calls the War of Thex. As the estranged monarchs' conflicts grew in scope, their hatred boiled ever hotter. Although they did not know it, their hatred — made more potent, and thus more valuable to Innoruuk, by the depth of their descent from Tunare's purity — was fueling the creation of an ever-greater number of undead and constructs as Innoruuk's divine powers grew. As well, Naythox's and Cristianos' appearances were changing to a deeper blue skin-tone as the years of warring went by; while Cristianos' power as a necromancer exceeded Naythox's power as a warrior without his divine magic, the elven king nonetheless possessed a remarkable knack for escape and for using wits and daring to turn a battle from certain defeat into an overwhelming victory.

Gradually, Innoruuk came to admire the cunning Naythox more and more. As the numbers of the underdog king's victories continued to mount, Naythox came to realize that it was his own hatred for Cristianos that enabled him to perform ever more amazing feats so that his forces could win their battles. In time, the elf king came to acknowledge the power of his hatred as a supreme force, and, in effect, became a willing vassal of Innoruuk, like his wife.

This artificially inspired hatred between husband and wife thus spurred their final, willing transformation into the first Teir'Dal.

Innoruuk, seeing that the sovereigns' hatred for one another made them both powerful, ordered that Naythox and Cristianos should jointly rule the new race of dark elves. Lust had never been his motive in seeking to make Cristianos the queen of the dark elves in any case, and he valued both king and queen as two of his foremost servants. Just as their hatred pushed them to become stronger, both

as individuals and as leaders in the Plane of Hate, so would it serve them in the mortal world. As the newly reunited monarchs of the dark elves, their newborn hatred for one another (and their pre-existing hatred for all around them on the Plane of Hate) would serve as an example of the potential greatness attainable through hatred.

The Invasion of Hate

It had now been centuries since Naythox and Cristianos had been taken from Takish-Hiz, leaving their son behind, when the large contingent of powerful elves finally launched their invasion into the Plane of Hate. Wizards, enchanters, magicians, bards, rangers, druids, paladins, and clerics, all were represented by their guild masters and champions. All had loved their king and queen dearly and had been pained watching the young king Tearis Thex struggle with his emotions and grow into manhood, all the while burdened with the heavy responsibility of rulership.

Now, these same elves who had won countless victories against powerful dragons during the elder age for their goddess, for the crown, and for all elvenkind, stood within the gloomy, vast City of Hate, with fierce determination in their eyes. As the invaders engaged Innoruuk's minions, it became clear that nothing could stand in their way.

At the forefront of the elves were the legendary "Three," cutting a swath through all the undead before them, while elementals secured the flanks of the arrowhead-shaped wedge of elves. Bards, rangers, and rogues zipped through streets and back alleys, scouting out creatures to destroy and keeping their fellows apprised of any possible counterattacks. As the elves fought, no building they encountered was left untouched, no creature of Hate left alive, as they destroyed all that dared stand in the way of the most powerful race on Norrath. As they fought on in the pitch black air, though, Innoruuk was without fear, for the elf-host's hatred slowly built toward the one who had stolen their beautiful Queen Cristianos and their wise King Naythox.

Facing paralyzing ghosts, keening banshees, deathless revenants, vicious kiraikeui, revolting giant rats, sorcerous liches, animated objects, impervious golems, and roaring dracoliches, the elves repeatedly demonstrated why even the dragons of Veeshan had fallen before them.

The Three at the forefront, who led the invasion, were ancient and fierce elf lords, the most blessed and mighty of paladins who had faced dragons in the First Days. Long ago, during the dragon wars, it had been prophesied that the Three would never fall to an enemy in battle. And indeed, nothing since that time had ever stood against the Three and survived. No mission had they left incomplete. And as their fate foretold, nothing would kill the Three the day they spearheaded the elves' assault upon Innoruuk's realm.

Reaching the foot of the grand stairs to Innoruuk's palace, the elven invaders saw two figures standing atop the promenade's gentle rise. Each wore what appeared to be molten hot, hellishly glowing armor: One in exquisitely wrought plate armor and the other a full hauberk of fine mail. Emblazoned across the chest of each, though, was the sacred tree-and-crown symbol of the Royal House Thex. Crafted into the helms of their armor were black, adamantite jeweled crowns. Only members of the elven royal family dared wear that symbol and such headpieces.

The symbol of the Thex family perplexed the assembled elves. Unconsciously, the mass of elves took a step backward. Then, at long last, the two figures, a male and a female, spoke to the elves in voices belonging to King Naythox and Queen Cristianos Thex.

The figures spoke to the elves personally, citing individual accounts only the lost king and queen would have known. The elves, stunned, realization dawning on them, finally recognized them as their king and queen. All the elves wept then with unabashed joy, and began to surge forward to take up their sovereigns and celebrate. But then the war party noticed that the denizens of Hate had gathered swiftly and silently about them, and many more creatures were present than they had ever imagined. Scores, hundreds, thousands of creatures now stood, shoulder to shoulder on all sides, barely able to contain their hunger and rage, obviously wishing to tear the elves apart.

Just then, Naythox and Cristianos removed their helms, finally revealing their strangely transformed features. The elves still recognized the king and queen, but they were disturbed and confused by the monarchs' bluish skin. King and queen then began to speak of a new kingdom they would lead — a kingdom that would require the assistance of mighty elves before them to build, just as they had done together when the world was young. Indeed, the elves in the invasion force possessed the knowledge and experience learned in the wars against the dragons and had helped Naythox and Cristianos carve out a kingdom in the land of Tunaria.

The Teir'Dal monarchs assured their once and future subjects that this kingdom would be no different, that once again they all were needed to take their race to the next stage in their nation's evolution — the evolution into Teir'Dal.

The Becoming of the Teir'Dal

The king and queen bid the elves to pledge their eternal allegiance as subjects in this new kingdom. Not a few of the elves pledged themselves without hesitation. Others hesitated. Some refused at once, saying it was not the place of their strangely altered king and queen to demand such a thing. Then, to everyone's surprise and horror, the king and queen turned with spell and sword upon those who refused. In a booming voice, King Naythox Thex I ordered the minions of Innoruuk to capture all who resisted.

Great chaos ensued as some of the elves stood motionless, confounded by what they were witnessing, while others immediately cast *gate* spells or used similar magics to escape. Some of the elves fell to their knees, weeping openly, being unable to bring themselves to harm the ones they had so loved. Others were angered and fought to kill the false king and queen, only to be greeted by a quick death or overwhelmed and taken prisoner by packs of Innoruuk's servants. A few of the elves, loyal to a fault, were incensed that any would not join the king and queen and actually fought to protect them, so that elf drew blood against elf for the very first time in Norrath's history. The largest group of elves, however, moved into a defensive posture and prepared to evacuate.

The Three were among those who fought in a defensive position, for they, like most of the elves, could not bring themselves to strike at their former king and queen. They

ordered the wizards and druids to transport everyone away immediately, as soon and as quickly as they were able. Some of the wizards and druids did so, though many were beset by foes and fell or were taken, unable to successfully cast any spells. As a result, many of the elves could not escape magically and found themselves stranded. The Three fell back, parrying the terrible blows of the king and somehow avoiding the mighty spells cast by the queen.

All the while, the Three organized a small group of elf lords and, eventually, they all managed to cut their way free of the fighting. Other groups were cut off by the forces of Hate, but these were shackled and not slain. Finally, the Three and their companions cut their way to a defensible stone building. Within its stout walls, the wounded gained a moment to rest. Any creatures trying to cross the doorstep were slain, for none could stand against the Three. Soon the doorway had piled high with bodies of the slain creatures of Innoruuk, when the attacks ceased. Hundreds of creatures formed a living (and in many cases unliving) wall around the building, watching and waiting tirelessly for the elves knew not what. Unfortunately, no wizards or druids were with the group that had accompanied the Three to the building.

Hours turned into days, days into weeks, and weeks months, during which time the terrible purpose of the inhabitants of Hate outside became clear. One by one, the isolated elves began to fall into madness, and their hate and despair turned them slowly into Teir'Dal. Even the Three finally succumbed to the hateful energies of the plane, although legends persist that the last of the Three to fall victim to this transformation — the so-called “Third of the Three” — did in fact escape the Plane of Hate. A variety of stories venture to explain how this occurred, but nothing, least of all the validity of the event, is known for certain.

The destiny of the Three had not been untrue: They had fallen not in combat, but to the hate of Innoruuk, eventually becoming powerful undead knights in service to their Teir'Dal king and queen and their dark master.

In time, the newly created Teir'Dal were deposited, along with their Thex monarchs, deep in Norrath's underfoot realm, with Naythox and Cristianos were charged to fulfill Innoruuk's vengeance against the elder races and spread hatred and discontent across the land. These Teir'Dal came to be known among later generations as the First, or Firstborn. Such ancient Teir'Dal still possessed their knowledge and skill from previous lives, but now they used their powers and learned new skills as well, all in service to the Prince of Hate. This knowledge became the foundation to rapidly build the new race of elves into an engine of terrible power.

The Rise of Neriak

For centuries following the doomed raid into Hate, the elves of Tunare thought less and less on their former king and queen, since new threats arose in the dangerous and wild places of Norrath. The next major threat to the elves came from the combined might of the giantish races under the grim banners of the Rallosian Empire; the rapid Rallosian invasion of Tunaria shattered the balance between the races that had long preserved relative peace on that continent. The flower of elven power had wilted with the loss of their king and queen, followed by the loss of most of the

greatest and most powerful elves of the doomed raid into the Plane of Hate. The downfall of the light elves was well underway, while the power of Innoruuk and the dark elves was set to grow unabated.

Miles beneath Norrath's surface, the Teir'Dal were forced to compete with all manner of fierce creatures within a deadly environment. The dark elves encountered Brell's children within the underfoot, destroying many dwarven strongholds before the dwarves were able to erect sufficient defenses. Teir'Dal histories also claim that they infected several isolated dwarven clans with their hatred, turning the dwarves from Brell to Innoruuk, as they themselves had turned, although no evidence of this attempt being successful has ever surfaced.

As the Teir'Dal multiplied and conquered, led by the powerful Firstborn, Innoruuk's power grew. After establishing a firm foothold in the underfoot, though, the Teir'Dal began to bicker and quarrel with one another. Having been transformed from the sometimes arrogant Tunarean elves by direct exposure to the very essence of hatred, it was only natural that they should be very competitive amongst themselves. This behavior did not manifest fully until after they had first carved out a kingdom within the depths of the underfoot.

In a relatively short time, the Teir'Dal became so consumed with infighting that they were not exacting Innoruuk's vengeance upon the children of the other gods. The hatred of the Teir'Dal had become focused inward. Even after moving from deep within the underfoot to a position within easy striking distance of the surface realm, they still warred with one another. Within the new city of Neriak, Teir'Dal noble houses fought continuously. Within decades, being so far away from their dark god's strong ruling hand and so bloodthirstily caught up in fighting amongst themselves, the population of Teir'Dal on Norrath began to dwindle. Clerics of Innoruuk prophesized the destruction of the dark elf race within a decade if their internal battles continued unchecked. At this point in history, Rallos Zek's minions were emerging as the dominant force on Norrath. It appeared to be just a matter of time before the Rallosian Empire found and destroyed the Teir'Dal.

Innoruuk's anger and disappointment was assuaged briefly when the Rallosian armies utterly destroyed the dwarven stronghold of Moradhim and the gnome city of Klik'Anon, thereby eliminating the dwarves and gnomes altogether from the continent of Tunaria. Yet it seemed that nothing could halt the advance of the Rallosian Empire. Even the borders of the elven kingdom were shrinking as the giant races closed in upon the capital of Takish-Hiz. Only the elves and handful of other beings remained on Tunaria. The major gods Brell, Prexus, and Tunare were no longer as strong as they had once been, although Rallos Zek appeared to be on his way to making himself the only god as his children assaulted the home of the gods in the Planes of Power.

The First Overlord

Salvation for the Teir'Dal race came in the person of Xanit K'Ven, a Secondborn Teir'Dal warrior who emerged from the chaos of the bickering Teir'Dal nobles to unite his people under one purpose. Much to the chagrin of the great

and ancient Firstborn dark elves, this young warrior would one day become the finest diplomat and tactician the Teir'Dal had ever known.

Xanit K'Ven, tired of the bickering and infighting and wishing only to pursue his own mastery of the warrior's art, had left Neriak and served as a mercenary under the banner of the Rallosian Empire during the conquest of Tunaria. As the giantish races assaulted the planes of the gods, K'Ven learned valuable strategies and tactics from them, even though he was nearly beneath their notice. Deeply moved by the strength of a unified warrior race, K'Ven adopted Rallos Zek as his own patron deity.

As such, K'Ven worked his way up through to the rank of Captain, and he witnessed firsthand the initial assault of the Rallosian Empire against the mighty walls of Takish-Hiz. As the siege of Takish-Hiz would take many months due to her mighty defenses, young Captain K'Ven secured leave from his superiors, who had come to value the dark elf's skill and intelligence, to return to Neriak to recruit more Teir'Dal to fight alongside the giantish races. Still having some loyalty to Neriak and fearing that the Rallosian Empire's next move after taking Takish-Hiz would be an invasion of Neriak, Xanit had an ulterior motive for leaving the siege, for he wished to bind his own people to Rallos Zek, leaving behind the useless hatred and infighting espoused by Innoruuk's worshippers, and thus put off what he foresaw as the inevitable slaughter of his people.

King Naythox Thex I and Queen Cristianos Thex listened carefully to K'Ven, for he was a skilled and passionate

orator. He spoke lyrically and purposefully of the might of the Rallosian Empire, and suggested that the Teir'Dal needed to ally with them or face destruction; being both wise and intelligent, he did not yet make any mention to his monarchs of his own conversion to Rallos Zek's church.

As a diplomatic move to preserve the Teir'Dal from danger, the dark elf king and queen declared K'Ven "Overlord of the Teir'Dal Empire." This was a token title at best, since the Teir'Dal had to date fought only between themselves in their dark homeland and cared little for events which transpired up in the surface world. The newly appointed Overlord was also given a token force of seven-score warriors, all younger sons and daughters, lesser cousins, and the like, recruited from various feuding noble houses, to rejoin the Rallosian Empire's army.

Even as K'Ven and his new army were still underground, however, just beginning their return to Takish-Hiz, the curse of the Rathe was levied upon the armies of the Rallosian Empire for daring to assault the Planes of Power. This curse killed most of the giants and goblinkind, and reduced the remainder to relatively simple-minded brutes. Overnight, the Rallosian Empire was destroyed. And so, although the act was not of his own hand, Innoruuk's vengeance against the races created by Tunare, Brell, Prexus, and Rallos Zek was nearly complete.

Overlord Xanit K'Ven did not return home immediately after the fall of the Rallosian Empire, however, for he saw now an opportunity to harry elven villages within the Elddar Forest and forge his recruits into a unified, disci-



plined fighting force — for already he had been forced to step in and end their petty arguments and bickering on several occasions, twice with lethal force, and they had learned to fear and respect him. After sacking several elven settlements, Xanit unexpectedly brought his legion against other races, including various groups of goblins, orcs, kobolds, and frogloks of eastern Tunaria.

Over the course of the next few months, with just the 140 Teir'Dal over whom he'd been given command, Overlord K'Ven regularly sent couriers home to Neriak with reports of victories against the hated light elves and other races. He also sent home large supply trains loaded with plunder. In time, the Teir'Dal began to listen to these reports from the surface world with renewed anticipation until, at last, they began to forget their petty feuds and instead began sending more fresh troops to represent their noble houses for the glory of the Teir'Dal Empire.

Xanit K'Ven united the Teir'Dal by giving them a multitude of new enemies upon whom to focus their hatred. Plunder taken from the weaker races stimulated the prosperity of the Teir'Dal Empire, creating more and more interest, especially among the disaffected Second- and Third-born, in joining the Overlord's army to campaign in the surface world. Innoruuk was pleased by this new young Overlord's actions, for the Teir'Dal began to turn their hatred outward against the light elves and the other peoples of his hated foes — and as their enemies began to fear and hate the Teir'Dal, so too did Innoruuk's power grow. Of course, Innoruuk became furious upon learning that Xanit K'Ven followed Rallos Zek, but nevertheless, the Overlord still served Hate, and the seers now foresaw the Teir'Dal rising to their destiny.

The rise of the Teir'Dal, led by Overlord Xanit K'Ven, soon brought Innoruuk the power of a major god in the world of Norrath and on the outer planes. K'Ven's great service over the decades, even though the Overlord himself ever professed service only to Rallos Zek, truthfully did more for Innoruuk than for the God of War, who was too much diminished at that time to reap any real benefit. Innoruuk was so greatly pleased, in fact, that he held his wrath against K'Ven in check, for a time, even though the Overlord's refusal to worship Innoruuk angered the Prince of Hate as few other things ever had.

The Fall of Takish-Hiz

In time, fate dealt the Teir'Dal a good hand, for Solusek Ro raised the Serpent Mountains near the elven homeland of the Elddar Forest. The magical city of Takish-Hiz, which many believed impregnable, was half ruined by tremendous earthquakes resulting from massive shifts in the landscape. The moisture cut off by the Serpent Mountains quickly (at least quickly in the eyes of elves and gods) turned the Elddar into a desert. Having learned much from his years as a mercenary of the Rallosian Empire, Xanit would not allow this opportunity pass.

In the years that followed, Xanit's continued success on the battlefield impressed even mercenary squads of trolls and ogres enough to swell the dark elf commander's ranks. Duels between Xanit K'Ven and some of the most powerful ogres and trolls secured the Overlord's reputation as one of the greatest swordsmen in all Tunaria, and perhaps all of Norrath (muddled stories suggest that K'Ven engaged the mighty

General Seru of the Combine Empire in a personal duel, but that seems unlikely, as the Combine Empire was yet an age removed). The ogres and trolls eventually proved fiercely loyal to their new commander, who always treated his troops fairly, and served as superb shock troops for his Teir'Dal army.

Overlord K'Ven then contacted the Unkempt Druids, convincing them to aid his army in a singular assault against the elven capital of Takish-Hiz. When questioned by angry Teir'Dal nobles about allying with the Unkempt Druids, Xanit explained that the Unkempt Druids had long disdained the unnaturally constructed city of Takish-Hiz. (They were opposed to all things not constructed by nature. To the Unkempt Druids, the highly advanced, magically created city of Takish-Hiz represented an extreme "unnature" they vehemently opposed.) Nevertheless, in this alliance, Overlord K'Ven earned the disapprobation of many powerful Teir'Dal — even among those who did not already have cause to fear and hate him.

On the appointed evening, during the blackness of a new moon, spies from the Unkempt Druids who had infiltrated the Takish-Hiz city guard slew the gate guards and opened the gates of the city. Outside, the Overlord's army waited in the darkness. The Unkempt Druids gave the Overlord's army the keys to Takish-Hiz, which until then few believed could ever fall. Surging forward, the Overlord's beefy ogres, grisly trolls, and light-stepping Teir'Dal raised their weapons as one.

Overlord K'Ven's army appeared and entered the already half-abandoned, sand-worn city, putting the few remaining elves to the sword. An old escape passage allowed King Tearis Thex and his closest elves to escape and take refuge in one of the remaining outposts of the Elddar Forest. The light elven race was now poised on the brink of extinction, with few options should the Teir'Dal Overlord's army march on them. Innoruuk looked smugly on as his creations exacted his vengeance upon the last of the elder races.

Finally, the Dark Prince's vengeance was complete.

Return to Neriak

With fires burning throughout Takish-Hiz as his army pillaged and sacked what remained, the Overlord began planning a return to Neriak. However, Innoruuk's agents now spoke to the king and queen, feeding their already great hatred and telling them that Xanit plotted to overthrow them and assume the throne. Agents also spoke with the Firstborn rulers of the noble houses, most of whom were already were angry with the Overlord for some perceived slight or another. Knowing full well that the majority of the lesser Teir'Dal would probably support seeing Xanit K'Ven wear the crown, the king and queen immediately summoned the Overlord to their court.

In Neriak, K'Ven appeared before the king, queen, and nobles in their High Court, basking in his victory. However, with the elder nobles backing him fully, King Naythox charged Overlord K'Ven with high treason for consorting with the Unkempt Druids, and sentenced him to death on the morrow. Powerful extraplanar agents and clerics sent by Innoruuk himself then emerged from the shadows to shackle Xanit — but not before the warrior lunged forward with lightning-quick speed and beheaded the king with a single scissoring stroke of his twin blades. Agents of Innoruuk then took Overlord K'Ven into their custody and a Teir'Dal wizard magically transported them to the Plane of Hate.

Some Teir'Dal legends say that Xanit K'Ven waits in perpetual slumber to be awakened by the all father should the Teir'Dal ever find themselves facing their doom.

The Teir'Dal Empire diminished somewhat in the years following Overlord Xanit K'Ven's disappearance and the death of King Naythox Thex I, although Innoruuk's power continued to grow. The Teir'Dal spread his doctrine of vengeance, spite, and loathing across the land by more subtle means than putting all others to the sword, as had been K'Ven's method. Over the ensuing decades, the Teir'Dal became so strong that Innoruuk pulled all of the First back to his home plane to serve as guardians and planners for further conquests.

Combine and Beyond

With the Combined Empire's rise to power many years later, Innoruuk was pleased by the thirst for power demonstrated by the human race. Many humans succumbed to the doctrine of hatred and rose to great power even more quickly than had the Teir'Dal. Still, the Knights of Marr and other such "good-hearted" orders sent several raids into the Plane of Hate, destroying many of Innoruuk's minions. Yet the battle against the Prince of Hate was self-defeating, for any hatred the knights felt for Innoruuk simply fueled his power even more. Innoruuk's followers on the Plane of Hate were able to turn back any serious threats.

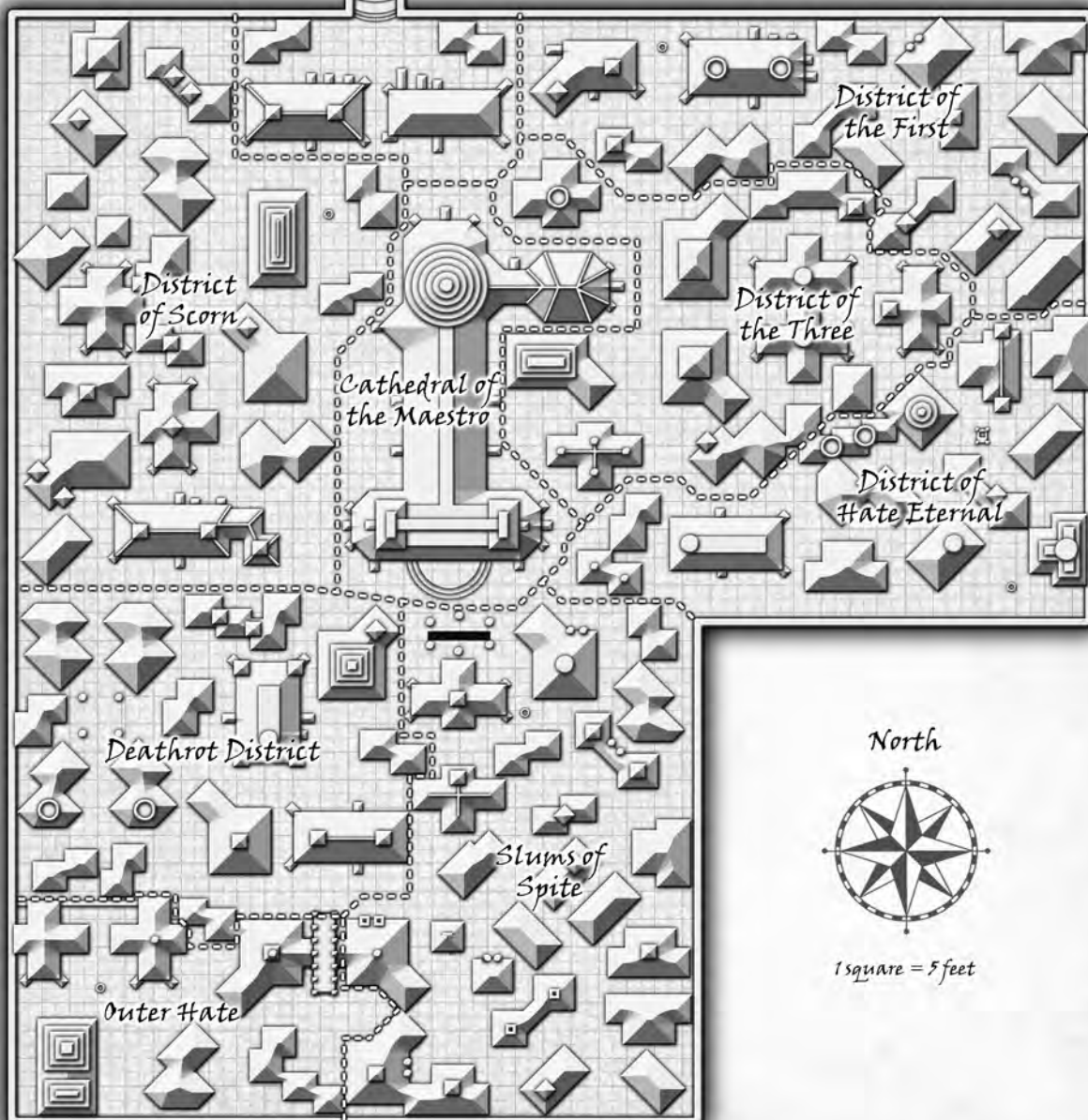
The only raid that actually weakened the Dark Prince's power for any time was that undertaken by a group of humans who followed Quellious, the Goddess of Peace, for the blessings of Tranquility sucked the hateful emotion from his realm; his creatures did not reform as quickly after they died and, most disturbingly, the invaders, bland-faced followers of Quellious, had apparently devised some method by which they could ignore the powerful aura of Hate generated by various inhabitants there, which often temporarily turned friends into foes. Innoruuk was very concerned by this threat, which, although ultimately unsuccessful, proved very effective; he soon fortified his defenses to ensure that those who followed Quellious would experience much greater difficulty if and when they invaded his realm in the future.

To this day, the Teir'Dal still disrupt other kingdoms, alliances, and factions with magical devices, well-placed rumors, and even assassinations whose carefully contrived evidence point the blame toward erstwhile allies. Innoruuk's followers in Broken Skull Rock, trolls and luggalds, have served him well with their rapacious marauding of the sea lanes around southern and western Antonica.

Today, large groups of adventurers and would-be heroes occasionally visit the Plane of Hate, whether in search of treasure and personal glory or for the greater good of all light-hearted folk. Yet hatred amid the turmoil of Norrath is strong and growing stronger, and Innoruuk sits, ever smiling and plotting, upon his dark and twisted throne.

Palace of the
Dark Prince

The Plane of Hate



The Plane of Hate



Chapter Two: Outer Hate

The Plane of Hate is in effect a large city, populated by various monsters and dark elves fanatically loyal to Innoruuk, the plane's ruler. The city is divided into districts. Each district in those regions known as Lesser and Greater Hate has one or more leaders or dominant figures who are held accountable for that district's support of Innoruuk's will. Outer Hate is the only district that has no leader.

Outer Hate is that region along the outskirts of the city where the weakest of Innoruuk's planar creatures first form, to begin fighting and clawing their way to greater power in the planar scheme (i.e., gaining HD and eventually moving into other areas of the city when they are powerful enough). Some districts have many leaders, only one or two of which might be present at any given time. The inhabitants of the districts are weakest near the entrance to the plane and become progressively stronger as one approaches Innoruuk's stronghold.

The distinct areas of Hate, listed from weakest to strongest, are as follows:

- Outer Hate
- Lesser Hate – The Deathrot District
- Lesser Hate – The Slums of Spite
- Greater Hate – The District of Hate
- Eternal
- Greater Hate – The District of Scorn
- Greater Hate – The District of the First
- Greater Hate – The District of the Three
- The Cathedral of the Maestro
- The Palace of Hate

Traveling to Hate

To get to the Plane of Hate, a group must have a 21st or higher level wizard cast the spell *alter plane: Hate* (see **EQ: Player's Handbook**, p. 224). The component for the spell is a "Fulligran's soulstone" (alternately, it is sometimes called a "Fuligan's soulstone," or even "Fuligan soulstone").

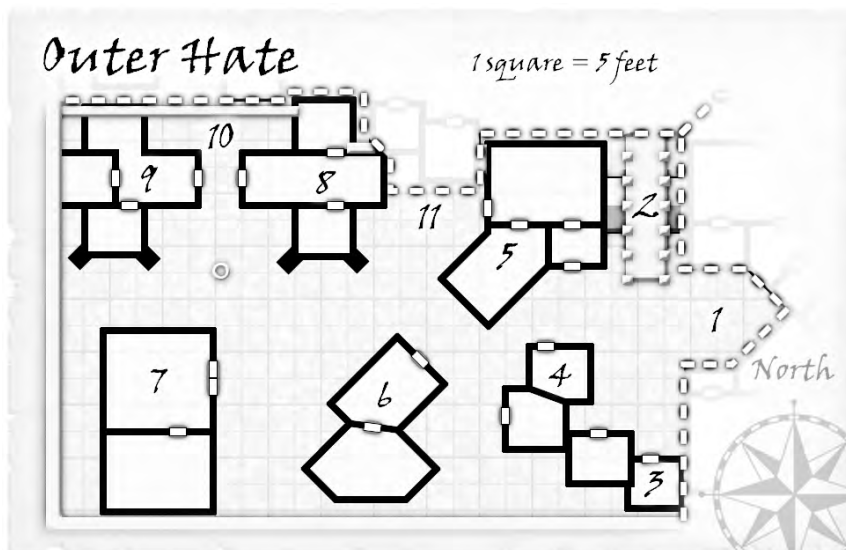
Generally, this component may be purchased only from an NPC called Dvis Zexus (*male dark elf, Clr 11/Nec 9, OE; Priests of Innoruuk, the Dead, Cristianos Thex*), located in the Temple of Innoruuk in the Teir'Dal city of Neriak, for a price of 2,000 gp per stone. Keep in mind that if one is not on friendly terms with the Teir'Dal or the Priests of Innoruuk, it may not be a good idea to walk into their temple in Neriak to buy the components for traveling to the Plane of Hate.

Members of races that are not on good terms with the Teir'Dal may have to find a neutral merchant who is capable of purchasing soulstones for them. The cost per stone bought through such a merchant is at least 3,000 gp, and it requires one month's time before the merchant delivers the stone(s).

Once the *alter plane: Hate* spell is cast, the soulstone is consumed. The arrival point for those transported is **Area 1a** in Outer Hate.

Outer Hate

Outer Hate is the entry point into the Plane of Hate. It is a distinct district of the vast city called the Plane of Hate, with one exit platform leading to the rest of the city. Outer



Planar Conditions of Hate

The normal environment on the Plane of Hate is very different from that of the realm of mortals. Laws of the mortal world do not function in the same manner in the Planes of Power, for each planar realm is dominated by some deity or powerful force. This environment need not always seem logical or plausible when compared it to the known laws of mortal realms, as it is highly magical and controlled by the will of the plane's ruler.

The Plane of Hate has a number of characteristics that will impact any characters venturing there. The longer PCs remain in Innoruuk's plane, the more susceptible they become to the adverse effects. These factors include the following:

- **Animation:** When a living creature not native to the Plane of Hate is slain here, it must make a Will save (DC 30) or be animated as an undead creature. This process may take anywhere from a few days to a few months, depending on the amount by which the creature failed the save (the worse the save, the shorter the time, as a rule) and the creature's power while alive (more powerful spirits take longer to corrupt). The GM should decide on a case-by-case basis how long the process takes and what form of undead is produced (simple undead such as zombies and ghouls are most common, although creatures powerful in life are likewise relatively powerful in undeath). The animated creature has an alignment of evil. At the GM's discretion, the creature may have some or all memories of its former life (but regardless, it has its class abilities only if it becomes a template creature, such as a loathing lich).

- **Divine Blessing:** All worshippers of Innoruuk gain a +2 divine bonus to all saving throws while on the Plane of Hate.

- **Gloom:** Visibility even in open areas is limited to 90 feet for any creature without the "see in darkness" quality (and less in some locations where the gloom falls thicker, as described for each particular area). The gloom of Hate is magical, and thus impenetrable even to those with infravision or ultravision. All light sources, magical or otherwise, are reduced to a 5-foot radius on the Plane of Hate; only a *candle of Innoruuk* (see sidebar in Chapter Three) can penetrate the unnatural gloom. Lights may be seen from up to 90 feet away through the gloom, much as a torch or lantern is visible through normal darkness, but no farther, and they can provide illumination only within 5 feet. This also means that all spells involving conjured or evoked light (such as those of the *color slant* or *mesmerize* spell lines) have all of their light-dependent effects limited to a 5-foot-radius burst at most, even if the spell normally has a much larger area.

- **Hate Aura:** After spending 6 hours on the Plane of Hate and every 3 hours thereafter, any non-native creature must make a Will save (DC 20, +1 per previous save) or attack the nearest creature, friend or foe. This is a mind-affecting compulsion. If attacked or taunted by another creature while affected by the hate aura, the affected creature automatically attacks that creature at the next opportunity (i.e., usually on its next turn). An affected creature may attempt a new save each round to end that particular instance of the hate aura's effect (but it must save again after 3 hours, as usual). *Worshippers of Innoruuk are immune to the planar hate aura.* Once a character has spent 6 or more hours on this plane, the GM may rule that, while she remains here, any circumstance that might conceivably foment anger or disparity toward another being (even a friend or sibling) should necessitate another save against the hate aura (at the current DC for that hour).

- **Life Siphoning:** All necromancer and shadow knight spells that deal magic damage deal an additional 1d6 points of damage when cast on the Plane of Hate; if these spells siphon hit points from the target to the caster or some other creature, this additional damage is not siphoned, but dissipates into the fabric of the plane itself.

- **Reformation:** When an outsider or undead native to the Plane of Hate is slain or destroyed here, it may make a Fortitude save (DC 20) to reform within about 8 hours as long as its material form is relatively intact (i.e., a *disintegrated* creature cannot reform, nor can one that is entirely devoured by another creature). If the reformed creature has an intelligence score, it has a hazy memory of the 12-hour period immediately preceding its reformation (and thus of the 4 hours preceding its "death"). Alternately, to keep players on their toes, GMs can use the random monster tables associated with a given district to repopulate any areas where inhabitants have been slain or destroyed.

- **Tranquility Block:** Paladins of Quellious cannot regain their lay on hands ability after using it here. That is, once the paladin's daily allotment of healing is used, the character must leave the Plane of Hate for 1 full day before he may use lay on hands again. Further, clerics and paladins of Quellious regain mana at only half the usual rate via Meditation while on the Plane of Hate (although other means of regaining mana, such as *flowing thought* devices or abilities, work normally for such characters).

- **Transformation:** Any high elf or wood elf who spends at least one continuous month on the Plane of Hate must make a successful Will save (DC 25, +1 per previous save) immediately and again every day thereafter or gain the Firstborn template (see Appendix One), permanently becoming a Teir'Dal with an alignment of orderly evil. However, if Innoruuk's physical form is slain on the Plane of Hate, any light elf who has not yet transformed has her modifier for time spent here reduced immediately to 0. That is, if an elf had been trapped there for one month and 11 days, she would normally have to make a Will save (DC 36) to avoid becoming a Teir'Dal that day; however, if Innoruuk were slain, she would have to make only a DC 25 Will save, then DC 26 the following day, etc.

Hate's occupants are the weakest residents of any district in the Plane of Hate. Those few creatures that dominate their peers here may eventually gain the power needed to enter the more difficult regions (or rather districts) of the plane to continue their struggle — although some prefer to stay here rather than risking more dangerous areas.

This district of the plane has no appointed ruler to direct its denizens.

First Contact

When characters are transported to the Plane of Hate by way of a wizard casting the *alter plane: Hate* spell, they arrive at Area 1.

1. Arrival Alcove [EL 23-25]

As the energy of the transport spell fades away, the characters fall downward about 1 foot, landing on grey and white colored cobblestones. Blanketing the area around them is a layer of darkness, so that normal visibility for a human is limited to about 80 feet. Here and there, reddish lanterns shine dimly through the gloom, apparently hung beside stout wooden doors leading into stone structures that fade away into the dark. The darkness is tinged with a tangible feeling of evil and hatred. From all directions, the characters can hear shouting and arguing, accompanied with occasional thumps, screeches, and bellows. The air has the stale odor of a freshly opened tomb.

Directly in front of those arriving is an open courtyard area. Just around the corner near Area 4, roughly 70 feet away, stands a spite golem (see Appendix One). This

Outer Hate Encounter Key

Difficulty Level: 20–24.

Entrance: Via *alter plane: Hate*, into the Arrival Alcove (Area 1).

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1. 2d4+2 repulsive rats (see Appendix One)
2. 1 abhorrent (see Appendix One)
3. 1d2 ministers of Hate (see Templates in Appendix One), possibly with lesser Teir'Dal servitors
4. 1d3 loathing liches (see Templates in Appendix One), possibly with lesser undead or Teir'Dal servitors
5. 1d2 kiraikeui (see Appendix One)
6. 1d2 ire ghastrs (see Appendix One)
7. 1d3 scorn banshees (see Templates in Appendix One)
8. 1 ashenbone drake (see Appendix One)
- 9–10. 1d6 objects of Hate (see Templates in Appendix One)
- 11–12. 1d2 forsaken revenants (high elves with the “loathing lich” template from Appendix One)
- 13–20. No encounter

Detections: None.

Shielding: See “Planar Conditions of Hate.”

Continuous Effects: See “Planar Conditions of Hate.”

Standard Features: Unless otherwise noted, all doors in this district are constructed of iron-reinforced wood (2 in. thick; Hardness 6; hp 25; Break DC 19; Locked DC 25).



creature cannot be seen at first, being out of line of sight, but it intermittently emits sounds like two rocks grinding together in a rhythm that may be speech or just the result of small shifts in movement. It does not sense the newcomers just yet, unless they take some action that is sure to draw its attention. (However, the golem automatically notices any living creature that approaches to within 60 feet due to its spirit sense ability.)

Although they cannot see clearly due to the gloom, the characters can easily ascertain that they are currently within an alcove of sorts, beside an upraised bridge. Around them, densely packed buildings with steep wooden rooftops overlook twisting streets and narrow alleys. These buildings are so tightly packed in some areas that they seem almost to be stacked directly upon one another.

To the left, past the wall of nearby buildings, a stone wall is barely visible, stretching upward out of sight into the gloomy blackness. The shape of the wall would indicate that this plane is enclosed on all sides and perhaps even has a ceiling far above, although none can be seen. The size of each stone block laid into the wall appears to be at least 50 feet on a side. The streets are made of cobblestones worn smooth but otherwise undamaged after what would seem to have been countless centuries.

Complication: After 5 rounds normally, or after just 1d3 rounds if the PCs engage the spite golem in combat, a forsaken revenant (*female high elf, loathing lich, Enc 21, OE; Inhabitants of Hate*) skitters down the narrow avenue toward them. (See Appendix One for the loathing lich template.) If the characters are not fighting the golem, the revenant is not immediately aware that they are enemies; face half decayed, she walks straight toward the new arrivals. As she comes to within 30 feet of them, she says, "Arrived at last have we? I am the all-powerful Madame Byndt, but you can call me Talias."

As soon as the revenant realizes that the characters are not allies, however (whether through a DC 20 Sense Motive check or some other means), she says, "You! You are not guests! Fools, you are no match for my powers!" With that, teeth bared even more fully, she attacks; if the golem has not yet noticed the PCs, it does so now and attacks.

Tactics: Both the forsaken revenant and the spite golem fight as effectively as possible. The revenant avoids melee if at all possible, while the golem is willing to trade either spells or blows.

Spite Golem (1): hp 233.

Forsaken Revenant: hp 122.

2. The Bridge to Lesser Hate [EL 22+]

A white arching bridge runs between two buildings in the enclosed district, opening up before a major road and a large villa across the street (Areas 3 and 4). As characters step onto the bridge, they are assaulted by the foul smell exuded by the 11 repulsive rats (see Appendix One) upon the bridge.

Complication: There is a 20% chance for each round of combat here that an abhorrent (see Appendix One) flies overhead and, seeing the battle, maneuvers for an attack. Once this occurs, do not roll again for the appearance of another abhorrent for 5 full minutes.

Tactics: None but the servants of Innoruuk are allowed passage over this bridge; all others are attacked on sight by the rats. These creatures fight to the death. They do not fight in a coordinated fashion — they simply kill the nearest target and then move to the next.

If an abhorrent joins the fight here, it tries its best to join the battle furtively, so that it may gain a backstab, ideally against an unarmored spellcaster. Once it has joined the melee, it always seeks to maneuver for a flanking position so that it can deal backstab damage with every attack.

Repulsive Rats (11): hp 175, 169, 160, 150, 147, 141, 140, 139, 132, 125, 120.

Abhorrent (1): hp 167.

3. Common Living Quarters [EL 24]

The door of this stone-walled structure is closed and locked. The building appears to be unoccupied and in fairly good condition.

Inside the building are a kiraikeui and a scorn banshee (*female half elf, banshee template, Brd 20, OE; Inhabitants of Hate*), which attack anyone who enters, unless the one entering is another inhabitant of Hate (and sometimes even then!).

Tactics: The kiraikeui closes immediately to melee with the nearest foe, while the banshee moves against any apparent spellcasters in the player's party.

See Appendix One for the banshee template and the kiraikeui.

Kiraikeui (1): hp 256.

Scorn Banshee (1): hp 153.

4. Common Living Quarters [EL 23]

This structure is also closed up and locked; no lights are visible beneath the door's crack. Anyone who makes a Listen check (DC 22) can hear the sounds of feasting and the occasional grunt from within, although, strangely, there is no conversation.

Within this darkened apartment (visibility 5 feet) are a bed, some storage crates, a table and chairs, and the occupants. A pale blue-skinned elf (*male dark elf loathing lich, Wiz 20, OE; Inhabitants of Hate*) and a rather small female ire ghost dwell here in a disgusting mockery of connubial bliss; when anyone enters, they rise from their grisly meal and attack.

Tactics: Any who enter are attacked; creatures of Hate are very territorial. The lich casts spells, focusing his fury upon PC spellcasters, while the ghost sets in with teeth and claws upon whichever intruder is most easily reached.

See Appendix One for both the loathing lich template and the ire ghost.

Loathing Lich (1): 155.

Ire Ghost (1): 215.

5. Slim's Tavern [EL 25]

Behind the bar of this tavern works a spite golem called Slim. Sitting on top of the bar is a stout iron strongbox — actually an animated object of Hate — into which the bartender is counting a stack of coins. In the back of the building stands Eddie, the tavern's "bouncer" (a large abhorrent). There are currently no patrons here.

Bottles of wine and liquor line the wall behind the bartender. Shot glasses are stacked neatly in some places and smashed in others. Stools line the bar neatly, except for one gap in the row, where a stool is smashed and a large pool of what appears to be blood has soaked into the wooden floorboards.

Tactics: Should anyone reach for a coin from the bar or otherwise come within 5 feet of the strongbox, it unleashes a pummeling until the would-be thief is dead or it itself is smashed to pieces. Slim, the spite golem, immediately sends Eddie in to attack the PCs; Slim then casts spells to debuff and slow any attackers and then, once the enemies are debuffed and slowed, joins the fray with his stony fists.

See Appendix One for the object of Hate template, the abhorrent, and the spite golem.

“Eddie” the Abhorrent [24 HD] (1): hp 211.

“Slim” the Spite Golem (1): hp 212.

Haunted Strongbox, Small Object of Hate [8 HD] (1): hp 51.

Treasure: There are 18 pp, 33 gp, 89 sp, and a nonmagical silver-and-pearl necklace worth 120 gp in the strongbox. Calculate personal treasure for Eddie and Slim normally.

6. Workshop [EL 24]

Tools for woodcarving, tailoring, blacksmithing, and other skills and trades are strewn about this large hall.

Inside, visibility is reduced to 10 feet. Tables full of books and old tomes, which stand held up by grim bookends crafted from elven and human skulls. Two armored figures (*ministers of Hate*, Clr 20, OE; *Inhabitants of Hate*) are busily at work among the tables and other paraphernalia.

A successful Search check (DC 22) on one of the tables reveals a letter written in the Dark Speech of the Teir'Dal (a Language check may be required to read it). The letter, from a Vicar M'Kari, orders the production of weapons and other items for a new Neriak campaign into the Underfoot realm, “for the greater glory of the Great Prince and the continued expansion of his sway across Norrath.” Typical of Teir'Dal missives, it also contains a mixture of invective and various threats should the workshop not complete its assignment by month's end, as well as offering a hint of reward should they perform beyond the vicar's expectations.

Tactics: If attacked, the clerics drop their tools and immediately attempt to *root* heavily armored foes; they heal themselves or one another if necessary, and seek to escape if the PCs appear to be too strong. In the worst case, they use their receive divine aura power and run to other nearby buildings for aid.

See Appendix One for the minister of Hate template.

Ministers of Hate (2): hp 123, 119.

7. Villa [EL 24+]

Arching high above the rest of the nearby buildings is a villa made from ornately cut stone. The roof arches steeply, and highly wrought pillars and columns, some bearing realistic images of creatures, stretch upward into the stygian darkness above. The doors to the villa are twins, made of hardwood reinforced with metal strips.

Villa Doors (3 in. thick): Hardness 6; hp 40; Break DC 22; Locked DC 28.

No light is visible from beneath the crack of the doors, but anyone listening can make out a hollow, reedy wind coming from within. Anyone making a Listen check (DC 13) notices that the wind has a lilts from note to note in a simple song, but cannot make out the tune while the doors remain closed.

Inside, all is completely dark.

Main Floor: On the main floor of the villa, the PCs encounter 2 loathing liches, a male (*male dark elf*, Mag 21, OE; *Inhabitants of Hate*) and a female (*female human*, Wiz 20, OE; *Inhabitants of Hate*), who immediately attack any intruders. They avoid melee combat if possible, relying on the magician's pet and their *root*-type spells to keep fighters at bay.

Loathing Liches (2): hp 123, 122.

Middle Floor: On the middle floor of the villa dwells an ire ghost that considers any living creatures entering its domain to be its next meal. If the battle goes poorly for the ghost, it may retreat upstairs to combine forces with the revenant there.

Ire Ghost [38 HD] (1): hp 226.

Upper Floor: On the upper floor of the villa is a forsaken revenant (*female high elf loathing lich*, Enc 22, OE; *Inhabitants of Hate*), once a kind-natured elf who was trapped here years ago by the loathing liches downstairs; however, she long since passed away and succumbed to the plane's malevolent energies.

Forsaken Revenant (1): hp 133.

Basement: A pack of repulsive rats attacks the first person to come down the stairs into the villa's cellar. Again, visibility here is nil.

Repulsive Rats (8): hp 156, 152, 151, 149, 148, 143, 121, 118.

8. Stone House [EL 22]

This low stone house appears to be deserted, its door hanging ajar and creaking slightly and a large upper portion of one wall missing entirely.

This place has been taken over by a particularly vicious ashbone drake (see Appendix One), which ventures forth only rarely. It spends the rest of its time curled up inside, brooding and lying in wait for foolish intruders.

Complication: If the drake should hear any commotion in the street outside, there is a 30% chance per round of the ongoing commotion that it emerges, seeking to slay and devour any living creatures it encounters.

Tactics: The ashbone drake fights to the death, knowing it is likely to reform even if destroyed.

Ashbone Drake [39 HD] (1): hp 257.

9. Gargoyle Stone House [EL 24+]

Like many structures in Hate, this two-storey stone house has many carvings of gargoyles all about its crenellated roof.

Exterior: In fact, 12 of the carvings are actually animated gargoyles, although a DC 25 Knowledge (construction and engineering) or Knowledge (monster lore [constructs]) check is required to discern this. As the PCs approach the

front door, the gargoyles drop down to attack; each PC may make either a Listen or Spot check (DC 20) to avoid being surprised by the gargoyles.

Complication: For every round beyond the 1st spent fighting the gargoyles outside, the cleric inside has 1 round to buff himself and his kiraikeui ally for the coming fight.

Gargoyles† (12): hp 128, 127, 116, 114, 110, 110, 110, 107, 107, 100, 99, 93.

† See **Monsters of Norrath** (p. 79) for gargoyle stats.

Interior — Main Floor: Inside the house are a minister of Hate (*male dark elf, minister of Hate, Clr 21, OE; Inhabitants of Hate*) and his kiraikeui ally. The cleric has ordered the kiraikeui to block the door at all costs so that he can cast spells freely; the kiraikeui therefore attacks the closest PC whenever possible, but never stops blocking the doorway. The cleric casts *annul magic* on any melee fighters once they enter, seeking to dispel any buffs they might have in effect; he also casts *complete heal* as necessary to heal and support the kiraikeui as it blocks the door. If attacked directly and reduced to 50% or less of his usual hit points, the cleric casts *gate*, arriving at his bind point just outside Vicar M'Kari's dwelling (see Lesser Hate, Area 45) to warn his superior of invaders.

The cleric and the kiraikeui use any magic items they may have as treasure (as assigned by the GM) to the best of their ability and knowledge; any items or treasures that do not have a direct combat application are in the haunted chest upstairs.

Minister of Hate (1): hp 169.

Kiraikeui (1): hp 227.

Interior — Upper Floor: A haunted chest here contains any treasure of the downstairs occupants that was not found on their persons.

Haunted Chest, Large Object of Hate [22 HD] (1): hp 115.

10. Golem in the Yard [EL 24]

Within this area stands a black stone golem. Aside from this lone occupant, it appears to be a relatively quiet spot within this realm of madness.

Tactics: If any intruder comes within 60 feet of the golem, it immediately attacks, first with spells, and then, as necessary, with its stony fists.

Spite Golem (1): hp 207.

11. Cul-de-Sac [EL 23]

This is an enclosed dead-end alley, piled on one side with shattered wood, cracked stones, and other bits of less pleasant refuse and detritus.

A pack of 9 repulsive rats have made their temporary home here, as well as a lone banshee (*female human banshee, Brd 20, OE; Inhabitants of Hate*). The banshee is incorporeal (and thus invisible) in the dark recesses of the alleyway.

Tactics: Should the party turn their backs to leave, or investigate further, the rats attack at once; the banshee attacks only after the PCs' attention has been given to the rats.

Repulsive Rats (9): hp 180, 153, 148, 146, 142, 141, 137, 137, 132.

Scorn Banshee (1): hp 153.

Chapter Three: Lesser Hate

Lesser Hate— The District of Deathrot

Read this shaded text as the PCs first enter the District of Deathrot.

A city of madness stretches out before you into the gloom, although you can make out only a fraction of it. Atop the houses, at the edge of your vision, creep dark shapes. Stone and wooden houses packed tightly together offer narrow, claustrophobia-inducing alleys and nearly covered streets. The sounds of feeding and semi-regular screeching mix with periodic gales of laughter coming from the buildings to your left, while whimpering and moaning mixed with thumps of blows assail you from your right. Just ahead of the bridge you've crossed are pillars made from a mixture of stones and skulls, atop which juts a spire. From beyond the pillars, a soft, disconcertingly sweet sonata trickles into the mix of the city's sounds of pain and suffering.

Suddenly, as if from the very air itself, an unseen presence whispers with an excited, tense voice, "Only the bravest of fools dare invade the realm of Innoruuk."

12. Villa of Magi P'Tasa [EL 27+]

This well-lit, well-maintained stone villa stands in sharp contrast to the surrounding squalor. An open archway leads into the villa, from which the sound of a piano trickles forth.

Exterior: Guarding the villa's entrance are 2 ire ghosts, which attack any creature that does not have good reason to be visiting the Magi.

Ire Ghosts (2): hp 229, 217.

Interior: There are many rooms in this luxuriously appointed villa, but only two hold creatures with which the characters may interact. The various treasures of Magi P'Tasa are spread throughout the place in whatever forms

Lesser Hate Encounter Key: Deathrot District

Difficulty Level: 23–26.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1. 2d4+3 repulsive rats (see Appendix One)
2. 1d2 abhorrents (see Appendix One)
3. 1d3 ministers of Hate (see Templates in Appendix One), possibly with lesser Teir'Dal servitors
4. 1d3 loathing lichs (see Templates in Appendix One), possibly with lesser undead or Teir'Dal servitors
5. 1d2 kiraikeui (see Appendix One)
6. 1d3 ire ghosts (see Appendix One)
7. 1 spite golem (see Appendix One)
8. 1d3 scorn banshees (see Templates in Appendix One)
9. 1d2 ashenbone drakes (see Appendix One)
- 10–11. 1d6 objects of Hate (see Templates in Appendix One)
- 12–13. 1d3 forsaken revenants (high elves with the "loathing lich" template from Appendix One), possibly with lesser undead or Teir'Dal servitors
- 14–20. No encounter.

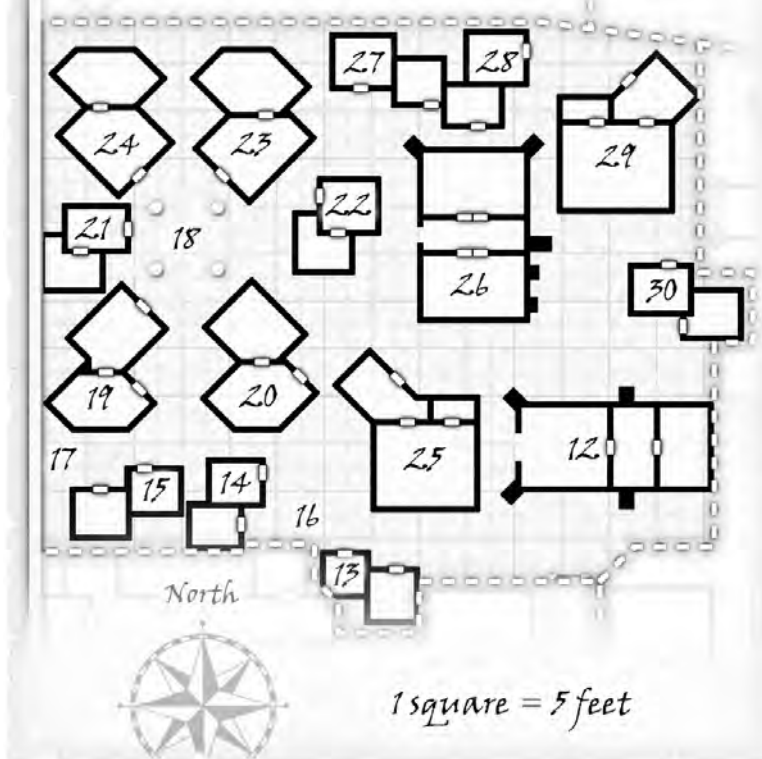
Detections: None.

Shielding: See "Planar Conditions of Hate" in Chapter Two.

Continuous Effects: See "Planar Conditions of Hate" in Chapter Two.

Standard Features: Unless otherwise noted, all doors in this district are constructed of iron-reinforced wood (2 in. thick; Hardness 6; hp 25; Break DC 19; Locked DC 25).

Deathrot District



seem logical and reasonable: For instance, the silverware he uses might account for a portion of his monetary goods and treasures.

Foyer: Here stand several fancy candelabras; a large crystal chandelier hangs from the ceiling, where on the walls rest paintings of grand tortures, executions, and other lewd acts. A great woven rug covers the floor, bearing various arcane designs; the rug is also an animated object of Hate that attacks any intruder who treads upon it.

Smothering Rug, Huge Object of Hate [32 HD] (1): hp 180.

Sitting Room: This enormous parlor has a 30-foot ceiling, and is decorated in opulent style. Playing the piano here is a male Teir'Dal with long white hair: This is Magi P'Tasa (see below). The Magi's silk robes are a deep crimson, with yellow trim on the ends of the sleeves and the collar. Crooning to the music played by the Magi is a banshee (*female human, banshee template, Brd 19, NE; Inhabitants of Hate*), and standing against the wall is the Magi's bodyguard, a spite golem.

Tactics: The spite golem casts *insidious malady* on the first character to enter, followed by *listless power* on the toughest-looking melee fighter, and then closes to attack spellcasters in melee. The banshee uses its songs and special abilities from range for as long as possible, relying on its incorporeality to keep it safe. Magi P'Tasa begins by flying upward and casting *ice comet* on any obvious spellcasters, plus a quickened *paralyzing earth* in the same round on the character in the heaviest armor; if at any time he fears he about to lose the battle, he casts *yonder* to escape and then flies off to seek reinforcements.

P'Tasa regularly transports powerful groups of Teir'Dal to and from Norrath, doing the bidding of higher-ranking sorcerers of Hate.

Scorn Banshee (1): hp 129.

Spite Golem (1): hp 232.

Magi P'Tasa, Male Sorcerer of Hate, Wiz 24 (always buffed with *arch-shielding* and *diamondskin*): CR 26; SZ Medium-size outsider (evil, orderly); HD 24d4+36 plus (8d10+2)x2 = 76; hp 173 (normally 61); Init +8; Spd 30 ft., fly 30 ft. (good); AC 21 [flat-footed 17, touch 14] (+4 Dex, +7 armor); BAB +12; Grap +11; Full-Atk +12/+8/+4 melee (1d3/17–20, +1 keen dagger); Atk +12 melee (1d3/17–20, +1 keen dagger); SA spells; SQ dark elf traits, flowing thoughts 5, greater wizardries (anchor*, rapid casting), greater specialization (evocation), quicken mastery, see in darkness, SR 31, +2 magic saves; Res CR 5, ER 5, FR 10, MR 13, PR 5, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +8, Ref +12, Will +15; Str 8, Dex 18, Con 10, Int 33 (31), Wis 13, Cha 12.

Skills: Appraise +15, Channeling +35, Diplomacy +13, Hide +26, Knowledge (geography) +27, Knowledge (local lore [Hate]) +27, Knowledge (mysticism) +39, Knowledge (religion) +17, Listen +15, Meditation +46, Perform (piano) +12, Perform (singing) +7, Search +23, Sense Motive +13, Sneak +10, Spot +15, Spellcraft +43, Trade Skill (calligraphy) +27, Undead Empathy +6.

Languages: Dark Speech (4), Common (4), Ancient Elvish (4).

Feats: Alertness, Heighten Spell, Improved Initiative, Mental Clarity, Mystic Capacity [x3]^B, School Specialization (evocation)^B, Spell Focus (evocation).

Wizard Spells Prepared (mana cost, modified for greater specialization): *Concussion* (4), *conflagration* (38), *force spiral of Al'Kabor* (38), *force strike* (38), *frost storm* (47), *ice comet* (67), *lightning shock* (27), *Markar's clash* (33), *nullify magic* (8), *paralyzing earth* (17), *yonder* (2). Save DC 21 + spell level, or 23 + spell level for evocation.

Mana Pool: 528.

Possessions: +2 raw silk armor, +1 keen dagger, platinum star rose quartz ring, platinum ruby ring, spell component pouch, bag of 7 Fulligran's soulstones, spellbook, 30 gp.

13. Abode of the Lord of Ire [EL 27]

A pile of bones carpets the ground for 10 or 12 feet in front of the shattered wooden door of this low-roofed stone building; arranged in a loose pile immediately around the door's opening lie hundreds of skulls of various shapes and sizes. All of the bones are picked perfectly clean. Rotted and rusty weapons, armor, and other equipment are piled loosely along the walls of the building's exterior, perhaps simply cast aside or possibly placed there as trophies — or as a warning.

A terribly powerful ire ghost known as the Lord of Ire lives within this building, as well as 2 lesser ghosts who serve their ghoulish lord.

Ire Ghosts (2): hp 246, 232.

Lord of Ire: CR 27; SZ Huge undead; HD 58d12; hp 404; Init +7; Spd 50 ft.; AC 32 [flat-footed 29, touch 11] (–2 size, +3 Dex, +21 natural); BAB +29; Grap +50; Full-Atk 2 claws +41/+41 melee (2d8+13/19–20

plus sapping touch) and bite +39 melee (2d8+6/19–20 plus ghoulish rot); Atk claw +41 melee (2d8+13/19–20 plus sapping touch); Face 10 ft. by 10 ft.; Reach 15 ft.; SA ghoulish rot, sapping touch, spell-like abilities, stench; SQ DR 20/+4, flowing thoughts 2, infravision, resistances, see in darkness, see invisible, SR 29, undead; Res AR 20, CR 40, DR —, ER 10, MR 20, PR —, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +19, Ref +24, Will +35; Str 36, Dex 16, Con —, Int 19, Wis 18, Cha 20.

Skills: Channeling +31, Climb +20, Hide +17, Knowledge (local lore [Hate]) +15, Knowledge (monster lore [undead]) +12, Knowledge (planar travel) +15, Knowledge (religion) +12, Listen +25, Sneak +17, Spot +25, Taunt +22.

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (claws, bite), Improved Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Parry, Power Attack, Riposte, Run, Spring Attack, Swift, Weapon Focus (claws, bite).

Ghoulish Rot (Su): Bite, Fort DC 44, incubation 1 day, 1d4 Con and 1d4 Dex.

Sapping Touch (Su): Claw, Will DC 44, 1d6 Dex.

Spell-Like Abilities (mana cost): *Beguile undead* (28), *eternity's torment* (23), *invoke fear* (20), *root* (5), *scent of shadow* (17), *steelskin* (25), *surge of enfeeblement* (17), *torment of hate* (10). CL 17th; save DC 15 + spell level.

Mana Pool: 170.

Stench (Ex): 30-foot radius, Fort DC 39; –2 penalty to attack and damage rolls, saving throws, and skill and ability checks while in stench and 1d6 rounds thereafter.

Treasure: Among the other items and goods appropriate to an EL 28 encounter, the Lord of Ire has a *shield of the immaculate* and a *theologian claymore* (see Appendix Two for descriptions of both items) buried in the mass of bones within his lair.

14. Hate Club [EL 24]

The sounds of fighting clearly emanate from within this squat, rather plain building. Within the simple two-room structure, two skeletal forms wrapped in layers of burial linens — they are kiraikeui — battle in an epic blend of technique and savagery. It appears as if a tornado has been through the place. Smashed furniture lies in pieces all over, mixed in with all sorts of trash; worse, the remains of various types of creatures lie strewn across the floor and upon the walls and ceiling.

Tactics: The two combatants immediately turn to engage anyone who enters the building, their own fighting forgotten about; neither has taken any damage, as they have been practicing their skills by dealing only subdual damage to one another (of course, undead are immune to subdual damage).

Kiraikeui (2): hp 221, 221.

15. Stake Party [EL 24]

A disgusting scene greets anyone who stands in front of this building. Corpses laden with hideous disease-infested wounds have been staked to the building's stone walls using iron pegs, metal rods, daggers, swords, and virtually any other long, sharp implement one might use to such an end. The stakes were apparently pounded through the corpses

with large stones that lie at the feet of the corpses. A door stands open, and the sounds of pounding echo from within.

Inside the building more corpses are staked to the walls. Presently hammering finely wrought knives through more corpses are 2 kiraikeui.

Tactics: The kiraikeui attack any creature that is not an inhabitant of Hate who enters the building, provided they notice. Due to their distraction, the kiraikeui must make Spot checks to notice characters entering, however; their pounding causes too much noise for them to hear intruders, unless those entering are being quite noisy themselves.

Kiraikeui (2): hp 261, 217.

16. Hate-Formed Golem [EL 26]

Along the broken expanse of paving stones here lie several piles of trash and bones, as well as a great number of broken black rocks. If any living creature comes within 60 feet of the black rocks, they quickly roll together over the course of 1 full round, forming a spite golem. A grating sound escapes the hateful monster as it attacks.

Tactics: The spite golem wades into melee, using its quickened spells to optimal effect.

Spite Golem [49 HD] (1): hp 270.

17. Dead Ends and Dark Elves [EL 24]

Trapped in this dead-end alley is a female Teir'Dal in plate armor and wielding two longswords in a pitched battle against a large skeleton, while an obviously undead male dark elf casts hostile spells at her from a safe distance. From her wounds it appears that she'll not survive the fight much longer.

The female Teir'Dal is called Roxx'iel Xavik, a dark elf warrior from a small, isolated enclave called Nivurik, located some distance from Neriak. She became separated from her party after they were all slain by Neriaki representatives, who ambushed them to thwart any support coming to their outlying settlement. After fighting her way back toward the entrance to Hate, she was set upon by this lich and his pet as she sought to rest briefly before making another foray.

Given her desperate situation, Roxx'iel will work with the PCs if asked. The PCs may even be able to entice the highly skilled Roxx'iel to lend her blades to their cause for awhile, for she has learned all too well the notion of "together we stand, divided we fall," although she'll seek to return home again as soon as possible. Roxx'iel will not betray Innoruuk, although she'll not hesitate to exact a painful revenge upon any Neriaki Teir'Dal she may encounter while in the Plane of Hate.

The GM should feel free to turn this scenario into a larger series of adventures with Roxx'iel; she seeks to find her way back to Nivurik. The other Teir'Dal with whom she traveled here were the ones familiar with how to return home, however, and Roxx'iel, who had never left the enclave before, was brought along as additional protection. Naturally, the elders of Nivurik would be very interested to learn of the treachery by the other Teir'Dal loyal to Neriak.

Loathing Lich (1) (male Nec 24, OE: Inhabitants of Hate): hp 180.

Loathing Lich's Type 12 Skeletal Companion (1): hp 109.

Quest: The Silver Blade of Thunder

Faction: Jaggedpine Treefolk (+2 rank) or Protectors of Pine (+3 rank).

NPC: Kaithys Galestrider.

CR: 26+.

Rewards: +1 faction rank with Jaggedpine Treefolk; *Silver Blade of Thunder*.

Consequences: -2 faction rank with Inhabitants of Hate; -1 faction rank with the Unkempt Druids.

Quest Summary: Kaithys Galestrider (*male human, Dru 32, N; Jaggedpine Treefolk, Protectors of Pine*), a protector of the Jaggedpine Forest, may send any follower of Karana on this quest. The reward is the *Silver Blade of Thunder* (see below). In order to complete the quest, the character must recover the *Tome of Thunder* from a fanatical Unkempt druid called Isyilla (*female human, Dru 25, NE; Unkempt Druids*), who dwells somewhere near Lake Rathe in the Rathe Mountains, and the *Silver Blade of Rot* from the Deathrot Knight in Hate. The former item allows Kaithys to remove the diseased taint from the sword, but the quest is not yet complete.

The character must also recover the sacred tome *Voice of Karana* from Zrithsadioun "the Tainted" (*male Rosch Val gnoll, Nec 4, NE; no faction*), a gnoll exile formerly of the Infected Paw clan in South Karana. Upon returning this item to Kaithys Galestrider, the druid turns over an "Orb of Karana," which, when placed in the hilt of the former *Silver Blade of Rot*, the transforms the sword into the *Silver Blade of Thunder*.

Silver Blade of Thunder

Description: This beautiful, brilliant silvery longsword is the result of a quest starting in the Jaggedpine Forest.

Powers: This weapon always functions as a longsword sized appropriately for its current wielder; thus, in the hands of a Gargantuan wielder, it grows to Gargantuan size, while in the hands of a human, it is Medium-size. (Its stats below assume a Medium-size wielder.)

This longsword has a +4 bonus to attacks and the *shock* quality. Up to once per round, it can process (Proc DC 20) the spell *thunder strike* (Reflex DC 30 negates) on its target. The blade shines with a crackling light while drawn, emanating light in a 15-foot radius.

Silver Blade of Thunder (1d8 plus 2d6 electricity and *thunder strike* proc, crit 19–20/x2, delay 5; AC 7, hardness 14, 10 hp, Break DC 27)

A wielder who does not worship Karana gains only half the following bonuses while holding the sword:

Str +2; Con +2; Wis +2; cold resistance (2), electricity resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 20th.

Market Price: 184,105 gp.

Slot: Slashing.

Weight: 5 lbs.

Roxx'iel Xavik, Female Dark Elf, War 30: CR 30; SZ Medium-size humanoid (dark elf); HD 30d12+60+11; hp 285 (currently 96); Init +9; Spd 20 ft. in armor; AC 22 [flat-footed 21, touch 11] (+1 Dex, +10 armor, +1 natural); BAB +30; Grap +37; Full-Atk +36/+32/+28/+24/+20 melee (1d8+11/17–20 plus 2d6 cold, +2 *longsword of frost*) and +37/+32 melee (1d8+8/17–20, +3 *longsword*), or +39/+35/+31/+27/+23 ranged (1d8+6/19–20/x3, 110 ft., masterwork mighty composite longbow and +3 arrows); Atk +40 melee (1d8+11/17–20 plus 2d6 cold, +2 *longsword of frost*), or +39 ranged (1d8+6/19–20/x3, 110 ft., masterwork mighty composite longbow and +3 arrows); SA spells; SQ berserking, dark elf traits, disciplines (Aggression, Defensive, Evasive, Fearless, Fell Strike, Fortitude, Furious, Mighty Strike, Precision, Resistant, Warrior's Charge), Taunt bonus +7, ultravision; Res CR 5, DR 10, FR 10, MR 5, PR 5, SoR 5; AL NE; Fac Citizens of Nivurik; SV Fort +19, Ref +15, Will +15; Str 24 (18), Dex 20 (13), Con 14 (12), Int 19 (14), Wis 16, Cha 10.

Skills: Appraise +7, Climb +13, Diplomacy +2, Hide +17, Knowledge (warcraft) +24, Listen +11, Search +9, Sense Motive +9, Sneak +6, Spot +15, Taunt +29, Trade Skill (blacksmithing) +26.

Languages: Dark Speech (4), Ancient Elvish (4).

Feats: Alertness, Ambidexterity, Cleave^B, Dodge^B, Double Attack^B, Improved Critical (longbow), Improved Critical (longsword), Improved Initiative, Improved Two-Weapon Fighting^B, Iron Will, Parry^B, Power Attack^B, Two-Weapon Fighting^B, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longsword)^B.

Possessions: *Teir' Dal adamantite plate armor*, +2 *longsword of frost*, +3 *longsword*, +5 *handaxe*, masterwork mighty (+3) composite longbow, quiver and 8 +3 arrows, *gold fire opal amulet*, *gold amber ring*, *gold bloodstone ring*, 9 pp, 21 gp.

18. Deathrot Square [EL 28]

A large public square sits here, dominated by a central set of ornate pillars; several large thoroughfares intersect in an expansive cobblestone juncture. Each building facing the square has lanterns alongside its doors, although they do little to push away the gloom of the hate-filled air.

Standing in the center of the square is the infamous Deathrot Knight (see Appendix One), which happily metes out generous doses of pain, suffering, and death to any intruders who approach (and frequently to other inhabitants of the plane). A skeletal pet stands beside the Knight, appearing tiny even though it stands roughly 12 feet high, its bony claws clicking in rhythmic unison with its chattering teeth.

Tactics: See Appendix One for the Deathrot Knight's usual tactics, and for those of its pet.

Deathrot Knight (1): hp 617.

Deathrot Knight's Type 11 Skeletal Companion (1): hp 166.

19. Home of the Red Candle [EL 25+]

This large stone building faces Deathrot Square. A few large pieces of shattered stone lie on the ground near the steps and double doors. Piercing red light gleams out from beneath the base of the door from within.

There are 4 abhorrents hiding on the rooftop here, 25 feet above. A character within 80 feet of the house may make a Spot check opposed to the abhorrents' Hide checks (be sure to apply distance penalties to Spot checks from beyond 10 feet, though) to see them moving furtively among the gargoyles and crenellations above. The

abhorrents have three-quarters cover (+7 AC; +3 Reflex) from any attacks that target them from below.

Exterior: When the PCs approach the door to the house, the abhorrents on the rooftop begin hurling stones down at them: Treat this as a ranged attack (+27 bonus; 10-ft. range increment) that deals 3d6+5 points of damage per hit. Each abhorrent may throw just one stone per round; count the rocks' thrown range only outward from the house (i.e., don't consider vertical distance).

Once they have revealed themselves, the abhorrents continue to bombard the players until (i) the PCs manage to kill 2 or more of the abhorrents; (ii) the PCs avoid the abhorrents by entering a building, moving out of range, etc.; or (iii) the abhorrents run out of ammunition (they presently have 43 loose rocks on the roof). If they stop due to the third condition, the abhorrents fly down immediately to engage the PCs in melee, using flanking and group tactics as much as possible; otherwise, they simply fly off into the darkness, not wishing to engage in any further fighting at this time.

Complication: As soon as the abhorrents throw their first rock, the clerics inside hear the sounds of combat and can begin to prepare for combat (with buff spells, etc.).

Abhorrents (4): hp 184, 182, 164, 156.

Interior: Inside the building are 2 heavily armored figures (*male dark elf*, Clr 22, OE; *Priests of Innoruuk*, *Inhabitants of Hate*) working in the light of numerous black candles, some nearly burnt out, others barely lit, arrayed throughout the building's interior. The light emanating from the candles shows blood red, giving the structure's interior a hellish atmosphere. Quarters with cots, trunks, two tables, and numerous chairs are located in the back area of the building.

These clerics manufacture *candles of Innoruuk* (see sidebar). A supply of 85 unused candles is stored in one of the trunks. Wax, tallow, wicks, and other components to make candles are in the back area of the building where the clerics quarter. The entry area is where they show off their work to potential buyers.

Clerics of Innoruuk (2): hp 134, 125.

Candle of Innoruuk

Description: These black candles give off a deep, blood-red light when lit.

Powers: These candles function just as any other candle, except that their light can penetrate any magical darkness, even the magical gloom of Innoruuk's realm, as if it were normal darkness.

Caster Level: 3rd.

Activation: Use Activated.

Market Price: 150 gp.

Slot: Miscellaneous.

Weight: 0.3 lbs.

20. Lounge of the Forsaken [EL 25+]

This stone building has a massive double door facing away from Deathrot Square (Area 18). Stone gargoyles crouch motionless atop the roof, maintaining a tireless vigil.

Inside the building are tables with candles and dusty tomes being perused by two hunched-over forsaken revenants (*male high elf loathing lich*, Enc 21; and *male human loathing lich*, Mag 22; OE; *Inhabitants of Hate*) in musty robes.

Complication: On the upper floor are 2 more revenants (*male high elf loathing lich*, Enc 21; and *female half elf loathing lich*, Dru 22; OE; *Inhabitants of Hate*), who will arrive downstairs after 1d4+2 rounds—having taking the time to cast one or more self-buffs first—if they hear the sounds of combat below.

Forsaken Revenants (4): hp 170, 131; 159, 142 (respectively).

21. Abhorrent Ambush [EL 24]

A squat stone building with a wooden door faces the square. Several stone gargoyles crouch overhead, watching the doors with expressions of malevolent glee.

Inside the building, all is dark: The gloom of Hate is thick here, so that visibility is reduced to just 5 feet for any creature without the “see in darkness” quality. An abhorrent hides in the gloom among the debris and broken furniture—it can see perfectly well. A character may notice it only if it comes within 5 feet; otherwise, it can be detected only if it is moving, and only with a successful Listen check opposed to the abhorrent's Sneak check.

Complication: Atop the roof is a second abhorrent, hiding among the gargoyles. A successful Spot check (opposed to its Hide check) is required to notice it there.

Tactics: The abhorrent on the roof attacks by dropping down and backstabbing the rearmost character once one or more PCs have entered the building. Once that abhorrent attacks, the one inside maneuvers around for a second backstab against a character it can reach.

The abhorrents fight to the death, knowing they will be reformed by the Plane of Hate in 8 hours; they always seek to maneuver for flank attacks on the same character if possible.

Abhorrents (2): hp 177, 163.

22. Common Quarters [EL 25]

This is a small, low-roofed stone building. From within the building one can easily hear wailing, with barely articulate cries for help interspersed in the Common tongue.

Inside the building is an enormous repulsive rat, roughly the size of a large pony. Its fur is matted and wet, slick with wretched-smelling pus from a sea of sores bulging across every inch of its skin.

Backed up against the far wall of the adjacent room is a young robed and hooded Erudite male, wailing for help. This figure is actually a very recently risen loathing lich (*male Erudite loathing lich*, Mag 23, OE; *Inhabitants of Hate*), a mage who found himself wounded and trapped here just a few days ago after his adventuring companions were slain or driven off; he was found and killed just a few days

previous by the very rat with whom he now shares this abode. He is crying out of despair for his newfound undead state; his wailing does not cease until he is destroyed.

Tactics: The revenant, unable to control the impulse of Hate within him, immediately casts direct-damage spells at one party member until he is destroyed or his target is slain. The rat attacks the first person to enter the building.

Loathing Lich (1): hp 136.

Repulsive Rat [41 HD] (1): hp 304.

23. Library [EL 25]

This large building, similar in size to the other three large buildings near it, faces into the civic square created by the nearby structures. Stone gargoyles sit atop the roof, as on so many other buildings in this place. A lit lantern is visible above the large wooden double doors. Light also emanates from beneath the crack of the doorway.

Inside, this building is lined with tables, chairs, and tall wooden shelves, all filled with scrolls and tomes, most of which are quite dusty. Scattered across various tables are writing materials and more scrolls and tomes, apparently once referenced and never returned to the shelves. Studying at one of the tables is a scantily clad, pale-skinned elf woman (*female high elf loathing lich*, Enc 23, OE; *Inhabitants of Hate*), with a floating sword and shield hovering in the air next to her.

Complication: Hidden among the stacks is a hateful imp.

Tactics: The revenant begins by casting *allure* on the toughest-looking melee fighter, followed by a *shiftless deeds* on any spellcaster she can target. She then casts *swift like the wind* on herself. If at any time she is overwhelmed in melee, she casts *color skew*. Beyond that, she reacts to the current situation as necessary. She relies on her type 12 animation to buy her some time to avoid melee attackers.

If it hears the sounds of intruders, the hateful imp tries to sneak up on a spellcaster for a backstab while the PCs are engaged with the revenant. It relies on its hate aura to keep melee fighters from attacking it.

Forsaken Revenant (1): hp 154.

Forsaken Revenant's Type 12 Animation (1): hp 86.

Hateful Imp (1): hp 138.

24. Heroes' Final Rest [EL 23]

Outside this large building lie the remains of several undead creatures, destroyed by some unknown force. The double doors of the building have likewise been blown inward. A larger pile of bones and smashed pieces of creatures and furniture lies just inside the doorway, just visible from outside the door.

Inside, visibility is limited to 15 feet. The corpses of four adventurers of various races (a human, a dwarf, a gnome, and an elf) have been mutilated after their tragic deaths. Visible on the shirt of one corpse is the symbol of Quellious. Some of the corpses have satchels and backpacks that



appear not to have been pilfered by the denizens of this forsaken plane of existence. Feeding upon the corpses are 16 large, disease-infested rats.

The adventurers were slain here approximately three weeks earlier. Their remains have been picked clean, except for the journal kept by a human cleric of Quellious, which happened to fall under him (Search DC 18 to find). Originally, there were six in the party: three humans, a dwarf, a wood elf, and a gnome. One of the humans is now an undead wandering the streets, while

The journal, written in Common, tells how the party's success was undermined when two of their number — both human — were infected with Hate and attacked one another. Taking refuge within this building, the other four were soon discovered and assaulted by a host of Innoruuk's minions, until finally they were overwhelmed. The journal mentions that the nearby Deathrot Knight and a huge ashensbone drake led the attack. The author also mentions that he was questing to collect items on behalf of the Marsinger twins (see the Marsinger quests in Appendix Three); on his person (Search DC 28) is a *gem of faith* (see Appendix Three).

Tactics: The repulsive rats immediately attack any who enter the structure, fighting to the death.

Repulsive Rats (16): hp 149 (ave).

25. Bordello of Dreams [EL 25]

The stones of this building have been painted a sickly off-white. The rooftop is green, while the double doors are painted bright red. A lantern outside, burning a *candle of Innoruuk* (see sidebar at Area 19), sheds a deep reddish glow across the steps leading up to the doors.

Inside the front doors is a large receiving room, with plush cushioned seats spread about here and there. Stepping forward to greet all comers is a lovely high elf maiden wearing a high-necked black dress, with a black sapphire necklace that sparkles in the red candlelight that flickers (from more *candles of Innoruuk*) throughout the room. Seated at one of the chairs is a stunning wood elf, with long blond hair cascading neatly down to the small of her back. A yellow curtain hangs across the back of the room, behind which can be heard sounds of pleasure.

The two maidens, as well as their two allies behind the curtains, are all forsaken revenants (*female human loathing lichs*, Enc 23, 22, 21, 20; OE; *Inhabitants of Hate*) using various *illusions* to appear as they will. If someone converses with the "high elf," she asks what kind of woman they seek for pleasure, after which one of the other two revenants behind the curtain casts an *illusion* of that particular form and enters the parlor.

Tactics: The 4 revenants always seek to mesmerize victims first. They then take them to the back room behind the curtain and cast spells such as *tashania*, *incapacitate*, and *shiftless deeds*, which do not cancel mesmerism. Once the victims are sufficiently debuffed and ensorcelled, the revenants attack, using their chilling touch and other spells to slay their victims.

If attacked, they use various *tashan* and mesmerism spells, slow effects, and mana-draining spells appropriate to their respective levels, seeking to focus all their spells on a lone target to kill their attackers one by one.

Forsaken Revenants (4): hp 156, 154, 148, 126.

26. Villa of Master H'Qilm [EL 30]

The sharply sloping roof of this stone villa stretches upward into the gloom. The structure has an open entryway at its center, within which several figures move rhythmically, apparently performing some sort of dance steps. The building has two large halls and displays innumerable carvings of demonic visages grinning, howling, and snarling.

Inside the entryway, actually sort of an enclosed yard, are 3 skeletal figures in robes performing a series of martial techniques. Leading them is fourth figure that stands nearly 8 feet tall, wrapped in rich-looking cloth garments; this is Master H'Qilm (see below).

Tactics: Master H'Qilm sends his 3 kiraikeui "students" to engage the PCs frontally, while he uses his Tumble skill and Spring Attack feat to move into and through the party, attacking from the rear. If one or more of the lesser kiraikeui sees the opportunity to tumble into a flanking position, it may try to do so as well.

Kiraikeui (3): hp 232, 212, 191.

Master H'Qilm, Kiraikeui Mnk 7: CR 29; SZ Medium-size undead; HD 35d12 plus 7d12; hp 295; Init +14; Spd 50 ft.; AC 49 [flat-footed 28, touch 30] (+10 Dex, +18 natural, +9 dodge, +2 haste); BAB +24; Grap +32; Full-Atk slam +35/+32/+29/+26/+23 melee (2d8+8/19–20 plus foul rot) and off-hand slam +30 melee (2d8+4/19–20 plus foul rot) and dragon slam +35 melee (2d10+8/19–20 plus foul rot); Atk slam +35 melee (2d8+8/19–20 plus foul rot) and off-hand slam +30 melee (2d8+4/19–20 plus foul rot); SA counterpunch, foul rot, monk's slam, mystic strike +4, stunning blow 6/day (Fort DC 37); SQ disciplines (Fearless, Resistant, Stone Stance, Thunder Kick, Whirlwind), DR 30/+3 and 4/–, fast healing 8, feign death (Will DC 37), haste (5) [1 extra action every round], immunities, improved evasion, infravision, monk abilities, resistances, see in darkness, see invisible, SR 28, undead, +1 on acid, fire, and magic saves; Res AR 24, CR 50, DR —, ER 20, FR 64, MR 24, PR —, SoR 15; AL OE; Fac Inhabitants of Hate; SV Fort +15, Ref +28, Will +29; Str 27 (24), Dex 30 (26), Con —, Int 18, Wis 23, Cha 16.

Skills: Balance +21, Climb +24, Jump +30, Listen +50, Safe Fall +33, Search +11, Spot +50, Taunt +16, Tumble +27.

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows^B, Dodge, Double Attack^B, Dual Wield^B, Improved Critical (slam), Improved Disarm^B, Improved Hand to Hand^B, Improved Initiative, Lightning Reflexes, Mobility, Parry^B, Power Attack, Riposte, Run^B, Spring Attack, Swift^B, Weapon Finesse (slam), Weapon Focus (slam).

Foul Rot (Su): Slam, Fort DC 30, incubation 1 hour, 1d6 Con.

Possessions: *Rakusha cloak* (see Appendix Two), *sode of empowerment* (see Appendix Two).

27. Abode of the Master of Spite [EL 27]

Atop the roof of this squat, two-room stone building, a mass of bones is piled high from one end to the other.

Inside this building resides the Master of Spite, a powerful spite golem.

Tactics: The Master of Spite takes time to buff himself if he is aware of enemies. In combat, he wades directly into

melee, using his quickened spells as necessary to turn the tide of battle to his favor.

Master of Spite, Spite Golem, Shm 6: CR 27; SZ Large construct; HD 40d10 plus 6d10; hp 267; Init +2; Spd 30 ft. (can't run); AC 37 [flat-footed 35, touch 11] (–1 size, +2 Dex, +27 natural); BAB +34; Grap +48; Full-Atk 2 slams +43 melee (2d10+15); Atk slam +43 melee (2d10+15); Face 5 ft. by 5 ft.; Reach 10 ft.; SA hate aura, spells; SQ construct, DR 30/+5 and 6/–, fast healing 1, flowing thoughts 9, former life, resistances, SR 38, spirit mastery (hungry spirits), spirit sense, ultravision; Res AR 120, CR 60, DR —, ER 60, FR 120, MR 120, PR —, SoR 60; AL OE; Fac Inhabitants of Hate; SV Fort +16, Ref +19, Will +23; Str 31, Dex 14, Con —, Int 10, Wis 26, Cha 13.

Skills: Channeling +52, Listen +42, Spellcraft +27, Spot +42.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Extend Spell, Lightning Reflexes, Power Attack, Quicken Spell^B, Sunder.

Hate Aura (Su): Will DC 31.

Shaman Spells Prepared (mana cost): *Blast of poison* (132; quickened), *harnessing of spirit* (71), *immobilize* (52; quickened), *incapacitate* (100; quickened), *insidious decay* (24; quickened), *nullify magic* (32; quickened), *scourge* (108; quickened), *shroud of the spirits* (33). CL 26th; save DC 18 + spell level.

Mana Pool: 416.

Spirit Sense (Su): Spite golems can see as if by means of the spells *spirit sight* at all times. In addition, the golem gains the benefit of the blindsight ability to a 60-foot range with respect to any living creature.

Master of Spite (buffed with *harnessing of spirit*, *scale of wolf*, and *shroud of the spirits*): hp 330; Init +6; Spd 50 ft. (can't run); AC 41 [flat-footed 35, touch 15] (–1 size, +6 Dex, +27 natural); Grap +53; Full-Atk 2 slams +48 melee (2d10+15); Atk slam +48 melee (2d10+15); SQ DR 30/+5 and 14/–; SV Ref +23; Str 41, Dex 22.

Treasure: Among the other treasures appropriate to a CR 27 creature, the Master of Spite has a *Gardash hammer* (see Appendix Two) in his abode.

Lady N'Divenu's Letter

To Your Divine Eminence, High Minister of Hate, Archon S'Zvin:

I, N'Divenu, Chief Anchoress of the Clan Kamainu, hope this letter finds you in a suitably hateful frame of mind. It is of course my wish, and that of my enclave, to spread the One Hate both far above and far beneath the surface of Norrath. With this wish in mind, I seek an audience to discuss with you a proposal that may reap great rewards for the faithful of the Prince of Hate.

All purposeful Hate requires an object, so we hate our light-worshipping cousins famously. Moreover, for their feeble part, they too hate us, and our mutual antipathy generates great power for the Mighty Prince. Yet, to enhance this antipathy, I propose that we Kamainu begin an extended campaign to capture healthy young Faren'Dal — those weak Tunaereans — from the bright lands above. To do so would doubtless antagonize our foes exquisitely, which can only result in an amplification of Hate, all for the pleasure of our Dread Lord.

Moreover, as we all have witnessed, the pathetic Faren'Dal may be purified by extended exposure to the One True Hate of the Dark Prince's realm. If we were to bring these captured young ones here, to the Dark Realm, we would surely net even greater rewards from our actions by—

There the missive ends, for Lady N'Divenu has been interrupted in composing her letter.

28. Neriaki Emissary [EL 25]

This stone building has odd writings in what might be blood covering the entire exterior. A single wooden door, also apparently painted in blood, marks the entryway.

Any character who understands Dark Speech or who makes Language (Dark Speech) check (DC varies by rank) can read the text written in blood on the outside of the building: Sayings there include "Hate is great"; "Teir'Dal

are the masters of the shadow"; "Praise Innoruuk!"; and, of course, the obligatory "Koadal are fairies."

Inside the building, tapestries cover floor to ceiling with detailed depictions of Teir'Dal battling bizarre creatures beneath the earth. The floor has a thick red carpet. Furnishings include a stone statue of a gargoyle by the door, extending its claws as a cloak hanger (one purple cloak hangs from one of its claws now); a double bed in the back room; two chests; a table and two chairs; a small shrine with

a candle of Innoruuk upon it; and a miniature statue of Innoruuk.

Sitting at the table writing is a beautiful Teir'Dal female in plate armor. This dark elf, Lady N'Divenu (*female dark elf*, Clr 25, OE; *Priests of Innoruuk, Cristianos Thex*), is an emissary from a disenfranchised house of Neriak. The letter N'Divenu currently writes is addressed to Archon G'Uvin (see Area 81 in Greater Hate). If any character understands Dark Speech, he can read the letter (see boxed text below); a PC who is not fluent but who makes a Language (Dark Speech) check can get the gist of its content, but does not grasp any subtleties.

Complication: N'Divenu is attended by 2 lesser Teir'Dal clerics (*male dark elves*, Clr 20, 17, OE; *Priests of Innoruuk*), who reside in the next room. If they hear intruders, they rush immediately to her aid.

Tactics: If outnumbered or badly pressed, Lady N'Divenu casts *divine aura* and then runs toward the Broken Crown Tavern (Area 29) to obtain help, while her underlings assist her in escaping.

Clerics of Innoruuk (2): hp 134, 99.

Lady N'Divenu: hp 208.

29. Broken Crown Tavern [EL 26]

Restrained laughter and the occasional cruel shout pour forth from this building's interior. Snatches of melody echo through the streets nearby from time to time, generally having the sound of boisterous and energetic hymns of Hate. A red sign above the door is formed in the shape of Innoruuk's holy symbol, and bears on both sides the image of a crown being split apart by a sword, superimposed over a fallen, leaf-bare tree.

The tavern's sign is a derisive comment on the ancient crown-and-tree symbol of the royal elves of Takish-Hiz — a reference to the fact that Innoruuk split the monarchs from their people and, eventually, split them from one another, and in doing so “felled” the elvish nation itself.

Inside the building stands a bar lined with dark elves, with an abhorrent as a bartender. The gloom is lit here and there with *candles of Innoruuk* (see Area 19), bathing the entire room in a bloody red glow. Two servers, both Teir'Dal females clad in close-fitting garments, move from table to table with drinks and food.

If any obvious intruder should step into the doorway, everyone inside stops what they are doing and stares, astonished for a moment at the audacity of the newcomers. Finally, the bartender breaks the tense silence as he shouts, sarcastically, “Welcome to the Broken Crown Tavern — a sparkling oasis in the sea of Hate!” Then, after a very brief pause, he continues: “Get ready to die horribly!”

As one, the tavern's patrons rise up and surge toward the intruders.

In all, there are 7 Teir'Dal clerics (*male and female dark elves*, Clr 14–19, OE; *Priests of Innoruuk*), 4 Teir'Dal guards (*male and female dark elves*, War 14–17, OE; *Priests of Innoruuk*), and 3 ministers of Hate (*male and female dark elves*, *ministers of Hate*, Clr 20–22, OE; *Inhabitants of Hate*, *Priests of Innoruuk*) present, as well as the 2 Teir'Dal barmaids (*female dark elves*, Rog 14, 12, OE; *Ebon Mask*, *Priests of Innoruuk*) and the abhorrent bartender.

Tactics: The warriors charge at once, yelling aloud, “Your lives for Innoruuk, fools!” The clerics (both Teir'Dal and the ministers of Hate) use their spells to best effect before entering melee. The abhorrent and the rogues support the fighters, always looking for opportunities to flank and backstab.

Abhorrent Bartender (1): hp 173.

Barmaids (2): hp 77, 55.

Clerics of Innoruuk (7): hp 101, 99, 94, 85, 76, 76, 71.

Warriors of Innoruuk (4): hp 162, 128, 127, 110.

Ministers of Hate (3): hp 153, 140, 134.

30. Mistress of Scorn [EL 29]

This simple stone building's single door stands on one hinge, apparently broken open. Inside the doorway nothing is visible but the thick gloom of Hate.

Visibility inside is limited to 5 feet. In the building's two rooms is little more than trash and debris, although the occupant's treasures are scattered here and there throughout; due to the mess, it requires at least half an hour to do a thorough search of the place.

This hovel is the dwelling place of the terrible banshee known only as the Mistress of Scorn.

Tactics: The Mistress attacks any who enter here, even other inhabitants of Hate; only the Maestro of Rancor and Innoruuk's most powerful servants are spared her ire. She uses her songs and abilities to cause the most pain and suffering possible, seeking to incapacitate her enemies as quickly as possible — but not necessarily to kill them at once, as she enjoys tormenting her victims for as long as possible before she drains them entirely.

Mistress of Scorn, Female Half Elf Banshee, Brd 27: CR 29; SZ Medium-size undead (incorporeal); HD 27d12+4; hp 206; Init +7; Spd fly 30 ft. (good); AC 22 [flat-footed 19, touch 22] (+3 Dex, +9 deflection); BAB +20; Grap —; Full-Atk incorporeal touch +23/+19/+15/+12/+9 melee (1d6 plus 1d4 Dex); Atk incorporeal touch +23 melee (1d6 plus 1d4 Dex); SA hateful keening, songs; SQ bardic knowledge, disciplines (Deft Dance, Fearless, Resistant), half elf traits, incorporeal, reform, see in darkness, see invisible, SR 29, undead; Res AR —, DR —, PR —; AL OE; Fac None; SV Fort +13, Ref +22, Will +17; Str —, Dex 16, Con —, Int 12, Wis 8, Cha 29.

Skills: Bluff +21, Diplomacy +19, Disguise +19 (+21 acting), Gather Information +17, Hide +35, Intimidate +32, Listen +40, Meditation +35, Perform (singing) +39, Play String Instrument +35, Play Wind Instrument +35, Search +29, Sense Motive +16, Spot +26, Undead Empathy +42.

Feats: Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Dodge, Improved Initiative^B, Iron Will^B, Mobility, Mystic Capacity [x2].

Hateful Keening (Su): 30-foot spread, Will DC 32 negates.

Bard Songs Prepared (mana cost, if any): Brusco's bombastic bellow, Denon's desperate dirge (130), Largo's absonant binding, Selo's assonant strane, song of Highsun, strain of discord†, Syvelian's antimagic aria, Tuyen's chant of disease*, Tuyen's chant of poison*, Vilia's chorus of celerity. Save DC 19 + song level.

† This spell can be found in *Al'Kabor's Arcana*.

Mana Pool: 486.

Reform (Su): A banshee that is destroyed reforms fully after 1 hour. The only way to destroy a banshee permanently is to destroy the being that created it (in this case, the Maestro of Rancor).

Possessions: *Bonespun blue diamond tiara.*

Treasure: Among the other items and goods appropriate to an EL 29 encounter, the Mistress of Scorn has a *Dawnchaser* spear and a *martune rapier* (see Appendix Two for descriptions of both items) among the debris in her lair.

Lesser Hate— The Slums of Spite

This region of the Plane of Hate contains a large number of lesser servants of Innoruuk. It is from here that the Dark Prince calls forth hordes of creatures to provide an overwhelming defense should any major invasion occur, enabling him time to muster his elite troops so that he can counter-attack.

In general, the Slums of Spite have more simply designed wooden and stone buildings than other areas of the city. A number of minor lords fight each other for control here, constantly seeking to recruiting additional followers. Greater lords and other powerful denizens of the Plane of Hate rarely, if ever, visit this district — except perhaps to hunt.

Lesser Hate Encounter Key: Slums of Spite

Difficulty Level: 22–26.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

- 1–3. 2d4+2 repulsive rats (see Appendix One)
4. 1d2 abhorrents (see Appendix One)
5. 1d2 ministers of Hate (see Templates in Appendix One), possibly with lesser Teir'Dal servitors
6. 1d2 loathing liches (see Templates in Appendix One), possibly with lesser undead or Teir'Dal servitors
7. 1 kiraikeui (see Appendix One)
8. 1d3 ire ghosts (see Appendix One)
9. 1d3 scorn banshees (see Templates in Appendix One)
10. 1 ashenbone drake (see Appendix One)
- 11–12. 1d6 objects of Hate (see Templates in Appendix One)
13. 1d3 forsaken revenants (humans, half elves, or elves with the “loathing lich” template from Appendix One), possibly with lesser undead or Teir'Dal servitors
- 14–20. No encounter.

Detections: None.

Shielding: See “Planar Conditions of Hate” in Chapter Two.

Continuous Effects: See “Planar Conditions of Hate” in Chapter Two.

Standard Features: Unless otherwise noted, all doors in this district are constructed of plain wood (2 in. thick; Hardness 5; hp 20; Break DC 18; Locked DC 22).

31. Take the Plunge [EL 25]

The large double doors to this decrepit wooden building, which has the look of a stable about it, are half opened. Inside, all is dark.

Visibility here is reduced to 10 feet. A huge ashenbone drake dwells in the collapsed cellar of this place.

Complication: The floor of the interior room in this place is ready to collapse; any character who makes a Search check (DC 20) or a Knowledge (construction and engineering) check (DC 18) before entering can determine that it is entirely unsafe. The first character to enter more than 10 feet into the main chamber must make a Reflex save (DC 20) or fall down 20 feet through the rotted wooden floor into a deep cellar, taking 2d6 points of falling damage. If any character falls into the cellar, the ashenbone drake there attacks immediately.

If any character moves around on the creaking floor above and manages not to fall through, the drake attacks after 1 round, smashing upward through the floor to do so. Any character in the building at this point must make a Reflex save (DC 17) or fall 20 feet into the basement as the entire inner floor collapses.

Hatebone Drake [47 HD] (1): hp 337.

32. Torture Parlor [EL 23]

From within a large wooden building you can hear weak cries of some tortured soul, accompanied by the periodic thuds of something hitting a body with great force and punctuated by the occasional crack of a whip.

In this building, a burly young human male is being slowly beaten to death. Holding him are two hulking undead ogres — greater zombies controlled by the fourth figure in the room, an undead female dark elf (*female dark elf, loathing lich*, Clr 16/Nec 10, OE; *Inhabitants of Hate*) who occasionally cracks her whip across the young human's legs and torso.

The tortured man is called Maenos (*male human*, War 20, NE; *Dismal Rage*), a ranking member of the Dismal Rage — a faction of human worshippers of Innoruuk based out of Freeport. Despite his betrayal by a competitor, which resulted in his capture and torture and his subsequent abandonment here on the Plane of Hate, Maenos is still loyal to Innoruuk — perhaps more now than ever, as his hate grows stronger with each blow he receives. If healed and allowed to join the PCs, he betrays them at the first opportunity in order to curry favor with Innoruuk.

Unfortunately, not being particularly bright, he is liable to betray them to other Inhabitants of Hate who would just as happily see him slain or tortured as they would the PCs...

Tactics: The zombies let go of the young man to attack any who enter the building, while the lich attacks with her spells. (When the zombies release him, Maenos slumps to the ground barely conscious.)

Greater Zombies† [26 HD] (2): hp 181, 147.

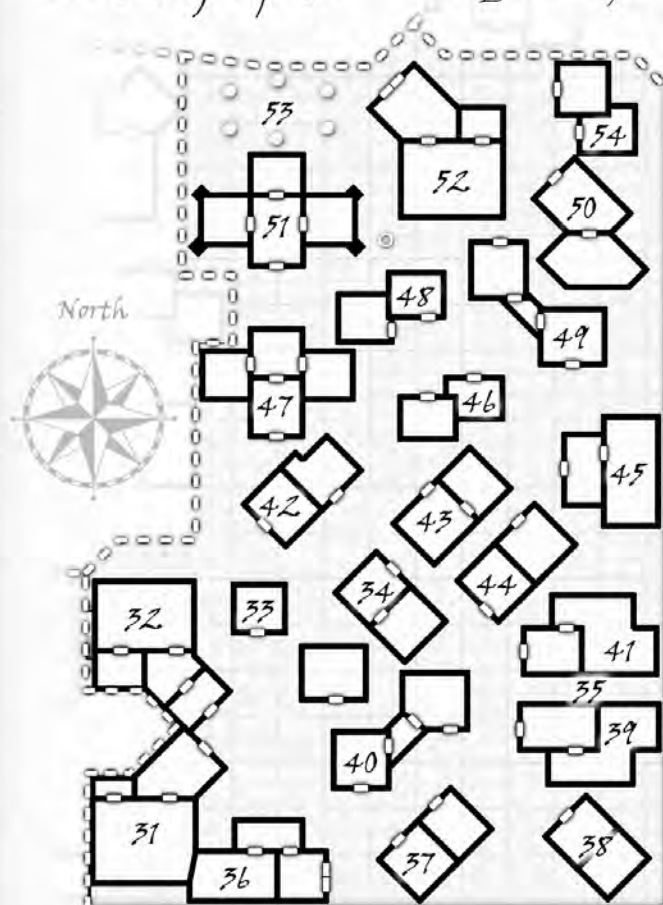
Loathing Lich (1): hp 169.

Maenos, the Victim: hp 231 (currently 31, with 34 points of *subdual damage*).

† Greater zombies appear in *Realms of Norrath: Everfrost Peaks* (p. 166).

Slums of Spite

1 square = 5 feet



33. Eerie Dwelling [EL 24]

This small, unremarkable stone building has a low-sloped roof and a single wooden door. As soon as any creature attempts to enter, the house lurches and swells, emitting tremendous groans and shrieks as it bends and twists to attack the would-be interlopers, using extruded beams, its chimney, or warped walls to smash and crush.

There are no creatures inside this building — for the building itself is a creature. The house is a massive object of Hate (see Appendix One), animated through the dark, malevolent energies of Innoruuk's realm.

Tactics: The house simply slams its enemies as soundly as possible.

Eerie Dwelling (1): CR 24; SZ Gargantuan construct; HD 70d10; hp 405; Init -2; Spd 10 ft. (can't run); AC 20 [flat-footed 20, touch 4] (-4 size, -2 Dex, +16 natural); BAB +52; Grap +76; Full-Atk slam +60/+55/+50/+45/+40 melee (4d6+18); Atk slam +60 melee (4d6+18); Face 25 ft. by 25 ft.; Reach 10 ft.; SA improved grab, trample 4d6+18; SQ blindsight 60 ft., construct, hardness 8, fast healing 1, limited levitation, resistances; Res CR 25, DR —, FR 50, PR —; AL NE; Fac Inhabitants of Hate; SV Fort +23, Ref +21, Will +18; Str 34, Dex 6, Con —, Int —, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the eerie dwelling must hit a creature that is within 10 feet of the dwelling's doorway with its slam attack. The dwelling can

then attempt to start a grapple as a free action without provoking an attack of opportunity.

Trample (Ex): The eerie dwelling can trample creatures of Large size or smaller. An opponent who chooses not to make an attack of opportunity against the dwelling can instead attempt a Reflex save (DC 57) to halve the damage.

Resistances (Ex): The eerie dwelling takes only half damage from acid, fire, and electricity attacks; one-quarter damage from cold attacks; and no damage from disease and poison attacks. It is affected normally by force, magic, and sonic attacks.

34. The Power of Hate [EL 24]

This wooden building's door appears to have been smashed outward from the inside. Lying just in front of the dark doorway is the corpse of a middle-age human male wearing a badly battered chain hauberk; three dagger hilts protrude from the man's back. The wretched odor of decay wafts outward from the building.

A character outside the house may make a Listen check (DC 13; apply distance modifiers to the check) to hear occasional outbursts of low, depraved laughter coming from within.

Inside, visibility is reduced to 5 feet. All about the floor are the bodies of humans (with a few barbarians among them), all of whom apparently died locked in a struggle to the death with each other. The bodies appear to have been dead for a few weeks, at least. Some wear holy symbols or other icons of Mithaniel Marr, suggesting that they may all have been a part of some raiding force that entered the Plane of Hate — but to what specific end, perhaps no one will ever know.

Feeding on the corpse of one dead warrior is a female ire ghost; a plate-armored minister of Hate (*male dark elf, minister of Hate, Clr 22, OE; Inhabitants of Hate*) sits on a pile of carnage further back in the hut, quietly chuckling and occasionally laughing aloud at the grisly scene about him.

Complication: The ire ghost is currently lying alongside one of the corpses, feeding quietly. Even if the PCs have some means to see in the gloom of Hate, they must make a Spot check opposed to her Hide check to see her; due to cover, she gains a +8 bonus on all Hide checks.

Tactics: The ire ghost rises up quietly in the darkness to attack any who enter the house, trying to gain surprise; without some means to see her, she can be noticed only with a Listen check opposed to her Sneak check. The minister of Hate uses his spells to support the ghost and himself, keeping healing spells ready, and using *stun-line* spells against the PCs. If forced into melee, he casts *yaalp III* before attacking.

Ire Ghost (1): hp 203.

Minister of Hate (1): hp 139.

35. Back Alley Ambush [EL 23]

As soon as any intruder approaches to within 30 feet of this alley, a voice emerges from the darkness within, calling weakly "Someone... Help me, please! Oh, please, some-

body help me!" This phrase is repeated indefinitely, with minor variations on the theme.

Visibility in the alley is limited to 40 feet. Characters looking into the alley see a figure lying on its back, about 40 feet in (i.e., just at the edge of vision). It is this figure that apparently has been uttering the plea for help; in the gloom, it looks like a human male.

This scenario is a trap. As soon any PC approaches to within 20 feet of the figure, it becomes clear it is not even alive, but a ghoulish creature with green, rotting flesh — a greater ghoul. However, the realization comes too late, for just then 2 more ghouls, mounted on massive repulsive rats, charge forward out of the darkness.

Tactics: The mounted ghouls have been hiding in the impenetrable darkness 60 feet back in the alley; they have taken readied actions to charge as soon as any PC comes within 20 feet of the prone ghoul. On their first pass, they attempt to overrun their foes so that they can block the exit. Once they charge past, the prone ghoul stands up to join the fray.

Greater Ghouls† [25 HD] (3): hp 188, 153, 156.

Repulsive Rats [45 HD] (2): hp 288, 280.

† Greater ghouls appear in **Realms of Norrath: Freeport** (p. 98).

36. Nailed [EL 0 or 21]

This wooden building has a large set of ornate double doors.

Inside, nothing is visible. A charnel reek wafts out from around the doorway. Any PC making a Listen check (DC 22) can hear small scraping noises coming from inside, along with an occasional very low groan or growl (it is hard to say which, for the sound is too distant from outside the house).

The scraping sound is being made by an ire ghast that was caught by its fellows hoarding body parts for later meals. The other ghouls pinned the miscreant to the wall in this place and nailed him face-forward to the wall. He is thus effectively *helpless* at present, although the spikes used to nail him to the wall did not really harm him in any way.

If the PCs do not free the ghast, there is little it can do to them aside from make them retch at smelling its stench. If they free the creature, it attacks immediately (although it may lie to them, assuring them that it will simply run off and leave them alone if they should rescue it).

Ire Ghast (1): hp 208.

37. And the Dead Rise Up [EL 24]

This large wooden building is unremarkable, although it remains in relatively good repair.

Inside this building lie eight corpses of gnome and dwarven adventurers, long since dead. Although they were not slain by the current occupant (*male dark elf, loathing lich, Nec 22, OE; Inhabitants of Hate*), he has made good use of them nonetheless, turning them into zombies under his control.

Tactics: As soon as any intruders enter this area, the lich calls upon his zombie followers to aid him; they immediately rise up and attack, supported the whole time by the lich's spells.

Lesser Zombies† [Small; 10 HD] (8): hp 87, 80, 68, 67, 63, 60, 57, 56.

Loathing Lich (1): hp 138.

† Lesser zombies appear in both **Realms of Norrath: Freeport** (p. 99) and **Realms of Norrath: Everfrost Peaks** (p. 166).

38. A Room with No View [EL 27+]

The stone walls of the City of Hate meet in a corner behind this large two-storey wooden building. The building itself is more luxurious than most others in this portion of the city, and seems in very good repair.

Main Floor: A spite golem guardian stands immobile in the front foyer until any intruder enters. If the intruder cannot demonstrate within 2 full rounds that he or she belongs here, the guardian attacks to kill.

Spite Golem (1): hp 224.

Upper Floor: Stairs leading up from the back of the entry area lead to the upper floor. This single-room area is furnished with two single beds, two desks, and chairs, as well as a chest at the base of each bed. Two windows at the back of the room provide a view of the corner walls of the Plane of Hate. Studying at one table is a robed dark elf male with hair as white as the peaks of Everfrost.

Complication: As soon as Coercer T'vala hears combat downstairs, he casts *Aanya's quickening*, *improved invisibility*, and *shadow* on himself, in that order, before flying to the stairwell to investigate. In total, this requires 2 full rounds, as he has to prepare and then unprepare *improved invisibility*.

Tactics: Coercer T'vala uses *beguiling visage* liberally, if needed; he delights in forcing weak-willed fighters and rogues to attack their own allies while under his control using *Boltran's agaciere*. He takes as much advantage of his fly speed as possible, knowing that most characters cannot fly to catch him.

T'vala's pet, due to the Coercer's animation empathy ability, responds to his commands as would a magician's pet, rather than simply attacking reactively.

Coercer T'vala's Type 12 Animation (1): hp 113.

Coercer T'vala, Male First (Hie) Sorcerer of Hate, Enc 25 (always buffed with *adorning grace*, *rune V*, and *shield of the magi*): CR 27; SZ Medium-size outsider (evil, orderly); HD 25d4+75+60+10 plus (4d6+1)x10; hp 365; Init +3; Spd 30 ft., fly 30 ft. (good); AC 21 [flat-footed 18, touch 13] (+3 Dex, +8 armor); BAB +12; Grap +11; Full-Atk +14/+10/+6 melee (1d6+2 plus 2d6 lawful, *rod of infinite thought*); Atk +14 melee (1d6+2 plus 2d6 lawful, *rod of infinite thought*); SA spells; SQ elf of two worlds, First (Hie) traits, flowing thoughts 5 and *flowing thought V* (5 mana/round, plus 1 mana/minute), greater enchantments (animation empathy*, dire charm, enchanted jewelry mastery), greater specialization (alteration), see in darkness, SR 32, +1 on cold, fire, and magic saves; Res CR 9, DR 5, FR 14, MR 19, PR 5, SoR 5; AL OE; Fac Inhabitants of Hate; SV Fort +15, Ref +15, Will +19; Str 9 (8), Dex 17 (14), Con 16 (13), Int 36 (27), Wis 12, Cha 33 (23).

Skills: Animal Empathy +16, Appraise +17, Bluff +27, Channeling +39, Diplomacy +22, Disguise +11 (+13 acting), Hide +17, Intimidate +13, Knowledge (geography) +22, Knowledge (local lore [Hate]) +23, Knowledge (monster lore [outsiders]) +24, Knowledge (mysticism) +42, Knowledge (religion) +17, Listen +15, Meditation +50, Search +18, Sense Motive +25, Sneak +8, Spot +8, Spellcraft +44, Trade Skill (calligraphy) +29, Undead Empathy +20.

Languages: Dark Speech (4), Common (4), Ancient Elvish (4), Elvish (4), Ogre (4).

Feats: Enlarge Spell, Extend Spell, Heighten Spell, Mental Clarity, Mystic Capacity [x3]^B, School Specialization (alteration)^B, Spell Focus (alteration).

Enchanter Spells Usually Prepared (mana cost, modified for greater specialization): *Aanya's quickening* (30), *annul magic* (13), *beguiling visage* (38), *Boltran's agaciere* (66), *dazzle* (21), *fascination* (33), *incapacitate* (23), *mind wipe* (16), *paralyzing earth* (16), *shadow* (12), *summon companion* (8). Save DC 23 + spell level, or 25 + spell level for alteration; save DC 21 + spell level for mind-affecting spells, or 23 + spell level for alteration.

Mana Pool: 665.

Possessions: *Insidious cloth armor* (see Appendix Two), *rod of infinite thought* (see Appendix Two), *gold blue diamond necklace*, *platinum star rose quartz ring*, *eye of Innoruuk*, *Salil's writ* (page 64, left side), spell component pouch, spellbook, 40 gp.

39. House of the Red Mage [EL 26+]

Other than its large size, there is little to note about the exterior of this two-storey wooden building.

Inside, there are several rooms, few of them containing anything interesting. A few bones lie here and there, bearing tooth marks as if they'd been chewed upon and tossed aside. There is a distinct smell of spiced rum in the air.

Main Floor: At the back of the entry room is a hall leading to another room. Within the back room are several figures in robes. One, wearing a bright red robe, appears to be a high elf, although he is obviously not still among the living — he has become a forsaken revenant (*male high elf loathing lich*, *Mag 24*, OE; *Inhabitants of Hate*). The other 3 figures have the telltale pale blue pallor of undead Teir'Dal (*male and female dark elf loathing liches*, *Mag 20*, OE; *Inhabitants of Hate*), and these all wear plain grey robes, and each has either an air or fire elemental pet attending him or her.

Complication: If the abhorrent upstairs hears the sounds of battle coming from below, he is only 20% likely to investigate; he has learned over the years not to stick his nose in if the spellcasters downstairs are having a row.

Tactics: The liches and the revenant send in their elemental pets, then proceed to cast direct-damage spells at the PCs, targeting spellcasters and healers first.

Loathing Liches (3): hp 139, 117, 96.

Forsaken Revenant (1): hp 170.

Elemental Pets (4): hp vary by type.

Upper Floor: A wily old abhorrent has made this place its home for countless years. It attacks any intruders unless they slew the liches downstairs handily, in which case it flies off to find reinforcements before facing the intruders. In the latter case, it returns in 1d10 minutes with 1d3 abhorrent allies to attack the PCs.

Abhorrent [25 HD] (1): hp 217.

40. Statue House

Lining the base of this stone house are gargoyle statues. Atop the building, lining its rooftop's outer edge, are more

statues of the same type. Their basalt eyes seem to watch everything around them.

Visibility here is reduced to 10 feet. However, aside from the menacing appearance of the gargoyles outside, there is nothing threatening or interesting here. As a result, this place might make a reasonably safe haven for furtive PCs to hide out a regain some strength before setting out into Hate once again.

While the PCs remain here, roll for random encounters only once every hour, rather than every 30 minutes, unless a general alarm has been raised in this district.

41. Avatar of Abhorrence [EL 21+ and 28]

This imposing stone building appears to be some sort of workshop; like the architecture more prevalent in other parts of the city, this has countless gargoyles and carvings of diabolic faces all over it. Relative to the other buildings around it, this one also stands out as being filled with activity, as some of the gargoyles upon it are obviously animate, and constantly move in and out of the place.

Exterior: On the roof and walls outside, there are a total of 9 animated gargoyles. As the PCs approach the front door, they drop down to attack; since they occasionally move around, there is no chance that they surprise even a casual observer.

Complication: For every round beyond the 1st spent fighting the gargoyles outside, there is a 10% chance that 1d3 of the gargoyles from the Front Hall (see below) join the fray from inside the building. This chance continues until all 12 of those gargoyles have joined in.

Gargoyles (9): hp 134, 125, 112, 112, 111, 107, 96, 91, 74.

Interior — Front Hall: The first room of this building is filled with stone statues of black stone gargoyles. Many stonecutting and sculpting tools lie about, and several massive blocks of black stone stand in various stages of transformation into fully carved gargoyles. A hallway leads deeper into the building from the back of the workshop area.

Of the statues here, 12 are animated gargoyles; these are somewhat more powerful than those outside.

Complication: If these gargoyles were already destroyed outside the building, then there are no animated gargoyles here. If the fighting here lasts for more than 3 rounds, the Avatar of Abhorrence in the Great Hall is alerted to approaching danger, and may take whatever actions the GM deems appropriate.

Gargoyles [26 HD] (12): hp 180, 169, 153, 152, 150, 149, 146, 146, 145, 138, 137, 126.

Interior — Great Hall: Visibility inside this cavernous hall is reduced to 10 feet. Anyone able to see through the gloom of Hate (such as a character using a *candle of Innoruuk*) can just make out a plate-armored figure (*male dark elf*, *Clr 22*, OE; *Priests of Innoruuk*) standing before a 16-foot-tall, gargoyle-like statue — or rather, at first it seems to be a statue, until it moves and speaks! This “statue” is an obscenely large abhorrent known as the Avatar of Abhorrence.

Complication: Anyone approaching the 20-foot hallway from the Front Hall may make a Listen check (DC 15) to hear voices speaking Dark Speech somewhere down the corridor. Anyone who can understand Dark Speech can determine that the conversation involves a Teir'Dal cleric of Innoruuk seeking to serve something called the Avatar of Abhorrence, in exchange for wealth and power.

Any noise of fighting in the Front Hall automatically alerts the Great Hall's occupants, negating any chance for surprise, unless the PCs take precautions to conceal the sound of the fight. Be sure to alter any description of the room as the PCs enter if, for example, the Avatar is hiding.

Tactics: The Avatar of Abhorrence uses the darkness here to hide, maneuvering so that it can backstab anyone who doesn't hear him coming. The cleric heals the Avatar and himself as necessary, but doesn't avoid melee.

Cleric of Innoruuk (1): hp 101.

Avatar of Abhorrence [32-HD Abhorrent] (1): hp 368.

Treasure: Among the other treasures appropriate to a CR 28 creature, the Avatar of Abhorrence has a suit of *woven shadow chain* (see Appendix Two) and a *shrieking ahlspeiss* (see Appendix Two) in this chamber.

42. Spectre's Abode [EL 0 or 30]

This is a simple, unremarkable wooden building. A reddish glow can be seen from beneath the cracks in the door and through the shuttered windows.

As soon as any PC enters this building, a spectral figure in a hooded robe floats up into the air, intoning a phrase in Dark Speech in an eerily hollow voice: "Avaunt, fools, or suffer my wrath!"

This being is no spectre, in fact, but a Teir'Dal necromancer (*male dark elf*, *Nec 30*, *NE*; *no faction*) who has spent the last several years here, always under the effects of the *archlich* spell. Although he is as filled with Hate as any other being in this place, his hatred is largely directed toward himself, his people, and his dark god; he was once a decent enough person at heart, despite being born a dark elf, and has enough wisdom to see that it is the teachings of Hate that have made him what he is today — a lonely, pathetic, hateful, empty soul.

Therefore, if intruders leave immediately when warned, the "spectre" does not attack; deep down inside, he wishes only to see all of Hate and all of Hate's worshippers destroyed, and the intruders might be just the ones to do what he wishes. However, if the PCs do not leave after 2 rounds, or if they attack, the spectral necromancer fights to kill.

Spectral Necromancer (1): hp 207 (*unbuffed*).

43. Indicolite Armorer

The unmistakable sounds of smithing can be heard coming from this plain stone house

Inside, 2 kiraikeui work away at constructing a suit of armor that has been commissioned from them by Lady N'Divenu (see Area 28). A forge and fire stand ready, with neat stacks of ingots and other miscellaneous materials needed for blacksmithing. Atop a nearby table are the only finished pieces of the complete suit of *indicolite full plate armor*: the helm and vambraces.

Tactics: These kiraikeui immediately attack anyone entering the shop who is not obviously an Inhabitant of Hate.

Kiraikeui (2): hp 235, 191.

44. Lord of Loathing [EL 30]

As one approaches this nondescript wooden building, unearthly screams of rage are heard emanating from within.

Within the front room of the structure, a floating, robed figure rips through chests, shelves, cupboards, and cabinets, overturning tables and cursing loudly in Dark Speech as it searches for something. The floor is littered with debris. From a hallway near the back of the room come a continuous series of spine-chilling screams of rage.

The floating being in the front room is a loathing lich (*female dark elf loathing lich*, *Nec 21*, *OE*; *Inhabitants of Hate*) with a *levitation* spell active; it serves the Lord of Loathing, a much more powerful lich who is searching for the *Concordance of Black Magic* (see the Marsinger quests in Appendix Three). The tome is indeed beneath a floorboard in the front room of this house (Search DC 50), cunningly hidden there by a former enemy of the Lord of Loathing.

Complication: If the Lord of Loathing hears battle from the front room, it immediately flies into the front room, sending its skeletal pet in first, and proceeds to kill the intruders.

Tactics: The Lord of Loathing and its servants all attack viciously and without quarter, although the Lord did not get to be so powerful by being careless: If in serious danger, it casts *harm shield* and flies out of the house and up into the gloom to escape; if necessary, it takes the time to prepare *gate* while protected with the *harm shield*, and then uses that spell to depart altogether.

Loathing Lich (1): hp 114.

Lord of Loathing's Type 13 Skeletal Companion (1): hp 155.

"Lord of Loathing," Male Dark Elf Sorcerer of Hate, Loathing Lich, Nec 26 (always buffed with *diamondskin*, *manaskin*, and *shield of the magi*): CR 30; SZ Medium-size undead; HD 26d12+60+37+14 plus (8d10+2)x2 [*diamondskin*] plus (2d10+3)x10 [*manaskin*]; hp 357 plus 140 [spells only]; Init +11; Spd 30 ft., fly 30 ft. (good); AC 26 [flat-footed 19, touch 18] (+7 Dex, +8 armor, +1 arcane); BAB +13; Grap +15; Full-Atk touch +15/+11/+7/+3 melee (1d6+5 plus chilling touch); Atk touch +15 melee (1d6+5 plus chilling touch); SA chilling touch, frightful presence, spells; SQ DR 20/+5, dark elf traits, death masteries (death pact*, intimidate the dead*, rebuke undead), flowing thoughts 8 and *flowing thought 1* (8 mana/round, plus 1 mana/10 minutes), greater specialization (alteration), immunities, *mana preservation III*, see in darkness, see invisible, SR 33, undead, +4 turn resistance, +3 magic saves; Res AR 10, CR —, DR —, ER —, FR 22, MR 26, PR —, SoR 5; AL OE; Fac Inhabitants of Hate; SV Fort +11, Ref +17, Will +22; Str 14 (8), Dex 24 (17), Con —, Int 46 (33), Wis 24 (16), Cha 21 (18).

Skills: Bluff +15, Channeling +57, Diplomacy +18, Disguise +11 (+13 acting), Heal +19, Hide +33, Intimidate +33, Knowledge (geography) +27, Knowledge (local lore [Hate]) +28, Knowledge (monster lore [undead]) +33, Knowledge (mysticism) +52, Knowledge (religion) +33, Listen +29, Meditation +55, Search +30, Sense Motive +22, Sneak +15, Spellcraft +49, Spot +29, Trade Skill (baking) +29, Trade Skill (calligraphy) +30, Trade Skill (tailoring) +31, Undead Empathy +41.

Languages: Dark Speech (4), Common (4), Ancient Elvish (4).

Feats: Combat Reflexes, Extend Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Mental Clarity, Mystic Capacity [x3]^B, Quicken Spell, School Specialization (alteration)^B, Spell Focus (alteration), Toughened.

Frightful Presence (Su): Will DC 28 negates.

Necromancer Spells Usually Prepared (mana cost, modified for greater specialization): *Annul magic* (52; quickened), *bond of death* (54), *cessation of Cor* (45), *deflux* (60; double-extended), *enstill* (41; extended, quickened), *envenomed bolt* (53), *harm shield* (14), *insidious retrogression* (35), *plague* (50), *scent of Terris* (30), *Torbis' poison blast** (39). Save DC 28 + spell level, or 30 + spell level for alteration.

Mana Pool: 973.

Possessions: *Darkfelt robes* (see Appendix Two), *shawl of celestial power* (see Appendix Two), *silverleaf belt* (see Appendix Two), *Cazicite bonespun star rose quartz amulet*, *golden wand of blood magic* (see Appendix Two), *golden idol of Innoruuk*, *shattered emerald of corruption* (see the "Swiftwind and Earthcaller" Quest in Appendix Three), spell component pouch, spellbook, 25 pp.

45. Mini Revival [EL 30+]

As the PCs approach this large, luxurious stone and timber building, they hear a booming voice speaking in Dark Speech. If anyone understands this tongue, they hear

the following: "Hear me, nephews and nieces in the One True Hate: Our faith is not just a tool to make us more powerful. Hate is not a fleeting emotion that allows one, from time to time, to accomplish more than he normally could. Hatred is a way of life!" This is followed by murmurs of agreement and the occasional "Yes!" and "Amen!"

If the PC keeps listening, he hears more, for the powerful voice continues after a brief pause: "Some might believe that our religion destroys its followers with self-hatred, or that those who hate always turn on one another, making Hate self-destructive, but these are merely the short-sighted clamorings of religions who have always been jealous of the incontestable power of the Prince of Hate. Others have seen the influence of their faiths fading while the Dark Prince's power continues to grow.

"And why does it continue to grow? Because Hate — and don't be fooled, friends: Our enemies' *jealousy* is just another form of Hate! — Because Hate, like jealousy, requires an object. Hate... not just a momentary flash of ire at someone who displeases you, but True Hate, will always be there to help you accomplish the impossible! Hate does not merely lend us the strength of conviction from time to time, my nephews and nieces — Hate is power!"

As the PCs turn the corner of the cobblestone street, they see a small gathering of 11 Teir'Dal clerics (*male and female dark elves*, Chr 15–19, OE; *Priests of Innoruuk*) arrayed before



a plate-clad figure—Vicar M'Kari (see below)—standing on a balcony projecting from the front of the house, its floor roughly 12 feet off the ground. Visible behind the speaker are 5 more plate-clad figures (*male and female dark elves*, War 12–16, OE; *Priests of Innoruuk*); these are the vicar's personal bodyguards. All the Teir'Dal are currently quite enthralled by the speaker, oblivious to the PCs' presence.

Complication: For the first 2 rounds after the PCs round the corner, unless they make themselves known, the crowd does not notice them. Starting in the 3rd round, assuming the PCs are visible and not shrouded from sound by some means, the GM should make a Listen and a Spot check (DC 20 for each, or opposed to the PCs' lowest Hide or Sneak check, if applicable) each round for the entire crowd; use the average bonuses of +10 for both Listen and Spot checks for the crowd. If any of these checks succeeds, one of the crowd listening to the speaker notices the PCs and immediately raises a cry of alarm.

Tactics: The clerics in the crowd cast spells as necessary at the PCs, focusing initially on those who are obvious spellcasters; if any PCs charge into melee, some of the clerics hang back to heal their comrades and harass the PCs with spells. All of the clerics present heal and support Vicar M'Kari immediately, if necessary.

The vicar immediately casts *Naltron's mark* upon himself and his guards in the 1st round of combat; in the 2nd round, *judgement*, targeting the physically weakest-looking enemy; and then *heroic bond* on himself and his guards in the 3rd round. After that, he casts spells as effectively as possible until forced into melee; his bodyguards seek to protect him before all others—they provide three-quarters cover for him (+7 AC; +3 Reflex) as long as he remains away from combat, and they do not advance into melee unless he does.

Clerics of Innoruuk (11): hp 109, 105, 102, 102, 94, 93, 92, 90, 84, 79, 79.

Vicar's Bodyguards (5): hp 137, 122, 117, 89, 80 (377, 362, 357, 329, 320 buffed).

Vicar M'Kari, Male Dark Elf Minister of Hate, Clr 28 (always buffed with *aegis*): CR 30; SZ Medium-size outsider (evil, orderly); HD 28d8+112+25; hp 238; Init +7; Spd 20 ft. in armor; AC 43 [flat-footed 42, touch 27] (+1 Dex, +13 armor, +5 shield, +1 arcane, +13 divine); BAB +21; Grap +27; Full-Atk +32/+27/+22/+17/+12 melee (1d8+10/19–20 plus 2d6 unholy, +5/+3 *unholy heavy mace*) and +26 melee (1d6+3 plus *daze* [Fort DC 16; 8 points or more], shield bash); Atk +34 melee (1d8+10/19–20 plus 2d6 unholy, +5/+3 *unholy heavy mace*); SA hate aura, spells; SQ DR 10/+5 and 17/–, dark elf traits, divine powers (bestow divine aura, celestial regeneration*, militant*, receive divine aura), greater specialization (alteration), quickened support, see in darkness, SR 33, +2 fire saves, +4 magic saves, +1 on all other energy-based saves; Res AR 15, CR 15, DR 15, ER 15, FR 24, MR 20, PR 15, SoR 12; AL OE; Fac Inhabitants of Hate; SV Fort +16, Ref +12, Will +29; Str 22 (12), Dex 16 (12), Con 18 (14), Int 19 (12), Wis 36 (24), Cha 17 (14).

Skills: Channeling +45, Diplomacy +8, Heal +21, Hide +1, Knowledge (local lore [Hate]) +12, Knowledge (mysticism) +14, Knowledge (religion) +24, Meditation +45, Sense Motive +17, Spellcraft +30, Spot +18, Trade Skill (calligraphy) +20.

Languages: Dark Speech (4), Common (4).

Feats: Bash, Healing Adept, Heighten Spell, Improved Bash, Improved Critical (heavy mace), Improved Initiative, Mental Clarity, Mystic Capacity [x2], Power Attack, School Specialization (alteration)^B, Weapon Focus (heavy mace).

Hate Aura (Su): Will DC 27 negates. (This ability comes from the vicar's armor.)

Cleric Spells Usually Prepared (mana cost, modified for greater specialization): *Annul magic* (13), *bulwark of faith* (58), *complete healing* (61), *enforced reverence* (33), *heroic bond* (63), *judgement* (54), *Naltron's mark* (83), *remedy* (27), *word of healing* (90), *yaup V* (1). Save DC 23 + spell level, or 25 + spell level for alteration or evocation [*platinum imbued sapphire amulet*]. Due to the Healing Adept feat, all of the vicar's healing spells cure 125% of the usual amount.

Mana Pool: 762.

Possessions: *Ethereal mist full plate armor* (see Appendix Two), *etched greaves of dark might* (see Appendix Two), *prismatic shield* (see Appendix Two), +5/+3 *unholy heavy mace*, *infernal shroud of wickedness* (see Appendix Two), *enshrouded veil*, *gold jasper circlet*, *platinum imbued sapphire amulet*, *golden idol of Innoruuk*, spell component pouch, prayerbook, 25 pp.

Vicar M'Kari (also buffed with *heroic bond* and *Naltron's mark*): hp 362.

46. Rat Scratch Fever [EL 23]

From within the wooden building ahead you can hear distinct groans and moans.

Visibility inside is reduced to 10 feet. Inside the first room, a large repulsive rat is busily chewing on the body of an unclothed dusty figure (*male dark elf loathing lich*, Clr 21, OE; *Inhabitants of Hate*), a pile of tattered finery lying on the floor beside it. As the rat nibbles bits of flesh away from the prone figure's body, the figure moans with pleasure.

Tactics: The rat and the lich both attack the first PC to enter.

Repulsive Rat [31 HD] (1): hp 159.

Loathing Lich (1): hp 147.

47. Smashed Statues [EL 24+]

This stone building is surrounded by crumbled chunks of stone and a layer of powdery dust from smashed stone. The building itself is intact and undamaged, however; the stone pieces come from around the perimeter of the building, where the bases of many statues are all that remain of what were once, presumably, complete statues. Apparently, someone smashed all of the many statues surrounding this building in to small pieces—a time-consuming task. A single wooden door is closed, marking the only point of entry into the building.

Inside, visibility is reduced to 10 feet. The stench of death and decay fills this place. Just inside the doorway is a wide hall with a few short steps leading up to a juncture, which branches to a main room straight ahead, plus two more slightly elevated rooms to the side, and a stairwell descending to the cellar.

This building used to be controlled by several abhorrents and their gargoyle servants, but the new “tenants” destroyed all the gargoyles (and the statues that looked like them) that decorated the building's exterior, and drove the abhorrents off.

Front Hall: Blocking further entry beyond the entry hall is a large repulsive rat, which attacks strangers without provocation. Being the largest of the rats here (see Cellar), this one is least afraid of the building's other occupants, although it withdraws peevishly if any of them threatens it directly.

Repulsive Rat [35 HD] (1): hp 224.

Main Room: The main room ahead is partially visible, containing a fireplace, torn tapestries, and some mostly

broken furniture. Seated here reading is a figure in mail armor (*female dark elf, minister of Hate, Clr 22, OE; Inhabitants of Hate*), the primary inhabitant of this house. A few recently slain bodies of some ghastly creatures lie in pieces throughout the room.

Complication: If combat takes place elsewhere in the house, the cleric buffs herself and moves to investigate. She has grown so accustomed to the stench of the rats and the ire ghost in this house that she is immune to it (although any other ire ghost or repulsive rat would require her to make a save).

Minister of Hate (1): hp 141.

Servant's Room (Left Side): The minister of Hate's servant, an ire ghost, dwells here.

Complication: If combat takes place elsewhere in the house, the ghost immediately moves to investigate.

Ire Ghost (1): hp 233.

Minister's Bedroom (Right Side): This room serves as the minister's bedchamber; although the bed is broken, she has propped up one corner with a piece of broken masonry and put fresh furs and blankets upon it. Whatever treasures she possesses (aside from those she wears or carries) are found here.

Cellar: Visibility here is zero without some means of penetrating the gloom. In this crumbling, dank cellar dwells a pack of repulsive rats. They know better than to annoy the other occupants upstairs.

Repulsive Rats (8): hp 163, 162, 158, 152, 149, 146, 144, 141.

48. Little Library [EL 0, 22, or 29]

This stone building has a sharply peaked rooftop and several grinning gargoyle statues crouched around the base of the roof. All about the walls of the building, warning signs have been posted in most of the known languages of Norrath; some are actual signs, while others are simply phrases such as "No loud noises inside!" or "Quiet, lest ye die!" written in blood on the stones. Double stone doors stand closed at the top of the short stone steps, above which hangs a lantern of some kind that produces a wash of blood-red light.

The lantern near the front door is actually a cunningly contrived iron candelabra, covered with a glass casing like that of a large lantern, that holds fully a dozen *candles of Innoruuk*; it sheds light in a 25-foot radius even through the gloom of Hate, but weighs nearly 60 pounds if one were to try to hoist it away.

Double Doors (6 in. thick): Hardness 8, 90 hp; Break DC 31.

The only two inhabitants of this place are an ancient forsaken revenant (*male First (Hie) loathing lich, Wiz 27, OE; Inhabitants of Hate*) and its ire ghost servant, which is always ready to attack any who are loud or disruptive. The lich's sole purpose, after having spent so many centuries immersed in Hate, is simply to preserve "its" library from destruction; it largely ignores any who enter, with a simple, curt admonition to be silent spoken in the most appropriate language to the PCs (it understands most tongues). It allows any being to read and study quietly here, although it does not tolerate malingerers. The ghost, on the other hand, is immediately belligerent, although it does not attack openly; instead, it tries to goad the PCs into attacking it (see Tactics, below).

Inside this building are two open, adjoining rooms filled with shelf upon shelf of scrolls and tomes. Tables and chairs for reading are set up around the spacious chambers, illuminated with the soft red glow of *candles of Innoruuk*.

The library's purpose is to contain lore concerning the destruction of all past Norrathian cultures and races, as well as the role of Innoruuk's hatred in facilitating their demise, where applicable. Thus, catalogued within this small building are histories and narratives regarding the fate of the long dead race of kedge; the numerous dwarven underground keeps destroyed over the course of the millennia since dragons first walked the world; the fall of various empires, such as the Tunarean, the Combine, and the Rallosian; and so forth. The exact value of this library's holdings and the precise details contained in it are left to the GM to decide.

Sadly (or perhaps thankfully), not many Teir'Dal or other inhabitants of this plane ever seek to access this library with any frequency — in fact, many don't even know of it!

Tactics: If attacked directly, the lich casts *yonder* or *abscond*, or simply *gates* away. However, if the PCs seek to harm or take even the slightest piece of lore from the library (reading it within the library is perfectly fine), the lich attacks without warning and to the full extent of its power.

If the PCs do not attack, but remain within the library, the ghost tries to provoke them into a fight (in a low whisper, for it knows the folly of angering the librarian). The GM may simply make a Taunt check for this purpose, although it is much more satisfying and entertaining to speak in the ghost's quiet voice, being as abusive and annoying as possible. If the ghost succeeds in starting a fight, the lich ignores the combat unless any of the library's holdings are damaged, in which case it joins the ghost.

Ire Ghost [39 HD](1): hp 226.

Forsaken Revenant (1): hp 216 (unbuffed).

49. Prisoner [EL 24]

This wooden building's door hangs wide open. From inside echo muffled cries of anguish.

Visibility inside is reduced to 10 feet. In the back room is a weakly struggling figure, an elven wizard called Taaia (*female high elf, Wiz 23, NG; Keepers of the Art*), who has been gagged and tied to the bedposts. Above her hovers a black-robed, skeletal figure wielding a scythe (*male dark elf sorcerer of Hate, loathing lich Enc 22, OE; Inhabitants of Hate*). The elf was caught by a pack ire ghosts as she tried to sneak through the slums; she was barely able to drive them off, but was so badly wounded in the fight that she passed out. This lich later found her and brought her here to its abode, where it awaits her transformation into a Firstborn Teir'Dal.

Taaia has been trapped here for 24 days now, and is barely alive, having been given just enough rancid water and unwholesome food to keep her alive; her wounds, untended, have become badly infected and inflamed (treat her as having lost 8 of her 10 points of Constitution to temporary disease damage). Fortunately, due to her wounds, she has effectively spent only 22 hours here while conscious, and thus has managed to avoid falling prey to the planar aura of hate.

The GM should decide what Taaia's reason(s) were for trying to brave the perilous Plane of Hate alone, and should develop her more fully as an NPC if the PCs heal and rescue her. (Note the passage of time for her carefully, though, for she may fall prey to the planar hate aura and will soon be at risk of transforming into a Teir'Dal — see “Planar Conditions of Hate” in Chapter Two.)

Tactics: The loathing lich attacks any who enter, fighting to the death.

Loathing Lich (1): hp 150.

Taaia: hp 79 (currently 0).

50. Empty Building—with a Surprise! [EL 24]

The open entry to this building suggests that it is empty. No lights or sounds come from within.

There are 3 abhorrents hiding on the rooftop here, 20 feet above. A character within 80 feet of the house may make a Spot check opposed to the abhorrents' Hide checks (be sure to apply distance penalties to Spot checks from beyond 10 feet) to see them. The abhorrents have three-quarters cover (+7 AC; +3 Reflex) from any attacks that target them from below.

Inside the building are scraps of trash and occasional remains, variously aged, of the abhorrents' hapless victims.

Tactics: The abhorrents drop down and make a diving charge attack at the weakest-looking PCs (from surprise if they have not been spotted) as soon as the characters are within 40 feet of the house; of course, if the PCs are caught flat-footed, the abhorrents get backstab damage on their initial attacks. Once they are in melee, they always try to maneuver into flanking positions.

Abhorrents (3): hp 183, 166, 164.

51. Home of the Dark Hunter

The door to this large stone house is locked. Above, numerous stone gargoyles, their wings tucked close to their bodies, silently watch the streets below.

Inside, visibility is reduced to 5 feet. In this sturdy structure are numerous well-crafted chairs and tables, along with tuns of wine and wooden boxes filled with food. Double beds in side rooms each show ornate carvings of demonic faces. Trunks with cloaks, shirts, pants, and leather boots are in the master bedroom. A central sitting room with a fireplace has chairs set in a semi-circle facing the hearth, and the room contains a faint scent of pipe tobacco.

This place belongs to the “Dark Ranger of Innoruuk” (see the sample creature for the First template in Appendix One). She is currently away on a mission to the world of Norrath, but, at the GM's discretion, she might be back at any time.

Treasure: A successful Search check (DC 40) in one of the lesser bedrooms reveals a sack with 492 pp hidden in a hollow stone in the wall. A Search check (DC 50) in the master bedroom reveals a set of *mail of the untamed* (see Appendix Two) belonging to the Dark Ranger, who keeps it as a spare in case something should happen to her *Tunarean soldier armor*.

52. Ashenbone Broodmaster [EL 29]

This large stone building is in a sad state of disrepair, with one upper section of wall missing entirely. On the street all around the building are a number of handheld items such as daggers, swords, and shield, mostly broken and pitted.

This is the lair of an “ashenbone broodmaster,” one of the greater ashenbone drakes in Hate. It lies hiding inside the house with its head near the doorway of the building. The floors of both rooms of the building are knee deep in the bones of the broodmaster's countless victims, and the great drake's treasures lie scattered therein.

Tactics: The broodmaster attacks anyone coming within its reach, shooting its head out the door to make a grapple attack (using the Snatch feat). It seeks to drag its victim back into the house, where it has three-quarters cover (+7 AC; +3 Reflex) from those outside and it may devour the unfortunate at its leisure. It normally uses its spells to augment its physical attacks, but if attacked by multiple foes, it uses quickened spells while fighting.

Ashenbone Broodmaster [56 HD] (1): hp 379.

53. Battleground [EL 0 or 20]

A pair of pillars decorated with demonic carvings overlooks a grisly scene, one that apparently occurred only a few hours ago: Black-clad Teir'Dal corpses lie entwined with those of a number of ire ghosts, both sides fallen in mortal combat. About twenty creatures lie dead, in all, only five of which are Teir'Dal. The dark elves' bodies are covered in what appears to be a disease-infested slime. A small pack of repulsive rats feeds on the bodies.

This is the aftermath of a fight between inhabitants of the District of the Three and those of the Slums of Spite, which occurred about 5 hours ago. Any valuables on the corpses have been looted.

Complication: Due to the reformation property of the Plane of Hate, the ire ghosts here will reanimate in roughly 3 hours. Some of the Teir'Dal, as well, may eventually rise as various forms of undead, although this may take significantly longer (up to a week or more, at the GM's discretion). (See “Planar Conditions of Hate” in Chapter Two.)

Tactics: The rats attack anyone who disturbs them, but otherwise are content to feed.

Repulsive Rats (6): hp 165, 164, 158, 155, 151, 143.

54. Border Building [EL 23]

This stone building's occupants are huddled plainly in the threshold of its doorway, focusing their gazes entirely in the direction of the district next to this one.

There are 2 ire ghosts in the doorway of this house. They are wary at all times due to their proximity to the edge of the District of Hate Eternal, for raiders from that district are not uncommon.

Tactics: If attacked from any direction but south, these creatures run, for they have long been tormented relentlessly by creatures from the more powerful districts nearby. If attacked from the south, however, they retaliate vehemently — unless they have reason to believe the strangers are representatives from one of the more powerful districts.

Ire Ghosts (2): hp 255, 222.

Chapter Four: Greater Hate

Greater Hate— The District of Hate Eternal

This district of the Plane of Hate generally contains monstrous residents more powerful than those of Lesser Hate, or perhaps (but more rarely) larger groups of less powerful creatures that rely on each other for survival. Though these monsters sometimes respond to requests from powerful Teir'Dal, they more often than not simply slay any Teir'Dal which they encounter.

Particularly powerful Teir'Dal occasionally conduct hunts into these monstrous districts for sport, knowing that their prey will eventually reform with little or no memory of the event. The monstrous districts also tend to find themselves caught between the hostilities of the rival Teir'Dal districts.

55. Ghastly Door Ornament [EL 30]

Staked to the door of this stone building is the partially clothed body of a Teir'Dal. The eyes of the corpse are missing, and there are telltale claw marks around the vacant eye sockets.

Inside, visibility is reduced to 10 feet. The small building has two adjoining rooms, both piled high with various body parts and bones, the latter of which are stacked in neatly arranged piles according to their type (i.e., lower leg bones, upper arm bones, skulls, etc.).

Just inside the door is a large ire ghost, and 3 more are in the room beyond. In the back room, a loathing lich (*male dark elf loathing lich*, Nec 27, OE; *Inhabitants of Hate*) is counting the bones. As the PCs approach the doorway, the hooded lich speaks out sharply in Teir'Dal: "Hurry up and eat that flesh, you worms — I'm almost finished counting up these bones!! The warlocks will be pleased with this inventory."

Tactics: Once the undead realize there are intruders, they stop what they are doing to attack. The lich casts *paralyzing earth* every other round until all enemy fighter types are immobilized, mixing in *mind wrack* and *touch of night* in the rounds between, or perhaps *word of souls* if the targets are clustered together.

Greater Hate Encounter Key: District of Hate Eternal

Difficulty Level: 26–30.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1. 2d6+3 repulsive rats (see Appendix One)
2. 1d4 abhorrents (see Appendix One)
3. 1d3 ministers of Hate (see Templates in Appendix One) with lesser Teir'Dal servitors
4. 1d3 loathing lichs (see Templates in Appendix One) with lesser undead or Teir'Dal servitors
5. 1d4 kiraikeui (see Appendix One)
6. 1d6 ire ghosts (see Appendix One)
7. 1d3 spite golems (see Appendix One)
8. 1d3 scorn banshees (see Templates in Appendix One)
9. 1d2 ashenbone drakes (see Appendix One)
- 10–11. 1d6 objects of Hate (see Templates in Appendix One)
- 12–13. 1d3 forsaken revenants (light elf or human loathing lichs) with lesser undead or Teir'Dal servitors
- 14–20. No encounter.

Detections: None.

Shielding: See "Planar Conditions of Hate" in Chapter Two.

Continuous Effects: See "Planar Conditions of Hate" in Chapter Two. Visibility in this part of the Plane of Hate is generally restricted to 50 or 60 feet rather than 80 or 90 feet due to the thicker gloom, unless otherwise noted.

Standard Features: Unless otherwise noted, all doors in this district are constructed of iron-reinforced wood (2 in. thick; Hardness 6; hp 25; Break DC 19; Locked DC 25).



The ghosts attack the closest PC, but not until attacked first or until directed to do so by the lich.

Ire Ghosts [42 HD] (4): hp 293, 287, 268, 255.

Loathing Lich (1): hp 157.

56. Blackened Building

A newly constructed door stands out against the scorched stonework of this small building. Even the street's cobblestones for roughly 20 feet in front of the doorway are blackened from some tremendous gout of flame.

Inside the building's two-room interior is a robed skeletal figure (*female dark elf loathing lich*, Wiz 27, OE; *Inhabitants of Hate*) sorting through a stack of papers in a cabinet. Toward the back of the building is a table with various spell components, bottles, jars, and some half-burned, badly singed scrolls upon it (GM's discretion as to what all these items might actually be).

Tactics: The lich attacks any who enter her home uninvited.

Loathing Lich (1): hp 206.

57. Villa of Vengeance [EL 32]

This is a towering villa of fine stone, with intricate designs of bats and demonic visages looking out across the city. A soft red light glows from within the many windows. The massive front door is a double-portal of solid stone.

Front Doors (9 in. thick): Hardness 8, hp 140; Break DC 37.

Upon entering the structure, the characters find that the building has but one enormously tall level. The smell of cinnamon hangs thick in the air. Walls stretching high above to a vaulted ceiling bear intricately crafted depictions of angry faces. Scores of black candles within valuable candelabras adorn the corners, giving off the now-familiar

red glow of candles of *Innoruuk* (see Chapter Three, Area 19).

Master's Chamber: In the center of this enormous room is what at first appears to be a moving pile of black rock. Shortly it moves, however, and then it speaks: "Hurrackk! You have come to the right place for riches, but the wrong place to enjoy them! Hu-hu-hurraacck! You have wronged the mighty Dark Prince of Hate with your taint... but I am the master of the Dark Prince's V e n g e a n c e . K A H H R A A C K K ! ! I a m . . . T H E M A S T E R O F V E N G E A N C E !"

There are 2 more large spite golems here serving their master as well. Whatever treasures the GM assigns for the Master of Vengeance are found in several coffer and chests throughout the main chamber.

Tactics: The Master of Vengeance and the other golems attack as soon as the Master finishes speaking. The Master casts *celerity* on itself immediately, followed by *avatar* using its extra action that round (due to haste), then moves into melee; if it has time before closing, it also casts *guardian* on itself. In melee, it uses its quickened spells as effectively as possible. It reserves its *voice of the berserker* for when it can't cast any other spells (for instance, if it has run too low on mana — while fighting with *voice of the berserker* in place, it is regaining mana each round due to its flowing thoughts ability in any case), unless its *avatar* spell is still functioning.

The 2 spite golems heal and protect their master to the best of their ability, having prepared *greater healing* (100 mana; quickened) in place of *insidious malady* (see Appendix One); otherwise, they both attack and cast spells on their enemies whenever possible.

Spite Golems [50 HD] (2): hp 298, 251.

Master of Vengeance, Spite Golem, Shm 10 (always buffed with the totem spell *unfailing reverence*): CR 32; SZ Huge construct; HD 51d10 plus 10d10; hp 326; Init +1; Spd 30 ft. (can't run); AC 40 [flat-footed 39, touch 7] (−2 size, +1 Dex, +31 natural); BAB +45; Grap +68; Full-Atk 2 slams +58 melee (4d8+22/19−20 plus *daze* [Fort DC 25]); Atk slam +58 melee (4d8+22/19−20 plus *daze* [Fort DC 25]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA hate aura, spells; SQ alchemy mastery, construct, DR 30/+5 and 6/−, fast healing 1, flowing thoughts 9, former life, resistances, SR 40, spirit mastery (totem spirit), spirit sense, ultravision; Res AR 120, CR 60, DR —, ER 60, FR 120, MR 120, PR —, SoR 60; AL OE; Fac *Inhabitants of Hate*; SV Fort +22, Ref +21, Will +34; Str 40, Dex 12, Con —, Int 12, Wis 30, Cha 22 (13).

Skills: Channeling +70, Knowledge (local lore [Hate]) +6, Knowledge (mysticism) +12, Listen +48, Meditation +74, Spellcraft +40, Spot +48, Trade Skill (alchemy) +38.

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Extend Spell, Great Cleave, Improved Critical (slam), Improved Slam, Lightning Reflexes, Power Attack, Quicken Spell^B, School Specialization (alteration)^B, Sunder.

Hate Aura (Su): Will DC 41.

Shaman Spells Prepared (mana cost): *Annul magic* (52; quickened), *avatar* (65), *celerity* (31), *guardian* (25), *immobilize* (52; quickened), *malosi* (116; quickened), *torrent of poison* (252; quickened), *voice of the berserker* (4; quickened). CL 30th; save DC 20 + spell level.

Mana Pool: 600.

Master of Vengeance (buffed with *avatar* and *celerity*): AC 47 [flat-footed 39, touch 16] (–2 size, +6 Dex, +31 natural, +2 haste); Grap +73; Full-Atk 2 slams +63 melee (4d8+30/19–20 plus *daze* [Fort DC 30]); Atk slam +63 melee (4d8+30/19–20 plus *daze* [Fort DC 30]); SQ haste (6) [1 extra action/round]; SV Ref +26; Str 50, Dex 22.

58. Workshop [EL 27]

This large wooden structure lies nestled against the stone walls of the City of Hate.

Inside, tapping with surprising dexterity upon some tiny object is a tall, mummy-like creature; further back in the shop, a blue-skinned elven female works diligently at a similarly delicate task. The shop has many tools and apparatus scattered about on tables and shelves, or hanging from the walls.

This workshop specializes in crafting various kinds of jewelry. Currently, the mummy-like kiraikeui is working on an unfinished *band of discipline*, while the loathing lich (female dark elf loathing lich, Enc 24, OE; *Inhabitants of Hate*) is preparing a purified bar of gold for an *enchant gold* spell.

Tactics: The loathing lich casts *tashania* on any obvious spellcaster and then tries to *mesmerize* its enemies one by one; it casts *gasping embrace*, *shiftless deeds*, and/or *weakness* as necessary. The kiraikeui tries its best to keep PC fighters away from the lich.

Kiraikuei, Mnk 5 (1): hp 245.

Loathing Lich (1): hp 142.

59. Smithy of Hate [EL 27]

From within this large, double-doored stone building can be heard sounds of spirited hammering, as if a great deal of heavy work is occurring there.

Inside, visibility is reduced to 10 feet. In this large workshop area, tables contain a number of books and the walls are hung all around with a smith's tools. A kiraikeui is hammering out repairs upon a golden suit of armor, pounding so hard that puffs of dust fly from its body with each blow. Assisting it in its work are 2 slightly smaller kiraikeui.

Tactics: The kiraikeui engage any strangers who enter this building, always seeking to stun and flank their enemies whenever possible.

Kiraikuei, Mnk 6 (3): hp 301.

Kiraikuei, Mnk 4 (3): hp 243, 218.

60. Surprise! [EL 26]

This plain stone building appears to have only point of access, a simple sliding stone door. It is open just a few inches, revealing only pitch dark beyond.

Anyone trying the door finds that it is stuck in its present position.

Stone Door (4 in. thick): Hardness 8, 60 hp; Break DC 28; Stuck DC 28.

Inside the building, visibility is nil. Unless the PCs have been moving stealthily or using some means of concealing their presence, a large abhorrent has seen them approaching and is hiding just beside the door, waiting to ambush the first one to open it and enter.

Tactics: The door has been stuck in its present position intentionally by the abhorrent, who hopes to lure some curious passerby to force it open and enter. It makes a full attack from surprise on the first person through the door, if possible, seeking to drop one foe quickly with backstab damage.

Abhorrent [28 HD] (1): hp 304.

61. Storage

This small stone building is rather unremarkable when compared to the sinister majesty of most others in the district — or perhaps its simplicity makes it all the more remarkable. The front door is quite stout, and bears a massive lock.

Front Door (4 in. thick): Hardness 6, 40 hp; Break DC 25; Pick Lock DC 30.

This building is full of supplies for the workshop and the smithy at Areas 58 and 59. Of course, the door and lock are not sufficient to keep out anyone truly determined to get inside, but inhabitants of this district know that to break in and steal anything here would be to invite the wrath of all the kiraikeui of the area.

62. The Lord of Fury's Lair

Lying on the ground near the wooden door of this stone building are the corpses of two Teir'Dal males, dead for perhaps a few days. Both have obviously been picked clean of their belongings and partially eaten.

Visibility here is reduced to 10 feet. This is the abode of an enormous, powerful ire ghost known as the Lord of Fury; it was granted this title by the Prince of Hate himself in recognition of its extraordinary bloodlust (which, given that it is a flesh-eating undead monster among a city of flesh-eating monsters, is noteworthy indeed).

Presently kneeling before the creature is a plate-armored figure with long white hair flowing down from the back of its helm (male dark elf, Clr 21/Nec 7, OE; *Priests of Innoruik*); this priest, called Urast, is here seeking the favor of the Lord of Fury on behalf of his Teir'Dal enclave on Norrath. At present, though he does not fully realize it, Urast is very near to becoming the Lord of Fury's next meal. Only the timely interference of the PCs, which might allow the priest to prove his worth to the ghost, could change the outcome of their meeting.

Tactics: Urast casts healing spells on the Lord of Fury if he is able; otherwise, he combats the PCs with weapon or spell to the best of his ability. For its part, the Lord of Fury uses its spell-like abilities on any PCs who seem low in hit points, but otherwise uses its teeth and claws.

Urast: hp 163.

Lord of Fury: CR 29; SZ Huge undead; HD 63d12; hp 432; Init +9; Spd 50 ft.; AC 35 [flat-footed 30, touch 13] (–2 size, +5 Dex, +22 natural); BAB +31; Grap +53; Full-Atk 2 claws +44/+44 melee (2d8+14 plus sapping touch) and bite +42 melee (2d8+7/19–20 plus ghoulish rot); Atk claw +44 melee (2d8+14 plus sapping touch) or bite +44 melee (2d8+14/19–20 plus ghoulish rot); Face 10 ft. by 10 ft.; Reach

15 ft.; SA ghoulish rot, sapping touch, spell-like abilities, stench; SQ DR 25/+5, flowing thoughts 4, resistances, see in darkness, see invisible, SR 29, undead; Res AR 20, CR 40, DR —, ER 10, MR 20, PR —, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +21, Ref +26, Will +35; Str 38, Dex 20, Con —, Int 19, Wis 19, Cha 20.

Skills: Channeling +43, Climb +21, Hide +22, Knowledge (local lore [Hate]) +14, Knowledge (planar travel) +14, Knowledge (religion) +12, Listen +38, Sneak +22, Spot +38, Taunt +27.

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (bite), Improved Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Riposte, Run, Special Ability Focus (sapping touch), Special Ability Focus (stench), Spring Attack, Swift, Weapon Focus (bite, claw).

Ghoulish Rot (Su): Bite, Fort DC 46, incubation 1 day, 1d4 Con and 1d4 Dex.

Sapping Touch (Su): Claw, Will DC 48, 1d6 Dex.

Spell-Like Abilities (mana cost): *Beguile undead* (28), *eternity's torment* (23), *invoke fear* (20), *root* (5), *scent of shadow* (17), *steelskin* (25), *surge of enfeeblement* (17), *torrent of hate* (10). CL 17th; save DC 15 + spell level.

Mana Pool: 170.

Stench (Ex): 30-foot radius, Fort DC 43; –2 penalty to attack and damage rolls, saving throws, and skill and ability checks while in stench and 1d6 rounds thereafter.

Treasure: Among the other items and goods appropriate to an EL 29 encounter, the Lord of Fury has a *Hate's edge* blade (see Appendix Two) buried in the mass of bones within its lair.

63. Thexual Revolution [EL 30+]

This large two-storey wooden building has many dark windows, although red light can be seen shining behind curtains in some of them. Spiked to the wall near the entrance are the corpses of three gnomes. Above the gnomes' heads on the wall are painted words in the Dark Speech — most likely written in the gnomes' own blood — that read (if anyone can read Teir'Dal) "Hatred Rules All Realms!"

Inside, visibility is reduced to 10 feet. This place is the abode of a Teir'Dal minister of Hate called Divolg Thex and his servants; Divolg is in fact one of the many illegitimate offspring of the current Teir'Dal king of Neriak. In the various rooms of the house are his servants: 5 lesser priests (*male or female dark elves*, Clr 19, 18, 16, 14, 12; OE; *Priests of Innoruuk*) and 4 bodyguards (*male or female dark elves*, War 21, 17, 17, 15; OE; *Priests of Innoruuk*), as well as a spite golem that stands watch at the doorway into the place.

Divolg's recent promotion to minister of Hate has escalated his ambitions, so that he is now plotting a rebellion that might put him on the throne of Neriak. He is currently allied with the great spite golem known as the Master of Vengeance (see Area 57), among others, for they have made a number of mutually beneficial arrangements. Divolg and his allies ruthlessly kill and torture all who enter their territory.

Complication: If Divolg escapes, the party will have earned a relentless enemy. He has numerous potent allies, both on this plane and on Norrath, some capable of plane-

spanning magic — and he is nothing if not vengeful and patient.

Tactics: Unless the PCs have taken great precautions while approaching the house, Divolg's servants have seen them and warned their master. Thus, Divolg is most likely buffed for combat when encountered, as shown below (the hit points of all the servants below are unbuffed totals). If he gets into trouble, Divolg uses his receive divine aura ability and runs toward the villa of the Master of Vengeance to report of the invaders; if in dire straits, he casts *gate* and returns to his own manor in Neriak, although he is loathe to do so unless absolutely necessary.

The clerics and bodyguards do their best to keep their master safe (knowing he will exact a terrible vengeance if he survives and they have failed him in some way); the spite golem seeks only to slay the intruders, for in truth it doesn't really like Divolg very much.

Priests of Innoruuk (5): hp 104, 91, 90, 79, 59.

Bodyguards (4): hp 196, 130, 117, 116.

Spite golem (1): hp 198.

Divolg Thex, Male Dark Elf Minister of Hate, Clr 28 (always buffed with *blessed armor of the risen* and *bulwark of faith*): CR 30; SZ Medium-size outsider (evil, orderly); HD 28d8+112+12+75; hp 313; Init +7; Spd 20 ft. in armor; AC 42 [flat-footed 41, touch 29] (+1 Dex, +13 armor, +1 arcane, +12 divine, +5 deflection); BAB +21; Grap +26; Full-Atk +33/+28/+23/+18/+13 melee (1d10+12/17–20 plus 2d6 unholy, +5 *unholy heavy flail*); Atk +33 melee (1d10+12/17–20 plus 2d6 unholy, +5 *unholy heavy flail*); SA hate aura, spells; SQ DR 10/+5 and 19/–, dark elf traits, divine powers (heightened turning*, militant*, receive divine aura, turn undead), *flowing thought X* (1 mana/minute), greater specialization (alteration), quickened support, see in darkness, SR 33, +2 magic saves; Res AR 8, CR 11, DR 13, ER 11, FR 16, MR 16, PR 13, SoR 3; AL OE; Fac Inhabitants of Hate; SV Fort +16, Ref +12, Will +28; Str 21 (14), Dex 16 (12), Con 18 (14), Int 21 (14), Wis 35 (24), Cha 18 (15).

Skills: Channeling +48, Diplomacy +14, Heal +18, Hide +8, Knowledge (local lore [Hate]) +16, Knowledge (mysticism) +15, Knowledge (religion) +26, Meditation +51, Sense Motive +26, Spellcraft +30, Spot +17, Trade Skill (blacksmithing) +26, Trade Skill (calligraphy) +18.

Languages: Dark Speech (4), Common (4).

Feats: Cleave, Extend Spell, Heighten Spell, Improved Critical (heavy flail), Mental Clarity, Mystic Capacity [x3], Parry, Power Attack, School Specialization (alteration)^B, Weapon Focus (heavy flail).

Hate Aura (Su): Will DC 28 negates. (This ability comes from Divolg's armor.)

Cleric Spells Usually Prepared (mana cost, modified for greater specialization): *Annul magic* (13), *bulwark of faith* (58), *complete healing* (61), *dread of night* (16), *enforced reverence* (33), *gate* (1), *paralyzing earth* (16), *reckoning* (38), *remedy* (27), *stun command* (25), *word of healing* (90). Save DC 22 + spell level, or 23 + spell level for alteration or evocation [gold imbued sapphire coronet].

Mana Pool: 697.

Possessions: *Ethereal mist full plate armor* (see Appendix Two), +4 *lawful heavy flail*, *infernal shroud of wickedness* (see Appendix Two), *gold imbued sapphire coronet*, *platinum jasper amulet*, *golden idol of Innoruuk*, spell component pouch, prayerbook, 20 pp.

Divolg Thex (also buffed with *resist magic* and *resist poison*): SQ +4 poison saves, +6 magic saves; Res MR 32, PR 29.



64. Greenblood Embassy [EL 28+]

This wooden structure has a large door roughly 11 feet high and 5 to 6 feet wide. A pale reddish glow can be seen coming from windows all around the oddly shaped building.

Inside, visibility is standard. There are 2 ogre knights (male ogres, *Shd* 19–21, NE; *Greenblood Knights*) standing just inside the doorway. The entrance area has several large tables and chairs, with a wide ascending hallway leading to a handful of other rooms. Everything herein is sized for ogres, and all occupied rooms are lit with *candles of Innoruuk*.

This is the temporary home of the Greenblood emissary to Hate, Lord Ghamol (male ogre, *Shd* 27, NE; *Greenblood Knights*) and his guard retinue of 6 shadow knights (including the two at the door; use the same stats) and 8 warriors (male and female ogres, *War* 12–15, NE; *Greenblood Knights*). Being part of a small sect of worshippers of Innoruuk within the Greenblood Knights' faction, these ogres are immune to the hate aura of the plane.

Tactics: Lord Ghamol and his shadow knights all buff themselves before a fight if they have the opportunity; Ghamol always has his pet nearby, and the other shadow knights can call theirs up quickly using *summon companion*. The warriors do their best to keep enemies away from the knights while they are casting their buff spells, and otherwise try to protect Lord Ghamol, as he is their best hope to

get home safely from this deadly place. (All hit points below are unbuffed.)

Ogre Shadow Knights (6): hp 197, 193, 192, 191, 186, 152.

Ogre Warriors (8): hp 184, 176, 176, 167, 155, 154, 141, 126.

Lord Ghamol: hp 277.

Lord Ghamol's Type 11 Skeletal Companion: hp 118.

65. Conquered Territory [EL 33+]

A sliding stone door appears to be the only point of access into this plain stone building.

Stone Door (4 in. thick): Hardness 8, 60 hp; Break DC 28.

This building was recently taken by a special Teir'Dal taskforce from its former tenants, who were inhabitants of the District of the Three; this effectively expands the Hate Eternal territory by another 20 or 30 yards at this location. The previous occupants were slain and looted, and now the dark elf special unit waits, quite ready for any who would attempt to take over their new position.

These Teir'Dal have gained the notice of Innoruuk, although they do not know it, for he is pleased with their sheer ferocity toward all other factions within the Plane of Hate; it is possible that they will all soon be granted permanent residence on this plane, as well as various

templates of Hate (i.e., knight of Hate, minister of Hate, etc.; see Appendix Two), as appropriate to their respective classes, for their dedicated service to the Dark Prince.

Tactics: These Teir'Dal have worked as a unit for many years, and use very effective team tactics. The 2 shadow knights use their harm touch abilities at once on a single enemy PC, seeking to take one foe out of the fight immediately; they target a cleric, druid, or bard, preferably, or a paladin or some other hybrid spellcaster if they see no such target. Otherwise or thereafter, they team up on a tough-looking melee fighter.

The Teir'Dal necromancer/cleric and the wizard both target enemy spellcasters, coordinating their attacks and those of their allies through commands and warnings shouted in Dark Speech. The rogue seeks to backstab spellcasters, preferably healers, but is willing to flank any enemy opposite one of his own warrior or shadow knight allies. The warrior/wizard engages the toughest-looking melee fighter, unless he sees an opportunity to take out an enemy healer.

All hit points below are unmodified for any equipment these Teir'Dal might carry or any buffs they might employ.

Ainak, Male Dark Elf Wiz 27, NE: hp 102.

B'netia, Female Dark Elf Shd 27, OE: hp 203.

Brilein, Male Dark Elf Shd 29, OE: hp 242.

Neaddar, Male Dark Elf Rog 28, NE: hp 146.

Niamalie, Female Dark Elf Nec 21/Clr 6, OE: hp 139.

Vaelric, Male Dark Elf War 22/Wiz 5, OE: hp 232.

66. Last Call for Ak'Anon [EL varies]

This building and the ground around it have very recently seen battle. Bodies and parts of ghosts, diseased rats, and other inhabitants of Hate have been cut down, a few hanging from windows as if they were felled trying to find a way inside, while others lie in pools of their own ichor in and around the doorway.

Inside, 3 battered gnomes lean against the walls or sit warily, healing, resting, and praying as they are able. They are battle-weary after having fought off many creatures of the Plane of Hate just about 11 hours previous (none has yet fallen prey to the curse of Hate that eventually affects all foreigners in this place). This hut has become the refuge for what are left of a group of gnome adventurers. The gnomes have no means of returning home, since their wizard was captured (and subsequently tortured and eaten) by allies and servants of the Master of Vengeance.

The remaining gnomes have defended this building against a few half-hearted attacks, but in fact are rather surprised — and more than a little worried — that they have not yet been overrun. In actuality, the lords of this district intend to let the gnomes sit idle until the plane's hate aura causes them all to destroy one another, and then, possibly, to rise as undead servants of Hate. Even if this requires several days, the locals will enjoy watching.

Complication: If the gnomes encounter other good-seeming adventurers, they enthusiastically beg for a “port” out of this godforsaken realm. If the PCs refuse to teleport them out of the Plane of Hate, the gnomes must each make a Will save (DC 22) or become enraged and attack the nearest creature; if this occurs, the affected creature may make another DC 22 Will save each round to shake off the rage.

If an enraged gnome is subdued until the hate effect wears off, he or she apologizes profusely for such disgraceful conduct and offers to serve the party for 1 month if they can get them home to Ak'Anon as soon as possible.

Each gnome who successfully makes it home as a result of the PCs' actions pays *each* party member 5,000 gp as a reward.

All hit points below are unmodified for any equipment these gnomes might carry or any buffs they might employ.

Vrruby, Female Gnome, War 31, NG: hp 78 (normally 227).

Garennia, Female Gnome, Pal 29 (Brell), OG: hp 39 (normally 166).

Fedgett, Male Gnome, War 23/Rog 7, NG: hp 70 (normally 221).

67. Lich's Lair [EL 31]

Atop the roof of this plain stone building sit a number of gargoyles peering down at the streets below.

Inside, visibility is reduced to 10 feet. This place is the home of a powerful lich called Master D'Samni (*male dark elf loathing lich, Wiz 29, OE; Inhabitants of Hate*).

Tactics: Master D'Samni attacks immediately, casting a quickened *Atol's spectral shackles* on his enemies followed in the same round by a *disintegrate* on the physically quickest-seeming character. After that, he simply hurls direct-damage spells until he or his foes are dead.

Master D'Samni: hp 179.

68. Mistress of Malevolence [EL 31]

As one approaches this stone building, piercing screams and wailing can be heard coming from inside.

Inside, visibility is reduced to 10 feet. This building is home to 2 banshees, one a particularly powerful creature known as the Mistress of Malevolence (*female First (Elf) banshee, Brd 29, OE; Inhabitants of Hate*). The lesser banshee (*female human banshee, Brd 26, OE; Inhabitants of Hate*) screams as if she is in distress, but her cries are in fact a shrill, morbid accompaniment to the disturbing song of her mistress.

Tactics: Both banshees attack viciously as soon as they become aware of intruders.

Lesser Banshee (1): hp 176.

Mistress of Malevolence: hp 215.

69. Scaffold of the Famished [EL 27]

Scaffolding for public executions stands here in the center of an open area of the district. Dozens of bodies lie below the scaffolding, some with nooses still around their necks after having been cut down and apparently left to rot. Some creatures, looking not unlike the rotting bodies themselves, appear to be feeding upon the fresher remains.

As soon as any living creature comes within 60 feet of the scaffolding, a great number of the bodies lying under the scaffolding rise up to attack, for these have been reanimated as ghouls, both greater and lesser. The creatures feeding on the fresh corpses are ire ghosts, who are effectively the leaders of this ghoulish pack.

Tactics: The ghouls all rush to attack and feed on the PCs as quickly as possible; the ire ghosts may use some spell-like

abilities before closing, knowing that the ghouls will wait for them to feed in any case.

Lesser Ghouls† [13 HD] (13): hp 111, 101, 95, 94, 94, 91, 85, 81, 75, 74, 71, 68, 66.

Greater Ghouls† [20 HD] (10): hp 165, 165, 150, 149, 149, 144, 133, 130, 126, 122, 116.

Ire Ghosts [39 HD] (4): hp 256, 250, 246, 227.

† Ghouls appear in *Realms of Norrath: Freeport* (p. 98).

Greater Hate— The District of the First

This district is under the firm control of the Firstborn, those Teir'Dal created directly from Tunarean elves (as opposed to those born to Firstborn parents or their progeny). It is here that preparations are made for strike teams of Teir'Dal heading to Norrath to spread hatred. Residents here take sport in conducting forays into other nearby districts to torture and maim the more monstrous denizens of the plane, all in the name of good sport and entertainment.

Recently, a new district in the Plane of Hate has become hostile to that of the First. Teir'Dal from the realm of the Underfoot, where Innoruuk seeded the Firstborn Teir'Dal upon Norrath, claim that the First are in fact impure, still having light elf blood in their veins, and that the Underfoot Teir'Dal are in fact Innoruuk's first and most loyal "pure" Teir'Dal. The hatred between the District of the First and the District of the Three has heated up to the point of open warfare.

The First can usually be identified by their distinctive dress, usually wearing light elf armor and garments from their previous lives as a form of mockery to any light elves they may encounter. Despite the claims of the Underfoot Teir'Dal, the First are still feared or at least respected by most Teir'Dal and monstrous servants of Innoruuk alike, for they are typically very skilled and knowledgeable.

70. Inn of the Black Unicorn [EL 34+]

This large wooden structure is apparently an inn, its sign depicting a rearing black unicorn with a red horn; the front door stands wide open. From within can be heard the extremely fast-paced, raucous sound of many voices singing in the Dark Speech, accompanied by the rhythmic thumping of metal on wood.

Inside, a bar runs along one wall of the large common room, which is currently filled with 11 patrons, all Firstborn Teir'Dal. Many of them wear armor and garments decorated in ancient light elven styles, with intricately designed trees, unicorns, and other antiquated symbols displayed plainly — most PCs should have to make a Knowledge (religion) check (DC 20) to recognize the more esoteric of these ancient symbols as belonging to the goddess Tunare.

The elves are singing an Old Teir'Dal bastardization of an Elder Elvish song that builds in tempo and volume as it progresses; meanwhile, they are being entertained by a beautiful Teir'Dal in fine green mail armor, who unerringly throws daggers — all the while singing and dancing expertly — at the body of a screaming ghoul that has been crucified against one wall; the dancer is called D'lshya

Greater Hate Encounter Key:

District of the First

Difficulty Level: 29–33.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1–2. 3d6+3 repulsive rats (see Appendix One)

3–5. 1d4 Firstborn with lesser Teir'Dal servitors

6. 1d4+1 Firstborn agents of Hate

7–8. 1d3 Firstborn knights of Hate with lesser Teir'Dal servitors

9–10. 1d3 Firstborn ministers of Hate with lesser Teir'Dal servitors

11–12. 1d3 Firstborn sorcerers of Hate with lesser Teir'Dal servitors

13–20. No encounter.

Detections: None.

Shielding: See "Planar Conditions of Hate" in Chapter Two.

Continuous Effects: See "Planar Conditions of Hate" in Chapter Two. Visibility in this part of the Plane of Hate is generally 90 feet, unless otherwise noted, due to the many lanterns maintained here by the Firstborn Teir'Dal that burn *candles of Innoruuk*.

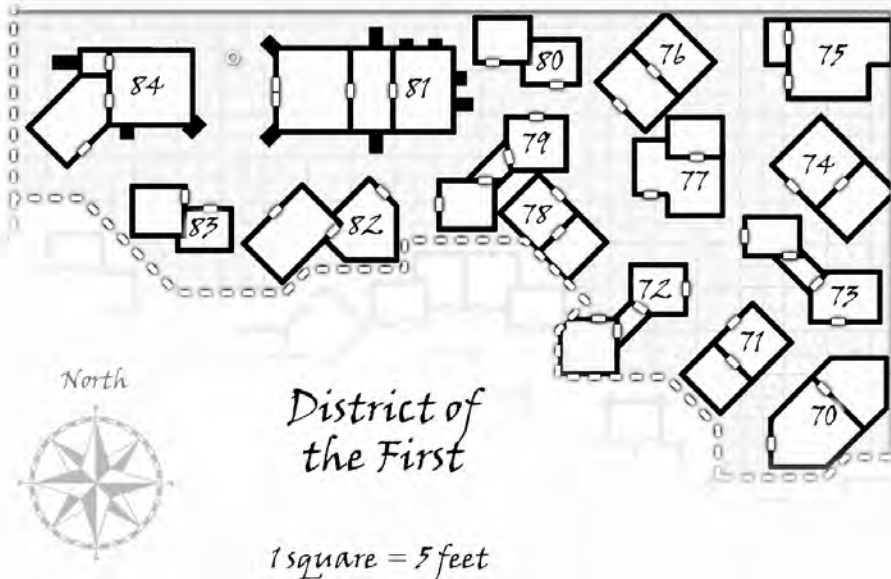
Standard Features: Unless otherwise noted, all doors in this district are constructed of iron-reinforced wood (2 in. thick; Hardness 6; hp 25; Break DC 19; Locked DC 25).

(female First (Elf) agent of Hate, Rng 7/Brd 20/Rog 6, NE; *Inhabitants of Hate*). The others beat their weapons and cups against the wooden tables, singing and laughing all the while.

Behind the bar is another female Teir'Dal, this one perhaps even more beautiful than the dancer, wearing a tunic emblazoned with the crest of a white tree. This is Lady W'Rixxus (female First (Hie) minister of Hate, Clr 31, OE; *Inhabitants of Hate*), who owns and runs the Inn of the Black Unicorn.

If the PCs do not seek to fight, they are allowed to buy drinks and even to rent a room. The Firstborn here are curious about current events in the world of Norrath, particularly the status of the Teir'Dal of Neriak and of the wood and high elves of Greater Faydark. The Firstborn are very proud and arrogant, however, taking offense at any remarks not carefully phrased in such a way as to hint that the Teir'Dal, and Firstborn in particular, are superior beings.

Complication: The Teir'Dal draw the PCs to pursue a conversation for a time, while one of the rogues sneaks out to find reinforcements; later, as a group, they attempt to



Inside the building, two candles of *Innoruuk* are burning, barely keeping the gloom of Hate at bay. The three occupants of the building sit around an old table, munching occasionally at bits of braised flesh — of what type of creature, none other than a dark elf would want to surmise. The occupants are Alumien (*female First (Hie)*, *Wiz 30, OE; Inhabitants of Hate*), Brealyal (*female First (Elf)*, *Rog 31, OE; Inhabitants of Hate*), and Marudil (*male First (Hie)*, *Mag 29, OE; Inhabitants of Hate*). Two pets, Alumien's familiar and Marudil's air elemental, flutter quietly in the shadows.

take the PCs prisoner while the characters rest in their rooms for the night.

Tactics: If the PCs are threatening or violent, the inn's occupants attack, with Lady W'Rixxus healing the warriors and rogues as the spellcasters move behind tables and other obstacles to gain benefit of cover and then cast spells to aid their allies or hamper and harm their enemies.

Greater Ghoul [20 HD] (1): hp 146 (currently helpless).

First Clr 27 (1): hp 160.

First Rog 23–29 (3): hp 189, 176, 156.

First War 22–30 (5): hp 293, 271, 254, 230, 181.

First Wiz 26 (1): hp 99.

D'lishya: hp 148.

Lady W'Rixxus: hp 231.

71. Stone Building [EL 33]

From within this modest stone building, three voices — two female and one male — can be heard arguing in an ancient tongue. Impaled upon the front wall of the building are two dark elves, with words written in blood over each of their heads.

Any character trying to read the words written near the Teir'Dal corpses must understand Old Teir'Dal (possibly requiring a Language check); the words label the victims as Teir'Dal of the District of the Three who trespassed into the District of the First.

Any character trying to understand the argument coming from within the house must understand Elder Elvish (possibly requiring a Language check); there are three voices speaking, discussing the recent loss of the fourth of their number. They believe that Teir'Dal from the District of the Three are responsible for the disappearance, and they are presently bickering over what they should do to avenge their missing comrade.

Inside their quarters, the spellcasters' tomes bear the stamp of the ancient library of Takish-Hiz: These were all formerly powerful elves of the ancient world, converted into Teir'Dal eons ago by *Innoruuk*'s hateful power.

Tactics: If the First become aware of the PCs, Alumien and Marudil immediately begin to buff themselves while they order their pets to attack; they then attack using the most effective spells at their disposal. Meanwhile, Brealyal hides, sneaks or flanks, and backstabs a PC spellcaster at the first opportunity.

Alumien: hp 103.

Alumien's Type 4 Familiar: hp 94.

Brealyal: hp 213.

Marudil: hp 113.

Marudil's Type 13 Air Elemental: hp 272.

72. Humble Abode [EL 28]

This small building is not at all noteworthy.

Inside sleeps one of the occupants of this building, N'rethis (*female First (Hie)*, *Wiz 28, OE; Inhabitants of Hate*), while her familiar keeps watch over her. In addition to this wizard, three of the Firstborn patrons currently at the Black Unicorn (Area 70) also dwell here — GM's discretion as to which ones.

Tactics: If the wizard is alerted to intruders by her familiar or by some other means, she immediately casts a quickened *abscond* in an attempt to reach her allies at Area 70. N'rethis always has a *shield of the magi* spell active (included in her hit points below).

N'rethis: hp 152.

N'rethis' Type 3 Familiar: hp 69.

73. Empty Building

This stone building's door is closed. No sounds of activity come from within.

Inside, visibility is nil. This building holds beds, trunks, tables, and chairs for four, making things seem rather crowded. Along the walls are several pieces of artwork, tapestries, and maps of Koda'Dal origin. A Knowledge (geography or history) check (DC 20) enables a PC to ascertain that the map on the wall depicts Norrath during the Elddar age. The items of the room are ancient elven in origin.

The 4 occupants of this building are currently at the Inn of the Black Unicorn (Area 70).

Treasure: There are 6 items of value adorning the walls, each of (5d6)x100 gp in value.

74. The Company of Hate [EL 34+]

A familiar red light spills out from beneath the wooden door of this rather ordinary building.

Inside, normal visibility is maintained through the use of *candles of Innoruuk*. In this two-room structure dwell 4 Firstborn Teir'Dal, who are currently preparing to venture to the Desert of Ro on Norrath to find the ruins of Takish-Hiz; once there, they intend to locate some valuables and magic items they believe are still hidden there. Maps of the city of Takish-Hiz — sketched by the occupants from personal memory! — as well as supplies of water and foodstuffs are laid out.

The elves here are Lord B'layas (*male First (Hie) knight of Hate, Pal 22/War 7, OE; Inhabitants of Hate*), Lord Milamaen (*male First (Hie) sorcerer of Hate, Wiz 29, OE; Inhabitants of Hate*), Sir Neuvenae (*male First (Hie), War 21/Rog 7 knight of Hate, OE; Inhabitants of Hate*), and Sir Siliseur (*male First (Hie) knight of Hate, Pal 19/Shd 8, OE; Inhabitants of Hate*).

Lord B'layas: hp 288.

Lord Milamaen: hp 139.

Sir Neuvenae: hp 255.

Sir Siliseur: hp 251.

75. Castle of the Dread Lord [EL 34+]

Set into the corner of the Plane of Hate's stone walls is a unique stone building rather like a single-storey fortified keep. Carved around the entryway are painted teeth, and other areas of the building have been similarly carved and painted so that the building's front has the appearance of a great skull, jaws opened wide to devour any who enter. Two raised windows are brightly lit by the red light of *candles of Innoruuk*, so that the eyes of the skull seem to glow red like those of some great demon. Nonetheless, the entrance seems to be open to any who would approach.

Complication: On the roof of the building is a familiar in the form of a small red imp, which hides among the faux crenellations. Unless the PCs are taking precautions to avoid being seen or heard, the familiar spots them as they approach and carries word to its mistress inside the keep (Suilvie — see Main Chamber).

A PC may make a Spot check opposed to the familiar's Hide check (+33 bonus due to cover) to see the familiar flit in through an upper window as the characters approach.

Suilvie's Type 3 Familiar: hp 63.

Entrance: Inside the entryway, on either side of a hallway that emanates a hellish red light, the skeletal remains of two high elf warriors, most likely paladins, hang from the wall several feet off the ground. Metal spikes have been driven through shoulders and belly; they have been dead for many centuries, by all appearances. A few black *candles of Innoruuk* in wall sconces cast a red glow throughout the area.

Main Chamber: Down the hall and up a gradual slope is the main room; in it are an enormous four-poster bed, a sturdy table and chairs, several trunks, a number of tapestries with images of death sewn into them, a multitude of red-burning candles, and 4 lovely Teir'Dal maidens, 3 of them armed and armored for combat. The women are fawning over an imposing male Teir'Dal wearing deep blue armor, which bears a crest identical with that of the high elves staked to the walls in the entranceway; piled in one corner of the room are about 25 helmets bearing the same crest.

The armored male is the Dread Lord M'Noxin (see below), once an ancient high elf paladin of great power, and one of the first elves to come to Hate seeking the elven monarchs taken by Innoruuk. Now, one of the Firstborn and a knight of Hate, he is as cruel and despicable as he was once pure and honorable.

The 4 women are the Dread Lord's allies and concubines: Luvame (*female First (Hie), Clr 27, OE; Inhabitants of Hate*), R'Loria (*female First (Hie), Pal 20/Shd 8, OE; Inhabitants of Hate*), Suilvie (*female First (Hie), Wiz 28, OE; Inhabitants of Hate*), and Vinaliae (*female First (Hie), War 28, OE; Inhabitants of Hate*).

Tactics: Luvame stays away from combat, seeking only to heal and support her allies, but most especially the Dread Lord. R'Loria also uses her healing when needed, but she also supports her allies by keeping enemy fighters away from them. Suilvie casts spells to harm those in melee with the Dread Lord, or to counter enemy spellcasters. Vinaliae moves into melee at once, but is always prepared to assist the Dread Lord if he should be overwhelmed; if an enemy spellcaster targets him, she may charge through her enemies, even if it means provoking attacks of opportunity, to bring him or her down.

Dread Lord M'Noxin buffs himself before joining combat (if he has word of the PCs before they arrive, such as from Suilvie's familiar, he is already fully buffed when the PCs arrive — and he may have further buffs from his allies!). He prefers to target paladins, or clerics if no paladins are present, and uses his harm touch on such a healer at the first opportunity. If any elves or elf paladins are among the PCs, the Dread Lord challenges that PC to single combat, and proceeds to attack.

Luvame: hp 132.

R'Loria: hp 231.

Suilvie: hp 107.

Vinaliae: hp 272.

Dread Lord M'Noxin, Male First (Hie) Knight of Hate, Pal 31/War 3: CR 34; SZ Medium-size outsider (evil, orderly); HD 31d10+248 plus 3d12+24+21+62; hp 537; Init +3; Spd 30 ft.; AC 33 [flat-footed 31, touch 12] (+2 Dex, +13 armor, +8 natural); BAB +34; Grap +48; Full-Atk +53/+50/+47/+44/+41 melee (2d4+25/15–20 plus 2d6 unholy and *sonic proc* [DC 20], *darkmetal falchion*); Atk +53 melee (2d4+25/15–20 plus 2d6 unholy and *sonic proc* [DC 20], *darkmetal falchion*);

SA harm touch, *shield of words*, slay undead, spells, *yaulp II*; SQ act of selflessness*, berserking, DR 5/—, disciplines (Fearless, Holy Forge, Resistant, Sanctification), elf of two worlds, First (Hie) traits, heavy fortification (immune to crits and backstabs), improved lay on hands, knowledge*, respect*, see in darkness, smithing, SR 39, steed ability (SR +2)*, Taunt bonus +2, unholy steed, +1 on acid, cold, electricity, fire, magic, and sonic saves, +2 poison saves; Res AR 15, CR 13, DR 15, ER 11, FR 12, MR 17, PR 13, SoR 15; AL OE; Fac Inhabitants of Hate; SV Fort +28, Ref +14, Will +24; Str 39 (23), Dex 16 (12), Con 26 (18), Int 21 (12), Wis 27 (14), Cha 20 (14).

Skills: Channeling +23, Climb +14, Diplomacy +9, Heal +12, Hide +3, Intimidate +21, Jump +3, Knowledge (local lore [Hate]) +8, Knowledge (religion) +17, Knowledge (warcraft) +24, Ride +17, Sense Motive +21, Spellcraft +19, Spot +10, Taunt +32, Trade Skill (blacksmithing) +37.

Feats: Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Cleave, Improved Parry, Iron Will, Mounted Combat, Mystic Capacity, Parry^B, Power Attack, Riposte, Toughened, Weapon Focus (falchion)^B.

Harm Touch (Su): 1/day—102 hp; Fort DC 32 half.

Shield of Words (Su): Due to his *plate of the righteous*, the Dread Lord may invoke an effect identical to the spell *shield of words* once per day.

Paladin Spells Prepared (mana cost): *Armor of faith* (25), *divine strength* (17), *force* (15), *light of life** (37), *pious might** (17), *resolution* (18), *superior healing* (39), *symbol of Naltron* (53), *valor of Marr* (50). CL 27th; save DC 18 + spell level.

Mana Pool: 462.

Wariness (Su): Due to his *brooch of wariness*, the Dread Lord is never considered flat-footed and may always take 1 action during a surprise round.

Yaulp (Su): Due to his *mask of war*, the Dread Lord may invoke an effect identical to the spell *yaulp II* twice per day.

Possessions: *Plate of the righteous* (see Appendix Two), *darkmetal falchion* (see Appendix Two), *tallow-smeared crown* (see Appendix Two), *etched greaves of dark might* (see Appendix Two), *boots of brawn*, *mask of war*, *brooch of wariness* (shaped like Innoruuk's head).

Dread Lord M'Noxin (buffed with *divine strength*, *pious might*, *resolution*, *shield of words*, *valor of Marr*, and *yaulp II*): hp 650; AC 40 [flat-footed 36, touch 19] (+2 Dex, +13 armor, +8 natural, +2 deflection, +3 divine, +2 haste); Grap +51; Full-Atk +56/+53/+50/+47/+44 melee (2d4+29/15–20 plus 2d6 unholy and proc [DC 20; 2d6 sonic and (4d10)x2 magic], *darkmetal falchion*); Atk +56 melee (2d4+29/15–20 plus 2d6 and proc [DC 20; 2d6 sonic and (4d10)x2 magic], *darkmetal falchion*); SQ DR 16/—, haste (4) [1 extra action/2 rounds]; Str 44.

76. House of the Deathgivers [EL 32]

This wooden building's exterior has been painted entirely red, except the door, which is painted black. A skull-shaped knocker is set in the door's center.

This place smells like a mausoleum. In the inner room are two beds; upon one, a black-robed Teir'Dal lies propped up, writing furiously in a hide-bound journal. This figure is called Warlock Wielyen (*male First (Elf) sorcerer of Hate*, *Dru 20/Nec 11*, OE; *Inhabitants of Hate*). There are also two tables, one with books and writing materials upon it, the other loaded with bones and odd components; working at this latter table is a figure covered head to toe in plate armor, the breastplate of which displays the heraldic sym-

bol of the Koadal paladins of Tunare. This is Sir Agaldaal (*male First (Hie) knight of Hate*, *Pal 20/Shd 11*, OE; *Inhabitants of Hate*).

Agaldaal and Wielyen are the remnants of a rescue mission to Hate that failed some 400 years ago; after succumbing to the aura of Hate, they slew their own companions and turned to the service of the Dark Prince. They have been known among the First as "the Deathgivers" since that time.

Tactics: These two have perfected their team tactics over the centuries. They attack only to kill, never to subdue.

Sir Agaldaal: hp 272.

Warlock Wielyen: hp 176.

77. Warlord E'Prosio's Residence [EL 33+]

This wooden building's exterior is trimmed with a light-colored wood obviously quite different than any other found on the Plane of Hate.

Front Room: The front room is currently occupied by 2 Firstborn guards (*male First (Hie)*, *War 24*, OE; *Inhabitants of Hate*), standing rigid on either side of the door. Aside from the guards, the room contains four chairs, two small tables, and several floor rugs. The walls of this outer room have weapons, armor, and shields hung upon the walls; one fine shield (+3 *large steel shield*) bears the white tree-and-crown insignia of ancient Tunaria's royal house. Standing by the hallway is an armor stand holding a breastplate cut with an insignia similar to the shield's tree and crown, but the tree on this armor has been changed to black. Twin longswords and a fine longbow and quiver hang beside the armor.

Complication: If the Warlord is alerted to the presence of enemies in the neighborhood, the breastplate, longswords, and bow and arrows are not on the stand, but worn by E'Prosio (see his Possessions entry).

Tactics: If anyone tries to break in, the guards shout a warning to the Warlord in the next room and try to buy him time to don his armor and gird himself for a fight. They block the doorway, forcing anyone who would come in to cut them down first.

Firstborn Guards (2): hp 267, 266.

Bedroom: This room contains a large but simple bed, two large trunks, a bureau and a wardrobe, and a few chests and strongboxes. Warlord E'Prosio is currently sleeping in his bed with his two wives, U'Leylis (*female First (Hie)*, *Clr 26*, OE; *Inhabitants of Hate*) and Valeyadar (*male First (Elf)*, *Dru 24/Nec 6*, OE; *Inhabitants of Hate*). Along the right-hand wall of the room is a map of a vast city broken up into districts. Another map of what appears to be Norrath—the map is somewhat outdated—is also posted on the opposite wall.

Tactics: Warlord E'Prosio and allies attack any who dares enter without permission. Valeyadar casts offensive spells on their enemies while U'Leylis heals and buffs the warriors and her husband. E'Prosio directs everyone to target the same PC if possible, preferably a healer or some other spellcaster, seeking to reduce the number of opponents as quickly as possible.

U'Leylis: hp 173.

Valeyadar: hp 185.

Warlord E'Prozio, Male First (Elf), War 33: CR 33; SZ Medium-size humanoid (dark elf); HD 33d12+165+18+28; hp 443; Init +9; Spd 30 ft.; AC 29 [flat-footed 23, touch 19] (+6 Dex, +10 armor, +3 deflection); BAB +33; Grap +43; Full-Atk +48/+48/+45/+42/+39/+36 melee (1d8+16/15–20, *ashenbone abbasi*) and +44/+39 melee (1d8+9/15–20 plus 2d6 fire, +5/+2 *flaming longsword*), or +46/+42/+38/+34/+30 ranged (1d8+6/x3, 110 ft., +2 *mighty composite longbow* and masterwork arrows); Atk +48 melee (1d8+16/15–20, *ashenbone abbasi*) and +44 melee (1d8+9/15–20 plus 2d6 fire, +5/+2 *flaming longsword*), or +46 ranged (1d8+6/x3, 110 ft., +2 *mighty composite longbow* and masterwork arrows); SQ berserking, discipline mastery (hasten)*, disciplines (Aggression, Defensive, Evasive, Fearless, Fell Strike, Fortitude, Furious, Mighty Strike, Precision, Resistant, Warrior's Charge), elf of two worlds, First (Elf) traits, respect*, Taunt bonus +8, ultravision, warrior abilities (living shield, stalwart, two-weapon mastery)*, +1 on acid, cold, electricity, fire, and sonic saves, +2 poison saves; Res AR 10, CR 10, DR 5, ER 10, FR 15, MR 10, PR 20, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +26, Ref +23, Will +20; Str 30 (22), Dex 28 (14), Con 20 (17), Int 18 (14), Wis 22 (12), Cha 14 (8).

Skills: Climb +15, Heal +10, Hide +20, Intimidate +17, Jump +16, Knowledge (local lore [Hate]) +7, Knowledge (warcraft) +21, Listen +11, Sense Motive +12, Spot +8, Taunt +33, Trade Skill (blacksmithing) +19.

Feats: Alertness, Cleave, Combat Reflexes, Double Attack^B, Dual Wield^B, Great Cleave^B, Hand to Hand, Improved Critical (longsword)^B, Improved Parry, Improved Two-Weapon Fighting^B, Parry^B, Planar Power*, Power Attack, Riposte, Toughened^B, Weapon Focus (longbow), Weapon Focus (longsword)^B, Weapon Specialization (longsword).

Possessions: +5 imbued Koda'Dal mithril breastplate (altered from imbued Koda'Dal mithril plate armor; as light armor, max Dex +6, check –1), ashenbone abbasi (see Appendix Two), +5/+2 flaming longsword, +2 mighty (+4) composite longbow, quiver of 10 masterwork arrows and 10 arrows of pain, pegasus-feather cloak, ruffian gloves, vile runed belt (see Appendix Two), electrum blue diamond circlet, corrupted valorium bracer (see Appendix Two).

78. Spymaster's Den [EL 33]

Gray stone gargoyles sit atop the roof of this otherwise unremarkable stone building.

Visibility inside is virtually nil, although visitors are greeted with the incongruous odor of fresh-baked spiced bread. The building has two adjoining rooms.

Front Room: Lounging in the outer room are 3 rather tall Teir'Dal, one female and two male. The female, Spymaster I'Kavin (see below), is adorned in a forest green suit of mail with intricate colored chain weaves showing idyllic sylvan creatures picked out in golden-yellow colors. The male Teir'Dal (*male First (Elf) agents of Hate*, Rog 25, 27, OE; *Inhabitants of Hate*) are both imposing individuals, to be sure, but a newcomer's eyes are immediately drawn to I'Kavin.

For those able to see in the utter dark of the room's interior, there are trays of exotic breads and pastries on tables all within easy reach of the occupants. Silver pitchers of heady liqueurs exude various spiced aromas. An exquisitely detailed mural on the left wall shows a host of light



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elves gathered about two Teir'Dal with crowns on their heads; some of the elves are crying, some kneeling, and some standing numbed with shock, while others here and there are clearly surprised.

Tactics: The Spymaster and her henchmen use the cover of darkness to facilitate their deadly backstabs; note that a character who is blind (as are those PCs who cannot see in the gloom of Hate) lose their Dexterity bonus to AC and are thus vulnerable to backstab damage with every attack.

The confections consumed by the Teir'Dal are the equivalent of *holy cake*, so each of them gains a +1 metabolic bonus on all saves for the next 12 hours; the drinks are the equivalent of *elven wine*, so they each gain a +2 metabolic bonus on all Listen, Search, and Spot checks. (These bonuses are not included in I'Kavin's stats below.) However, the two lesser agents also both currently suffer a -2 penalty to Dexterity, Intelligence, and Wisdom due to inebriation.

Agents of Hate (2): hp 173, 155.

Bedroom: This opulently appointed room is I'Kavin's bedchamber. A successful Search check (DC 55) here reveals a hidden cache; the opening is trapped, however (see Poison Gas Trap).

Inside the cache is a journal containing the names of a great number of spies in every major city of Norrath. This is the network of Hate that I'Kavin has used to gain great power. Such a list would be worth a fortune to the rulers of the various cities being spied upon, and possibly to others besides.

Poison Gas Trap: CR 21; no attack necessary (inhaled—Fort DC 40; 1 Con plus nausea 10 rounds/3d6 Con plus paralysis); Search DC 60; Disable DC 30. *Note:* The cloud of poison gas affects all within a 10-foot radius of the opened cache.

Spymaster I'Kavin, Female First (Elf) Agent of Hate, Rng 3/Rog 30: CR 33; SZ Medium-size humanoid (dark elf); HD 3d8+15 plus 30d8+150+31; hp 362; Init +15; Spd 50 ft., climb 25 ft.; AC 26 [flat-footed 26, touch 16] (+4 Dex, +10 armor, +2 haste); BAB +27; Grap +38; Full-Atk +45/+43/+41/+39/+37 melee (1d4+19/15–20 plus 2d6 lawful, +6 lawful rapier) and +38 melee (1d6+9/x4, etched bone spike); Atk +45 melee (1d4+19/15–20 plus 2d6 lawful, +6 lawful rapier) and +38 melee (1d6+9/x4, etched bone spike); SA backstab +11d6, deadly attack [Fort DC 28]; SQ disciplines (Blinding Speed, Counterattack, Deadeye, Duelist, Kinesthetics, Nimble), elf of two worlds, evasion, First (Elf) traits, fletcher, haste (6) [1 extra action/round], improved evasion, rogue abilities (chaotic stab, opportunist, poison expert, poison master, uncanny dodge), see in darkness, sense traps, SR 38, +1 cold saves, +2 magic saves; Res AR 1, CR 13, DR 7, ER 3, FR 11, MR 13, PR 11, SoR 1; AL OE; Fac Inhabitants of Hate; SV Fort +17, Ref +31, Will +15; Str 33 (20), Dex 33 (22), Con 20 (14), Int 16, Wis 18 (10), Cha 10.

Skills: Appraise +9, Balance +22, Bluff +5, Climb +24, Disable Device +17, Disguise +19 (+21 acting), Escape Artist +30, Gather Information +19, Hide +44 (+54 outdoors), Intimidate +8, Jump +17, Knowledge (local lore [Hate]) +8, Knowledge (street smarts) +8, Listen +36, Pick Lock +28, Safe Fall +19, Search +33, Sense Motive +19, Sneak +44 (+54 outdoors), Spot +36, Trade Skill (baking) +21, Trade Skill (poison making) +38, Tumble +30, Use Rope +16, Wilderness Lore +11 (+13 tracking).

Feats: Combat Reflexes, Dodge, Double Attack, Dual Wield, Finishing Blow, Improved Critical (rapier), Im-

proved Dodge, Improved Initiative, Mobility, Parry^B, Riposte, Run, Swift, Track^B, Weapon Focus (rapier).

Call of Earth (Su): Due to her *mail of the untamed*, the Spymaster may invoke an effect identical to the spell *call of earth* twice per day.

Possessions: *Mail of the untamed* (see Appendix Two), +6 lawful rapier, etched bone spike (see Appendix Two), haste gauntlets (see Appendix Two), primeval leggings of madness (see Appendix Two), platinum amber ring, platinum onyx ring, 20 pp, 30 gp.

79. Smithy [EL 27]

Smoke rises from a furnace within this stone structure, and the sound of hammering comes from within. The door is open and a sign above the door reads "Blacksmith" in both Common and Teir'Dal.

Inside are 2 Teir'Dal warriors (*male First (Hie)*, War 25, OE; *Inhabitants of Hate*) working at the forge, repairing some armor.

Tactics: If attacked, the smiths take up weapons from nearby and retaliate. Otherwise, they can be traded with, although they are likely to double-cross any non-Firstborn who enter their shop, and to betray the PCs' presence at the first opportunity.

Firstborn Smiths (2): hp 232, 215.

80. Shrine of Hate [EL 31]

This building is obviously a shrine of some kind. From inside, a red illumination bathes the shrine.

A statue of Innoruuk sits atop a pedestal in the back of the first room. Sitting beside the statue in prayer are two armor-clad figures (*male and female First (Hie)*, *ministers of Hate*, Clr 27, OE; *Inhabitants of Hate*). Several candles of Innoruuk are arranged so as to illuminate the statue, and the smell of incense is in the air. Before the image of Innoruuk sits a silver bowl with a few coins and trinkets within. A hallway leads to a back room; there can be found the priests' beds, chests, and some other rather spartan furnishings.

Tactics: The clerics defend the shrine to the death, casting healing spells on one another as needed while they fight. They do not hesitate to call aloud for assistance from the neighboring buildings if they are in danger of being overwhelmed.

Firstborn Ministers of Hate (2): hp 139, 137.

81. The Archon's Estate [EL 36+]

The peaks and spires of this large, fortified manor rise into the murky gloom above. The stone surface of the structure's exterior is covered with intricately carved patterns and symbols, as well as various gargoyles and other depictions of demonic beings. A yawning archway spills red light out into the streets from the estate's outer room. Standing in the entranceway, easily visible from outside, are two tall, plate-armored Teir'Dal. From inside can be heard the gentle murmur of conversation, laughter, and gaiety, all mixed together with the tinkling sounds of food and drink being served.

Front Gate: There are 2 estate guards (*male First (Elf)* *knights of Hate*, War 25, OE; *Inhabitants of Hate*) standing here at all times. No strangers are allowed admittance, and

if there is any doubt as to the identity or welcome of visitors, their commander, Gravelord D'Katu (see Dining Room, below), is summoned at once from inside to deal with the situation.

Tactics: The guards defend themselves and the manor to the death (for they know they are likely to be revived in 8 hours or so by the energies of the Plane of Hate).

Complication: If any commotion occurs out here, the Archon uses her *looking pendant* to see what is the matter; if she sees hostiles, she and her allies inside buff themselves fully and prepare for battle.

Firstborn Knights of Hate (2): hp 259, 225.

Front Hall: This lavishly decorated room has an enormous vaulted ceiling reaching 60 or 70 feet up. The area is lit by many *candles of Innoruuk*, which emit a pale red glow that shines down from several priceless candelabras. Painted across one of the walls is a 30-foot-tall depiction of Innoruuk himself, with his oblong head and eternal sneer, in which his spindly arms busily weave some malevolent spell.

There are 2 more guards (as above) standing on duty in this hall.

Firstborn Knights of Hate (2): hp 244, 231.

Dining Hall: Sweetmeats and drinks are set up on trays throughout this area, for it seems the room's occupants have recently finished a meal and are now standing about, laughing and socializing. A white marble floor gleams in the red candlelight beneath the feet of the occupants.

Near the dining table, two strikingly handsome male Teir'Dal attend a smiling, white-haired Teir'Dal woman who wears resplendent golden armor obviously of Koadal manufacture; they obviously consider her their superior. The two males are Gravelord Akarlian (*male First (Hie)*, *Pal 17/Shd 15*, OE; *Inhabitants of Hate*) and Warlock Drigone (*male First (Hie) sorcerer of Hate*, *Mag 23/Nec 7*, OE; *Inhabitants of Hate*), while the woman is none other than Archon G'Uvin herself.

Elsewhere in the room, a crimson-robed Teir'Dal woman, Lady Aeilla (*female First (Elf)*, *Brd 16/Nec 13*, OE; *Inhabitants of Hate*), and a male dark elf in blue plate armor stand engrossed in deep conversation — he is Gravelord D'Katu (*male First (Hie) knight of Hate*, *Pal 22/War 10*, OE; *Inhabitants of Hate*), the Archon's consort, sworn protector, and guard captain.

Four scantily clad high elf women (*female high elves*, *various classes/levels*, *any good*; *factions vary*), their eyes somewhat glazed over, hover not far from the Teir'Dal, holding plates loaded with fruits and sweetmeats. If rescued, these women prove difficult to converse with, as they are under the effect of a mind-numbing magical effect similar to *mesmerization*. If this effect is dispelled (CL 34th), they are grateful, but wish to depart this horrid plane, returning to Felwithe at once. The GM may determine their classes, levels, and abilities as needed for the story — they may be helpless, relying on the PCs for rescue, or they may be accomplished adventurers themselves.

Tactics: The knights engage any intruders at once, seeking to locate and slay spellcasters first, while the Teir'Dal spellcasters pin down enemy fighters with *root-line* spells. Warlock Drigone casts DOT spells upon healer and spellcaster PCs once enemy fighters are dealt with.

Archon G'Uvin heals and buffs herself and her allies as needed, after first casting a quickened *annul magic* on any foe bearing powerful buffs (based on what she determines with a Spellcraft check). Gravelord D'Katu always protects her to the best of his considerable abilities.

Lady Aeilla also does her best to buff and assist her allies, using her songs and spells for the most part defensively. However, both she and Drigone target any enemyspellcaster who is obviously badly wounded with heightened *lifetap-line* spells.

Lady Aeilla: hp 156.

Gravelord Akarlian: hp 258.

Warlock Drigone: hp 97.

Gravelord D'Katu: hp 313.

Archon G'Uvin, Female First (Hie) Minister of Hate, Clr 34 (always buffed with *aegis*, *blessed armor of the risen*, and *resist poison*): CR 36; SZ Medium-size outsider (evil, orderly); HD 34d8+204+21; hp 455 [*blessed armor of the risen*]; Init +3; Spd 20 ft. in armor; AC 46 [flat-footed 45, touch 33] (+1 Dex, +13 armor, +2 arcane, +15 divine, +5 deflection); BAB +25; Grap +29; Full-Atk +35/+31/+27/+23/+19 melee (1d8+9/18–20, +5 *bludgeoning heavy mace of speed*); Atk +35 melee (1d8+9/18–20, +5 *bludgeoning heavy mace of speed*); SA hate aura, spells, *torrent of hate*; SQ DR 10/+5 and 17/–, divine powers (celestial healer, divine healing, purify soul, receive divine aura, turn undead), First (Hie) traits, *flowing thought* X (1 mana/min.), greater specialization (alteration), high divine powers (deity's gift, divine stun)*, knowledge*, quickened support, respect*, see in darkness, SR 39, +2 magic saves, +4 poison saves; Res AR 3, CR 13, DR 13, ER 8, FR 18, MR 23, PR 29, SoR 3; AL OE; Fac Inhabitants of Hate; SV Fort +21, Ref +14, Will +34; Str 19 (10), Dex 16 (12), Con 22 (16), Int 20 (14), Wis 40 (28), Cha 17 (14).

Skills: Channeling +57, Diplomacy +10, Heal +24, Hide +4, Knowledge (local lore [Hate]) +14, Knowledge (mysticism) +17, Knowledge (religion) +28, Meditation +60, Sense Motive +20, Spellcraft +34, Spot +18, Trade Skill (calligraphy) +24, Trade Skill (pottery) +23.

Languages: Dark Speech (4), Common (4), Elder Elvish (4).

Feats: Extend Spell, Healing Adept, Heighten Spell, Improved Critical (heavy mace), Mental Clarity, Mystic Capacity [x3], Planar Power*, Power Attack, Quicken Spell, Rebuke Undead†, School Specialization (alteration)^B, Weapon Focus (heavy mace).

† This feat is found in **Realms of Norrath: Freeport** (p. 32).

Hate Aura (Su): Will DC 30 negates. (This ability comes from the Archon's armor.)

Cleric Spells Usually Prepared (mana cost, modified for greater specialization and celestial healer): *Annul magic* (52; quickened), *blessed armor of the risen* (46), *bulwark of faith* (58), *Kazad's mark** (306), *paralyzing earth* (62; quickened), *stun command* (25), *supernal elixir** (55), *tamation** (43), *the unspoken word* (64), *word of redemption* (147), *yaulp* V (1). Save DC 27 + spell level, or 28 + spell level for alteration or evocation [*velium imbued sapphire coronet*].

Due to Healing Adept and divine healing, all of the Archon's healing spells cure 135% of the usual amount. Due to her "divine stun" ability, all stunning spells she casts have their recast times reduced by 1 round (to a minimum of "instant").

Mana Pool: 1,059.

Torrent of Hate (Sp): 1/day—Will DC 34 negates. (This ability comes from the Archon's "deity's gift" ability.)

Possessions: *Ethereal mist full plate armor* (see Appendix Two), +5 *bludgeoning heavy mace of speed*, *infernal shroud of wickedness* (see Appendix Two), *shawl of celestial power* (see Appendix Two), *velium imbued sapphire coronet*, *looking pendant*, *Cazicite sapphire ring*, *golden idol of Innoruuk*, spell component pouch, prayerbook, 25 pp.

82. Research Library [EL 34+]

Littering the steps up to the double doors of this stout-looking stone building lies a thickly cluttered layer of broken bones and partial skeletons. Perched high above are stone gargoyles and carvings, which seem to be glaring at any who would dare approach the bone-carpeted stairs.

Inside the building, dimly lit by a few scattered *candles of Innoruuk*, are countless shelves filled with tomes and scrolls; here and there throughout, comfortable chairs sit next to tables holding candles — some lit and some not — and trays of dismembered fingers and similarly unpleasant items. There is a smell of some spiced concoction in the air that actually smells rather pleasant.

Seated at one table is a Teir'Dal outfitted in forest green (*male First* (Elf), Rng 15/Nec 16, OE; *Inhabitants of Hate*). Elsewhere, a masked being — the Arch Lich T'Vaxok (see below) — hovers beside a table holding several tomes, one of which emanates a faintly crackling black force from its open pages. This book is the infamous *Writ of Agony* (see the Marsinger quests in Appendix Three).

Complication: There is in fact another Teir'Dal present in this place (*female First* (Elf), Brd 16/Rog 13, OE; *Inhabitants of Hate*), although she is not visible to anyone entering the building, for she is wandering among the stacks of tomes near one of the back corners. She is here seeking hints regarding the recipe for a legendary poison said to harm only elves.

Tactics: If combat occurs here, T'Vaxok shouts to the ranger/necromancer to coordinate their *lifetap*-line spells to strike the same target. The bard/rogue sneaks out a side window and around the building, trying to backstab a PC at the back of the party using her deadly attack ability; after that, she begins a song to buff herself and her allies, while trying to flank an opponent opposite the ranger/necromancer. The latter uses Channeling checks to cast spells without provoking attacks of opportunity in melee, so that he still threatens his foes and may make attacks of opportunity, should they arise, against those he threatens.

Male First (1): hp 177.

Female First (1): hp 177.

Arch Lich T'Vaxok, Male First (Hie) Loathing Lich, Wiz 16/Nec 20: CR 34; SZ Medium-size undead; HD 16d12 plus 20d12+44; hp 307; Init +3; Spd 30 ft.; AC 25 [Flat-footed 22, touch 13] (+3 Dex, +7 natural, +5 armor); BAB +18; Grap +18; Full-Atk touch +18/+14/+10/+6/+2 melee (1d6+5 plus chilling touch); Atk touch +18 melee (1d6+5 plus chilling touch); SA chilling touch, frightful presence, spells; SQ DR 20/+5, death masteries (rebuke undead, restore undead), elf of two worlds, First (Hie) traits, flowing thoughts 3 and *flowing thought 1* (3 mana/round, plus 1 mana/10 min.), greater specialization (alteration, evocation), high wizardry (exodus*), immunities, *mana preservation IV*, quicken mastery, see in darkness, see invisible, SR 39, undead, +4 turn resistance, +1 on acid, fire, and sonic saves; Res AR 14, CR —, DR —, ER —, FR 19, MR 15, PR —, SoR 9; AL OE; Fac *Inhabitants of Hate*;

SV Fort +18, Ref +18, Will +33; Str 10 (8), Dex 16 (10), Con —, Int 42 (30), Wis 24 (18), Cha 20 (16).

Skills: Appraise +20, Bluff +10, Channeling +44, Diplomacy +12, Disguise +10 (+12 acting), Hide +27, Intimidate +23, Knowledge (geography, history) +22, Knowledge (local lore [Hate]) +24, Knowledge (monster lore [outsiders]) +21, Knowledge (monster lore [undead], religion) +27, Knowledge (mysticism) +51, Listen +32, Meditation +55, Search +28, Sense Motive +20, Sneak +26, Spot +32, Spellcraft +47, Trade Skill (calligraphy) +26, Trade Skill (jewelcrafting) +29, Undead Empathy +43.

Languages: Dark Speech (4), Common (4), Ancient Elvish (4), Elvish (4).

Feats: Enlarge Spell, Extend Spell, Heighten Spell, Mental Clarity, Mystic Capacity, Mystic Capacity [x3]^B, Quicken Spell, School Specialization (alteration, evocation)^B, Spell Focus (alteration, evocation).

Necromancer/Wizard Spells Usually Prepared (mana cost, modified for greater specialization): *Drain spirit* (64; heightened to 11th), *inferno shock* (22), *invoke fear* (120; heightened to 13th, quickened), *nullify magic* (32; quickened), *root* (35; heightened to 15th), *scent of darkness* (100; quickened), *scourge* (28), *shock spiral of Al'Kabor* (33), *steelskin* (25), *thunder strike* (25), *venom of the snake* (27), *yonder* (2). Save DC 26 + spell level, or 28 + spell level for alteration/evocation.

Mana Pool: 1,188.

Possessions: *Arcane robe of hatred* (see Appendix Two), *woven flesh necklace* (see Appendix Two), *death mask of the Elysians*, *cloak of levitation* (as the spell), *bonespun blue diamond amulet*, *bonespun star rose quartz bracelet*, *beacon of loathing* (see Appendix Two), spell component pouch, spellbook.

83. Empty Building

This small, dark stone building, gargoyles on either side of the doorway, appears empty.

Indeed, both occupants are currently in the Black Unicorn (Area 70).

84. Crimson Ghast Headquarters [EL 36+]

Hanging from a sign over the door is an image of a red ghoulish creature, crouched and ready to attack with sharpened claw and teeth.

Inside, visibility is maintained by *candles of Innoruuk*. This place is the office and living quarters of a mercenary band of Firstborn warriors and spellcasters known as the "Sisterhood of the Crimson Ghast." Currently, all but one of the band is present.

The current roster of the Crimson Ghosts is as follows: Abrien (*female First* (Elf), Rng 8/War 20, OE; *Inhabitants of Hate*); Anulamie (*female First* (Elf) knight of Hate, War 11/Shd 22, OE; *Inhabitants of Hate*); D'lishya (currently in Area 70); Faelice (*female First* (Hie), War 4/Enc 28, OE; *Inhabitants of Hate*); Laiyanna (*female First* (Hie) minister of Hate, Clr 30, OE; *Inhabitants of Hate*); Shelanye (*female First* (Hie) sorcerer of Hate, Wiz 31, OE; *Inhabitants of Hate*); V'Dissa (*female First* (Elf), Dru 19/Clr 10, OE;

Inhabitants of Hate); V'Gimis (*female First (Hie) sorcerer of Hate, Wiz 27/Nec 4, OE; Inhabitants of Hate*).

Tactics: Any non-Teir'Dal intruders are set upon at once by these ferocious women. They have worked and fought closely together for many decades, and in some cases centuries, so any encounter with the Crimson Ghosts should be a harrowing experience, to say the least, for virtually any PC group.

Abrien: hp 262.

Anulamie: hp 331.

Faelice: hp 119.

Laiyanna: hp 225.

Shelanye: hp 142.

V'Dissa: hp 197.

V'Gimis: hp 115.

Greater Hate— The District of the Three

This section of this City of Hate is engulfed in deep darkness. Even the regular sounds of the fighting and quarreling inhabitants surrounding this area are somehow diminished. Adorning the walls of almost every building are the crucified or dismembered bodies of creatures native to this plane, as well as the corpses of hapless adventurers.

This district is reputedly overseen by one of the legendary “Three” (see Chapter One: History), although this mysterious elf lord is rarely seen — that is, perhaps once or twice in a century. Even among the Teir'Dal, as among the light elves of Norrath, the Three are legend. They were a part of the vanguard that helped ensure the survival of the First-born Teir'Dal race after Innoruuk set them in the unforgiving realm of Underfoot. Though the Teir'Dal did eventually find their way near to the surface of Norrath to found their capital of Neriak, however, not all Teir'Dal left the Underfoot.

Over the intervening decades and centuries, but more commonly in recent years, numerous groups of these Underfoot Teir'Dal have journeyed to the Plane of Hate to serve Innoruuk and have come to occupy the District of the Three. After witnessing light elves transformed into First-born by the plane's aura, certain groups of the Underfoot Teir'Dal decided that being Firstborn was not so much a sign of honor as a mark of inferiority. Rather than “true” dark elves, such as those sent to Norrath to survive, the First are merely light elves with a new skin (and, admittedly, a bad temper).

As a result of these arguments, hostilities have escalated between the sturdy Underfoot Teir'Dal of the District of the Three and the “unsuitably arrogant” elves of the District of the First. The Underfoot Teir'Dal also see dark elves from Neriak and other “surface-bound” cities as being soft and weak. As a result, even PCs who are Teir'Dal are greeted with hostility by the Teir'Dal of this district.

The lord of the district is seemingly unconcerned with the views of the Underfoot Teir'Dal, caring only to visit harm upon any who venture into his abode. Fortunately, the legend of the Three still keeps even these upstart Teir'Dal in check for now.

Underfoot Teir'Dal

The Teir'Dal who dwell in the Underfoot realm are not terribly different in appearance from those who live closer to Norrath's surface, except they are perhaps slightly harder looking. They also tend to be rather more xenophobic than other “softer” Teir'Dal — who are not averse to using humans, trolls, and ogres, for instance, in their nefarious schemes. The only people Underfoot Teir'Dal normally tolerate are other Underfoot Teir'Dal.

The dark elves of the deep Underfoot have lived near rich supplies of adamantite for many centuries, so that this material is much more common among them — virtually all Underfoot Teir'Dal leaders in the Underfoot, even those of relatively minor rank, have armor and weapons of various adamantite alloys. All of the Teir'Dal of this district, being the elite of the Norrathian elite, thus wear Teir'Dal cultural armor or better (see “Trade Skills” in *Al'Kabor's Arcana*). The dark color of adamantite cultural armor thus distinguishes the appearance of Underfoot Teir'Dal in the Plane of Hate from that of the First or of the Teir'Dal of Neriak.

Use the following racial traits for Underfoot dark elves where they differ from those found in the *EQ: Player's Handbook*:

- Abilities: +2 Dexterity, +4 Intelligence, –4 Charisma.
- Classes Available: Underfoot dark elves can become clerics, enchanters, magicians, necromancers, rangers, rogues, shadow knights, warriors, or wizards.
- Underfoot dark elves begin with 4 ranks in Language: Old Teir'Dal and 4 ranks in Language: Dark Speech.
- Experience: Underfoot dark elves are a particularly powerful race, who aren't as challenged by most circumstances as members of most other races. As a result, they suffer a 10% penalty to all experience they earn.
- See in Darkness: Underfoot dark elves can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.
- Underfoot dark elves receive Hide and Sneak as class skills regardless of their actual class(es), and begin with 4 bonus ranks in each of those skills.
- Underfoot dark elves have a +2 racial bonus on all saving throws against poisons and spells (or spell-like or supernatural abilities), and also have racial bonuses of magic and poison resistance (3).
- Underfoot dark elves have poor daylight vision and suffer a –4 penalty on all Search and Spot checks made in well-lit conditions.

Greater Hate Encounter Key: District of the Three

Difficulty Level: 31–34.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1–2. 3d6+3 repulsive rats (see Appendix One)

3–5. 1d4 Underfoot Teir'Dal lords with lesser Teir'Dal servitors

6. 1d4+1 Underfoot Teir'Dal agents of Hate

7–8. 1d3 Underfoot Teir'Dal knights of Hate with lesser Teir'Dal servitors

9–10. 1d3 Underfoot Teir'Dal ministers of Hate with lesser Teir'Dal servitors

11–12. 1d3 Underfoot Teir'Dal sorcerers of Hate with lesser Teir'Dal servitors

13–20. No encounter.

Detections: None.

Shielding: See “Planar Conditions of Hate” in Chapter Two.

Continuous Effects: See “Planar Conditions of Hate” in Chapter Two. Visibility in this part of the Plane of Hate is generally 30 feet, unless otherwise noted, due to the oppressive gloom of the district; all Sneak checks made here receive a +4 bonus due to the smothering effect the gloom has on sound.

Standard Features: Unless otherwise noted, all doors in this district are constructed of iron-reinforced wood (2 in. thick; Hardness 6; hp 25; Break DC 19; Locked DC 25).

85. Enemies on Display [EL 32]

Nailed and staked haphazardly to the walls of this wooden building are creatures and humanoids of various types. Some are staked upside down, some on their sides, some have been cut apart and staked in separate spots, and some of the partial bodies — obviously undead but helpless — still wriggle and squirm, letting loose the occasional whimper. A wide doorway opens into pitch black.

Inside, visibility is nil. Occupying this building are 4 Underfoot Teir'Dal (*male or female Underfoot Teir'Dal, War 13/Rog 15, NE; no faction*). These Teir'Dal are unlike those raised in Neriak, preferring complete darkness and maintaining silence unless necessary; they wear black clothing, armor, and weapons, all of adamantite manufacture and magical nature.

Tactics: All of the occupants use the darkness and stealth to gain surprise on their foes, and rely on their enemies' blindness to facilitate backstab attacks.

Underfoot Teir'Dal (4): hp 256, 253, 227, 213.

86. Sorcerer C'Gazin's Abode [EL 33]

The decapitated corpses of two Teir'Dal are propped up near the doorway here, while words have been written in blood above their necks. The door of this structure has a few burn spots on the exterior.

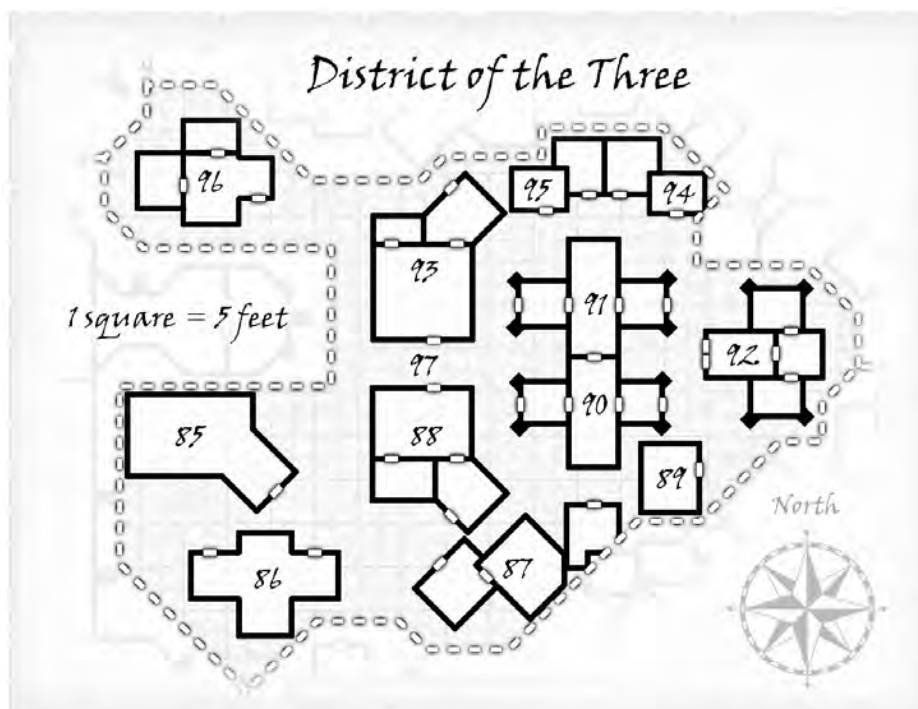
A character who understands Old Teir'Dal (likely requiring a Language check) can read the blood-scrawled message: “Neriaki are weak.”

Inside, all is dark. There are three rooms in this building, one fairly large sitting area and two smaller bedchambers.

Main Room: Ten Teir'Dal heads in various stages of decomposition lie stacked in a corner. Sitting at a table reading is a black-armored Teir'Dal called C'Gazin (*male Underfoot Teir'Dal, Wiz 32, NE; no faction*); he wears Teir'Dal adamantite chain armor. A successful Search check

(DC 18) reveals a note in C'Gazin's book, used as a bookmark, addressed to “Sorcerer C'Gazin” from a “Lord Z'Jrix.” It is written in Old Teir'Dal, with instructions to allow no one who is not an Underfoot Teir'Dal into this district; the “soldiers of the district” are to maintain utter silence, and to stake up and display the bodies of invaders for all of Innoruuk's “lesser servants” in the plane to take notice.

Bedrooms: These side rooms contain beds to sleep four (two per room), with chests at the foot of each and other odds-and-ends and personal belongings. In one of the rooms there are 2 resting Teir'Dal, both clad in fine black mail: Jaleur (*male Underfoot Teir'Dal, Clr 27, NE; no faction*) and G'Molin (*male Underfoot Teir'Dal, Wiz 28, NE; no faction*).



Tactics: If the dark elves perceive intruders (or even activity outside the house), they immediately buff themselves and emerge. (Note that C'Gazin always has *diamondskin* and *shield of the magi* active.) The wizards cast root-line spells on armored foes and then direct-damage spells at PC spellcasters. The cleric buffs and heals himself and his allies while doing what is necessary to slay his enemies and stay alive.

C'Gazin: hp 303 (*buffed as above*).

Jaleur: hp 175.

G'Molin: hp 130.

87. Assassin's Lair [EL 35+]

Hanging upside down from the lip of the rooftop surrounding this building are many corpses. Whatever killed them appears to have done so recently and without discrimination. Teir'Dal corpses, dismembered undead corpses, unidentifiable burnt husks, and even two dwarven corpses with their beards cut off are on display.

Inside this building awaits one of the most influential Underfoot Teir'Dal on the Plane of Hate, the dread assassin Z'Jrix, along with 3 of his most trusted and able allies. Lord Z'Jrix recently received orders from Innoruuk himself — although the dark elf has not made the true source of his commands known — to defend the plane from invaders and to sow the seeds of hatred. Therefore, Z'Jrix is planning a raid into the city of Neriak very soon; in the meantime, however, since Innoruuk did not specify where the Underfoot Teir'Dal were to sow hatred, Z'Jrix has cultivated open war between the Underfoot Teir'Dal of this district and the other inhabitants of Hate.

The other three Teir'Dal present are Burelie (*male Underfoot Teir'Dal*, Wiz 7/Nec 23, NE; *no faction*), Sorshial (*female Underfoot Teir'Dal*, Clr 25/Rog 6, NE; *no faction*), and X'rozin (*male Underfoot Teir'Dal*, War 12/Rog 19, NE; *no faction*).

Tactics: All of these Teir'Dal use their Hide and Sneak skills and the cover of darkness to outmaneuver the PCs. Lord Z'Jrix tries to backstab spellcasters, or even attempt his deadly attack if he has the luxury of time. X'rozin does his best to flank opponents with his master, while the other two provide spell support.

Burelie: hp 162.

Sorshial: hp 230.

X'rozin: hp 276.

Lord Z'Jrix, Male Underfoot Teir'Dal, Agent of Hate, Rog 32: CR 34; SZ Medium-size outsider (evil, orderly); HD 32d8+96+24; hp 268; Init +14; Spd 50 ft., climb 25 ft.; AC 34 [Flat-footed 34, touch 24] (+9 Dex, +10 armor, +5 deflection); BAB +25; Grap +31; Full-Atk +37/+33/+29/+25/+21 melee (1d6+13/19–20/x3, *Dawnchaser*) and +31 melee (1d3+3/19–20 plus 2d6 poison and *venom of the snake* proc [Proc DC 20; Fort DC 27], *greater dagger of venom*), or +36/+33/+30/+27/+24 melee (1d3+6/19–20 plus 2d6 poison and *venom of the snake* proc [Proc DC 20; Fort DC 27], *greater dagger of venom*); Atk +37 melee (1d6+13/19–20/x3, *Dawnchaser*) and +31 melee (1d3+3/19–20 plus 2d6 poison and *venom of the snake* proc [Proc DC 20; Fort DC 27], *greater dagger of venom*), or +36 melee (1d3+6/19–20 plus 2d6 poison and *venom of the snake* proc [Proc DC 20; Fort DC 27], *greater dagger of venom*); SA backstab +11d6, deadly attack (Fort DC 31); SQ discipline mastery (hasten)*, disciplines (Blinding Speed, Counterattack, Deadeye, Duelist, Kinesthetics, Nimble), evasion, improved evasion, knowledge*, master rogue abilities (nimble feet, Tonfur's technique)*, respect*, rogue abilities (chaotic stab, crippling strike,

opportunism, poison expert, uncanny dodge), see in darkness, sense traps, SR 37, Underfoot Teir'Dal traits, +7 on magic and poison saves, +6 cold saves, +5 on all other energy-based saves; Res AR 13, CR 9, DR 13, ER 5, FR 5, MR 10, PR 18, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +16, Ref +12, Will +28; Str 23 (18), Dex 31 (23), Con 16, Int 21 (18), Wis 19 (10), Cha 8.

Skills: Appraise +9, Balance +16, Bluff +13, Climb +30, Diplomacy +2, Disable Device +30, Disguise +19 (+21 acting), Escape Artist +44, Gather Information +17, Hide +64, Intimidate +4, Jump +18, Knowledge (local lore [Hate]) +10, Knowledge (street smarts) +17, Listen +35, Pick Lock +30, Safe Fall +44, Search +29, Sense Motive +13, Sneak +59, Spot +44, Trade Skill (poison making) +29, Tumble +26, Use Rope +15.

Languages: Dark Speech (4), Old Teir'Dal (4), Common (4), Elvish (2).

Feats: Combat Reflexes, Dodge, Double Attack, Dual Wield, Finishing Blow, Improved Critical (shortspear), Improved Dodge, Improved Initiative, Mobility, Parry^B, Riposte, Run, Spring Attack, Swift, Weapon Finesse (dagger), Weapon Focus (shortspear), Weapon Specialization (shortspear).

Possessions: +6 moderate-fortified adamantite chain shirt of grace (+9 max Dex, +0 check), *Dawnchaser* (see Appendix Two), *greater dagger of venom* (Proc DC 20; Fort DC 27), *hooded black cloak*, *etched greaves of dark might* (see Appendix Two), *truewind earring*, *platinum onyx neck-chain*, *serpentine bracer*, *ring of Innoruuk*, *polished stone anklet*, spell component pouch, prayerbook, 20 pp.

88. Deadly Ambush [EL 32]

Corpses lie thick atop of this building's flat rooftop. The doors to the building are scorched and blown wide open. It is pitch black within the building.

Inside, everything is smashed and displaced as if from combat. The only being inside is the spectre pet of the Teir'Dal necromancer on the roof (see *Complication*), which attacks the first PC to enter.

Complication: All of the building's 4 occupants lie in wait on top of the building, hidden among the corpses (Spot checks opposed to Hide checks to see them; be sure to account for visibility and distance). After the PCs have entered the building, the Teir'Dal lower ropes and quietly slide down to attack from behind (Sneak check opposed to party's Listen), blocking the characters' exit from the building.

The Teir'Dal on the roof are as follows: Klant (*male Underfoot Teir'Dal*, Nec 29, NE; *no faction*), Meandel (*male Underfoot Teir'Dal*, War 5/Clr 24, NE; *no faction*), Seurine (*female Underfoot Teir'Dal*, Clr 29, NE; *no faction*), and W'Ruis (*male Underfoot Teir'Dal*, Rog 29, NE; *no faction*).

In addition to these rooftop Teir'Dal, there are also dark elf sentries a short distance away from the building (at Area 97). If these sentries notice combat or other unusual activity, they react as described in that area's description.

Tactics: The Teir'Dal do not attack until at least one PC is inside the building. W'Ruis signals the attack by backstabbing the rearmost character. Meandel wades into the fight after buffing himself; Seurine stays back and heals and buffs her other allies. Klant casts harmful spells upon W'Ruis' opponent, so as to more rapidly reduce the number of enemies.

Klant: hp 99.

Klant's Emissary of Innoruuk†: hp 198.

Meandel: hp 223.

Seurine: hp 219.

W'Ruis: hp 233.

† As "emissary of Thule."

89. Hateful Propaganda

This stone building has had blood-smeared messages scrawled all over it. Hanging from the walls are the corpses of Teir'Dal dressed in the regalia of ancient light elves, each with wooden signs staked through their chests.

A character who can read Old Teir'Dal (Language check if necessary) may read both the scrawls upon the walls (which are various bits of hate-filled curses and vitriol against all who are not Underfoot Teir'Dal), and the inscriptions upon the wooden plaques, which is the same on each elf: "The First are frauds. See here their fate."

This building is currently unoccupied.

90. Death of the Longbeards [EL 31]

Several squat bodies line the steps leading up to the door of this stone structure. As one approaches, the bodies become recognizable through the gloom as those of dwarves, badly beaten and slashed, their beards cut away.

Inside, as with all the buildings in this district, all is dark. Just inside the door is a table with several bloody, scruffy beards — surely those of the slain dwarves outside. Two side rooms and a main room adjoin this entry area. Muffled cries and groans of agony can be heard coming from the room ahead.

Ahead in the main room are 2 Teir'Dal (*female Underfoot Teir'Dal*, War 29, NE; no faction), busily torturing the last of their dwarven prisoners (they suffer a -4 penalty on Listen and Spot checks, being so enthused with their grisly work). The dwarf hangs from chains — or rather, from several meat hooks attached to the end of the chains, which in turn reach down from rings embedded in the ceiling. The prisoner's beard still hangs down nearly as far as his feet, which dangle roughly 3 feet above the floor.

The prisoner is Vaxgar (*male dwarf*, War 22/Pal 4, OG; *Paladins of Underfoot*), the last living of a string of dwarven prisoners recently brought by the Teir'Dal from a raid into the Underfoot. Vaxgar is a pious warrior faithful to Brell, and the leader of the dwarves captured by the Teir'Dal — his clan has been virtually decimated (a few escaped, but Vaxgar does not know this). If freed, he asks modestly if the PCs might return him home to the Underfoot. However, he will agree to join the party in their fight against the denizens of this plane, especially any Teir'Dal, until he can be transported back to Norrath. If asked, Vaxgar tells of how his people's region in the Underfoot has been attacked periodically for centuries by the powerful and evil Teir'Dal, driving the splintered clans of his people deeper into the earth to find refuge.

Tactics: The Teir'Dal warriors attack the nearest PC as soon as they realize there are intruders, focusing on one target as much as possible.

Vaxgar: hp 318 (currently 21, with 5 points of Str damage).

Underfoot Teir'Dal (2): hp 342, 322.

91. Exhausted Raiders [EL 28‡]

‡ The EL for this encounter is reduced because the Teir'Dal here are sleeping, fatigued, and wounded.

Outside this building, the smell of rotting corpses permeates the air. As one approaches, it becomes apparent that numerous wet bodies have been dumped just outside the doors of a very finely constructed stone building.

Inside, all is dark. Just beyond the entryway is a sitting room, lushly furnished. Cloaks lie piled haphazardly on the floor, and four sets of fairly fresh, bloody footprints lead into rooms to the left and to the right, two pairs of prints to each room. Another larger room is straight ahead, but it is empty.

In the two side rooms (bedchambers), there are 4 elite Teir'Dal, sleeping 2 per room. Having just returned a few short hours ago from a raid into one of the districts in Lesser Hate, the two pairs of couples have bedded down for some much-needed rest (assume that they are taking 0 on all Listen checks to hear intruders); they are so exhausted that they have left no guard.

The four Teir'Dal are as follows: Braynadar (*male Underfoot Teir'Dal*, minister of Hate, Clr 31, NE; no faction) and M'denia (*female Underfoot Teir'Dal*, knight of Hate, War 27/Clr 3, NE; no faction) in the left-hand room; and Neuvien (*male Underfoot Teir'Dal*, knight of Hate, Shd 30, NE; no faction), and C'Naave (*female Underfoot Teir'Dal*, sorcerer of Hate, Nec 29, NE; no faction).

Complication: There is the possibility that the sentries at Area 97 might see the PCs if they approach Area 91 from the west side of the building, in which case the sentries might come to the aid of the sleeping raiders. The GM should make all appropriate Listen and Spot checks for the sentries to determine whether this occurs.

Braynadar: hp 245 (currently 144 and fatigued).

M'denia: hp 281 (currently 170 and fatigued).

Neuvien: hp 259 (currently 112 and fatigued).

C'Naave: hp 138 (currently 93 and fatigued).

92. First Strike [0 or 34]

Another stone building stands here in the darkness. As the PCs approach, they hear a muffled scream from inside followed seconds later by a dull "poff" sound.

Being experienced adventurers, each PC may each make either an Intelligence or Wisdom check (DC 15) to recognize the "poff" sound as the noise that accompanies a wizard's *evacuate* spell. Several Firstborn raiders have just attacked the residents of this house, killing the four Underfoot elves inside, and then teleported out via their wizard's *evacuate*.

If the PCs enter, they find four very recently bloodied bodies of black-clad Teir'Dal, along with the obvious signs of a fight having occurred just moments before — war between the districts of the First and the Three is heating up. All four elves have been stripped of any highly valuable gear, though some equipment may remain, at the GM's discretion.

Complication: Starting 2 rounds after the PCs enter this building, there is a 20% chance per round that an elite squad of 4 Teir'Dal warriors (*male or female Underfoot Teir'Dal*, War 30, NE; no faction) comes running from

somewhere else in this district to investigate, having heard the commotion of the combat here.

Underfoot Teir'Dal (4): hp 370, 326, 318, 300.

93. Manse of the Three [EL 37]

This large stone building stands out dramatically from the other buildings of this district: No bodies decorate its exterior, only idyllic carvings of trees and fauna. Over the entryway of this building are three shields, each boldly embossed with the white trees of the now vanished Elddar Kingdom.

Inside, all is pitch black. For those able to see, the building contains a handful of rooms, with simple furnishings for three individuals throughout. Everything is immaculately clean and neat, richly appointed but not ostentatious. Three oblong stones are set in the floor of the main hall, inlaid with gold and etched with symbols holy to the ancient elves of Tunaria. Hundreds of helmets, shields, and tarnished breastplates are hung on the walls throughout the rooms, and in some places they are stacked neatly in mounds and piles. These trophies represent more than 400 paladins of Tunare slain by the house's inhabitant, and upon each of these items is a symbol identical to that born on the chest of the figure who meets the PCs after they have entered the main hall.

A tall Teir'Dal wearing a full suit of midnight-blue full plate, visor raised, stands in this chamber. He is armed with two great bastard swords, crossed in a grim salute to those who trespass in his demesne. Boldly etched into the chestplate of the armor of this knight is the ancient tree-and-crown symbol of the paladins of Tunare. The expression on the figure's face can only be described as one of boredom as its ancient eyes fix upon the PCs; as the gaze settles, observers note that one of the figure's eyes is milky white, and that there is a fine scar running from above to below that eye.

A PC may make a Knowledge (folklore or history) check (DC 35) or a *bardic knowledge* check (DC 30) to discern that this individual may well be one of the Three, the legendary trio of paladins who led the doomed raid into Hate centuries ago to rescue the kidnapped king and queen of Tunaria. However, a character who makes a *bardic knowledge* or Knowledge (folklore or history) check (DC 55) ascertains that there is no known record of any description of the Three mentioning anything about a white eye; a second successful check at the same DC allows the PC to realize that this figure's description in fact matches that given to the legendary Teir'Dal Overlord Xanit K'Ven, who led the Teir'Dal armies in conquering Takish-Hiz.

This whole situation is yet another cruel joke deriving from the infinitely layered plots and betrayals of Innoruuk. This figure certainly behaves as though he is one of the Three, though in truth, the "Lord of the Three," as the inhabitants of Hate know this being, is in fact none other than Xanit K'Ven (see "The First Overlord" in Chapter One: History). Only Innoruuk himself may know where the Three truly are — for they are certainly his servants now — and he is not likely to reveal that information to anyone any time soon.

In any case, K'Ven might as well be one of the Three, for his prowess allows him to pass without question as an

immortal and invincible knight. Any who dare disturb him, save at his request or at that of the Prince of Hate, are slain without quarter. In fact, any who so much as speak to him without first being spoken to are slain without quarter. The other Teir'Dal in Hate — whether Firstborn, Underfoot, Neriaki, or otherwise — do not dare disturb or challenge the "Lord of the Three" about anything. Long ago it was prophesied that the Three could never be defeated in combat, and a number of the First currently in Hate actually fought alongside the Three in the Elder Ages and know full well their valor in battle. Since K'Ven is accepted by all as one of the Three, none would even think of crossing him.

And none has ever thought to question the fact that this Lord never bothers to cast any paladin spells... If he is invincible, as they believe, what need has he of such things?

K'Ven takes some small pleasure — the only one he allows himself — in killing light elves, and finds true joy only in slaying paladins of Tunare. The "Lord of the Three" has been killing elven paladins ever since he was given over to Innoruuk, shortly after the fall of Takish-Hiz.

Tactics: K'Ven normally uses Improved Parry and his off-hand sword's *defender* ability to increase his AC by a full 16 points in the first 2 or 3 rounds of combat (while still having considerable attack bonuses himself), testing his opponents' ability and relying on his SR and "mettle" ability to shrug off the effects of hostile spells. However, if his foe is an elf paladin or cleric of Tunare, the dread knight attacks at full force. If at any time he determines that he can hit his enemy easily or that his attacks are relatively ineffective due to an opponent's high DR, he uses Power Attack as needed. If necessary, he uses his disciplines to augment his already impressive combat abilities.

K'Ven is also fond of disarming his opponents and using up iterative attacks to kick their weapon(s) away. He uses his tactical mastery ability to negate up to 2 attacks of opportunity per round while moving among his foes so that he can close with clerics and or paladins at no risk.

Overlord Xanit K'Ven, False "Lord of the Three," Male Teir'Dal Knight of Hate, War 35: CR 37; SZ Medium-size outsider (evil, orderly); HD 35d12+350+90+20; hp 681; Init +10; Spd 30 ft.; AC 34 [flat-footed 23, touch 19] (+1 Dex, +13 armor, +10 natural); BAB +35; Grap +50; Full-Atk +57/+57/+55/+53/+51/+49 melee (1d10+23/17–20 plus 2d6 unholy, +6 unholy bastard sword of great speed) and +52/+47 melee (1d10+15/17–20 plus 2d6 lawful, +6 lawful defending bastard sword); Atk +57 melee (1d10+23/17–20 plus 2d6 unholy, +6 unholy bastard sword of great speed) and +52 melee (1d10+15/17–20 plus 2d6 lawful, +6 lawful defending bastard sword); SA harm touch; SQ berserking, DR 8/–, dark elf traits, discipline masteries (hasten, succession)*, disciplines (Aggression, Defensive, Evasive, Fearless, Fell Strike, Fortitude, Furious, Mighty Strike, Precision, Resistant, Warrior's Charge), fast healing (1 hp/10 min.), respect*, see in darkness, SR 40, Taunt bonus +12, warrior abilities (mettle, stalwart, tactical mastery [x2], two-weapon mastery)*, +1 disease saves, +2 poison saves; Res AR 6, CR 11, DR 9, ER 6, FR 16, MR 16, PR 21, SoR 11; AL OE; Fac Inhabitants of Hate; SV Fort +29, Ref +19, Will +18; Str 40 (30), Dex 26 (12), Con 30 (22), Int 26 (16), Wis 24 (12), Cha 8.

Skills: Climb +18, Heal +12, Hide +30, Intimidate +20, Jump +18, Knowledge (local lore [Hate]) +10, Knowledge (warcraft) +43, Listen +15, Sense Motive +16, Sneak +18, Spot +10, Taunt +44, Trade Skill (blacksmithing) +43.

Feats: Alertness, Cleave, Combat Reflexes, Double Attack^B, Dual Wield^B, Finishing Blow, Great Cleave^B,

Hand to Hand, Improved Critical (bastard sword)^B, Improved Disarm, Improved Hand to Hand, Improved Parry, Improved Two-Weapon Fighting^B, Parry^B, Planar Power*, Power Attack, Riposte, Toughened^B, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword).

Possessions: Dark prince regent armor, +6 unholy bastard sword of great speed, +6 lawful defending bastard sword, belt of physical harmony, corrupted valorium bracer (see Appendix Two), silver earring of the chosen (see Appendix Two).

94. Heretic Hut [EL 34]

Bones lie scattered all about this small stone building's exterior, in some places piled quite high.

It is pitch black inside. There are 2 Teir'Dal (*male and female Underfoot Teir'Dal, sorcerers of Hate, Nec 30, NE; no faction*) that make their home here.

Complication: Due to the tiny bone fragments that have been very carefully placed all around the house, anyone moving within 10 feet of the building's walls suffers a -10 circumstance penalty on Sneak checks. (Due to their ability to fly, the heretics never need to disturb the bones when entering or leaving their abode.)

Tactics: If the occupants hear movement outside, they immediately set their spectre pets to guard the door and the windows respectively while they buff themselves. Once battle commences, both heretics target the same PC, knowing from experience that it is better to put one enemy out of action entirely than to wound two different ones. If they are attacked in melee, they cast quickened *shadow step* spells to gain some distance; at all times, they use flight and the gloom of Hate (and their own abilities to see perfectly well in it) to keep foes at bay while they cast.

Heretics (2): hp 159, 148.

Emissaries of Innoruuk† (2): hp 202, 182.

† As "emissary of Thule."

95. Amorous Teir'Dal [EL 31-33]

Stacked like cordwood along the walls of this small stone building are numerous dismembered and in some cases partially burnt corpses — mostly Teir'Dal, but some of other races as well. The door here is locked.

Inside, all is dark. A large skeletal undead guards the door (this is the pet of one of the other occupants). Inside this modest building live a Teir'Dal husband and wife, a warrior (*male Underfoot Teir'Dal, War 31, NE; no faction*) and a shadow knight (*female Underfoot Teir'Dal, Shd 32, NE; no faction*). They are rather fond of one another privately — a heinous indiscretion among the Teir'Dal — so in public they show one another indifference at best.

A character entering this abode who somehow bypasses the skeletal companion quietly may make a Listen check (DC 20) to hear the faint sounds of breathing and soft moans coming from the darkness ahead. The two Teir'Dal occupants are in the bedchamber, their armor and weapons placed on chairs immediately on either side of the bed, close at hand (there are only one or two reasons why an Underfoot Teir'Dal removes his or her armor...).

If the elves hear intruders (assume that they are taking 0 on Listen and Spot checks, although someone breaking down the door or fighting the skeletal guard should not require a Listen check), they quickly separate and grab

their weapons, ready to fight. If they have time, such as if they hear noise outside but no one enters immediately, they hastily don their armor and other gear and then move to investigate.

Tactics: The skeletal pet defends its mistress to the best of its ability, holding off the PCs while the Teir'Dal hastily gird one another for combat. The dark elves attack the nearest PC, furious at having been interrupted in their lovemaking; they seek to drive the intruders from the building, possibly using bull rush attacks, where they can shout for assistance from their neighbors. If it is necessary, the shadow knight uses her harm touch to try to clear a path for her husband, while he tries to overrun those in the door to clear a path for his wife so the two can obtain help.

If one dies, the other does not run, but fights to the death with a +2 morale bonus on all attack and damage rolls for the rest of the combat.

Teir'Dal Warrior (1): hp 302 (*unequipped*).

Teir'Dal Shadow Knight (1): hp 264 (*unequipped*).

Shadow Knight's Type 11 Skeletal Pet (1): hp 128.

96. The Mad Puppeteer [EL 34]

Characters within 30 feet of this building see a black robed Teir'Dal hunched atop the roof beside a spectral pet. The elf's laughter is mild in intensity but clearly that of an unbalanced mind, as he and his pet busily arrange corpses to hang upside down from the lip of the rooftop of this stone building. As the corpses are tied off, the elf flies around and moves the arms and other body parts of the suspended bodies, all the while laughing uproariously. Moving from one corpse to the next, he carries on an imaginary conversation between the hung corpses, mimicking their voices and apparently amusing himself greatly.

The flying elf (*male Underfoot Teir'Dal, sorcerer of Hate, Nec 32, NE; no faction*) speaks in a mixed babble of Teir'Dal and Old Teir'Dal, likely requiring Language checks from those who would understand his words.

Inside the building are some very plain furnishings, as well as countless maps of the world of Norrath spread out across tables and walls — the maps range in age from several centuries to a few decades. On top of the maps on the central table is a map of Odus, upon which is marked the entrance to the Hole, with notations in Teir'Dal about an entrance to the realm of the Underfoot being accessible within. A character who makes a Search check (DC 25) finds a recent journal on another table that points to the Underfoot Teir'Dal as having destroyed many dwarven strongholds, all as revenge against Brell for neglecting to include Innoruuk in the initial seeding of races on Norrath during the First Age.

Tactics: The mad sorcerer of Hate always has a *shield of the arcane** spell active. He fights from the rooftop, where he receives half-cover (+4 AC; +2 Reflex), or from the air where he can stay out of reach of melee attackers. His pet flies down to attack any clerics or necromancers in the PC party, flitting up out of the reach of heavy melee fighters if necessary.

Mad Sorcerer (1): hp 206 (*buffed as above*).

Emissary of Innoruuk† (1): hp 197.

† As "emissary of Thule."



97. Hidden Watchers [EL 33]

Hidden in the deep gloom here are 3 black-garbed Teir'Dal — a scout (*male Underfoot Teir'Dal, Rog 30, NE; no faction*), a cleric of Innoruuk (*female Underfoot Teir'Dal, Clr 30, NE; no faction*), and a knight (*female Underfoot Teir'Dal, Shd 30, NE; no faction*). They watch for intruders and will always seek to warn the district rather than engage in combat.

Tactics: If the watchers are spotted by PCs and attacked, the scout runs to raise the alarm in the neighborhood while the other two do their best to hold off the intruders. Otherwise, the watchers may move to assist other Teir'Dal in the vicinity (as noted in some previous areas' descriptions) or they may stay hidden and trail the PCs from 60 feet or so back (well beyond the range of normal vision, which can penetrate only 30 feet into the gloom of Hate in this district). If they trail the PCs, the watchers attack from behind once the party engages other Underfoot Teir'Dal foes in the vicinity.

Teir'Dal Scout (1): hp 209.

Teir'Dal Cleric (1): hp 189.

Teir'Dal Shadow Knight (1): hp 237.

Greater Hate— The District of Scorn

Some of the buildings of this district are lit up by lanterns (burning *candles of Innoruuk*) posted at each door. Streets and alleys are patrolled by creatures similar to those of the Lesser and Outer Districts of Hate, but which are in most cases considerably more powerful.

This district is ruled by a fearsome Teir'Dal warrior, Overlord R'Gahbsa, the unofficial head of the Indigo Brotherhood (which, on Norrath, is commanded by putative leader Seloxia Punox of Neriak). R'Gahbsa is also, at least in name, the commander of all Teir'Dal forces both on Norrath and in Hate. Her primary duty is to defend this district and the entire Plane of Hate from all enemies, both foreign and domestic.

As such, she is currently at war with virtually everyone around her....

Typically, residents of this plane fight one another or quarrel incessantly, making it easy for a determined group of adventurers to fight in the streets and buildings of this city plane without drawing too much attention to themselves. The District of Scorn is run somewhat differently, however. Should anyone make a calculated assault upon this district's inhabitants without being discreet, word soon gets back to R'Gahbsa, who mobilizes her forces to overrun

the invaders. The Overlord maintains better discipline among her undead and outsider followers than is typical in Hate. This difference in behavior can be deadly to the PCs if they are not very cautious while moving through the District of Scorn.

In sum, Overlord R'Gahbsa has a few simple rules for the inhabitants of her district if they should be attacked by foreigners: (1) Find help; (2) Notify others as quickly as possible; and (3) If an alarm is sounded, assemble to quell the disturbance with finality.

Of course, Innoruuk prefers conflict to be eternal, which is why he has arranged matters so that his plane's inhabitants generally rise up after being slain to continue their quarrels. The finality of resolving conflicts through warfare is thus never truly a concern. Historically, one Teir'Dal Overlord nearly brought about the utter destruction of the light elves, which could only have been a great blow to the Prince of Hate, who desires the ongoing conflict between light and dark. (Thus, Overlord Xanit K'Ven was taken from Norrath and cursed to falsely rule the District of the Three.) Subsequent Overlords have been kept on the Plane of Hate so that their efficacy is effectively undermined, lest Innoruuk's greatest triumph on Norrath be negated through too perfect a success.

Greater Hate Encounter Key: District of Scorn

Difficulty Level: 27–32.

Entrance: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters*: Check once every 30 minutes on 1d20:

1. 3d6+2 repulsive rats (see Appendix One)
2. 1d4 abhorrents (see Appendix One)
3. 1d3 loathing lichs (see Templates in Appendix One) with lesser undead or Teir'Dal servitors
4. 1d4 kiraikeui (see Appendix One)
5. 1d6 ire ghosts (see Appendix One)
6. 1d3 spite golems (see Appendix One)
7. 1d3 scorn banshees (see Templates in Appendix One)
8. 1d2 ashenbone drakes (see Appendix One)
- 9–10. 1d6 objects of Hate (see Templates in Appendix One)
- 11–12. 1d3 forsaken revenants (light elf or human loathing lichs) with lesser undead or Teir'Dal servitors
- 13–14. 1d4 Teir'Dal raiders (usually First or Underfoot Teir'Dal)
- 15–20. No encounter.

*Note that most encounters in this district are with creatures having advanced HD or class levels, making life here considerably more dangerous than in Outer or Lesser Hate.

Detections: None.

Shielding: See “Planar Conditions of Hate” in Chapter Two.

Continuous Effects: See “Planar Conditions of Hate” in Chapter Two.

Standard Features: Unless otherwise noted, all doors in this district are constructed of iron-reinforced wood (2 in. thick; Hardness 6; hp 25; Break DC 19; Locked DC 25).

98. Eternal Scribes [EL 0 or 30]

This is a simple wooden building, probably with two rooms. It has a black opening in the front wall rather than a functional door. Inside, all is dark.

A character who makes a Listen check (DC 24) from just outside the door (apply distance penalties from farther away) can hear the sound of scratching from inside — the sound of ink pens writing on stiff paper.

Interior: Visibility here is nil. For those who can see, the front room has papers piled high upon tables and shelves, with ink wells, quills, tomes, and writing materials scattered throughout. At work are 2 skeletal figures, one in red robes (*male Teir'Dal loathing lich*, Enc 20/Wiz 7, OE; *Inhabitants of Hate*) and one in black (*male Teir'Dal loathing lich*, Nec 27, OE; *Inhabitants of Hate*); both are carefully transcribing passages from tomes to parchment. They have been assigned to copy spells and research materials and to retrace old, faded pages onto newer paper for powerful Teir'Dal sages in the District of the First.

Standing at the back of this room is another skeletal being, this one larger and carrying weapons; this is the pet of the necromancer.

The building's other chamber is a small library and laboratory, converted from what was once obviously a bedroom. (The undead have no need of rest.) The contents of this area are left up to the GM.

Tactics: The lichs do not initiate combat, preferring to flee via *shadow step* to warn the district of any intruders. If combat is unavoidable, the enchanter casts *Aanya's animation* as soon as it realizes opponents are near, and then casts *mesmerize* and *interrupt* effects on any obvious clerics or necromancers among the enemy. The other lich orders his pet to attack at once, keeping all melee foes away from the lichs if possible, and then casts *root-line* spells on any fighter-type PCs; he follows these tactics with DOT and direct-damage spells on any enemy spellcasters.

Enchanter/Wizard (1): hp 200.

Enchanter's Type 10 Animation (1): hp 85.

Necromancer (1): hp 173.

Necromancer's Type 14 Skeletal Pet (1): hp 211.

99. Ambassador's Villa [EL 29]

Gargoyles line the rooftop and base of this impressive villa. The large double doors are ornately carved of solid rock.

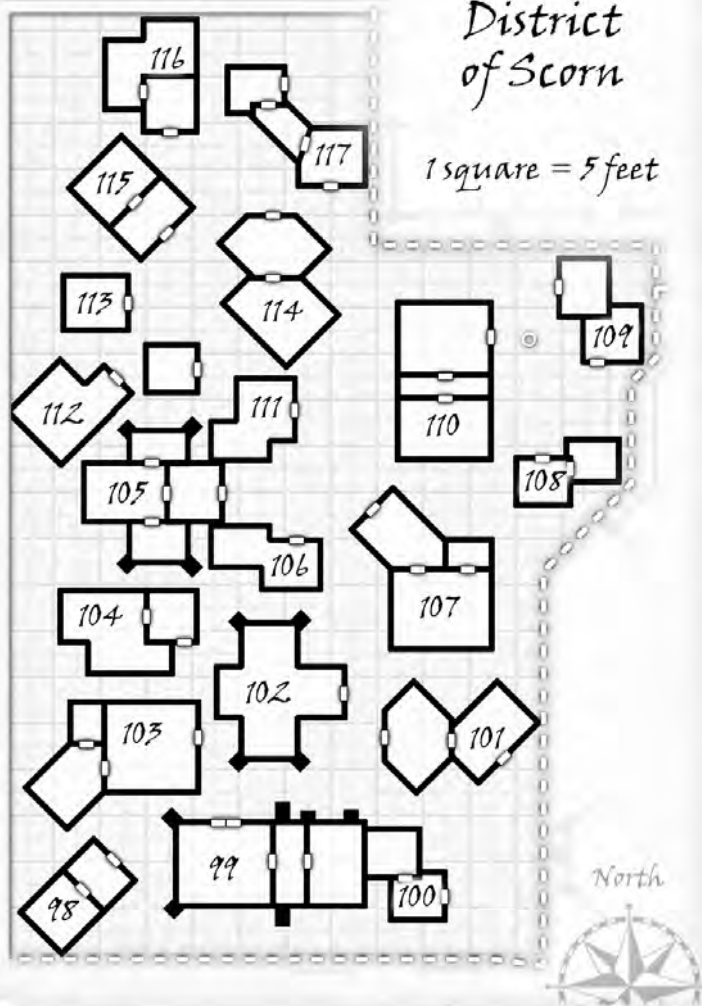
Stone Doors (4 in. thick): Hardness 8, 60 hp; Break DC 28; Stuck DC 28.

Inside, all is dark. The furnishings here are covered by thick layers of dust, obviously not having been used in some time. Inside the main hall, its vaulted ceiling peaking at 40 feet, hang many pictures — but one in particular shows an impressive male Teir'Dal figure dressed in regal finery. Beneath this picture is a metal plate covered with dust, with an inscription in Old Teir'Dal that reads, “The Magnificent Mayong Mistmoore.”

A powerful vampire ambassador for Mayong Mistmoore once occupied this villa. Two of his servants remain, however, guarding the villa and awaiting his return; it has been over a decade now since his departure. The servants are a vampiric guard (*cloaked dhampyre*, Rog 10, OE;

District
of Scorn

1 square = 5 feet



"You haven't a single drop left!? Why haven't you got any more to give me than this? Well?"

The body is that of a male Teir'Dal, who was recently caught alone (a situation one doesn't want to be in on the Plane of Hate...) by the elf woman; she is actually a forlorn revenant (*female First (Hie) loathing lich, Enc 27/Nec 5, OE; Inhabitants of Hate*), who constantly keeps herself under the effects of an *illusion—high elf* spell. She is also more than a little insane, thinking she is actually still a lonely high elf maid back in Freeport, and she constantly roams the streets of Hate looking for solitary living individuals (male or female, and of virtually any race) to charm into coming back to her home. There, she usually treats her victim cordially for a while (hours, days, or even weeks, with those of higher Charisma kept longest), but, eventually, overwhelmed by her hateful nature, she inevitably drains his or her life.

Tactics: If attacked by more than one character, the revenant seeks to flee at once, using *shadow step* to get away. If her attacker is a solitary, living creature, she instead casts *glamour of Kintaz* followed by *Boltran's agacerie* (duration 24 hours due to her dire charm ability); if the PC proves immune to her charm (being too high a level), she then casts *shadow step* and departs for a while before returning, counting on the target's loss of memory at being mesmerized to make her safe from pursuit.

If her charm is successful, she invites her new "friend" into her abode.

Forlorn Revenant (1): hp 227.

101. Haunted Smithy [EL 27]

The dull pounding of metal on metal comes from several sources within this large wooden building. Smoke from a stone chimney tapers slowly upward into the dismal black mist high overhead.

Inside, visibility is limited to 5 feet, although the telltale glow of a forge can be seen in the gloom. In fact, the sounds of metal on metal are produced both by the spite golem smith and by the various animated tools, forge, and anvil themselves, for they have become objects of Hate.

Tactics: The golem and the objects attack immediately if anyone enters, the golem augmenting its physical attacks with spells and the twin forges using their fiery breath weapons if several foes stand clustered together.

Haunted Tools, Small Objects of Hate [8 HD] (21): hp 44 (ave).

Haunted Anvils, Medium-Size Objects of Hate [15 HD] (2): hp 85, 83.

Haunted Forge, Huge Object of Hate [39 HD] (2): hp 231.

Spite Golem [50 HD] (1): hp 292.

102. Tireless Guards [EL 29]

This very ornately carved stone building stands out among its neighbors. Atop the place, a single gargoyle statue sits facing outward in each cardinal direction. Floating just above the rooftop is an ethereal female figure in white robes that flutter despite the fact that there is no wind.

Mayong Mistmoore) who wears an *eye of Innoruuk* loaned to it for the duration of its stay here, and an immense spite golem appointed by Overlord R'Gahbsa to guard the ambassador's home until assigned otherwise.

Tactics: The dhampyre and the golem both attack foes to the best of their abilities, the former using stealth and the latter using its deadly slam attacks; both use their spells and spell-like abilities as they see fit.

Cloaked Dhampyre (1): hp 249.

Spite Golem [54 HD] (1): hp 316.

100. Drained Dry [EL 31]

This building is unremarkable, a single lantern above the door giving a dim red pallor to the stonework of the frontispiece.

As a PC approaches this building, he may make a Spot check (DC 22) to notice a couple lovingly entwined in the shadowy doorway. The female's face is buried tenderly in the nape of the male's neck. Suddenly, her head snaps back and the male figure, a Teir'Dal, crumples to the ground lifeless. The woman, a lovely but obviously deranged high elf, begins a furious tirade at the male in the Elvish tongue:

Each of the gargoyle figures on the roof is actually an abhorrent; although they are sitting in the open, their resemblance to the other gargoyles allows them to hide in plain sight just by sitting still on a rooftop. PCs may make Spot checks opposed to the abhorrents' Hide checks (be sure to apply distance penalties to Spot checks) to notice that there is something unusual about these particular "gargoyles."

If the ghostly figure (*female First (Elf) banshee*, Brd 28, OE; *Inhabitants of Hate*) on top of the building spots invaders, she screeches in an alarmingly loud wail — as only a banshee can — to alert the entire district. Of course, as an undead, she cannot see anyone under the effect of *invisibility to undead*. The abhorrents, though, are not undead and can see in darkness, so they may detect virtually anyone moving through the streets below and warn the banshee; however, this allows any spectator to make a Spot check with a +10 bonus to notice the false "gargoyles."

This building should be very difficult for PCs to move past without the entire district being alerted to their presence.

Tactics: As soon as the banshee begins to wail, all four of the abhorrents take off in the four directions they face, respectively, shrieking and calling to those below that there are intruders in the neighborhood.

Abhorrents [26 HD] (4): hp 232, 231, 224, 208.

Banshee (1): hp 178.

103. Grim Abhorrent Kaltik's Lair [EL32+]

Like many of the other buildings around, this one has numerous gargoyles and carvings upon its roof. This building is slightly more grandiose than some, though, with statues of demonic figures all about and massive pillars around the double doors that mark the structure's entrance.

Inside, there is not a mote of light. The residents need none, for this is the home of the great Grim Abhorrent Kaltik, standing fully 17 feet tall and bloated beyond the dimensions of all others of his kind. He is the most powerful abhorrent on the entire Plane of Hate, and is surrounded by several lesser abhorrent servitors and advisors.

Tactics: Kaltik and his servants use darkness and stealth to keep foes at a disadvantage. If the enemies bear *candles of Innoruuk* (or some other device that allows them to see), the abhorrents make grapple or sunder attacks to disarm or destroy the candles. They always maneuver for flank attacks, seeking to backstab whenever possible.

Abhorrents [28 HD] (6): hp 302, 299, 293, 290, 282, 275.

Grim Abhorrent Kaltik: CR 32; SZ Large outsider (evil, orderly); HD 40d8+320; hp 501; Init +14; Spd 30 ft., fly 80 ft. (good); AC 40 [flat-footed 40, touch 19] (–1 size, +10 Dex, +21 natural); BAB +40; Grap +57; Full-Atk bite +53 melee (4d6+15) and 2 claws +50/+50 melee (2d8+6 plus poison); Atk bite +53 melee (4d6+15); SA backstab +7d6, counterattack, hate aura, poison; SQ DR 30/+5, evasion, fast healing 10, immunity to fire and poison, resistances, see in darkness, sense traps, SR 30, telepathy 100 ft., uncanny dodge; Res AR 40, CR 40, FR —, MR 40, PR —, SoR 20; AL OE; Fac *Inhabitants of Hate*; SV Fort +25, Ref +28, Will +20; Str 36, Dex 30, Con 27, Int 16, Wis 14, Cha 21.

Skills: Balance +18, Bluff +32, Climb +19, Diplomacy +16, Escape Artist +32, Hide +45, Knowledge (local lore [Hate]) +18, Knowledge (planar travel) +22, Listen +45, Pick Lock +25, Search +35, Sense Motive +30, Sneak +45, Spot +45, Taunt +30, Tumble +25.

Languages: Dark Speech (4), Old Teir'Dal (4).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack^B, Great Cleave, Improved Initiative, Improved Parry, Mobility, Multiattack^B, Parry^B, Power Attack, Riposte, Weapon Focus (bite), Weapon Specialization (bite).

Hate Aura (Su): Will DC 35.

Poison (Ex): Kaltik normally applies "spirit of sloth" poison to his claws, allowing him to inflict poison with his first three successful claw attacks in any given combat. Being immune to poison, he need never risk harming himself with the stuff.

Spirit of sloth—Injury, Fort DC 35; *slow* (3)/*paralysis*.

104. Twin Revenants [EL30]

Directly in front of this building's doorway are several dark brownish-red stains.

Inside the back room are two beds and two chests filled with articles of women's clothing. Two elvish females in blue-and-black robes are studying tomes while lying upright in their beds; they are decidedly not alive, for they are forlorn revenants (*female high elf loathing lichs*, Wiz 26, OE; *Inhabitants of Hate*).

Tactics: If the revenants hear or notice intruders, or if they are attacked, one immediately takes the offensive while the other one casts *yonder* to escape and warn the district about the PCs.

Forlorn Revenants (2): hp 204, 172.

105. The Overlord's Sanctum [EL36+]

As soon as one comes within sight of this well-built stone structure, 2 large dragon-like monsters constructed from bones can be seen guarding the front entrance. Elvish-seeming characters are inscribed above the door.

Exterior: A PC who reads Old Teir'Dal (or who makes an appropriate Language check) can read the inscription above the door, which says "Prepare your soul for the afterlife." Anyone who makes a Knowledge (warcraft) or a *bardic knowledge* check (DC 35) recognizes this phrase as having been the legendary battle-cry of the first Teir'Dal Overlord, Xanit K'Ven (see Chapter One: History).

Complication: If any stranger tries to enter without the Overlord's permission, the ashenbone broodmasters attack, roaring all the while. The noise from the drakes quickly alerts all the occupants within the building (and possibly in those around here, at the GM's discretion).

Tactics: If alerted, the occupants set themselves up in a semi-circle just inside the doorway, blocking the path and allowing only one character inside (unless one successfully tumbles through or trips or overruns the blockers). If the intruders halt outside, Overlord R'Gahbsa waits for her clerics to fully buff her and her elite warriors and then sorties out.

Hatebone Broodmasters [55 HD] (2): hp 324, 286.

Interior: Tables and chairs, rich decorations, displays of ancient elven weapons and armor, opulent hangings and brocades — R'Gahbsa obviously has an eye for the beautiful. There is also food and drink for the Teir'Dal palate in ample supply. (The GM may wish to have some of the treasure for this location be found among the captured

weapons and armor hung upon the walls, as well as the foodstuffs and drinks.)

Overlord R'Gahbsa herself is a surprisingly delicate-seeming warrior in a unique breastplate, accompanied by a retinue of warriors (*male or female dark elves*, War 25, OE; *Inhabitants of Hate*) and a handful of clerics (*male or female dark elves*, Clr 25, OE; *Inhabitants of Hate*). Her hair is pure white and long, bound with gold and platinum plaiting in a braid that hangs to her waist.

Tactics: R'Gahbsa and her followers work well in tight, disciplined formations. Her clerics have been trained to remain out of combat, supplying healing and buffing for those who are properly trained to fight; clerics are simply expected to be able to defend themselves competently should enemies break through the front lines. Thus, the clerics normally hold their actions each round, casting whatever spells are most needed after all combatants have taken their turns. If healing and buffing are not needed in any given round, one of them may cast a *stun*-type spell at enemy spellcaster, while the others hold actions into the next round.

Teir'Dal Clerics (3): hp 179, 166, 156.

Teir'Dal Warriors (6): hp 271, 265, 254, 239, 234, 231.

Overlord R'Gahbsa, Female Dark Elf, Knight of Hate, War 32: CR 34; SZ Medium-size outsider (evil, orderly); HD 32d12+288+19+31; hp 541; Init +5; Spd 30 ft.; AC 32 [flat-footed 29, touch 13] (+3 Dex, +12 armor, +7 natural); BAB +32; Grap +41; Full-Atk +49/+49/+47/+45/+43/+41 melee (1d6+18/15–20, +7 *scimitar of speed*) and +40/+35 melee (1d6+9/15–20, *Tunarian scimitar*), or +46/+42/+38/+34/+30 ranged (1d8+12/x3, 110 ft., +4 *mighty composite longbow* and +5 *mithril arrows*); Atk +49 melee (1d6+18/15–20, +7 *scimitar of speed*) and +40 melee (1d6+9/15–20, *Tunarian scimitar*), or +46 ranged (1d8+12/x3, 110 ft., +4 *mighty composite longbow* and +5 *mithril arrows*); SA harm touch; SQ berserking, DR 9/–, dark elf traits, discipline masteries (hasten)*, disciplines (Aggression, Defensive, Evasive, Fearless, Fell Strike, Fortitude, Furious, Mighty Strike, Precision, Resistant, Warrior's Charge), fast healing (1 hp/10 min.), light fortification (25% negate crit/backstab), process defense, respect*, see in darkness, SR 37, Taunt bonus +9, warrior abilities (mettle, two-weapon mastery)*, +1 on disease, fire, magic, and poison saves, +2 acid saves, +3 cold saves; Res AR 10, CR 19, DR 14, ER 5, FR 14, MR 19, PR 14, SoR 5; AL OE; Fac *Inhabitants of Hate*; SV Fort +27, Ref +15, Will +14; Str 29 (22), Dex 21 (13), Con 28 (20), Int 24 (18), Wis 19 (12), Cha 12 (10).

Skills: Climb +14, Heal +9, Hide +26, Intimidate +18, Jump +15, Knowledge (local lore [Hate]) +9, Knowledge (warcraft) +34, Listen +18, Sense Motive +16, Sneak +21, Spot +18, Taunt +38, Trade Skill (blacksmithing) +36.

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack^B, Dual Wield^B, Finishing Blow, Great Cleave^B, Hand to Hand, Improved Critical (scimitar)^B, Improved Dodge, Improved Two-Weapon Fighting^B, Parry^B, Power Attack, Riposte, Toughened^B, Weapon Focus (scimitar)^B, Weapon Specialization (scimitar).

Possessions: Bloodsteel chestplate (see Appendix Two), +7 *scimitar of speed*, *Tunarian scimitar* (see Appendix Two), +4 *mighty* (+3) *composite longbow*, 20 +5 *mithril arrows*, *vile runed belt* (see Appendix Two), *corrupted valorium armband* (see Appendix Two), *silver earring of the chosen* (see Appendix Two), *diabolic steel bracers* (see Appendix Two), *platinum amber ring*.

106. Plain Building [EL 29]

There is nothing remarkable about this small stone building.

Inside, all is dark. This building is inhabited by a pair of powerful abhorrents.

Abhorrents [33, 32 HD] (2): hp 341, 329.

107. Lair of the Grotesque Rat [EL 28+]

A burnt-out, blackened hole in the front wall of this building opens up where once a large set of double doors stood. No other entrances are visible.

Inside, visibility is nil. The entire interior is a very large pit, apparently excavated by tooth and nail over the course of centuries. Anyone without a light source or some other means of seeing must make a Reflex save (DC 20) to avoid plummeting 25 feet to the rocky bottom of the pit below, taking 2d6 points of falling damage.

Inside the pit is the king of the repulsive rats, known by other inhabitants of the district as the “grotesque rat,” and a swarm of its inferiors.

Tactics: The rats do their best to slay and devour anything that falls into the pit.

Repulsive Rats [30 HD] (7): hp 202, 193, 184, 182, 170, 169, 163.

Vile Rats [45 HD] (6): hp 351, 329, 312, 300, 290, 261.

Grotesque Rat [68 HD] (1): hp 480.

108. Empty Building

This small building is topped by gargoyles, and its single door is nestled quietly by the massive cathedral's gothic walls.

This dark building is currently uninhabited.

109. Rat-Infested Dwelling [EL 27]

A huge skeletal rat stares out of the darkness in this burnt-out hut's doorway, half-covered by the gloom inside.

Yet another building that has been taken over by the ubiquitous repulsive rats of Hate, this one is in worse condition than most.

Tactics: The rats attack any intruders with the intent to devour.

Repulsive Rats [35 HD] (8): hp 255, 251, 251, 248, 243, 241, 218, 188.

Vile Rats [45 HD] (8): hp 310, 310, 308, 302, 299, 298, 267, 237.

110. Villa of Grandmaster R'Tal [EL 33]

As one draws closer to the building, its slender spires become visible through the gloom, reaching out of sight into the air high above. (Nonetheless, its size and opulence are dwarfed by the splendor of the nearby cathedral.) An open archway leads into the interior, but all is dark inside.

Visibility in the villa is zero. For those who can see through the gloom, the open entrance reveals a large, high-ceilinged front chamber filled with various racks containing exotic and unusual weapons — although many of them seem familiar to a monk. In this training hall, there are 4 senior kiraikeui practicing their fighting techniques under the tutelage of Grandmaster R'Tal.

Tactics: Grandmaster R'Tal and his students all attack the same target if possible. Each student bears a *slowstone amber* (see Appendix Two), which it employs against melee fighters. They all fight to the death.

Senior Kiraikeui, Mnk 5 (4): hp 312, 272, 263, 255.

Grandmaster R'Tal, Kiraikeui Mnk 10: CR 32; SZ Medium-size undead; HD 35d12 plus 10d12+22; hp 349; Init +17; Spd 50 ft.; AC 55 [flat-footed 28, touch 30] (+9 Dex, +18 natural, +6 armor, +10 dodge, +2 haste); BAB +27; Grap +38; Full-Atk slam +41/+38/+35/+32/+29 melee (2d8+11/19–20 plus foul rot) and off-hand slam +36 melee (2d8+5/19–20 plus foul rot) and dragon slam +41 melee (2d10+11/19–20 plus foul rot), or +46/+43/+40/+37/+34 ranged (1 hp plus 2d6 lawful and *tranquil storm* proc [DC 20]); Atk slam +41 melee (2d8+11/19–20 plus foul rot) and off-hand slam +36 melee (2d8+5/19–20 plus foul rot), or +46/+46/+46 ranged (1 hp plus 2d6 lawful and *tranquil storm* proc [DC 20]); SA counterpunch, foul rot, monk's slam, mystic strike +5, stunning blow 10/day (Fort DC 42); SQ disciplines (Fearless, Inner Flame, Resistant, Stone Stance, Thunder Kick, Void Dance, Whirlwind, 100 Fist), DR 30/+3 and 4/–, fast healing 8, feign death (Will DC 42), haste (5) [1 extra action every round], immunities, improved evasion, infravision, monk abilities, resistances, see in darkness, see invisible, SR 28, undead, +1 on acid, fire, and magic saves; Res AR 25, CR 51, DR —, ER 21, FR 65, MR 25, PR —, SoR 16; AL OE; Fac Inhabitants of Hate; SV Fort +17, Ref +34, Will +35; Str 33 (25), Dex 36 (27), Con —, Int 24 (18), Wis 30 (24), Cha 16 (15).

Skills: Balance +21, Climb +27, Escape Artist +51, Jump +31, Listen +40, Safe Fall +40, Search +18, Spot +40, Taunt +20, Trade Skill (pottery) +25, Tumble +26.

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows^B, Dodge, Double Attack^B, Dual Wield^B, Finishing Blow, Improved Critical (slam), Improved Disarm^B, Improved Hand to Hand^B, Improved Initiative, Lightning Reflexes, Mobility, Parry^B, Power Attack, Riposte, Run^B, Spring Attack, Swift^B, Weapon Finesse (slam), Weapon Focus (slam).

Foul Rot (Su): Slam, Fort DC 31, incubation 1 hour, 1d6 Con.

Possessions: *Darkfelt robes* (see Appendix Two), 22 *shuriken of the tranquil* (see Appendix Two), *Rakusha cloak* (see Appendix Two), *sode of empowerment* (see Appendix Two), *band of discipline* (see Appendix Two).

111. The Watcher [EL 29]

This small building is made of stone.

Any character spying on the front of this building may make a Spot check (DC 36; apply distance penalties) to notice that the door has a slit across it, from which peers a pair of ghastly eyes.

Complication: The forlorn revenant that dwells here (*male wood elf*, *loathing lich*, Dru 27, OE; *Inhabitants of Hate*) watches the street tirelessly for any unusual activity or individuals. (Not needing any rest and having no other purpose does have its benefits.) As an undead, the revenant cannot see anyone with *invisibility to undead*. Should the revenant see the PCs, he throws open the door and blows a horn to warn the district of intruders.

Tactics: The revenant attacks only if certain that its actions have already roused its neighbors. If this is not the case, it instead tries to flee using *egress* so that it can alert everyone around it.

Forlorn Revenant (1): hp 209.

112. House of Mistress A'Zara [EL 33]

This well-constructed manor abuts the massive stone wall that encircles the City of Hate. A wide trail of ooze flows down the wall on one side of the building.

All is dark inside, for the tenant here does not need light. Mistress A'Zara (*female dark elf*, *loathing lich*, Enc 31, OE; *Inhabitants of Hate*) is widely feared throughout this district for her great power (she knows *Soulless Mesmerization* and the spell *ancient eternal rapture*, and can thus mesmerize virtually anyone in Hate, at a cost)[†], and her influence extends well into the regions of Lesser and Outer Hate, and even into some other parts of Greater Hate.

[†] The *Soulless Mesmerization* feat appears in *Realms of Norrath: Freeport* (p. 26), and the spell *ancient eternal rapture* appears in *Monsters of Luclin* (p. 95).

Tactics: Mistress A'Zara always has *rune V* and *shadow* in place. If attacked, she first casts a quickened *winds of tashanian*, followed by *fascination* (heightened to 15th level); thereafter, if her enemies are all “mezzed,” she casts *theft of thought* on any obvious spellcasters, trying to replace some of the mana she has spent. She then leaves, seeking to warn the district of the intruders.

A'Zara uses *ancient eternal rapture* only if she must, since she does not wish to take the 1 point of Intelligence damage for casting it.

Mistress A'Zara: hp 211 (*buffed as above*).

113. Loyal Listeners [EL 27 or 31]

This building's double doors stand wide open, and a masculine, monotonous voice can be heard issuing from within. Inside, the red glow of *candles of Innoruuk* shows a room decorated like the interior of a church.

Several makeshift pews in this building hold a number of enrapt bodies — all of which are either undead or wholly dead. Standing before this “congregation” is a commanding figure in ornate, heavily etched plate armor (*male dark elf*, *minister of Hate*, Clr 29, OE; *Inhabitants of Hate*). Holding a large tome open in his hands, the priest speaks in tones that could quite possibly put the dead back to sleep.

The book held by the cleric is a *Tome of Prophetic Visions*, which has given the vicar occasional glimpses of the future, bringing him some favor with the clerics among the districts of Scorn and of the First.

Tactics: If attacked, the vicar commands his undead congregation to “hold the infidels here” and then attempts to *gate* away to his bind point, at Area 105, to warn Overlord R'Gahbsa of intruders in the district. He is utterly loyal to the Overlord and to Innoruuk, and, despite wanting to warn his allies, will happily fight to the death if he must (since he is an outsider, he will likely reform in 8 hours anyway).

Lesser Ghouls[†] [10 HD] (10): hp 91, 83, 75, 75, 74, 71, 70, 60, 60, 58.

Zombies[†] [15 HD] (6): hp 116, 97, 95, 92, 83, 77.

Greater Ghouls[†] [20 HD] (5): hp 160, 156, 140, 138, 127.

Ire Ghosts (2): hp 223, 207.

Vicar of Hate: hp 175.

[†] Ghouls and zombies appear in *Realms of Norrath: Freeport* (pp. 98–99).

114. Sea of Bones [EL 28]

This large building is surrounded by bits of shattered and gnawed bones. The bottom of the reinforced wooden door appears not to have seen much traffic recently, as evidenced by fragile bone shards piled up against the door.

Inside this building it is pitch black. This place was once used by a large pack of ghouls and ghosts to store the bones of their prey, but they inexplicably left years ago and never returned. Now, there are 2 other creatures dwelling here, who find the thick layers of gnawed bones perfectly to their liking: great ashenbone drakes.

As the PCs move into the house, huge portions of the mounds of bones inside rise up, coalescing into the form of two very large drakes with sharp teeth and huge claws.

Hatebone Drakes [48 HD] (2): hp 322, 276.

115. The Laughing Lich Tavern [EL 28]

This place is apparently a tavern, its sign painted to show what appears to be an undead bard playing a lute while dancing. A red glow is evident, coming from behind the few shuttered windows and in the cracks around the large double doors.

Inside, this tavern is lit by numerous *candles of Innoruuk* in wall sconces. The name of the place is no misnomer, for the innkeeper truly is a lich (*male dark elf, loathing lich, Clr 11/Nec 20, OE; Inhabitants of Hate*). The place caters to both Teir'Dal and undead of the district, although it is a standing rule of the innkeeper that undead who come in here must refrain from eating the other customers.

Currently, however, there are no customers. The innkeeper is a rather jovial sort for a creature of Hate, and he generally chats and serves a drink or two to virtually any visitors before sidling out via a *shadow step* spell to call in reinforcements to capture them.

Tactics: If attacked, the innkeeper immediately tries to flee using a *shadow step*. Failing that, he fights defensively, trying to get away to call for reinforcements and shouting loudly all the while.

Lich Innkeeper (1): hp 159.

116. Watchers [EL 29]

This simple stone building has three gargoyles on the roof, one of which sits directly above the door.

Exterior: The gargoyle above the door is one of the animated variety, and a particularly tough one at that. It waits until intruders are about to enter the building, and then it flies upward, screaming for assistance from other citizens of the district.

Complication: If the PCs give chase to the gargoyle or focus their attention on it, the abhorrents inside burst out of the house and take flight, trying to call for reinforcements while making occasional diving charge attacks on the PCs.

Gargoyle [32 HD] (1): hp 200.

Interior: Inside this building, all is dark. There are 2 large abhorrents inside the building. If the gargoyle outside has shouted a warning and the PCs enter before the abhorrent burst out, then both abhorrents are concealed in the gloom, one on either side of the door, waiting to backstab any enemies coming through.

Abhorrents [32 HD] (2): hp 348, 346.

117. Maiden in Distress [EL 30]

This small stone building's door is smashed inward, and a large, ghastly creature stands immobile halfway across the threshold. It appears to be menacing someone inside.

The ire ghost is indeed menacing the house's resident, a forlorn revenant (*female dark elf, loathing lich, Enc 28, OE; Inhabitants of Hate*), for the ghost has decided that it wants this house for itself. The revenant (knowing Soulless Mesmerization†) has her assailant mesmerized, but now she must find another way out, for the ghost completely blocks the doorway — if she touches it, it will awaken from its stupor. Left to her own devices, she climbs out a side window and departs; she comes back a short time later, with a Teir'Dal cleric who owes her a favor, to pay the ghost a visit...

Complication: If the PCs kill the ghost, the revenant tries to run away to notify others in the district about the invaders. Within at most a few minutes of her departure, the entire District of Scorn is organized to kill or drive off the intruders.

Ire Ghost [47 HD] (1): hp 316.

Forlorn Revenant (1): hp 177.

† This feat appears in **Realms of Norrath: Freeport** (p. 26).

Chapter Five: The Cathedral and the Palace

Note to the Game Master

The climactic encounters against both the Maestro and Innoruuk may simply be too powerful for your gaming group's player characters. This may be due to factors such as the party being too small (you can only run so many NPCs) or the PCs' equipment not providing enough protection and/or damage output, or perhaps the players simply do not yet possess enough knowledge and experience with the game mechanics of the *EverQuest Role-Playing Game* to stand a chance against such tough foes. Whatever the reasons, the Plane of Hate is a very high-risk place to adventure.

Of course, encountering a god on its home plane and defeating it *should* be an almost impossible task. A well-played deity's superior abilities and intellect could well prove to be much more than even a very large, well-equipped, highly skilled party of PCs can handle.

To succeed at such a task, a party must patiently persist against the lesser denizens of the Plane of Hate (and perhaps other dangerous locales in between planar trips), acquiring powerful magic items over multiple high-level excursions, so that they can — eventually! — brave the districts of Greater Hate, possibly the Cathedral, and, ultimately, the Palace of the Dark Prince himself.

The Cathedral of the Maestro

Even from several blocks away, one can discern a haunting melody floating outward from within the massive cathedral. The melody seems to tug at one's mind and body, physically pulling travelers toward the dreadful edifice.

From within 90 feet, the gothic monstrosity can be seen indistinctly, its gothic contours disappearing up into the gloom. The steps up to the cathedral are shallow, slowly ascending toward two intricately carved doors of massive proportion. Above the imposing portals are several intricate stained-glass windows, surrounding a detailed sculpture of a large bat-like creature. Thousands of intricately carved gargoyles adorn the upper reaches of the building, no two quite the same. Adorning each level of the lofty central

Encounter Key:

Cathedral of the Maestro

Difficulty Level: 31–35.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1–4. 1d4 Teir'Dal pilgrims

5–9. 1d4 Teir'Dal dancers (dancing here is a rite of passage for Teir'Dal new to the Plane of Hate)

10–20. No encounter

Detections: None.

Shielding: See “Planar Conditions of Hate” in Chapter Two.

Continuous Effects: See “Planar Conditions of Hate” in Chapter Two. Visibility in the Cathedral is normally 90 feet due to the many *candles of Innoruuk* kept burning throughout. Due to the powerful sound of the Maestro's ever-present music, all Listen checks made in the Cathedral suffer a –10 penalty.

Standard Features: Unless otherwise noted, all doors in the Cathedral are constructed of magically reinforced, adamantite-bound darkwood (3 in. thick; Hardness 10; hp 250; Break DC 32; Locked DC 37).

All Teir'Dal guardians in the Cathedral are elite specimens, highly disciplined and having exceptional equipment.

tower are square minarets, but they soon disappear in the darkness, so the number of levels cannot be determined from outside; more towers adjoin the main building, with arching buttresses supporting small minarets. (In fact, all of these towers and spans are merely cosmetic — inside, the Cathedral is indeed enormous and has tremendously high ceilings, but there are no actual upper levels.)

Anyone who comes within 50 feet of the Cathedral of the Maestro must immediately make a Will saving throw (DC

25, -1 per 10 feet distance from the cathedral) or become overwhelmed with the desire to enter the Maestro's chamber and slay the creator of the music. This is a mind-affecting compulsion. Once a character enters the cathedral, he need no longer save against this effect, although those already affected while outside remain under the song's influence.

118. Outer Doors

These tremendous portals are roughly 25 feet high. Carved in relief all across the doors are small images of faces contorted with pain and rage.

Any character may make a Spot check (DC 20) to notice that the tiny faces on the doorway are slowly moving as if crying and screaming in anguish and fury. Destroying the doors automatically alerts the Maestro of the presence of intruders, eliminating any opportunity for surprise.

119. Entryway

Just inside the main doors, a wide hallway stretches into the distance, where another peaked set of doors stands, perhaps even larger than the outer ones. There are two enormous alcoves, really complete rooms unto themselves, visible through arches on either side of the entrance.

The outer doors are enchanted so that they close themselves 5 round after they are opened. They can be opened

again immediately, but simply close themselves again 30 seconds later.

Complication: There are 2 Teir'Dal guards hiding in the shadowy areas of each alcove (Areas 120 and 121, respectively), roughly 30 feet from the main door; the Teir'Dal are effectively taking 10 on Hide checks—have the PCs make Spot checks to notice them, applying the -3 penalty for the 30-foot distance.

If the outer doors are somehow blocked from closing, a terrible noise is produced that immediately draws the guards from the side alcoves out to investigate and also alerts the Maestro.

120. Hand of the Maestro [EL 32]

In this chamber, an unbelievably enormous disembodied hand pounds the keys of a colossal keyboard. Candelabras shed a red glare from high above on either side of the piano as the hand plays an accompanying tune to the principal melody coming from somewhere down the long hall.

Playing the piano is the Hand of the Maestro (see Appendix One).

As noted in Area 119, there are also 2 Teir'Dal guards (*male or female dark elf, knights of Hate*, War 28, OE; *Inhabitants of Hate*) in this area, hiding among the shadows near the edge of the alcove. Both are clad in dark blue full plate armor, with a finely wrought adamantite longsword in each hand.

Complication: Any who dare approach the Hand of the Maestro or who attempt to move down the hallway toward the Grand Hall are attacked immediately by the guards. Then, 1d2 rounds later, the Hand also attacks. As soon as the Hand attacks (see Tactics), the guards from Area 121 also join the fray.

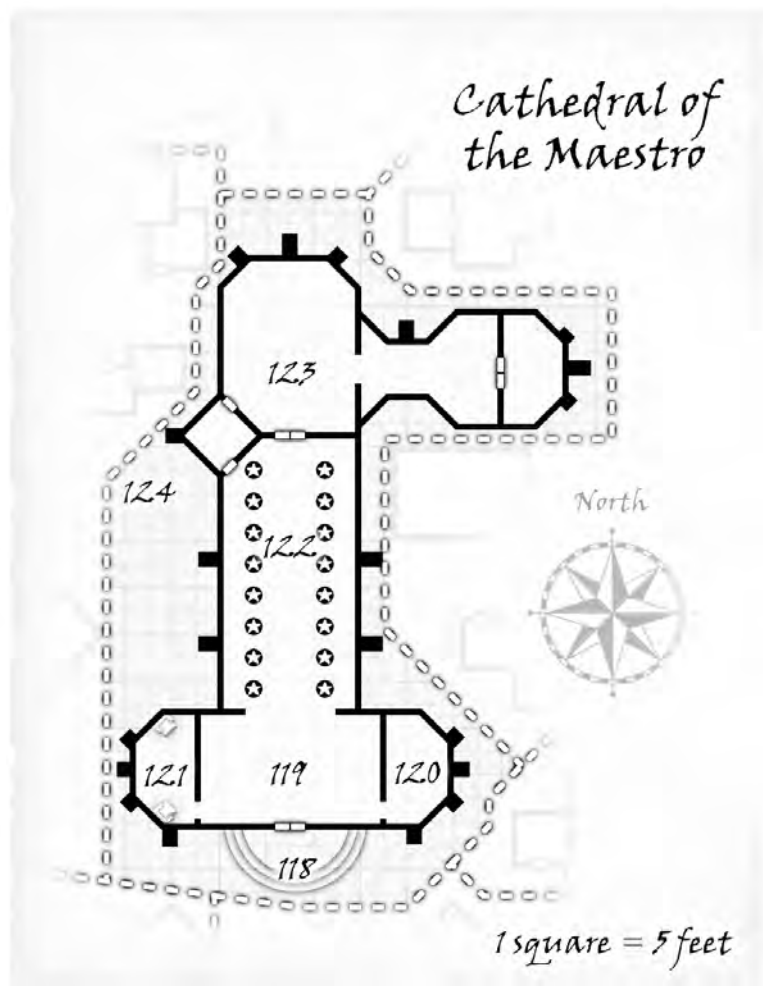
Teir'Dal Guards (2): hp 331, 301.

Hand of the Maestro: CR 28; SZ Large construct; HD 54d10; hp 333; Init +6; Spd 50 ft.; AC 37 [flat-footed 33, touch 15] (-1 size, +2 Dex, +22 natural, +2 arcane, +2 haste); BAB +40; Grap +53; Full-Atk slam +49/+42/+39/+34/+29 melee (2d10+13/19-20 plus *daze* [Fort DC 19]); Atk slam +49 melee (2d10+13/19-20 plus *daze* [Fort DC 19]); Face 5 ft. by 10 ft.; Reach 5 ft.; SA *life absorption*; SQ construct traits, damage reduction 30/+5 and 6/-, haste (4), magic immunity, see in darkness, see invisible, undead existence, vampiric aura; Res CR —, DR —, FR 30, PR —; AL OE; Fac *Inhabitants of Hate*; SV Fort +25, Ref +27, Will +27; Str 29, Dex 15, Con —, Int 23 (21), Wis 14, Cha 13.

Skills: Channeling +45, Climb +14, Forgery +19, Jump +15, Knowledge (art and literature) +33, Listen +41, Perform (keyboard) +29, Search +12, Spot +18.

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Slam, Iron Will, Lightning Reflexes, Mobility, Parry, Power Attack, Run, Special Ability Focus (*life absorption*), Spring Attack, Swift, Weapon Focus (slam).

Life Absorption (Sp): Once every 1d4 rounds, 50-foot cone; 6d6+6 magic to all in area, Will DC



43 half. All damage dealt is then gained by the Hand.

Magic Immunity (Ex): Immune to all spells, spell-like abilities, and magical and supernatural effects of less than 14th level, except as follows: An attack that normally deals sonic damage deals no damage to the Hand, but imposes a cumulative slow (1) effect upon it for every 10 points of sonic damage from a single source or attack (round down); this slow effect lasts for 1 minute, and multiple slow effects do not stack.

Vampiric Aura (Su): Vampiric damage shield (9) — any creature striking the Hand in melee deals damage normally, but the attacker takes 9 points of damage, which is then transferred back to the Hand as points of magical healing. Any additional hit points gained beyond the Hand's normal maximum are temporary hit points.

Possessions: *Cazicite blue diamond ring, velium imbued sapphire wrist-bracer.*

121. Twin Thrones [EL 33]

In this left alcove are two high-backed thrones resting on a raised platform.

As in Area 120, there are 2 Teir'Dal hiding near the entrance to this chamber. One is clad in dark blue full plate armor, with an adamantite sword in each hand (*male dark elf, knight of Hate, War 28, OE; Inhabitants of Hate*); the other wears dark blue-black robes and holds a staff in one hand (*male dark elf, sorcerer of Hate, Nec 30, OE; Inhabitants of Hate*).

Tactics: These guards ignore anyone entering the Cathedral unless this chamber is approached directly or the Hand of the Maestro attacks, at which time they also attack. The knight attacks spellcasters first, focusing on obvious healers; the sorcerer also attacks healers first, then other spellcasters, and finally fighter-types.

Teir'Dal Knight (1): hp 295.

Teir'Dal Sorcerer (1): hp 134.

122. Inner Cathedral Doors

The long, arched hallway leading to these doors is lined with statues and candelabras, and fine carvings adorn the stone walls and clerestory — images of grinning demonic visages, prancing ghouls, and pirouetting revenants, among other things.

At the far end of the hall, near the inner doors, stand 2 more Teir'Dal: One of them (*male dark elf, sorcerer of Hate, Wiz 30, OE; Inhabitants of Hate*) wears a bright red robe with a luminescent white tree across the chest, while the other (*male First (Hie), knight of Hate, Pal 25/War 5, OE; Inhabitants of Hate*) wears black full plate tinted with red, save for the chestplate, which is a deep midnight blue color and bears the symbol of Tunare boldly stamped in its center.

Complication: If these Teir'Dal heard fighting near the entrance, they know enemies are present and will have taken precautions by the time the PCs approach. The sorcerer has entered Area 123 to warn the Maestro of intruders (in case the Maestro did not already know) and returned, and has his full suite of buffs up and ready. The knight has also cast his full complement of buffs.

Tactics: Assuming there has not been combat with the guards near the outer entrance, or that the fighting was

somehow concealed, these guards are standing stiffly at attention. If anyone not obviously an inhabitant of Hate with a good reason for being here approaches to within 30 feet, they challenge the intruders, telling them in Common to turn back or face the Magnificent Maestro himself.

If combat ensues, or if the PCs do not heed the warnings, the sorcerer casts a quickened *yonder* and disappears into Area 123, behind the doors, warning the Maestro of the enemies' imminent appearance. The knight fights defensively, attacking spellcasters first if possible, using his harm touch once they seem badly wounded. Then, 1 round after the sorcerer disappeared, he opens the doors behind the knight, allowing him to retreat back into Area 123.

If at any time the sorcerer is in grave danger, he *gates* to his bind point in the District of Scorn and flies immediately to Overlord R'Gahbsa's quarters to warn her of the PCs.

If an elf paladin is among the PCs, the knight does not fight defensively or retreat. Instead, he challenges the paladin to single combat, without outside aid such as beneficial spells cast by the player's party.

Teir'Dal Knight (1): hp 249.

Teir'Dal Sorcerer (1): hp 138.

123. Grand Hall of the Maestro [EL 38+]

A panoramic display opens up as the double doors swing soundlessly inward. The room beyond is not like the interior of an enormous gothic church, as might be expected based on the cathedral design, but rather a grand ballroom fit for any royal ball. The ceiling stretch up into eternity, with a massive crystal chandelier hanging down from the darkness above to light up the center of the room. The floor's black and white marble tiles are approximately 3 feet square, perfectly laid across the vastness of the hall.

The right transept holds what is surely the grandest of all pipe organs, having hundreds of pipes ranging in all sizes, from 4 inches high to 80 feet. Hovering by the organ's keys is a 12-foot-tall figure wearing a brilliant red cloak with golden trim and a thin gold crown. Suddenly, the music stops and the figure spins about — "How dare you disturb my torment!" he asks, revealing fanged teeth, pale bluish skin, and soulless, tear-streaked eyes.

This is the magnificent Maestro of Rancor (see Appendix One).

Complications: When the Maestro's hit points drop to 450 or less, the 2 accompanists of the Maestro (see Appendix One) appear from the left transept and join the fight. When the Maestro's health falls to 320 hit points or less, the 3 banshees of the Maestro (see the sample Banshee in Appendix One) appear from the right transept; the banshees, if slain, simply reappear moments later with full hit points. Only if the Maestro is slain can the remaining banshees be killed without the risk of them reforming.

Tactics: In combat, the Maestro performs various ancient and powerful songs unknown to most bards across Norrath, all the while fighting with his two great rapiers called *Heartbleeder* and *Lovedrinker*. He uses his lifedrain ability whenever it is available.

If he is overwhelmed by melee combatants, the Maestro flies up out of reach and uses his Flyby Attack feat, passing back and forth through the party while singing and slashing his foes to ribbons with each pass; in this case, when his



Chapter Five:
Cathedral Palace

lifedrain ability becomes available, he positions himself beyond reach but with as many foes within 30 feet as possible.

Maestro of Rancor: hp 641.

Accompanists of the Maestro (2): hp 170, 153.

Banshees of the Maestro (3): hp 229, 213, 207.

124. Corrupter of Life [EL35]

Lingering beneath one of the great flying buttresses that arch gracefully upward to the roof of the cathedral is a 9-foot-tall, black-shrouded figure wielding a scythe. It hisses and grinds its teeth continuously. Hate emanates in waves from this obviously evil being.

This is a dread Corrupter of Life, one of the more powerful specimens in Hate, being posted here by Innoruuk to report back to the Dark One immediately should the Maestro ever leave the Cathedral.

Tactics: If outnumbered or sorely pressed, the Corrupter of Life casts a quickened *abscond* to arrive at the palace, where it can notify forces there of the intruders. Otherwise, it revels in blasting its enemies with its powerful magic, staying up in the air beyond reach of fighters, so that spells are the only threat. If its *manaskin* at any time becomes badly weakened by incoming spells, it recasts the spell anew. Once it runs out of mana, the Corrupter attacks with its scythe, but tries to flee if it is ever reduced to less than 80 hit points.

Corrupter of Life (1), Wiz 7 (buffed with *manasink*): CR 35; SZ Large outsider (evil, orderly); HD 30d8+150 plus 7d4+35 plus (2d10+3)x10 [*manasink*]; hp 334 plus 140 vs. spells; Init +7; Spd 30 ft., fly 30 ft. (good); AC 35 [flat-footed 32, touch 24] (–1 size, +3 Dex, +11 natural, +12 armor); BAB +38; Grap +45; Full-Atk +43/+38/+33/+28/+23 melee (2d8+6/19–20/x4 plus corruption, +2 *Huge scythe*); Atk +43 melee (2d8+6/19–20/x4 plus corruption, +2 *Huge scythe*); Face 5 ft. by 5 ft.; Reach 10 ft.; SA corrupting wound, hate aura, spells; SQ DR 20/+5, fast healing 2, flowing thoughts 5, quicken mastery, see in darkness, SR 32, telepathy 100 ft., wizard armor; Res FR —, PR —; AL OE; Fac Inhabitants of Hate; SV Fort +24, Ref +22, Will +27; Str 16, Dex 16, Con 21, Int 30, Wis 20, Cha 18.

Skills: Bluff +44, Channeling +45, Diplomacy +25, Intimidate +46, Knowledge (folklore, geography, history, mysticism, planar travel, religion) +40, Listen +42, Meditation +50, Search +50, Sense Motive +25, Spellcraft +49, Spot +42, Trade Skill (jewelcrafting) +40, Trade Skill (pottery) +40, Undead Empathy +12.

Languages: Dark Speech (4), Common (4).

Feats: Cleave^B, Double Attack, Extend Spell, Finishing Blow, Improved Critical (scythe), Improved Initiative, Mystic Capacity [x2], Power Attack, School Specialization (evocation)^B, Weapon Focus (scythe).

Corrupting Wound (Su): Will DC 29.

Hate Aura (Su): Will DC 29.

Wizard Spells Prepared (mana cost): *Abscond* (17), *annul magic* (13), *draught of Jiva* (36), *flaming sword of Xuzl* (117), *greater fetter** (24), *improved invisibility* (13), *lure of Ro**

(64), *lure of thunder** (64), *manasink* (33), *Markar's discord* (50). CL 32nd; save DC 20 + spell level.

Mana Pool: 640.

The Palace of the Dark Prince

The palace of the Prince of Hate is constantly alive with activity. Emissaries and pilgrimages to honor Innoruuk are led here occasionally, whenever the Dark Prince wishes to be groveled to and praised. Grand, lavish parties featuring openly hostile district representatives and mortal enemies are held, allowing Innoruuk to bask in the seething hatred between his most highly favored minions.

The layout of the Plane of Hate is intentional, designed to fool invaders into believing the Cathedral, and thus the Maestro as well, are the primary powers of this realm. This is why the tunnel leading to the palace entrance is very discreet.

In the audience chamber of the great palace, visitors can be brought as sacrifices or as supplicants; heroes of the Teir'Dal or other worshippers of Innoruuk might be brought to receive accolades and gifts, or reprimands and punishments — or they may be assigned quests and missions to spread hatred throughout the world of Norrath and into the planes beyond.

Note that this area of the Plane of Hate is inhabited by only the most powerful Teir'Dal servants of Innoruuk — and over the millennia, there have been many Teir'Dal honored by Innoruuk for their immense skill, given a place in his palace among his personal guard.

125. Villa of the First [EL 35+]

This beautifully designed black stone villa stands out among the grim gothic majesty of the other structures of this dark realm. Though the various statues and reliefs are perhaps not pleasant in theme, they are nonetheless magnificent and graceful, and many delicate vines and black roses have been planted and maintained around the exterior. An open entryway spills reddish light into the cobblestones of the adjacent street.

Exterior: At the front door of this villa, there are always 2 Teir'Dal guards on duty (*male dark elf*, War 27, OE; *Inhabitants of Hate*).

Teir'Dal Guards (2): hp 273, 246.

Interior: The villa has two high-vaulted chambers, and large, colorful tapestries and paintings in elvish themes decorate the walls throughout. There are numerous luxuries and extravagances here, many of them quite antique, some dating back as far the time of Takish-Hiz. Male Teir'Dal servants in bright liveries (*male dark elves*, War 19–23, OE; *Inhabitants of Hate*) bow and scrape before their mistresses, the 3 very beautiful Teir'Dal women who dwell here and who were each among the first of the First.

Lady C'Vare (*female First (Hie)*, *minister of Hate*, Clr 32, OE; *Inhabitants of Hate*) wears a deep purple breastplate over a suit of fine mail armor that clings closely to her slender, voluptuous form. Visible on the breastplate is the white tree of Tunare. A black, fiery energy flickers all over the skintight armor, yet does no harm to the wearer nor

Encounter Key:

Palace of the Dark Prince

Difficulty Level: 33–36.

Entrance: See map.

Exits: See map. Exiting the Plane of Hate is possible only by means of certain planar travel spells.

Random Encounters: Check once every 30 minutes on 1d20:

1–2. 1d3 *Corrupters of Life* (see Appendix One)

3–5. 1d4 Teir'Dal ministers of Hate, with retinue

6–9. 1d4 Teir'Dal supplicants, possibly with retinue

10–20. No encounter

Detections: None.

Shielding: See “Planar Conditions of Hate” in Chapter Two.

Continuous Effects: See “Planar Conditions of Hate” in Chapter Two. Visibility in the Cathedral is normally 90 feet due to the many *candles of Innoruuk* kept burning throughout.

Standard Features: Unless otherwise noted, all doors in the palace are constructed of solid adamantite (3 in. thick; Hardness 20; hp 1,250; Break DC 45; Locked DC 55).

All Teir'Dal guardians in the palace are the absolute “best of the best,” drawn from among the most famous and successful dark elf heroes (and villains) throughout the ages; all of them are highly experienced in both small skirmish and mass battle tactics, and are equipped with the best gear available to Teir'Dal (see “Teir'Dal Cultural Blacksmithing” in Chapter 3 of *Al'Kabor's Arcana* as an example).

does it set any flammables alight. Dangling from her belt, hanging down between her legs, is an evil-looking flail.

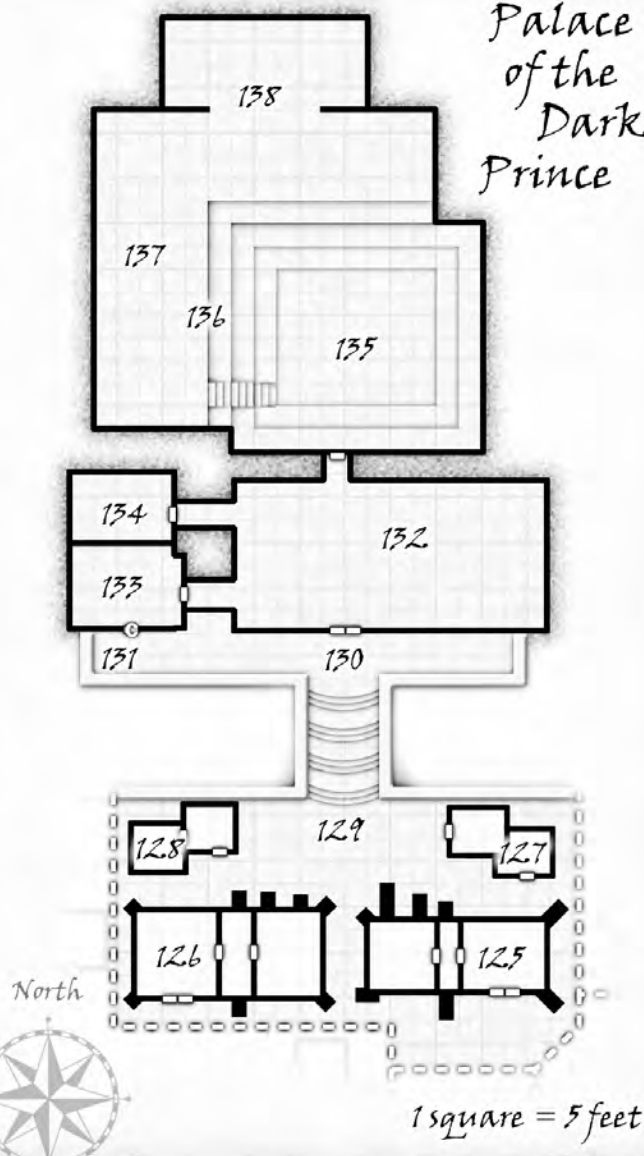
So dark blue it might be black, yet bearing the same white tree of Tunare, is the plate armor of the second mistress of the villa, Lady N'uvax (*female First (Hie)*, *knight of Hate*, Pal 32/War 1, OE; *Inhabitants of Hate*). Always having her greatsword close at hand, she appears ready to enter combat in the blink of an eye.

Lady Veliana (*female First (Hie)*, *sorcerer of Hate*, Wiz 32, OE; *Inhabitants of Hate*) spends much of her time seated at the piano, wearing red robes and sparkling jewels. Always nearby is her staff.

Tactics: In combat, Lady C'Vare heals her allies as necessary (but primarily seeks to protect her lover, Lady Veliana); she fights in melee only to protect herself or Veliana, and uses her “receive divine aura” and “bestow divine aura” abilities if either is swarmed by attackers.

Veliana is always protected by a *shield of the arcane** spell (included in her hit points below). In a fight, she uses root-type magic to pin down enemy melee fighters, and then casts quickened direct-damage spells at enemy spellcasters, especially healers, until all her foes are dead. If she and/or C'Vare are in danger of perishing, she casts *evacuate* to take them both out of harm's way.

Palace of the Dark Prince



Lady N'uvox attacks healers first, but most especially clerics or paladins of Tunare, using her spells primarily to buff and heal herself. She has the fearless* heroic paladin ability, and never retreats from battle.

Teir'Dal Servants (5): hp 202, 185, 177, 166, 126.

Lady C'Vare: hp 284.

Lady N'uvox: hp 393.

Lady Veliana: hp 224.

126. Villa of the First [EL 35+]

Similar to the villa across the way, this opulent edifice is slightly larger yet perhaps slightly less grandiose.

Exterior: There are always 2 *Teir'Dal* guards (*male dark elf*, War 27, OE; *Inhabitants of Hate*) on duty here as well.

Teir'Dal Guards (2): hp 229, 213.

Interior: The vaulted chambers within this villa reveal opulent furnishing, but in a rather different style than that in Area 125: There are thick rugs made from Everfrost polar

bear and mammoth furs, a table piled high with wine, ale, freshly baked loaves of bread, spiced and cooked meats (still rather too raw for most non-*Teir'Dal*), and fresh fruit. The First in this villa have decorated with a strong sense of the natural world, for they are all of wood elf stock, as opposed to the high elven Firstborn of the villa opposite. The servants here (*male or female dark elves*, War 19–23, OE; *Inhabitants of Hate*) are of both genders and fewer in number, for some of the former wood elf lords and ladies are not too proud to serve themselves.

Encased in a golden suit of plate armor bearing the likeness of Innoruuk etched on the chest is a female whose white hair drapes down her back in a loose pony tail. This is Lady Aegelvine (*female First (Elf)*, knight of Hate, War 32, OE; *Inhabitants of Hate*). Twin longwords rest at her shapely hips in very ornate scabbards.

Lord G'dawen (*male First (Elf)*, knight of Hate, War 23/Clr 12, OE; *Inhabitants of Hate*) wears a deep purple suit of armor with the white tree etched in the chest. A sturdy-looking mace hangs from his belt, and his large shield, with the emblem of Innoruuk upon it, hangs on a nearby wall.

The third of the First, Lord Laerdyen (*male First (Elf)*, agent of Hate, Rng 28/Rog 4, OE; *Inhabitants of Hate*), is a stunningly handsome elf, having an appeal not at all like the feminine beauty that some ascribe to male elves. He wears forest-green mail with a white unicorn woven into the links. He wears two swords, several daggers, and numerous flashing rings; his great longbow and plentiful quiver are never far from him.

Finally, almost always near the food table is Lord Thendwean (*male First (Elf)*, minister of Hate, Dru 30/Clr 2, OE; *Inhabitants of Hate*), who wears what could pass for a woven set of vines, leaves, and berries. Sandals set off this armor with a very earthy look — most unusual in a dark elf. A gnarly staff is in the hands of this enigmatic figure.

These First may be convinced to enjoy a civil conversation with any intruders prior to engaging in combat, having a keen interest in the current state of things “back home.”

Tactics: Lady Aegelvine moves directly into a fray, attacking whoever is nearest. Lord G'dawen also seeks melee, attacking spellcasters first by preference, and using quickened healing spells as necessary for himself and Aegelvine.

Lord Laerdyen climbs onto a balcony where he can remain hidden and use readied actions to cast direct-damage spells on enemy spellcasters, trying to disrupt their spells; he uses his own spells however possible to turn the tide of battle. If he runs low on mana, he shoots arrows instead. He enters melee if necessary, always seeking to flank opponents opposite Aegelvine or G'dawen.

Lord Thendwean first seeks to buff himself and his allies, and to cast spells of the *ward summoned* line on enemy pets. That finished, he summons his own spirit bear pet and sends it into melee, and then casts direct-damage and healing spells as necessary.

Teir'Dal Servants (3): hp 230, 200, 164.

Lady Aegelvine: hp 430.

Lord G'dawen: hp 293.

Lord Laerdyen: hp 277.

Lord Thendwean: hp 311.

127. Iksar Embassy

The mostly skeletal corpses of nine iksar lie throughout this place, their blood thick and long-since dried upon the floor around them. Their bodies have been stripped and picked clean, as have the contents of the building.

128. Neriaki Emissaries [EL 32]

A lone lantern sprays a red glow upon the street in front of the door of this simple stone building. It is apparently a guest house attached to the villa beyond.

Inside this building are 2 Teir'Dal, one wearing a black robe (*male dark elf*, Nec 29, OE; *the Dead*, *Cristianos Thex*) and the other (*female dark elf*, Shd 31, NE; *the Dead*, *Cristianos Thex*) wearing plate armor with a rusty red hue. The place is remarkably well lit by numerous *candles of Innoruuk* — normally able to see even when others cannot, the Neriaki are terrified at the thought of being rendered night-blind.

These Teir'Dal were sent by Queen Cristianos Thex of Neriak to investigate reports of the Underfoot Teir'Dal being ceded their own district in the Plane of Hate. Neriak's leaders are concerned that they have lost favor with Innoruuk and seek to learn how to undermine these "upstart" Teir'Dal to regain favor. All attempts to interact with the Underfoot Teir'Dal in the district of the Three thus far have been met with open violence. The First have become so annoyed with the Underfoot Teir'Dal that they provide sanctuary for these emissaries.

Tactics: These two try to avoid a fight if possible. Their mission is to gather information, not to be caught up in other people's squabbles.

If attacked, the necromancer casts *shadow step* and runs to the nearby villa (Area 126) for help if combat occurs. If combat is unavoidable, the shadow knight charges at once and uses her harm touch immediately; she casts a quickened *feign death* if she is outnumbered or hard-pressed.

Neriaki Necromancer (1): hp 277.

Neriaki Shadow Knight (1): hp 311.

129. Grand Promenade of Hate [EL 0 or 35]

The normally flat, endless stone walls that bound the City of Hate open up suddenly here. Gently sloping steps rise up toward an open area before a huge palace. Pillars adorned with skulls that blaze with magical fire have been set on either side of the steps, spaced roughly 30 feet apart. There is an unmistakable sense that something terribly evil lies down the path ahead.

Roughly 50 feet ahead, near the double doors leading into the main palace (see Area 130), stand 2 Teir'Dal guards.

Complication 1: Any character who has been on the plane for at least 6 consecutive hours must immediately make a

hate aura check (see "Planar Conditions of Hate" in Chapter Two) as soon as he stands here before the palace for the first time.

Complication 2: Hiding in the shadows nearby is an agent of Hate (*female dark elf*, *agent of Hate*, Rog 33, OE; *Inhabitants of Hate*) with the escape, nimble feet, and shroud of shadow abilities*. She tries to sneak back past the guards at Area 130 to warn the Teir'Dal inside the palace if she believes the PCs pose a threat. If warned, everyone from Areas 132 and 134 comes to Area 130 to help the guards there destroy or at least drive off the threat.

Agent of Hate (1): hp 275.

130. Main Entrance [EL 36+]

Here stands the massive grey and black stone of the palace of Innoruuk. The hatred is so strong here that visitors feel a slow, heavy pulse of displeasure all around them.

Outside the doors here are 2 elite Teir'Dal guards, first seen from Area 129: The first is a male in dark robes with red and gold trim, a Warlock of Hate (*male dark elf*, *sorcerer of Hate*, Nec 30/Shd 5, OE; *Inhabitants of Hate*); the second is a female in purple-black full plate, a Gravelord of Hate (*male dark elf*, *knight of Hate*, Shd 30/Nec 5, OE; *Inhabitants of Hate*). These guards do not leave their posts under any circumstances.

Tactics: The Gravelord attacks the nearest PC with her greatsword. Each round as she fights, she casts a quickened *drain soul* to damage her foe and replenish her own health. If her foe seems sufficiently weakened, or if at any point she threatens a spellcaster, she uses her Unholy Aura discipline. If her own hit points become low and she has not yet used another discipline, she activates Leechcurse.

The Warlock immediately summons a spectre pet and orders it to attack the closest enemy healer, and then casts DOT and direct-damage spells on the same target. If a melee fighter seeks to close with him, he simply flies upward to get out of range; if he is in the air and a particular enemy targets him for attacks, he casts *trepidation* on that character.

If the fight is going poorly for the guards, the Warlock flees into the palace to warn of intruders. If warned, everyone from Areas 132 and 134 arrives in 1d4+3 rounds to help destroy the threat.

Gravelord (1): hp 374.

Warlock (1): hp 245.

131. Side Entrance

This entrance is cunningly crafted in such a way that it is hidden from view (Spot DC 45; apply distance penalties) from anyone more than 10 feet away. Within 10 feet, it is perfectly visible.

132. Great Hall [EL 35+]

Tables and chairs sufficient to host over 200 bodies are set up around the perimeter of this enormous room. Half-eaten wine, meats, and breads are strewn about the tables after what appears to have been a major meal. Splattered against the base of one far wall are two charred, smoldering corpses. A handful of Teir'Dal, their heads down in an angry, sullen posture, work away at clearing the tables and

cleaning up the mess. Oddly, they are dressed as lords and ladies, and appear rather unused to this form of labor.

These Teir'Dal had an argument over dinner and allowed their tempers to get the best of them, causing them to slay two Underfoot emissaries who had offended them. (Innoruuk loves to have arguments and dissent at his table, but he maintains a strict rule that none are to be killed while the meal is being served.) As a result, these great Firstborn nobles have been assigned to clean up the entire dining hall by way of reprimand.

The offending Teir'Dal are a Gravelord (*male First (Hie), knight of Hate, War 26/Shd 4, OE; Inhabitants of Hate*); a Royal Assassin (*male First (Elf), agent of Hate, Rog 31, OE; Inhabitants of Hate*); and two High Priests (*male and female First (Hie), ministers of Hate, Clr 30, OE; Inhabitants of Hate*), one male, the other female.

Tactics: If the Teir'Dal notice intruders, they attack at once, eager to vent their frustration on some new targets. The Gravelord attacks the nearest PC with his two swords, while the Assassin hides and then sneaks around behind spellcasters to backstab. The High Priest and High Priestess heal the Gravelord and the Assassin as needed, as well as casting *root* and *stun* effects at their enemies.

If the battle goes poorly for the Teir'Dal, one of the priests casts *divine aura* and tries to run back into Area 135 for reinforcements. Backup arrives in 1d3+2 rounds from the time he or she flees for help.

Gravelord (1): hp 333.

Royal Assassin (1): hp 256.

Priests of Hate (2): hp 282, 275.

133. Guardroom and Armory

Weapons and armor to equip several hundred warriors line the walls in neat racks. A single Teir'Dal sits at a table with some rags, cleaning a large pile of weapons and armor accompanied only by his accentuated scowl. Across the room is another opening.

This elf (*male dark elf, agent of Hate, Rng 8/Rog 25, OE; Inhabitants of Hate*) is also here as a punishment for some perceived slight against one of Innoruuk's current favorites; he has been assigned by the Dark Prince himself to clean every weapon in the room "perfectly" — which should take him about three days, at least. He is happy to have someone to kill in the meantime.

Tactics: If he perceives intruders, this assassin hides in shadows and then sneaks up on the most vulnerable-seeming PC, studying him or her for 3 rounds so he may make a deadly attack. After making his attack (whether the kills the PC successfully or not), he tries to flee and hide again, shadowing the party and waiting for another opportunity to attack.

Assassin of Hate (1): hp 256.

134. Sorcerers' Chambers [EL 33]

All is dark in this room.

Inside, 2 robed Teir'Dal sorcerers are seated, poring over their spellbooks. One wears deep purple robes and a platinum coronet (*male dark elf, sorcerer of Hate, Wiz 31, OE; Inhabitants of Hate*); the other wears fine black chainmail and a longsword (*female dark elf, sorcerer of Hate, Wiz 30/*

War 2, OE; Inhabitants of Hate). Maps of Norrath — very up to date ones — hang on the wall, with small triangle symbols marked upon them in bright red here and there.

Two Teir'Dal wizards always stand ready here to transport Innoruuk's chosen servants from the palace to Norrath. The map shows the locations of wizard spires and pyramids all across Norrath.

Tactics: If attacked, the wizards cast *yonder* to get away from the PCs and seek out support, returning only once they are fully buffed. If they must fight, they cast *bonds of force* and *root-line* spells to hamper their foes, flying upward to stay away from fighters who might make their saves. They follow these tactics up with repeated rain and direct-damage spells. If badly outnumbered or overwhelmed, they cast *gate* to escape.

Sorcerers of Hate (2): hp 176, 157.

135. Arena [EL 33+]

This large, wood-paneled chamber opens up into a large area, its hard-packed dirt floor suitable for skirmishes of 20 or more warriors, or for simple duels. The matches can be observed from the upper tiers of seating that ring the chamber. On the left side of the arena, a wide set of stairs leads from the arena floor right up to the very top of the area, opening up into a vast chamber above. Two plate-clad Teir'Dal guard the base of the stairs leading to the upper tiers.

The two guards here are a Gravelord of Hate (*male First (Hie), knight of Hate, Pal 24/War 7, OE; Inhabitants of Hate*) and a High Priest of Hate (*male First (Hie), minister of Hate, Clr 30, OE; Inhabitants of Hate*).

Tactics: If intruders try to enter, the Gravelord uses his harm touch immediately while wielding his greatsword against the nearest foe. The High Priest casts *blinding luminescence* first, followed by spells of the *stun* and *strike* lines on his enemies; he also heals himself and his ally as necessary, using his quickened support ability, and defends himself in melee if he must.

Gravelord (1): hp 348.

Priest of Hate (1): hp 241.

136. Observer's Level

This stone-floored tier circles halfway around the square arena area below. A set of stairs leads down from here to each tier and to the bottom of the arena.

137. Receiving Room [EL 35+]

Adorning the walls of this chamber are panoramic, detailed paintings of Teir'Dal sacking a light elven city of unsurpassed beauty and splendor. Beneath this painting are words engraved in elvish-looking characters. Through a large opening at one end of the room, a huge room is visible (Area 138), with two Teir'Dal guards visible there near the tremendous archway. More immediately, two Teir'Dal guards stand vigilant nearby.

The 2 guards here are of the Firstborn: The warrior, formerly a Fier'Dal bard (*female First (Elf), knight of Hate, Brd 24/War 11, OE; Inhabitants of Hate*), now sings her songs at the throne of Innoruuk; the other, also a former wood elf (*female First (Elf), agent of Hate, Rng 17/Rog 16, OE; Inhabitants of Hate*), has long used her ranger's skills to

track down the Dark Prince's enemies, earning her the honored place as one of Innoruuk's personal guard.

A character who understands Old Teir'Dal (possibly requiring a Language check) can read the inscription under the mural: "Destiny of Hate — The Taking of Takish-Hiz."

Tactics: As the knight wields her blades in battle, she sings, twisting *battlecry of the Vah Shir* with *Selo's* *assonant strain*. The agent of Hate starts off using *snare-line* spells and fire- and cold-damage spells as the PCs approach, and then fights with light flail and dagger.

Knight of Hate (1): hp 312.

Agent of Hate (1): hp 319.

138. Throne Room of Innoruuk [EL43+]

In this enormous room, wall sconces hold many *candles of Innoruuk*, lighting the room's perimeter well but leaving the center of the chamber shrouded in the impenetrable gloom of Hate. Just in front of the arched entrance are two Teir'Dal guards.

As the characters approach the throne room, the guards near the entrance fall back as opposed to challenging the PCs, moving into the gloom in the center of the room and thus gaining concealment (see *Complication*, below).

Sitting atop his massive throne is the 50-foot-tall figure of the Prince of Hate, wearing brightly colored clothing visible beneath a dark cloak; his oblong head bears a permanent sneer, as well as two sharp horns. He is visible only after a character is well into the room, however, for the gloom of Hate in the middle of the room conceals him as one approaches the chamber (as well as the other 2 Teir'Dal guards that flank his throne).

In fact, this mighty being is merely (!) Innoruuk's avatar (see Appendix One), not the actual god himself, although there is no way for the PCs to know this — unless perhaps they have tried to kill Innoruuk before (and failed), or unless some other deity has warned them of the ruse, for instance.

As soon as characters enter the throne room, the avatar speaks in a booming voice, saying, "Mortals, prepare to feel the One True Hate!" Then, it and its 4 guards (*male or female dark elf, knights of Hate, Shd 33, OE; Inhabitants of Hate*) attack.

Complication: Due to the gloom of Hate in the center of the room, anyone in that area who cannot see through magical darkness suffers a 20% miss chance and can see only 15 feet.

Tactics: Innoruuk's avatar engages with melee attacks, but uses its special attacks and spells as frequently as possible. It fights to the death, and does not speak again once combat has started.

Teir'Dal Knights (4): hp 415, 411, 395, 383.

Innoruuk's Avatar (1): hp 1,180 (*unbuffed*).

If the Avatar is Slain

If Innoruuk's avatar is slain, it lets out a terrible shriek, crumples, and immediately begins to fade away over the course of 1 round, until it disappears entirely. (It cannot be interacted with during that round.)

Exactly 1 round after the disappearance of Innoruuk's avatar, a plate-clad incorporeal figure appears: This is the

Evangelist of Hate, Innoruuk's highest priest — or rather it is an astral image of that priest, who does not yet deign to materialize fully. The Evangelist is the mouthpiece of Innoruuk, orchestrating the supposed "resurrection" of his god in its true form after the avatar dies.

This is the beginning of an encounter which unfolds round-by-round, as shown below:

Round One: The Evangelist of Hate shouts, "Fools! All of you." He cannot be harmed or interrupted, since he is not actually present yet. He then begins a speech mocking the victors, which takes up the next several rounds: "Did you honestly believe your pathetic efforts could extinguish the unstoppable might of HATE? I loathe you and your naïveté with every fiber of my being. Know that our Lord and Master will survive as long as we children fuel his existence."

As the Evangelist speaks, he walks calmly out from Area 137 to Area 136 and then 135. His image shimmers, although his voice sounds real enough.

The air is thick with tension and the walls seem to bend inward as the Evangelist continues in his confident voice: "With the sum of our wicked spite, rage, and animosity, your children call out to you! Your exalted presence is required, your extraordinary power is desired, and a gaggle of babbling fools is in need of trial by fire. Master, allow us a true demonstration of your might!"

Then, 5 rounds after the avatar disappeared, the real Innoruuk (see Appendix One), standing at least 10 feet taller than the avatar, appears in Area 135, just as the Evangelist of Hate declaims, "ALL PRAISE INNORUUK, OUR LORD AND CREATOR!"

Round Six: The fight now begins anew against the real Innoruuk and any remaining guards (assuming the fight with the guards broke off when the avatar died). After Innoruuk appears, he shouts so loudly that his voice is heard throughout the plane. "I LIVE!! Prepare yourselves, mortals — you will bow before the terrible might of the true Prince of Hate!" With that, he attacks.

Round Seven: Innoruuk uses his summon servants of Hate ability to summon 3 creatures to aid him. He chooses creatures that he suspects will prove most effective against his enemies. This is a free action in addition to his other attacks this round.

Round Eight: Innoruuk summons 3 more inhabitants of Hate, in addition to his other actions. Those creatures summoned last round attack normally this round.

Round Nine: Innoruuk summons 3 more inhabitants of Hate, in addition to his other actions. Those creatures summoned in previous rounds attack normally this round.

Rounds Ten and Up: Innoruuk continues to attack, using his special abilities and spells to the best of his ability. Those creatures summoned in previous rounds attack normally this round.

If at any time Innoruuk's hit points are reduced to 765 or less, the Evangelist of Hate joins the fight, saying, "I can no longer sit idly by, my Master. These pathetic wretches will die by my hand as well." The Evangelist of Hate then solidifies into corporeal form to attack. (He can be damaged and killed normally now that he is in physical form.)

Tactics and Notes: Innoruuk's *lifetap* ability and *lifetap-line* spells continually recover his hit points in addition to



Chapter Five:
Cathedral Palace

weakening his enemies, as does his leech touch ability. In addition, his regeneration quality and *vengeful aura* power tend to keep him in good health, even when surrounded by hard-hitting melee types. His divine presence can also easily disrupt the PCs' attacks — especially those for whom Will is a weak save — causing them to fight one another.

Innoruuk casts DOT spells often, focusing on any healers and spellcasters among his enemies unless someone can taunt him successfully (not likely, given his Sense Motive bonus of +60).

Clerics of Innoruuk, spite golems, and abhorrents are among Innoruuk's favorite choices for his summon servants of Hate power. If he is particularly disdainful of his foes, he might choose weaker creatures, such as hateful imps or even simple ghouls or ghosts.

The Evangelist of Hate is decidedly melee-oriented for a cleric, wading into combat against other spellcasters while casting occasional quickened spells. He does take the time to cast *blessing of aegolism* and *Kazad's mark* before entering melee, targeting himself and as many allies as he can with his multiple-target buffs.

Innoruuk: hp 2,550 (unbuffed).

Evangelist of Hate, Male First (Hie), Minister of Hate, Clr 35 (always buffed with *armor of the zealot* and *word of gallantry*): CR 37; SZ Medium-size outsider (evil, orderly); HD 35d8+210+46; hp 500 [*armor of the zealot*]; Init +6; Spd 20 ft. in armor; AC 54 [flat-footed 53, touch 37] (+1 Dex, +15 armor, +3 arcane, +2 augmentation, +16

divine, +7 deflection); BAB +26; Grap +35; Full-Atk +43/+38/+33/+28/+23 melee (2d6+21/19–20, +5/+8 *Gardash hammer*); Atk +43 melee (2d6+21/19–20, +5/+8 *Gardash hammer*); SA hate aura, spells, *torrent of hate*; SQ DR 10/+5 and 19/–, divine powers (celestial healer, empowered turning, heightened turning, militant, turn undead), First (Hie) traits, *flowing thought V* (1 mana/2 min.), greater specialization (alteration), high divine powers (deity's gift, divine augmentation, myrmidon)*, knowledge*, quickened support, respect*, see in darkness, SR 40, +1 acid, disease, poison, and sonic saves, +2 cold, electricity, and fire saves, +4 magic saves; Res AR 7, CR 18, DR 17, ER 13, FR 23, MR 28, PR 22, SoR 12; AL OE; Fac Inhabitants of Hate; SV Fort +26, Ref +22, Will +40; Str 29 (16), Dex 22 (15), Con 22 (18), Int 27 (17), Wis 42 (28), Cha 23 (16).

Skills: Channeling +58, Diplomacy +10, Heal +14, Hide +15, Knowledge (local lore [Hate]) +16, Knowledge (mysticism) +16, Knowledge (religion) +32, Listen +20, Meditation +62, Sense Motive +25, Spellcraft +37, Spot +23, Trade Skill (blacksmithing) +37, Trade Skill (calligraphy) +23.

Languages: Dark Speech (4), Elder Elvish (4), Common (4), Old Teir'Dal (4).

Feats: Combat Reflexes, Extend Spell, Heighten Spell, Improved Critical (two-handed hammer), Mental Clarity, Mystic Capacity [x4], Planar Power*, Power Attack, Quicken Spell, Rebuke Undead†, School Specialization (alteration)^B, Weapon Focus (two-handed hammer).

† This feat is found in **Realms of Norrath: Freeport** (p. 32).

Hate Aura (Su): Will DC 33 negates. (This ability comes from the Evangelist's armor.)

Cleric Spells Usually Prepared (mana cost, modified for greater specialization and celestial healer): *Annul magic* (52; quickened), *armor of the zealot** (68), *blessing of aegolism** (340), *condemnation** (62), *enforced reverence* (132; quickened), *Kazad's mark** (306), *petrifying earth** (26), *supernal elixir** (68), *tarnation** (43), *word of gallantry** (72), *word of redemption* (183), *yaulp VI** (1). Save DC 26 + spell level, or 29 + spell level for alteration or evocation [*velium imbued sapphire amulet*].

Mana Pool: 1,171.

Torrent of Hate (Sp): 1/day—Will DC 35 negates. (This ability comes from the Evangelist's "deity's gift" ability.)

Possessions: +7 *ethereal mist full plate armor* (see Appendix Two), +5/+8 *Gardash hammer*, *greater infernal shroud of wickedness* (see Appendix Two; double all bonuses), *warmaster's mask of battle*, *velium imbued sapphire amulet*, *Cazicite blue diamond bracer*, *starred yttrium ring*, *golden idol of Innoruuk*, *prayerbook*.

Appendix One: New Monsters

Throughout this appendix, there are creatures with certain abilities, qualities, feats, and spells that are taken from **Heroes of Norrath**; these are denoted throughout by an asterisk (*).

Abhorrent

Medium-Size Outsider (Evil, Orderly)

Hit Dice:	20d8+80 (170 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 80 ft. (good)
AC:	36 (+7 Dex, +19 natural)
BAB/Grp:	+20/+26
Full-Attack:	Bite +27 melee and 2 claws +24/+24 melee
Attack:	Bite +27 melee; or claw +26 melee
Damage:	Bite 2d8+8; claw 2d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Backstab +7d6, hate aura
Special Qualities:	Damage reduction 30/+3, fast healing 8, immunity to fire and poison, resistances, rogue abilities, see in darkness, spell resistance 30, telepathy 100 ft.
Saves:	Fort +16, Ref +19, Will +14
Abilities:	Str 22, Dex 25, Con 18, Int 13, Wis 14, Cha 20
Skills:	Balance +13, Bluff +15, Climb +12, Escape Artist +17, Hide +30, Knowledge (planar travel) +16, Listen +25, Pick Lock +15, Search +13, Sense Motive +12, Sneak +30, Spot +12, Taunt +17, Tumble +17
Feats:	Combat Reflexes, Flyby Attack ^B , Improved Initiative, Multiattack ^B , Parry ^B , Power Attack, Riposte, Weapon Focus (bite), Weapon Specialization (bite)
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	Double standard
Alignment:	Always orderly evil
Advancement Range:	21–26 HD (Medium-size); 27–40 HD (Large)
Faction:	Usually Inhabitants of Hate

Description

These horrendous creatures are spawned by Innoruuk, the Prince of Hate, and are primarily used as guardians and heralds on the Plane of Hate. However, Innoruuk occasionally sends one or more of these creatures to Norrath to serve one of his high priests. The abhorrent's cunning and stealth make it ideal for intelligence gathering and assassinations.

Abhorrents have thick, stony skin and a terrible countenance. They do not normally carry weapons, as their steely jaws and talons were made to tear into the flesh with terrifying efficiency. Their bat-like wings give them extraordinary aerial speed and agility.



Abhorrents are fluent in the Dark Speech (the tongue of Innoruuk's servants on the Plane of Hate). They generally use their telepathic ability to speak with non-natives.

Combat

Abhorrents are not afraid of much, so they attack anything that threatens their territory, often launching ambushes that allow them to use their backstab ability; they prefer to get into close quarters, where their hate aura can create havoc among their opponents' ranks.

Hate Aura (Su): As a free action, an abhorrent can radiate an aura of intense hatred in a 5-foot radius. All living creatures within the radius must make a Will save (DC 10 + 1/2 the abhorrent's HD + the abhorrent's Cha modifier) or attack their nearest ally vehemently for 2d4 rounds. If attacked or taunted by another creature during that time, whether ally or opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn). An affected target may attempt a new save each round to end the effect of the hate aura.

The abhorrent's hate aura is a mind-affecting compulsion. Once a creature successfully saves against the hate effect, it cannot be affected by the same abhorrent's aura for 24 hours.

Resistances (Ex): Abhorrents have racial bonuses of sonic resistance (10) and acid, cold, disease, and magic resistance (20).

Rogue Abilities: An abhorrent has all the class abilities of a 21st-level rogue, including sense traps, backstab (+7d6), evasion, uncanny dodge, the Counterattack discipline, and three bonus feats: Flyby Attack, Multiattack, and Parry (as noted above).

See in Darkness (Ex): Abhorrents can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Telepathy (Su): An abhorrent can communicate telepathically with any creature within 100 feet of itself, as long as the target creature speaks a language.

Abbreviated Stat Block

Abhorrent: CR 21; SZ Medium-size outsider (evil, orderly); HD 20d8+80; hp 170; Init +11; Spd 30 ft., fly 80 ft. (good); AC 36 [flat-footed 29, touch 17] (+7 Dex, +19 natural); BAB +20; Grap +26; Full-Atk bite +27 melee (2d8+8) and 2 claws +24/+24 melee (2d6+3); Atk bite +27 melee (2d8+8), or claw +26 melee (2d6+3); SA backstab +7d6, hate aura; SQ DR 30/+3, fast healing 8, immunity to fire and poison, resistances, rogue abilities, see in darkness, SR 30, telepathy 100 ft.; Res AR 20, CR 20, FR —, MR 20, PR —, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +16, Ref +19, Will +14; Str 22, Dex 25, Con 18, Int 13, Wis 14, Cha 20.

Skills: Balance +13, Bluff +15, Climb +12, Escape Artist +17, Hide +30, Knowledge (planar travel) +16, Listen +25, Pick Lock +15, Search +13, Sense Motive +12, Sneak +30, Spot +12, Taunt +17, Tumble +17.

Languages: Dark Speech (4).

Feats: Combat Reflexes, Flyby Attack^B, Improved Initiative, Multiattack^B, Parry^B, Power Attack, Riposte, Weapon Focus (bite), Weapon Specialization (bite).

Hate Aura (Su): Will DC 25.

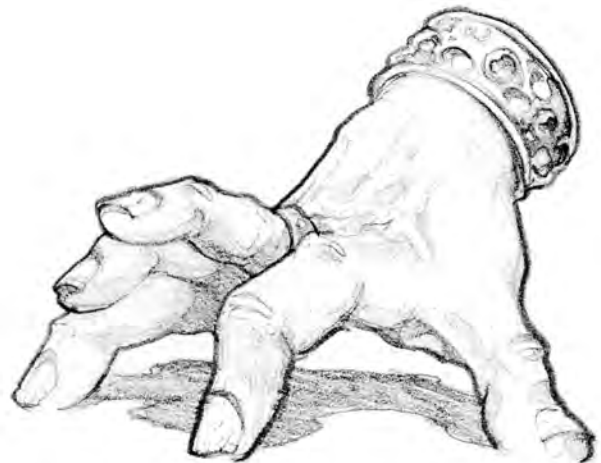
Accompanist of the Maestro

Small Construct	
Hit Dice:	30d10 (165 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	32 (+1 size, +7 Dexterity, +14 natural)
BAB/Grap:	+22/+26
Full-Attack:	Slam +31/+27/+23/+19/+15 melee
Attack:	Slam +31 melee
Damage:	Slam 2d6+12
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved flanking, improved grab, tag-team grappler
Special Qualities:	Blindsight 60 ft., construct traits, damage reduction 20/+4 and 5/—, immunities, levitate, mental bond, quick, resistance to fire (20), spell resistance 27
Saves:	Fort +10, Ref +17, Will +11
Abilities:	Str 26, Dex 25, Con —, Int —, Wis 13, Cha 11
Skills:	—
Feats:	Improved Initiative ^B
Climate/Terrain:	Plane of Hate
Organization:	Pair
Challenge Rating:	21 (see text)
Treasure:	Double standard
Alignment:	Always neutral
Advancement Range:	None
Faction:	Inhabitants of Hate

Description

The accompanists of the Maestro are pairs of enormous disembodied hands, each measuring roughly 4 feet from thumb-tip to pinky-tip with fingers fully extended. Each hand is fair-skinned, muscular, and calloused in appearance, apparently modeled after (or constructed from) the hand of some elder giant.

The accompanists of the Maestro are a defense mechanism established and used by the Maestro of Rancor (q.v.).



Combat

When the Maestro is engaged in combat within his cathedral, two accompanists of the Maestro always appear nearby. These “helping hands” are fanatically loyal to the Maestro, obeying any commands he gives them.

In combat, the accompanists of the Maestro smash foes by pummeling them. The accompanists work perfectly in combination with one another, as if they were controlled by the same entity, punching from two different sides of a victim at once. The accompanists of the Maestro always fight to the death in defense of their master.

Note that, because accompanists of the Maestro always appear in pairs, their effective combined CR is 23, not 21.

Improved Flanking (Ex): An accompanist of the Maestro gains a +4 bonus to hit when flanking, as opposed to the usual +2 bonus.

Improved Grab (Ex): An accompanist of the Maestro must hit with a slam attack to use this ability.

Tag-Team Grappler (Ex): An accompanist of the Maestro gains a +8 bonus to all grapple checks whenever another accompanist of the Maestro is within 20 feet.

Quick (Ex): An accompanist of the Maestro's slam attacks have a delay of 4.

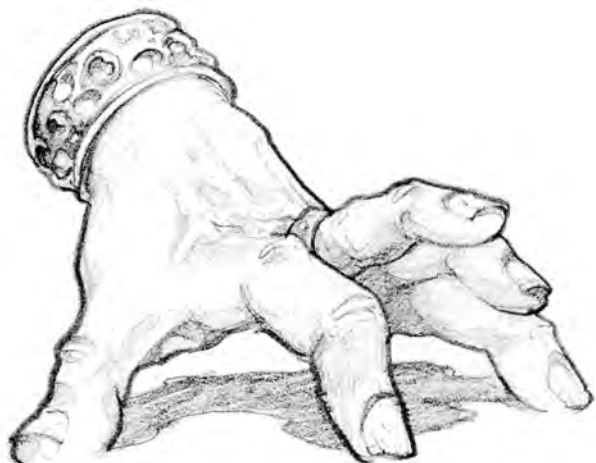
Immunities (Ex): An accompanist of the Maestro is immune to all cold and magic attacks and effects.

Levitate (Ex): An accompanist of the Maestro can levitate freely, as the spell of the same name.

Mental Bond (Su): The Maestro can direct an accompanist telepathically within a range of one mile. He can also choose to “see” using an accompanist's blindsight, as if through the spell *bind sight*, as long as the accompanist is within 100 feet.

Abbreviated Stat Block

Accompanist of the Maestro: CR 21; SZ Small construct; HD 30d10; hp 165; Init +11; Spd 30 ft.; AC 32 [Flat-footed 25, touch 18] (+1 size, +7 Dexterity, +14 natural); BAB +22; Grap +26; Full-Atk slam +31/+27/+23/+19/+15 melee (2d6+12); Atk slam +31 melee (2d6+12); SA improved flanking, improved grab, tag-team grapppler; SQ blindsight 60 ft., construct traits, DR 20/+4 and 5/—, immunities, levitate, mental bond, quick, SR 27; Res CR —, DR —, FR 20, MR —, PR —; AL N; Fac Inhabitants of Hate; SV Fort +10, Ref +17, Will +11; Str 26, Dex 25, Con —, Int —, Wis 13, Cha 11.



Ashenbone Drake

Huge Construct

Hit Dice:	34d10 (187 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., fly 50 ft. (poor)
AC:	33 (–2 size, +4 Dex, +21 natural)
BAB/Grp:	+25/+42
Full-Attack:	Bite +32 melee and 2 claws +27/+27 melee and tail slap +27 melee
Attack:	Bite +32 melee, or tail slap +32 melee
Damage:	Bite 4d6+9; claw 2d8+4; tail slap 2d10+9
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	<i>Fear storm</i> , hate aura, spells
Special Qualities:	Blindsight 90 ft., construct traits, damage reduction 7/—, fast healing 4, former life, greater specialization (alteration), immunities, reconstruction, spell resistance 33, ultravision
Saves:	Fort +13, Ref +17, Will +16
Abilities:	Str 28, Dex 18, Con —, Int 24, Wis 16, Cha 8
Skills:	Channeling +19, Knowledge (monster lore [undead]) +27, Knowledge (mysticism) +27, Knowledge (religion) +27, Listen +23, Meditation +27, Search +27, Spellcraft +27, Spot +23, Undead Empathy +19
Feats:	Combat Reflexes ^B , Great Fortitude, Hover ^B , Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity, Quicken Spell ^B , School Specialization (alteration) ^B
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	19
Treasure:	Double standard
Alignment:	Always orderly evil
Advancement:	35–45 HD (Huge); 46–70 HD (Gargantuan)
Faction:	None

Description

From the skeletal remains of those foolish enough to have invaded the Plane of Hate, Innoruuk occasionally creates a planar construct resembling a dragon made of bones. Infusing this huge creation with the soul of a loyal Teir'Dal follower, as well as a good dose of his own malevolence, he creates a powerful servant with powerful jaws, claws like swords, and a jagged tail, which can also cast spells as a necromancer of considerable power. The roar of an ashenbone drake sounds like a deep, rattling wind, alerting nearby minions of the Prince of Hate when its ire has been aroused.

Over 12 feet in height and roughly 25 feet in length (including the tail) on average, ashenbone drakes project a foreboding image when encountered. Their hate aura disrupts even the most organized assaults of Innoruuk's home plane, while the drakes' spells rain decay, toxins, and death upon the ranks of their enemies. Immune to most magical spells, an ashenbone drake is a creature of terrible power.

The souls of more powerful Teir'Dal necromancers are crafted into reflectively larger and more powerful drakes; dark elves consider it a great honor to be made into such a powerful and immortal servant of their deity. The drakes have a strict hierarchy among their own kind, with titles as

follows (in ascending order of rank): ashenbone drake, hatebone drake, ashenbone broodmaster, and hatebone broodlord.

Combat

Ashenbone drakes do not possess the breath weapon of true dragons; instead, they rely on their fearsome natural weaponry in melee combat and their spell abilities at range.

Fear Storm (Sp): As the necromancer death mastery of the same name, except the ashenbone drake uses its total HD, not its caster level, to calculate the Will save DC.

Hate Aura (Su): As a free action, an ashenbone drake can radiate an aura of intense hatred in a 5-foot radius. All living creatures within the radius must make a Will save (DC 10 + 1/2 the ashenbone drake's HD + the ashenbone drake's Cha modifier) or attack their nearest ally vehemently for 1d4 rounds. If attacked or taunted by another creature during that time, whether ally or opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn). An affected target may attempt a new save each round to end the effect of the hate aura.

The ashenbone drake's hate aura is a mind-affecting compulsion. Once a creature successfully saves against the hate effect, it cannot be affected by the same ashenbone drake's aura for 24 hours.

Necromancer Spells: A typical ashenbone drake's prepared spells (and the mana cost for each, modified for greater specialization) are as follows: *Boil blood* (23), *chilling embrace* (30), *dooming darkness* (18), *root* (5), *spirit tap* (22), *surge of enfeeblement* (16), *vampiric curse* (22), *venom of the snake* (27), *word of spirit* (22). Caster level 17th; save DC 16 + spell level. Mana pool 238.

Former Life (Ex): An ashenbone drake has all the racial traits (see Chapter 2: Races in the **EQ: Player's Handbook**) and the class abilities, including skills, feats, and spellcasting, of a dark elf necromancer whose level is equal to half the drake's Hit Dice. It has the base attack bonus and base save bonuses of a

construct of the appropriate HD, however.

A typical ashenbone drake's death masteries are fear storm (taken twice).

Immunities (Ex): An ashenbone drake is immune to all cold, fire, and magic attacks and effects.

Reconstruction (Su): If destroyed while on the Plane of Hate, an ashenbone drake may make a Fortitude save (DC 20). If it succeeds, it reforms itself fully (reappearing at full hit points) after 48 hours.

Spell Resistance (Ex): An ashenbone drake has SR equal to 16 + half its Hit Dice.

Abbreviated Stat Block

Ashenbone Drake: CR 19; SZ Huge construct; HD 34d10; hp 187; Init +4; Spd 30 ft., fly 50 ft. (poor); AC 33 [flat-footed 29, touch 12] (–2 size, +4 Dex, +21 natural); BAB +25; Grap +42; Full-Atk bite +32 melee (4d6+9) and 2 claws +27/+27 melee (2d8+4) and tail slap +27 melee (2d10+9); Atk bite +32 melee (4d6+9) or tail slap +32 melee (2d10+9); Face 10 ft. by 20 ft.; Reach 10 ft.; SA *fear storm*, hate aura, spells; SQ blindsight 90 ft., construct traits, DR 7/–, fast healing 4, former life, greater specialization (alteration), immunities, reconstruction, see invisible, SR 33, ultravision; Res CR —, DR —, FR —, MR —, PR —; AL OE; Fac Inhabitants of Hate; SV Fort +13, Ref +17, Will +16; Str 28, Dex 18, Con —, Int 24, Wis 16, Cha 8.

Skills: Channeling +19, Knowledge (monster lore [undead]) +27, Knowledge (mysticism) +27, Knowledge (religion) +27, Listen +23, Meditation +27, Search +27, Spellcraft +27, Spot +23, Undead Empathy +19.

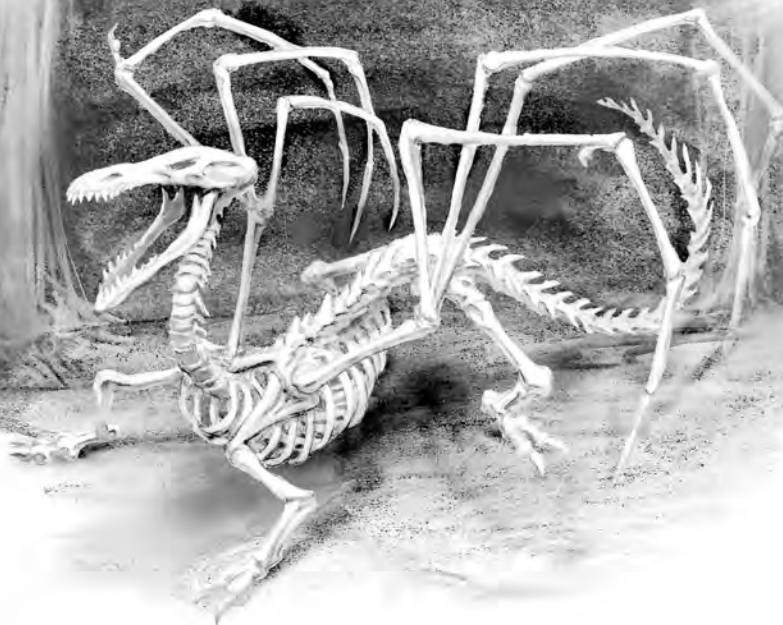
Languages: Dark Speech (4), Common (4).

Feats: Combat Reflexes^B, Great Fortitude, Hover^B, Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity, Quicken Spell^B, School Specialization (alteration)^B.

Fear Storm (Sp): Will DC 27.

Hate Aura (Su): Will DC 26.

Necromancer Spells Usually Prepared (mana cost, modified for greater specialization): *Boil blood* (23), *chilling embrace* (30), *dooming darkness* (18), *root* (5), *spirit tap* (22), *surge of enfeeblement* (16), *vampiric curse* (22), *venom of the snake* (27), *word of spirit* (22). CL 17th; save DC 16 + spell level. Mana Pool: 238.



Corrupter of Life

Hit Dice:	25d8+100 (212 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 30 ft. (good)
AC:	35 (−1 size, +3 Dex, +11 natural, +12 armor)
BAB/Grp:	+25/+32
Full-Attack:	+2 <i>Huge scythe</i> +30/+25/+20/+15/+10 melee
Attack:	+2 <i>Huge scythe</i> +30 melee
Damage:	+2 <i>Huge scythe</i> 2d8+6/19–20/x4 plus corruption
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Corrupting wound, hate aura, spells
Special Qualities:	Damage reduction 20/+5, fast healing 2, flowing thoughts 5, immunity to fire and poison, quicken mastery, see in darkness, spell resistance 32, telepathy 100 ft., wizard armor Fort +18, Ref +17, Will +18
Saves:	Str 16, Dex 17, Con 19, Int 25, Wis 18, Cha 14
Abilities:	Bluff +27, Channeling +29, Intimidate +29, Knowledge (mysticism) +32, Knowledge (planar travel) +32, Knowledge (religion) +32, Knowledge (any three others) +32, Listen +29, Meditation +32, Search +32, Spellcraft +34, Spot +29, Trade Skill (any one) +32
Skills:	
Feats:	Cleave ^B , Double Attack, Extend Spell, Finishing Blow, Improved Critical (scythe), Improved Initiative, Mystic Capacity, Weapon Focus (scythe)
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary or pair
Challenge Rating:	26
Treasure:	Standard
Alignment:	Always orderly evil
Advancement Range:	26–50 HD (Large)
Faction:	Always Inhabitants of Hate

Description

The Corrupter of Life is a skeletal being that possesses the powers of a wizard, and it is thus easily mistaken as a lich or similar form of undead. Corrupters of Life are few, being high-ranking divine emissaries of the Prince of Hate, and they perform dark rituals all across Norrath for their master, most often seeking to corrupt the creations of the goddess Tunare. The Corrupter of Life uses its powers to corrupt various creatures, making them into horrid, twisted parodies of themselves. The intention is to turn the Wakening Lands from a verdant forest into a dark forest of predators which will spill into all the surrounding lands to spread hatred and strife.

Wearing black robes and wielding a massive and deadly scythe, the Corrupter of Life presents a formidable appearance. It emanates an aura of hatred, turning foes against one another by its mere presence.

Corrupters of Life speak the Dark Speech of their god as well as Common, although they most often communicate by telepathy with mortal beings.

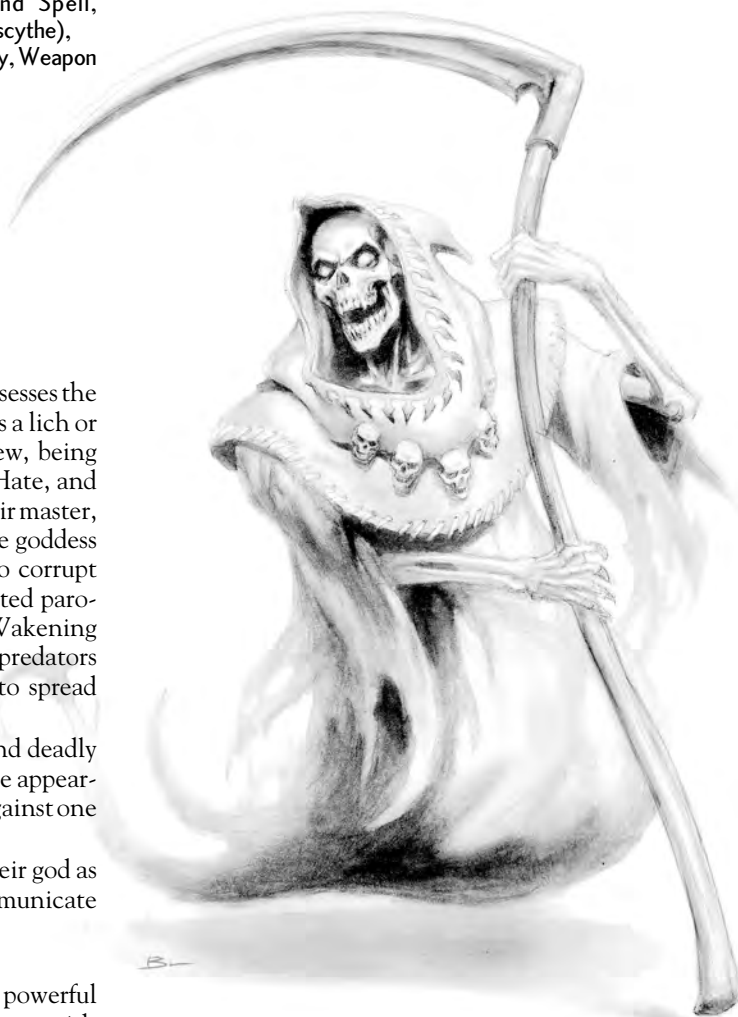
Combat

In combat, the Corrupter of Life hurls its most powerful spells before closing to melee range. There, it engages with its deadly scythe and relies on quicken mastery and its

Channeling skill to continue casting spells of destruction. The hate aura emanating from the Corrupter of Life further disrupts its enemies, providing more openings through which to cast its spells.

Corrupting Wound (Su): Whenever a Corrupter of Life successfully strikes an opponent with its scythe, that creature is subjected to the Corrupter's malevolent power, losing 1d4 additional hit points each round thereafter. Successive strikes deal cumulative damage, so that a character hit 4 times by the corrupter's scythe loses 4d4 points per round thereafter. A creature reduced to 0 hit points by a corrupting wound immediately stops losing hit points, but gains the corrupted template (see **Monsters of Norrath**), which cannot be removed by any mortal means (GM's discretion).

Worse, the scythe's wounds resist healing of all kinds, natural or magical. The continuing hit point loss can be stopped by a Heal check (DC 10 + 1/2 the Corrupter's HD + the Corrupter's Cha modifier); a successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The spreading corruption can also be stopped by a healing spell, but the character casting the spell must first succeed at a caster level check (DC 10 + 1/2 the Corrupter's HD + the Corrupter's Cha modifier) or the spell has no effect on the injured character.



The corrupting wound is a supernatural ability of the Corrupter of Life, not of the scythe.

Flowing Thoughts (Ex): A Corrupter of Life regains 5 mana per round.

Hate Aura (Su): As a free action, a Corrupter of Life can radiate an aura of intense hatred in a 10-foot radius. All living creatures within the radius must make a Will save (DC 10 + 1/2 the Corrupter's HD + the Corrupter's Cha modifier) or attack their nearest ally vehemently for 2d4 rounds. If attacked or taunted by another creature during that time, whether ally or opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn). An affected target may attempt a new save each round to end the effect of the hate aura.

The Corrupter's hate aura is a mind-affecting compulsion. Once a creature successfully saves against the hate effect, it cannot be affected by the same Corrupter's aura for 24 hours.

Spells: A Corrupter of Life casts spells as a 25th-level wizard.

A typical Corrupter's prepared spells (and the mana cost for each) are as follows: *Abscond* (17), *annul magic* (13), *Atol's spectral shackles* (21), *inferno of Al'Kabor* (104), *Knowledge gate** (51), *pillar of lightning* (57), *tears of Druzzil* (63), *Tishan's discord* (22), *voltaic draught* (36). Save DC 17 + spell level. Mana pool 350.

Quicken Mastery (Su): As the wizard class ability of the same name.

See in Darkness (Ex): The Corrupter of Life can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Telepathy (Su): A Corrupter of Life can communicate telepathically with any creature within 100 feet of itself, as long as the target creature speaks a language.

Wizard Armor (Su): A Corrupter of Life has a +12 armor bonus to AC. This is a permanent force effect, but is otherwise much like the armor bonus produced by spells of the *minor shielding* spell line. If the wizard armor is somehow negated, the corrupter can reactivate it again on the following round as a free action.

Abbreviated Stat Block

Corrupter of Life: CR 26; SZ Large outsider (evil, orderly); HD 25d8+100; hp 212; Init +7; Spd 30 ft.; AC 35 [flat-footed 32, touch 24] (–1 size, +3 Dex, +11 natural, +12 armor); BAB +25; Grap +32; Full-Atk +30/+25/+20/+15/+10 melee (2d8+6/19–20/x4 plus corruption, +2 *Huge scythe*); Atk +30 melee (2d8+6/19–20/x4 plus corruption, +2 *Huge scythe*); Face 5 ft. by 5 ft.; Reach 10 ft.; SA corrupting wound, hate aura, spells; SQ DR 20/+4, immunity to fire and poison, quicken mastery, see in darkness, SR 32, telepathy 100 ft., wizard armor; Res FR —, PR —; AL OE; Fac Inhabitants of Hate; SV Fort +18, Ref +17, Will +18; Str 16, Dex 17, Con 19, Int 25, Wis 18, Cha 14.

Skills: Bluff +27, Channeling +29, Intimidate +29, Knowledge (mysticism) +32, Knowledge (planar travel) +32, Knowledge (religion) +32, Knowledge (any three others) +32, Listen +29, Meditation +32, Search +32, Spellcraft +34, Spot +29, Trade Skill (any one) +32.

Languages: Dark Speech (4), Common (4).

Feats: Cleave^B, Double Attack, Extend Spell, Finishing Blow, Improved Critical (scythe), Improved Initiative, Mystic Capacity, Weapon Focus (scythe).

Corrupting Wound (Su): Will DC 24.

Hate Aura (Su): Will DC 24.

Wizard Spells Usually Prepared (mana cost): *Abscond* (17), *annul magic* (13), *Atol's spectral shackles* (21), *inferno of Al'Kabor* (104), *Knowledge gate** (51), *levitation* (10), *tears of Druzzil* (63), *Tishan's discord* (22), *voltaic draught* (36). CL 25th; save DC 17 + spell level.

Mana Pool: 350.

Deathrot Knight

Huge Outsider (Evil, Orderly)

Shadow Knight 24

Hit Dice: 22d8+198 plus 24d10+216+62 (617 hp)

Initiative: +9 (+7 Dex, +2 armor)

Speed: 35 ft. in armor, 50 ft. base

AC: 40 (–2 size, +1 Dex, +31 natural)

BAB/Grap: +46/+65

Full-Attack: *Silver Blade of Rot* +60/+56/+52/+48/+44 melee

Attack: *Silver Blade of Rot* +60 melee

Damage: *Silver Blade of Rot* 2d8+15/17–20 plus 2d6 disease and *unholy* proc

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Death touch, spell-like abilities, spells

Special Qualities: Armored casting, damage reduction 25/+5 and 6/–, disciplines (Fearless, Resistant), immunity to disease and poison, resistances, see in darkness, spell resistance 35, telepathy 100 ft.

Saves: Fort +36, Ref +30, Will +30

Abilities: Str 33 (30), Dex 23 (22), Con 29 (24), Int 28 (21), Wis 19 (15), Cha 17 (20)

Skills: Bluff +15, Channeling +58, Climb +28, Intimidate +29, Jump +28, Knowledge (mysticism) +43, Knowledge (planar travel) +31, Knowledge (religion) +43, Knowledge (warcraft) +20, Listen +26, Meditation +55, Search +31, Sense Motive +26, Spellcraft +33, Spot +26, Swim +28 (weight of gear not included), Taunt +49

Feats: Cleave, Combat Casting, Combat Reflexes, Dodge, Double Attack, Finishing Blow^B, Great Cleave, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Parry, Power Attack, Riposte, Weapon Focus (longsword)

Climate/Terrain: Plane of Hate

Organization: Solitary (unique)

Challenge Rating: 28

Treasure: Double standard (including *Silver Blade of Rot*)

Alignment: Orderly evil

Advancement: By character class (shadow knight)

Faction: Inhabitants of Hate

Description

Appearing rather like a comely yet severe 19-foot tall dark elf female, this being is the spawn of pure hatred and evil. It is though that the Deathrot Knight is perhaps one of the scions of Innoruuk himself. Its unnaturally hard flesh is blue-black, like a sheet of silk stretched over unnaturally formed muscles; in fact, it is almost metallic, as if some

ritual had bonded a suit of armor to its very flesh, so that the metal casing writhes and pulses like some hideous organ. Clutched in one of its massive gauntleted talons is a surprisingly beautiful blade crafted of steel and bone, which it wields with a grace remarkable in so massive a creature.

The Deathrot Knight is fluent in Ancient Elvish, Dark Speech, and Elvish, as well as a number of other languages (GM's discretion).

Combat

The Deathrot Knight begins nearly any battle by casting *nullify magic*, seeking to weaken any defensive magic currently in place on its foe. Next, it typically tries to slow an opponent's movement with *cascading darkness* before finally closing to melee with the *Silver Blade of Rot* (see Appendix Two), which it wields in a huge locked gauntlet. Other spells cast to weaken foes are occasionally used between blows, when time allows. The Knight's type 11 skeletal pet is usually commanded to attack enemy spellcasters, especially healers, to prevent or disrupt their efforts to assist allies.

The Deathrot Knight fears nothing, hungering to destroy all who oppose it, for it is a creature born of pure hatred. A few claim to have slain this creature, yet it always reforms after a short time, as do all outsiders on the Plane of Hate (see "Planar Conditions of Hate" in Chapter Two).

Death Touch (Su):

The Deathrot Knight's unholy aura is so potent that its leech touch attack instantly slays whatever mortal opponent it touches if the opponent fails a Fortitude save (DC42), effectively reducing that target's hit points to -10. If the opponent makes his save, he takes only 138 points of damage. The Deathrot Knight gains a number of hit points equal to the number lost by the target, whether the opponent lives or dies.

Spell-Like Abilities: The Deathrot Knight's spell-like abilities (and the mana cost for each) are as follows: *Asystole* (35), *augment death* (33), *cascading darkness* (50), *drain soul* (38), *scent of darkness* (25), *word of souls* (28). Caster level 22nd; save DC 13 + spell level. Mana pool 492. The Deathrot Knight uses

this mana pool for both its spell-like abilities and its shadow knight spells.

Spells: The Deathrot Knight's prepared shadow knight spells (and the mana cost for each) are typically as follows: *Banshee aura* (10), *bobbing corpse* (17), *deadeye* (6), *deadly temptation* (1), *nullify magic* (8), *shadow step* (2), *vampiric curse* (24), *voice of death*† (25). Save DC 19 + spell level.

† This spell appears in the **Luclin** sourcebook.

Resistances (Ex): The Deathrot Knight has bonuses of cold and sonic resistance (25); acid and magic resistance (50); and fire and magic resistance (100).



Hand of the Maestro

Hit Dice:	Large Construct 54d10 (333 hp)
Initiative:	+6 (+2 Dexterity, +4 Improved Initiative)
Speed:	50 ft. [Swift]
AC:	37 (–1 size, +2 Dex, +22 natural, +2 arcane, +2 haste)
BAB/Grp:	+40/+53
Full-Attack:	Slam +49/+42/+39/+34/+29 melee
Attack:	Slam +49 melee
Damage:	Slam 2d10+13/19–20 plus <i>daze</i> (Fort DC 19)
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	<i>Life absorption</i>
Special Qualities:	Construct traits, damage reduction 30/+5 and 6/–, fire resistance (30), haste, immunities, magic immunity, see in darkness, see invisible, undead existence, vampiric aura
Saves:	Fort +25, Ref +27, Will +27
Abilities:	Str 29, Dex 15, Con —, Int 23 (21), Wis 14, Cha 13
Skills:	Channeling +45, Climb +14, Forgery +19, Jump +15, Knowledge (art and literature) +33, Listen +41, Perform (keyboard) +29, Search +12, Spot +18
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Slam, Iron Will, Lightning Reflexes, Mobility, Parry, Power Attack, Run, Special Ability Focus (<i>life absorption</i>), Spring Attack, Swift, Weapon Focus (slam)
Climate/Terrain:	Plane of Hate
Organization:	Solitary (unique)
Challenge Rating:	28
Treasure:	Standard (including enchanted jewelry)
Alignment:	Orderly evil
Advancement Range:	—
Faction:	Inhabitants of Hate

Description

The Hand of the Maestro plays brooding minuets, and rolling andantes, and thundering chords upon a massive grand piano just inside the entry to the Great Cathedral on the Plane of Hate. The Hand is literally that — a gigantic dismembered hand, nearly 13 feet in length, which plays its baroque music and attacks any non-Residents of Hate who dare interrupt its performances.

Legends from the elder age, when Rallos Zek's giants and ogres were cursed by the Rathe, carry the tale of the Hand of the Maestro. The giants and ogres were arguably the most powerful beings to walk Norrath, possessing both physical strength and advanced magical prowess. So angered were the gods by the audacity of their invasion of the Planes of Power that, it is said, they severed the hands of all the generals among the spellcasters of the giants, so that they might never again be able to cast spells.

Innoruuk's followers eventually sought out these severed hands, which had once channeled spells of terrible power, seeking to animate them and set them loose into the world. (The accompanists of the Maestro are smaller versions of the results of this practice.) One of the hands they found and animated was, they discovered, considerably more

powerful than the rest; some believed it to have been the hand of one of the greatest generals of the giants, said to have been sired by Rallos himself. Despite its appearance and its history, the Hand of the Maestro is not truly related to those undead creations known as reanimated hands (see **Monsters of Norrath**).

This hand, once animated, gravitated to the Maestro of Rancor in the Plane of Hate, perhaps seeking another like itself, who had experienced such a terrible setback — or perhaps it was simply attracted by the addictive dirge of the Maestro's haunting songs. Little is known as to its reasons or its purpose, but the Hand is now never far from the Maestro of Rancor.

Combat

The Hand of the Maestro attempts to pummel foes with its giant digits, using its life absorption ability as often as possible; if necessary, it makes Channeling checks to use this spell-like ability without provoking attacks of opportunity. Once engaged in combat, the Hand of the Maestro typically attacks spellcasters first, then healers. The Hand relies on its vampiric aura to keep melee foes at bay, but always tries to make certain that strong melee attackers are within its life absorption area when it uses that ability.

The Hand of the Maestro wears a *Cazicite blue diamond ring* and a *velium imbued sapphire wrist-bracer* at all times (included in its stats above).

Life Absorption (Sp): Once every 1d4 rounds, the Hand of the Maestro may invoke its life absorption ability as an attack action. This attack affects all creatures within a 50-foot cone-shaped burst. All living creatures in the area must make a Will save (DC 43) or take 6d6+6 points of magic damage; a successful save reduces this damage by half. All damage dealt by this effect is then gained by the Hand of the Maestro.

This effect is the equivalent of a 14th-level spell of the *lifetap* spell line, as cast by a 27th-level necromancer.

Construct Traits (Ex): The Hand of the Maestro is not immune to mind-influencing effects, since it has an Intelligence score. Otherwise, it has all the qualities of a construct.

Haste (Ex): The Hand of the Maestro is constantly under the influence of a haste (4) effect. This grants it a +2 haste bonus to AC and 1 extra action every 2nd round. (This extra action is not calculated into the "Full-Attack" entry in the stat-block above.)

Immunities (Ex): Immune to cold, disease, and poison.

Magic Immunity (Ex): The Hand of the Maestro is immune to all spells, spell-like abilities, and magical and supernatural effects of less than 14th level, except as follows:

An attack that normally deals sonic damage deals no damage to the Hand, but imposes a cumulative slow (1) effect upon it for every 10 points of sonic damage from a single source or attack (round down); this slow effect lasts for 1 minute, and multiple slow effects do not stack.

Thus, if the Hand takes 37 points of damage from a sonic attack, it suffers a slow (3) effect for 1 minute thereafter — which effectively reduces its natural haste (4) to a mere haste (1). If, 3 rounds later, it takes another 21 points of sonic damage, it retains a current status of haste (1) for another 7 rounds, after which time the effect drops to a

temporary slow (2), or a current status of haste (2), for another 3 rounds.

See in Darkness (Ex): The Hand of the Maestro can see perfectly in darkness of any kind, even magical darkness created by spells or items.

See Invisible (Ex): The Hand of the Maestro can see invisible creatures normally.

Undead Existence: The Hand of the Maestro gains skills and feats as if it were an undead creature.

Vampiric Aura (Su): The Hand of the Maestro constantly emanates an aura that provides it with a vampiric damage shield (9). That is, any creature striking the Hand in melee deals damage normally, but the attacker also takes 9 points of damage, which is then transferred to the Hand as points of magical healing. Any additional hit points gained beyond the Hand's normal maximum are temporary hit points.

Vampiric aura is the equivalent of a 12th-level spell, and if it is dispelled, the Hand can renew the aura the following round as a free action. An attacker protected by any spell of the *rune* spell line still takes damage from the vampiric aura, but the Hand does not gain any hit points from that attacker's attacks.

Skills: The Hand of the Maestro receives a +10 racial bonus on Listen checks.

Abbreviated Stat Block

Hand of the Maestro: CR 28; SZ Large construct; HD 54d10; hp 333; Init +6; Spd 50 ft.; AC 37 [flat-footed 33, touch 15] (–1 size, +2 Dex, +22 natural, +2 arcane, +2 haste); BAB +40; Grap +53; Full-Atk slam +49/+42/+39/+34/+29 melee (2d10+13/19–20 plus *daze* [Fort DC 19]); Atk slam +49 melee (2d10+13/19–20 plus *daze* [Fort DC 19]); Face 5 ft. by 10 ft.; Reach 5 ft.; SA *life absorption*; SQ construct traits,

damage reduction 30/+5 and 6/–, haste (4), magic immunity, see in darkness, see invisible, undead existence, vampiric aura; Res CR —, DR —, FR 30, PR —; AL OE; Fac Inhabitants of Hate; SV Fort +25, Ref +27, Will +27; Str 29, Dex 15, Con —, Int 23 (21), Wis 14, Cha 13.

Skills: Channeling +45, Climb +14, Forgery +19, Jump +15, Knowledge (art and literature) +33, Listen +41, Perform (keyboard) +29, Search +12, Spot +18.

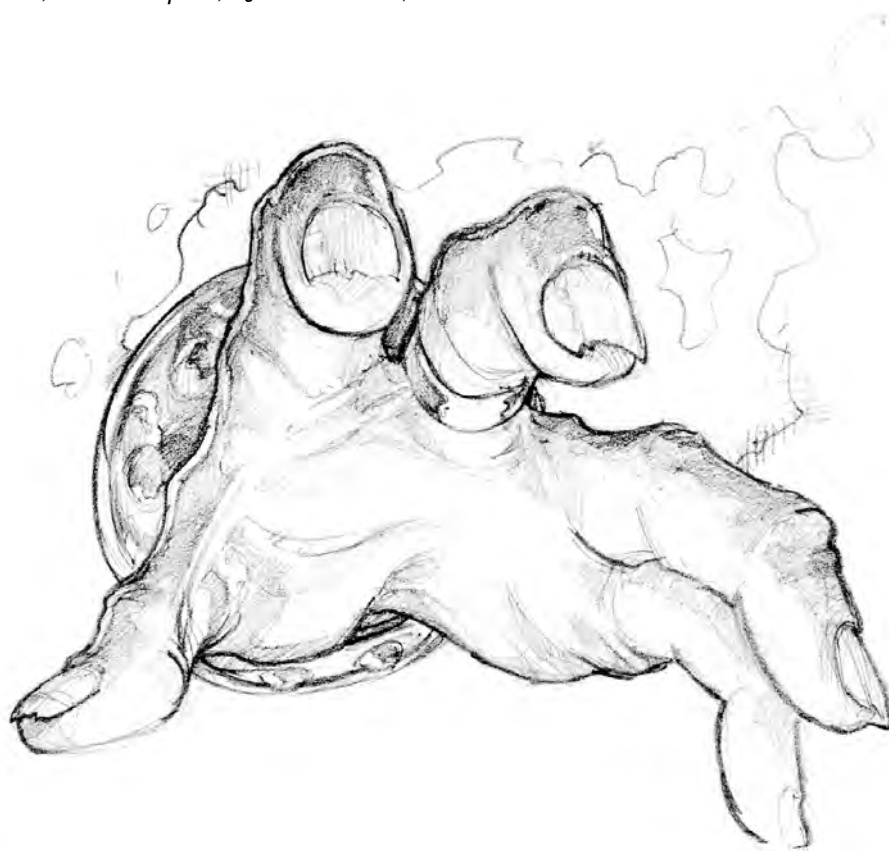
Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Slam, Iron Will, Lightning Reflexes, Mobility, Parry, Power Attack, Run, Special Ability Focus (*life absorption*), Spring Attack, Swift, Weapon Focus (slam).

Life Absorption (Sp): Once every 1d4 rounds, 50-foot cone; 6d6+6 magic, Will DC 43 halves. All damage dealt is then gained by the Hand.

Magic Immunity (Ex): Immune to all spells, spell-like abilities, and magical and supernatural effects of less than 14th level, except as follows: An attack that normally deals sonic damage deals no damage to the Hand, but imposes a cumulative slow (1) effect upon it for every 10 points of sonic damage from a single source or attack (round down); this slow effect lasts for 1 minute, and multiple slow effects do not stack.

Vampiric Aura (Su): Vampiric damage shield (9) — any creature striking the Hand in melee deals damage normally, but the attacker takes 9 points of damage, which is then transferred to the Hand as points of magical healing. Any additional hit points gained beyond the Hand's normal maximum are temporary hit points.

Possessions: *Cazicite blue diamond ring, velium imbued sapphire wrist-bracer.*



Hateful Imp

Hit Dice:	Tiny Outsider (Evil, Orderly) 16d8+64 (136 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 50 ft. (good)
AC:	28 (+2 size, +6 Dex, +10 natural)
BAB/Grp:	+16/+14
Full-Attack:	2 claws +24/+24 melee and tail sting +22 melee and bite +18 melee
Attack:	Claw +24 melee; or tail sting +24 melee
Damage:	Claw 1d4+2; tail sting 1d4+1 plus poison; bite 1d3+1
Face/Reach:	2-1/2 ft. by 2-1/2 ft./0 ft.
Special Attacks:	Backstab +5d6, hate aura, poison, spell-like abilities
Special Qualities:	Damage reduction 20/+3, evasion, poison immunity, resistances, rogue abilities, see in darkness, sense traps, spell resistance 26, uncanny dodge
Saves:	Fort +13, Ref +15, Will +12
Abilities:	Str 14, Dex 23, Con 18, Int 17, Wis 16, Cha 17
Skills:	Bluff +9, Diplomacy +13, Disable Device +13, Disguise +7 (+9 acting), Gather Information +11, Hide +16, Intimidate +5, Knowledge (any two) +11, Listen +19, Meditate +11, Pick lock +14, Pick Pocket +14, Search +15, Sneak +18, Spellcraft +11, Spot +19
Feats:	Combat Reflexes, Dodge ^B , Flyby Attack ^B , Improved Dodge, Improved Initiative ^B , Lightning Reflexes, Parry, Multiattack, Weapon Finesse (claw, tail sting) ^B
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary or pair
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always orderly evil
Advancement Range:	16–23 HD (Tiny); 24–30 HD (Small)
Faction:	Inhabitants of Hate

Description

Hateful imps have an unmistakably diabolic appearance, with crimson skin, sharp little horns, vicious teeth and claws, and leathery wings. Their flight speed and maneuverability are quite good, enabling them to flit in and out of danger deftly and at high speed.

Hateful imps are drawn to the extreme evil of Innoruuk's presence like moths to an open flame. They are generally not trusted, even by Innoruuk's other servants, as they have great difficulty restraining their deceitful and hateful nature for any length of time. They are unlikely to attack obviously superior foes, but may use their cunning to cause great distress for intruders into their home plane, and may even lure adventurers into treacherous traps or the nearby lairs of powerful and dangerous creatures.

Combat

When they do attack, hateful imps use their hate aura to cause enemies to turn upon their own allies, relying on their spell-like abilities and powerful spell resistance to foil attackers. Should someone succumb to the hate aura of an

hateful imp and turn away to fight another opponent, he then becomes an easy target for the imp's backstab attack.

Imps usually attack as do rogues, using their great stealth and other abilities to set up encounters to their own advantage.

Backstab (Ex): A hateful imp may backstab as a rogue of a level equal to the imp's HD.

Hate Aura (Su): As a free action, a hateful imp can radiate an aura of intense hatred in a 5-foot radius. All living creatures within the radius must make a Will save (DC 10 + 1/2 the imp's HD + the imp's Cha modifier) or attack their nearest ally vehemently for 1d4 rounds. If attacked or taunted by another creature during that time, whether an ally or an opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn). An affected target may attempt a new save each round to end the effect of the hate aura.

The hateful imp's hate aura is a mind-affecting compulsion. Once a creature successfully saves against the hate effect, it cannot be affected by the same imp's aura for 24 hours.

Poison (Ex): Tail sting, Fortitude DC 22; initial damage 1d6 Dexterity/secondary damage 1d6 Dexterity.



Spell-Like Abilities: A typical hateful imp's spell-like abilities (and the mana cost for each) are as follows: *Cloud* (7), *enthrall* (8), *feckless might* (8), *invisibility* (5), *see invisible* (4). Caster level 12th; save DC 13 + spell level. Mana pool 72.

Evasion (Ex): As the rogue class ability of the same name.

Resistances (Ex): A hateful imp has bonuses of sonic resistance (10), and acid, cold, disease, fire, and magic resistance (25).

See in Darkness (Su): Hateful imps can see perfectly in darkness of any kind, even magical darkness created by spells or items.

Sense Traps (Ex): As the rogue class ability of the same name.

Spell Resistance (Ex): A hateful imp has spell resistance equal to 10 + the imp's HD.

Uncanny Dodge (Ex): As the rogue class ability of the same name.

Abbreviated Stat Block

Hateful Imp: CR 14; SZ Tiny outsider (evil, orderly); HD 16d8+64; hp 136; Init +10; Spd 20 ft., fly 50 ft. (good); AC 28 [flat-footed 28, touch 18] (+2 size, +6 Dex, +10 natural); BAB +16; Grap +14; Full-Atk 2 claws +24/+24 melee (1d4+2) and tail sting +22 melee (1d4+1 plus poison) and bite +18 melee (1d3+1); Atk claw +24 melee (1d4+2), or tail sting +24 melee (1d4+1 plus poison); Face 2_ ft. by 2_ ft.; Reach 0 ft.; SA backstab +5d6, hate aura, poison, spell-like abilities; SQ DR 20/+3, evasion, poison immunity, resistances, rogue abilities, see in darkness, sense traps, SR 26, uncanny dodge; Res AR 25, CR 25, DR 25, FR 25, MR 25, PR —, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +13, Ref +15, Will +12; Str 14, Dex 23, Con 18, Int 17, Wis 16, Cha 17.

Skills: Bluff +9, Diplomacy +13, Disable Device +13, Disguise +7 (+9 acting), Gather Information +11, Hide +16, Intimidate +5, Knowledge (any two) +11, Listen +19, Meditate +11, Pick lock +14, Pick Pocket +14, Search +15, Sneak +18, Spellcraft +11, Spot +19.

Feats: Combat Reflexes, Dodge^B, Flyby Attack^B, Improved Dodge, Improved Initiative^B, Lightning Reflexes, Parry, Multiattack, Weapon Finesse (claw, tail sting)^B.

Hate Aura (Su): Will DC 21.

Poison (Ex): Tail sting, Fort DC 22; 1d6 Dex/1d6 Dex.

Spell-Like Abilities (mana cost): *Cloud* (7), *enthrall* (8), *feckless might* (8), *invisibility* (5), *see invisible* (4). CL 12th; save DC 13 + spell level.

Mana Pool: 72.

Innoruuk

Gargantuan Outsider (Evil, Orderly)

Necromancer 35/Shadow Knight 25
50d8+800 plus 35d4+560 plus 25d10+400
(2,550 hp)

Hit Dice:

Initiative:

Speed:

AC:

BAB/Grap:

Full-Attack:

Attack:

Damage:

Face/Reach:

Special Attacks:

Special Qualities:

+9 (+5 Dex, +4 Improved Initiative)

60 ft.

71 (–4 size, +5 Dex, +35 natural, +25 divine)
+92/+116

2 claws +100/+100 melee

Claw +100 melee

Claw 4d8+12/19–20 plus lifesteal

20 ft. by 20 ft./20 ft.

Divine powers, lifesteal, rampage, rend
8d8+18, spell-like abilities, spells

Create avatar, damage reduction 50/+5 and
13/–, divine presence, divine senses, flowing
thoughts 70, godhood, immunities, necromancer
abilities, regeneration 15, resistances, see in
darkness, shadow knight abilities, spell
resistance 42

Saves:

Abilities:

Skills:

Fort +74, Ref +53, Will +69

Str 34, Dex 21, Con 42, Int 37, Wis 30, Cha 29

Appraise +28, Bluff +44, Channeling +129,
Climb +27, Diplomacy +51, Disguise +34 (+36
acting), Escape Artist +40, Forgery +63,
Gather Information +44, Hide +43, Intimidate
+61, Jump +47, Knowledge (folklore, history,
mysticism, planar travel, religion, warcraft)
+63, Listen +92, Meditation +126, Pick Pocket
+32, Read Lips +38, Safe Fall +30, Search +63,
Sense Motive +60, Sneak +55, Spellcraft +65,
Spot +92, Swim +32, Taunt +89, Trade Skill
(all) +63, Undead Empathy +108

Feats:

Alertness, Blind-Fight, Cleave, Combat Casting,
Combat Reflexes, Deflect Arrows, Dodge,
Enlarge Spell^B, Extend Spell^B, Finishing Blow^B,
Great Cleave, Great Fortitude, Improved
Critical (claw), Improved Disarm, Improved
Initiative, Improved Parry, Iron Will,
Leadership, Lightning Reflexes, Mental
Clarity, Mobility, Mystic Capacity (x3), Parry^B,
Power Attack, Riposte, School Specialization
(alteration)^B, Silent Spell, Special Ability Focus
(lifesteal), Spell Focus (alteration)^B, Spell
Focus (evocation)^B, Snatch, Spring Attack,
Sunder

Climate/Terrain: Any (usually Plane of Hate)

Organization: Solitary (unique)

Challenge Rating: 43

Treasure: Triple standard (plus unique items)

Alignment: Orderly evil

Advancement Range: By character class

Faction: Innoruuk, Inhabitants of Hate

Description

The Father of Vengeance, Innoruuk, Prince of Hate: He spreads loathing and scorn across all Norrath. From the black heart of the Plane of Hate, Innoruuk tirelessly channels his eternal rage into myriad schemes and plots, seeking to create fierce opposition wherever harmony and tranquility exist. Loathing replaces love, and fury overrides friendship as Innoruuk fosters betrayal, murder, and vengeance within

vulnerable mortals — especially those who are already greedy for power, pining for prestige, or hungry for wealth. Many times have the spies of Innoruuk subtly turned supposed allies to blood feuds and even open warfare.

Within Innoruuk's vast city of twisting alleys and narrow streets of the Plane of Hate are a horde of abominable constructs, undead, and even scions of Innoruuk's chosen race, the powerful Teir'Dal, administering their dark god's will while maintaining a tireless vigil against invaders. Over time, the Plane of Hate has come to reflect its master's ever-expanding power.

Innoruuk's true form stands roughly 60 feet tall, his frame somewhat thin and his head oblong. Innoruuk's faintly bat-like facial features are permanently pulled back into a vicious sneer, while the gaze of his infernal eyes is said to be capable of eliciting open combat between even the best of friends. Innoruuk usually wears finely made, colorful shirts, pants, bright jewelry, and a great dark-colored cloak.

Innoruuk is worshipped by the dark elves, or Teir'Dal, who see hatred as the means for achieving anything, when wielded properly. The Teir'Dal are Innoruuk's primary servants on Norrath, masters of vengeance, spying, infiltrating, breeding feuds, and, above all, tormenting their light elven cousins. Among the Teir'Dal, one who sees himself or herself as a victim is laughable, while one who turns a setback into the downfall of the one who wronged them is highly respected. A surprising number of humans and trolls also follow Innoruuk, similarly revering hatred as a tool capable of driving them along the path to greatness.

Regardless of race, followers of Innoruuk believe that the stronger their hatred for an object or being, the sweeter their ultimate vengeance and glory will be. Apocryphal tales told by clerics of Innoruuk typically portray individuals suffering some terrible wrong by one of much greater power; the devout individual then channels his or her hatred into growing strong enough to exact a remarkable and dramatic revenge.

Innoruuk does occasionally walk the world of Norrath in mortal form, as he enjoys seeing first-hand the raw hatred between two opposing factions; he loves nothing more than starting arguments between friends, or wooing a woman only to treat her cruelly, bringing her to hate him with all her fury. Taking mortal form has resulted in many achievements for the Prince of Hate. However, no achievement has been as rewarding as his greatest victory, when, long ago during the Elder Age, Innoruuk lured the king and queen of Tunare's beloved elves to his home plane. Once there, Innoruuk transformed the rulers into the first Teir'Dal king and queen, souring their pure love for one another into a hatred so strong that Innoruuk was able to create his entire servitor race.

Combat

Innoruuk is invulnerable to permanent death, as any other deity. Even if his avatar or physical form is slain, he is not dead forever. Killing his physical form is so difficult that Innoruuk could be considered immortal in every sense. Even so, killing Innoruuk's physical form is an inconvenience for him, for it is sure to cause setbacks in his many plans and might also temporarily diminish his control over his home plane.

Predisposed to casting spells, Innoruuk is nonetheless not averse to rending foes with his great clawed hands. In combat, Innoruuk makes full use of his divine powers and his most potent spells to wipe out protective buffs and replenish his health mid-combat. Should it appear that the forces opposing Innoruuk in combat are a threat, he will summon hateful imps of the greatest size, abhorrents, clerics of Hate, or powerful vengeance golems (each of these creatures is detailed elsewhere in this chapter) — or perhaps other fierce creatures of his plane, as dictated by necessity — to aid him.

Note that Innoruuk never faces an enemy in close combat unless he chooses to. He typically sends an avatar and other servitors against particularly tough foes as a ruse designed to cause the foe to believe they have indeed slain Innoruuk. If his foes win this battle but are weak after defeating his avatar, Innoruuk may appear in person, either slaying them so he may raise them as undead servants or trapping them so that his plane's miasma of hatred eventually twists them into living, willing servants.

If he does expect to meet powerful enemies, Innoruuk may have one or more of the following items with him (these items' modifiers have not been included in Innoruuk's stat block above): *Anathema*, a *beacon of loathing*, a *corrupted valorium armband*, a *corrupted valorium bracer*, a *Darkfelt noose*, an *insidious twisted cord*, and a *rusted wicked faceguard*. In each case, see Appendix Two for details.

Divine Powers: Innoruuk has several powers that arise from his role as the God of Hatred and Vengeance.

- **Dark Binding (Sp):** As an attack action, Innoruuk may invoke an effect similar to that of the spell *devouring darkness* with a range of 950 feet, save that it affects all creatures within a 30-foot-radius area of effect. A Reflex save (DC 46) negates this effect. This is the equivalent of a 15th-level spell cast by an 85th-level necromancer; each use of *dark binding* costs Innoruuk 230 mana.

- **Vengeful Aura (Sp):** As a free action, Innoruuk can invoke an aura that provides him with a vampiric damage shield (12). That is, any creature striking him in melee deals damage normally, but the attacker also takes 12 points of damage, which is then transferred to Innoruuk as points of magical healing. Any additional hit points gained beyond his normal maximum are gained as temporary hit points. *Vengeful aura* is the equivalent of a 15th-level spell, as cast by an 85th-level necromancer; each use of *vengeful aura* costs Innoruuk 65 mana and lasts for 9 minutes. An attacker protected by any spell of the *rune* spell line still takes damage from the *vengeful aura*, but Innoruuk does not gain any hit points from that attacker's attacks.

- **Summon Servants of Hate (Sp):** Up to once per round as a free action, but no more often than 3 times per hour, Innoruuk may summon any 3 inhabitants of the Plane of Hate to serve and protect him; this power functions similarly to the spell *summon monster III*, save that each of the summoned creatures may have up to 36 HD. This ability is the equivalent of an 18th-level spell, as cast by an 85th-level necromancer; each use of *summon servants of Hate* costs Innoruuk 77 mana.

Lifesteal (Sp): Whenever Innoruuk strikes a living opponent with one of his clawed hands, that creature must

make a Fortitude save (DC 53) or immediately gain 2 negative levels (see **EQ: Player's Handbook**, p. 371); the save to overcome these negative levels after 24 hours is also Fortitude DC 53. For each negative level thus bestowed, Innoruuk gains 5 temporary hit points and a +1 morale bonus to attacks and damage that lasts for 1 hour (multiple morale bonuses do not stack).

Rampage (Ex): Once every 2d4 rounds as a full-attack action, Innoruuk can make 2 claw attacks against every opponent within his reach (i.e., normally, within 20 feet).

Rend (Ex): If Innoruuk hits a single opponent with both claws in the same round, he rends the target for an additional 8d8+18 points of damage.

Spell-Like Abilities: Innoruuk's spell-like abilities (and the mana cost for each) are as follows: *Alter plane: Hate* (50), *aura of hate** (17), *blood of hate* (55), *chill bones* (35), *conjure corpse* (117), *death's silence** (25), *destroy undead** (51), *embracing darkness** (35), *enslave death* (83), *ignite bones* (35), *pact of hate** (1), *quivering veil of Xarn* (23), *screaming terror* (10), *symbol of Innoruuk†* (30), *torrent of hate* (10), *torrent of pain* (14), *touch of death** (43), *touch of Innoruuk** (56). Caster level 40th; save DC 19 + spell level.

† This spell can be found in *Al'Kabor's Arcana*.

Spells: Innoruuk can cast spells as a 35th-level necromancer and a 25th-level shadow knight. His most commonly prepared spells (and the mana cost for each, modified for Greater Specialization) are as follows: *Anul magic* (13), *blood of Thule** (85), *dead men floating* (57), *gate* (11), *greater immobilize** (24), *levant* (73), *neurotoxin** (72), *trepidation* (7), *shadow step* (2), *skin of the shadow* (13), *trucidation* (57). Save DC 23 + spell level, or DC 25 + spell level for alteration and evocation spells.

Mana Pool: 2,176. Innoruuk uses this mana pool for both his spell-like abilities and his necromancer and shadow knight spells.

Create Avatar (Ex): In a ritual requiring 10 minutes, Innoruuk can generate a lesser version of himself to act as his avatar while the real Innoruuk is elsewhere (see "Innoruuk's Avatar"). If his avatar is slain, he cannot produce another for one full week.

Divine Presence (Ex): At will, as a free action, Innoruuk can infect all mortals within 2,500 feet of himself with a seething hatred of all around them, but most especially those they normally respect and cherish; Innoruuk may choose not to have any number of specific creatures within the area be affected by his divine presence, as he desires. Those within the area of effect must make a Will save (DC 44) or attack their nearest ally for 2d4 rounds. If attacked or taunted by another creature during that time, whether an ally or an opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn).

An affected creature may attempt a new save each round to end the effect of the hate aura. Once a creature successfully saves against the hatred effect, it cannot be affected by Innoruuk's divine presence for 24 hours. This is a mind-affecting ability.

Divine Senses (Ex): Innoruuk's senses, including his ability to see perfectly in darkness, extend to a range of 25 miles.

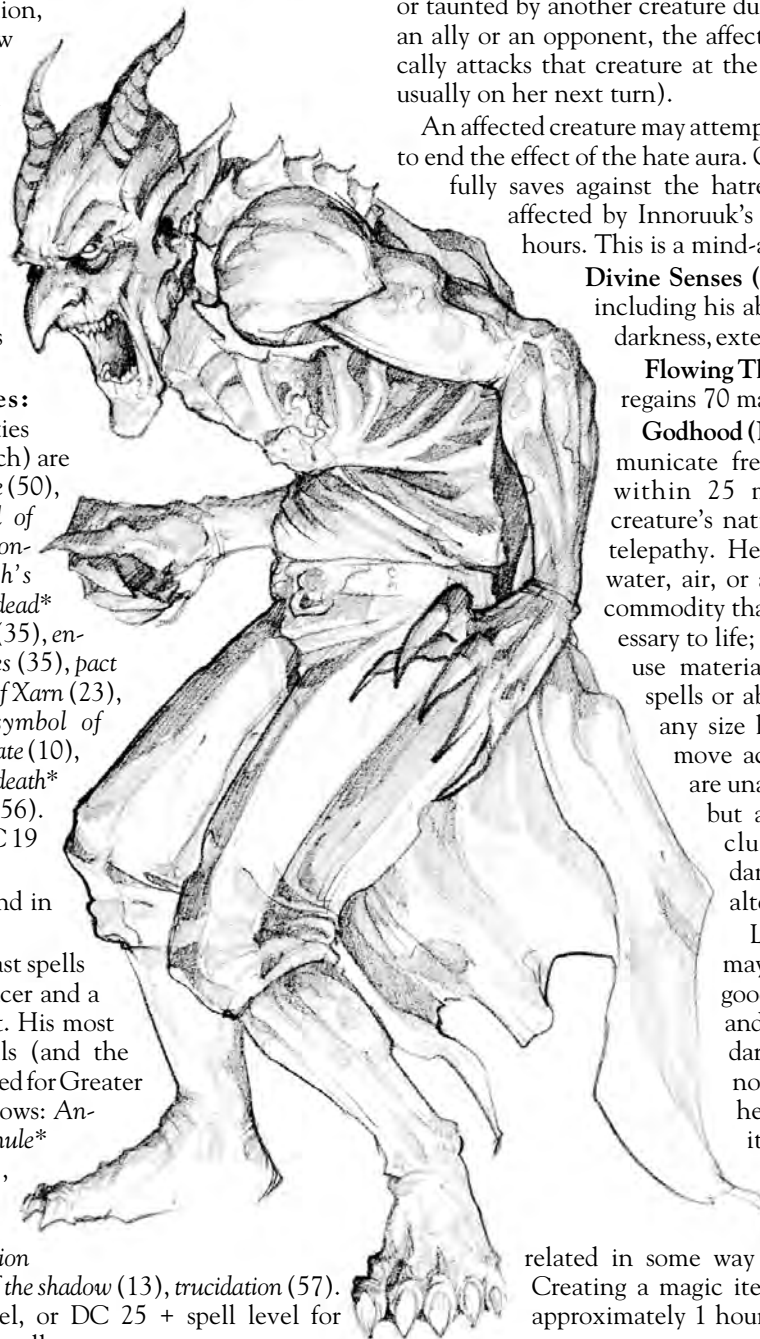
Flowing Thoughts (Ex): Innoruuk regains 70 mana per round.

Godhood (Ex): Innoruuk may communicate freely with any creature within 25 miles, either in that creature's native language or else by telepathy. He has no need of food, water, air, or any other condition or commodity that mortals consider necessary to life; neither does he need to use material components for any spells or abilities. He may assume any size he wishes, at will, as a move action; his ability scores are unaffected by size changes, but all other modifiers, including attack bonuses, damage dice, and AC, are altered as applicable.

Like all deities, Innoruuk may create any materials or goods at will, permanently and instantaneously (a standard action that provokes no attacks of opportunity); he can also create magic items with enhancement bonuses effectively equal to +8. These magic items must be related in some way to his divine spheres. Creating a magic item in this way requires approximately 1 hour per point of enhancement.

Deities do not automatically fail at a task or at an attack on a natural roll of 1.

Immunities (Ex): Innoruuk is completely immune to mind-influencing effects, ability damage or drain, and he cannot gain negative levels or suffer level drain; he is immune to all natural environmental conditions, to fatigue or exhaustion, and to poison damage. He is also immune to any spell or effect which would halt or hamper his move-



ment, and to any spell or effect that would give him a buff penalty or a slow effect.

Necromancer Abilities: Innoruuk has all the abilities of a 35th-level necromancer, including the death masteries *dire charm**, *intimidate undead**, *rebuke undead*, and *restore undead*; the class abilities *knowledge** and *respect**; and the high necromancies *awaken the dead**, *Necra's focus**, and *theft of life**.

Regeneration (Ex): Innoruuk takes normal damage only from sources that deal holy or otherwise good-aligned damage. If he loses part of his body mass, including a severed head, he can regrow it in 1d6 minutes. If he holds the severed portion against the wound, it reattaches immediately.

Resistances (Ex): Innoruuk has bonuses of electricity resistance (25); acid, cold, fire, magic, and sonic resistance (50); and disease resistance (100).

See in Darkness (Ex): Innoruuk can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Shadow Knight Abilities: Innoruuk has all the abilities of a 25th-level shadow knight, including *armored casting*, *harm touch/leech touch*, and the *Fearless* and *Resistant* disciplines.

Innoruuk's Avatar

Gargantuan Outsider (Evil, Orderly)

Necromancer 35

Hit Dice:	20d8+320 plus 35d4+560 (1,180 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	59 (−4 size, +5 Dex, +35 natural, +10 divine)
BAB/Grp:	+37/+61
Full-Attack:	2 claws +45/+45 melee
Attack:	Claw +45 melee
Damage:	Claw 4d8+12 plus <i>lifesteal</i>
Face/Reach:	20 ft. by 20 ft./20 ft.
Special Attacks:	Divine powers, <i>lifesteal</i> , <i>rampage</i> , <i>rend</i> 8d8+18, spell-like abilities, spells
Special Qualities:	Avatar, damage reduction 40/+5, divine presence, divine senses, flowing thoughts 60, immunities, necromancer abilities, regeneration 15, resistances, <i>see in darkness</i> , spell resistance 32
Saves:	Fort +45, Ref +30, Will +43
Abilities:	Str 34, Dex 21, Con 42, Int 37, Wis 30, Cha 29
Skills:	Appraise +28, Bluff +44, Channeling +129, Climb +27, Diplomacy +51, Disguise +34 (+36 acting), Escape Artist +40, Forgery +63, Gather Information +44, Hide +43, Intimidate +61, Jump +47, Knowledge (folklore, history, mysticism, planar travel, religion, warcraft) +63, Listen +92, Meditation +126, Pick Pocket +32, Read Lips +38, Safe Fall +30, Search +63, Sense Motive +60, Sneak +55, Spellcraft +65, Spot +92, Swim +32, Taunt +89, Trade Skill (all) +63, Undead Empathy +108

Feats:

Alertness, Cleave, Combat Casting, Combat Reflexes, Deflect Arrows, Dodge, Enlarge Spell^B, Extend Spell^B, Finishing Blow, Great Cleave, Great Fortitude, Improved Disarm, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Mental Clarity, Mobility, Mystic Capacity (x3), Parry, Power Attack, Riposte, School Specialization (alteration)^B, Silent Spell, Spell Focus (alteration)^B, Spell Focus (evocation)^B, Spring Attack, Sunder

Climate/Terrain:

Any (usually Plane of Hate)

Organization:

Solitary (unique)

Challenge Rating:

39

Treasure:

Triple standard (plus unique items)

Alignment:

Orderly evil

Advancement Range:

By character class

Faction:

Innoruuk, Inhabitants of Hate

Description

Innoruuk's avatar is almost identical to the real Innoruuk, save that he stands only 50 feet tall. Should invaders strong enough to defeat the real Innoruuk invade his home plane, this being is the one they most likely face should they succeed in fighting their way to his throne room. Innoruuk's avatar speaks with the voice of the god himself.

Combat

Innoruuk's avatar possesses most of the same powers and abilities as the Prince of Hate, although they are as a rule somewhat reduced in efficacy. His tactics, purposes, and goals are identical with those of Innoruuk himself.

Divine Powers: Innoruuk's avatar has divine powers similar to those of Innoruuk.

[begin bulleted list]

Dark Binding (Sp): As an attack action, Innoruuk's avatar may invoke an effect similar to that of the spell *devouring darkness* with a range of 650 feet, save that it affects all creatures within a 30-foot-radius area of effect. A Reflex save (DC 38) negates this effect. This is the equivalent of a 15th-level spell cast by a 55th-level necromancer; each use of *dark binding* costs Innoruuk's avatar 230 mana.

Vengeful Aura (Sp): As a free action, Innoruuk's avatar can invoke an aura that provides him with a vampiric damage shield (12). That is, any creature striking him in melee deals damage normally, but the attacker also takes 12 points of damage, which is then transferred to the avatar as points of magical healing. Any additional hit points gained beyond his normal maximum are gained as temporary hit points. *Vengeful aura* is the equivalent of a 15th-level spell, as cast by an 55th-level necromancer; each use of *vengeful aura* costs Innoruuk's avatar 65 mana and lasts for 9 minutes. An attacker protected by any spell of the *rune* spell line still takes damage from the *vengeful aura*, but Innoruuk's avatar does not gain any hit points from that attacker's attacks.

Summon Servants of Hate (Sp): As an attack action, but no more often than once per hour, Innoruuk's avatar may summon an inhabitant of the Plane of Hate to serve and protect him; this power functions similarly to the spell *summon monster III*, save that the summoned creature may have up to 36 HD. This ability is the equivalent of a 16th-

level spell, as cast by a 55th-level necromancer; each use of *summon servants of Hate* costs Innoruuk's avatar 77 mana.

[end bulleted list]

Lifesteal (Sp): Whenever Innoruuk's avatar strikes a living opponent with one of his clawed hands, that creature must make a Fortitude save (DC 36) or immediately gain 2 negative levels (see **EQ: Player's Handbook**, p. 371); the save to overcome these negative levels after 24 hours is also Fortitude DC 36. For each negative level thus bestowed, Innoruuk's avatar gains 5 temporary hit points and a +1 morale bonus to attacks and damage that lasts for 1 hour (multiple morale bonuses do not stack).

Rampage (Ex): Once every 2d4 rounds as a full-attack action, Innoruuk's avatar can make 2 claw attacks against every opponent within his reach (i.e., normally, within 20 feet).

Rend (Ex): If Innoruuk's avatar hits a single opponent with both claws in the same round, he rends the target for an additional 8d8+18 points of damage.

Spell-Like Abilities: Innoruuk's avatar's spell-like abilities (and the mana cost for each) are as follows: *Alter plane: Hate* (50), *aura of hate** (17), *blood of hate* (55), *chill bones* (35), *conjure corpse* (117), *death's silence** (25), *destroy undead** (51), *embracing darkness** (35), *enslave death* (83), *ignite bones* (35), *pact of hate** (1), *quivering veil of Xarn* (23), *screaming terror* (10), *symbol of Innoruuk†* (30), *torrent of hate* (10), *torrent of pain* (14), *touch of death** (43), *touch of Innoruuk** (56). Caster level 20th; save DC 19 + spell level.

Spells: Innoruuk's avatar can cast spells as a 35th-level necromancer. His most commonly prepared spells (and the mana cost for each, modified for Greater Specialization) are as follows: *Annul magic* (13), *blood of Thule** (85), *dead men floating* (57), *gate* (11), *greater immobilize** (24), *levant* (73), *neurotoxin** (72), *trepidation* (7), *shadow step* (2), *skin of the shadow* (13), *trucidation* (57). Save DC 23 + spell level, or DC 25 + spell level for alteration and evocation spells.

† This spell can be found in **Al'Kabor's Arcana**.

Mana Pool: 1,270. Innoruuk's avatar uses this mana pool for both his spell-like abilities and his necromancer spells.

Avatar (Ex): Innoruuk's avatar may communicate freely with any creature within 12 miles, either in that creature's native language or else by telepathy. He has no need of food, water, air, or any other condition or commodity that mortals consider necessary to life; neither does he need to use material components for any spells or abilities. He may assume any size he wishes from Small to Colossal, at will, as a move action; his ability scores are unaffected by size changes, but all other modifiers, including attack bonuses, damage dice, and AC, are altered as applicable.

Innoruuk's avatar may create any materials or goods at will, permanently and instantaneously (a standard action that provokes no attacks of opportunity); he can also create magic items with enhancement bonuses effectively equal to +4. These magic items must be related in some way to Innoruuk's divine spheres. Creating a magic item in this way requires approximately 1 hour per point of enhancement.

Divine Presence (Ex): At will, as a free action, Innoruuk's avatar can infect all mortals within 1,200 feet of himself with a seething hatred of all around them, but most especially those they normally respect and cherish; Innoruuk's avatar may choose not to have any number of specific creatures within the area be affected by his divine presence, as he desires. Those within the area of effect must make a Will save (DC 29) or attack their nearest ally for 2d4 rounds. If attacked or taunted by another creature during that time, whether an ally or an opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn).

An affected creature may attempt a new save each round to end the effect of the hate aura. Once a creature successfully saves against the hatred effect, it cannot be affected by Innoruuk's avatar's divine presence for 24 hours. This is a mind-affecting ability.

Divine Senses (Ex): Innoruuk's avatar's senses, including his ability to see perfectly in darkness, extend to a range of 12 miles.

Flowing Thoughts (Ex): Innoruuk's avatar regains 60 mana per round.

Immunities (Ex): Innoruuk's avatar is completely immune to mind-influencing effects, ability damage or drain, and he cannot gain negative levels or suffer level drain; he is immune to all natural environmental conditions, to fatigue or exhaustion, and to poison damage. He is also immune to any spell or effect which would halt or hamper his movement, and to any spell or effect that would give him a buff penalty or a slow effect.

Necromancer Abilities: Innoruuk's avatar has all the abilities of a 35th-level necromancer, including the death masteries *dire charm**, *intimidate undead**, *rebuke undead*, and *restore undead*; the class abilities *knowledge** and *respect**; and the high necromancies *awaken the dead**, *Necra's focus**, and *theft of life**.

* These abilities can be found in **Heroes of Norrath**.

Regeneration (Ex): Innoruuk's avatar takes normal damage only from sources that deal holy or otherwise good-aligned damage. If he loses part of his body mass, including a severed head, he can regrow it in 1d6 minutes. If he holds the severed portion against the wound, it reattaches immediately.

Resistances (Ex): Innoruuk's avatar has bonuses of electricity resistance (25); acid, cold, fire, magic, and sonic resistance (50); and disease resistance (100).

See in Darkness (Ex): Innoruuk's avatar can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Ire Ghast

Hit Dice:	34d12 (221 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	32 (–1 size, +4 Dex, +19 natural)
BAB/Grp:	+17/+28
Full-Attack:	2 claws +24/+24 melee and bite +22 melee
Attack:	Claw +24 melee
Damage:	Claw 1d10+7 plus sapping touch; bite 2d6+3 plus ghoulish rot
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Ghoulish rot, sapping touch, spell-like abilities, stench
Special Qualities:	Damage reduction 20/+4, flowing thoughts 2, infravision, resistances, see in darkness, see invisible, spell resistance 29, undead
Saves:	Fort +11, Ref +17, Will +22
Abilities:	Str 25, Dex 18, Con —, Int 19, Wis 17, Cha 18
Skills:	Channeling +27, Climb +14, Hide +18, Knowledge (planar travel) +14, Knowledge (religion) +12, Knowledge (any two others) +9, Listen +22, Sneak +18, Spot +22, Taunt +23
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Dodge, Lightning Reflexes, Multiattack, Power Attack, Riposte, Run, Spring Attack
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	Double standard
Alignment:	Always orderly evil
Advancement Range:	35–48 HD (Large); 49–70 HD (Huge)
Faction:	Inhabitants of Hate

Description

Created by Innoruuk from common ghoul stock, the fearsome ire ghast is imbued with the essence of the Plane of Hate. The touch of an ire ghast can eventually paralyze its foes, allowing it to tear and bite with impunity using its razor-sharp sharp claws and pointed teeth. The taut flesh of an ire ghast has a greenish-black tinge, similar to that of a week-old corpse, with soulless eyes of pure black, sharply clawed hands, and several rows of tiny, razor-sharp teeth. The most conspicuous characteristic of an ire ghast, though, is the sharp smell of rotting corpses that accompanies it.

Ire ghasts continually grow in power while on the Plane of Hate. As one feeds upon the flesh of victims, it can eventually become a powerful being known by other inhabitants of its home plane as a fury ghast. One ghast in particular has accumulated vast power over the centuries, and he is now known as the Lord of Fury, having been granted that title by Innoruuk himself. The Lord of Fury reputedly possesses the full powers of a master necromancer.

Combat

An ire ghast prefers melee combat over the use of its spell-like abilities, due to an overwhelming lust to tear into the living flesh of its foes. However, enemies should never underestimate the ghast's cunning — it always uses its

spell-like abilities to great effect if it suspects that its foes might be difficult to overcome in close combat. If possible, it uses magic and its sapping touch to overcome strong melee combatants first, so that it may then relish slowly tearing weaker foes apart. Like other undead, ire ghasts see through normal invisibility (but not invisibility to undead).

An ire ghast fears no creature, living or undead, and always fights to the death.

Ghoulish Rot (Su): Supernatural disease — bite, Fortitude DC 31, incubation period 1 day, damage 1d4 temporary Con and 1d4 temporary Dex.

Sapping Touch (Su): A living creature hit by an ire ghast's claw attack must make a Will save (DC 31) or take 1d6 points of temporary Dexterity damage.

Spell-Like Abilities: A typical ire ghast's spell-like abilities (and the mana cost for each) are as follows: *Dominate undead* (17), *eternity's torment* (23), *invoke fear* (20), *root* (5), *scent of shadow* (17), *steelskin* (25), *surge of enfeeblement* (17), *torrent of hate* (10). Caster level 17th; save DC 14 + spell level. Mana pool 136.

Stench (Ex): Any living creature coming within 20 feet of an ire ghast must succeed at a Fortitude save (DC 27) or



suffer a -2 penalty to attack and damage rolls, saving throws, and skill and ability checks for as long as the creature remains within the stench and for 1d6 rounds after leaving the area. A creature that saves is immune to that gha'st's stench for 24 hours. A successful spell of the *cure poison* spell line removes this penalty. Creatures immune to poison are unaffected by the stench, and those resistant to poison receive their normal bonus on their saving throws.

Flowing Thoughts (Ex): An ire gha'st regains 2 mana per round.

Resistances (Ex): Ire gha'sts have racial bonuses of electricity and sonic resistance (10), acid and magic resistance (20), and cold resistance (40).

See in Darkness (Su): Ire gha'sts can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

See Invisible (Su): An ire gha'st can continuously see invisible, as the spell.

Skills: Ire gha'sts receive a +4 racial bonus on Sneak checks and a +8 racial bonus on Hide and Taunt checks.

Abbreviated Stat Block

Ire Gha'st: CR 21; SZ Large undead; HD 34d12; hp 221; Init +8; Spd 40 ft.; AC 32 [flat-footed 28, touch 13] (-1 size, +4 Dex, +19 natural); BAB +17; Grap +28; Full-Atk 2 claws +24/+24 melee (1d10+7 plus sapping touch) and bite +22 melee (2d6+3 plus ghoul'sh rot); Atk claw +24 melee (1d10+7 plus sapping touch); Face 5 ft. by 5 ft.; Reach 10 ft.; SA ghoul'sh rot, sapping touch, spell-like abilities, stench; SQ DR 20/+4, flowing thoughts 2, infravision, resistances, see in darkness, see invisible, SR 29, undead; Res AR 20, CR 40, DR —, ER 10, MR 20, PR —, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +11, Ref +17, Will +22; Str 25, Dex 18, Con —, Int 19, Wis 17, Cha 18.

Skills: Channeling +27, Climb +14, Hide +18, Knowledge (planar travel) +14, Knowledge (religion) +12, Knowledge (any two others) +9, Listen +22, Sneak +18, Spot +22, Taunt +23

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Great Cleave, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Riposte, Run, Spring Attack.

Ghoul'sh Rot (Su): Bite, Fort DC 31, incubation 1 day, 1d4 Con and 1d4 Dex.

Sapping Touch (Su): Claw, Will DC 31, 1d6 Dex.

Spell-Like Abilities (mana cost): *Beguile undead* (28), *eternity's torment* (23), *invoke fear* (20), *root* (5), *scent of shadow* (17), *steelskin* (25), *surge of enfeeblement* (17), *torment of hate* (10). CL 17th; save DC 14 + spell level.

Mana Pool: 136.

Stench (Ex): 20-foot radius, Fort DC 27; -2 penalty to attack and damage rolls, saving throws, and skill and ability checks while in stench and 1d6 rounds thereafter.

Kiraikeui

Medium-Size Undead

Hit Dice:	35d12 (227 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	50 ft. [Swift]
AC:	39 (+6 Dex +18 natural, +5 dodge)
BAB/Grp:	+17/+22
Full-Attack:	Slam +24/+21/+18/+15/+12 melee and off-hand slam +19 melee and dragon slam +24 melee
Attack:	Slam +24 melee and off-hand slam +19 melee
Damage:	Slam 2d8+5/19-20 plus foul rot; off-hand slam 2d8+2/19-20 plus foul rot; dragon slam 2d10+5/19-20 plus foul rot
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Foul rot, monk's slam, stunning blow
Special Qualities:	Damage reduction 30/+3 and 4/—, fast healing 8, feign death, immunities, improved evasion, infravision, monk abilities, resistances, see in darkness, see invisible, spell resistance 28, undead
Saves:	Fort +11, Ref +19, Will +24
Abilities:	Str 20, Dex 23, Con —, Int 16, Wis 21, Cha 16
Skills:	Balance +14, Climb +16, Jump +20, Listen +26, Safe Fall +25, Search +10, Spot +26, Taunt +13, Trade Skill (any one) +16, Tumble +18
Feats:	Alertness, Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows ^B , Dodge, Double Attack ^B , Dual Wield ^B , Improved Critical (slam), Improved Disarm ^B , Improved Hand to Hand ^B , Improved Initiative, Lightning Reflexes, Mobility, Parry ^B , Power Attack, Riposte, Run ^B , Spring Attack, Swift ^B , Weapon Finesse (slam)
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary or pair
Challenge Rating:	22
Treasure:	Double standard
Alignment:	Always orderly evil
Advancement Range:	By character class (monk)
Faction:	Inhabitants of Hate

Description

Seemingly mummified humanoids with monk-like abilities, the kiraikeui were created by Innoruuk — probably from human slaves or converts — as masters of martial combat. It is thought that he did so out of a grudging admiration for the monkish iksar followers of Cazic-Thule, who had long performed their master's will dutifully. Like all undead, the kiraikeui are utterly without fear of death or harm.

As they fight, kiraikeui tend to suck air into their desiccated lungs, causing a shrill sound to be emitted from their bodies; of course, being undead, they have no need to breathe, but this behavior is either habitual or they simply enjoy the grating, awful sound they produce. Sometimes these sounds take the form of taunts, intended to stir the hate in the breasts of their opponents. When a kiraikeui closes for battle, its movements are deceptively quick. Its diseased touch causes horrific wounds that continue to plague its foes long after a blow has been struck.

In a grim parody of human monastic orders, more powerful kiraikeui who excel at serving their master's will can

eventually become “Master Kiraikuei.” The ill-seeming joke does not end there, however — only one Master Kiraikuei may advance to become the “Grandmaster Kiraikuei.” A kiraikuei’s increase in power is thought to derive both from gaining prestige through winning battles on Innoruuk’s behalf and from continual exposure to the essence of hatred on Innoruuk’s home plane.

Combat

Kiraikuei rely on melee attacks to be most effective, as they have no notable ranged attack with weapons, spells, or abilities; they are best utilized by Innoruuk among special task forces, where they are assigned to guard spellcasters in his service. They attack intelligently, focusing upon spellcasters, especially healers, as soon as they reveal themselves during a fight.

Foul Rot (Su): Supernatural disease — slam, Fortitude DC 30, incubation period 1 hour, damage 1d6 temporary Con.

Monk’s Slam (Ex): The kiraikuei’s slam attacks function in all ways as the unarmed attacks of a human monk. As well, the kiraikuei’s dragon slam attack emulates a human monk’s dragon punch, and operates in a similar fashion.

Stunning Blow (Ex): As the monk ability of the same name, except that the kiraikuei uses its total HD to determine the Fortitude save DC in place of its effective monk level.

Feign Death (Ex): As the monk ability of the same name, except that the kiraikuei uses its total HD to determine the Will save DC in place of its effective monk level.

Immunities (Ex): Kiraikuei take only half damage from slashing or piercing weapons. (Apply the kiraikuei’s damage reduction *after* halving such damage.)

Monk Abilities (Ex): A kiraikuei has the class abilities of a 17th-level monk, including mystic strike, fire resistance (included in Resistances, below), martial defense, round kick, safe fall, tiger claw, evasion, feign death, eagle strike, stunning blow, improved evasion, dragon punch, and flying kick. Being undead, it does not receive the mend or purify body abilities. A kiraikuei’s actual monk levels, if any, stack with these effective levels for the purpose of determining its access to class abilities and for calculating level-dependent bonuses, such as those from mystic strike and martial defense.

Resistances (Ex): Kiraikuei have bonuses of sonic resistance (10), acid, electricity, and magic resistance (20), cold resistance (50), and fire resistance (53).

See in Darkness (Su): Kiraikuei can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

See Invisible (Su): A kiraikuei can continuously see *invisible*, as the spell.

Abbreviated Stat Block

Kiraikuei: CR 22; SZ Medium-size undead; HD 35d12; hp 227; Init +10; Spd 50 ft.; AC 39 [flat-footed 28, touch 21] (+6 Dex +18 natural, +5 dodge); BAB +17; Grap +22; Full-Atk slam +24/+21/+18/+15/+12 melee (2d8+5/19–20 plus foul rot) and off-hand slam +19 melee (2d8+2/19–20 plus foul rot) and dragon slam +24 melee (2d10+5/19–20 plus foul rot); Atk slam +24 melee (2d8+5/19–20 plus foul rot); SA foul rot, monk’s slam, stunning blow 5/day (Fort DC 32); SQ DR 30/+3

and 4/–, fast healing 8, feign death (Will DC 32), improved evasion, infravision, monk abilities, resistances, see in darkness, see invisible, SR 28, undead; Res AR 20, CR 50, DR —, ER 20, FR 53, MR 20, PR —, SoR 10; AL OE; Fac Inhabitants of Hate; SV Fort +11, Ref +19, Will +24; Str 20, Dex 23, Con —, Int 16, Wis 21, Cha 16.

Skills: Balance +16, Climb +17, Jump +22, Listen +27, Safe Fall +26, Search +10, Spot +27, Taunt +14, Tumble +20.

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Deflect Arrows^B, Dodge, Double Attack^B, Dual Wield^B, Improved Critical (slam), Improved Disarm^B, Improved Initiative, Lightning Reflexes, Mobility, Parry^B, Power Attack, Riposte, Run^B, Spring Attack, Swift^B, Weapon Finesse (slam).

Foul Rot (Su): Slam, Fort DC 30, incubation 1 hour, 1d6 Con.



Maestro of Rancor

Large Outsider (Evil, Orderly)

Bard 35

Hit Dice:	10d8+80 plus 35d8+280+41 (641 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 30 ft. (good)
AC:	47 (–1 size, +8 Dex, +22 natural, +8 +7 cloth armor)
BAB/Grp:	+36/+44
Full-Attack:	+5 <i>Large unholy massive rapier of wounding</i> +49/+45/+41/+37/+33 melee and off-hand +5 <i>Large unholy massive rapier of wounding</i> +44/+39 melee
Attack:	+5 <i>Large unholy massive rapier of wounding</i> +49 melee
Damage:	+5 <i>Large unholy massive rapier of wounding</i> 1d8+9/15–20 plus wounding; off-hand +5 <i>Large unholy massive rapier of wounding</i> 1d8+7/15–20 plus wounding
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Bard songs, hate aura, lifedrain, vampiric aura
Special Qualities:	Bard abilities, create banshee, damage reduction 30/+5 and 5/–, immunities, resistances, see in darkness, spell resistance 42
Saves:	Fort +28, Ref +35, Will +28
Abilities:	Str 19, Dex 28 (24), Con 26 (22), Int 30 (23), Wis 18, Cha 39 (29)
Skills:	Balance +16, Bluff +26, Diplomacy +26, Gather Information +21, Intimidate +31, Knowledge (mysticism) +35, Listen +49, Meditation +32, Perform (singing) +54, Play Instrument (all) +40, Sense Motive +32, Spellcraft +38, Spot +24, Trade Skill (all) +51, Tumble +22, Undead Empathy +30
Feats:	Blind-Fight, Combat Reflexes, Dodge, Dual Wield, Flyby Attack, Great Fortitude, Improved Critical (rapier), Improved Dodge, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Mobility, Parry, Power Attack, Weapon Finesse (rapier)
Climate/Terrain:	Plane of Hate
Organization:	Solitary (unique)
Challenge Rating:	38
Treasure:	Triple standard (including magic armor and rapiers, as well as <i>Compendium of Classic Torture</i> , <i>Dissertation of Dark War</i> , <i>Tome of Dark Healing</i> , and <i>Concordance of Black Magic</i>)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Description

Once a mortal named Vedel Revnold, the Maestro of Rancor is now a twisted, evil being residing on the Plane of Hate, replaying his legendary haunting symphony for all eternity, echoing mournful chords across much of the plane. His hatred for all around him (even for Innoruuk himself) is secondary only to his hatred for himself.

The Maestro has a pallor of embalmed blue, with fangs, claws, and soulless eyes — he bears only a superficial resemblance to his former self. Still, his dress is that of a wealthy nobleman, with bright pants and a high-collared,

flowing cape. If anyone approaches the Maestro, he attacks immediately and mercilessly; he has no desire for conversation, for he wants only to play his music and to lament in despair until the end of time for his horrible crime. When he attacks, he is always defended by accompanists of the Maestro (q.v.), as well as the three dread banshees known only as the “banshees of the Maestro” (see the sample banshee by that name under the Banshee template later in this chapter).

Combat

The Maestro of Rancor uses an area *siphon life* effect and a damage shield of great power when he engages in combat. He is able to wield his two great rapiers, *Heartbleeder* and *Lovedrinker*, even while singing his bard songs, thanks to his epic bardic abilities. Like many of the inhabitants of Hate, his hate aura can stir hatred between those he is fighting.

The Maestro always wears his *tallow-smear*ed crown and *accursed* pantaloons.

Bard Songs: The Maestro's most commonly prepared songs (and the mana cost for each, if any) are as follows: *Ancient lullaby of shadow*†, *call of the banshee** (5/round), *Cassindra's insipid ditty*, *dreams of Terris**, *Druzsil's disillusionment**, *requiem of time**, *song of Highsun*, *Tuyen's chant of venom**. Save DC 24 + song level. Mana pool 1,004.

† This song can be found in **Monsters of Luclin**.

Hate Aura (Su): As a free action, the Maestro can radiate an aura of intense hatred in a 10-foot radius. All living creatures within the radius must make a Will save (DC 39) or attack their nearest ally vehemently for 2d4 rounds. If attacked or taunted by another creature during that time, whether ally or opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn). An affected target may attempt a new save each round to end the effect of the hate aura.

The Maestro's hate aura is a mind-affecting compulsion. Once a creature successfully saves against the hate effect, it cannot be affected again by the Maestro's hate aura for 24 hours.

Lifedrain (Su): Once every 1d4 rounds, as an attack action, the Maestro may target every living creature within 30 feet of himself with an effect identical to that of the *siphon life* spell (Fort DC 46 half). The Maestro gains any hit points drained by this ability, up to his normal maximum hit point total.

Vampiric Aura (Su): The Maestro constantly emanates an aura that provides him with a vampiric damage shield (10). That is, any creature striking him in melee deals damage normally, but the attacker takes 10 points of damage, which is then transferred back to the Maestro as points of magical healing. Any additional hit points gained beyond his normal maximum are temporary hit points.

Vampiric aura is the equivalent of a 12th-level spell, and if it is somehow negated, the Maestro can renew the aura the following round as a free action. An attacker protected by any spell of the *rune* spell line still takes damage from the vampiric aura, but the Maestro does not gain any hit points from that attacker's attacks.

Bard Abilities: The Maestro has all the class abilities of a 35th-level bard, including bard songs; bardic knowledge

(+39 bonus); sonic resistance (included in Resistances, below); the Resistant, Fearless, Deft Dance, and Puretone disciplines; respect*; and the discipline mastery*, harmonious attack*, and song mastery* abilities.

Create Banshee (Su): Once per week, the Maestro can perform a day-long ritual that transforms a dead bard into a banshee (see the Banshee template elsewhere in this appendix). This ritual entails no cost to the Maestro save the investment of one full day.

Immunities (Ex): The Maestro is immune to disease and poison, mind-affecting spells or effects, and slow.

Resistances (Ex): The Maestro has bonuses of electricity resistance (29), magic resistance (32), acid and fire resistance (57), cold resistance (59), and sonic resistance (86). He receives a +1 bonus on all saves against acid, cold, electricity, fire, magic, and sonic attacks.

See in Darkness (Su): The Maestro can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Repulsive Rat

Medium-Size Undead

Hit Dice:	23d12 (149 hp)
Init:	+9 (+5 Dexterity, +4 Improved Initiative)
Speed:	30 ft., climb 20 ft., swim 20 ft.
AC:	27 (+5 Dex, +12 natural)
BAB/Grp:	+11/+16
Full-Attack:	Bite +17/+12/+7 melee
Attack:	Bite +17 melee
Damage:	Bite 2d4+7/19–20 plus disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Berserking, disease, stench
Special Qualities:	Damage reduction 15/+3 and 4/—, infravision, resistances, scent, see in darkness, see invisible, undead
Saves:	Fort +9, Ref +14, Will +15
Abilities:	Str 21, Dex 20, Con —, Int 4, Wis 15, Cha 10
Skills:	Climb +16, Hide +18, Listen +15, Sneak +18, Spot +15, Swim +18, Wilderness Lore +6
Feats:	Combat Reflexes, Dodge, Great Fortitude ^B , Improved Critical (bite), Improved Initiative ^B , Lightning Reflexes, Mobility, Weapon Focus (bite)
Climate/Terrain:	Plane of Hate
Organization:	Solitary, pair, pack (3–10), or swarm (11–20)
Challenge Rating:	15
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	24–43 HD (Medium-size); 44–69 HD (Large)
Faction:	None

Description

A repulsive rat is a disgusting sight, its splotched gray skin oozing from many pustules beneath greenish-gray matted fur. Repulsive rats are generally about 7 or 8 feet long and 3 to 4 feet high. They have unnaturally large, sharp teeth, typically with brownish fluids dripping down from rotting gums. Though seeing a repulsive rat is unpleasant, the lingering smell of death and decay they exude is easily overpowering enough to bring tears to one's eyes.

Repulsive rats are known by many names among the other inhabitants of Hate, such as revulrant rat, vile rat, hideous rat, grotesque rat, and so on. They are thought to have been created as a byproduct of the twisted and unnatural planar fabric of Innoruuk's realm, risen from the giant plague rats that were first imported from Norrath eons ago.

Combat

The repulsive rat's desire for flesh and blood is ceaseless, overriding all other drives. Being already dead, these creatures are without fear in combat, attacking any living thing they sense. They rarely weigh the odds of winning a combat, as they are governed only by their hunger to kill and consume.

Berserking (Ex): Repulsive rats have a berserking ability similar to the warrior class ability of the same name: In the berserk state, they gain a +2 bonus to all melee attack and damage rolls, and a +2



dodge bonus to AC. However, this berserking takes effect as soon as the rat deals or takes any damage in combat, and lasts until either the rat or its foe is dead.

Disease (Ex): Rat plague—Bite, Fortitude DC 21, incubation period 1d4 hours, damage 1d4 temporary Str and 1d4 temporary Con.

Stench (Ex): Any living creature coming within 10 feet of a repulsive rat must succeed at a Fortitude save (DC 21) or suffer a –2 penalty to attack and damage rolls, saving throws, and skill and ability checks for as long as the creature remains within the stench and for 1d4 rounds after leaving the area. A creature that saves is immune to that rat's stench for 24 hours. A successful spell of the *cure poison* spell line removes this penalty. Creatures immune to poison are unaffected by the stench, and those resistant to poison receive their normal bonus on their saving throws.

Resistances (Ex): Repulsive rats have bonuses of sonic resistance (10), electricity and magic resistance (20), and acid and cold resistance (30).

See in Darkness (Su): Repulsive rats can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

See Invisible (Su): A repulsive rat can continuously see invisible, as the spell.

Skills: Repulsive rats receive a +4 racial bonus on Hide and Sneak checks.

Abbreviated Stat Block

Repulsive Rat: CR 15; SZ Medium-size undead; HD 23d12; hp 149; Init +9; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 27 [flat-footed 22, touch 15] (+5 Dex, +12 natural); BAB +11; Grap +16; Full-Atk bite +17/+12/+7 melee (2d4+7/19–20 plus disease); Atk bite +17 melee (2d4+7/19–20 plus disease); SA berserking, disease, stench; SQ DR 15/+3 and 4/–, infravision, resistances, scent, see in darkness, see invisible, undead; Res AR 30, CR 30, DR —, ER 20, MR 20, PR —, SoR 10; AL OE; Fac None; SV Fort +9, Ref +14, Will +15; Str 21, Dex 20, Con —, Int 4, Wis 15, Cha 10.

Skills: Climb +16, Hide +18, Listen +15, Sneak +18, Spot +15, Swim +18, Wilderness Lore +6.

Feats: Combat Reflexes, Dodge, Great Fortitude^B, Improved Critical (bite), Improved Initiative^B, Lightning Reflexes, Mobility, Weapon Focus (bite).

Berserking (Ex): As soon as the rat deals or takes any damage: +2 to attack and damage rolls, +2 dodge bonus to AC. This lasts until either the rat or its foe is dead.

Disease (Ex): Rat plague—Bite, Fort DC 21, incubation 1d4 hours; 1d4 Str and 1d4 Con.

Stench (Ex): 10-foot radius, Fort DC 21; –2 penalty to attack and damage rolls, saving throws, and skill and ability checks while in stench and 1d4 rounds thereafter.



Spite Golem

Hit Dice:	Large Construct 40d10 (220 hp)
Initiative:	+2 (Dex)
Speed:	30 ft. (can't run)
AC:	37 (+2 Dex, +25 natural)
BAB/Grap:	+30/+44
Full-Attack:	2 slams +39 melee
Attack:	Slam +39 melee
Damage:	Slam 2d10+10
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Hate aura, spells
Special Qualities:	Construct, damage reduction 30/+5 and 6/–, fast healing 1, flowing thoughts [?] , former life, resistances, spell resistance 35, spirit sense, ultravision
Saves:	Fort +13, Ref +17, Will +16
Abilities:	Str 31, Dex 14, Con —, Int 10, Wis 22, Cha 13
Skills:	Channeling +46, Listen +33, Spellcraft +21, Spot +33
Feats:	Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Lightning Reflexes, Power Attack, Quicken Spell ^B , Sunder
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary or pair
Challenge Rating:	24
Treasure:	Standard
Alignment:	Always orderly evil
Advancement Range:	41–50 HD (Large); 51–80 HD (Huge); or by character class (shaman)
Faction:	Inhabitants of Hate

Description

Spite golems are the shock troops of Innoruuk, used primarily to defend his plane against invaders. These massive, black stone constructs are strongly resistant to magic of all kinds, making spellcasters of limited use against them. Spite golems also emit an aura of hatred around them, like many of Hate's inhabitants, magically sowing discord among their enemies. When fighting, the spite golem's movements sound like the grinding of enormous rocks. Their immense fists are fully capable of punching through solid wooden doors with a single blow.

Spite golems cannot see invisible creatures, per se, but they can sense the spiritual energy given off by living creatures. As a result, they are often placed at crucial areas and checkpoints within Innoruuk's realm, often with one or more undead allies and/or servitors, so as to prevent any unwanted visitors from slipping past using invisibility.

Spite golems are thought to have been created by Innoruuk and his most powerful servants by fusing the spirit of evil shamanic servants of the Prince of Hate with immense stone bodies constructed for that purpose. As a result, every spite golem has the spellcasting abilities of a shaman.

One particularly immense spite golem is said to exist somewhere on the Plane of Hate, known only as the Master of Vengeance; this remarkable creature reputedly has the full spellcasting capabilities of the greatest of shamans.

Combat

Spite golems may cast spells or pummel foes with their terrible fists. Even when casting spells, a spite golem nearly always closes for melee, relying on its Quicken Spell feat to cast spells safely even as it fights.

Hate Aura (Su): As a free action, a spite golem can radiate an aura of intense hatred in a 5-foot radius. All living creatures within the radius must make a Will save (DC 10 + 1/2 the golem's HD + the golem's Cha modifier) or attack their nearest ally vehemently for 1d4 rounds. If attacked or taunted by another creature during that time, whether ally or opponent, the affected character automatically attacks that creature at the next opportunity (i.e., usually on her next turn). An affected target may attempt a new save each round to end the effect of the hate aura.

The golem's hate aura is a mind-affecting compulsion. Once a creature successfully saves against the hate effect, it cannot be affected by the same golem's aura for 24 hours.

Spells: A spite golem casts spells as a 20th-level shaman. A spite golem's levels in the shaman class stack with these virtual levels for the purpose of determining the golem's

total spellcasting ability. The spite golem's debuffing and damage-dealing spells are normally prepared with the Quicken Spell feat.

A typical spite golem's most commonly prepared spells (and the mana cost for each, modified for Quicken Spell where applicable) are as follows: *Cancel magic* (20; quickened), *enstill* (40; quickened), *insidious malady* (40; quickened), *listless power* (60; quickened), *scourge* (108; quickened), *shock of the tainted* (84; quickened), *spirit of Bih'Li* (20), *tumultuous strength* (25). Save DC 16 + spell level. Mana pool 240.

Fast Healing (Ex): A spite golem regains 1 hit point per round.

Flowing Thoughts (Ex): A spite golem regains 9 mana per round.

Former Life (Ex): A spite golem receives skill ranks and feats as a typical 20th-level human shaman. However, Listen and Spot are always class skills for spite golems, and they are limited to a maximum of HD + 3 ranks in any skill.

Resistances (Ex): Spite golems have bonuses of cold, electricity, and sonic resistance (60) and acid, fire, and magic resistance (120).

Spell Resistance (Ex): Spite golems have spell resistance equal to 15 + half the golem's HD.

Spirit Sense (Su): Spite golems can see out to 60 feet as if by means of the spell *spirit sight* at all times. In addition, the golem gains the benefit of the blindsight ability to a 60-foot range with respect to any living creature.

Abbreviated Stat Block

Spite Golem: CR 24; SZ Large construct; HD 40d10; hp 220; Init +2; Spd 30 ft. (can't run); AC 37 [flat-footed 35, touch 11] (-1 size, +2 Dex, +27 natural); BAB +30; Grap +44; Full-Atk 2 slams +39 melee (2d10+10); Atk slam +39 melee (2d10+10); Face 5 ft. by 5 ft.; Reach 10 ft.; SA hate aura, spells; SQ construct, DR 30/+5 and 6/—, fast healing 1, flowing thoughts 9, former life, resistances, SR 35, spirit sense, ultravision; Res AR 120, CR 60, DR —, ER 60, FR 120, MR 120, PR —, SoR 60; AL OE; Fac Inhabitants of Hate; SV Fort +13, Ref +17, Will +16; Str 31, Dex 14, Con —, Int 10, Wis 22, Cha 13.

Skills: Channeling +46, Listen +33, Spellcraft +21, Spot +33.

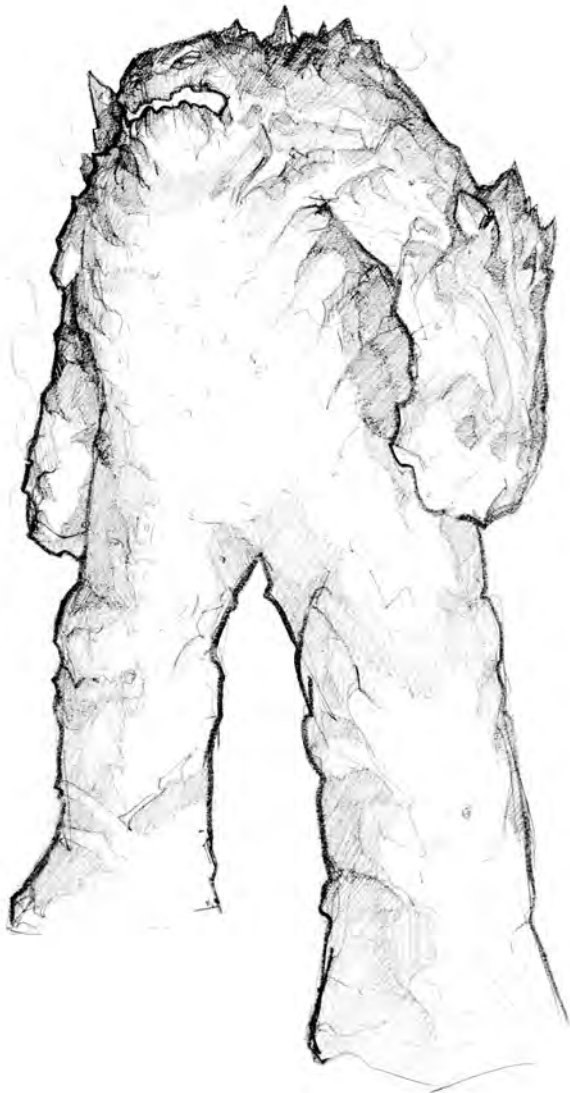
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Lightning Reflexes, Power Attack, Quicken Spell^B, Sunder.

Hate Aura (Su): Will DC 31.

Spells Prepared (mana cost): *Cancel magic* (20; quickened), *enstill* (40; quickened), *insidious malady* (40; quickened), *listless power* (60; quickened), *scourge* (108; quickened), *shock of the tainted* (84; quickened), *spirit of Bih'Li* (20), *tumultuous strength* (25). CL 20th; save DC 16 + spell level.

Mana Pool: 240.

Spirit Sense (Su): Spite golems can see as if by means of the spells *spirit sight* at all times. In addition, the golem gains the benefit of the blindsight ability to a 60-foot range with respect to any living creature.



Template Creatures

Agent of Hate

Agents of hate are among the chief instigators of conflict on behalf of their deity, the Prince of Hate, Innoruuk. In all respects they are the finest of Teir'Dal rogues, fanatically loyal to their deity. At times, these agents are called upon to assassinate political figures in order to set in motion feuds and even full-scale wars. The most efficient among the agents are promoted in a distinct hierarchy; ruling all the agents is the "Spymaster," who reports directly to the God of Hate himself.

The agents are kept close to the Prince of Hate's side, residing on the Plane of Hate near the Cathedral of the Maestro. The agents of Hate are, oddly enough, arch-rivals of the ministers of Hate. The rivalry between these two groups provides untold hours of entertainment for Innoruuk, especially when the two groups' hatred is strong enough to cause vicious competition, open conflict, and even bloody murder between them.

The agents of Hate have numerous devotees and aspiring agents among the dark elves on Norrath, who do not answer in any way to the Church of Hate and who invariably keep their masters' missions utterly secret.

Creating an Agent of Hate

"Agent of Hate" is a template that can be added to any Teir'Dal rogue, whether single-classed or multiclassed (referred to hereafter as the "base creature"); in most cases the template is given only to those with 21 or more character levels. The agent of Hate uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The agent of Hate's type changes to outsider, with the orderly and evil subtypes. Do not recalculate HD, BAB, saves, or skill ranks.

Speed: Add +10 feet to base speed, plus gain a climb speed of 20 ft. or half base speed, whichever is higher.

Special Attacks: An agent of Hate retains all the special attacks of the base creature and also gains the following:

Deadly Attack (Ex): An agent of Hate may study a particular target for at least 3 rounds and then backstab the target with a melee weapon; if the attack deals damage, the agent of Hate may choose to make either a death strike or a paralyzing strike. The agent can take no other actions while he studies the target. If the target fails its Fortitude save (DC 10 + 1/2 the agent of Hate's rogue level + the agent of Hate's Intelligence modifier) against a death strike, it dies (its hit points are reduced immediately to -10). If a similar save fails against a paralyzing strike, the target is instead rendered *helpless* for a number of rounds equal to 1/2 the agent of Hate's rogue level. In either case, if the target's Fortitude save succeeds, the strike is resolved as a normal backstab.

Once the agent of Hate has completed 3 rounds of study, it must make the death or paralysis strike within 3 rounds. If a death or paralysis attack is attempted and fails (e.g., the victim makes her save) or if the agent of Hate does not launch the attack within 3 rounds of completing the study, 3 more rounds of study are required before it can attempt another deadly attack.

Enhanced Backstab (Ex): An agent of Hate gains a bonus of +1d6 points of damage to all backstab attacks. This bonus stacks with backstab bonuses from any other source. For example, an agent of Hate who is a 23rd-level rogue using a *fanged-skull stiletto* backstabs for +9d6 points of damage.

Special Qualities: An agent of Hate retains all the special qualities of the base creature and also gains the following:

Improved Evasion (Ex): Agents of Hate gain improved evasion, as the rogue ability, if they did not already possess this ability.

See in Darkness (Su): Agents of Hate can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Spell Resistance (Ex): An agent of Hate has spell resistance of 5 + the agent's character level.

Abilities: Strength +2, Dexterity +4, Intelligence +4.

Skills: Agents of Hate receive a +4 racial bonus to Disguise, Escape Artist, Gather Information, and Tumble checks, and a +8 racial bonus to Hide, Listen, Safe Fall, Sneak, and Spot checks.

Feats: As base creature.

Challenge Rating: As base creature +2.

Alignment: Always orderly evil.

Faction: Always Inhabitants of Hate.

Sample Agent of Hate

This example uses a dark elf 32nd-level rogue as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.



Agent of Hate

Hit Dice:	Medium-Size Outsider (Evil, Orderly) 32d8+32 (194 hp)
Initiative:	+15 (+11 Dex, +4 Improved Initiative)
Speed:	40 ft., climb 20 ft.
AC:	28 (+8 Dex, +8 armor, +2 dodge), 29 vs. ranged attacks
BAB/Grp:	+25/+27
Full-Attack:	<i>Intricate silver rapier</i> +43/+43/+40/+37/+34/+31 melee and off-hand <i>fanged-skull stiletto</i> +37 melee
Attack:	<i>Intricate silver rapier</i> +43 melee; or <i>fanged-skull stiletto</i> +42 melee
Damage:	<i>Intricate silver rapier</i> 1d4+7/15–20 plus poison; off-hand <i>fanged-skull stiletto</i> 1d4+7/19–20 plus poison; <i>fanged-skull stiletto</i> 1d4+10/19–20 plus poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Backstab +11d6 (+12d6 with <i>fanged-skull stiletto</i>), deadly attack, poison
Special Qualities:	Dark elf traits, discipline mastery (hasten)*, disciplines (Blinding Speed, Counterattack, Deadeye, Duelist, Kinesthetics, Nimble), <i>enduring breath</i> , evasion, <i>freedom of movement</i> , improved evasion, knowledge*, master rogue abilities (nimble feet, two-weapon mastery)*, respect*, rogue abilities (chaotic stab, poison expert, poison master, uncanny dodge), see in darkness, sense traps, SR 37
Saves:	Fort +11, Ref +29, Will +7
Abilities:	Str 14, Dex 32 (27), Con 12, Int 20, Wis 8, Cha 14 (10)
Skills:	Appraise +9, Balance +18, Bluff +15 [13 ranks], Climb +26, Diplomacy +4, Disable Device +30, Disguise +22, Escape Artist +39, Gather Information +24, Hide +61, Intimidate +4, Jump +16, Knowledge (local lore [Hate]) +10, Knowledge (street smarts) +17, Listen +31, Pick Lock +27, Safe Fall +41, Search +29, Sense Motive +8, Sneak +61, Spot +39, Trade Skill (poison making) +29, Tumble +26, Use Rope +14
Feats:	Combat Reflexes, Dodge, Double Attack, Dual Wield, Finishing Blow, Improved Critical (rapier), Improved Initiative, Mobility, Parry ^B , Riposte, Spring Attack, Weapon Finesse (dagger), Weapon Finesse (rapier), Weapon Focus (dagger), Weapon Specialization (dagger)
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	34
Treasure:	Standard (includes items listed below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Description

Agents of Hate use their abilities to gather information and disseminate false information, assassinate religious enemies (which in this case means virtually anyone not of their order), and foment hatred between factions, guilds, cities, rivals, and even between allied kingdoms and beloved siblings.

Before attempting an assassination, the agent of Hate studies its target, learning as much as possible about his habits, friendships, hobbies, political views, and faith, as befits the agent's diabolic intelligence. The agent goes to great lengths to stage the scene of its victim's death to stir up as much strife as possible. Agents often leave false clues pointing to erstwhile allies of the victim as being the culprits of the murder. They sometimes undertake missions in small groups to better ensure the death of an important figure; if the mission is particularly important, they may even put aside their usual animosity for a time and work with other (non-agent) servants of Innoruuk to accomplish some great service for the cause of evil.

Combat

If encountered singly, an agent of Hate generally attempts to get away and hide (perhaps using the *shadow step* ability from its *boots of shadow walking*, or the mist form ability of its *mistveil*), later sneaking up behind a foe on ground of its own choosing to deliver a deadly attack. If in danger of becoming overwhelmed, the agent uses its rapier's *defending* ability, its Mobility and Parry feats, and its exceptional Tumble skill to fend off or avoid attacks while making a getaway. Against obviously strong opposition, an agent is as likely to retreat and seek assistance from fellow agents as it is to use stealth to assassinate its foes one at a time.

Agents often hide themselves at all times, even while traveling about at normal speed (by means of the nimble feet ability), slinking through dark alleys listening and watching for unwelcome visitors to the Plane of Hate.

Deadly Attack (Ex): Fortitude DC 31.

Poison (Ex): Dagger (injury) — *crippling tide*, *humor of Innoruuk*, *magician's bane*, or *needle flux*.

Possessions: *Dark agent armor* (+6 raw silk with *shadow* and *silent moves* qualities), *intricate silver rapier*, *fanged-skull stiletto*, *mistveil*, *fishbone earring*, *greater skinned halfling face mask* (usable 1/day, for up to 4 hours per use), *boots of shadow walking*, *platinum opal amulet*, 1 dose of *crippling tide*, 2 doses of *humor of Innoruuk*, 1 dose of *magician's bane*, 2 doses of *needle flux*, 2 vials of anti-toxin, masterwork thieves' tools.

Banshee

A banshee is an undead creature created by either Innoruuk or the Maestro of Rancor using the disembodied spirit of a dead bard (most often female, but not always so). A banshee appears as pale, semi-transparent image of its living self. Its visage, combined with its terrible keening wail, can cause hatred to swell in the breasts of its foes, such that they turn upon one another in a blind fury.

Perhaps the most famous of the banshees are those three known collectively as the "banshees of the Maestro." The three are said to have once been female bards who were a part of various adventure groups that have invaded the Plane of Hate over the past several centuries. These three, while alive, each had an appearance not unlike the Maestro's lost love, and each of them fought the Maestro and died. The Maestro then enchanted them with his potent songs of Hate to come to his aid whenever he is attacked.

Creating a Banshee

"Banshee" is a template that can be added to any humanoid bard who has died (referred to hereafter as the "base creature"), although the time-consuming ritual involved in creating one ensures that normally only highly accomplished bards (i.e., level 15th or higher) are ever transformed.

The banshee uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The banshee's type changes to undead, with the incorporeal subtype. Do not recalculate HD, BAB, saves, or skill ranks.

AC: Being incorporeal, a banshee loses any natural armor bonuses of the base creature, and is unable to wear armor or shields unless they have the *ghost touch* quality. However, it gains a deflection bonus to AC equal to its Charisma modifier.

Speed: Gain fly speed equal to former base speed, maneuverability "good."

Attacks: A banshee gains an incorporeal touch attack that deals 1d6 points of damage, plus Dexterity damage (see Special Attacks). (An incorporeal touch attack ignores armor and shield bonuses to AC and uses the banshee's Dexterity modifier rather than Strength for attack rolls.) The banshee's touch attack is treated as an unarmed attack for the purpose of calculating iterative attacks during a full-attack action.

Special Attacks: A banshee retains all the special attacks of the base creature and also gains the following:

Dexterity damage (Su): A banshee's incorporeal touch attack deals 1d4 points of temporary Dexterity damage.

Hateful Keening (Su): At will, as an attack action, the banshee can emit a horrific screech that contains a portion of Innoruuk's own hatred. Any living creature within 30 feet of the banshee that is not an inhabitant of the Plane of Hate must make a Will save (DC 10 + 1/2 the banshee's HD + the banshee's Charisma modifier) or attack those creatures the banshee dictates for 2d6 rounds. Each victim has a new target for its attacks chosen by the banshee, so that a warrior and a rogue who fell under the influence of this power could be made to turn on their magician companion, while another paladin ally who fails his save is forced to turn on his cleric friend.

Creatures forced to attack their fellows by means of this ability use their most efficacious attacks, casting their best spells and otherwise practicing their most effective tactics. They need not, however, attack a foe that is apparently unconscious.

A creature that saves against this ability is immune to that banshee's hateful keening for 24 hours.

Special Qualities: A banshee retains all the special qualities of the base creature and also gains the following:

Reform (Su): A banshee that is destroyed reforms fully after 1 hour. The only way to destroy a banshee permanently is to destroy the being that created it (in this case, either the Maestro of Rancor or Innoruuk himself).

See in Darkness (Su): A banshee can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

See Invisibility (Su): A banshee can continuously see invisible, as the spell.

Spell Resistance (Ex): A banshee has spell resistance of 5 + the banshee's character level.

Abilities: Dexterity +2, Charisma +4. A banshee, being an incorporeal undead, has no Strength or Constitution score.

Skills: Banshees receive a +8 racial bonus to Hide, Listen, and Undead Empathy checks. Undead Empathy is always a class skill for banshees (assuming one gains class levels subsequent to its transformation into a banshee).

Feats: As base creature, plus gain Improved Initiative and Iron Will as bonus feats.

Challenge Rating: As base creature +2.

Alignment: Always orderly evil.

Faction: Always Inhabitants of Hate.

Sample Banshee

This example uses a wood elf 24th-level bard as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 13, Dex 10, Con 12, Int 14, Wis 8, Cha 15.



Scorn Banshee

Hit Dice:	24d12 (156 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 30 ft. (good)
AC:	21 (+3 Dex, +8 deflection)
BAB/Grp:	+18/—
Full-Attack:	Incorporeal touch +21/+17/+13/+9/+5 melee
Attack:	Incorporeal touch +21 melee
Damage:	Incorporeal touch 1d6 plus Dexterity damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Dexterity damage 1d4, hateful keening, songs
Special Qualities:	Bardic knowledge, disciplines (Fearless, Resistant), incorporeal, reform, see in darkness, see invisible, SR 29, wood elf traits, undead
Saves:	Fort +8, Ref +17, Will +13
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 10, Cha 26
Skills:	Bluff +20, Diplomacy +18, Disguise +18 (+20 acting), Gather Information +16, Hide +35, Intimidate +28, Listen +37, Meditation +28, Perform (singing) +35, Play String Instrument +35, Play Wind Instrument +35, Search +29, Sense Motive +16, Spot +14, Undead Empathy +38
Feats:	Alertness, Combat Reflexes, Dodge, Improved Dodge, Improved Initiative ^B , Iron Will ^B , Mobility, Mystic Capacity [x2]
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	26
Treasure:	Standard
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Description

A scorn banshee (simply one of many names by which such creatures are known, “scorn” merely being representative of a cruel, hateful nature) appears as a ragged, insubstantial version of the deceased bard’s living form. Its face is twisted in a terrible, hate-filled sneer, and even while singing it manages to fill the air with horrid shrieks, cackles, and wails.

Combat

Scorn banshees rely upon their hateful keening ability to turn their opponents upon each other, all the while bombarding them with songs and slashing at them with incorporeal claws. A scorn banshee almost always prioritizes killing spellcasters and healers (usually by turning their weaker-willed companions upon them) if they reveal themselves by casting powerful spells.

Hateful Keening (Su): At will, 30-foot spread, Will DC 30 negates; attack those creatures the banshee dictates for 2d6 rounds. A creature that saves against this ability is immune to that banshee’s hateful keening for 24 hours.

Songs: The scorn banshee’s most commonly prepared songs (and the mana cost for each, if any) are as follows: *Denon’s desperate dirge* (130), *Largo’s absonant binding*, *Selo’s assonant strane*, *Selo’s chords of cessation*, *song of dawn*, *song*

of twilight, *Syvelian’s antimagic aria*, *Tuyen’s chant of disease**, *Tuyen’s chant of poison**, *Vilia’s chorus of celerity*. Save DC 18 + song level. Mana pool 320.

Reform (Su): A banshee that is destroyed reforms fully after 1 hour. The only way to destroy a banshee permanently is to destroy the being that created it (in this case, either the Maestro of Rancor or Innoruuk himself).

Sample Banshee

This example uses a human 33rd-level bard as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 13, Dex 10, Con 12, Int 14, Wis 10, Cha 15.

The following stat block can easily be used to represent each of the three creatures known as the banshees of the Maestro, although a GM should feel free to use these stats for only one of those beings and to fully develop the other two if he wishes them to be distinct individuals.

Banshees of the Maestro

	Medium-Size Undead (Incorporeal)
Hit Dice:	33d12 (207; 213; and 229 hp respectively)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	Fly 30 ft. (good)
AC:	23 (+4 Dex, +9 deflection)
BAB/Grp:	+24/—
Full-Attack:	Incorporeal touch +28/+24/+20/+16/+12 melee
Attack:	Incorporeal touch +28 melee
Damage:	Incorporeal touch 1d6 plus Dexterity damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Dexterity damage 1d4, hateful keening, songs
Special Qualities:	Bard abilities (boastful bellow, song mastery)*, bardic knowledge, disciplines (Deft Dance, Fearless, Puretone, Resistant), incorporeal, reform, respect*, see in darkness, see invisible, SR 38, undead
Saves:	Fort +11, Ref +22, Will +17
Abilities:	Str —, Dex 18, Con —, Int 16, Wis 12, Cha 28
Skills:	Bluff +26, Diplomacy +29, Disguise +9 (+11 acting), Gather Information +27, Hide +44, Intimidate +28, Knowledge (local lore [Hate]) +36, Listen +44, Meditation +20, Perform (singing) +42, Play Instrument (all) +30, Search +36, Sense Motive +34, Spot +17, Undead Empathy +33
Feats:	Alertness ^B , Combat Reflexes, Dodge, Flyby Attack, Improved Dodge, Improved Initiative ^B , Iron Will ^B , Mobility, Mystic Capacity [x3], Planar Power*, Undead Melody†
Climate/Terrain:	Plane of Hate
Organization:	Solitary or trio (3)
Challenge Rating:	36
Treasure:	Standard
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

† This feat appears in **Realms of Norrath: Freeport** (p. 46).

Combat

When the Maestro of Rancor is attacked, there is a 20% chance each round that one of the three banshees of the

Maestro enters the fray with her hateful songs; this chance continues until all three banshees have arrived.

Hateful Keening (Su): At will, 30-foot spread, Will DC 35 negates; those affected attack those creatures the banshee dictates for 2d6 rounds. A creature that saves against this ability is immune to that banshee's hateful keening for 24 hours.

Songs: A banshee of the Maestro's prepared songs (and the mana cost for each, if any) are typically as follows: *Call of the banshee* (5/round), *composition of Ervaj*, *dreams of Terris**, *Druzzil's disillusionment**, *requiem of time**, *Sarrym's scream of pain**, *Solon's charismatic concord*, *strain of discord†*, *Tuyen's chant of ice**, *Tuyen's chant of the plague**, *Tuyen's chant of venom**, *war song of Zek**. Save DC 19 + song level. Mana pool 594.

† This song can be found in **Al'Kabor's Arcana**.

Reform (Su): A banshee of the Maestro that is destroyed reforms fully (i.e., with full hit points and mana) after only 2 full rounds. The only way to destroy these terrible beings permanently is to destroy their creator — the Maestro of Rancor.



First (or Firstborn)

The “First,” or “Firstborn,” are former high or wood elves who have been altered into Teir'Dal due to sustained exposure to the awful power of Innoruuk and the Plane of Hate. The original Firstborn were the first elven king and queen — followed shortly by an elite force of elves that entered that plane to punish Innoruuk for stealing their sovereigns. The First retain their previous elven racial abilities even after they are altered, and also gain most dark elf racial abilities.

The initial population of First were those Teir'Dal seeded into the realm of the Underfoot by Innoruuk, helping the new race of Teir'Dal carve out an existence. Those elder First — after they founded the city of Neriak, their means of reaching the surface realm of Norrath — were later granted immortality (by means of other templates found in this appendix) and brought to serve Innoruuk on his home plane. The survival of the Teir'Dal race during the early years in the Underfoot was largely due to the vast knowledge and great power wielded the First. These original Firstborn were, and for the most part remain, among the most powerful of elves anywhere.

Due to their souls being exposed to the evil of Hate for so many centuries, the Firstborn are in no way divided about their loyalties. They are easily the most arrogant of elves, viewing the Teir'Dal as the next evolutionary step up from light elves. Whenever the occasion presents itself, the First attempt to imprison light elves on the Plane of Hate, intending to forcibly “evolve” them to a higher state — as Teir'Dal. Some few Firstborn take a more violent stance with regard to light elves, resenting any reminder of their former lives as inferior beings.

Status is very important to the First. Since they can still wear their light elf accoutrements and access magic items normally usable by their former kind, many still wear ancient armor and robes bearing symbols sacred to those who follow Tunare. This bold display of light elf symbols and styles in their dress causes them to stand out as belonging to the First, as opposed to being merely “normal” Teir'Dal. Some Firstborn, on the other hand, shun wearing or using all things from their light elven past. However, these First are sometimes so consumed with hatred for the light elven races that they may seek to build great trophy collections of light elven items.

Creating a First

“Firstborn” is a template that can be added to any high elf or wood elf (referred to hereafter as the “base creature”), although the fact that only plane-traveling elves are normally captured for this purpose ensures that only the most highly accomplished elves (i.e., usually level 21st or higher) are generally transformed.

The First uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The First's humanoid subtype changes to dark elf. Do not recalculate HD, BAB, saves, or skill ranks.

Special Qualities: The First retains all the special qualities of the base creature and also gains the following:

Elf of Two Worlds (Ex): Being both a light elf and a dark elf, a First is considered for all purposes to be a Teir'Dal and

a worshipper of Innoruuk, as well as an elf of its actual extraction (i.e., either high elf or wood elf) and a worshipper of Tunare. Thus, for example, a First who was formerly a Koda'Dal can wear *imbued Koda'Dal mithril plate armor* and gain the full bonuses, as if he still worshipped Tunare, even at the same time as he benefits from an *imbued idol of Innoruuk*.

Enhanced Multiclassing (Ex): Once a First has undergone the transformation into a Teir'Dal, he may no longer advance in any class not available to a normal Teir'Dal. However, the First may treat all of his former classes as favored classes for the purpose of multiclassing. Further, the First retains all class abilities from his previous elven existence, even if he was once a high elf paladin. (This is an exception to the rule that paladins lose certain abilities if they become non-good; the power of Innoruuk and the Plane of Hate is such that First paladins retain their full suite of powers, even if they use them only for evil purposes.)

First Traits: A First of high elf extraction, noted as "First (Hie)," gains the following Teir'Dal racial traits:

- Abilities: +2 Strength, -2 Charisma.
- Favored Class: Necromancer. When determining whether a multiclass First suffers an XP penalty, his necromancer levels (and his previous levels as a Koda'Dal, as noted above) do not count against him.
- Classes: The First can become clerics, enchanters, magicians, necromancers, rogues, shadow knights, warriors, or wizards, just as normal Teir'Dal.
- First gain 4 ranks in the Teir'Dal language (a.k.a. Dark Speech).
- First receive Hide as a class skill regardless of their actual class(es), and gain 4 bonus ranks in that skill (up to the usual maximum ranks of HD + 3).
- First gain ultravision, allowing them to function easily underground or in complete darkness.

First Traits: A First of wood elf extraction, noted as "First (Elf)," gains the following Teir'Dal racial traits:

- Abilities: +4 Intelligence, -2 Charisma.
- Favored Class: Necromancer. When determining whether a multiclass First suffers an XP penalty, his necromancer levels (and his previous levels as a Fier'Dal, as noted above) do not count against him.
- Classes: The First can become clerics, enchanters, magicians, necromancers, rogues, shadow knights, warriors, or wizards, just as normal Teir'Dal.
- First gain 4 ranks in the Teir'Dal language (a.k.a. Dark Speech).
- First gain ultravision, allowing them to function easily underground or in complete darkness.

Abilities: See Special Qualities.

Skills: See Special Qualities.

Feats: As base creature.

Challenge Rating: As base creature.

Alignment: Usually orderly evil.

Faction: Often Inhabitants of Hate.

Sample First

This example uses a wood elf 19th-level ranger/6th-level rogue as the base creature; since being transformed into one of the First, she has gained 5 levels in shadow knight. Starting ability scores for this character (before any modifiers or training point adjustments) were Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 10.

Dark Ranger of Innoruuk

Medium-Size Humanoid (Dark Elf)

Hit Dice:	19d10+57 plus 6d8+18 plus 5d10+15+47 (295 hp)
Initiative:	+15 (+11 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	25 (+5 Dex, +10 armor), 29 with shield
BAB/Grp:	+28/+31
Full-Attack:	<i>Blessed Faydark longbow</i> +40/+40/+38/+36/+34/+32 ranged; or +4 <i>unholy longsword of frost</i> +35/+31/+27/+23/+19 melee and <i>serrated bone dirk</i> +28 melee; or <i>serrated bone dirk</i> +33/+30/+27/+24/+21 melee
Attack:	<i>Blessed Faydark longbow</i> +42 ranged; or +4 <i>unholy longsword of frost</i> +35 melee; or <i>serrated bone dirk</i> +33 melee
Damage:	<i>Blessed Faydark longbow</i> 1d8+3/19–20/x4; +4 <i>unholy longsword of frost</i> 1d8+7/19–20 plus 2d6 cold; off-hand <i>serrated bone dirk</i> 1d6+3/19–20 plus <i>engulfing darkness</i> proc; <i>serrated bone dirk</i> 1d6+5/19–20 plus <i>engulfing darkness</i> proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Backstab +2d6, harm touch, spells
Special Qualities:	Armored casting, damage reduction 5/+2, elf of two worlds, enhanced multiclassing, evasion, fletcher, First (Elf) traits, infravision, resistances, rogue ability (uncanny dodge), sense traps, ultravision, wilds masteries (archer, improved track, sylvan grace, trackless step), wood elf traits
Saves:	Fort +19, Ref +29, Will +19
Abilities:	Str 17 (12), Dex 32 (25), Con 16 (12), Int 17 (14), Wis 25 (14), Cha 8
Skills:	Animal Empathy +5, Channeling +20, Climb +13, Hide +30 (+40 in forested or overgrown areas), Knowledge (nature) +10, Listen +25, Meditation +17 (divine) or +13 (arcane), Search +11, Sneak +30, Spot +25, Swim +7, Trade Skill (fletching) +18, Use Rope +13, Wilderness Lore +19
Feats:	Alertness, Combat Reflexes, Dodge, Double Attack, Dual Wield, Finishing Blow ^B , Improved Critical (longbow), Improved Dodge, Improved Initiative, Mobility, Mystic Capacity, Parry ^B , Point Blank Shot, Rapid Shot, Shot on the Run ^B , Spring Attack, Track ^B , Weapon Focus (longbow) ^B
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	28
Treasure:	Standard
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Combat

The dark ranger of Innoruuk is a fearsome foe, using guile, stealth, magic, and remarkable archery skills to defeat foes of the Prince of Hate. The dark ranger's stats assume that she is wielding her *blessed Faydark bow* and mithril-point arrows; in melee or using different ammunition, these values will change.

The dark ranger speaks Common, Elvish, and Dark Speech.

Harm Touch (Su): 15 points of magic damage; Fort DC 15 half.

Ranger Spells: The dark ranger's commonly prepared ranger spells (and the mana cost for each) are as follows: *Ensnare* (6), *ensnaring roots* (10), *firestrike* (26), *icewind** (31), *jolt* (10), *shield of brambles* (13), *spikecoat* (18), *spirit of wolf* (7), *swarm of pain** (16). Save DC 17 + spell level; caster level 15th. Divine mana pool 239.

Shadow Knight Spells: The dark ranger knows all 1st-level shadow knight spells, but rarely prepares them except under specific circumstances. Save DC 13 + spell level; caster level 1st. Arcane mana pool 15.

Resistances (Ex): The dark ranger of Innoruuk has bonuses of acid resistance (1), cold resistance (6), disease resistance (8), electricity resistance (1), fire resistance (7), magic resistance (8), poison resistance (5), and sonic

resistance (1). He receives a +1 bonus on saves against magic attacks and a +2 bonus on saves against disease effects.

Possessions: +7 *Tunarean soldier armor*, +3 *light-fortified small wooden shield*, *blessed Faydark longbow (cloudburster)*, 7 *blessed champion arrows*, 13 *arrows of pain*, 40 mithril-point arrows, *fletcher's girdle*, +4 *unholy longsword of frost*, *serrated bone dirk*, *cloak of leaves*, *terror boots*, *head of the valiant*, *platinum black pearl earring*, *looking pendant*, *ring of power (type 5)*, *vial of anti-toxin*, *thieves tools*.

Knight of Hate

Knights of Hate are Teir'Dal warriors or shadow knights who, like agents of Hate and sorcerers of Hate, have been lifted to semi-divine status. Adorned in wicked, dark plate armor, these unholy knights are feared and respected among the Teir'Dal as fanatic shock troops for the prince of hate. A knight of Hate typically favors the use of a greatsword and full plate armor etched with vile depictions of death; heavy armor and deadly skill, and in some cases dark spells, combine to bring great harm upon any foe the knight meets. The knight of Hate's most feared ability is its dreaded harm touch.

Knights of Hate are often found near the Prince of Hate's palace on the Plane of Hate, guarding against unwanted intruders. Knights who distinguish themselves in combat or on missions for the Dark Prince may advance to "Gravelord" status; the most powerful knight of the Order of Hate is known only as the Dread Knight, the most feared of all of Innoruuk's once-mortal shadow knight servants.

Nearly all the knights of Hate are former Teir'Dal; however, a few are in fact Firstborn Teir'Dal (see the First template previous to this one). These rare knights were once high elf paladins who were part of a doomed invasion of the Plane of Hate ages ago. While these most powerful few knights of Hate are now in every respect Teir'Dal, they still wear their old regalia, in scorn of their former existence as feeble Kooda'Dal. Their animosity and savagery is extreme in any fight, yet boundless should they encounter a high or wood elf; their hatred for the light elves is legendary, even among the Teir'Dal.

Creating a Knight of Hate

"Knight of Hate" is a template that can be added to any Teir'Dal warrior or shadow knight, whether single-classed or multiclassed (referred to hereafter as the "base creature"); in most cases the template is granted only to those with 21 or more character levels. The knight of Hate uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The knight of Hate's type changes to outsider, with the orderly and evil subtypes. Do not recalculate HD, BAB, saves, or skill ranks.

Speed: The knight of Hate's speed does not change, but it gains the ability to ignore the effects of armor on its speed. Thus, a knight of Hate has a speed of 30 ft. even when wearing full plate armor and may run normally (at 4 times base speed) even though full plate is heavy armor.

Armor Class: The knight of Hate gains a natural bonus to AC equal to its Constitution modifier.



Special Attacks: A knight of Hate retains all the special attacks of the base creature and also gains the following:

Harm Touch (Su): The knight of Hate gains the harm touch ability of a shadow knight of the same character level (but he does not gain leech touch or any other improvements to his harm touch ability). If the knight of Hate already has this ability (such as from shadow knight class levels), then it may use harm touch twice per day, including leech touch and other versions of harm touch.

Special Qualities: A knight of Hate retains all the special qualities of the base creature and also gains the following:

Damage Reduction (Su): Knights of Hate have damage reduction $x/-$, where x equals the knight's Intelligence modifier.

Spell Resistance (Ex): Knights of Hate have spell resistance of $5 +$ the knight's character level.

See in Darkness (Su): Knights of Hate can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Unholy Steed (Su): If the knight of Hate has paladin levels and can call a holy steed, he loses this ability and instead gains the shadow knight's ability to call an unholy steed.

Abilities: Strength +4, Constitution +4, Intelligence +2.

Skills: Knights of Hate receive a +4 racial bonus to Climb, Jump, Ride, and Sense Motive checks, and a +8

racial bonus to Intimidate, Knowledge (warcraft), Taunt, and Trade Skill (blacksmithing) checks.

Feats: As base creature.

Challenge Rating: As base creature +2.

Alignment: Always orderly evil.

Faction: Always Inhabitants of Hate.

Sample Knight of Hate

This example uses a dark elf 31st-level warrior as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 16, Dex 8, Con 16, Int 10, Wis 12, Cha 9.

Blue Knight of Innoruuk

Medium-Size Outsider (Evil, Orderly)

Hit Dice:	31d12+217+18+30 (471 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	32 (+1 Dex, +14 armor, +2 dodge, +5 natural)
BAB/Grp:	+31/+41
Full-Attack:	<i>Mithril two-handed sword</i> +47/+42/+37/+32/+27 melee; or +3 <i>mighty composite longbow</i> and +3 <i>arrows</i> +43/+39/+35/+31/+27 ranged
Attack:	<i>Mithril two-handed sword</i> +47 melee; or +3 <i>mighty composite longbow</i> and <i>arrow of pain</i> +41 ranged
Damage:	<i>Mithril two-handed sword</i> 2d6+22/17–20 plus <i>alacrity</i> proc; +3 <i>mighty composite longbow</i> and +3 <i>arrow</i> 1d8+11/x3; +3 <i>mighty composite longbow</i> and <i>arrow of pain</i> 1d8+11/x3 plus <i>wounding</i> and <i>pain</i> (Fort DC 17)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Harm touch
Special Qualities:	Berserking, damage reduction 6/–, dark elf traits, discipline mastery (hasten)*, disciplines, resistances, respect*, see in darkness, see invisible, SR 36, Taunt bonus +8, wariness, warrior ability (mettle 7/day)*
Saves:	Fort +24, Ref +15, Will +14
Abilities:	Str 31 (24), Dex 20 (13), Con 24 (18), Int 22 (16), Wis 15 (12), Cha 8
Skills:	Climb +24, Heal +10, Hide +35 (+39 in shadows), Intimidate +24, Jump +25, Knowledge (local lore [Hate]) +11, Knowledge (warcraft) +34, Ride +9, Safe Fall +15, Sense Motive +14, Sneak +10, Spot +11, Taunt +42, Trade Skill (blacksmithing) +36
Feats:	Cleave, Combat Reflexes, Double Attack ^B , Finishing Blow, Great Cleave ^B , Hand to Hand, Improved Critical (greatsword) ^B , Improved Disarm ^B , Improved Parry, Iron Will, Parry ^B , Power Attack, Quick Draw ^B , Riposte, Toughened ^B , Weapon Focus (greatsword) ^B , Weapon Focus (longbow), Weapon Specialization (greatsword)
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	33
Treasure:	Standard (includes items listed below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate



Combat

During single combat, the blue knight of Innoruuk seeks to close to melee range with an opponent as quickly as possible, relying on superior armor, skill, and spell resistance to prevail once engaged.

Harm Touch (Su): 1/day—93 hp; Fort DC 32 half.

Disciplines: The blue knight of Innoruuk has all the disciplines of a 31st-level warrior: Aggression, Defensive, Evasive, Fearless, Fell Strike, Fortitude, Furious, Mighty Strike, Precision, Resistant, and Warrior's Charge.

Resistances (Ex): The blue knight of Innoruuk has bonuses of cold resistance (4), disease resistance (5), fire resistance (8), magic resistance (21), and poison resistance (5). It receives a +5 bonus on saves against magic attacks.

Wariness (Su): Due to its *brooch of wariness*, the blue knight of Innoruuk is never considered flat-footed and may always take one action during a surprise round.

Possessions: +6 *spiked Teir'Dal adamantite plate armor*, *mithril two-handed sword*, +3 mighty (+5) *composite longbow*, 15 +3 *arrows*, 5 *arrows of pain*, *greater skull-shaped barbute* (+18 hp; MR 12/+3), *azur jack*, *mask of war*, *mithril boots*, *brooch of wariness* (shaped like Innoruuk's head), *electrum imbued sapphire ring*.



Loathing Lich

Loathing liches are undead spellcasters who serve Innoruuk, poised to hurl spells of great power and devastation against any foolish enough to oppose them. Highly intelligent, yet filled with extreme disdain for the living, these black-shrouded undead were once magicians, clerics, wizards, and the like, but now consist only of bones and decaying flesh. As a symbol of their power over death, many wield great magical scythes, which they use on their prey once their mana has been depleted. Loathing liches are utterly fearless, attacking whomever they please.

Some loathing liches are referred to as “forsaken revenants”; this variety of loathing lich arises from the corpse of a light elf spellcaster who has fallen on the Plane of Hate and, over time, been animated by the fell power of that place. These revenants turn against their former kind, seeking to wreak death and vengeance upon all living beings — but most especially light elves.

Creating a Loathing Lich

“Loathing lich” is a template that can be added to any spellcaster of human (including Erudite) or elven stock (referred to hereafter as the “base creature”); in most cases the template is gained only by those with 21 or more character levels. (Those of light elf stock are usually referred to as “revenants” rather than “liches.”) The loathing lich uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The loathing lich's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Hit Dice: Increase to d12.

AC: The loathing lich gains +7 natural armor or uses the base creature's natural armor bonus, whichever is higher.

Attack: The loathing lich may make a touch attack that deals an amount of damage to living creatures equal to 1d6 + the lich's Cha modifier (minimum +0). Against non-living creatures, this attack deals no damage, but any undead creature touched must make a Will save (DC 10 + 1/2 the lich's HD + the lich's Cha modifier) or be effectively *frightened* for 2d4 rounds.

Special Attacks: A loathing lich retains all the special attacks of the base creature and also gains the following.

Chilling Touch (Su): Any living creature hit by a loathing lich's touch attack or scythe suffers damage as normal (see Attack) and also takes 2 points of temporary Dexterity damage.

Frightful Presence (Su): As a free action once per round, a loathing lich may make a terrifying gesture or perform some other dramatic action (e.g., brandishing a magic staff, shouting, charging). Any living creature with fewer HD than the loathing lich that sees this action must make a Will save (DC 10 + 1/2 the lich's HD + the lich's Charisma modifier) or be *shaken* for 4d6 rounds. A creature that succeeds on the saving throw is immune to the lich's frightful presence for one day.

Special Qualities: A loathing lich retains all the special qualities of the base creature and gains the usual undead traits as well as the following:

Damage Reduction (Su): The body of a loathing lich is resistant to harm, giving the creature damage reduction 20/+5.

Flowing Thoughts (Su): A loathing lich regains 3 mana per round.

Immunities (Ex): Loathing lichs are immune to cold and electricity, and to attacks and effects that would change their physical form to that of another creature.

See in Darkness (Su): A loathing lich can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

See Invisible (Su): A loathing lich can continuously see invisible, as the spell.

Spell Resistance: A loathing lich has SR equal to 7 + the lich's HD, to a maximum of 39.

Turn Resistance (Ex): A loathing lich has turn resistance +4.

Abilities: Intelligence +4, Wisdom +2, Charisma +2. As an undead creature, a loathing lich does not have a Constitution score.

Skills: Loathing lichs receive a +8 racial bonus to Hide, Listen, Search, Sense Motive, Sneak, Spot, and Undead Empathy checks. Otherwise, same as base creature.

Feats: As base creature.

Climate/Terrain: Any.

Organization: Solitary, often with undead guards.

Challenge Rating: Same as base creature +2.

Treasure: Double standard.

Alignment: Always orderly evil.

Faction: Always Inhabitants of Hate.

Sample Loathing Lich

This example uses a dark elf 22nd-level wizard as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 8, Dex 12, Con 14, Int 15, Wis 13, Cha 10.

Loathing Lich

	Medium-Size Undead
Hit Dice:	22d12 (143 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	24 (+3 Dex, +7 natural, +4 armor)
BAB/Grp:	+11/+9
Full-Attack:	+3 keen unholy scythe +12/+6 melee; or touch +9 melee
Attack:	+3 keen unholy scythe +12 melee; or touch +9 melee
Damage:	+3 keen unholy scythe 1d10+1/19–20/x4 plus chilling touch; or touch 1d6 plus chilling touch and energy drain proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Chilling touch, energy drain, frightful presence, spells
Special Qualities:	Damage reduction 20/+5, dark elf traits, flowing thoughts 3, greater wizardries

(anchor*, rapid casting), greater specialization (evocation), immunities, quicken mastery, see in darkness, see invisible, spell resistance 29, turn resistance +4

Saves:

Abilities:

Skills:

Fort +7, Ref +10, Will +15
Str 6, Dex 16, Con —, Int 30 (27), Wis 15, Cha 10
Channeling +25, Hide +31, Knowledge (local lore [Hate]) +30, Knowledge (mysticism) +35, Knowledge (religion) +30, Listen +23, Meditation +35, Search +23, Sense Motive +10, Sneak +15, Spot +24, Spellcraft +34, Trade Skill (any two) +30, Undead Empathy +17
Alertness, Heighten Spell, Mental Clarity, Mystic Capacity, Mystic Capacity [x2]^B, School Specialization (evocation)^B, Spell Focus (evocation)

Feats:

Climate/Terrain:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement Range:

Faction:

Usually Plane of Hate

Solitary

24

Standard (includes items listed below)

Orderly evil

By character class

Inhabitants of Hate

Combat

Once they engage in combat, loathing lichs always begin with their most devastating evocation spells and continue to bombard foes with damage spells until they run out of mana; they might then close to melee if they feel very secure about winning.

However, unlike many undead, loathing lichs are far from mindless, and they are very practical about leaving a fight to bring the fight back another day. If a loathing lich should fall below 25% of its usual hit points, it is likely to run and/or cast *yonder* to escape to a safer area. Should it be allowed to escape, the lich waits until it has recovered both health and mana, and then brings reinforcements to destroy its foes.

Chilling Touch (Su): Touch or scythe, 2 Dex damage.

Energy Drain (Su): Due to the loathing lich's *bonespun sapphire amulet*, anytime it hits with a touch attack it may process (Proc DC 21) an energy drain attack that inflicts one negative level on the target (Fort DC 20 after 24 hours negates).

Frightful Presence (Su): Will DC 21 or shaken for 4d6 rounds.

Spells: The loathing lich's most commonly prepared spells (and the mana cost for each, modified for greater specialization) are as follows: *Concussion* (4), *conflagration* (38), *diamondskin* (39), *force spiral of Al'Kabor* (38), *force strike* (38), *frost storm* (47), *immobilize* (39; heightened to 12th), *lava storm* (30), *lightning shock* (27), *nullify magic* (8), *yonder* (2). Save DC 20 + spell level, or 22 + spell level for evocation. Mana pool 440.

Immunities (Ex): Loathing lichs are immune to cold and electricity, and to attacks and effects that would change their physical form to that of another creature.

Possessions: *Heightened flowing black robe* (+3 Int; animation efficiency II), +3 keen unholy scythe, *bonespun sapphire amulet*.

Sample Loathing Lich

This example uses a First (Hie) 34th-level enchanter as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 8, Dex 12, Con 14, Int 15, Wis 10, Cha 13.

Forlorn Revenant of Takish-Hiz

Medium-Size Undead

Hit Dice:	34d12+90 (311 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	34 (+3 Dex, +7 natural, +9 armor, +5 deflection)
BAB/Grp:	+17/+17
Full-Attack:	Touch +17 melee
Attack:	Touch +17 melee
Damage:	Touch 1d6+10 plus chilling touch
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Chilling touch, frightful presence, spells
Special Qualities:	Damage reduction 20/+5, dark elf traits, elf of two worlds, First (Hie) traits, flowing thoughts 5, greater enchantments (dire charm, gather mana [x2], greater illusion,), greater specialization (alteration), high enchantments (eldritch rune, mana shield)*, immunities, knowledge*, resistances, respect*, see in darkness, see invisible, spell resistance 39, summoning efficiency III, turn resistance +4
Saves:	Fort +12, Ref +15, Will +26
Abilities:	Str 11 (6), Dex 17 (12), Con —, Int 40 (29), Wis 23 (16), Cha 30 (24)
Skills:	Appraise +17, Bluff +34, Channeling +47, Diplomacy +25, Disguise +10 (+12 acting), Hide +30, Intimidate +30, Knowledge (history) +27, Knowledge (local lore [Hate]) +25, Knowledge (monster lore [all]) +21, Knowledge (mysticism) +46, Knowledge (religion) +20, Listen +14, Meditation +52, Search +23, Sense Motive +30, Sneak +10, Spot +17, Spellcraft +47, Trade Skill (calligraphy) +30, Trade Skill (pottery) +25, Undead Empathy +18
Feats:	Enlarge Spell, Extend Spell, Heighten Spell, Mental Clarity, Mystic Capacity [x4] ^B , Planar Power*, School Specialization (alteration) ^B , Spell Focus (all schools)
Climate/Terrain:	Plane of Hate
Organization:	Solitary (unique)
Challenge Rating:	36
Treasure:	Double standard (includes items listed below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Description

The forlorn revenant of Takish-Hiz is a truly ancient and powerful spellcaster, still wrapped in the ancient armor and tattered finery of its halcyon days. When Innoruuk first brought the Thex monarchs to his realm, a handful of the most skilled and dedicated elven warriors and spellcasters of that age followed their sovereigns into Hate itself. Like their king and queen, these elves never returned.

This particular forlorn revenant is one of those elves who sought to rescue the King and Queen of Takish-Hiz. Over the years, captured by servants of Innoruuk and forced to undergo many dark rituals, the former high elf eventually emerged from her cell transformed into one of the earliest of the Firstborn. Centuries later, sensing that the end of her mortal days was drawing near, this same dark elf convert underwent a horrific series of rituals to become a loathing lich.

Since then, the forlorn revenant of Takish-Hiz has served the Prince of Hate loyally, if not entirely without rancor — of course, for one so deeply steeped in power and hatred, it is impossible to love even one's own god and creator.

Combat

The tactics of the forlorn revenant of Takish-Hiz are not unlike those of other loathing lichs in terms of its having a remarkably strong sense of self-preservation — only if forced to do so through a very difficult set of circumstances would this lich ever deign to enter melee combat.

Instead, the forlorn revenant uses its mind-affecting spells to great effect, turning allies upon one another; it especially enjoys forcing light elves to serve and defend it through its powerful spells.

Chilling Touch (Su): Touch, 2 Dex damage.

Frightful Presence (Su): Will DC 37 or *shaken* for 4d6 rounds.

Spells: The forlorn revenant of Takish-Hiz's most commonly prepared spells (and the mana cost for each, modified for greater specialization) are as follows: *Aeldorb's animation** (60), *beckon** (85), *bliss** (50), *command of Druzzil** (120), *dictate* (125), *greater fetter** (24), *insanity** (51), *sleep** (47), *strangle** (64), *torment of Scio** (38), *wind of Tashanian* (12), *word of Morell** (51). Save DC 27 + spell level, or 22 + spell level for mind-affecting spells. Mana pool 1,056.



Immunities (Ex): The forlorn revenant of Takish-Hiz is immune to cold and electricity, and to attacks and effects that would change its physical form to that of another creature.

Resistances (Ex): The forlorn revenant of Takish-Hiz has bonuses of acid resistance (11), fire resistance (16), magic resistance (13), and sonic resistance (6). It receives a +1 bonus on saves against fire attacks.

Possessions: *Blessed Artkeeper's mithril chain, ragged felt cloak, enshrouded veil, boots of superiority, burning bracer, ring of lords.*

Minister of Hate

Ministers of Hate are Teir'Dal clerics who have proven themselves worthy of the highest honor from their god — being transformed into a powerful instrument of his might. Ministers of Hate study hatred in all its forms, then work diligently to spread its influence on behalf of their divine prince. The majority of the ministers of Hate are born on the Plane of Hate. Some few, however, have lived and excelled on Norrath for many long years, and have finally won enough favor from their dark god to be brought to his home plane and made semi-divine themselves.

The most revered position a cleric of Innoruuk can have in service to their god is to become the Evangelist of Hate, leader of the ministers of Hate. The Evangelist stands at the right hand of Innoruuk himself, and carries out Innoruuk's plans to secure more power in the mortal realm as well as commanding a large number of the denizens on the Plane of Hate in the name of the Dark Prince.

Creating a Minister of Hate

"Minister of Hate" is a template that can be added to any Teir'Dal cleric, whether single-classed or multiclassed (referred to hereafter as the "base creature"); in most cases the template is granted only to those with 21 or more character levels. The minister of Hate uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The minister of Hate's type changes to outsider, with the orderly and evil subtypes. Do not recalculate HD, BAB, saves, or skill ranks.

Armor Class: The minister of Hate gains a divine bonus to AC equal to its Wisdom modifier.

Special Attacks: A minister of Hate retains all the special attacks of the base creature, but gains no other special attacks.

Special Qualities: A minister of Hate retains all the special qualities of the base creature and also gains the following:

Damage Reduction (Su): Ministers of Hate have damage reduction 10/+5.

Quickened Support (Ex): This ability is similar to the wizard ability quicken mastery, save that the minister of Hate may quicken only healing spells or spells that grant buff or divine bonuses. The minister of Hate can pay an additional 300% mana to cast a quickened version of any such spell it currently has prepared. The minister of Hate still may not quicken spells with a casting time of more than 1 full round, and may not cast more than one quickened spell each round. This ability can be used only to quicken

cleric spells; if the minister of Hate is multiclassed, it must learn and use the Quicken Spell feat, as usual, to affect any spells learned through another spellcasting class.

Spell Resistance (Ex): Ministers of Hate have spell resistance of 5 + the minister's character level.

See in Darkness (Su): Ministers of Hate can see perfectly in darkness of any kind, even magical darkness created by spells or magic items.

Abilities: Constitution +4, Wisdom +4, Charisma +2.

Skills: Ministers of Hate receive a +4 racial bonus to Heal, Knowledge (mysticism), Sense Motive, and Trade Skill (calligraphy) checks, and a +8 racial bonus to Channeling, Knowledge (religion), Meditation, and Spellcraft checks.

Feats: As base creature.

Challenge Rating: As base creature +2.

Alignment: Always orderly evil.

Faction: Always Inhabitants of Hate.

Sample Minister of Hate

This example uses a dark elf 26th-level cleric as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 13, Dex 10, Con 12, Int 8, Wis 15, Cha 14.

Minister of Hate

	Medium-Size Outsider (Evil, Orderly)
Hit Dice:	26d8+104 (237 hp)
Initiative:	+1 (Dex)
Speed:	20 ft. in armor, base 30 ft.
AC:	43 (+1 Dex, +13 armor, +4 shield, +9 divine, +1 arcane, +5 deflection)
BAB/Grp:	+19/+22
Full-Attack:	+4 <i>unholy heavy mace</i> +28/+23/+18/+13 melee; or +4 <i>unholy heavy mace</i> +26/+21/+16/+11 melee and off-hand shield bash +21 melee
Attack:	+4 <i>unholy heavy mace</i> +28 melee; or shield bash +23 melee
Damage:	+4 <i>unholy heavy mace</i> 1d8+7/19–20; off-hand shield bash 1d6+1 plus <i>daze</i> (if 8 hp or more; Fort DC 13); shield bash 1d6+3 plus <i>daze</i> (if 8 hp or more; Fort DC 13)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Damage reduction 10/+5, dark elf traits, divine powers (divine healing*, celestial healer, militant*, receive divine aura), <i>enhancement haste II</i> , greater specialization (alteration), quickened buff, resistances, see in darkness, see invisible, SR 31
Saves:	Fort +20, Ref +14, Will +31
Abilities:	Str 16 (13), Dex 12, Con 18 (15), Int 18 (12), Wis 33 (24), Cha 19 (14)
Skills:	Channeling +43, Diplomacy +8, Heal +23, Hide +0, Knowledge (local lore [Hate]) +12, Knowledge (mysticism) +13, Knowledge (religion) +25, Meditation +44, Sense Motive +15, Spellcraft +31, Trade Skill (calligraphy) +24
Feats:	Bash, Healing Adept, Heighten Spell, Improved Bash, Improved Critical (heavy mace), Mental Clarity, Mystic Capacity [x3], Power Attack,

	School Specialization (alteration) ^B , Weapon Focus (heavy mace)
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	28
Treasure:	Standard (includes items listed below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Combat

A cleric of Hate is dangerous alone, but among a group of Innoruuk-worshippers the cleric can decisively turn a battle against an invading force. The cleric casts healing and buff spells upon its allies (and itself, if the spell allows multiple targets), staying back from the fight to make the most use of its magic. In an organized assault or defense, a number of clerics of Innoruuk tend to gather in one area, out of sight from enemies; wounded Innoruukites then fall back to the clerics to be healed as needed, and return to battle refreshed. Meanwhile, other clerics cast *annul magic* to remove protective spells from enemies, as well as other offensive spells.

In single combat, clerics of Hate usually begin by casting *annul magic* to remove any protective spells from an enemy, followed by *immobilize* to keep the foe distant. The cleric may then cast a direct-damage spell or else cast *sacred word* followed by *yaulp IV* and immediately engage in melee. In melee, a cleric of Hate typically relies upon its considerable Channeling skill, good AC, and damage reduction to avoid

being interrupted while casting spells; when casting buff spells, they use their quickened support ability as long as their mana holds out.

Spells: The cleric of Hate's most commonly prepared spells (and the mana cost for each, modified for greater specialization and celestial healer) are as follows: *Annul magic* (13), *divine light* (47), *heroic bond* (63), *immobilize* (47; heightened to 15th), *reckoning* (38), *remedy* (24), *sacred word* (54; heightened to 12th), *symbol of Marzin* (53), *word divine* (45), *word of healing* (80), *yaulp IV* (1). Save DC 21 + spell level. Mana pool 610.

Note that all of the cleric of Hate's healing spells cure an additional 35% hit points due to its divine healing ability and Healing Adept feat.

Quickened Support (Ex): This ability is similar to the wizard ability quicken mastery, save that the cleric of Hate may quicken only healing spells or spells that grant buff or divine bonuses. The cleric can pay an additional 300% mana to cast a quickened version of any such spell it currently has prepared. It still may not quicken spells with a casting time of more than 1 full round, and may not cast more than one quickened spell each round.

Resistances (Ex): The cleric of Hate has bonuses of acid resistance (–1), cold resistance (6), disease resistance (3), electricity resistance (2), fire resistance (6), magic resistance (11), poison resistance (4), and sonic resistance (2). It receives a +2 bonus on saves against magic attacks.

Possessions: *Iron skin of contempt*, +3 *imbued Teir'Dal dragoon shield*, +4 *unholy heavy mace*, *cloak of crystalline waters*, *golden efreeti boots*, *opalline earring*, *ring of charms*, *golden idol of Innoruuk*.

Object of Hate

Sometimes referred to as “hateful objects” or even “Hate-filled objects” when referred to as a group, these creatures have as many names as they do forms. Objects of Hate are simple material objects such as chests, doors, tables, or lamp-posts that are filled with the essence of the Plane of Hate to such an extent that they have become animate (but not in any way intelligent).

The general appearance of an object of Hate does not change in any way, so that while it remains stationary (as it generally would if no intruders were about), the object looks and functions exactly like any other inanimate object of its kind. If any intruder to the Plane of Hate should approach, however, the object rises up (or leans over, or rolls along, or simply drags itself, depending on its form) and lurches to the attack.

Creating an Object of Hate

“Object of Hate” is a template that can be added to any inanimate material object (referred to hereafter as the “base object”).

Size and Type: Size does not change. The object gains the construct type.

Hit Dice: The object gains construct Hit Dice (d10), with the number of HD determined by the GM using the chart below. (The energies of the Plane of Hate make these animated objects much harder than might otherwise seem possible.)



Base Object's Size Suggested Hit Dice Range

Tiny or smaller	1–4
Small	3–8
Medium-size	6–15
Large	12–27
Huge	24–50
Gargantuan	40–90
Colossal	70+

Objects that are composed of rather frail materials or construction should have lower HD within the range for their size (such as a 50-foot rope, which might be a Small 3-HD object), while tougher or sturdier objects should have more HD (so a stout iron strongbox might be a Small 7-HD object).

Speed: Both form and size dictate the speed of an object of Hate, as shown below.

Base Object's Form Suggested Base Speed

No noteworthy limbs, etc.*	20 ft.
Up to 3 "legs"	30 ft.
4 or more "legs"	50 ft.
Wheels, round shape, or the like	70 ft.

* An object without suitable means of locomotion cannot run.

Base Object's Size Speed Modifier*

Tiny or smaller	+10 ft.
Small or Medium-size	+0 ft.
Large	–10 ft.
Huge	–20 ft.
Gargantuan or larger	–30 ft.

* No speed modifier should reduce an object's speed to less than 10 ft.

Armor Class: The object of Hate gains a natural armor bonus as shown on the following chart. (As with all other values for this template, the natural armor bonus is mutable, at the GM's discretion.)

Base Object's Size Natural Armor Bonus

Tiny or smaller	+1
Small	+2
Medium-size	+4
Large	+8
Huge	+12
Gargantuan	+16
Colossal	+20

Attack: An object of Hate always has at least one attack form, which is a simple slam attack. Some objects may have other attack forms as well, based on their form.

An object of Hate with pointed protrusions may have one or more gore attacks in addition to its slam attack. An object may have both gore and rake attacks (see below), but only one attack form can be the object's primary attack. Gore damage is equal to the object's slam damage value.

An object of Hate with sharp edges or blades may have one or more rake attacks in addition to its slam attack. An

object may have both gore and rake attacks, but only one attack form can be the object's primary attack. Gore damage is equal to the object's slam damage value.

Damage: An object of Hate's base damage per attack is dependent upon its size, as shown below.

Base Object's Size Slam Damage

Tiny or smaller	1d4
Small	1d6
Medium-size	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: An object of Hate may have one or more of the following special attacks based on its form, as dictated by the GM. (Note that the options given below are the most common special attacks, but the list is not at all comprehensive. For example, a large furnace that has become an object of Hate may have a fiery breath weapon, as dictated by the GM.)

Blind (Ex): An object of Hate such as a carpet or wall hanging can grapple an opponent up to 3 sizes larger than itself. To do so, the object makes a normal grapple check. If it succeeds, the target creature is blinded until the object is removed with a grapple check achieving a pin result.

Constrict (Ex): A flexible object of Hate such as a vine, rope, or rug deals damage equal to its base slam damage plus 1.5 times its Strength bonus with a successful grapple check. An object of Large size (or greater) can constrict multiple creatures at once, as long as they all are at least two sizes smaller than the object.

Improved Grab (Ex): An object of Hate that has some sort of claw-like or hook-like appendage, or one that is flexible, such as a vine or whip, may have the improved grab ability. To use this ability, the object must hit a creature with whatever attack from it has that is most appropriate (i.e., usually its slam attack, but a creature that grabs with a hook may use its gore attack to grab). The object can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): An object of Hate that has two or more gore attacks and a particularly sturdy form may also have a rend attack. If that object hits with two gore attacks in the same round, it has sunk its claws/hooks/spikes/etc. onto the opponent's body and tears the flesh. This attack automatically deals double the object's base slam damage plus twice its Strength bonus.

Trample (Ex): An object of Hate of at least Large size and with a hardness of at least 8 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1.5 times its Strength bonus. An opponent who chooses not to make an attack of opportunity against the object can instead attempt a Reflex save (DC 10 + 1/2 the object's HD + the object's Str modifier) to halve the damage.

Special Qualities: An object of Hate has the usual construct traits, and also gains the following special qualities. Some of these qualities are dependent upon the

object's form, as noted in the specific quality's description and as dictated by the GM. (Note that the options given below are the most common special qualities, but the list is not at all comprehensive. Use common sense and a little imagination. For example, an object composed of fire-retardant materials may have a bonus of fire resistance, or perhaps even immunity to fire.)

Blindsight (Ex): Objects of Hate generally have no sensory apparatus, yet the power that imbues them with mobility also grants them the ability to perceive their surroundings. An object of Hate has blindsight to a radius of 60 feet.

Fast Healing (Su): Objects of Hate do not heal in the usual sense, but they are suffused with energy from the Plane of Hate, which supports and rejuvenates them. An object of Hate recovers 1 hit point per round, as long as it still has any hit points left.

Hardness (Ex): An object of Hate has the same hardness it had before it was animated.

Improved Movement (Ex): Some objects of Hate may have additional modes of movement. A wooden object, for example, can float perfectly well, and if it has some means of locomotion in the water, it may have a swim speed equal to half its land speed. (In fact, if it's particularly suited to water, it might even have a swim speed equal to its land speed.)

A rope or similarly sinuous object has a climb speed equal to at least half its land speed.

A sheet-like object has a fly speed (clumsy maneuverability) equal to at least half its normal speed.

Limited Levitation (Ex): Objects of Hate are not at all able to fly (except as noted under Improved Movement, above), although the strange energies of the Plane of Hate do give them the ability to defy gravity to some extent. Thus, a heavy iron chest that has become animate may seemingly rise several feet into the air to slam an opponent, even though there is no way such an object could jump. This ability does not allow objects to actually make Jump checks, but simply enables them to travel, attack, and move across terrain and small obstacles as a human would without magical assistance.

Resistances (Ex): Objects of Hate take damage from all energy attacks as objects of the appropriate material. See "Attacking an Object" in Chapter 12 of the **EQ: Player's Handbook**.

Saves: By Hit Dice. Constructs have all poor saves.

Abilities: An object of Hate has no Constitution or Intelligence score. Its Wisdom and Charisma scores are always 1. Its Strength and Dexterity scores are determined using the following chart, at the GM's discretion.

Base Object's Size	Strength Score	Dexterity Score
Tiny or smaller	5–10	14–19
Small	10–13	12–15
Medium-size	12–15	10–13
Large	16–21	9–12
Huge	22–31	7–10
Gargantuan	28–37	6–9
Colossal	34–43	4–7

There may easily be exceptions to the suggested Strength and Dexterity ranges above. For example, a Small thin rope may have a Dexterity of 16, but a Strength of only 8. The GM's discretion should be applied judiciously.

Skills: Objects of Hate do not gain skills.

Feats: Objects of Hate do not gain feats.

Climate/Terrain: Usually Plane of Hate.

Organization: Solitary.

Challenge Rating: An object of Hate's CR is dependent upon its HD, as shown below. As with all CR values, a GM should apply discretion — an object with many special attacks or qualities, a particularly powerful quality (such as hardness 8 or higher), or of a relatively large size (by HD) is likely to have a slightly higher CR, while a simple object with no special attacks may be somewhat less of a challenge than noted below.

Object's HD	CR
1	1/2
2–3	1
4–5	2
6–7	3
8–9	4
10–11	5
12–14	6
15–17	7
18–20	8
21–23	9
24–26	10
27–29	11
30+	+1 CR/3 HD

Treasure: Usually none (although some objects may be treasures themselves, and others may be used to store treasure).

Alignment: Always neutral evil.

Advancement Range: See "Hit Dice."

Faction: Always Inhabitants of Hate.

Sample Object of Hate

This example uses a large treasure chest as the base object.

Haunted Chest

	Large Construct
Hit Dice:	22d10 (121 hp)
Initiative:	+0
Speed:	10 ft.
AC:	18 (–1 size, +9 natural)
BAB/Grp:	+16/+25
Full-Attack:	Slam +20 melee
Attack:	Slam +20 melee
Damage:	Slam 2d6+7
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Constrict 2d6+7
Special Qualities:	Blindsight 60 ft., construct, fast healing 1, hardness 6, limited levitation

Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 21, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	9
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement Range:	None
Faction:	Inhabitants of Hate

Description

Haunted chests are just one example of the many malevolent animate objects on the Plane of Hate. These large, ornate, brass-bound trunks are filled not only with objects, but also with a hatred for all living things, like the very fabric of the Plane around them, and they can be dangerous to those visitors to the plane who pass too close. Some buildings in the Plane of Hate are empty of other creatures, yet remain unsafe due to the great many haunted chests (and other animated objects) inside. Such haunted premises remain quiet until someone enters — after which the loud squeaking of hinges and banging of wooden lids, accompanied by the occasional scream or groan, thunder from within.

Haunted chests possess an unusual characteristic: Certain powerful inhabitants of Hate tend to use haunted chests to store the many coins, items, and goods they have won from intruders or during raids into other planes. As a result, some rare treasures which are normally found, for instance, only in Cazic-Thule's Plane of Fear can sometimes be found within a haunted chest.

Combat

A haunted chest is not a sophisticated combatant. Upon sensing an intruder, it merely sits still until the creature comes within charge range, at which time the chest clatters forward to attack.

In melee, the chest flaps its lid, spins about wildly, and bounces noisily across the ground, trying to slam its victim to death. If it happens to catch its opponent within the opening of its hinged "mouth," it constricts until either it or its foe is dead.

Limited Levitation (Ex): Haunted chests have the ability to defy gravity to some extent, being able to rise

several feet into the air to slam an opponent, for instance, even though there is no way such an object could jump. This ability does not allow the chest to actually make Jump checks, but simply enables it to travel, attack, and pass over obstacles as a human would without magical assistance.

Sorcerer of Hate

Most sorcerers of Hate serve Innoruuk in one of two key roles: The first involves planar travel, shuttling Innoruuk's minions to and from his home plane to both ally and enemy lands — and so is limited to wizards of Hate. The Plane of Hate may only be entered using the wizard spell *alter plane: Hate*, and the component for this spell is sold only inside the Teir'Dal city of Neriak, within the Spires of Innoruuk. Yet even with such restrictions, invaders have managed to reach the Plane of Hate in the past.

The second but no less important role of the sorcerers of Hate is to cast great spells of destruction against the enemies of Innoruuk, whether those enemies are intruders on the Plane of Hate itself or those the sorcerers have been sent to assault elsewhere.

Creating a Sorcerer of Hate

"Sorcerer of Hate" is a template that can be added to any Teir'Dal arcane spellcaster, whether single-classed or multiclassed (referred to hereafter as the "base creature"); in most cases the template is granted only to those with 21 or more character levels. The sorcerer of Hate uses all the statistics and abilities of the base creature, except as noted below.

Size and Type: Size does not change. The sorcerer of Hate's type changes to outsider, with the orderly and evil subtypes. Do not recalculate HD, BAB, saves, or skill ranks.

Speed: The sorcerer of Hate gains a fly speed equal to its land speed (maneuverability good). This flight is a supernatural ability that the sorcerer can cease or resume at will as a free action.

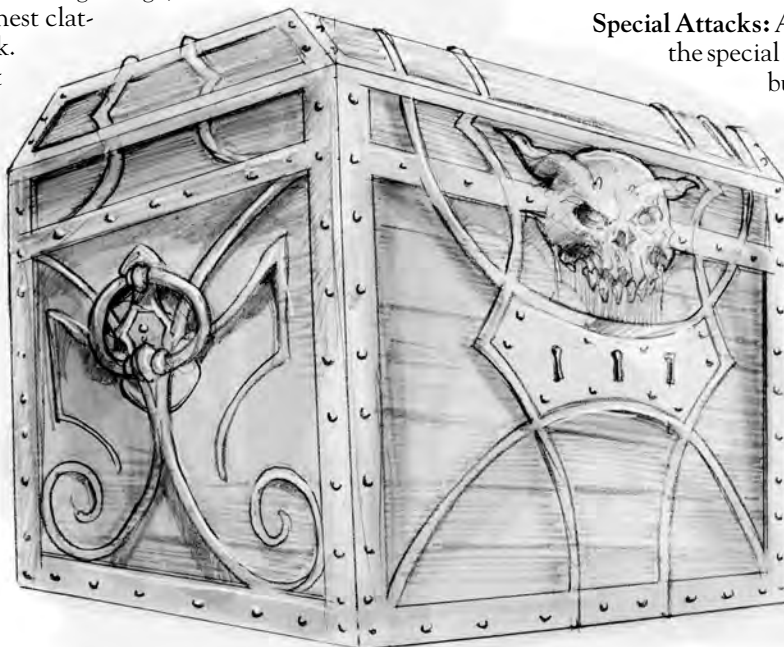
Special Attacks: A sorcerer of Hate retains all the special attacks of the base creature, but gains no other special attacks.

Special Qualities: A sorcerer of Hate retains all the special qualities of the base creature and also gains the following:

Flowing Thoughts (Su): A sorcerer of Hate regains 5 mana per round.

Spell Resistance (Ex): Sorcerers of Hate have spell resistance of 7 + the sorcerer's character level.

See in Darkness (Su): Sorcerers of Hate can see perfectly in darkness





of any kind, even magical darkness created by spells or magic items.

Abilities: Dexterity +2, Intelligence +4, Charisma +4.

Skills: Sorcerers of Hate receive a +4 racial bonus to Diplomacy, Knowledge (geography), Knowledge (local lore), and Sense Motive checks, and a +8 racial bonus to Channeling, Knowledge (mysticism), Meditation, and Spellcraft checks.

Feats: As base creature.

Challenge Rating: As base creature +2.

Alignment: Always orderly evil.

Faction: Always Inhabitants of Hate.

Sample Sorcerer of Hate

This example uses a dark elf 29th-level necromancer as the base creature: Starting ability scores (before modifiers and training point adjustments) were Str 10, Dex 10, Con 12, Int 15, Wis 13, Cha 14.

Heretic of Hate

Medium-Size Outsider (Evil, Orderly)

Hit Dice:	29d4+58+15+49 (194 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 30 ft. (good)
AC:	20 (+4 Dex, +6 armor)
BAB/Grp:	+14/+15
Full-Attack:	<i>Runed elder staff</i> +19/+14/+9 melee
Attack:	<i>Runed elder staff</i> +19 melee
Damage:	<i>Runed elder staff</i> 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Dark elf traits, death masteries (death pact*, dire charm [undead]*, lifeburn*, rebuke undead), flowing thoughts 5, greater specialization (alteration), resistances, see in darkness, SR 36
Saves:	Fort +15, Ref +15, Will +18
Abilities:	Str 12 (8), Dex 18 (15), Con 14 (11), Int 39 (29), Wis 14, Cha 21 (16)
Skills:	Bluff +16, Channeling +45, Diplomacy +15, Disguise +5 (+7 acting), Heal +14, Hide +38, Intimidate +19, Knowledge (geography) +24, Knowledge (local lore [Hate]) +28, Knowledge

	(mysticism) +51, Knowledge (religion) +32, Listen +10, Meditation +54, Search +20, Sense Motive +6, Spellcraft +54, Spot +18, Trade Skill (tailoring) +40, Undead Empathy +38
Feats:	Combat Reflexes, Heighten Spell, Improved Initiative, Lightning Reflexes, Mental Clarity, Mystic Capacity [x3] ^B , Quicken Spell, School Specialization (alteration) ^B , Spell Focus (alteration), Toughened
Climate/Terrain:	Usually Plane of Hate
Organization:	Solitary
Challenge Rating:	31
Treasure:	Standard (includes items listed below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Inhabitants of Hate

Description

Heretics of Hate are former Teir'Dal who serving the Prince of Hate directly on the Plane of Hate. These necromancers have demonstrated loyalty, skill, and success in service to their dark god over time. The Teir'Dal believe that, during their creation, the art of necromancy was born, and thus that Innoruuk is the father of necromancy. Necromancers thus tend to believe they are Innoruuk's chosen, viewing all other Teir'Dal professions as being somehow "lesser." They view clerics as mere servants of Innoruuk, while the necromancers are, in fact, Innoruuk's terrible voice and right hand combined.

Combat

In combat, this heretic of Hate generally orders its type 14 skeletal pet to attack, buffing it with *augmentation of death* as necessary, while casting hampering and damaging spells upon its foes. A *chill bones* followed immediately by a rebuke undead attempt is also a favored tactic, but only if the heretic is not in immediate danger of being attacked by heavy melee fighters.

If seriously threatened, the heretic casts *quivering veil of Xarn* and either flies away or hastily prepares and casts *gate* or *levant*, and then goes off to seek reinforcements.

Spells: This heretic of Hate's most commonly prepared spells (and the mana cost for each, modified for greater specialization and *platinum ruby ring*) are as follows: *Archlich* (0), *augmentation of death* (35), *chill bones* (29), *devouring darkness* (65), *enslave death* (72), *funeral pyre of Kelador* (65), *immobilize* (21; heightened to 15th), *quivering veil of Xarn* (21), *touch of night* (59), *trucidation* (54), *vexing mordania* (72). Save DC 24 + spell level, or DC 26 + spell level for alteration. Mana pool 543.

Resistances (Ex): This heretic of Hate has bonuses of cold resistance (5), disease resistance (6), fire resistance (5), magic resistance (13), and poison resistance (7).

Possessions: *Robes of Hate*, *ruined elder staff*, *hooded black cloak*, *deathmask*, *grave sandals*, *platinum sapphire amulet*, *ring of flowing slime*, *platinum ruby ring*, *imbued deity of Innoruuk*.



Appendix Two: New Magic Items

Back Items

Brewer's Mesh Cloak

Description: This superb cloak is generally worn only by dwarves who hold the highly respected title of Master Brewer. The cloak is made from finely woven brellium mesh, and it bears on its back the bold imprint of a tankard of foamy ale with rainbow colors sparkling around the tankard.

Long ago, a group of dwarves from the destroyed stronghold of Moradhim were given to Innoruuk as slaves by emissaries of the Rallosian Empire. When the Master Brewers among these dwarves refused to brew magic beverages that would instill hatred in those who imbibed the drinks, Innoruuk slaughtered them all.

Powers: Although it is a back item, this cloak functions as a +1 *chain shirt* when worn, and adjusts magically to fit any wearer from Tiny to Medium-size.

Brewer's Mesh Cloak (AC +5, max Dex +4, check -1; hardness 21, 13 hp, Break DC 25)

However, for a non-dwarf, it grants only half the value of the bonuses listed below:

Str +4, Wis +4; hit points +12; mana +8.

Bonus types: Ability scores = augmentation. AC = armor. Hit points = augmentation. Mana = augmentation.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 129,600 gp.

Slot: Back.

Weight: 11 lbs.

Cloak of Scales

Description: This lightweight cloak is crafted using the scales of long-dead shissar; it is believed that the shissar possessed knowledge of terrible power long before most races of Norrath even existed, and this cloak is a fine example of their inherent power.

Powers: Although it is a back item, this cloak functions as +5 *raw silk armor* when worn.

Cloak of Scales (AC +7, max Dex +9, check -0; hardness 15, 12 hp, Break DC 25)

Str +3, Int +3, Wis +3; hit points +12; mana +8.

Bonus types: Ability scores = enhancement. AC = armor. Hit points = augmentation. Mana = augmentation.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 1,058,600 gp.

Slot: Back.

Weight: 1 lb.

Cloak of the Assassin

Description: Favored by rogues for its inky color and its magical properties, this black cloak is reputedly fashioned by abhorrents on the Plane of Hate.

Powers: The wearer of this cloak receives a +5 bonus on all Hide checks, in addition to the following:

Dex +4; AC +6; all resistances (1).

Bonus types: Ability score = augmentation. AC = deflection. Resistance = augmentation. Skill = circumstance.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 920,425 gp.

Slot: Back.

Weight: 1 lb.

Ragged Felt Cloak

Description: Worn by forlorn revenants on the Plane of Hate, this felt cloak is thought to be a remnant of knowledge from the age of Takish-Hiz. Most found now are ragged and gray in color; nonetheless, though easily overlooked as worthless items, they in fact still possess notable magical powers.

Powers: The wearer of this cloak gains the benefit of *flowing thought II* (regaining 1 mana every 5 minutes), in addition to the following:

Str +3, Dex +4, Int +3, Wis +3, Cha +4; AC +2; hit points +22; mana +15; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = enhancement. AC = luck. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 22nd.
Activation: Use Activated.
Market Price: 1,852,000 gp.
Slot: Back.
Weight: 6 lbs.

Rakusha Cloak

Description: This virtually weightless cloak provides a marked boost to the wearer's speed. Such garments are crafted on the Plane of Hate by the kiraikeui, among whom only the highest "masters" generally wear them.

Powers: This cloak's wearer gains the benefit of a constant haste (5) effect for as long as the cloak is worn. (Haste [5] provides a +2 haste bonus to AC and 1 extra action every round.)

AC +1; acid resistance (4), fire resistance (4), magic resistance (4), acid save +1, fire save +1, magic save +1.

Bonus types: AC = dodge. Resistance = augmentation. Save = augmentation.

Caster Level: 13th.
Activation: Use Activated.
Market Price: 1,466,000 gp.
Slot: Back.
Weight: 0.1 lbs.

Blunt Weapons

Ashenbone Warhammer

Description: Large and sturdy, yet lightweight, this great maul is crafted from the bony growths found on some specimens of ashenbone drakes found on the Plane of Hate.

Powers: This weapon functions as a +4 *two-handed hammer* with the *bludgeoning* and *speed* qualities.

Ashenbone Warhammer (2d6+4, crit 19–20/x2, delay 5; AC 6, hardness 12, 18 hp, Break DC 28)

Bonus types: Attack = enhancement. Damage = enhancement.

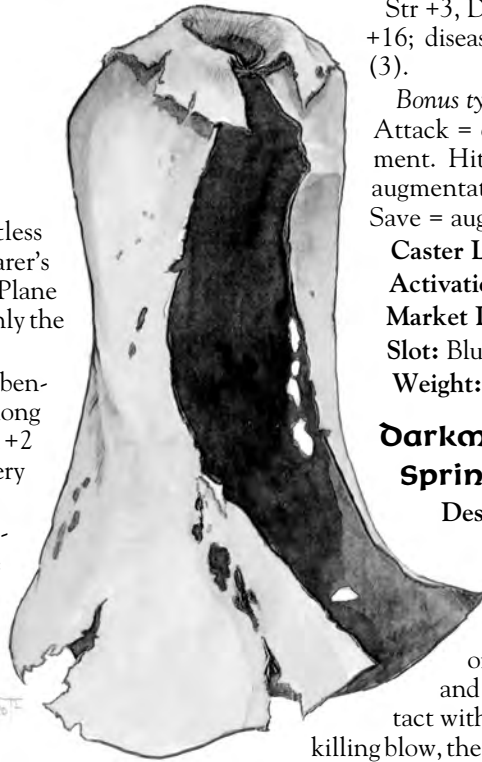
Caster Level: 12th.
Activation: Use Activated.
Market Price: 72,320 gp.
Slot: Blunt.
Weight: 7 lbs.

Balanced Tonfa of Serenity

Description: These clubs are crafted by Innoruuk's undead monks, the kiraikeui.

Powers: This weapon functions as a club with a +5 bonus to attacks and a +4 bonus to damage, as well as the *great speed* quality.

Balanced Tonfa of Serenity (1d6+4, crit x2, delay 3; AC 7, hardness 10, 9 hp, Break DC 25)



Str +3, Dex +3, Wis +2; mana +5; hit points +16; disease resistance (3), poison resistance (3).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 14th.
Activation: Use Activated.
Market Price: 675,027 gp.
Slot: Blunt.
Weight: 1 lb.

Darkmetal Holy Water Sprinkler

Description: This evil weapon has designs of horned demons and terrible ashenbone dragons ornately crafted into the darkmetal handle. Like all darkmetal weapons, it emits a hellish glow and growls and bellows loudly when it makes contact with a foe in combat. Upon rendering a killing blow, the *darkmetal holy water sprinkler* releases a deep sound closely resembling a laugh.

Powers: This weapon functions as a +3 *light flail* with the *massive*, *speed*, and *unholy* qualities. It can also process the *sonic* quality (Proc DC 20) once per round on a successful hit. While it is wielded, it sheds light in a 5-foot radius.

Darkmetal Holy Water Sprinkler (2d6+3 plus *sonic* proc, crit x2, delay 5; AC 6, hardness 13, 16 hp, Break DC 27) Wis +2.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.
Activation: Use Activated.
Market Price: 103,808 gp.
Slot: Blunt.
Weight: 7.5 lbs.

Diamond Rod

Description: Crafted by sorcerers of Hate, this black metallic rod is tipped with a huge, sparkling diamond.

Powers: This rod is equivalent to a +1 *light mace*. In addition, an arcane caster can use the rod to invoke an effect identical to that of the spell *diamondskin*; a newly created *diamond rod* has 5 charges of this effect.

Diamond Rod (1d6+1, crit x2, delay 5; AC 9, hardness 11, 11 hp, Break DC 27) Str +2, Int +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 21st.
Activation: Spell Trigger (arcane spellcaster) [*diamondskin*], Use Activated [all other powers].
Market Price: 30,630 gp.



Slot: Blunt.

Weight: 1.5 lbs.

Evensong

Description: Many versions of this simple yet effective weapon have been crafted by kiraikeui on the Plane of Hate. The original designer of the weapon was reputedly a deranged kiraikeui master who called himself Evensong, believing himself to be a bard as well as a monk.

Powers: This weapon functions as a +4 *light mace* with the *bludgeoning*, *distance*, *ghost touch*, *returning*, and *throwing* qualities.

Evensong (1d6+4, crit 19–20/x2, delay 5; AC 9, hardness 14, 14 hp, Break DC 30)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 162,305 gp.

Slot: Blunt.

Weight: 3 lbs.

Gardash Hammer

Description: Originally fashioned by a Teir'Dal necromancer-priest of Innoruuk called Gardash, mauls of this fashion have since become a favored weapon among the ministers of Hate. Each *Gardash hammer* is beautifully etched with a depiction of the Teir'Dal sacking the sand-worn elven capitol of Takish-Hiz. Eventually, Gardash developed such a fondness for the taste of sentient flesh that he was turned into an ire ghaist by Innoruuk.

Powers: This two-handed hammer has a +2 bonus to attacks and a +5 bonus to damage, as well as the *bane* (*light elf*) and *speed* qualities.

Gardash Hammer (2d6+5, crit x2, delay 5; AC 6, hardness 7, 14 hp, Break DC 29)

Wis +4.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 76,820 gp.

Slot: Blunt.

Weight: 8.5 lbs.

Marrow's Song

Description: Crafted by the Maestro of Rancor through the blending of bone and brass into a sturdy horn, this bard instrument is every bit as effective when used as a weapon as it is used to play music — not to mention the many other benefits it provides.

Powers: This light horn functions as a +3 *club* with the *bludgeoning* and *great speed* qualities. When used as a horn, it grants its user a +6 bonus on Play Brass Instrument checks.

Marrow's Song (1d6+3, crit 19–20/x2, delay 3; AC 7, hardness 12, 9 hp, Break DC 26)

Dex +4, Con +4, Int +3, Wis +3, Cha +4; hit points +21; sonic resistance (10), sonic save +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Resistance = enhancement. Save = enhancement. Skill = competence.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 1,328,615 gp.

Slot: Blunt.

Weight: 2 lbs.

Rod of Infinite Thought

Description: Crafted by forsaken revenants on the Plane of Hate, this rod is prized for its mana-regenerative abilities. Each such rod is made from a clear, crystalline substance, with a topaz set into the tip.

Powers: This rod acts as a +3 *Small light mace* with the *lawful* and *speed* qualities. As well, its bearer gains the benefit of *flowing thought* V (regaining 1 mana every 2 minutes) for as long as the rod is held.

Rod of Infinite Thought (1d4+3, crit x2, delay 4; AC 9, hardness 11, 8 hp, DC 24)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 25th.

Activation: Use Activated.

Market Price: 97,305 gp.

Slot: Blunt.

Weight: 2.5 lbs.

Staff of Elemental Mastery—Earth

Description: With a sapphire inset at the tip, this thick staff is apparently made of some remarkably lightweight stone.

Powers: In combat, this staff acts as a club with a +5 bonus to attacks and a +3 bonus to damage, as well as the *bludgeoning* quality. A magician using this staff may, at will, invoke an effect identical to that of the spell *reclaim energy*, but only with regard to summoned earth elementals.

Staff of Elemental Mastery — Earth (1d6+3, crit 19–20/x2, delay 5; AC 6, hardness 13, 15 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Spell Trigger (magician) [*reclaim energy*], Use Activated [all other powers].

Market Price: 64,010 gp.

Slot: Blunt.

Weight: 5 lbs.

Staff of Elemental Mastery—Fire

Description: Limned with a harmless outline of licking flames, this white, crystalline staff bears a fiery ember upon its upper tip.

Powers: In combat, this staff acts as a club with a +5 bonus to attacks and a +3 bonus to damage; on a successful hit, it can process (Proc DC 20) the *flaming* quality once per round. A magician using this staff may, at will, invoke an effect identical to that of the spell *reclaim energy*, but only with regard to summoned fire elementals.

Staff of Elemental Mastery — Fire (1d6+3 plus *flaming* proc, crit x2, delay 5; AC 6, hardness 13, 15 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Spell Trigger (magician) [*reclaim energy*], Use Activated [all other powers].

Market Price: 64,010 gp.

Slot: Blunt.

Weight: 5 lbs.

Body Items

Apothic Full Cloth Suit

Description: This gathering of stiff robes and accessories, crafted by loathing lich magi, is of crimson red with a slightly lighter red trim.

Powers: This suit of robes functions as +3 *cloth armor* with the *ghost touch* and *process defense* qualities.

Apothic Full Cloth Suit (AC +4, max Dex +8, check +0; hardness 3, 5 hp, Break DC 22)

Str +3, Dex +5, Con +4, Int +6; hit points +10; mana +12; all resistances (4), all energy-based saves +1.

Bonus types: None.

Caster Level: 18th.

Activation: Use Activated.

Market Price: 386,955 gp.

Slot: Body.

Weight: 3 lbs.

Arcane Robe of Hatred

Description: This deep purple set of robes is ornately bordered with black trim. Such robes are worn only by the highest-ranking arcanists in service to Innoruuk; gaining such a robe is an honor coveted by all Teir'Dal who wield arcane spells.

Powers: This +3 *raw silk armor* has the *spell resistance* 21 quality. As well, the wearer gains the benefit of *flowing thought I* (regaining 1 mana every 10 minutes) for as long as the robe is worn.

Arcane Robe of Hatred (AC +5, max Dex +9, check +0; hardness 3, 5 hp, Break DC 22)

Con +3, Int +4, Cha +2; hit points +10; mana +9; acid resistance (4), disease resistance (4), poison resistance (4), acid save +1, disease save +1, poison save +1.

Bonus types: None.

Caster Level: 26th.

Activation: Use Activated.

Market Price: 1,377,500 gp.

Slot: Body.

Weight: 3.5 lbs.

Bloodsteel Chestplate

Description: Purportedly crafted and once worn by the legendary Teir'Dal Overlord Xanit K'Ven, who later led the sacking of Takish-Hiz, the *bloodsteel chestplate* is worn by the current Overlord, who dwells in the District of Scorn

on the Plane of Hate. It is valued perhaps more as a sign of station than as a piece of magical equipment (although its powers are nonetheless many and potent).

This armor is deep purple-black with swirls of blood red; some believe the swirls are formed in the likeness of the bloody designs often used in Rallos Zek's religious iconography. It is said that during battle, the bloody swirls on the armor shift and flow like oil in water.

Powers: This +7 *breastplate* has the *light fortification* and *process defense* qualities.

Bloodsteel Chestplate (AC +12, max Dex +3, check -3; hardness 17, 21 hp, Break DC 26)

Dex +2, Con +3, Int +3, Wis +3; hit points +10; mana +6; cold resistance (4), fire resistance (4), magic resistance (4), cold save +1, fire save +1, magic save +1.

Bonus types: None.

Caster Level: 18th.

Activation: Use Activated.

Market Price: 892,050 gp.

Slot: Body.

Weight: 26 lbs.

Constricting Cuirass

Description: This red-and-gold-trimmed armor was once worn by a mighty Lord Protector of the Knights of Marr, who led a crusade into the Plane of Hate. The symbol of Mithaniel Marr, God of Valor, is boldly stamped in its center, over the wearer's breastbone.

Powers: This +6 *breastplate* has the *heavy fortification* quality, and it is considered light armor for the purposes of armor proficiency, encumbrance, and movement. Further, any worshipper of Mithaniel Marr gains a +2 morale bonus to all attack rolls for as long as he wears the armor.

Constricting Cuirass (AC +11, max Dex +3, check -3; hardness 16, 21 hp, Break DC 26)

Str +5, Con +5, Int +4, Wis +4; hit points +31; mana +17; magic resistance (6), magic save +1.

Focus effect: Spell Haste III (known as "Haste of Mithaniel" to his worshippers).

Bonus types: None.

Caster Level: 31st.

Activation: Use Activated.

Market Price: 4,102,050 gp.

Slot: Body.

Weight: 17.5 lbs.

Darkfelt Robes

Description: Charcoal black in color, these heavy, very durable robes are desired by many pure spellcasters for their powerful mana-conservation properties, as well as their other considerable magical benefits. *Darkfelt robes* are made by loathing liches on the Plane of Hate.

Powers: This +4 *raw silk armor* has the *hardness* quality.

Darkfelt Robes (AC +6, max Dex +9, check +0; hardness 6, 6 hp, Break DC 24)

Str +4, Dex +4, Int +5, Wis +5; hit points +22; mana +12.

Focus effect: Mana Preservation III.

Bonus types: None.

Caster Level: 22nd.

Activation: Use Activated.

Market Price: 1,315,050 gp.

Slot: Body.

Weight: 11 lbs.

Ethereal Mist Full Plate Armor

Description: This graceful, red-trimmed plate armor has a purple tinge worked into it by the clerics of Hate who craft it, and bears etched symbols of Innoruuk from head to foot. It is much lighter than a normal full suit of plate armor.

Powers: This +5 *full plate* has the *ghost touch* quality. Further, if the wearer is a cleric of Innoruuk, she gains the supernatural ability to emanate a hate aura at will: As a free action, she can radiate an aura of intense hatred in a 5-foot radius. All enemies within the radius must make a Will save (DC 10 + 1/2 the wearer's HD + the wearer's Cha modifier) or attack their nearest ally vehemently for 1d4 rounds. If attacked or taunted by another creature during that time, whether ally or opponent, the affected character automatically attacks that creature as soon as possible. An affected target may attempt a new save each round to end the effect of the hate aura. Once he successfully saves, that character cannot be affected again by the cleric's hate aura for 24 hours. The hate aura is a mind-affecting compulsion.

There is another aspect to this hatefulness, however: If any character of less than 20th level wears this armor, then any creature of discordant or good alignment that sees the wearer is automatically treated as being hostile toward the wearer (the actions of a hostile creature are its own, but it is likely to attack at the slightest provocation, at the GM's discretion).

Ethereal Mist Full Plate Armor (AC +13, max Dex +1, check -5; hardness 16, 25 hp, Break DC 26)

Str +5, Dex +4, Con +4, Int +3, Wis +6, Cha +3; hit points +6; mana +9; all resistances (3).

Bonus types: None.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 1,708,450 gp.

Slot: Body.

Weight: 34 lbs.

Harmony Plant-Matter Suit

Description: At first, at least to the uninitiated, the suit appears to be nothing more than a pile of vegetable matter fit for a burn pile. Upon closer inspection, however, woven patterns forming ancient elven symbols of harmony and nature are visible upon it. The strangely formed armor has a luminescent, pale green tint when worn; if one were

familiar with the sight, this luminescence would remind him or her of the long extinct Elddar forest. The suit is apparently crafted from wiry strands of vines, leaves, bark, and moss that entwine the wearer lightly.

This armor is most commonly found upon the undead remains of former elven druids of Tunare who were trapped on the Plane of Hate during a doomed rescue mission ages ago. The armor's ancient magic is still strong, a testament to the knowledge, skill, and power that those ancient elves once possessed.

Powers: This odd-looking suit protects and encumbers its wearer as a +4 *chain shirt* with the *hardness* and *process immunity* qualities; however, being crafted entirely of plant matter, it does not hamper the spellcasting of a druid as metal armor does. The armor also sheds a faint, greenish light in a 5-foot radius when worn.

In addition, a druid who wears this armor may invoke any one of three effects, once per day each:

These effects are identical to those of the spells *circle of Misty*, *drones of doom*, and *re-growth of the grove*, respectively.

Harmony Plant-Matter Suit (AC +8, max Dex +4, check -1; hardness 6, 9 hp, Break DC 25)

Str +3, Con +1, Wis +6, Cha +2; hit points +7; mana +33; acid resistance (2), cold resistance (2), disease resistance (2), electricity resistance (2), fire resistance (4), magic resistance (1), fire save +1.

Bonus types: None.

Caster Level: 33rd.

Activation: Use Activated.

Market Price: 2,941,850 gp.

Slot: Body.

Weight: 11.5 lbs.

Hierophant Scale Mail

Description: Suits of this wonderfully light armor were once worn by iksar shamans who were sent into the Plane of Hate years ago. Their tale is understandably similar to that of the iksar legionnaires who once wore *legionnaire scale armor* (q.v.).

Powers: This +5 *scale mail* has the *light fortification* quality.

Hierophant Scale Mail (AC +9, max Dex +4, check -3; hardness 14, 13 hp, Break DC 26)

Str +4, Dex +3, Con +3, Int +3, Wis +6, Cha +5; hit points +8; mana +15; cold resistance (8), magic resistance (8), all other resistances (3), cold save +2, magic save +2.

Bonus types: None.

Caster Level: 18th.

Activation: Use Activated.

Market Price: 968,200 gp.

Slot: Body.

Weight: 18.5 lbs.



Imbrued Platemail

Description: Pale gold in color, this highly magical full plate armor is sometimes worn by scorn banshees on the Plane of Hate. The armor, brought to that plane during a previous age, has been enhanced and altered by the essence of Hate and, over the centuries, has had symbols of Innoruuk etched into it by a series of hate-mongering wearers.

Powers: This plate-and-mail armor functions as +4 *full plate* with the *reflection* and *spell resistance (sonic)* 21 qualities. Further, any melee weapon wielded by the wearer gains the ability to process (Proc DC 20) the *sonic* quality on a successful hit (but no more than once per round).

Imbrued Platemail (AC +12, max Dex +1, check -5; hardness 14, 24 hp, Break DC 26)

Str +5, Dex +4, Con +5, Int +4, Wis +4, Cha +4; hit points +5; sonic resistance (12), all other resistances (4), sonic save +3, all other energy-based saves +1.

Bonus types: None.

Caster Level: 23rd.

Activation: Use Activated.

Market Price: 488,250 gp.

Slot: Body.

Weight: 34 lbs.

Indicolite Full Plate Armor

Description: This deep gold full plate armor is crafted by servants of Innoruuk upon the Plane of Hate, and has symbols of the Prince of Hate etched into the vambraces, greaves, chestplate, and helm. It is remarkably flexible, allowing the wearer to benefit far more from his agility and speed than other heavy suits of armor.

Powers: This armor protects as +4 *full plate*, but it is considered light armor for the purposes of armor proficiency, encumbrance, and movement.

Indicolite Full Plate Armor (AC +12, max Dex +5, check -3; hardness 13, 24 hp, Break DC 26)

Str +6, Dex +7, Con +3, Int +3, Wis +2, Cha +2; hit points +12; disease resistance (6), poison resistance (6), all other resistances (3), disease save +1, poison save +1.

Bonus types: None.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 894,650 gp.

Slot: Body.

Weight: 36 lbs.

Insidious Cloth Armor

Description: This full suit of lightweight, padded black robes bears subtle symbols of Hate embroidered throughout in very dark blues and greens. Such armor is highly sought after by many arcanists, but is preferred by enchanters in service to Innoruuk.

Powers: This +5 *cloth armor* has the *spell resistance (cold and fire)* 17 qualities. As well, its wearer gains the benefit of *flowing thought III* (regaining 3 mana every 10 minutes).

Insidious Cloth Armor (AC +6, max Dex +8, check +0; hardness 5, 10 hp, Break DC 22)

Str +1, Dex +3, Con +3, Int +5, Cha +3; hit points +6; mana +6; cold resistance (4), fire resistance (4), cold save +1, fire save +1.

Bonus types: None.

Caster Level: 22nd.

Activation: Use Activated.

Market Price: 480,555 gp.

Slot: Body.

Weight: 2 lbs.

Legionnaire Scale Armor

Description: Ages ago, when rumors surfaced suggesting that the former cruel masters of Kunark, the shissar, had sent an ambassador to visit the Prince of Hate, iksar death squads were sent to the Plane of Hate to interrupt the negotiations. Unfortunately for them, after they were teleported to the Plane of Hate, the teams of fanatical iksar found the rumors of shissar activity to be false and Innoruuk's planar minions less than welcoming.

The flecked, gray-tinted *legionnaire scale armor* was once worn by those same iksar warriors, and its continued existence is a testament to the skill of its makers.

Powers: This fine, supple +4 *scale mail* has the *light fortification* quality, and it is considered light armor for the purposes of armor proficiency, encumbrance, and movement.

Legionnaire Scale Armor (AC +8, max Dex +5, check -1; hardness 14, 13 hp, Break DC 26)

Str +7, Dex +6, Con +5, Int +2; hit points +35; acid resistance (2), cold resistance (2), disease resistance (4), electricity resistance (2), fire resistance (2), magic resistance (6), poison resistance (12), disease save +1, magic save +1, poison save +3.

Bonus types: None.

Caster Level: 35th.

Activation: Use Activated.

Market Price: 3,051,300 gp.

Slot: Body.

Weight: 22 lbs.

Mail of the Untamed

Description: Forest-green chainmail suits worn by elven rangers of Tunaria, this armor was crafted long ago by elven master smiths and blessed by elven ranger lords. The process to create this armor was lost during one of the many devastating setbacks suffered by the elves in ages long forgotten. *Mail of the untamed* is now occasionally found worn by Firstborn dark elves who originally came to the Plane of Hate seeking to rescue their sovereigns from Innoruuk's grasp.

Powers: This unique +5 *chainmail* has the *shadow* and *silent moves* qualities, but only when the wearer is outdoors in natural surroundings.

If the wearer is a ranger, he may invoke an effect identical to that of the spell *call of earth* as an attack action twice per day; as well, when worn by a ranger, the mail functions as a masterwork chain shirt for the purposes of determining encumbrance and movement.

Mail of the Untamed (AC +10, max Dex +2/+4, check -4/-1; hardness 15, 20 hp, Break DC 26)

Str +6, Dex +5, Con +4, Wis +6; hit points +20; mana +21; acid resistance (1), cold resistance (5), disease resistance (2), electricity resistance (3), fire resistance (3), magic resistance (8), poison resistance (1), sonic resistance (1), cold save +1, magic save +2.

Bonus types: None.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 3,343,000 gp.

Slot: Body.

Weight: 41 lbs.

Plate of the Righteous

Description: This midnight-blue full plate has symbols of some ancient Koda'Dal noble house or holy order etched boldly on the chestplate, with smaller etchings of the eight points of the Koda'Dal Code of the Righteous Warrior etched into each individual piece.

This armor is now found almost solely on the Plane of Hate, worn by Firstborn dark elves and knights of Hate who were once high elven paladins or warriors taking part in the doomed raid to rescue their king and queen.

Powers: This superbly crafted +5 *full plate* has the *heavy fortification* quality. Further, if the wearer is a paladin, she may invoke an effect identical to that of the spell *shield of words* once per day as a full-round action.

Plate of the Righteous (AC +13, max Dex +2, check -4; hardness 16, 25 hp, Break DC 26)

Str +6, Dex +4, Con +4, Wis +5; hit points +29; mana +14; acid resistance (3), fire resistance (3), magic resistance (3), all other resistances (2).

Bonus types: None.

Caster Level: 29th.

Activation: Spell Trigger (paladin) [*shield of words*], Use Activated [all other powers].

Market Price: 2,281,550 gp.

Slot: Body.

Weight: 43 lbs.

Raiment of the Chosen

Description: This burgundy robe has a stunning spidery pattern of lighter wine-colored material on the chest. The robe is light yet sturdy, as the rich fabric is held together by magic. Among Teir'Dal serving the Prince of Hate, a *raiment of the Chosen* is the sure sign of a master scholar.

Powers: This +4 *raw silk armor* has the *slick* quality.

Raiment of the Chosen (AC +6, max Dex +9, check +0; hardness 4, 6 hp, Break DC 22)

Int +4; disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: None.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 67,650 gp.

Slot: Body.

Weight: 2.5 lbs.

Rune-Etched Plate Armor

Description: This ornate armor has a unique slate-gray color. While it appears to be a heavy suit of plate mail, *rune-etched plate* is flexible and easy to wear when donned by a shaman. This property is most likely a result of the energy of tormented spirits from the Plane of Hate that has been absorbed by the armor, but this hateful energy has a peculiar side-effect when the armor is donned by a shaman who does not have sufficient experience quelling angry spirits.

Powers: This armor normally functions as +4 *half-plate*; if worn by a shaman, it functions as +5 *full plate* and is considered medium armor for the purposes of armor proficiency, encumbrance, and movement.

However, if the armor is worn by a shaman who is not at least 24th level, the wearer must make a Will save (DC 28) every time he first meets a creature that could conceivably be an enemy (including strangers of races other than his own, in most cases). If he fails this save, he becomes paranoid and enraged, thinking that creature a hated enemy, and acts accordingly (GM's discretion — the wearer should take some hostile action(s) and might attack).

Rune-Etched Plate Armor (AC +11/+13, max Dex +0/+1, check -6/-5; hardness 15, 25 hp, Break DC 26)

Str +5, Dex +4, Int +3, Wis +5, Cha +2; hit points +5; mana +11; all resistances (3).

Bonus types: None.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 356,360 gp.

Slot: Body.

Weight: 40 lbs.



Woven Shadow Chain

Description: This chainmail armor, forged of exceptionally fine, seemingly delicate links, has a dark tint like that of the shadowy side of a sand dune on a moonlit night. It is said to be made by abhorrents, who work unique ingredients into the alloy of each link in their workshops on the Plane of Hate.

Powers: This full suit of +4 *chainmail* has the *shadow* and *silent moves* qualities. It is so light and supple that it is treated as masterwork studded leather armor for the purposes of armor proficiency, encumbrance, and movement.

Woven Shadow Chain (AC +9, max Dex +5, check +0; hardness 14, 19 hp, Break DC 26)

Str +6, Dex +6, Con +2, Int +3, Wis +2; acid resistance (2), cold resistance (2), disease resistance (8), fire resistance (2), magic resistance (4), disease save +2, magic save +1.

Bonus types: None.

Caster Level: 18th.

Activation: Use Activated.

Market Price: 209,600 gp.

Slot: Body.

Weight: 33 lbs.

Ear Items

Abjurer's Earring

Description: These earrings are crafted by the sorcerers of Hate. They are made of gold and inset with the same crystalline material found in *prismatic shields* (q.v.), granting the earring's wearer some resistance to most forms of magical attack.

Powers: All resistances (4), all energy-based saves +1.

Bonus types: Resistance = augmentation. Save = augmentation.

Caster Level: 4th.

Activation: Use Activated.

Market Price: 4,100 gp.

Slot: Ear.

Weight: 0.1 lbs.

Earring of Bashing

Description: This earring was crafted by ogre shamans of the ancient world.

Powers: Strength +3, Wisdom +3; AC +1; all resistances (2).

Bonus types: Ability scores = augmentation. AC = natural. Resistance = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 24,640 gp.

Slot: Ear.

Weight: 0.1 lbs.

Silver Earring of the Chosen

Description: These stout earrings are crafted and worn by the Gravelords, the most powerful of the knights of Hate, who often refer to themselves as the "Chosen of Innoruuk" (as do several other orders and groups who serve the Prince of Hate...); Innoruuk, of course, has done nothing to dissuade this widespread practice, enjoying the dissent it has sown over the centuries among his Teir'Dal children.

Powers: The wearer of this earring gains a fast healing rate of 1 hit point per 10 minutes, in addition to the following benefits:

Dex +2, Con +2, Int +1, Wis +1; hit points +16; mana +5; disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 16th.

Activation: Use Activated.

Market Price: 774,000 gp.

Slot: Ear.

Weight: 0.3 lbs.

Twelve-Tone Earstone

Description: These devices are crafted by the Maestro of Rancor and his servants from a crystalline material native to the Plane of Hate. Worn in the earhole itself rather than upon the earlobe, the earstone nonetheless does not hamper the wearer's hearing and in fact grants a number of benefits.

Powers: The wearer of this device gains a +1 bonus on all melee attack rolls, in addition to the following benefits:

Con +2, Int +3, Wis +3; AC +2; hit points +12; mana +4; acid resistance (4), disease resistance (4), fire resistance (4), poison resistance (4), sonic resistance (8), acid save +1, disease save +1, fire save +1, poison save +1, sonic save +2.

Bonus types: Ability scores = augmentation. AC = enhancement. Attack = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 86,500 gp.

Slot: Ear.

Weight: 0.1 lbs.



Face Items

Darkbrood Mask

Description: Made using ores found only on the Plane of Hate, this mask's appearance is midnight blue in color — in fact, it is very similar in hue to the skin-tone of a Teir'Dal.

Powers: Str +2, Int +2, Wis +2, Cha +2; mana +8; acid resistance (2), cold resistance (2), disease resistance (2), electricity resistance (2), fire resistance (2), poison resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. Mana = arcane. Resistance = augmentation.

Caster Level: 8th.

Activation: Use Activated.

Market Price: 45,200 gp.

Slot: Face.

Weight: 1 lb.

Darkwar Mask

Description: This mask is crafted by the minions of Innoruuk; its facial expression is that of a grim, faintly demoniac Teir'Dal warrior.

Powers: Str +2, Dex +3.

Bonus types: Ability scores = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 14,000 gp.

Slot: Face.

Weight: 2.5 lbs.

Mempo of Likato

Description: This face mask provides the wearer with the ability to see in darkened conditions as a Teir'Dal. Such items are occasionally created by dark elf arcanists for the most promising of their non-Teir'Dal servants; while humans, Erudites, and their ilk are considered lesser beings relative to the Teir'Dal, some dark elves nonetheless see them as being very useful if they serve well. They have found many, particularly among humankind, who are willing to undertake nearly any act, no matter how despicable, in return for magic items and tutelage in the dark arts.

Powers: While he wears this mask, the wearer has ultravision.

Caster Level: 13th.

Activation: Use Activated.

Market Price: 91,000 gp.

Slot: Face.

Weight: 1 lb.

Rusty Wicked Faceguard

Description: A faceguard of this type is made by sorcerers on the Plane of Hate, shaped in the manner of a rage-filled dark elven countenance. The metal seems rusty, although it is in fact a layer of dried blood, which cannot be washed or scraped away, that gives the faceguard its color and texture.

Powers: The wearer of this visor gains a +2 bonus on all attack rolls, in addition to the following benefits:

Dex +4, Con +4; hit points +28; mana +12; cold resistance (7), electricity resistance (7), fire resistance (7), magic resistance (7), sonic resistance (7), cold save +1, electricity save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: Ability scores = augmentation. Attack = augmentation. Hit points = arcane. Mana = arcane. Resistance = augmentation. Save = augmentation.

Caster Level: 28th.

Activation: Use Activated.

Market Price: 1,670,925 gp.

Slot: Face.

Weight: 3 lbs.

Triumphant Mask

Description: Created by a bitter half elf, this metallic mask has a startling image stained into its exterior: The face shown there is human on one half and elven on the other half. This magic item has been corrupted after ages of exposure to the powerful aura of Hate, so that anyone who

views this mask sees only a visage of the race they hate the most. Only one who is free of hatred for either race sees the mask's true form of half human and half elf.

Powers: Str +3, Dex +3, Wis +3, Cha +3; magic resistance (8), magic save +2.

Bonus types: Ability scores = none. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 65,200 gp.

Slot: Face.

Weight: 0.5 lbs.

Feet Items

Leatherfoot Sandals

Description: These halfling-sized sandals smell strongly of oiled leather. Although they seem tiny at first, the sandals adjust magically to fit any wearer.

Powers: Str +3, Wis +3; AC +2; mana +5; magic resistance (8), magic save +2.

Bonus types: Ability scores = augmentation. AC = dodge.

Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 40,200 gp.

Slot: Feet.

Weight: 0.5 lbs.



Finger Items

Band of Discipline

Description: Crafted by Innoruuk's kiraikeui, a *band of discipline* benefits its wearer in all respects. The ring is made from an unusual crystalline material native to the Plane of Hate.

Powers: All ability scores +1; all resistances (1); all saves (Fort, Ref, Will) +1.

Bonus types: Ability scores = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 3rd.

Activation: Use Activated.

Market Price: 230,240 gp.

Slot: Fingers

Weight: 0.1 lbs.

Engineer's Ring

Description: This ring was surely created by gnomish magic. It is made of rich gold, with the Engineer's Credo etched inside the band.

Powers: All ability scores +2; hit points +3; mana +3.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 12th.
Activation: Use Activated.
Market Price: 239,930 gp.
Slot: Finger.
Weight: 0.1 lbs.

Eye of Innoruuk

Description: This odd ring is fashioned from a very rare, extremely dense and heavy stone known only as “eye of Innoruuk,” which is found only on the Plane of Hate. It appears pure black in the light, but red pinpoints of light are visible deep within the stone if it is viewed in complete darkness.

Powers: The wearer of this ring gains the “see in darkness” quality for as long as it is worn, in addition to the following benefits:

Int +2; mana +9; magic resistance (4), magic save +1.

Bonus types: Ability score = none. Mana = divine. Resistance = none. Save = none.

Caster Level: 9th.
Activation: Use Activated.
Market Price: 215,000 gp.
Slot: Finger.
Weight: 1.5 lbs.

Ring of Depravity

Description: These simple, thick platinum bands are crafted by the sorcerers of Hate.

Powers: Con +2, Int +2, Wis +2; hit points +11; mana +7; acid resistance (3), cold resistance (3), electricity resistance (3), fire resistance (3), magic resistance (3).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation.

Caster Level: 11th.
Activation: Use Activated.
Market Price: 62,500 gp.
Slot: Finger.
Weight: 0.3 lbs.

Ring of Pureblood

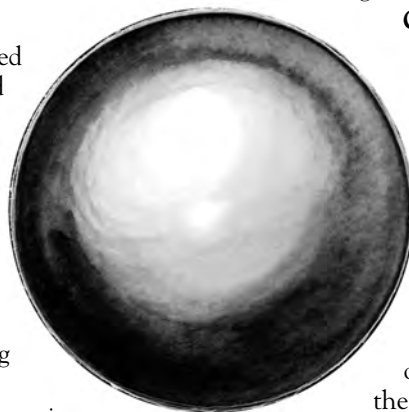
Description: These magical rings were first created by Teir'Dal on the Plane of Hate, and were carefully given to certain influential high elves but kept entirely from the wood elves, with the intent being to cause something of a rift between those two peoples (a ruse that was at least partially successful on more than one occasion). Even though these rings were outlawed eventually,

to some high elves they have taken on a new, more alluring level of attraction.

Powers: Str +2, Int +2, Wis +2, Cha +2; hit points +7; mana +5.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 7th.
Activation: Use Activated.
Market Price: 45,800 gp.
Slot: Finger.
Weight: 0.1 lbs.



Hand Items

Haste Gauntlets

Description: These gauntlets are made of thick leather with heavy metallic studs on the back of the fingers and atop the knuckles.

The wearer finds he is able to strike his foes at a much faster rate than normal.

Powers: Although these gauntlets have no magic bonus when used as weapons, they may penetrate damage reduction as if they had a +3 enhancement bonus to attacks. More importantly, the wearer gains the benefit of a haste (6) effect for as long as the gauntlets are worn. (Haste [6] provides a +2 haste bonus to AC, 1 extra action every round, and -1 to weapon delay.)

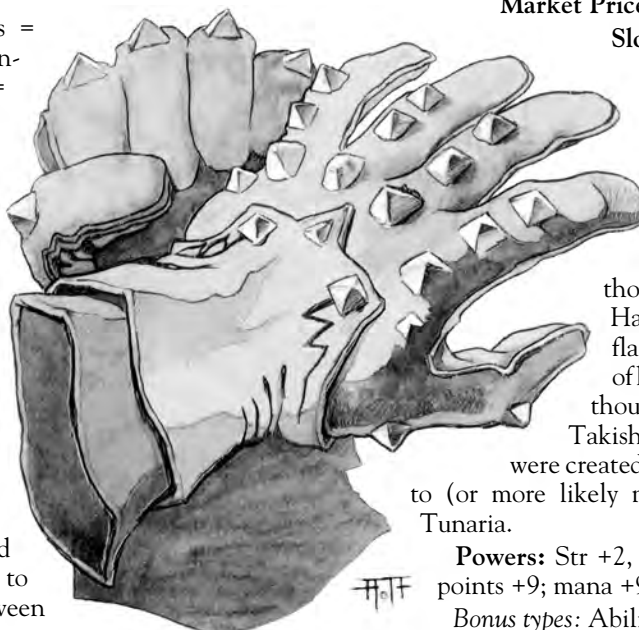
Haste Gauntlets (1d3, crit x2, delay 3 [with the haste bonus]; AC 9, hardness 3, 5 hp, Break DC 24)

Str +2, Dex +1, hit points +6.

Bonus types: Ability scores = enhancement. Hit points = enhancement.

Caster Level: 19th.
Activation: Use Activated.

Market Price: 778,500 gp.
Slot: Hands.
Weight: 1 lb.



Resplendent Gloves of Purity

Description: These gloves are prized by Teir'Dal arcanists, especially those who dwell upon Plane of Hate. Bright red with designs of flames extending from the back of hand to each fingertip, they are thought to be relics of the age of Takish-Hiz, although some feel they were created after that time but in homage to (or more likely mockery of) the style of old Tunaria.

Powers: Str +2, Dex +2, Con +3, Int +3; hit points +9; mana +9.

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = augmentation.

Caster Level: 9th.
Activation: Use Activated.

Market Price: 73,400 gp.

Slot: Hands.

Weight: 0.8 lbs.

Head Items

Crown of Hatred

Description: Made from bones and unknown metals and stained with the blood of sentient sacrifices to Innoruuk, this simple coronet is ringed with symbols of Hate. Among other benefits, it gives its wearer the ability to see in the blackest dark. Such devices are normally worn only by the leaders of various orders who serve Innoruuk upon the Plane of Hate.

Powers: The wearer of this crown gains the “see in darkness” quality: He may see perfectly well in darkness, even magical darkness produced by spells or magic items, for as long as it is worn.

Str +2, Dex +1, Int +2, Wis +2.

Bonus types: Ability scores = enhancement.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 263,000 gp.

Slot: Head.

Weight: 1 lb.

Infernal Shroud of Wickedness

Description: This shroud, woven by ministers of Hate, is a heavy cowl of a velvety reddish-black material, the whole hung with black and gold prayer beads and marked all over with runes of Hate. While it is normally worn wrapped about the head, neck, and shoulders, its weight bears down directly on the head.

Powers: When worn by any creature that does not worship Innoruuk, this shroud grants only half of the following bonuses (round down):

Str +2, Wis +3; hit points +6; mana +4; cold resistance (3), electricity resistance (3), fire resistance (3), magic resistance (3).

Bonus types: Ability scores = none.
Hit points = divine. Mana = divine.
Resistance = divine.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 43,700 gp.

Slot: Head.

Weight: 1.1 lbs.

Tallow-Smeared Crown

Description: A handful of these items were once crafted by the Maestro of Rancor and his followers. Each crown (which is really more of an ornate circlet in design) possesses magical powers sought after by many pure spellcasters and bards. Of brass inlaid with multi-colored fancy stones, the whole is, oddly, covered in tallow — no doubt the result of a ritual involved in its making.

Powers: Con +4, Int +4, Cha +6; hit points +20; mana +10; acid resistance (4), cold resistance (6), electricity resistance (4), fire resistance (4), magic resistance (4), sonic resistance (6), acid save +1, cold save +1, electricity save +1, fire save +1, magic save +1, sonic save +1.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 20th.

Activation: Use Activated.

Market Price: 906,400 gp.

Slot: Head.

Weight: 3.2 lbs.

Leg Items

Accursed Pantaloons

Description: These pantaloons are made from a heavy, silky white material, and are splattered with what appears to be dried blood. Though possessing noteworthy magical powers, such garments are said to result in the death of the wearer within a fortnight — although this might merely be a legend begun by owners of such items, who do not want them stolen.

Powers: Dex +4, Int +3, Cha +4; hit points +21; mana +14; acid resistance (3), cold resistance (3), fire resistance (3), magic resistance (3).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 778,400 gp.

Slot: Legs.

Weight: 3.5 lbs.

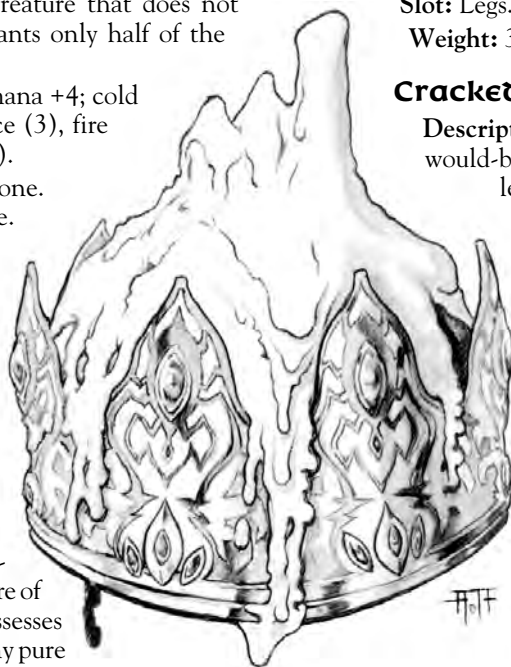
Cracked-Bone Shinguards

Description: Made from the bones of fallen would-be invaders of the Plane of Hate, these leg plates possess many magical benefits.

Such an item is often worn by the Maestro of Rancor during his performances in the grand cathedral of the Plane of Hate — and those who disturb his recitals often end up as additions to his collection of bones within the cathedral halls.

Powers: Although technically a leg item, these bulky leg plates function as medium armor for the purposes of the required armor proficiency and for determining encumbrance and movement. The armor bonus, armor check penalties, and movement penalties do not stack with similar bonuses or penalties from other armor worn.

Cracked-Bone Shinguards (AC +3, max Dex +4, check -1; hardness 8, 8 hp, Break DC 23)



Con +4, Int +4, Wis +4; hit points +17; mana +15; all resistances (5), all energy-based saves +1.

Bonus types: Ability scores = augmentation. AC = armor. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 17th.

Activation: Use Activated.

Market Price: 1,095,175 gp.

Slot: Legs.

Weight: 7.5 lbs.

Etched Greaves of Dark Might

Description: Crafted by skilled Teir'Dal artisans from an alloy of adamantite and some other metal from the Plane of Hate, these plate greaves are etched all over with runes and sigils holy to Innoruuk. These sigils regularly pulse red and then green, then back to red, as if they were alive.

Powers: Although technically a leg item, these greaves function as light armor for the purposes of the required armor proficiency. The armor bonus and armor check penalties do not stack with similar bonuses or penalties from other armor worn.

Etched Greaves of Dark Might (AC +2, max Dex +5, check +0; hardness 18, 15 hp, Break DC 26)

Str +3, Int +2, Wis +2; hit points +13; mana +6; acid resistance (3), disease resistance (3), poison resistance (3).

Bonus types: Ability scores = arcane. AC = armor. Hit points = arcane. Mana = arcane. Resistance = arcane.

Caster Level: 13th.

Activation: Use Activated.

Market Price: 74,065 gp.

Slot: Legs.

Weight: 2.2 lbs.

Primeval Leggings of Madness

Description: Made from the hide of some unknown, thick-skinned creature, these black leather leggings are highly prized hybrid spellcasters in particular. Agents of Hate craft these leggings on the Plane of Hate. It is believed the agents obtain the leather from one of the far-off realms they frequent at the behest of their hateful master.

Powers: Str +3, Dex +3, Con +2, Wis +2; hit points +11; mana +5.

Bonus types: Ability scores = augmentation. Hit points = enhancement. Mana = enhancement.

Caster Level: 11th.

Activation: Use Activated.

Market Price: 70,200 gp.

Slot: Legs.

Weight: 1 lb.

Neck Items

Bloodstar Pendant

Description: Infused with magic in a ritual utilizing the black, inert blood of an ire ghaist, these pendants are of gold inlaid with some crystalline material native to the Plane of Hate.

Powers: Str +3, Int +3, Wis +3, Cha +3; all resistances (2).

Bonus types: Ability scores = enhancement. Resistance = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 47,600 gp.

Slot: Neck.

Weight: 0.1 lbs.

Darkfelt Noose

Description: Made from an unknown material similar in texture to dark-colored felt, this noose, when worn about the neck, grants magical powers to the wearer. Such items are crafted by the most powerful forlorn revenants on the Plane of Hate, and highly sought after by Teir'Dal spellcasters for their mana-regenerative powers (although their other benefits are considerable as well).

Powers: The wearer of this item gains the benefit of *flowing thought III* (regaining 3 mana every 10 minutes), in addition to the following:

Dex +2, Int +4, Wis +4; hit points +25; mana +18; acid resistance (6), cold resistance (6), disease resistance (6), poison resistance (6), acid save +1, cold save +1, disease save +1, poison save +1.

Bonus types: Ability scores = none. Hit points = none. Mana = none. Resistance = none. Save = none.

Caster Level: 25th.

Activation: Use Activated.

Market Price: 3,124,200 gp.

Slot: Neck.

Weight: 0.8 lbs.

Woven Flesh Necklace

Description: Braided by residents of the Plane of Hate from the flesh of failed raiders of that place, this necklace grants its wearer a small portion of the vigor and energy of the slain folk from whose flesh it is made.

Powers: Str +2, Dex +2, Int +1, Wis +1; hit points +12; mana +6.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.

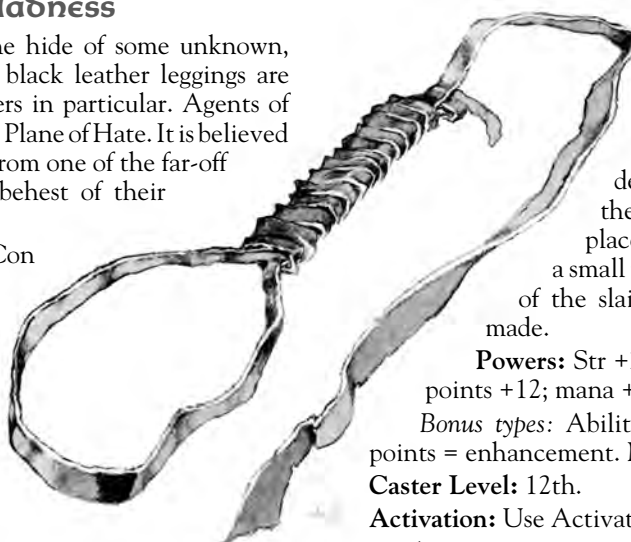
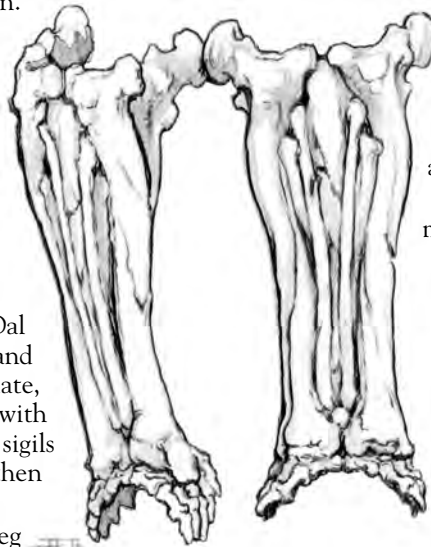
Caster Level: 12th.

Activation: Use Activated.

Market Price: 61,000 gp.

Slot: Neck.

Weight: 0.4 lbs.



Piercing Items

Dawnchaser

Description: Crafted by agents of Innoruuk on the Plane of Hate, this spear surrounds the wielder in a globe of misty darkness equivalent to that of a moonless night.

Powers: This +5 *shortspear* has the *hardness* quality. When held, a *Dawnchaser* spear sheds a globe of hazy magical darkness in a 15-foot radius about itself. This shadowy area grants all creatures within it three-quarters concealment (30% miss chance). (Creatures with the see in darkness special quality, but not those merely having ultravision, may ignore this miss chance.) This darkness automatically quells all natural light sources such as torches or lanterns entirely, as well as all magical light sources with an effective caster level of less than 15th. Magical light with a caster level of 15th or higher counteracts the *Dawnchaser's* darkness out to the limit of the light source's normal area of effect.

Dawnchaser (1d6+5, crit x3, delay 5; AC 7, hardness 12, 12 hp, Break DC 29).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 275,802 gp.

Slot: Piercing.

Weight: 3 lbs.

Etched Bone Spike

Description: This simple bone spike functions as a viable weapon, but, being largely hollow and having carefully constructed holes like those of a flute, it can also be played as a musical instrument.

Powers: This object functions as a light pick with a +5 bonus to attacks and a +4 bonus to damage, as well as the *massive* and *speed* qualities. In addition, it may be used as a wind instrument and grants a +4 bonus to any Perform (wind instrument) or Play Wind Instrument checks made upon it.

Etched Bone Spike (1d6+4, crit x4, delay 5; AC 8, hardness 10, 8 hp, Break DC 26).

Bonus types: Attack = enhancement. Damage = enhancement. Skill = enhancement.

Caster Level: 18th.

Activation: Use Activated.

Market Price: 68,730 gp.

Slot: Piercing.

Weight: 2.2 lbs.

Martune Rapier

Description: Several weapons of this kind have been crafted by the Maestro of Rancor. Each has a keen edge and harnesses the sound of the Maestro's ill-fated rhapsodies to harm the wielder's foes; however, one not accustomed to such powerful sounds can be harmed by the rapier's power as well.

Powers: This +3 *rapier* has the *keen* and *sonic* qualities. However, every time the rapier deals sonic damage, the wielder must make a Fortitude save (DC 19) or take 2d6 points of sonic damage as well.

Martune Rapier (1d4+3 plus 2d6 sonic, crit 15–20/x2, delay 4; AC 7, hardness 13, 6 hp, Break 26).

Str +2, Dex +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 66,575 gp.

Slot: Piercing.

Weight: 2.8 lbs.

Shrieking Ahlspeiss

Description: This thin, light spear cries out whenever it strikes a foe. When it strikes a truly telling blow, it shrieks as though all the hate of Innoruuk were in it.

Powers: This +3 *shortspear* has the *sonic* quality. Up to once per round, it can also process the *yaulp* spell (Proc DC 20) on its wielder with a successful hit. Finally, the spear lets loose a cacophonous screech upon striking a successful critical hit, dealing an extra 2d8 points of sonic damage (in addition to the 2d6 from the sonic quality). The target of the critical hit must also make a Fortitude save (DC 19) or be deafened permanently.

Shrieking Ahlspeiss (1d6+3 plus *sonic* and *yaulp* proc, crit x3, delay 5; AC 7, hardness 8, 8 hp, Break DC 25).

Str +2, Dex +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 137,302 gp.

Slot: Piercing.

Weight: 3 lbs.

Teir'Dal Sigh

Description: This short blade is crafted by the agents of Hate. It is lightweight and quick, and easily concealed, yet can inflict terrible wounds for its size.

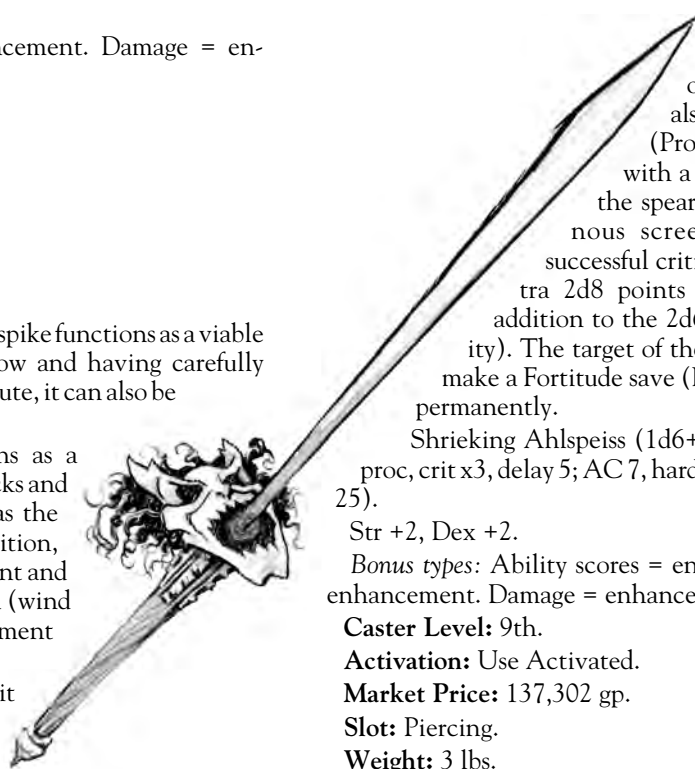
Powers: This weapon functions as a +3 *short sword* with the *great speed* and *massive* qualities, save that it is a piercing rather than a slashing weapon.

Teir'Dal Sigh (1d8+3, crit 19–20/x2, delay 4; AC 8, hardness 13, 7 hp, Break DC 27)

Dex +3.

Bonus types: Ability score = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.



Activation: Use Activated.

Market Price: 138,810 gp.

Slot: Piercing.

Weight: 2.2 lbs.

Vexthorne

Description: Crafted by Innoruuk's best assassins, a *Vexthorne* is a blade very similar to a rapier made from metals found only on the Plane of Hate. Such a blade is said to be hard and sharp enough to penetrate nearly any armor.

Powers: This rapier has a +8 bonus to attacks and a +2 bonus to damage, as well as the *speed* quality.

Vexthorne (1d4+2, crit 18–20/x2, delay 3; AC 7, hardness 18, 11 hp, Break DC 25).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 17th.

Activation: Use Activated.

Market Price: 1,805,320 gp.

Slot: Piercing.

Weight: 2.5 lbs.

Ranged Weapons

Shuriken of the Tranquil

Description: Crafted by the *kiraikuei*, these large shuriken are light yet extremely hard. They are so well crafted and enchanted that they can be thrown at great ranges.

Powers: These shuriken have a +6 bonus to attacks, as well as the *lawful* quality and what is effectively a double-strength *distance* quality. Further, each time one is thrown, it may process (Proc DC 20) an effect known as the *tranquil storm*: This deals 4d6 points of magic damage (no save) to the target if successful.

A *shuriken of the tranquil* that hits has a 10% chance of being reusable; if it successfully processes the *tranquil storm* ability, however, it is automatically destroyed. A *shuriken of the tranquil* that misses its target may be recovered 50% of the time.

Shuriken of the tranquil are normally crafted in batches of 50.

Shuriken of the Tranquil (1 hp plus 2d6 lawful and *tranquil storm* proc, crit x2, range 20 ft., delay 4; AC 13, hardness 16, 7 hp, Break DC 27).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 14th.

Activation: Use Activated.

Market Price: 2,645,350 gp (per batch of 50); 52,907 gp (per shuriken).

Slot: Ranged (thrown).

Weight: 0.3 lbs.

Shields

Ashenbone Shield

Description: Made from the same bones used to construct an ashenbone dragon, this shield's rigid interwoven frame forms a light shield preferred by the knights of Hate, many of whom value the ability to keep one hand free so they might use their spells and magical abilities.

Powers: This +5 *buckler* has the *spell resistance* [disease and poison] 15 qualities.

Ashenbone Shield (AC +6, arcane 5%, check +0; hardness 10, 10 hp, Break DC 25)

Con +2; hit points +25.

Bonus types: Ability score = augmentation. AC = armor (shield). Hit points = augmentation.

Caster Level: 25th.

Activation: Use Activated.

Market Price: 1,321,153 gp.

Slot: Shield.

Weight: 5 lbs.

Brilliant Shield of Integrity

Description: A bright silver, oval-shaped shield, this large yet amazingly light device is favored by knights of Tunare. However, such devices are most often found today on the Plane of Hate, yet another magic item brought there by a paladin invader during the time of Takish-Hiz. (Even today, though, paladins seem to be frequent visitors — and victims — to Innoruuk's home plane.)

Powers: This item functions as a +3 *large steel shield* with the *reflection* quality.

Brilliant Shield of Integrity (AC +5, arcane 15%, check –1; hardness 15, 25 hp, Break DC 25)

Str +2, Con +2, Int +3, Wis +3; hit points +13; mana +5; acid resistance (3), cold resistance (3), magic resistance (3), poison resistance (3).

Bonus types: Ability scores = enhancement. AC = armor (shield). Hit points = enhancement. Mana = enhancement. Resistance = enhancement.

Caster Level: 13th.

Activation: Use Activated.

Market Price: 345,320 gp.

Slot: Shield.

Weight: 2.7 lbs.

Life's Guard

Description: Once made by Koda'Dal smiths solely for use by Koda'Dal, *Life's Guard* shields are now worn by servants of Innoruuk on the plane of Hate as often they are by high elves.

Powers: This item functions as a +3 *small steel shield* with the *arrow deflection* and *light fortification* qualities. In addition, the wearer of this shield receives a +4 bonus on all saving throws against ability damage or drain and against all life-energy draining attacks.

Life's Guard (AC +4, arcane 5%, check +0; hardness 13, 13 hp, Break DC 25)

Str +3; hit points +25.

Bonus types: Ability score = enhancement. AC = armor (shield). Hit points = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 1,300,509 gp.

Slot: Shield.

Weight: 5.4 lbs.

Prismatic Shield

Description: It is said that in the earth nears Neriak, the dark elves' hatred itself is so thick that it regularly coalesces into a physical form: Certain unusual crystals said to form from this are resistant to all forms of energy. This crystalline substance is used in this shield's creation, but not before it is magically hardened by the Teir'Dal clerics who craft them. A finished *prismatic shield* has a scintillating crystalline appearance, emanating a pale, red-tinged light that can flare up at the wielder's command to blind his enemies.

Powers: This item functions as a +3 *large shield* with the *blinding* quality. At will, the wielder can command the shield to shed a ruddy light in up to a 10-foot radius.

Prismatic Shield (AC +5, arcane 15%, check -1; hardness 11, 18 hp, Break DC 24)

All resistances (4); all energy-based saves +1.

Bonus types: AC = armor (shield). Resistance = augmentation. Save = augmentation.

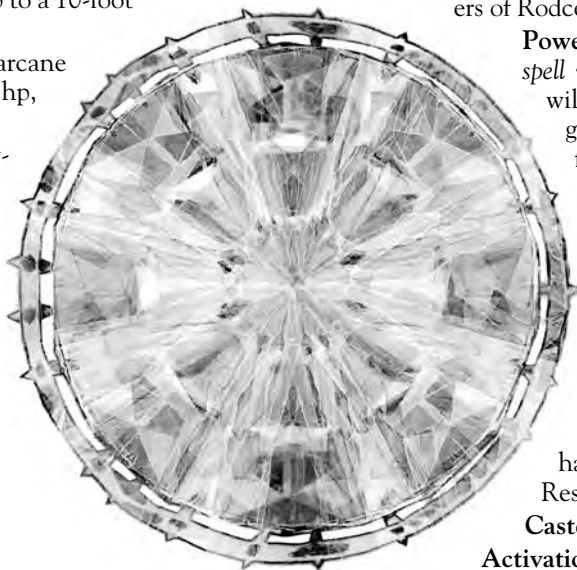
Caster Level: 9th.

Activation: Command Word [illumination, *blinding*], Use Activated [all other powers].

Market Price: 35,320 gp.

Slot: Shield.

Weight: 7.3 lbs.



Runewood Shield

Description: Made from the bark of trees from the Unkempt Wood, these shields were once created by the Unkempt Druids. Today, such items are found occasionally on the Plane of Hate, a fact suggesting that these enigmatic followers of nature once had cause to visit the Plane of Hate.

In fact, that cause was to aid the Teir'Dal Overlord Xanit K'Ven in the sacking of what the druids considered to be the overly advanced city of Takish-Hiz. The Unkempt believe that too much civilization draws nature out of balance, so they assisted the Teir'Dal invasion by opening the gates of Takish-Hiz for them. However, the Unkempt emissaries were betrayed in turn and slain by Innoruuk's minions immediately after they performed this service. These shields are the only physical evidence of the Unkempt Druids' role in "balancing" the great power of the ancient elves — using what was at that time the relatively new race of Teir'Dal.

When worn, a *runewood shield* gives off a faint but distinct scent of freshly cut pinewood.

Powers: This +3 *large wooden shield* has the *spell resistance (fire)* 20 quality.

Runewood Shield (AC +5, arcane 15%, check -1; hardness 8, 18 hp, Break DC 23)

Wis +3; electricity resistance (3), fire resistance (6), fire saves +1.

Bonus types: Ability score = augmentation. AC = armor (shield). Resistance = augmentation. Save = augmentation.

Caster Level: 10th.

Activation: Use Activated.

Market Price: 57,407 gp.

Slot: Shield.

Weight: 6 lbs.

Shield of the Immaculate

Description: This normal-looking kite shield provides magical protection in combat plus resistance to disease. It can be used to cure diseases by the wearer as well. These shields are, understandably, highly prized by followers of Rodcet Nife.

Powers: This +3 *large steel shield* has the *spell resistance (disease)* 19 quality. At will, as an attack action, a wielder of good alignment may invoke an effect identical to the spell *cure disease* (1d20+10 for dispel check) on any creature he touches with the shield.

Shield of the Immaculate (AC +5, arcane 15%, check -1; hardness 14, 24 hp, Break DC 25)

Str +3; disease resistance (10), disease saves +2.

Bonus types: Ability score = enhancement. AC = armor (shield). Resistance = buff. Save = buff.

Caster Level: 10th.

Activation: Command Word [*cure disease*], Use Activated [all other powers].

Market Price: 193,070 gp.

Slot: Shield.

Weight: 7.3 lbs.

Shield of Stalwart Seas

Description: This shield bears icons holy to the Oceanlord, and its powers activate fully only when the shield is in the hands of a paladin of Prexus. When such a wielder uses the shield to bash a foe, it produces a sound like that of a tremendous wave crashing against the rocks.

Powers: This +5 *large wooden shield* has the *bashing* quality. The user of this shield also gains ultravision for as long as it is worn.

When it is used by a paladin of Prexus, the paladin may apply the shield's magical +5 bonus to both attack and damage rolls when bashing, and the shield is considered also to have the *sonic* weapon quality.

Shield of Stalwart Seas (1d6 bashing; AC +7, arcane 15%, check -1; hardness 10, 20 hp, Break DC 24)

Str +5; Con +5.

Bonus types: Ability scores = enhancement. AC = armor (shield).

Caster Level: 12th.

Activation: Use Activated.

Market Price: 243,160 gp.

Slot: Shield.

Weight: 7 lbs.

Shining Shield of Divinity

Description: Embossed in the center of this miraculously light metal shield is a gold-colored ball projecting three lightning bolts from the center to the three corners — an ancient version of the holy symbol of Karana, for this shield was created by holy warriors of the Rainkeeper. These shields are now sometimes found on the Plane of Hate as well, trophies worn by the servants of Innoruuk, taken from the corpses of fallen invaders.

Powers: This +4 *large steel shield* has the *blinding*, *light fortification*, and *spell resistance (electricity)* 20 qualities.

Shining Shield of Divinity (AC +6, arcane 15%, check -1; hardness 14, 24 hp, Break DC 26)

Str +2; Int +3; Wis +3; hit points +11; mana +7; electricity resistance (8), magic resistance (6), electricity save +2, magic save +1.

Focus effect: Enhancement Haste III.

Bonus types: Ability scores = augmentation. AC = armor (shield). Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 342,470 gp.

Slot: Shield.

Weight: 3 lbs.

Spitestone Shield

Description: This reddish metallic shield has the image of a grinning skull painted upon its front, and many flecks of black stone taken from the Plane of Hate — the same stone used in crafting spite golems — are mounted along its outer edge.

Powers: This +4 *small steel shield* has the *animated* quality.

Spitestone Shield (AC +5, arcane 5%, check +0; hardness 14, 19 hp, Break DC 26)

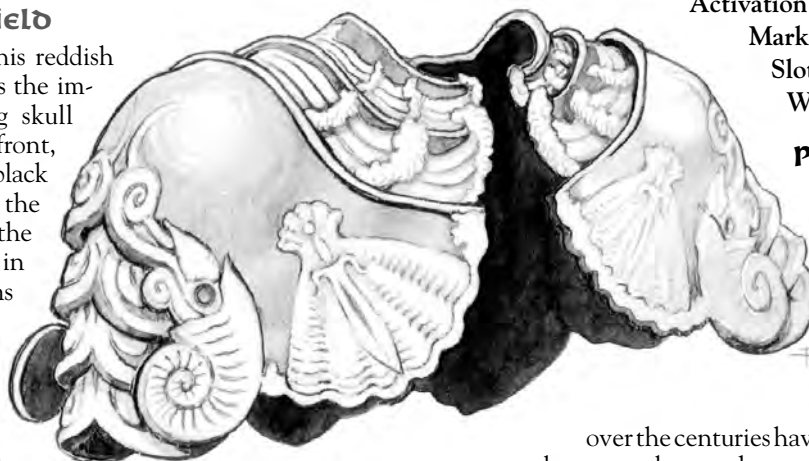
Wis +3.

Bonus types: Ability score = augmentation. AC = armor (shield).

Caster Level: 9th.

Activation: Use Activated.

Market Price: 53,159 gp.



Slot: Shield.

Weight: 7.5 lbs.

Trueheart Shield

Description: Once worn by Knights of Marr during a failed invasion of the Plane of Hate, a number of these remarkably light shields are today kept as trophies by various residents of the Plane of Hate. The golden sunburst of Mithaniel Marr is embossed boldly upon its front.

Powers: This +4 *large steel shield* has the *heavy fortification* quality.

Trueheart Shield (AC +6, arcane 10%, check +0; hardness 14, 24 hp, Break DC 26)

Str +2; Wis +2.

Bonus types: Ability scores = enhancement. AC = armor (shield).

Caster Level: 15th.

Activation: The wearer must have shield proficiency.

Market Price: 74,170 gp.

Slot: Shield.

Weight: 6.5 lbs.

Shoulder Items

Mantle of Study

Description: A type of mantle frequently worn by senior Teir'Dal arcanists, this item offers its wearer a number of benefits.

Powers: Dex +3; Int +3; hit points +2; mana +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 21,800 gp.

Slot: Shoulders.

Weight: 0.5 lbs.

Pauldrons of Power

Description: These pauldrons were crafted by Erudite clerics and paladins of Prexus, the Oceanlord. Erudite champions who have

over the centuries have occasionally found themselves unwelcome donators of their pauldrons and other goods.

Powers: Although technically a shoulder item, these pauldrons protect the wearer as armor. The armor bonus and armor check penalties do not stack with similar bonuses or penalties from other armor worn.

Pauldrons of Power (AC +1, check -1; hardness 10, 4 hp, Break DC 25)

Str +3; Int +3; Wis +3; Cha +3; hit points +7; mana +5.

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 73,950 gp.

Slot: Shoulders.

Weight: 2 lbs.

Shawl of Celestial Power

Description: This dark shawl has a hue like the night sky, with small stars twinkling amid the black sky. Such items are crafted by loathing liches on the Plane of Hate.

Powers: Str +2; Con +2; Wis +3; hit points +6; mana +8; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2).

Bonus types: Ability scores = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 60,800 gp.

Slot: Shoulders.

Weight: 1.1 lbs.

Sode of Empowerment

Description: This garment is made from a rugged cloth, overlaid with magic runes that augment one's abilities.

Powers: Str +3; Dex +4; Con +3.

Bonus types: Ability scores = augmentation.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 37,000 gp.

Slot: Shoulders.

Weight: 0.1 lbs.

Songshawl

Description: This brown shawl appears ordinary until worn; its powers are most beneficial for a bard.

Powers: A bard who wears this shawl gains a +4 bonus to Perform checks when twisting songs. Further, a character who is not a bard gains only half the following bonuses (round down) when wearing this shawl:

Str +2; Dex +2; Cha +2; hit points +12.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Skill = augmentation.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 52,450 gp.

Slot: Shoulders.

Weight: 2 lbs.

Shirt

Corrupted Valorium Armband

Description: This slender armband, in the shape of a serpent coiling around the wearer's upper arm, is typically worn only by the most powerful of spellcasters, although it can benefit virtually any wearer. Normally silver in color,

corrupted valorium occasionally emits tiny puffs of a putrid green gas. Corrupted valorium items such as this are made by the Corrupter of Life on the Plane of Hate, crafted from armor pieces taken off of slain paladins.

Powers: Str +5; Dex +4; Int +2; Wis +2; Cha +2; hit points +21; mana +17; acid resistance (10), cold resistance (10), acid save +2, cold save +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 1,795,800 gp.

Slot: Shirt.

Weight: 2 lbs.

Slashing Weapons

Anathema

Description: This rune-covered greatsword is sometimes wielded by Innoruuk himself. Its great, foul runes pulse crimson, emitting a pale, blood-tinged light.

Powers: This greatsword has a +7 bonus to attacks and a +5 bonus to damage, as well as the *lawful*, *speed*, and *unholy* qualities. Up to once per round, on a successful hit, it may also process (Proc DC 23) an *enraging blow*: The target struck must make a Will save (DC 41) or attack *Anathema's* wielder to the best of his ability and to the exclusion of all others for the next 5 rounds, no matter how tactically unsound it might be to do so.

Anathema is always sized appropriately for Innoruuk when he wields it, no matter how large or small his form at any given time. Otherwise, in its natural form, it is a Huge weapon (its stats below assume it is Huge — i.e., sized for a Large wielder).

Anathema (2d8+5, crit 19–20/x2, delay 5; AC 5, hardness 19, 32 hp, Break DC 33)

Str +5; Con +4; Int +4; Wis +4; hit points +31; mana +20; cold resistance (6), electricity resistance (6), fire resistance (6), magic resistance (6), cold save +1, electricity save +1, fire save +1, magic save +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 31st.

Activation: Use Activated.

Market Price: 5,000,000 gp.

Slot: Slashing.

Weight: 25 lbs.

Ashenbone Abbasi

Description: Lightweight and sturdy, this sword is formed from the talon of an ashenbone dragon.

Powers: This +4 *longsword* has the *keen* and *speed* qualities.

Ashenbone Abbasi (1d8+4, crit 17–20/x2, delay 4; AC 7, hardness 11, 11 hp, Break DC 25)

Str +2, Dex +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 78,315 gp.

Slot: Slashing.

Weight: 5 lbs.

Ashenbone Axe

Description: Lightweight and sharp-edged, this two-handed axe is made from one of the shredding teeth of an ashenbone dragon.

Powers: This +4 *greataxe* has the *keen* and *speed* qualities.

Ashenbone Axe (2d6+4, crit 19–20/x3, delay 5; AC 6, hardness 11, 12 hp, Break DC 24)

Str +2, Con +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 81,320 gp.

Slot: Slashing.

Weight: 7 lbs.

Corrupted Ghoulbane

Description: This once-silvery blade is now tarnished and dull. It throbs with a foul energy when held, and occasional pulses of pale green energy flicker along the blade when it is used in combat.

Powers: This +2 *bastard sword* has the *unholy* quality. Further, when it strikes an opponent, it creates a flash of corrupted energy that resonates between the opponent and the wielder, dealing an extra 2d6 points of magic damage to the opponent, but also 1d6 points of magic damage to the wielder.

Corrupted Ghoulbane (1d10+2 plus 2d6 corruption, crit 19–20/x2, delay 5; AC 7, hardness 13, 14 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 14th.

Activation: Use Activated.

Market Price: 84,835 gp.

Slot: Slashing.

Weight: 9.5 lbs.

Culler

Description: This two-handed weapon looks like some sort of glaive or naginata, but with a few additional barbs projecting from the bottom edge of its cutting blade.

Powers: This weapon functions as a +5 *glaive* with the *reaving* and *sundering* qualities.

Culler (1d12+5, crit x4, delay 6; AC 6, hardness 10, 12 hp, Break DC 26)

Str +2, Con +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 137,308 gp.

Slot: Slashing.

Weight: 8.9 lbs.

Darkmetal Falchion

Description: This falchion emanates a hellish light when held. Like all darkmetal weapons, the falchion growls each time it makes contact with a foe and, when it strikes a killing blow, it emits a deep, rumbling laugh, as if to gloat.

Powers: This +4 *falchion* has the *keen*, *speed*, and *unholy* qualities. It can also process the *sonic* quality (Proc DC 20) once per round on a successful hit. While it is wielded, it sheds light in a 5-foot radius.

Darkmetal Falchion (2d4+4 plus *sonic* proc, crit 15–20/x2, delay 4; AC 6, hardness 14, 12 hp, Break DC 29)

Int +3, Wis +3.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 147,375 gp.

Slot: Slashing.

Weight: 7.9 lbs.

Ghoulbane

Description: This silvery blade is prized by paladins and others who would rid the world of the scourge of undead.

Powers: This +1 *bastard sword* has the *bane (undead)* quality, and it is not affected by immunities possessed by some undead against slashing damage. (That is, it deals normal damage to skeletons and other undead that usually take reduced damage from slashing attacks.) Further, once per round, up to 5 times per day, it can process (Proc DC 18) an effect identical to that of the spell *dismiss undead* (Will DC 24 half).

Ghoulbane (1d10+1, crit 19–20/x2, delay 5; AC 7, hardness 12, 13 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 14th.

Activation: Use Activated.

Market Price: 99,460 gp.

Slot: Slashing.

Weight: 9.5 lbs.

Hate's Edge

Description: This darkmetal short sword, like all darkmetal weapons, growls each time it makes contact with a foe. When it strikes a killing blow, it emits a deep laughing sound.

Powers: This +2 *short sword* has the *speed* and *unholy* qualities. It can also process the *sonic* quality (Proc DC 20) once per round on a successful hit. While it is wielded, it sheds light in a 5-foot radius.

Hate's Edge (1d6+2 plus *sonic* proc, crit 19–20/x2, delay 4; AC 9, hardness 12, 6 hp, Break DC 26)

Int +2, Wis +2; mana +5.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Mana = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 88,310 gp.

Slot: Slashing

Weight: 4 lbs.

Nature's Defender

Description: This greatsword has a silvery blade etched with runes in Elder Elvish. The base of the blade has two added spurs, used for catching and disarming a foe's weapon. The quillions are also a silvery color, with golden ivy braiding that wraps down around the hilt and a very large red ruby in the center. The pommel bears a large white gem.

The *Nature's Defender* is a creation of the goddess Tunare. Such a powerful weapon is awarded only to elven paladins faithful to Tunare, and only upon the completion of a truly great and dangerous quest.

Powers: This +6 greatsword has the *great speed* and *holy* qualities. Up to 7 times per day, it can also process an effect called *nature's wrath* (Proc DC 20) once per round on a successful hit: This deals 5d10 points of damage (Fort DC 25 half) to any aberration, construct, outsider, or undead, and any creature struck must also make a Will save (DC 25) or be stunned for 1 round.

While the *Nature's Defender* is wielded by any good-aligned creature, it sheds light in a 20-foot radius; this light is capable of penetrating even magical darkness such as that produced by certain spells or magic items (and even the gloom of the Plane of Hate).

Nature's Defender (2d6+6 plus *nature's wrath* proc, crit 19–20/x2, delay 4; AC 6, hardness 18, 16 hp, Break DC 31)

Str +3; Dex +3; Wis +3; hit points +6; mana +4; disease resistance (6), poison resistance (6), disease save +1, poison save +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 2,704,150 gp.

Slot: Slashing.

Weight: 15 lbs. (0.5 lbs. when wielded by a paladin of Tunare).

Nightgrowth Blade

Description: Crafted by Teir'Dal using materials found on the Plane of Hate, the blade of this weapon appears to be little more than an evilly glowing bar of red light when held aloft in darkness.

Powers: This +3 longsword has the *brilliant energy* quality. Once per round on a successful hit, it can process (Proc DC 18) the *unholy* quality. While it is wielded, it sheds light in a 10-foot radius.

Nightgrowth Blade (1d8+3 plus *unholy* crit, crit 19–20/x2, delay 5; AC7, hardness 11, 7hp, Break DC 27)

Str +3, Wis +3.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 153,315 gp.

Slot: Slashing.

Weight: 5.5 lbs.

Revultant Whip

Description: Made from the tails of the largest revolting rats on the Plane of Hate, these greasy, awful-smelling black whips average roughly 8 feet in length.

Powers: This whip has a +4 bonus to attacks and a +2 bonus to damage, as well as the *enhanced process* and *massive* qualities. In addition, once per round on a successful hit, it can process (Proc DC 20) the *diseased* quality.

Revultant Whip (1d3+2 subdual plus *diseased* proc, crit x2, delay 5; AC 7, hardness 5, 7 hp, Break DC 25)

Dex +3; disease resistance (2), poison resistance (2).

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Resistance = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 72,701 gp.

Slot: Slashing.

Weight: 1 lb.

Silver Blade of Rot

Description: This enormous, glowing longsword seems almost a part of the creature wielding it — that huge creature residing on the Plane of Hate known as the Deathrot Knight. On closer inspection, the silver blade is not actually attached to the Knight in any way, but is held in place by a massive locked gauntlet.

Powers: This +4 *Huge longsword* has the *diseased* quality, and can process (Proc DC 20) the *unholy* quality on a successful strike up to once per round. The blade shines with a ruddy luminance while drawn, emanating light in a 15-foot radius.

Silver Blade of Rot (2d8+4 plus 2d6 disease and *unholy* proc, delay 5; AC 6, hardness 18, 13 hp, Break DC 30)

Str +3; Dex –3; Con +3; Int +2; Wis –3; Cha –3; acid resistance (2), disease resistance (–4), magic resistance (2), poison resistance (–4), disease saves –1, poison saves –1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 137,400 gp.

Slot: Slashing.

Weight: 10 lbs.

Six-Note Blade

Description: Crafted by the Maestro of Rancor, this blade emits a different note, like the striking of a gong or bell, with each parry or strike made in combat.

Powers: This +3 *kukri* has the *massive*, *sonic*, and *speed* qualities. Up to once per round, but at most 7 times per day, it can process (Proc DC 21) an effect identical to that of the bard song *Largo's absonant binding* (Will DC 41 negates) on a successful hit.

Six-Note Blade (1d6+3 plus 2d6 sonic and *Largo's absonant binding* proc, crit 18–20/x2, delay 5; AC 12, hardness 14, 6 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 31st.

Activation: Use Activated.

Market Price: 597,208 gp.

Slot: Slashing.

Weight: 3 lbs.

Tarantella

Description: Once, long ago, there was a banshee on the Plane of Hate called Tarantella, whose touch was said to inflict a toxic poison every bit as deadly as her keening. Among all other banshees, Tarantella was thought the most powerful. Some believed her strong enough to become the bride of Innoruuk — that is, until she angered the first elven queen, who had been captured by Innoruuk and twisted into a hateful Teir'Dal of terrible power. The queen, in a fit of jealous rage, captured Tarantella and fused her spirit into this finely wrought magical sword.

Powers: This weapon functions as a longsword with a +4 bonus to attack rolls and the *poisoned* and *sonic* qualities. Once per round, it can process (Proc DC 21) the spell *shock of poison* (Fort DC 31 half) on its target on a successful hit.

Tarantella (1d8 plus 2d6 poison and 2d6 sonic, crit 19–20/x2, delay 5; AC 7, hardness 14, 10 hp, Break DC 25)

Str +4, Con +3, Int +3, Wis +3, hit points +21, mana +14, poison resistance (10), poison save +2.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 21st.

Activation: Use Activated.

Market Price: 1,337,915 gp.

Slot: Slashing.

Weight: 3.5 lbs.

Theologian Claymore

Description: These ancient blades were once a powerful weapon used by dwarven paladins of Brell Serilis. The workmanship is flawlessly intricate, and the blades are virtually impervious to defacement. The crosspiece and pommel are of silver, chased with golden designs of the dwarves of Brell defeating the dragons of Veeshan. Along the cold-forged iron blade are further designs of dwarves with shields upraised, deflecting dragon-breath as they slash their scaled foe. Dwarven runes depicting the code of the dwarven paladins

of Brell, seven in number, are cleverly inlaid in less than obvious points of the claymore.

Powers: This +3 *cold iron broad sword* has the *hardness*, *bane (dragons)*, and *defending* qualities.

Theologian Claymore (1d10+3, crit x2, delay 6; AC 6, hardness 15, 15 hp, Break DC 30)

Str +2, Int +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

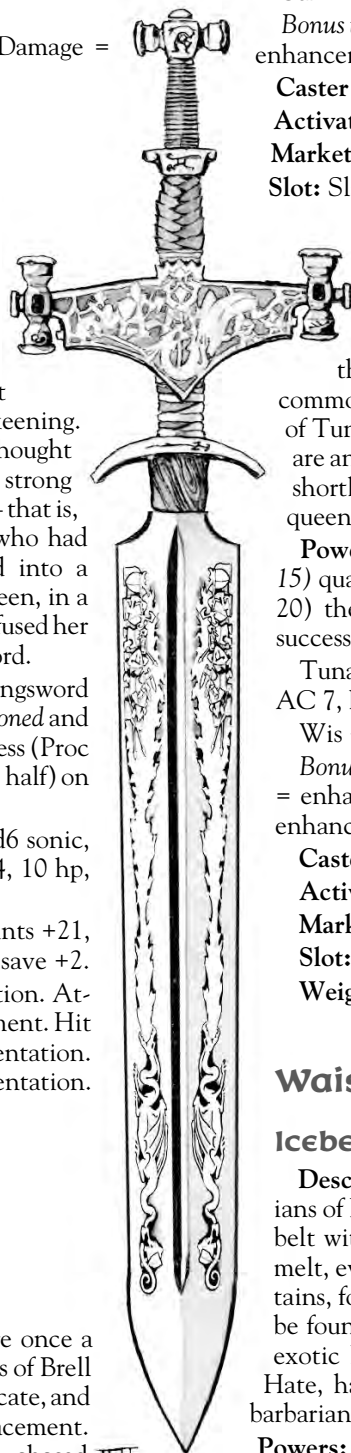
Caster Level: 9th.

Activation: Use Activated.

Market Price: 108,813 gp.

Slot: Slashing.

Weight: 6.5 lbs.



Tunarian Scimitar

Description: Said to have been crafted by Tunare's fauns on the Plane of Growth, these rare and beautiful weapons were once commonly wielded by leaders among the elven druids of Tunaria. Those found today in the Plane of Hate are ancient, being remnants of the great druids slain shortly after Innoruuk kidnapped their king and queen ages ago.

Powers: This +3 *scimitar* has the *disruption* (Fort DC 15) quality. Once per round, it can process (Proc DC 20) the *bane* quality on any undead target with a successful hit.

Tunarian Scimitar (1d6+3, crit 18–20/x2, delay 4; AC 7, hardness 13, 8 hp, Break DC 28).

Wis +2, mana +6.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement. Mana = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 110,515 gp.

Slot: Slashing.

Weight: 3 lbs.

Waist Items

Icebelt

Description: Crafted and worn by the hardy barbarians of Everfrost, the *icebelt* is a thick mammoth-hide belt with magical ice crystals (which never seem to melt, even in the great heat of the Lavastorm Mountains, for instance) sewn into it. Some such belts can be found on the Plane of Hate and in other equally exotic locales, worn as trophies by the residents of Hate, having been taken from the corpses of fallen barbarian invaders.

Powers: A character who is not a barbarian gains only half the following bonuses (round down) when wearing this belt:

Str +3; Dex +3; Wis +3; all resistances (2).

Bonus types: Ability scores = augmentation. Resistance = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 29,410 gp.

Slot: Waist.

Weight: 5 lbs.

Silverleaf Belt

Description: These belts were once worn by elven druids using the silver leaves of trees native to the Elddar forest of old. The art of crafting these belts being lost and the Elddar forest destroyed, *silverleaf belts* are now almost always found on Firstborn Teir'Dal servants of Innoruuk who live on the Plane of Hate, or perhaps occasionally among the spectres that dwell in the Oasis of Marr.

Powers: A character who is not a light elf (high, wood, or half elf) gains only half the following bonuses (round down) when wearing this belt:

Wis +3; AC +1; hit points +15; mana +10; magic resistance (8), magic save +2.

Bonus types: Ability score = enhancement. AC = luck. Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 15th.

Activation: Use Activated.

Market Price: 415,395 gp.

Slot: Waist.

Weight: 2 lbs.

Skinner's Belt

Description: Crafted by the trolls of Night Keep from the hides of a certain lizard native to the Innothule swamp, this belt is most highly valued by troll hunters for the excellent poison and disease resistance it offers its wearer — although it offers considerable other benefits aside from those.

Powers: Str +4; Wis +4; hit points +5; mana +3; disease resistance (8), poison resistance (8), disease save +2, poison save +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 51,200 gp.

Slot: Waist.

Weight: 3 lbs.

Vile Ruled Belt

Description: These powerful belts are created by the knights of Hate for use by the Gravelords of their knightly order.

Powers: Str +3; Dex +4; Con +3; AC +3; acid resistance (5), cold resistance (5), electricity resistance (5), fire resistance (5), sonic resistance (5), acid save +1, cold save +1, electricity save +1, fire save +1, sonic save +1.

Bonus types: Ability scores = augmentation. AC = deflection. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 65,500 gp.

Slot: Waist.

Weight: 1 lb.



Wrist Items

Corrupted Valorium Bracer

Description: Made from corrupted valorium, this plate bracer is most often worn by knights in service to Innoruuk. Normally silver in color, corrupted valorium occasionally emits tiny puffs of a putrid green gas. This item is made by the Corrupter of Life on the Plane of Hate, from armor pieces taken from slain paladins.

Powers: Str +4; Dex +4; Int +4; Wis +4; hit points +28; mana +12; poison resistance (10), poison save +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 28th.

Activation: Use Activated.

Market Price: 1,872,200 gp.

Slot: Wrist.

Weight: 4 lbs.

Diabolic Steel Bracers

Description: These plated armbands are often worn by members of the so-called Firstborn Teir'Dal (see the "First" template in Appendix 1: New Monsters). The bracer occasionally emits goutts of a black fire that lick the wrists of the wearer without harming him.

Powers: Although technically a wrist item, these bracers protect the wearer as armor. The armor bonus, arcane spell failure, and armor check penalties do not stack with similar bonuses or penalties from other armor worn.

Diabolic Steel Bracers (AC +1, spell failure 5%, check -1; hardness 10, 5 hp, Break DC 25)

Str +3; Con +3; hit points +9; mana +7.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 38,152 gp.

Slot: Wrist.

Weight: 1.8 lbs.



Hotop's Bracer

Description: A bracer whose magic was infused by wood elves of the ancient Elldar forest, this wrist-gear was once worn by wood elven bards and druids, the most powerful of whom were trapped in the Plane of Hate and slain. Minions of the Prince of Hate now wear such items as trophies. When worn, these bracers exude a mild scent of cinnamon.

Powers: Str +3; Wis +3; Cha +3; cold resistance (6), electricity resistance (6), fire resistance (6), cold save +1, electricity save +1, fire save +1.

Bonus types: Ability scores = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 35,100 gp.

Slot: Wrist.

Weight: 1 lb.

Miscellaneous Items**Beacon of Loathing**

Description: This small brass lantern does not give off any smoke when lit, and, even more miraculously, requires no fuel. Easily worn anywhere among one's inventory, it possesses very potent magical powers especially beneficial to spellcasters.

These lanterns are crafted by loathing lichs in a very long, painstaking series of rituals on the Plane of Hate.

Powers: Dex +4; Con +4; Int +5; Wis +5; hit points +22; mana +21; cold resistance (4), fire resistance (4), sonic resistance (4), cold save +1, fire save +1, sonic save +1.

Focus effect: Mana Preservation IV (affects up to 18th-level spells).

Bonus types: Ability scores = augmentation. Hit points = arcane. Mana = arcane. Resistance = augmentation. Save = augmentation.

Caster Level: 25th.

Activation: Use Activated.

Market Price: 4,500,000 gp.

Slot: Miscellaneous.

Weight: 5 lbs.

Cracked-Bone Ornament

Description: These items are typically found only on certain particularly powerful residents of the Plane of Hate. The Maestro of Rancor crafts these ornaments from the bones of those who have disturbed his dark symphonies.

Powers: The cracked bone ornament is normally worn upon the wrist, being shaped like a bracelet, but it takes up no item slot and functions even if the wearer is currently benefiting from other wrist items.

Int +4; Wis +4; hit points +21; mana +11; all resistances (4), all energy-based saves +1.

Focus effect: Spell Haste IV (affects up to 18th-level spells).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 25th.

Activation: Use Activated.

Market Price: 1,937,400 gp.

Slot: Miscellaneous.

Weight: 6 lbs.

Golden Wand of Blood Magic

Description: Crafted on the Plane of Hate by loathing lichs and forsaken revenants, golden wands of this nature possess many benefits and are sought after by enchanters, magicians, necromancers, and wizards alike.

Powers: The holder of this wand gains the benefit of *flowing thought I* (regaining 1 mana every 10 minutes), in addition to the following:

Dex +3; Int +3; Cha +3; hit points +8; mana +9; disease resistance (4), poison resistance (4), disease save +1, poison save +1.

Bonus types: Ability scores = none. Hit points = none. Mana = none. Resistance = none. Save = none.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 296,500 gp.

Slot: Miscellaneous.

Weight: 0.8 lbs.

Hand of the Maestro

Description: These objects bestow magical benefits to any who carry them. Each such mummified hand is said to be made from remains of a mortal who has disturbed the mysterious Maestro of Rancor in his great cathedral on the Plane of Hate.

Powers: Int +2; hit points +5; mana +5.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 6th.

Market Price: 34,000 gp.

Slot: Miscellaneous.

Weight: 0.2 lbs.

Hate Crystal

Description: Created by loathing lichs from the crystallized essence of hatred found only on the Plane of Hate, this crystal, normally mounted in a setting of gold or some similarly precious metal, glows a faint purplish color even in the darkest conditions.

Powers: Int +2; hit points +18; mana +11.

Bonus types: Ability scores = enhancement. Hit points = divine. Mana = divine.

Caster Level: 18th.

Activation: Use Activated.

Market Price: 1,694,500 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Holy Writ of the Devout

Description: This book of conservative, non-denominational religious writings bears magical augmentations that affect the owner when the tome is simply carried in hand.

Powers: Str +2; Wis +3; hit points +8; mana +5; magic resistance (4), poison resistance (4), magic save +1, poison save +1.

Focus effect: Extended Enhancement II.

Bonus types: Ability scores = augmentation. Hit points = divine. Mana = divine. Resistance = augmentation. Save = augmentation.

Caster Level: 10th.

Activation: Use Activated.

Market Price: 72,930 gp.

Slot: Miscellaneous.

Weight: 1.2 lbs.

Kelin's Seven-Stringed Lute

Description: This magical lute was once owned by a well-known bard called Kelin, whose rise to fame was as rapid as his ability to learn new songs. Even the most complicated of melodies were mastered by Kelin after hearing them played but once. Kelin traveled the world seeking new songs to add to his repertoire. As his list of known songs grew, he found himself unable to slake his thirst to know more. Then, one evening, as Kelin was passing through a town, he heard a haunting melody, only part of which was known to the young bard playing it.

It was said that the melody's author, Vedel Revnold, vanished mysteriously after tragically killing the woman he loved. For years, Kelin searched in vain for Revnold's finished work on the melody. Eventually, when Kelin reached middle age, he encountered some survivors of an ill-fated raid into the Plane of Hate. While listening to their tale, Kelin, without thinking, played Revnold's unfinished tune. The survivors of the raid immediately roared at Kelin and attacked, accusing him of being in league with Innoruuk. While facing the blades and spells of these enraged survivors, Kelin learned that they had heard this same haunting melody played in the Plane of Hate. Kelin was able to calm their fears, and then proceeded to share the tale of Revnold with them; within the month, he led a party of explorers to the Plane of Hate, suspecting correctly that the Maestro of Rancor was none other than Vedel Revnold himself.

However, no one in Kelin's exploration party to the Plane of Hate was ever seen again.

Powers: Anyone playing this lute gains a +8 bonus to Perform (lute) or Play String Instruments checks. A character holding the lute in hand also gains the following benefits:

Dex +4; Cha +4.

Bonus types: Ability scores = enhancement. Skill = enhancement.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 36,710 gp.

Slot: Miscellaneous.

Weight: 0.6 lbs.

Manual of Malady

Description: This manual is inscribed upon paper-thin sheets of beaten gold. Written by a noteworthy Teir'Dal necromancer, this magical manual holds considerable value to those who practice the arts of manipulating the dead. The possessor need only have the *Manual of Malady* on his person to gain its considerable benefits.

Powers: Dex +3; Int +4; Wis +4; Cha +4; hit points +25; mana +16; acid resistance (5), disease resistance (5), poison resistance (5), acid save +1, disease save +1, poison save +1.

Focus effect: Affliction Efficiency IV (affects up to 18th-level spells).

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 25th.

Activation: Use Activated.

Market Price: 4,229,600 gp.

Slot: Miscellaneous.

Weight: 4 lbs.

Slowstone Amber

Description: Created by Innoruuk's undead monks, the kiraikeui, these amber stones are magically treated with a temporary slowing effect. They possess a pale glow while any charges remain in them.

Powers: As an attack action, the holder of this stone may invoke an effect identical to that of the spell *shiftless deeds*. A newly created *slowstone amber* has 3 charges of this effect.

Caster Level: 12th.

Activation: Use Activated.

Market Price: 10,395 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Spiritguard

Description: Crafted by spite golems on the Plane of Hate, this cubic totem, when held, magically augments its possessor's insight and also grants him or her protection against magical energies.

Powers: Wis +2; mana +3; all resistances (2).

Bonus types: Ability score = augmentation. Mana = none. Resistance = none.

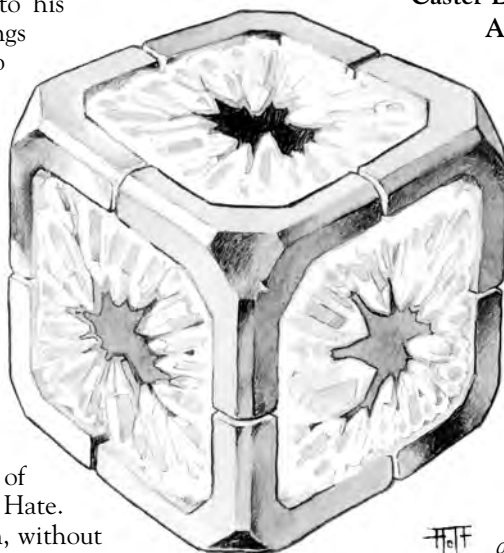
Caster Level: 9th.

Activation: Use Activated.

Market Price: 12,100 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.



Tome of Prophetic Visions

Description: Crafted and penned by loathing liches and forsaken revenants, each of these rare, highly desirable tomes grants its holder brief glimpses of the future, which effectively allows her to act in such a way to optimize her responses to external stimuli. The tome's innate magic also enhances its possessor's mana regeneration, physical strength, and resistance to the elements, making it highly prized among spellcasters.

Powers: The holder of this small tome gains the benefit of *flowing thought I* (regaining 1 mana every 10 minutes), in addition to the following:

Str +2; Wis +3; AC +2; hit points +8; mana +9; cold resistance (4), fire resistance (4), cold save +1, fire save +1.

At the GM's discretion, the tome of prophetic visions may also induce predictive glimpses of future events in the possessor. The purpose, effects, and substance of these visions is left to the GM to determine; as a rule, they should have little if any effects on the mechanics of the game, but potentially dramatic effects on the campaign's ongoing story.

Bonus types: Ability scores = none. AC = insight. Hit points = none. Mana = none. Resistance = enhancement. Save = enhancement.

Caster Level: 9th.

Activation: Use Activated.

Market Price: 92,000 gp.

Slot: Miscellaneous.

Weight: 1.2 lbs.



Appendix Three: Quests

Quest: Innoruuk's Curse

Faction: The Dead (+1 rank); or True Spirit (+1 rank).

NPC: Any evil (see text).

CR: 25+.

Rewards: *Innoruuk's Curse*.

Consequences: -1 faction with the Inhabitants of Hate; -1 faction with the Priests of Innoruuk.

Quest Summary: This quest begins seemingly as an accident or a matter of happenstance. (Of course, Innoruuk's will is involved, so it may not be such an "accident" after all — ultimately, it may be that he wishes the PC shadow knight to have the infamous blade that is his namesake.) Upon slaying some enemy who is also evil, the shadow knight PC finds on his or her person a letter to an unnamed bearer from a "Duriek of Paineel." The letter states that the bearer should be paid a sum of money upon receipt of the missive.

The aged Duriek Bloodpool (*male Erudite, Nec 26, OE; True Spirit, the Dead*) can indeed be found in Paineel. Given the letter, he apologizes for the gambling debts incurred by his recently deceased apprentice and hands the character 100 gp, "more than covering any interest accrued." Then, sizing up the shadow knight PC and sensing the necromantic power in him or her, he asks whether the character might be interested in assisting him with a vital and rewarding task that his former apprentice left undone.

Duriek admits to having spent many years piecing together the method for creating a dark blade of power, using a *Ghoulbane* sword as his starting point and corrupting it into an evil form. His apprentice was searching for the final piece of the puzzle, but now Duriek asks if the PCs might journey to the Hole and recover for him a certain dusty tome called *Twistings of Power*, penned by a famous dark elf weaponsmith and reputedly now possessed by the ratmen who dwell in that place.

Once the PCs recover the book, Duriek is able to deduce the necessary ingredients to corrupt the *Ghoulbane* into a weapon of evil. He requires, of course, a *Ghoulbane* sword (see Appendix Two), but equally important is the "decrepit sheath," which must be used to contain the blade while it is enchanted; in addition, he also needs two or three other items appropriate to his purpose (and to a

shadow knight's alignment...), at the GM's discretion. All save the sheath should be recoverable by characters of the PCs' caliber with some difficulty, as determined by the GM.

The decrepit sheath is perhaps the trickiest item to find, however, for it is a sort of "specialty item" and not widely known. In order to know the source of the decrepit sheath immediately, the character must have +3 or better faction rank with either the Opal Dark Briar or the Corrupt Qeynos Guards faction, or else a PC must make a successful *bardic knowledge* check (DC 35) or a Knowledge (local lore [Qeynos]) check (DC 30). Alternately, a successful Gather Information check (DC 25) made among members of any shadow knight guild is sufficient to discover the source of the item.

Failing any of these methods, the characters can simply do some research, requiring an up-to-date library with information regarding matters of black magic (such as in Paineel or Neriak). In such a location, the character(s) must spend 3d6+1 hours poring over recently penned journals and tomes, and then make an Intelligence check (DC 13); if successful, the PCs find a reference to one Lord Teydar, a shadow knight guildmaster supposedly located in the Qeynos aqueduct system, who has reputedly made a decrepit sheath within the last two years.

In Qeynos, Teydar admits that he can indeed craft the item, but that it is very difficult to fashion, and that to do so he requires several materials. The PCs must return to him with a piece of hide from an old chromodrac (a specimen with 36 HD or more, depending on the level and number of PCs), a bit of "necrodrake spine" (referring to the ashenbone drakes of the Plane of Hate), and a bar of *enchanted platinum*, as well as 5,000 gp for Teydar's troubles. Once he receives all of these things, Teydar goes off and crafts the sheath for the PCs, although doing so takes him a few days.

Next, having brought all of the requested materials to the necromancer Duriek, the PCs must again wait a few days while the Erudite performs his rituals. Upon completion, he summons the PCs and gives them *corrupted Ghoulbane* (see Appendix Two). However, he informs them that the weapon is still not complete: They must now venture to the City of Mist, there to consult with the "powerful lich" Lhranc (see the story of *Innoruuk's Curse* in the EQ: Game Master's

Guide, pp. 182–83, for more on Lhranc and his dark history).

Having braved the dangers of the City of Mist to find Lhranc — currently a mere spirit, unable to interact with the material world — the PCs are commanded to help him lift his curse before he will help with the final enchantment of the sword. To break the spell, he needs four things: one of them is the *corrupted Ghoulbane* itself, and the others are the “heart of an innocent,” the “head of the valiant,” and the “will of Innoruuk.” The details of these things are left to the GM, and are easily interpretable in a number of ways; as long as the PCs find items that thematically fit the descriptions, they should be acceptable. It may even be that the “will of Innoruuk” is an abstract idea represented by any character hateful enough to actually obtain the first two objects; under this interpretation, the questing PC may simply provide some small personal token that symbolically represents the shadow knight, for he or she is the “will of Innoruuk” in a sense, even if he or she doesn’t worship the Prince of Hate.

Once Lhranc receives the four items, he chants the words of an ancient spell and the components rise above his head, swirling about until they all disappear (including the *corrupted Ghoulbane*!). Lhranc is now free and takes on a physical form (*male human, lich or revenant template*†, *Shd* 28, *NE*; *no faction*). However, he has no intention of holding up his part of the bargain, being both belligerent and spiteful.

The PCs should now see the opportunity to take from him the fabled blade *Innoruuk’s Curse*, which he wields. (Ultimately, from the GM’s perspective, this is the point of the quest.) Having defeated Lhranc, the PCs (and the shadow knight specifically) are now the new owner’s of *Innoruuk’s Curse*.

† The lich template appears in **Realms of Norrath: Everfrost Peaks** (p. 142); the revenant template appears in **Monsters of Luclin** (p. 75). Use whichever is available or preferable.

Quest: Nature’s Defender

Faction: Tunarean Court (+2 rank).

NPC: Guardian of Takish.

CR: 30+.

Reward: *Nature’s Defender*; +1 faction rank with the Tunarean Court.

Consequence: –2 faction rank with the Inhabitants of Hate; –2 faction rank with the Priests of Innoruuk.

Quest Summary: Only a paladin of Tunare who visits the Guardian of Takish on the Plane of Growth can be given this quest. The Guardian informs the paladin that the “Corrupter of Life” has been spreading the seeds of corruption among creatures of the Wakening Lands. Currently, there are at least three creatures that have been corrupted there by the foul servant of Innoruuk. (In fact, there are more than one Corrupter of Life, but the one known to the Guardian normally dwells on the Plane of Hate, serving the Prince of Hate directly.)

The paladin is to collect the skins of no less than 3 corrupted creatures from the Wakening Lands; he must then venture into Hate and slay a Corrupter of Life (there is one at Area 124, just outside the Cathedral of the

Maestro, but others can be found in the palace of Innoruuk), collect its skull, and then return to the Plane of Growth and give all of these items to the Guardian.

Upon receiving these items, the Guardian of Takish blesses the paladin for her great bravery, industriousness, and virtue, and bestows upon her the *Nature’s Defender* (see Appendix Two).

This quest can be completed only once.

Quest: Swiftwind and Earthcaller

Faction: Faydark’s Champions (+3 rank).

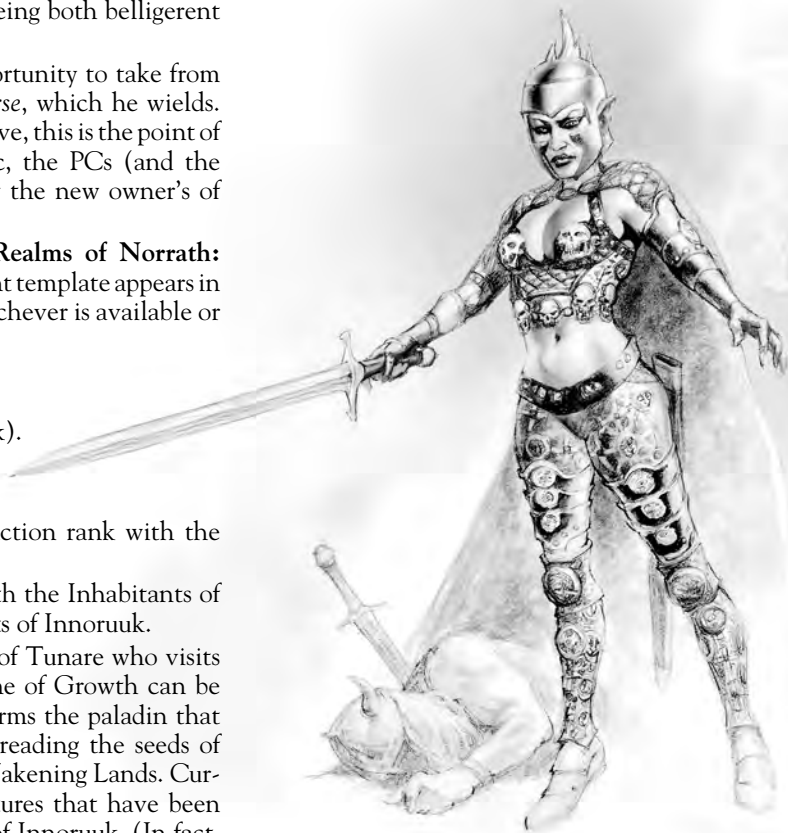
NPC: Telin Darkforest.

CR: 26+.

Rewards: *Earthcaller* and *Swiftwind*.

Consequences: –2 faction rank with the Inhabitants of Hate; –1 faction rank with the Priests of Innoruuk; –1 faction rank with the Dead.

Quest Summary: A ranger or other worshipper of Tunare who has enough standing with the Faydark’s Champions may approach Telin Darkforest (*male wood elf*, *Rng* 24, *NG*; *Faydark’s Champions*, *Soldiers of Tunare*) in the Burning Woods of Kunark to begin this quest. Telin warns of a



possible plot of Innoruuk to disturb the natural order, spreading hate and corruption, and sends the PCs to speak to the Arch Druid Althele, who dwells in the Karanas and might have advice for the PCs if they are to help restore the natural order.

Once the PCs find Althele (*female half elf*, Dru 29, ON; *Soldiers of Tunare, Faydark's Champions*), who is old and quite blind, she immediately calls a druids' conclave. Before the other high druids can be called, however, the Arch Druid's followers burst in and warn that their encampment is under attack. The PCs must fend off the attackers, for the younger druids must whisk Althele away to safety and cannot also transport the PCs. The attacking group is composed of 2 dark elf reavers (*male or female dark elves*, Shd 21–23, OE; *the Dead*) and a "corruptor" (*male dark elf*, Nec 25, OE; *the Dead*).

After the battle, the PCs find a journal on the corruptor with a note in it ordering the death of Althele. After a short time the druids find the PCs again, and decide that they must take Althele into hiding; first, however, performing a "reading" on the dark elf's journal, the Arch Druid tells them that she senses the hand of Innoruuk in this matter, but that he also has an intermediary on Norrath. She claims to have heard rumors of connections between the undead lizards of Kunark and the Dark Prince. She suggests that Venril Sathir possesses some item that represents a conduit of power for Innoruuk's corruption; once they find this item, they are to return to Telin Darkforest with it.

The PCs must now locate the undead iksar Venril Sathir (*male iksar, lich template†*, Nec 26, NE; *Venril Sathir*) in Karnor's Castle and kill him to retrieve the *pulsing green stone* he possesses. (A spellcaster may make a DC 30 Spellcraft check to determine this is the object they seek.) Upon returning the stone to Telin, the ranger informs the PCs that the stone may be used to reforge the legendary blade *Swiftwind*, but only if properly treated. He suggests that they should speak to the Gate Callers in Erudin, who might be able to quell the unstable elemental energy in the stone; then they should seek out his old friend Kinlo Strongarm, a master blade-crafter in Kaladim.

In Erudin, the Arch-Mage Mairee Silentone (*female Erudite*, Mag 29, ON; *Gate Callers*) takes and interest in the stones. After the PCs perform some relatively minor service for her (GM's discretion), or if any PC has at least +3 faction rank with the Gate Callers, she performs a ritual upon the stones that balances their nature, making them suitable for use in crafting the famous blades.

In Kaladim, Kinlo Strongarm (*male dwarf*, Exp 18/War 5, ON; *Kaladim Merchants, Stormguard, Kazon Stormhammer*) happens to know a few secrets of the ancient dwarven smith Usbak the Old, who reputedly crafted the original blades known as *Swiftwind* and *Earthcaller*. However, he can only forge the blades — he assumes the PCs will want both — if the PCs procure a small amount of *enchanted mithril* for him. The GM is free to come up with the details of finding or purchasing this material. Given the mithril, and paid sufficiently for his services, Kinlo produces the twin blades for the PCs. (If the PCs insist they want only one, they can always go back to him later for the second blade.)

Returning to Telin Darkforest, the PCs find that they must seek out the druid Faelin Bloodbriar (*female wood elf*, Dru 27, ON; *Soldiers of Tunare, Faydark's Champions, King Tearis Thex*) in the Greater Faydark; she is the only druid known to him who both enough power of Tunare and the requisite skill at jewelcrafting to set the stones properly into the blades' hilts. He bids the PCs show her his ring as a token so that she will know to trust them.

Once she is found, Faelin sets the *balanced pulsing green stone* into the hilt of one of the blades and works her magic on it. After a short time, she returns to the party, *Swiftwind* in hand: "Take the blade. Go, then, and find a shattered *essence emerald* once held by Innoruuk himself; bring both it and the brother of this blade to Xanuusus the Treant†. Only he can create *Earthcaller*, to match the blade you now hold, so that the balance of the land may once again be restored."

The PCs must now travel to the Plane of Hate, in search of the *shattered emerald of corruption*. It is possessed by the Lord of Loathing (see Area 44 in Chapter Three: Lesser Hate); alternately, the GM could place the gem with a more powerful creature in Hate, if she feels that recovering it from the Lord of Loathing would be an insufficient challenge for the PCs.

Once they've obtained the emerald, the heroes must find Xanuusus in North Karana (possibly not an easy task). After he has been found, the treant melds the gem into the second sword's hilt and channels energy into the weapon, thunderclouds forming overhead. "Thus is the link of hate broken between Innoruuk and the spirit of earth," he intones. "Through your actions has balance been returned. Your deeds, your work for the good of all, will be remembered by anyone who walks beneath the canopy of a forest or roams the plains." And with that, he passes *Earthcaller* over to the PCs.

The epic ranger weapons *Swiftwind* and *Earthcaller* can be found in the **EQ: Game Master's Guide** (pp. 185–86).

† The lich template appears in **Realms of Norrath: Everfrost Peaks** (p. 142). Treants appear in **The Temple of Solusek Ro** (p. 20).

The Marsinger Quests

A brother and sister duo, Seana (*female half elf*, Brd 32, NG; *League of Antonican Bards, Songweavers*) and Stefan Marsinger (*male half elf*, Brd 32, NG; *League of Antonican Bards, Songweavers*), are almost always encountered together near the wizard's spires of Greater Faydark. They offer a number of quests that send characters to the Plane of Hate; these quests vary by class, and result in increasingly more powerful rewards in the form of enchanted gems, the fourth of which is the final reward, called *Marsinger's glimmering gem*.

In each case, the name of the quest refers specifically to the character classes that are offered that quest, as follows: hybrid classes ("hybrid"); dedicated fighters ("melee"); dedicated divine spellcasters ("priest"); or dedicated arcane casters ("casters").

The various gems granted as rewards for the Marsinger quests are included in this appendix (following the Marsinger quest descriptions) rather than Appendix Two: New Magic Items, since they are related so closely to the quests.

Quest: Marsinger Hybrid No. 1

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 21+.

Reward: *Gem of courage*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: If hailed, Seana Marsinger asks the PCs rather directly if they know anything of the Plane of Hate. She admits that, despite her relative neutrality in the affairs of the world, she and her brother nonetheless feel they have a duty to work against the hatred and corruption spread by Innoruuk and his minions. She then asks if the PCs might be willing to help her and her brother in that capacity.

Seana asks the PCs if they could travel to the Plane of Hate, there to observe the lowest-ranking ire ghosts and other creatures of Hate that combine magical power with physical might. (Any creature native to Hate with a BAB of at least +16 and an effective caster level of 16th or higher should suffice.) Further, the PCs should return with a few small portions of at least two such creatures to verify they have indeed been “studying” — which is to say *killing*, without actually saying “killing” — the servants of Innoruuk.

The PCs are thus to recover things such as eyes, fingers, claws, etc., or some kind of signet or identifying device from the appropriate creatures. If they do so and can also supply Seana with a jacinth upon their return, she offers to enchant the jewel for them, producing a *gem of courage*. In addition, if the PCs are successful, the Marsingers may have further work for them.

This quest can be completed only once.

Quest: Marsinger Hybrid No. 2

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 24+.

Reward: *Gem of daring*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: This quest is similar to “Marsinger Hybrid No. 1,” for it is really simply a repeat of the same quest but with slightly more difficult objectives. Seana suggests that, due to the PCs’ work in the previous quest, she now has “a good framework of reference for the lower rankings of these beings [in Hate]”; however, she now wishes to have the PCs “study” a couple of Teir’Dal knights of Hate or some other more powerful hybrid-like creatures. (Any creature native to Hate with a BAB of at least +20 and an effective caster level of 20th or higher should suffice.)

The PCs are thus to recover some kind of signet, crest, or other identifying device (or body parts, as before, if the creature is not a knight of Hate) from the appropriate creatures. Upon their doing so, Stefan offers to “upgrade” the enchantment on their *gem of courage*, turning it into a *gem of daring*. Once again, if the PCs are successful, the Marsingers have more work in mind for them.

This quest can be completed only once.

Quest: Marsinger Hybrid No. 3

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 30+.

Reward: *Gem of heroism*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: This time, Stefan states that he has heard rumors of four archaic tomes that contain “some of Innoruuk’s darkest secrets.” They are called *Compendium of Classic Torture*, *Texts on Pain*, *Writ of Agony*, and *Tactical Hatred*, respectively. Stefan wants only to gain the first of these, *Compendium of Classic Torture*, copies of which are thought to be possessed only by some of Hate’s most powerful individuals. (Any creature native to Hate with a BAB of at least +27 and an effective caster level of 27th or higher makes a good candidate.)

If the PCs return with the tome, Stefan once again upgrades the enchantment on their *gem of daring*, now making it a *gem of heroism*.

This quest can be completed only once.

Quest: Marsinger Melee No. 1

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 21+.

Reward: *Gem of war*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: If hailed, Seana Marsinger asks the PCs if they know anything of the Plane of Hate. Despite her relative neutrality in worldly affairs, she and her brother nonetheless feel they have a duty to fight the evil and dissent spread by Innoruuk and his minions. She asks if the PCs might be willing to help her and her brother.

Seana asks the PCs if they could travel to the Plane of Hate, there to “observe” the weakest among the abhorrents, kiraikeui, and other such physically mighty creatures of Hate that have little in the way of magical powers. (Any creature native to Hate with a BAB of at least +20 and an effective caster level of 9th or lower should suffice.) The PCs should return with a few small portions of at least two such creatures to verify they have indeed been “studying” them.

The PCs are thus to recover things such as eyes, fingers, claws, etc., or some kind of signet or identifying device from the appropriate creatures. If they do so and can also procure a jacinth, she offers to enchant the jewel for them, producing a *gem of war*.

This quest can be completed only once.

Quest: Marsinger Melee No. 2

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 24+.

Reward: *Gem of contention*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: This quest is similar to “Marsinger Melee No. 1,” being essentially a repeat of the same task but targeting slightly more difficult creatures. Seana now wishes to have the PCs “study” a couple of Teir’Dal knights or

agents of Hate or some other more powerful fighter-type creatures. (Any creature native to Hate with a BAB of at least +25 and an effective caster level of 11th or lower should suffice.)

Once the PCs return with the signet, crest, etc., from the appropriate creatures, Seana offers to “upgrade” the enchantment on their *gem of war*, turning it into a *gem of contention*.

This quest can be completed only once.

Quest: Marsinger Melee No. 3

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 30+.

Reward: *Gem of victory*.

Consequence: –1 faction rank with the Inhabitants of Hate.

Quest Summary: Seana informs the PCs of the Innoruukite texts *Dissertation of Dark War*, *Texts on Pain*, *Writ of Agony*, and *Tactical Hatred*. She wants a copy of the first, *Dissertation of Dark War*, which are thought to be possessed only by some of Hate’s most powerful warlords and overlords. (Any creature native to Hate with a BAB of at least +33 and an effective caster level of 13th or lower makes a good candidate.)

If the PCs return with the tome, she upgrades the enchantment on the *gem of contention*, transforming it into a *gem of victory*.

This quest can be completed only once.

Quest: Marsinger Hybrid/Melee No. 4

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 34+.

Reward: *Marsinger’s glimmering gem of might*.

Consequence: –1 faction rank with the Inhabitants of Hate.

Quest Summary: Based on the PCs’ past successes, the Marsingers have a final task that, they warn, is very dangerous. Having recently received one of Innoruuk’s dark texts due to the heroes’ actions, they have begun to realize the true extent of the Dark Prince’s ploys, and they now wish to procure the other three texts mentioned earlier so they can try to discern more of his dark intent. The PCs are to bring them copies of *Texts on Pain*, *Writ of Agony*, and *Tactical Hatred*.

Texts on Pain is in the possession of Szymaster I’Kavin (see Greater Hate, Area 78); *Writ of Agony* is currently in the library holdings of Arch Lich T’Vaxok (Greater Hate, Area 82); and Warlord E’Prosio (Greater Hate, Area 77) currently has a copy of *Tactical Hatred*.

Once the PCs return with all three texts, the Marsingers enhance the gem once again, this time making *Marsinger’s glimmering gem of might*.

This quest can be completed only once.

Quest: Marsinger Priest No. 1

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 21+.

Reward: *Gem of faith*.

Consequence: –1 faction rank with the Inhabitants of Hate.

Quest Summary: If hailed, Seana Marsinger asks the PCs if they know anything of the Plane of Hate. She admits that, despite her relative neutrality in the affairs of the world, she and her brother feel they have a duty to work against Innoruuk and his minions. She then asks if the PCs might be willing to help her and her brother in doing the same.

Seana asks the PCs to enter the Plane of Hate, there to observe the weakest of the clerics of Hate and others of that ilk, who combine considerable divine power with some degree of combat prowess. (Any creature native to Hate with a BAB of at least +13 and an effective divine caster level of 19th or higher should suffice.) She asks the heroes to return with evidence of having “studied” at least two such creatures.

Once the PCs return to Seana with the evidence of their studies and a diamond, she will enchant the gem, producing a *gem of faith*. In addition, the Marsingers may have further work for them (see “Marsinger Priest No. 2”).

This quest can be completed only once.

Quest: Marsinger Priest No. 2

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 24+.

Reward: *Gem of piety*.

Consequence: –1 faction rank with the Inhabitants of Hate.

Quest Summary: This quest is almost identical to “Marsinger Priest No. 1,” except the Marsingers want evidence of the demise of slightly more powerful creatures, such as spite golems or ministers of Hate. (Any creature native to Hate with a BAB of at least +16 and an effective divine caster level of 24th or higher should suffice.)

Once the PCs return with the appropriate evidence, Seana boosts the *gem of faith* into a *gem of piety*.

This quest can be completed only once.

Quest: Marsinger Priest No. 3

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 30+.

Reward: *Gem of transcendence*.

Consequence: –1 faction rank with the Inhabitants of Hate.

Quest Summary: Seana, pleased with the heroes’ progress, informs them of several texts used by Innoruuk’s servants in spreading their malevolent influence: *Tome of Dark Healing*, *Teachings of Innoruuk*, *Book of the Dead*, and *Applications*

of *Suffering*. She wants a copy of the *Tome of Dark Healing*, most likely possessed by Hate's most powerful high priests. (Any creature native to Hate with a BAB of at least +20 and an effective divine caster level of 32nd or higher makes a good candidate.)

Once she has the tome, Seana enchants the *gem of piety* once more, this time turning it into a *gem of transcendence*.

This quest can be completed only once.

Quest: Marsinger Caster No. 1

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 21+.

Reward: *Gem of sorcery*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: Seana Marsinger, if spoken to, asks the PCs if they know of the Plane of Hate. She and her brother, despite their loyalty to the League of Antonican Bards and its professed motto of neutrality, feel they must fight the evil represented by Innoruuk and his minions. The pair then ask whether the PCs might be willing to help.

Assuming they agree, Stefan asks the PCs to go to the Plane of Hate, under the predication that they are to "observe" the weaker among the loathing liches, ashenbone drakes, and other such creatures of arcane power. (Any creature native to Hate with an effective arcane caster level of 20th or higher should suffice.) The PCs are to return with a few small portions or trinkets of at least two such creatures to verify they have indeed been "studying" them — i.e., killing them.

When the PCs bring back the appropriate evidence, along with a diamond, Stefan happily enchants the diamond for them, making it into a *gem of sorcery*.

This quest can be completed only once.

Quest: Marsinger Caster No. 2

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 24+.

Reward: *Gem of enchantment*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: Like "Marsinger Caster No. 1," this quest sends the PCs to kill creatures of the Plane of Hate. These creatures, however, must be more powerful specimens. The Marsingers suggest the PCs should focus upon foes such as Teir'Dal sorcerers, or some other more powerful spellcasting creatures. (Any creature native to Hate with an effective arcane caster level of 25th or higher should suffice.)

As soon as the characters complete the assignment, Stefan transforms the *gem of sorcery* into a *gem of enchantment*.

This quest can be completed only once.

Quest: Marsinger Caster No. 3

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 30+.

Reward: *Gem of conquest*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: The bard Stefan now informs the PCs of a number of evil texts used by spellcasters who serve the Prince of Hate. These books are known as the *Concordance of Black Magic*, *Teachings of Innoruuk*, *Book of the Dead*, and *Applications of Suffering*. The bard wishes the party to recover a copy of the first, *Concordance of Black Magic* (see sidebar); such tomes are possessed only by the most puissant of Innoruuk's black sorcerers. (Any creature native to Hate with an effective arcane caster level of 33rd or higher should suffice; there is a copy in Area 44 of Lesser Hate, in the Slums of Spite.)

Upon their successful return with the tome, Stefan offers to re-enchance the *gem of enchantment*, making it a *gem of conquest*.

This quest can be completed only once.

Quest: Marsinger Caster/Priest No. 4

Faction: League of Antonican Bards (+1 rank); or Songweavers (+2 rank).

NPCs: Seana and Stefan Marsinger.

CR: 34+.

Reward: *Marsinger's glimmering gem of mastery*.

Consequence: -1 faction rank with the Inhabitants of Hate.

Quest Summary: Having seen the results of the PCs' skill and bravery, the Marsingers have a final task for the heroes. They have by now had more than enough time to digest the contents of the appallingly evil *Concordance of Black Magic*, but that book contained hints as to some of the Dark Prince's schemes that were entirely unsuspected until now. As a result, the Marsingers wish the PCs to procure for them copies of the other three texts they mentioned previously: *Teachings of Innoruuk*, *Book of the Dead*, and *Applications of Suffering*.

Teachings of Innoruuk is in the possession of the dreaded Archon G'Uvin (see Greater Hate, Area 81); *Book of the Dead* is currently held by the Dread Lord M'Noxin (Greater Hate, Area 75); and *Applications of Suffering* is a favored bit of bed-time reading for Overlord R'Gahbsa (Greater Hate, Area 105).

Once the PCs return with all three texts, the Marsingers enhance the gem once again (and finally), this time crafting it into *Marsinger's glimmering gem of mastery*.

This quest can be completed only once.

The Marsingers' Gems

Listed below are the various gems enchanted by the Marsingers in exchange for services rendered through their various quests.

Gem of Conquest

Description: This glittering gem grants significant benefits to its possessor.

Powers: The possessor of the *gem of conquest* gains the benefit of *flowing thought III* (3 mana/10 min.), as well as the *moderate fortification* and *process immunity* armor qualities simply by virtue of having the stone anywhere on her person. She also gains the following benefits:

Con +3; Int +4; Cha +2; AC +2; hit points +18; mana +12; magic resistance (6), all other resistances (2), magic save +1.

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 18th.

Market Price: 1,997,800 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Contention

Description: This orangey stone grants significant benefits to its possessor.

Powers: The possessor of the *gem of war* gains the benefit of the *moderate fortification* and *process defense* armor qualities simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Str +2; Con +3; AC +2; hit points +12; acid resistance (2), cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Resistance = augmentation.

Caster Level: 12th.

Market Price: 136,000 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Courage

Description: This orangey stone grants significant benefits to its possessor.

Powers: The possessor of the *gem of courage* gains the following benefits simply by virtue of having the stone anywhere on her person:

Str +2; Con +2; Int +2; Wis +2; Cha +2; hit points +8; mana +5; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 8th.

Market Price: 637,600 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Daring

Description: This orangey stone grants significant benefits to its possessor.

Powers: The possessor of the *gem of daring* gains the following benefits simply by virtue of having the stone anywhere on her person:

Str +2; Con +3; Int +2; Wis +2; Cha +2; hit points +12; mana +8; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 12th.

Market Price: 695,200 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Enchantment

Description: This glittering gem grants significant benefits to its possessor.

Powers: The possessor of the *gem of enchantment* gains the benefit of the *light fortification* and *process immunity* armor qualities simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Int +4; Cha +2; AC +1; hit points +12; mana +8; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 12th.

Market Price: 221,200 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Faith

Description: This glittering gem grants significant benefits to its possessor.

Powers: The possessor of the *gem of faith* gains the benefit of the *invulnerability* armor quality simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Con +2; Wis +3; AC +1; hit points +8; mana +5; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 9th.

Market Price: 105,600 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Heroism

Description: This orangey stone grants tremendous benefits to its possessor.

Powers: The possessor of the *gem of heroism* gains a +3 bonus to all melee attack rolls simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Str +3; Con +4; Int +2; Wis +2; Cha +2; hit points +18; mana +12; magic resistance (6), all other resistances (2), magic save +1.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 18th.

Market Price: 2,055,800 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Piety

Description: This glittering gem grants significant benefits to its possessor.

Powers: The possessor of the *gem of piety* gains the benefit of the *light fortification* and *invulnerability* armor

qualities simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Con +3; Wis +4; AC +1; hit points +12; mana +8; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 12th.

Market Price: 191,200 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Sorcery

Description: This glittering gem grants significant benefits to its possessor.

Powers: The possessor of the *gem of sorcery* gains the benefit of the *light fortification* and *process defense* armor qualities simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Int +3; Cha +2; AC +1; hit points +8; mana +5; cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Caster Level: 9th.

Market Price: 93,600 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Transcendence

Description: This glittering gem grants tremendous benefits to its possessor.

Powers: The possessor of the *gem of transcendence* gains the benefit of *flowing thought III* (3 mana/10 min.), as well as the *moderate fortification* and *invulnerability* armor qualities simply by virtue of having the stone anywhere on her person. She also gains the following benefits:

Con +4; Wis +4; AC +2; hit points +18; mana +12; magic resistance (6), all other resistances (2), magic save +1.

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 18th.

Market Price: 1,557,800 gp.

Slot: Miscellaneous.

Weight: —.

Gem of Victory

Description: This orangey stone grants tremendous benefits to its possessor.

Powers: The possessor of the *gem of victory* gains a +3 bonus to all melee attack rolls and the benefit of the *moderate fortification*, *invulnerability*, and *process immunity* armor qualities simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Str +3; Con +4; AC +3; hit points +18; magic resistance (6), all other resistances (2), magic save +1.

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 18th.

Market Price: 3,818,200 gp.

Slot: Miscellaneous.

Weight: —.

Gem of War

Description: This orangey stone grants significant benefits to its possessor.

Powers: The possessor of the *gem of war* gains the benefit of the *light fortification* and *process defense* armor qualities simply by virtue of having the stone anywhere on her person, as well as the following benefits:

Str +2; Con +2; AC +2; hit points +8; acid resistance (2), cold resistance (2), electricity resistance (2), fire resistance (2), magic resistance (2), sonic resistance (2).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Resistance = augmentation.

Caster Level: 9th.

Market Price: 77,600 gp.

Slot: Miscellaneous.

Weight: —.

Marsinger's Glimmering Gem

Description: This orangey stone grants stupendous benefits to its possessor.

Powers: The possessor of the *Marsinger's glimmering gem* gains a +3 bonus to all melee attack rolls and the benefit of the *heavy fortification*, *invulnerability*, and *process immunity* armor qualities simply by virtue of having the stone anywhere on her person. She also gains *fast healing 1*, as well as the following benefits:

Str +4; Con +5; Int +5; Wis +5; Cha +3; AC +3; hit points +25; mana +16; magic resistance (8), all other resistances (4), magic save +2, all other energy-based saves +1.

Focus effect: Spell Haste IV (affects up to 18th-level spells).

Bonus types: Ability scores = augmentation. AC = augmentation. Hit points = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 25th.

Market Price: 9,979,400 gp.

Slot: Miscellaneous.

Weight: —.

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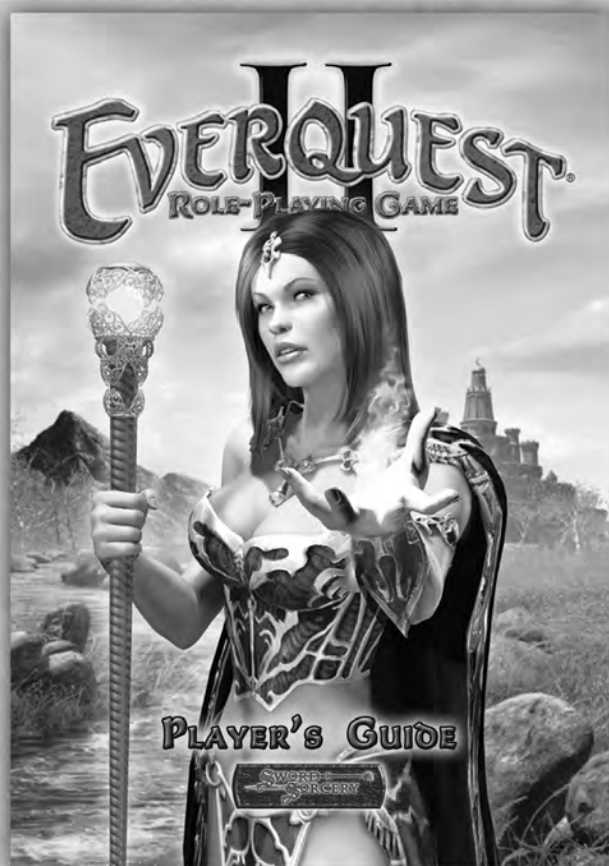
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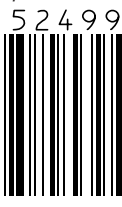
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