

## ENCOUNTER 2: DAWN SHALL BRING THE MESSENGER

### Eidolon's Blood Spray Ability

This should be treated as a breath weapon attack and does not require a successful attack roll. It is an enchantment effect.

PCs fighting a companion under the effect of this ability are not subject to being removed from the campaign as the affected PC is deemed to be under DM control (even if the player is rolling dice/deciding tactics etc.). See page 57 of version 2.0 of the *LIVING GREYHAWK Campaign Sourcebook* for more details.

## ENCOUNTER 4: THE VOICE OF REASON

### Eliazir Razeem

Substitute the following text for Eliazir's *muddled tongue* ability.

**Muddled Tongue (Su):** Azam'ut can use his *muddled tongue* ability to generate a number of spell-like effects. Doing so is a free action, but Azum'ut must be able to speak aloud to activate his *muddled tongue* and he can't cast any spells with a verbal component during a round in which he used his *muddled tongue*. He can manifest the following spell-like effects up to three times a day each: *charm person* (DC 15), *command* (DC 15), *daze* (DC 14), *major image* (DC 18) or *suggestion* (DC 18). These DCs are Charisma based.

## ENCOUNTER 8: A WATERY GRAVE

**Kuo-toan Monks:** The flurry of blows entry in the SA portion of the monk's stat blocks list the monk's base penalty or bonus as noted in the *Player's Handbook*. The modified Full Atk entry for flurry of blow should read:

**APL 6:** +3/+3 melee (1d6+3, unarmed strike) and +0 melee (1d4+2, bite).

**APL 8:** +5/+5 melee (1d6+3, unarmed strike) and +2 melee (1d4+2, bite)

**APL 10:** +7/+7 melee (1d8+3, unarmed strike) and +3 melee (1d4+2, bite)

**APL 12:** +9/+9 melee (1d8+3, unarmed strike) and +5 melee (1d4+2, bite)

## ENCOUNTER 17: THE CHOICES OF VERYANNA

### Eliazir Razeem

Substitute the following text for Eliazir's *muddled tongue* ability.

**Muddled Tongue (Su):** Azam'ut can use his *muddled tongue* ability to generate a number of spell-like effects. Doing so is a free action, but Azum'ut must be able to speak aloud to activate his *muddled tongue* and he can't cast any spells with a verbal component during a round in which he used his *muddled tongue*. He can manifest the following spell-like effects up to three times a day each: *charm person* (DC 15), *command* (DC 15), *daze* (DC 14), *major image* (DC 18) or *suggestion* (DC 18). These DCs are Charisma based.