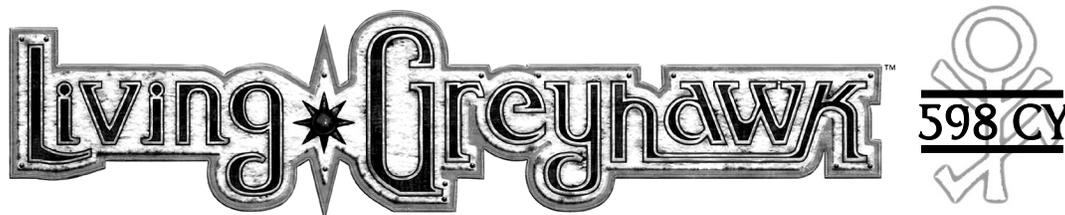


COR8-04



Bridge Over Svjartjet

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

Version 1

by Jeff A. Dobberpuhl, Ken Jenks and Sam Shyamani

Circle Reviewer: Creighton Broadhurst

Reviewer: Sam Weiss

Playtesters: Austin Allen, Phillip Dickey, Chris Erdelt, Stef Fiorentino, Jaime Flores, Bill McVey, Kristoph Nolen, David Paul, Mark Rosen, Wes Shanks, Phillip Tchou, and Chris Wise

Deep below the western mountains, ancient evils once defeated stir from the pyre of their defeat. A one-round core adventure set in the March of Sterich for characters level 1-15 (APLs 2-14). The fifth and final adventure in the "Gloom and Disunion Cycle."

Resources for this adventure and the authors of those works include COR2-04 *Birthday Bash* [Kevin Freeman], COR2-05 *Beneath the Veil* [Ed Greeley], COR3-01 *Assault on the Vault (Low Level)* [Stephen Radney-MacFarland], COR3-01 *Assault on the Vault (High Level)* [Jason Bulmahn], COR5-01 *Rise of the Spider Queen* [Creighton Broadhurst, Colleen Simpson], GDQ1-7 *Queen of Spiders* [Gary Gygax], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell and Kolja Raven Liquette], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins, Mike Mearls, Stephen Schubert], *Player's Handbook II* [David Noonan], *Races of the Wild* [Skip Williams] *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jennifer Clarke-Wilkes].

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d2o

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

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2008 Wizards of the Coast, Inc.

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

RPGA® SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

This adventure's challenges are proportionate to the modified average character level of participating PCs. Before play begins, calculate the Average Party Level (APL) by following the process below:

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

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

Experience and Treasure: APL affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure.

Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Sterich. All characters pay 2 Time Units per round.

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

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

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

ADVENTURE BACKGROUND

This adventure takes place in the March of Sterich. Sterich was liberated several years ago from occupation by giants and other creatures. The present ruler of Sterich is Her Magnitude, Resbin Dren Emondav, Marchioness of Sterich. She is the dark-skinned wife of the missing (presumed dead) Marquis Querchard, who disappeared one night from the streets of Istivin in 590 CY. She is reclusive and she usually stays secured inside the walls of Krelont Keep, emerging only to announce new laws to shield and protect the citizenry.

The events of three previous core adventures (COR2-04 *Birthday Bash*, COR2-05 *Beneath the Veil*, and CORS3-01 *Assault on the Vault*) form the background for this adventure.

Due to various sources of information, House Noquar was absolutely certain that something in the March of Sterich threatened both their existence and possibly even the Vault itself. However, despite all their prayers and various ploys, they were never able to learn the nature of this threat.

In the previous adventures, drow from House Noquar disguised as troubadours were scouting Istivin for possible invasion and attempting to find the source of this mysterious threat (in the events of COR2-04 *Birthday Bash*). This troubling encounter had the people of Istivin on edge.

After those events, the general paranoia in Istivin turned to murderous insanity. No fewer than five vigilante killings took place over a fortnight, as adventurers and even common citizens took to killing anyone suspected to be in league with the evil elves. While none of those who were brutally drawn and quartered by these "revenge mobs" were actually drow,

the authorities turned a blind eye to such sickening citizen outbursts. Even Marchioness Resbin Dren Emondav apparently called the phenomena "understandable, if not unfortunate," and is said to be making plans to find out more about the danger currently threatening the capital.

The drow House Noquar also kidnapped several nobles from Sterich to learn about the threat, with disastrous consequences as Resbin Dren Emondav, Marchioness of Sterich, launched an assault on House Noquar in the Vault of the Drow to retrieve the three captives, Lady Tismina, Lord Stophane, and General Telgran Krill.

Amidst the chaos in the Vault a mystic clue emerged about the actual cause behind the entire series of events: a rivalry between two wizards. Bettulos Noquar was a bitter rival of Yeresk Godeep, also called Yeresk the Crimstoneye. Bettulos was killed in the CORS3-02 *Assault on the Vault* and his dying curse on his murderer still echoes through time.

Yeresk the Crimstoneye was the key to the whole plot. It was Yeresk who first learned of the Issarn, the Starchild, and his destiny. It was Yeresk who kidnapped Issarn from the Celestians at the Plinth of Conjunction in the Barrier Peaks. It was Yeresk who planted information about a threat from Sterich for Bettulos to find. It was Yeresk who used his magic to convinced low-level drow from House Noquar to kidnap Tismina, Stophane and Krill, leading directly to the fall of House Noquar and the death of his rival, Bettulos.

And now, it is Yeresk who will see the Starchild's destiny fulfilled—unless the adventurers stop him.

ADVENTURE SUMMARY

The party visits a festival near Istivin, similar to that portrayed in COR2-04 *Birthday Bash*. The Lord Arwin Mindon and his daughter, Lady Larath Mindon, are celebrating their shared birthday (56 and 22 respectively). In addition, at noon, Lady Larath is to be married to Wells Oakshire, so this festival is a celebration of their recent betrothal, as well.

There are fun and interesting things to do at the festival, including an encounter with the ghost of a bard from COR2-04 *Birthday Bash* who gives the party useful information in a rambling poem. Danger also lurks here, however. A burrowing creature comes up out of the ground and tries to grab someone before returning to its evil master. The party gets to fight it. Away from the action, another burrowing monster comes grabs Wells Oakshire, dragging him under the earth.

After defeating the burrowing monster (or not), the party gets a chance to follow a tunnel deep beneath the earth to retrieve anybody who has been captured and to confront the evil master.

The evil master turns out to be Eilatana the Succubus (from COR2-05 *Beneath the Veil*). In this non-combat encounter, she tells the party about a magical portal to a spider ship on another plane of existence (from Q1 *Queen*

of the *Demonweb*). She wants the party to destroy or disable the ship before Yeresk can complete his scheme and bring an avatar of Lolth to Oerth.

If the party follows the succubus' plan, they journey deep into the Underdark, overcome some guards and help the Starchild to destroy the ship. If they fail, Yeresk uses the Starchild to navigate the spider ship to the Abyss to bring an avatar of Lolth to Oerth.

The encounter occurs at the following times:

- **Morning:** 1: Coming of Age in Istivin
- **Noon:** 1H—Flying, Grappling Fish
- **1 PM:** 2: The Dark at the End of the Tunnel
- **9 PM:** 3: The Bridge Over the River Svartjet
- **10:20 PM:** 5: Confrontation with Yeresk
- **10:32 PM:** Unless the party intervenes, the drow bring the avatar of Lolth to Oerth

PREPARATION FOR PLAY

Prior to the adventure, record some information about each PC:

- Which region is this PC from?
- Did this PC play in *COR2-04 Birthday Bash*?
- Did this PC receive the Favor: Point of Contact in Istivin from *COR2-04 Birthday Bash*?
- Does this PC still have *Bettulos' dying curse* from *CORS3-01 Assault on the Vault (Low Level)*.
- What's your race (halfling, elf, human, etc.)? This is important for determining favored enemy status for the drow rangers.

See Player Handout 1. This information informs the Introduction and Encounter 1A: Madame Zenobia. If a PC has the Point of Contact Favor and if he completes this mission, he earns a further favor from Lord Arawn Mindon.

The curse from *CORS3-01 Assault on the Vault* applied at APL 8 only. It may have been removed, but if the curse still afflicts the PC and if that PC participates in the battle against Yeresk, the curse is reversed, to the everlasting benefit of the character.

ADP6-03 Red Hand of Doom: PCs that are helping to defeat the Red Hand's invasion of Sterich may have AR items that impact on their reputation and ability to acquire items in Sterich.

FAQ AND ERRATA

The Main 3.5e FAQ rules that creatures with natural reach can avoid an attack of opportunity (grapple step 1) by launching their grapple attack from a square that is not threatened by their opponent.

The Main 3.5 FAQ says that temporary hit points from different sources stack. At APL 14, Zykat has temporary hit points from both *heroes' feast* and *false life*.

The MM errata changes the succubus' *polymorph* ability to *change shape*.

NEW RULE ITEMS

Core adventures often utilize new rule items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

In a rolling field outside Istivin, Arwin Mindown and his daughter, Larath, are celebrating their shared birthday, (Arwin turns 56 and Larath, 22.) There is additional reason to celebrate: Larath's betrothal to Wells Oakshire. The adventurers are either invited to attend, with an engraved invitation (Player Handout 2) and a coach sent to their doorstep (if the character has the Point of Contact in Istivin favor from *COR2-04 Birthday Bash*), or they have heard of the elaborate festival put on by the upper crust of the nearby regions – and what adventurer could resist a party?

Let the adventurers spend as much time as they like (or as much time as the time slot allows) exploring the festival, but keep an eye on the players, making sure that nobody is getting bored. When you decide the time is right for a little combat, start Encounter 1H.

WHAT HAS GONE BEFORE

A DC 10 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) reveals that Istivin is the capital of Sterich. There was a giant cloud castle floating over Istivin a few years ago, but the evil giants have now been driven out of Sterich, and it is ruled by humans once again.

A DC 12 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) reveals that the present ruler of Sterich is Her Magnitude, Resbin Dren Emondav, Marchioness of Sterich. She is the dark-skinned wife of the missing (presumed dead) Marquis Querchard, who disappeared one night from the streets of Istivin in 590 CY. She is reclusive and she usually stays secured inside the walls of Krelont Keep, emerging only to announce new laws to shield and protect the citizenry.

A DC 15 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) reveals that Istivin has had trouble with widespread addiction to a drug called *tanbrosh*.

A DC 25 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) reveals that deep beneath the mighty Hellfurnace Mountains lies the Vault of the Drow, an immense cyst in Oerth's crust over six miles long and nearly as broad. In this underground city is the

fortress of the military sisterhood of the Vault, a society of female drow warriors sponsored by each of the eight noble houses, but who swear allegiance only to the Spider Queen deity, Lolth.

A DC 30 Knowledge (local – core) reveals the names of these houses: Aleva, Despana, Eilservs, Everhate, Godeep, Noquar, Tormtor, and Vae.

Gather Information: The encounters at the festival contain tidbits of information scattered among the various vendors and entertainers. You can have the party do some fun roleplaying with these people and gather information that way, or if you want to save time, give them one tidbit of knowledge for each point of Gather Information they achieve, so a DC 10 Gather Information check reveals 10 tidbits.

- Each tidbit is marked with a bullet like this one for easy identification.

1: COMING OF AGE IN ISTIVIN

The weather couldn't be more perfect for a festival. A warm zephyr wafts across your face and not a single cloud mars the azure sky over the broad Davish River.

As you crest a verdant hill, flush with a bounty of spring grass, a rainbow of colors meets your eyes. A dozen or so many-hued tents dot the meadow below. Merchants stand outside them, selling wares of all kinds, while a crowd of well-dressed folk meanders through the grounds. The spring breeze brings with it aromas of roasting vegetables, mutton, beef and other exotic scents, emanating from the tents below.

When the PCs join the festival, continue:

Townfolk distribute mugs of ale and mead all around the fairgrounds. Children run and play and their shouts and laughter fill the air, adding to the quiet chatter of these happy people. Sometimes rising above the voices, you hear brief sparkles of music from performers making their way through the crowd. Over there, near a fortuneteller's tent, a trio of identical men in identical garb are forming a human pyramid. The man on top is juggling knives and all three of them are singing in high tenor harmony. And yonder, an intimidating tattooed gentleman is brandishing flaming torches, occasionally firing off a burst of flame from his mouth. And somewhere, the noise muffled by the milling crowd, a lion snarls.

See DM Map 1.

The adventurers participate in a birthday festival, similar to the festival in Birthday Bash, with lots of fun and roleplaying. If time is tight, the role-playing aspects of this encounter can be cut short. The key information is in Encounter 1A and the combat and quest from Lord Arawn in Encounter 1H: the Flying, Grappling Fish.

1A: MADAME ZENOBIA

Set apart from the other tents is a small, dark blue tent with white stars and crescent moons quilted into its round shape. The tent rests in the shade of an odd, old tree. The tree has an unusually long bough extending out from its fat trunk, and on that bough are a dozen knots of sturdy rope, with severed ends hanging down. These knots are of varied ages and some are many years old. This might well be the hangman's tree.

An ornate sign is posted in the ground next to the entrance to the tent. It reads, "Good and evil and future and past, Everything will be clear at last, Come inside and sit with friends, To find out how your fears will end." Beneath those words is an ornate, gilded letter Z.

Madame Zenobia and the ghost of Synnda are in the tent, but the ghost stays mostly on the ethereal plane. This is a non-combat encounter.

☞ **Madame Zenobia:** female human wizard 6/vetha 3 (Knowledge [local Iuz's Border States] +16, Knowledge [Local Core] +10, Diplomacy +6).

Madame Zenobia calls herself a futurist. Although she's mostly a charlatan, putting on a show for coins, she has pretty good people skills and a good grasp on her trade. She's quite fond of gold, and although she has good intentions, she isn't above a little trickery to obtain it.

Lately, Madame Zenobia has been doing séances. She doesn't know exactly what's happening, but she knows that she's actually in contact with some malevolent spirit, and she's been working with this spirit to enhance her cash flow.

☞ **Synnda:** female ghost drow bard 9 (Knowledge [local The Sheldomar Valley] +8, Knowledge [local Tuflik, Fals, and Volverdyva Trade Route] +6, Knowledge [local Iuz's Border States] +3, Knowledge [local Nyron and Her Environs] +12, Knowledge [local Splintered Suns] +10, Knowledge [local Core] +7, Knowledge [Nobility and Royalty] +7, Gather Information +18).

The spirit is the ghost of Synnda, a drow bard from COR2-04 Birthday Bash.

Continuing the mission she had when she was alive, Synnda has been trying to piece together the mystery surrounding the Starchild and the prophecies of Loremaster Durgu. Synnda has been gathering information with the assistance of Madame Zenobia. In exchange for Zenobia's help, Synnda has been gathering information about Zenobia's customers and potential customers to help Zenobia put on a better show.

Before the party enters Zenobia's tent, Synnda has already checked them out using her local knowledge and reported to Zenobia. If any of the adventurers participated in COR2-04 Birthday Bash, Synnda recognizes them (since they probably murdered her). But in the past few years, she's met a growing acceptance of her death and she feels that she has a larger purpose: to solve the mystery confronting House Noquar.

Even if Synnda has not met the PCs before, she may have heard of them. Give her a DC (25 – character's level) Knowledge (local – relevant metaregion) check to recognize each PC, using her knowledge of the metaregion corresponding to the character's home region. Synnda has different Knowledge (local) scores for each metaregion. Zenobia can make some checks, too, but she doesn't know as much as Synnda.

Parting the flaps of the round tent infuses a sudden rush of incense into the air. Your eyes adjust slowly from the brilliant daylight of the festival to the dimness within.

Seated on a pillow – or perhaps, maybe, hovering slightly above it – is a beautiful young woman dressed in the robes of the Rhenee river people. As you enter, she looks up from the crystal ball in her slender hands and with a Rhenee accent, she greets you in a sultry voice.

“Welcome, brave adventurers, sure and true. I, Madam Zenobia, have foretold your coming.”

As Zenobia greets each PC, improvise an elaborate, wordy greeting, playing up your knowledge of the character's name and colorful past, giving Zenobia knowledge of specific quests that the character has completed. Naturally, you should avoid spoiling the plot of current LG scenarios, but talk about how the PC's participation in retired adventures. Clearly, the more you know about the past of each PC, the better this improvisation will work. If you don't really know much about the PC, Zenobia can talk in general about battling evil and struggling against tyranny and traveling long distances, sometimes for little gain – things that all adventurers have probably done.

For PCs that Zenobia doesn't recognize, she can say something like, “You. Your presence here was foretold, but your name and past is shrouded in mystery and dark adventures. I sense that you have crossed paths with a great evil, but nothing more comes forward from the mists of history.” Or maybe, “Zenobia greets you, but I sense that you have a troubled past and you may not wish your name spoken out loud. Is there some dark entity that seeks revenge on you? So be it. I shall not speak your name.”

Once her greetings are completed, in her sultry Rhenee accent, Madame Zenobia continues. “Bold adventurers, as a futurist, I sense you have come here for more than a simple foretelling of your fortunes. But before we begin our discussion, perhaps each of you would permit me to peer forward into the mists of time to discern where your destiny lies? All I'd need is a pair of tokens from each of you, coins perhaps, made of something that your heart finds precious. Silver would be fine.”

For 2 sp, Madame Zenobia tells fortunes. Secretly roll a d8 and tell the PC the following fortune, embellishing, with any information that Zenobia knows of the character's past. Ignore duplicate results.

1. "I see you on a ship, making a long journey. Fame and fortune await you at the end."
2. "You will be betrayed by the love of your life, but it will make you a better person."
3. "One close to you will save your life very soon. Beware the rising tide for it brings death."
4. "I see a demoness with eyes of fire and a heart of stone. She beckons you into the darkness, but strangely, she means you no harm."
5. "I see a great mystical aura about you, as if you are blessed by the gods themselves!"
6. "A dark shadow copies your every move and it threatens to take over your essence. Do not fear; embrace the shadow."
7. "I hear the wolf singing for you. Listen carefully, and the howl of the wolf may guide your path."
8. "Your enemies may assist you against more dangerous foes."

When the fortune-telling is complete (and when Zenobia has gathered whatever coins she can), the ghost of Synnda possesses her with appropriate theatrics, to talk to the PCs.

Suddenly, Madame Zenobia's body begins to shake violently. Her eyes roll up in her head and she emits brief, almost inhuman utterances from deep in her throat. Her body stills and her eyes clear, but something about her demeanor has changed dramatically. She speaks again, now in rhythmic cadence, and a changed voice. Her Rhenee accent is gone, replaced by something foreign, something... elvish. As she talks, a quill raises up, followed by a pristine piece of parchment. As you watch, the quill starts writing on the paper, scratching in rhythm with the words spewing from Madame Zenobia.

Give the players Player Handout 3 and have one player read it aloud. Or you could read it aloud yourself, but use a different voice and accent.

When the rhyme is done, Zenobia slumps in her chair. When she awakes a few seconds later, she remembers nothing of the poem. She asks the adventurers what she said, listens politely, and then asks them to leave so she can rest.

As the players read the handout, their characters can make some knowledge checks.

A DC 10 Knowledge (religion) check reveals that Celestian (seh-LES-tee-an) is a benign Oeridian god. The brother of Fharlanghn (his only close ally), he chose the distances of the stars and planes rather than Oerth. He has few ardent worshipers on Oerth, but counts among his following the many strange beings that live in and above the starry night. Most of Celestian's clerics are scholars, astronomers and planar explorers, with a few sailors. They search the world, sky, and planes for artifacts of the stars fragments of meteorites, and lore relating to the stars, space, or the planes. Celestian is a favored deity of good-aligned members of evil nonhuman races; while

their eyes are unable to tolerate daylight, they find acceptance and hope in the light of the stars.

A DC 15 Knowledge (religion) check reveals that Celestian's clerics are divided into seven orders of ascending knowledge and power, bearing no special titles other than the number of their order; each order's holy symbol differs in which gem is placed at the center. Many of his clerics make a pilgrimage to a holy site in the Barrier Peaks.

A separate DC 15 Knowledge (religion) check reveals the significance of the Starchild to the Celestian faith. They will also know that the Starchild is supposed to be born with the mark of Celestian – a multi-colored birthmark of reds, green, blue and purple, arranged in the shape of the god's symbol on his left breast.

A DC 20 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) check reveals tales of a child born in Istivin with the mark of Celestian, born on the 17th day of Wealsun, 587 CY, rumored to be the Starchild.

A DC 25 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) check reveals that the child's name is Issran, and that he was rescued by adventurers from a cavern beneath the Veil tavern in Istivin, where he was about to be eaten by the drow half-dragon sorcerer, Aurzzuat. After those events, the general paranoia in Istivin turned to murderous insanity. Five vigilante killings took place over a fortnight, as adventurers and even common citizens took to killing anyone suspected to be in league with the drow. While none of those who were brutally drawn and quartered by these "revenge mobs" were actually drow, the authorities turned a blind eye to such sickening citizen outbursts. Even Marchioness Resbin Dren Emondav said that the phenomena "understandable, if not unfortunate," and is said to be making plans to find out more about the danger currently threatening the capital.

A DC 20 bardic knowledge check reveals that the alleged Starchild was born in 587 CY. According to a Passage from Loremaster Durgu, "Under the towers of abyssal shadows, in the streets east, under the nine and the handmaiden, all half risen, they over it, the Starchild comes to sing the song of prophecy or fall under blood-drenched corruption – this babe is the pendulum between revelation and tyranny."

A separate DC 15 bardic knowledge or Knowledge (religion) check reveals that Celestian Loremaster Crolister Durgu is a revered soothsayer of the Oeridian tradition. Durgu's canon has the distinction of being some of the most interpreted and reinterpreted selections of prophecies in the Flanaess. Any time there is a historical event of significance, Durgu's works are dusted off and his cryptic phrases are seen as a revelation.

Troubleshooting: It is entirely possible that the party will have *see invisible* running or some other way to notice Synnda. Hopefully, they won't kill the chaotic evil drow ghost before she gives out the plot information, but if that happens, use Player Handout 3 as a scroll that the ghost

had Madame Zenobia prepare in case something like this happened.

1B: THE INCREDIBLE BOUNCING BARRISTER BROTHERS

"Step right up, see the show! This way, folks, for the Incredible Bouncing Barrister Brothers! Contribute a coin and watch them fly through the air with skill, with grace, with power! Feel the power of their stomping feet reverberate through you as they put on the best show in on Oerth!" The hawkker's impossibly loud voice booms out across the crowd. People stop and stare, drawn by the noise, as a snare drum rolls and a trumpet blares. No instruments can be seen, though, just a smiling gnome next to a large tent of many colors. Although the gnome's lips are not moving, a look of concentration mars his ruddy face.

Assuming the adventurers pay a copper piece and make their way into the tent, read:

As the tent flaps part, drawn aside by a pair of gnomes, you see dozens of people standing around a ring. The trio of identical men you saw earlier are performing in the center ring, their footsteps echoing loudly on a raised wooden stage.

As their raucous performance unfolds, you hear whispers in the crowd. A young lady points behind her hand and says quietly to a friend, "Over there! In the green gown. That's the birthday girl, Lady Larath Mindon." Her friend whispers back, "Who's that with her? Is that Wells Oakshire? He's even better looking than I'd heard."

You see the people they were discussing. Lady Larath Mindon is a lovely, dark-featured human female. Like her father, she is dressed in fine silks and satins. Wells Oakshire is a tall, slender man with dark hair and goatee, dressed in a nobleman's tunic. A fine-looking longbow is on his back alongside a splendid jeweled quiver.

The couple does not approach the adventurers, but they converse with them politely after the performance ends. Even though it has been five years since the events of COR2-04 Birthday Bash, they remember any adventurers who participated in that adventure.

- Lady Larath has heard that, long before the large-scale assault in 583 CY, a party of adventurers assaulted the Vault of the Drow, led by two paladins of Heironeous and they battled with Lolth herself. (False: It was actually a battle with an avatar of Lolth.)
- Lady Larath knows the DC 10 and DC 12 Knowledge (local – core) or Knowledge (local – Sheldomar Valley) information given in the introduction.
- Wells knows little about the Marchioness and the recent Assault on the Vault, but he has heard that some adventurers came back with the body of a

devil, called a Xill. He thought that was strange because drow usually consort with demons, not devils.

The show concludes with a noisy number, part tap dance, part tumble, and the audience in the tent applauds their approval.

After the performance, Larath and Wells wander the festival together; they can be found later if the PCs seek them out.

1C: FONDOR THE FIRE EATER

As you approach a clearing, well away from trees, you see a giant, tattooed man lighting several long torches and placing them carefully in the sand at his feet. He calls out to you. "Step forward. Yes, you, in the armor. You want to learn about the tricks of the fire-eater? Perhaps you've heard about the cold fire trick? Bah. There is no magic spell. There's no trick. Not to this. Fire-eating is a skill. If anybody in the audience here thinks that there's such a thing as cold fire, and I'm using it, you wait till I get these torches lit, you raise your hand, I'll stick it in your eye, I'll pass it across your palm. I'll prove it to you. This is fire. It burns. It sears. It is to be respected, to be loved, sometimes to be feared, but never to be trifled with."

If the PCs stay to watch, read:

ondor the fire-eater puts on a good show, including sword-swallowing, breaking chains with his enormous, scarred hands and even walking on hot coals. The crowd rewards him by dropping coppers in his bowl of flaming oil. "Hah!" he bellows, "Nobody ever reaches in to steal coins from me!"

Fondor the Fire Eater is proud of his work and when the crowds thin out, he's willing to show interested people a few of the tricks of his trade and to chat about old times.

- Fondor is willing to talk about the drow assault on the Lady Tismina's caravan four years ago. He was there, traveling with the army. He's no fighting man, he's a performer, so he's not ashamed to say that he played dead as the drow captured the three nobles.
- Lady Tismina was being escorted to Istivin along with her fiancé, a dandy by the name of Lord Stophane. The group was being escorted by a contingent of the army as well as one of their more prominent generals from the reclamation, one General Telgran Krill. The group was only a day out of Istivin and camped for the night when a group of drow appeared within their camp and attacked. The battle was brief and in the end, all of the guards were dead. Lady Tismina, Lord Stophane, and General Krill, were all kidnapped, taken deep beneath the earth to the dungeons beneath house Noquar.

- Fondor knows that the Marchioness was deeply disturbed by the event, and paid dearly to launch the Assault on the Vault, putting Sterich in debt to the Wayfarer's Guild for several years.

1D: MEILO'S CAKES AND PIES

For 1 sp each, characters can purchase a lemon tart, a square of cornbread, a slice of apple pie or a slab of vanilla cake from Meillo, a ridiculously fat dwarf. The tip of his long beard is tucked into his broad belt.

1E: LAR'S LIZARDS ON A STICK

For 4 cp each, characters may treat themselves to a delicious grilled lizard-on-a-stick, prepared and served by Lar, a tall, thin human with long, greasy dark hair. Most of them are quite delicious, but each lizard has a 10% chance of being tainted and such PCs must make a DC 12 Forti save.

✦ **Tainted Lizard:** CR –; ingested poison (tainted lizard), DC 12 Fortitude save resists, 1d2 Con/none).

Lar pleads ignorance should this happen, claiming that the character, "Just doesn't have the stomach for good lizard."

- Lar knows the information listed in Encounter 1A for a DC 10 and 15 Knowledge (religion) check.
- Lar buys his tasty lizards from some friendly derro, and from them, Lar knows a bit about drow lore.
 - Before the Greyhawk Wars fractured the nations of the Flanaess, the noble house of Eilservs devised a bold scheme to establish themselves as leaders of a true drow monarchy. Though the priestesses of Lolth opposed them, the rebellious Eilservs found power in the worship of an alien god, and through alliances with evil giants from the Hellfurnace and Crystalmist mountains, Eilservs created a clandestine stronghold outside the Vault of the Drow. But this gambit proved their undoing.
 - Marauders from the upper world followed the trail of influence back to the Vault, where they assaulted not only the Eilservs estate, but also the Fane of Lolth itself. The destruction that the surface dwellers wrought was not vast, but its effects were ruinous to House Eilservs. Its nobles were made hostages, to be ravaged by their captors; with its wealth and pride despoiled, the noble house of Eilservs fell in disgrace for its weakness.

Although Lar doesn't know it, the fate of House Eilservs is remarkably similar to the fate of House Noquar after the events of CORS3-01 *Assault on the Vault*.

1F: SHANDIS' GROVE

At the edge of the festival is a hedge maze staffed by bored-looking young men who charge a single silver piece for admission. Occasionally, a shout rings out from inside the maze and a young man in a red

tabard runs in to rescue some poor soul who's become hopelessly lost.

Shandis, the druid, is here, supervising his human staff. He's accompanied by an enormous dire bear wearing full plate armor.

☛ **Shandis:** male human druid 11.

- Shandis knows something of the Assault on the Vault. He led an adventuring team in to rescue the three nobles, but his team spent most of their time battling drow and their minions and never found the captives.
- If asked about Xills, Shandis knows that they are devils that can travel the planes. He has heard that enslaved, immature Xills are sometimes used to power mighty magical ships that can move between the planes.
- Shandis disdains Kanga, the lion tamer, who doesn't treat her animals well.

1G: THE INEPT LION TAMER

Along the outskirts of the fairgrounds is a large, red-and-white tent. A faded sign hangs above the entrance to the tent, reading, "Kanga's Great Cats." The next show begins in three hours.

If they venture inside, continue:

The tent is large and circular. A number of square metal cages line the outside of half the tent. Chairs, crates and boxes are scattered in various parts of the enclosure. In the center of the tent, stands a thin, older woman dressed in breeches and a tailed jacket. A number of lions circle her warily. She wields a whip in one hand and a wooden chair in the other.

"Careful!" she calls to you. "We're practicing here, just a minute."

She herds the lions back into their cages before returning to speak to you.

Kanga is happy to speak to adventurers, asking them to recount tales of animals they've seen in their travels.

- Kanga is just itching to gossip about the imminent marriage of Lady Larath Mindon to her hunky fiancé Wells Oakshire and about the other nobles. Kanga knows that the three nobles rescued by the successful Assault on the Vault were Lady Tismina, her foppish fiancé Lord Stophane and General Telgran Krill.
- Kanga learned that Wells and Arwin had some bad blood between them several years ago. Wells' father, Miles, killed a Sterich soldier, and Arwin banished his entire family from Sterich. Wells tried to get revenge, somehow, during an archery contest in 592 CY, but he ended up falling in love with Lady Larath. Isn't that romantic?

- Wells and Larath have been engaged for more than four years now, so it's high time they had that wedding.

1H: THE FLYING, GRAPPLING FISH

Let the PCs spend as much time as they like (or as much time as your time slot allows) exploring the festival, but keep an eye on the players, making sure that nobody is getting bored. Just before noon (when the wedding ceremony is to take place) or when you decide the time is right for combat, read:

Suddenly, a strangely out-of-place beast bursts from the ground as if fired from a catapult. It gets tangled briefly in the druid's tent, and you hear the crash of breaking glass as it flails about with its terrible jaws. There's a brief flash of magical energy, then the beast rears back and attacks the crowd.

Interrupting the festival, two burrowing monsters erupt from the ground. The single beast that the PCs see was ensnared by *suggestion* and sent by Eilatana the Succubus, who gave it a *potion of air breathing* (as needed), a *potion of fly*, and a *potion of burrow* before sending it up to the surface. The poor, confused animal accidentally swallows Shandis' tent, consuming several more potions. Then it goes on a rampage, trying to grab someone to bring back to its evil master beneath the earth. (It inflicts only nonlethal damage as it attempts to grapple then burrow.) The PCs may choose to fight it.

Elsewhere, the other burrowing monster grabs Wells Oakshire and escapes beneath the earth, following a tunnel dug by a purple worm. After the combat, the PCs are asked to pursue the beast to return the bridegroom for his upcoming wedding.

Characters with various Knowledge skills can identify the creature and PCs with Spellcraft can identify the effects of some of the potions that the creature has accidentally consumed.

Note: These creatures have been modified because of their potions, chiefly an increase in armor class and extra movement modes (flying and burrowing). Read the monster entry carefully, especially if you are not familiar with the spells in the potions. Some of these spells are from the *Spell Compendium*. See Appendix 2: New Rules Items. At APL 6 and above, the creature has a *potion of anticipate teleportation* active.

Some of the potions have short spell durations, so keep track of the number of rounds since the creature consumed the potions. The durations are listed below.

It's entirely possible that the party uses *dispel magic* to attempt to get rid of the magical effects. For your convenience, the caster level of each effect is also listed below. To prevent this encounter from crashing to an end with a single *dispel magic* targeting the *fly* spell, at some APLs, the beast has several of these potions going at once.

APL 2 (EL 4)

👉 **Large Flying Shark** (1): hp 38; Appendix 1; DC 17 Knowledge (nature) identifies.

APL 4 (EL 7)

👉 **Flying Baleen Whale** (1): hp 132; Appendix 1; DC 22 Knowledge (nature) identifies.

APL 6 (EL 8)

👉 **Flying Cachalot Whale** (1): hp 141; Appendix 1; DC 22 Knowledge (nature) identifies.

APL 8 (EL 10)

👉 **Flying Dire Shark** (1): hp 147; Appendix 1; DC 28 Knowledge (nature) identifies.

APL 10 (EL 12)

👉 **Advanced Flying Dire Shark** (1): hp 198; Appendix 1; DC 34 Knowledge (arcane) identifies.

APL 12 (EL 14)

👉 **Flying Kraken** (1): hp 290; Appendix 1; DC 38 Knowledge (arcane) identifies.

APL 14 (EL 16)

👉 **Advanced Flying Kraken** (1): hp 480; Appendix 1; DC 41 Knowledge (arcane) identifies.

The effects of the potions have been added into the EL of this encounter.

Tactics: These monsters have been forced or convinced to burrow up from the Underdark, to capture a human alive and to return to Eilatana the Succubus (Encounter 2: The Dark at the End of the Tunnel). They do not attempt to kill the PCs, but instead try to grapple someone (PC or commoner). With their natural weapons, most of these monsters have greater reach than most PCs so they can usually avoid an attack of opportunity by launching their grapple attack from a distance (per the additional rules for grappling in the Main 3.5e FAQ). Remember that grapple attacks usually inflict nonlethal unarmed strike damage, even while using lethal natural weapons.

The *burrow* spell does not leave a tunnel behind it, but the creatures came up out of a tunnel dug by a purple worm. The party can follow this tunnel to the next encounter.

Treasure: There is no treasure here, but the grateful druid, Shandis, lets the party buy some of his unusual potions. See the AR.

Development: In the event that a character (PC or NPC) is dragged under the earth by the burrowing monster, that character can be recovered in the next encounter.

In the unlikely event that the party doesn't try to recover their comrade, Eilatana the Succubus could send another burrowing creature to fetch the party members one at a time.

When the fight ends, read:

As the din of battle fades, a noble figure strides toward you, against the tide of fleeing festival-goers. You instantly recognize Lord Arawn Mindon, a dark-featured human with a close-trimmed graying beard. He greets you, congratulating you on your role in driving off the beast. He asks that you follow the beast back through its tunnel to recover anybody who may have been captured and to see if this unusual circumstance and highly unusual monster had some evil cause.

It's possible that enterprising PCs attempt to keep an eye on Lady Larath and Wells Oakshire, and discover the second burrowing monster as it is attacking. That encounter is supposed to happen without PC interference, but if the players are attentive, allow them to fight the second creature. Even if the PCs manage to defeat both burrowing monsters and prevent the abduction of Wells, Lord Arwin beseeches them to follow the tunnels under the Oerth to determine who launched this dastardly attack.

2: THE DARK AT THE END OF THE TUNNEL

The narrow tunnel left behind by the burrowing beast weaves its way deep under Oerth. It rises and falls, winding around rock formations. The darkness is oppressive and the tunnel seems to go on forever.

If the party can't see, with light sources or darkvision, you might suggest that there are vendors at the festival above who might be willing to sell them *everburning torches* or other gear. (Any Open gear is available. Treat the festival as a small town and Istivin as a small city; LGCS 16.)

An hour later and thousands of feet below the ground, the tunnel you've been following intersects a broad, well-worn passageway. Strange luminescent fungus grows here and there on the walls and ceiling. The muddy bank of an underground stream can be seen to your right.

See DM Map 22: The Dark at the End of the Tunnel.

Here the party meet the disguised Eilatana (a succubus), from COR2-05 *Beneath the Veil*, the surviving burrowing creature(s) from Encounter 1H, and any characters that were dragged down into the depths. So they'll probably meet the succubus, one burrowing beast and Wells Oakshire. If Wells is here, he's been knocked unconscious (with nonlethal damage) while grappling with the burrowing beast. Modify the following read aloud text accordingly. And don't just read it straight through. She should have a conversation with the party, not a long, ranting monologue. In summary:

- Wells is unconscious, not dead, and she'll let him go without a struggle
- She wants the party to kill some drow and prevent an avatar of Lolth from coming to this plane
- She'll give them a map, a rope and a potion of fly
- They must hurry because the avatar of Lolth will arrive an hour or so before midnight (at 10:32 PM), and it is just after midday now (about 1 PM).

Wells Oakshire is lying unconscious on the floor. Swimming in a pool nearby is a beast similar to the one you battled at the festival. But what draws your attention most is Lady Larath Mindon, who stands next to her fallen fiancé. She's wearing a beautiful evening gown made of blue silk chiffon. She holds a scroll tube in her left hand. She speaks with a sultry voice.

"Thank you for coming to rescue poor Wells. As you can see, his injuries do not threaten his life. But there's something more important that I'd like to discuss with you."

Q: Who are you? *"I admit that I am not really Lady Larath. My name is Eilatana. I'm in disguise. There are many drow who want to see me dead. I maintain a disguise to prevent my enemies from attacking me on sight."*

Q: Why did you send that monster to attack us? *"I sent my pet up to the surface to invite you down here for a private conversation. I hope my pet wasn't too... uncouth. I told it not to hurt anyone."*

Q: What are you doing here? What do you want? *"I'd like to tell you something important to all of those humans up in Sterich. You know of the drow elves? Dark elves that live deep underground?"*

"The drow have recently discovered an extraplanar gateway to a magical spider ship, something from the Abyss itself. The portal to the ship is located in the ceiling of an underground tributary of the Svartjet River. The drow are using the ship to retrieve an avatar of their spider deity, Lolth, tonight a short time before midnight."

The avatar's presence in the Vault of the Drow will enable the deity to unite the squabbling drow houses. And tonight, the avatar will make the necessary final arrangements to open a bridge between worlds, to link her plane of the Abyss most fully to that of Oerth, opening it to her legions. My friends and I wish to prevent this, and I think that you might, also."

She indicates the scroll tube in her hand. "For my own reasons, I'd like to offer you this map to the portal that is suspended over the Svartjet so that you can take whatever action you desire to prevent the avatar of Lolth from coming to Oerth. Oh, and there's a potion on Wells there that will help you fly. You may need his sturdy rope, too."

She smiles sweetly and sets the scroll tube down next to Wells' unconscious body, and then backs away.

Q: What's in it for us? *"You get to frustrate some drow who want to bring an avatar of Lolth of epic power to this plane."*

Q: Why do you radiate a strong aura of chaos and/or evil? *"Oh, that. I've spent quite a bit of time on the lower planes. I suppose that some of it has rubbed off on me. But that's unimportant if our interests coincide."*

Q: Can you tell us more about what we'll face? *"When you reach the Svartjet River, whistle to Thoopshib and he'll row you across on his barge. You do need to pay him. He prefers platinum. And you'll probably fight some drow elves."*

Q: Can you tell us more about these drow? *"Do you know that the drow elves are organized into eight noble Houses? (Aleva, Despana, Eilservs, Everhate, Godeep, Noquar, Tormtor, Vae.)"*

That's actually the end of the main purpose of this encounter, but Eilatana wants to pump the adventurers for whatever information they have about the events on the surface, and this is a good opportunity for the players to learn some of the background on the "Gloom and Disunion" series. Feel free to skip the rest of this section if you need to run a quick game due to real-world time pressure.

"I'd like to tell you something about drow House Noquar. Perhaps you've heard of them?"

"Due to various sources of information, House Noquar was absolutely certain that something in the March of Sterich threatened both their existence and possibly even the vault itself. However, despite all of their prayers and various ploys, the House was never able to learn the nature of this threat."

"Have you heard of this threat against the drow? Do you know the nature of it?"

"Five years ago today, drow from House Noquar disguised as troubadours were scouting Istivin for possible invasion and attempting to find the source of this mysterious threat. This disrupted some kind of birthday bash being held in Sterich."

"Somewhat later, the drow built a complex beneath the seedy Veil tavern. They stumbled across the Starchild then, as foretold by Loremaster Durgu, but they did not recognize what they had in their grasp and he got away."

"A while later, House Noquar kidnapped several nobles from Sterich to learn about the threat, with disastrous consequences as Resbin Dren Emondav, Marchioness of Sterich, launched an assault on House Noquar in the Vault of the Drow to retrieve the three captives."

"The Assault on the Vault succeeded, freeing the captives and killing many from House Noquar. At great expense, the Marchioness hired the Wayfarer's

Guild to teleport mercenaries into the Vault and to teleport them out again.

"In response, the other Houses in the Vault found House Noquar at fault for endangering the entire Vault, and House Noquar was exiled from the Vault. And the remaining drow Houses set up an anti-teleportation field to prevent entry and exit from their homeland.

A DC 10 Knowledge (religion) check reveals that Lolth is Demon Queen of Spiders, is the chief goddess of drow elves. Lolth is a fickle and cruel goddess.

A DC 15 Knowledge (religion) check reveals that Lolth makes her home on a plane of the Abyss.

◆ **Eilatana the Succubus:** MM 47, Bluff +19, Disguise +17* (+19 acting), Knowledge (local: Core) +12. Note: The MM errata changes the succubus' polymorph ability to *change shape*.

◆ **Wells Oakshire:** male human fighter 4 (unconscious, one negative level, *charmed* by Eilatana); 50-ft. rope and a potion of fly.

Another Monster: In a pool of water is another creature from Encounter 1H: the Flying, Grappling Fish with no spells or potions in affect. The monster is under the effects of Eilatana's *suggestion* power; it defends her, but does not initiate an attack.

Tactics: This is a non-combat encounter. Eilatana is disguised as Lady Larath Mindon, Taking 10 on her Disguise skill and using her change shape ability for a total Disguise check of 39. But the unexpected appearance of Lady Larath down here after the party just left her up on the surface and the inappropriate evening gown may be a bit of a give-away that all is not what it seems. She has used her *charm person* ability on Wells repeatedly while he remained unconscious. And she couldn't help giving him a little kiss, too, so he has a negative level and she has 5 temporary hp. Because of the drow's anti-teleportation field which permeates the entire area, she cannot use her *ethereal jaunt* or *greater teleport*.

Development: Eilatana gladly answers most questions to the best of her ability, and even admits that she is not really Lady Larath, but she does not willingly reveal that she works for House Noquar. (However, players who paid attention to Player Handout 3 or who played COR2-05 *Beneath the Veil* might remember this.) If asked about her reasons for helping the party stop the drow from retrieving the avatar of Lolth, she smiles and says she has enemies among the drow, especially a wizard named Yeresk. She has scouted out the portal to the ship and she knows about its location above the water. She gives detailed directions through the underground tunnel system and she has already blazed a trail, so the party can just follow her marks. She warns them that they will likely need to climb or fly up into the ship.

She won't willingly accompany the adventurers, but she offers to escort Wells back to the surface.

If the adventurers attack her, she tries to flee. If they kill her before she finishes telling them about the ship and how to reach it, the adventure ends with Conclusion B.

She has stolen the masterwork longbow (400 gp) and jeweled quiver (2,000 gp) from Wells. They lie hidden behind three feet of piled-up rocks a hundred feet further down the tunnel, requiring a DC 22 Track check and a DC 15 Search check to locate. Unscrupulous adventurers might not give them back to Wells, so they're listed below as Loot.

Treasure: Refer to the Treasure Summary for what the PCs may find here.

3: THE BRIDGE OVER THE RIVER SVARTJET

Following the directions and blazes from the woman you met earlier, you journey deep under Oerth. After hours of interminable travel in the darkness, you reach your destination.

You find the edge of an underground river ahead, as the woman predicted.

The river's surface is very smooth here. On the far bank is moored an 8 ft. by 24 ft. barge A tall, fish-like humanoid standing on the barge is holding a large oar.

This encounter occurs in hex W-27, using encounter piece IV, from GDQ1-7 *Queen of Spiders*. See DM Map 3: The Bridge Over the River Svartjet. The party starts in the lower left corner of the map.

Game time at this point is around 9 PM.

This encounter is optional. It's just here to give the adventurers a feel of the strange adventures in the underdark.

This barge is operated by Thoopshib, a kuo-toan of great size and strength. He is a strange creature that moves his ferry around the Underdark seemingly at a whim.

Thoobshib is a rogue monitor. He is quite chaotic and a bit insane. Thoobshib may be unbalanced, but he is very sly. Normally, any creature acquainted with his service whistles or calls for service, and pays a fee of 1 pp (or its equivalent) to be ferried across. The solitary kuo-toan does not care who or what he transports.

If the barge is threatened or attacked, he leaps into the Svartjet and summon his only companion, a giant gar over 30 feet long. The gar stays just upstream from the crossing area, and if it is urged on by Thoobshib, it has a 15% chance per round of upsetting the barge. 80% of the time, the gar bites anyone in the water. This chance drops to 25% if the character is walking on the water, and is only 10% if the character is levitating or flying up to 20 feet above the water (the maximum height of its leap and the height of the ceiling in this tributary).

The river is smooth here as the water is over 80 ft. deep. Downstream, the river comes right up to the edge of the cave, making it impossible to walk along the bank of the river.

The noise of the river masks normal sounds from the hearing of the kuo-toan, but bright light in the cavern certainly attracts his attention. He comes forth and offers in the common speech of the underworld (Undercommon) to take the party across for the proper fee (1 pp per trip per Small, Medium, or Large creature). He makes more trips if needed to transport Large creatures, but Huge creatures won't fit on the barge.

When Thoopshib sculls the barge, it takes him only six rounds to travel directly across to moor the barge in the opposite bank cove.

If others scull the craft, it takes twice that long, they move diagonally downstream, and there is no possibility of mooring the barge, so it is carried off downstream by the current after disembarkation. If Thoopshib is somehow forced to take a party across, he leaps into the Svartjet in midstream, taking the sculling oar with him, and seeks his giant gar friend. The barge is carried downstream at a rate of 9 miles per hour.

The vessel continues all the way to the Sunless Sea, ending the adventure. Travel upriver in the barge is impossible. It is not possible to walk along the riverside.

All APLs (EL 10)

➤ **Thoopshib**, kuo-toa monitor, treat as a chaotic neutral stone giant with swim speed 30 ft.; MM 124.

➤ **Giant Gar**, treat as a dire shark; MM 64.

Thoopshib understands Undercommon, but he never says anything comprehensible except for one word, "Platinum." He knows that word in all 25 languages spoken in the LIVING GREYHAWK campaign.

4: THE SHAFT

The barge brings you to the shore of a backwater in the underground river. The strange barge operator will bring you no further.

After an hour of searching, you come across a strange sight: in the ceiling of the cave, twenty feet above the still water of an underground tributary of the Svartjet, is a faintly-glowing portal – a bridge across the planes – that leads to a featureless black metal door.

The water below the portal is still and deep (80 ft.) See DM Map 4: the Shaft.

Unless the PCs use magic to reach this area quicker than they would do on foot, they only have a little left. Tell them that they feel matters are moving to head and that they must move quickly. (It is 10:20pm and in 12 minutes, the drow use the Starchild's song to move the ship to retrieve Lolth's avatar) Keep careful track of game time from here onwards.

Ship's Door: The metal door to the ship is locked, but not trapped. The door in the "ceiling" is bolted from the inside, with no visible locks on the exterior. The door, which opens upward, may be opened magically, or from the inside, or by a DC 24 Strength check. Opening the door by force is clearly audible from inside the ship, alerting the drow in Encounter 5 (giving them time to prepare for battle.) There are no convenient hand-holds near the door.

Walls: At closer viewing, the walls of ship appear to be made of metal plates bolted together. If the PCs stare at the material, they notice a vague suggestion of movement in it. Close examination reveals faces, twisted and tortured, pressed against some invisible barrier, silently mouthing screams and howls. Similar to the pathways of the Web, this metal is formed from the essence of souls; their punishment is to be painfully sealed into this mysterious prison.

The walls can be climbed with a DC 20 Climb check, but the DC is reduced by 5 if the climber uses the corners (PH 69).

Gravity: Gravity is altered on the map. Area 27 (the cross-hatched section of the map) has gravity down on the page, so that the portal at the bottom of the map is "down." The ceilings are 15 ft. tall, making Area 27 a 15-ft.-by-15-ft. vertical shaft, 55 ft. tall. Gravity is into the page in areas 28-31, so "down" is the normal direction for a map. (This altered gravity is caused by the planar portal.)

Railing: The red lines on the map show a railing that goes all the way around Area 27, reducing the climb DC to 10 if a character climbs straight up the railing. The railing also allows a character to cling to the "ceiling" with a DC 15 Climb check.

Tactics: The party need to reach the portal, possibly making use of the rope and potion of fly given to them by the succubus. The drow anti-teleportation field prevents teleportation and planar travel in this encounter, other than using the portal.

The portal is a one-way portal to the Abyss. Nothing can pass from the Abyss back to the Prime Material Plane through this portal.

After entering the portal, the party must figure out how to climb or fly up the shaft.

As the party members enter the portal, proceed to Encounter 5: Confrontation with Yeresk.

5: CONFRONTATION WITH YERESK

As you pass through the portal, you see the interior of a carefully manufactured ship. The walls themselves hum with mystic power.

Above you, more strange round portals are on the walls and ceiling of a tall shaft. From one of them comes a cackling, evil voice.

"Ah, here come the surface-dwellers, just as our divinations foretold. So you were the threat from Sterich that Loremaster Durgu foretold! But none of

that matters now. I, Yeresk Crimstoneye, will fulfill the Starchild's destiny for the glory of House Godeep! And you are destined to fail here, trapped in the Abyss, far from your precious sun."

See DM Map 5: Confrontation with Yeresk.

This structure is not only Lolth's castle; it is also her vessel, a ship in the shape of a spider. It travels across land by walking on the eight arched legs on its sides, and it travels across the planes by darker magic. Inside the ship are living quarters, power plants, temple chambers, and control rooms. The entire ship is powered by large steam engines (found in the lower sections). The vibration from these engines can be felt throughout the ship.

This vehicle has been known to appear on the Prime Material Plane in places and times when Lolth felt it necessary or useful to appear in person.

The interior regions of the spider ship are lit by hidden ceiling fixtures.

At the time the characters enter the spider ship, the Demon Queen is preparing for launch across the astral void to Sterich. Using her machinery and magics, plus power derived from beings more evil than herself, Lolth intends to bind this first bit to her plane, opening a full portal into the area for her conquest.

It was not actually Lolth herself who opened the portal through which the party can ascend into the ship; it was her slightly rebellious "crew" of xills.

The ship itself is mostly powered by steam, but its planar travel is enabled by enslaved xills. Immature xills have been forced to merge with the hull of the spider ship and forced to use their plane-traveling abilities at the command of the ship's captain.

The captain's song tells the xills where to go. In order to navigate the ship to the distant Abyssal plane where the avatar of Lolth resides, requires a very special song. As foretold by Loremaster Crolister Durgu in COR2-05 *Beneath the Veil*, the Starchild's song is the key. At 10:32pm, the stars align and the Starchild is brought to the deck of the spider ship. His song awakens the ethereal xills from their usually-dormant state and whisks the ship away to the plane of the Abyss where the avatar of Lolth awaits.

Characters able to see ethereal objects are able to see thousands of immature xills, merged with the brass hull of the ship. A DC 15 Knowledge (the planes) identifies them. They neither attack nor defend themselves.

AREA 28

This quiet area has curtains in front of sleeping cubicles. There are no creatures in this area.

The portal is unlocked. The ceilings in this area are 15 feet high.

AREA 30

This large open area has buttons and levers about the walls, labeled in the strange, curling script of the drow.

The portal to this area is open. The ceilings in this area are 15 feet high. The buttons and levers cause tables and chairs to rise up out of the floor and fold back down into it. Currently, all of the furniture is folded away.

All of the creatures here are worshippers of Lolth. This is important for some spells, like *faith healing* and *righteous wrath of the faithful*. All are in Area 30, peering out the open door. To PCs looking up the shaft, they appear to be standing on the wall. Creatures standing in the northwest corner of Area 30 have line of sight through the open door, down the shaft into Area 27.

APL 2 (EL 4)

☛ **Yeresk**: male drow wizard 3; hp 18; Appendix 1.

☛ **Goblin** (1); hp 5; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 4 (EL 5)

☛ **Yeresk**: male drow wizard 3; hp 18; Appendix 1.

☛ **K'Rafd**: Male drow ranger 1; hp 5; Appendix 1.

☛ **Goblins** (4); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 6 (EL 8)

☛ **Yeresk**: male drow wizard 7; hp 39; Appendix 1.

☛ **K'Pundu**: Male drow rogue 1/ranger 1; hp 13; Appendix 1.

☛ **K'Rafd**: Male drow ranger 1; hp 5; Appendix 1.

☛ **Goblin** (1); hp 5; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 8 (EL 10)

☛ **Yeresk**: male drow wizard 9; hp 45; Appendix 1.

☛ **K'Pundu**: Male drow rogue 1/ranger 1; hp 13; Appendix 1.

☛ **K'Rafd**: Male drow ranger 1; hp 5; Appendix 1.

☛ **Goblin** (1); hp 5; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 10 (EL 12)

☛ **Yeresk**: male drow wizard 11; hp 60; Appendix 1.

☛ **K'Pundu**: Male drow rogue 3/ranger 3; hp 30; Appendix 1.

☛ **K'Rafd**: Male drow ranger 3/rogue 2; hp 24; Appendix 1.

☛ **Goblins** (10); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 12 (EL 14)

☛ **Yeresk**: male drow wizard 13; hp 65; Appendix 1.

☛ **K'Pundu**: Male drow rogue 4/ranger 4; hp 48; Appendix 1.

☛ **K'Rafd**: Male drow ranger 4/rogue 3; hp 35; Appendix 1.

☛ **Goblins** (10); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 14 (EL 16)

☛ **Yeresk:** male drow wizard 15; hp 74 Appendix 1.

☛ **K'Pundu:** Male drow rogue 5/ranger 5; hp 60; Appendix 1.

☛ **K'Rafd:** Male drow ranger 5/rogue 4; hp 44; Appendix 1.

☛ **Goblins** (10); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

Yeresk's Tactics: Yeresk uses his *summon monster* spells to summon devils who can see through the magical darkness that the drow generate with their spell-like abilities. There might not be enough room for him to summon large creatures. At low APL, the close range of summoning spells might be a problem for Yeresk because of the distance from Area 30 to the "bottom" of Area 27.

But Yeresk is very intelligent foe, so he'll adapt his tactics to the situation at hand. He'll communicate with his drow henchmen using Drow Sign Language to prevent their combat conversations from being overheard.

Yeresk's Rants: Yeresk fights on beyond all reason, believing he is destined to triumph. He crows about how this battle is destined to go his way, how that arrow was destined to miss, how the henchman was destined to be the first to die. His henchmen are not quite so strongly motivated, and they may surrender if faced with death and if given the chance to live.

And Yeresk rants on and on about his role in the events so far. Yeresk the Crimseye was the key to the whole plot. It was Yeresk who first learned of the Issarn, the Starchild, and his destiny. It was Yeresk who kidnapped Issarn from the Celestians at the Plinth of Conjunction in the Barrier Peaks.

It was Yeresk who planted information about a threat from Sterich for Bettulos to find. It was Yeresk who used his magic to convince low-level drow from House Noquar to kidnap Tismina, Stophane and Krill, leading directly to the fall of House Noquar and the death of his rival, Bettulos.

And now, it is Yeresk who will see that the destiny of the Starchild is fulfilled! (Bwah, hah, hah!)

APL 14: Retributive Spell Maze. The first person to hit Yeresk is affected by this spell.

The Goblins Tactics: As combat begins, each of the goblins is holding a crossbow in one hand and oil of *flame of faith* in the other (five-round duration). In the first round, they apply their oil to their crossbows then move to places around the room from which to shoot at lightly-armored adventurers without getting into melee. Goblins provide covering fire and will often ready their actions to disrupt spellcasting. They'll defend themselves with their morninstars if need be.

K'Pundu and K'Rafd: If they are present and if they have time to prepare, K'Pundu and K'Rafd use potions or oils, or their *faerie fire* to outline PCs to make sure they don't use invisibility. K'Rafd has a wand of *cure light wounds* which he can activate because of his ranger levels.

K'Pundu does not have an oil of *flame of faith*, but it would be fun for him to command a goblin to use the goblin's oil on K'Pundu's hand crossbow. K'Pundu uses a locked gauntlet to prevent his hand crossbow from being disarmed.

Drow Anti-Teleportation Field: The drow anti-teleportation field does not extend into the ship, so it does not prevent teleportation in this encounter. However, planar travel is a bit strange here because the ship is actually on the Abyss.

It is not possible to retreat back through the portal to the Prime Material Plane, making this encounter an all-or-nothing event.

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

Development: Because the portal is a one-way portal, this is an all-or-nothing encounter. Any PC with the *Bettulos' dying curse* from COR3-01 *Assault on the Vault (Low Level)* who participates in this encounter has the curse reversed. See the Treasure Summary.

AREA 31

The unlocked portal into this area is labeled in the strange, curly script of the drow.

The label says, "Danger Room." Inside the room is an illusion of a combat encounter with a dreadful enemy. Each time a character enters the room, treat this as a *phantasmal killer* spell, but the effect is nonlethal. Each target first gets a DC 8 + APL Will save, to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a DC 8 + APL Fortitude save or faint from fear for 5 minutes (treat as magical sleep).

The ceilings in this area are 15 feet high.

6: UP TO THE BRIDGE

The portal before you is locked in a curious manner. Adamantine bolts radiate from a central mechanism. Small, ornate studs are arranged around the imprint of a spider. It looks as if one could press the studs, and some combination might open the portal.

See DM Map. A DC 20 Open Locks, or four minutes of trial and error opens the door. (Note that the duration of the potion of *fly* is only five minutes.)

The unusual door, unusually thick walls and noises on the bridge prevent the NPCs here from hearing anything that occurs in previous encounter.

AREA 29

This large semicircular area has three raised platforms and four round domed windows. All about are banks of dials, gauges, buttons and levers.

The ceilings in this area are 15 feet high, sloping down to 10 feet high in the outermost 10 feet of the room.

The brass railings in this area provide a small amount of cover. A creature with a railing between itself and its opponent gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The railing doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the railing to its advantage when it can. The railing has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a railing.

The raised elevation sections provide the higher ground bonus (PH 151). Due to the clutter of chairs and instruments, all of the elevated platforms have double movement cost.

A. CENTRAL PLATFORM

This area is 3 feet high and enclosed at the top by a brass railing in the front and a glass wall behind, except for a break at the front where a short, steep stair gives access to the top. A massive swivel chair dominates the center, flanked on either side by smaller chairs. Control consoles are in front of these chairs; each holds 12 strange tubes. The two side consoles each have six gauges and three levers.

The glass wall blocks line of effect, but not line of sight. The glass wall has hardness 2, hp 10, for each 10 ft. by 10 ft. section. It is immune to acid but takes triple damage from sonic attacks. If the glass wall is broken, treat all adjacent squares as containing caltrops (PH 126).

B. SECONDARY CONROLS

This 3-foot-high platform holds three consoles and five chairs. Though smaller, these consoles are similar to those found on the central platform. A railing encloses this platform except for a short stair.

C. MONITORING STATION

This 3-foot-high platform is enclosed, as the others, by a railing. There are no chairs or free-standing consoles on it; instead, the walls are lined with large box-like panels set with gauges, lights, and dials.

D. OBSERVATION PORTS

By each hemispherical window sits a swivel chair, bolted to the floor. Directly above each chair, halfway up the dome, are more windows. The ports allow a commanding view of the surrounding plain.

The plain outside the window is a flat desert under a purple sky. The air seems to radiate an evil heat, burning into the yellow sand of the desert.

A DC 25 Knowledge (the planes) recognizes that this is a plane of the Abyss.

All the creatures here, except the Starchild, are worshippers of Lolth. This is important for some spells, like *faith healing* and *righteous wrath of the faithful*.

Gerboz, Zykak and (at APL 4+) Rangraz are seated on the central platform (A). At least one goblin is at the monitoring station (B). The other goblins (if any) are scattered about the room.

All APLs

☛ **Starchild**: male human expert 4 (Perform [song] +9).

APL 2 (EL 4)

☛ **Gerboz**, drow female cleric 2: hp 12; Appendix 1.

☛ **Zykak**, drow male wizard 1: hp 4; Appendix 1.

☛ **Goblin** (1); hp 5; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 4 (EL 6)

☛ **Gerboz**, drow female cleric 4: hp 24; Appendix 1.

☛ **Zykak**, drow male wizard 1: hp 4; Appendix 1.

☛ **Rangraz**, drow male ranger 1: hp 5; see Appendix 1.

☛ **Goblin** (2); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 6 (EL 8)

☛ **Gerboz**, drow female cleric 6: hp 27; Appendix 1.

☛ **Zykak**, drow male wizard 3: hp 20; Appendix 1.

☛ **Rangraz**, drow male ranger 3: hp 16; Appendix 1.

☛ **Goblin** (2); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 8 (EL 10)

☛ **Gerboz**, drow female cleric 8: hp 36; Appendix 1.

☛ **Zykak**, drow male wizard 5: hp 30; Appendix 1.

☛ **Rangraz**, drow male ranger 5: hp 27; Appendix 1.

☛ **Goblin** (6); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 10 (EL 12)

☛ **Gerboz**, drow female cleric 10: hp 55; Appendix 1.

☛ **Zykak**, drow male wizard 7: hp 39; Appendix 1.

☛ **Rangraz**, drow male ranger 7: hp 38; Appendix 1.

☛ **Goblin** (6); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 12 (EL 14)

☛ **Gerboz**, drow female cleric 12: hp 78; Appendix 1.

☛ **Zykak**, drow male wizard 7/fatespinner 2: hp 48; Appendix 1.

☛ **Rangraz**, drow male ranger 9: hp 49; Appendix 1.

☛ **Goblin** (6); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

APL 14 (EL 16)

☛ **Gerboz**, drow female cleric 14: hp 102; Appendix 1.

☛ **Zykat**, drow male wizard 7/fatespinner 4: hp 68; Appendix 1.

☛ **Rangraz**, drow male ranger 11: hp 71; Appendix 1.

☛ **Goblin** (6); hp 5 each; MM 133; change small javelin to small light crossbow; add oil of *flame of faith*.

Goblin Tactics: These are guards. They are supposed to stop creatures from messing with the ship, and they are more afraid of their drow masters than they are of dying in combat, so they fight to the death.

As combat begins, each of the goblins is holding a crossbow in one hand and oil of *flame of faith* in the other (5 round duration). In the first round, they apply their oil to their crossbows then move to places around the room from which to shoot at lightly-armored adventurers without getting into melee.

General Drow Tactics: The spellcasters help the ranger and the ranger will duke it out with the adventurers. Goblins provide covering fire and ready to disrupt spellcasting.

Zykat's Tactics: Zykat has the Retributive Spell feat, so if he is hit in melee combat, he can cast a spell on his attacker as an immediate action.

At APL 6 and above, Zykat has the Toughening Transmutation feat (which he uses when casting a spell or activating a scroll or wand).

At APL 8, Rangraz has damage reduction 5/cold iron or good (through a potion of *demonhide*) that can be augmented by Zykat's Toughening Transmutation feat.

At APL 10 and above, Rangraz has damage reduction 1/— (through an adamantine chain shirt) that can be augmented by Zykat's Toughening Transmutation feat.

Rangraz's Tactics: Rangraz has lowered his spell resistance before combat begins, and he has his potion of *displacement* in one hand and his quarterstaff in the other (with a locked gauntlet). In the first round, Rangraz drinks his potion of *displacement*. Gerboz casts *brambles or spikes* on Rangraz' quarterstaff and Zykat casts *sonic weapon* on it, too.

At APL 8 and above, Rangraz casts *blades of fire*.

Rangraz is sparing in his use of Combat Expertise because he knows it's more important to deal damage than to not get hit, relying on Gerboz' cure spells to keep him alive. At APL 12 and above, Rangraz always use at least on point of Combat Expertise to take advantage of his Quick Staff feat.

Gerboz' Tactics: Gerboz uses Reach Spell with her spontaneous *inflict wounds* spells, but this increases her casting time to one full-round action. At higher APLs, Gerboz uses Quicken Spell.

At APL 14, Gerboz casts *quicken brambles* and *brilliant blade*. With *spikes/brambles*, *sonic weapon* and *blades of fire* on it, Rangraz' quarterstaff is a potent weapon.

The Starchild: The Starchild looking out a window and humming quietly to himself. He does not take part in the combat. He does not really know what the drow have

in mind, here, but they have told him that his song can help them navigate the ship between the planes. A few weeks ago, while he was almost asleep, he heard a chorus of tiny voices (the xills) talking about a self-destruct sequence for the spider ship, activated by a song. His uncanny memory for tunes allows him to recall it note for note, if the party requests. Once activated, the self-destruct sequence destroys the ship in ten rounds, but the song can be sung again to stop the sequence during this time.

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

Development: If the party defeats the drow before the requisite stars align and the drow use the Starchild's song to move the ship they still have a problem: They are on a ship on the Abyss, and the gate from the Prime Material Plane was a one-way gate. Fortunately, the party has the means to navigate the spider ship back to the Prime Material Plane. All they have to do is sing. When a creature sings on the bridge of the ship, the xills in the ship's hull will awaken from their dormant state and navigate the spider ship to the creature back to its home plane. This leads to Conclusion A.

Alternatively, if they cannot figure out that they are supposed to sing, a DC 25 Use Magic Device check to activate blindly also does the job. If the character fails this check by 10 or more, he suffers a mishap: The spider ship travels to another plane (determined at random) and it will not be able to leave that plane. This strange set of circumstances does prevent the avatar of Lolth from coming to Sterich, at least for now. Each character is "Lost on another Plane" per LGCS rules and must spend 6 TUs and 1,000 GP to return home. Until this is paid, the PC is removed from play.

If the party fails to defeat the drow before they use the Starchild's song, as prophesied, to navigate the ship deeper in the Abyss instead, where they will pick up an avatar of Lolth and bring her back to the Prime Material Plane. The presence of the avatar unites the drow of the underdark, leading to Conclusion B.

CONCLUSION A

After they defeat the drow, the PCs must still escape from the Abyss. If they sing and the xills move the ship to the Prime Material Plane, use the following boxed text, but if they use *plane shift* or similar magic, skip this boxed text.

The notes of your song have a sudden and dramatic effect. The walls of the ship convulse with wispy, diabolic figures. Thousands of tiny devils pulse in and out of existence in time with your music, dancing in waves as the sound washes over them. They grab and claw at the hull of the spider ship, dragging it with them as they travel between planes. Your gut wrenches repeatedly as you quickly blink in and out of reality itself.

As the ship moves, the layers of the Abyss fly past. Through the flickering walls of the spider ship, you see astounding scenes of other planes of existence, each one for a brief interval.

Now you see a lake of blood, with tall demons tormenting shade-humans, up to their ears in boiling ichor. Now you see an icy lake containing an enormous winged creature, embedded up to its waist in ice. Its three mouths chew on the shade-bodies of three tormented souls, the gore mixing with tears gushing from three sets of eyes. Now you see a dark forest, full of spiders. Layer after layer of the Abyss flashes by, now flickering too fast to see.

With a jolt, the ship stops. The tiny devils cease their dance and return to their quiescent state, embedded in the walls of the spider ship.

With a grinding sound and a long puff of steam, the central platform of the bridge folds downward through the floor. You can see broad stairway exiting from the spider ship before you, leading out through enormous adamantine pincers. It looks like the pincers are on hinges, like they could close at any moment to snap a building in two.

The 20-foot-wide staircase is flanked by 10-foot-wide adamantine bannisters, the lower ends of which turn slightly inward. Sitting on the bannisters, at the bottom of the steps, are two gargoyles, who will watch the strangers with no apparent concern. One sits on the edge of a bannister, idly scratching at the dark metal; the other squats with his chin on his knees, his eyes half-closed. They both look inoffensive, and neither makes any sort of a hostile motion.

The exit leads to a fungus-lit corridor in the underdark, on the banks of the Svartjet river.

If ignored, the gargoyles do not attack the party. The party can fight two standard gargoyles if they like, but they get no XP for it. (MM 113.)

If the party managed to activate the self-destruct sequence in Encounter, read:

Behind you, the spider-ship of Lolth is quivering. The devils embedded in its hull are laughing with diabolic glee as they tear the ship to pieces. You hear long screams of steam escaping from somewhere deep in the ship, followed by distant shouts and explosions. The sound of the steam merges with the screams of the crew. From the bowels of the ship comes a cacophony of metal, groaning, twisting, popping.

The mighty adamantine pincers at the front of the ship give one last, convulsive squeeze then vanish, scattered to other planes by the relentless xills. Finally, there is nothing left of the spider ship of Lolth but another empty cavern in the endless Underdark.

After they escape from the Abyss, the PCs must still escape from the underdark. They can follow the tunnels

back the way they came to emerge at the festival grounds to thunderous applause and a heroes' welcome.

After hours (or weeks) of travel, you are almost at Istivin. Ahead of you, the welcome light of the sun filters down. You hear a small boy running and shouting, "They're here! They're back! I hear them coming!"

As you emerge, blinking in the sunlight, a lovely sight greets you. The festival grounds have been converted to a party area. Banners and flowers drape the trees. Chairs are set up before a small outdoor altar. You recognize the trappings of a noblewoman's wedding.

Lord Arawn Minton strides up to you through the growing crowd. "Welcome back, my friends. Welcome indeed. I hope you have happy news for us on this, my daughter's wedding day. We delayed the ceremony until your arrival."

Now that the PCs have arrived, a church bell rings and townsfolk begin streaming in for the wedding. In addition to Lord Arawn Mindon and his retinue, the Marchioness of Sterich (Resbin Dren Emondav), Lady Tismina, Lord Stophane, and General Telgran Krill are all in the gathering crowd. The PCs can interact with them. They are all quite pleased at party's success.

CONCLUSION B

If the party fails to defeat the drow, read:

From Hommllet to city, from the merfolk undersea to the dwarves in the Lortmils, all thinking beings throughout Oerth have their lives interrupted, as The Starchild sings a song which rips through the fabric of space and planes, prophesying a chilling vision of the future, where Lolth and her conquests are a plague blistering Oerth. The drow invasion of the surface world will continue, with all the drow houses united under the avatar of Lolth. Though with the drow stripped of their proxies, the giants, and a stronger presence of humans in Sterich and Gyruuff, these events are still not assured. However, warns the song, without significant advancements by the humans and demi-humans, possibly by true heroes, to forestall the drow, the prophecy is inevitable. Either way, Lolth herself remains in her lair on the Abyss, amused by her web of chaos.

EXPERIENCE POINT SUMMARY

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

1: Coming of Age in Istivin

Defeat the creature

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

5: Confrontation with Yeresk

Defeat the drow and their goblin servants

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

6: Up to the Bridge

Defeat the drow and their goblin servants

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

6: Up to the Bridge

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP

TREASURE SUMMARY

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

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

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

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

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

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

2: The Dark at the End of the Tunnel

All APLs: Loot 200 gp; Magic 62 gp *potion of fly*; Total 262 gp.

5: Confrontation with Yeresk

APL 2: Loot 158 gp; Coins 52; Magic 225 gp; *burning veil* (83 gp), *anklet of translocation* (117 gp), *oil of flame of faith* (62 gp); Total 472 gp.

APL 4: Loot 374 gp; Coins 52; Magic 300 gp; *burning veil* (83 gp), *anklet of translocation* (117 gp), *oil of flame of faith* (x4) (62 gp ea.); Total 876 gp.

APL 6: Loot 222 gp; Coins 52; Magic 1040 gp; *burning veil* (83 gp), *caustic veil* (167 gp), *anklet of translocation* (117 gp), *oil of flame of faith* (62 gp), +1 *buckler* (97 gp); Total 1352 gp.

APL 8: Loot 222 gp; Coins 52; Magic 1040 gp; burning veil (83 gp), caustic veil (167 gp), anklet of translocation (117 gp), oil of flame of faith (62 gp), +1 buckler (97 gp), headband of intellect +2 (333 gp); Total 1352 gp.

APL 10: Loot 247 gp; Coins 52; Magic 3068 gp; burning veil (83 gp), caustic veil (167 gp), anklet of translocation (117 gp), oil of flame of faith (x10) (62 gp ea.), +1 buckler (97 gp), +1 shock crossbow (700 gp), headband of intellect +4 (1333 gp); Total 3742 gp.

APL 12: Loot 247 gp; Coins 52; Magic 3068 gp; burning veil (83 gp), caustic veil (167 gp), anklet of translocation (117 gp), oil of flame of faith (x10) (62 gp ea.), +1 buckler (97 gp), +1 shock, corrosive crossbow (1533 gp), headband of intellect +4 (1333 gp), gloves of dexterity +2 (333 gp), amulet of health +2 (333 gp); Total 6899 gp.

APL 14: Loot 248 gp; Coins 52; Magic 6225 gp; burning veil (83 gp), caustic veil (167 gp), anklet of translocation (117 gp), oil of flame of faith (x10) (62 gp ea.), +1 buckler (97 gp), +1 shock, corrosive, bane (elf) crossbow (2700 gp), headband of intellect +6 (3000 gp), gloves of dexterity +2 (333 gp), amulet of health +2 (333 gp); Total 11066 gp.

6: Up to the Bridge

APL 2: Loot 154 gp; Magic 123 gp; vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (62 gp); Total 327 gp.

APL 4: Loot 214 gp; Magic 210 gp; potion of displacement (62 gp), vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (x2) (62 gp ea.); Total 377 gp.

APL 6: Loot 240 gp; Magic 1015 gp; +1 fullplate (221 gp), periapt of wisdom +2 (333 gp), lesser metamagic rod of extend spell (250 gp), potion of displacement (62 gp), vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (x2) (62 gp ea.); Total 1354 gp.

APL 8: Loot 259 gp; Magic 1775 gp; potion of demonhide (62 gp), gauntlets of ogre power (333 gp), +1 fullplate (221 gp), periapt of wisdom +2 (333 gp), lesser metamagic rod of extend spell (250 gp), potion of displacement (62 gp), vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (x6) (62 gp ea.); Total 2034 gp.

APL 10: Loot 681 gp; Magic 2580 gp; adamantine chain shirt (425 gp), headband of intellect +2 (333 gp), +2 heavy shield (347 gp), ring of protection +1 (167 gp), gauntlets of ogre power (333 gp), +1 fullplate (221 gp), periapt of wisdom +2 (333 gp), lesser metamagic rod of extend spell (250 gp), potion of displacement (62 gp), vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (x6) (62 gp ea.); Total 3261 gp.

APL 12: Loot 681 gp; Magic 3913 gp; cloak of resistance +2 (333 gp), adamantine chain shirt (425 gp), headband of intellect +4 (1333 gp), +2 heavy shield (347 gp), ring of protection +1 (167 gp), gauntlets of ogre power (333 gp), +1 fullplate (221 gp), periapt of wisdom +2 (333 gp), lesser

metamagic rod of extend spell (250 gp), potion of displacement (62 gp), vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (x6) (62 gp ea.); Total 4595 gp.

APL 14: Loot 681 gp; Magic 6580 gp; belt of giant strength +6 (3000 gp), cloak of resistance +2 (333 gp), adamantine chain shirt (425 gp), headband of intellect +4 (1333 gp), +2 heavy shield (347 gp), ring of protection +1 (167 gp), +1 fullplate (221 gp), periapt of wisdom +2 (333 gp), lesser metamagic rod of extend spell (250 gp), potion of displacement (62 gp), vest of resistance +1 (83 gp), arcane scroll of enlarge person (2 gp), arcane scroll of sonic weapon (12 gp), oil of flame of faith (x6) (62 gp ea.); Total 7261 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp; **APL 6:** 900 gp; **APL 8:** 1,300 gp; **APL 10:** 2,300 gp; **APL 12:** 3,300 gp; **APL 14:** 6,600 gp.

Total Possible Treasure

APL 2: 1,049 gp; **APL 4:** 1,638 gp; **APL 6:** 2,556 gp; **APL 8:** 3,648 gp; **APL 10:** 7,265 gp; **APL 12:** 11,756 gp; **APL 14:** 18,590 gp.

ADVENTURE RECORD ITEMS

☛ **Bettulos' Blessing from Beyond:** If you had Bettulo's Dying Curse from COR3-01 *Assault on the Vault* and you helped kill Yeresk the Crimstoneye, the curse is reversed. The next three times you roll a natural 1 on a d20 treat it as if you rolled a natural 20.

☛ **Favor of Lord Arawn Mindon:** You have Adventure access to the *daylight armor* upgrade (MIC) and to a single scroll of any spell that you can cast.

If you have the Point of Contact in Istivin favor from COR2-04 *Birthday Bash*, you also gain Any access to the *healing armor* upgrade (MIC) and to an additional single scroll of any spell that you can cast.

☛ **Song of the Starchild:** Because you heard the Starchild sing, you have access to the "Seeker of the Song" prestige class (*Complete Arcane*).

☛ **Yeresk's Spellbook:** You have found a spellbook. Spells marked * are from the *Spell Compendium*.

APL 2: 0—all PH cantrips, *caltrops*, *repair minor damage**; 1—*burning hands*, *ebon eyes**, *lesser orb of fire**, *magic missile*, *reduce person*, *summon undead I**, *shield*, *sleep*, *silent image*; 2—*false life*, *summon monster II*; Cost 2,300 gp.

APL 6: Above plus 1—*lesser orb of acid**; 2—*glitterdust*, *Melf's acid arrow*, see *invisibility*; 3—*fireball*, *haste*, *summon undead III**; 4—*greater invisibility*, *fire shield*, *deeper darkvision*, *summon undead IV**; Cost 5,500 gp.

APL 8: Above plus 5—*wall of force*, *summon undead V**; Cost 6,500 gp.

APL 10: Above plus 6—*disintegrate*, *acid storm**; Cost 7,700 gp.

APL 12: Above plus 7—*summon monster VII*, *energy immunity**; Cost 9,100 gp.

APL 14: Above plus 8—*maze*, *Otto's irresistible dance*; Cost 10,700 gp.

☛ **Zykat's Spellbook:** You have found a spelbook. Spells marked * are from the *Spell Compendium*:

APL 2: 0—all PH cantrips, *amanuensis**, *sonic snap**; 1—*arrow mind**, *hail of stone**, *guided shot**, *sleep*, *summon undead I**; Cost 1,500 gp.

APL 6: Above plus 1—*grease*; 2—*false life*, *mirror image*; Cost 2,000 gp

APL 8: Above plus 2—*bear's endurance*, *cat's grace*, *sonic weapon**; 3—*flame arrow*, *haste*; Cost 3,200 gp.

APL 10: 3—*greater mage armor**, *slow*; 4—*greater invisibility*, *entangling staff*; Cost 4,600 gp.

APL 12: 4—*dimension door*, *lesser globe of invulnerability*; 5—*ball lightning**, *telekinesis*; Cost 6,400 gp.

APL 14: 5—*Bigby's interposing hand*, *wall of stone*; 6—*brilliant blade**, *mass bear's endurance*; Cost 8,600 gp.

APL 12 (all of APLs 2-10 plus the following):

- +1 *shock, corrosive hand crossbow* (Adventure; 18,400 gp; DMG, MIC)
- *Potion of greater mage armor* (Core; CL 5th; 750 gp, SpC)

APL 14 (all of APLs 2-12 plus the following):

- +1 *shock, corrosive, bane (humanoids, elf) hand crossbow* (Adventure; 32,400 gp; DMG, MIC)

ITEM ACCESS

APL 2:

- *Yeresk's Spell Book* (Adventure; cost varies)
- *Zykat's Spell Book* (Adventure, cost varies)
- *Oil of flame of faith* (Adventure; 750 gp; SpC)
- *Scroll of sonic weapon* (Adventure; CL 3rd; 150 gp; SpC)
- *Anklet of Translocation* (Adventure; 1,400 gp; MIC)
- *Burning Veil* (Adventure; 1,000 gp; MIC)
- *Potion of air breathing* (Adventure; CL 5th; 750 gp; SpC)
- *Potion of burrow* (Core; CL 3rd; 300 gp; SpC)
- *Thistledown padded* (Adventure; 405 gp; RoW)
- *Mithral buckler* (Adventure; 1,015 gp; DMG)

APL 4 (all of APL 2 plus the following):

- *Potion of blindsight* (Core; CL 5th; 750 gp; SpC)
- +1 *frost crossbow bolt* (Adventure; 46 gp; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Caustic Veil* (Adventure; 2,000 gp; MIC)
- *Lesser metamagic rod of extend spell* (Adventure; 3,000 gp; DMG)
- *Potion of anticipate teleportation* (Core; CL 5th; 750 gp; SpC)
- *Masterwork sharkskin armor* (Adventure; 235 gp; Sandstorm)

APL 8 (all of APLs 2-6 plus the following):

- *Potion of demonhide* (Adventure; CL 5th; 500 gp; SpC)

APL 10 (all of APLs 2-8 plus the following):

- *Adamantine chain shirt* (Adventure; 5,100 gp; DMG)
- +1 *shock hand crossbow* (Adventure; 8,400 gp; DMG)

APPENDIX 1: APL 2

1H: THE FLYING, GRAPPLING FISH

FLYING SHARK CR 3

Large animal (aquatic)

Init +6; **Senses** blindsense (underwater only), keen scent; **Listen** +8, **Spot** +7

AC 19, touch 13, flat-footed 17

(-1 size, +2 Dex, +4 natural, +2 enhancement to natural armor, +2 deflection)

hp 38 (7 HD)

Fort +7, **Ref** +8, **Will** +3

Speed swim 60 ft. (12 squares), *fly* spell 60 ft. (good), *burrow* spell 30 ft.

Melee bite +7 (1d8+4) or grapple +12 (1d8+4)

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

Base Atk +5; **Grp** +12

Abilities Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Feats Alertness, Great Fortitude, Improved Initiative

Skills Listen +8, Spot +7, Swim +11

Possessions combat gear plus *potion of air breathing* (*Spell Compendium* 8, Spellcraft DC 23, duration 6 hours, CL 5th), *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (*Spell Compendium* 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of shield of faith* (Spellcraft DC 21, duration 10 rounds, CL 1st), *potion of barkskin* (Spellcraft DC 22, duration 30 minutes, CL 3rd).

5: CONFRONTATION WITH YERESK

YERESK CR 4

Male drow wizard 3

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; **Listen** +3, **Spot** +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 14, touch 12, flat-footed 12

(+2 Dex, +1 armor, +1 shield)

hp 13 (3 HD) (22 with *false life*)

Immune magic *sleep* effects

SR 14

Fort +2, **Ref** +3, **Will** +4 (+6 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +2 (1d6/19-20)

Ranged mwk hand crossbow +4 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +1

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *burning veil*, *anklet of translocation*

Wizard Spells Prepared (CL 3th):

2nd—*false life*¹, *summon monster II*

1st—*burning hands* (DC 14), *lesser orb of fire*, *summon undead I*

0—*caltrops*, *mage hand*, *prestidigitation*, *ray of frost*,

‡ Already cast

Spell-Like Abilities (CL 3rd):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 10
SQ familiar (none present)

Feats Augment Summoning, Scribe Scroll, Spell Focus (conjunction)

Skills Concentration +7, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +3, Sleight of Hand +5, Spellcraft +11, Spot +3,

Possessions combat gear plus masterwork thistledown padded armor, mithral buckler, spell component pouch (3), masterwork hand crossbow with 10 bolts, spellbook, three 100 gp pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: "Love, Mom", 3 gp

Spellbook 0—all cantrips, *caltrops*, *repair minor damage*; 1—*burning hands*, *ebon eyes*, *lesser orb of fire*, *magic missile*, *reduce person*, *summon undead I*, *shield*, *sleep*, *silent image*; 2—*false life*, *summon monster II*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Yeresk for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

6: UP TO THE BRIDGE

GERBOZ CR 3

Female drow cleric 2

CE medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; **Listen** +4, **Spot** +4

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 18, touch 13, flat-footed 13
(+3 Dex, +5 armor)

hp 12 (2 HD)

Immune magic *sleep* effects

SR 13

Fort +4, **Ref** +4, **Will** +6 (+8 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.;

Melee mwk longspear +2 (1d8/x3)

Ranged mwk hand crossbow +5 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +1

Atk Options smite 1/day (+4 attack, +2 damage)

Special Actions rebuke undead 3/day (+0, 2d6+2, 2nd), spontaneous casting (*inflict* spells)

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Cleric Spells Prepared (CL 2nd):

1st—*bleed*, *faith healing* (2), *protection from good*^P

0—*cure minor wounds* (2), *detect magic*, *virtue*

D: Domain spell. Deity: Lolth. Domains: Destruction, Evil

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights*, *darkness*, *faerie fire*

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

Feats Skill Focus (Concentration)

Skills Concentration +8, Knowledge (history) +7, Knowledge (religion) +7, Listen +4, Search +4, Spellcraft +7, Spot +4

Possessions combat gear plus masterwork longspear, masterwork breastplate, masterwork hand crossbow with 10 bolts, spell component pouch (2), wooden holy symbol of Lolth (black spider with the head of a drow female) (2)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 2

Male drow wizard 1

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 12, touch 12, flat-footed 10 (+2 dex)

hp 5 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +1, **Ref** +2, **Will** +3 (+5 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +1 (1d6/19-20)

Ranged mwk hand crossbow +3 (1d4/19-20 plus poison)

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

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), scroll of *sonic weapon*, scroll of *enlarge person*

Wizard Spells Prepared (CL 1st):

1st—*sleep*, *retributive spell*, *daze*[†] (DC 13)

0—*amanuensis* (2), *detect magic*, *virtue*

† Already cast

Spell-Like Abilities (CL 1st):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 10

SQ familiar (none present)

Feats Retributive Spell Scribe Scroll

Skills Concentration +5, Knowledge (arcana) +7, Knowledge (planes) +7, Listen +3, Profession (gambler) +5, Search +5, Spellcraft +7, Spot +3

Possessions Combat gear plus masterwork shortsword, masterwork hand crossbow with 10 bolts, spell component pouch (2)

Spellbook spells prepared plus 0—all PH cantrips, *amanuensis*, *sonic snap*; 1—*arrow mind*, *hail of stone*, *guided shot*, *sleep*, *summon undead I*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zykato for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

IH: THE FLYING, GRAPPLING FISH

FLYING BALEEN WHALE CR 7

Gargantuan animal
Init +1; **Senses** blindsight 120 ft., low-light vision; Listen +15, Spot +14

AC 16, touch 7, flat-footed 15
 (-4 size, +1 Dex, +9 natural)

hp 132 (12 HD); Diehard
Fort +14, **Ref** +9, **Will** +5

Speed swim 40 ft. (8 squares), fly spell 60 ft. (good), burrow spell 30 ft.

Melee tail slap +17 (1d8+18) or

Melee grapple +17 (1d8+12 nonlethal)

Space 20 ft.; **Reach** 15 ft.

Base Atk +9; **Grp** +33

Abilities Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6

Feats Alertness, Diehard, Endurance, Toughness (2)

Skills Listen +15*, Spot +14*, Swim +20

Possessions combat gear plus *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (Spell Compendium 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of blindsight* (Spell Compendium 32, Spellcraft DC 23, duration 5 minutes, CL 5th).

Blindsight (Ex) Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex) A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

5: CONFRONTATION WITH YERESK

YERESK CR 4

Male drow wizard 3
 CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon,

AC 14, touch 12, flat-footed 12
 (+2 Dex, +1 armor, +1 shield)

hp 12 (3 HD) (21 with *false life*)

Immune magic *sleep* effects

SR 14

Fort +2, **Ref** +3, **Will** +4 (+6 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +2 (1d6/19-20)

Ranged mwk hand crossbow +4 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +1

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *burning veil*, *anklet of translocation*

Wizard Spells Prepared (CL 3th):

2nd—*false life*¹, *summon monster II*

1st—*burning hands* (DC 14), *lesser orb of fire*, *summon undead I*

0—*caltrops*, *mage hand*, *prestidigitation*, *ray of frost*

Spell-Like Abilities (CL 3rd):

1/day—*dancing lights*, *darkness*, *faerie fire*

‡ Already cast

Abilities Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 10

SQ familiar (none at present)

Feats Augment Summoning, Scribe Scroll, Spell Focus (conjuraton)

Skills Concentration +7, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +3, Sleight of Hand +5, Spellcraft +11, Spot +3

Possessions combat gear plus masterwork thistledown padded armor, mithral buckler, three spell component pouches, masterwork hand crossbow with 10 bolts, spellbook, three 100 gp pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: “Love, Mom”, 3 gp

Spellbook 0—all cantrips, *caltrops*, *repair minor damage*; 1st—*burning hands*, *ebon eyes*, *lesser orb of fire*, *magic missile*, *reduce person*, *summon undead I*, *shield*, *sleep*, *silent image*; 2nd—*false life*, *summon monster II*

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'RAFD CR 2

Male drow ranger 1

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +6, Spot +6

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 19, touch 13, flat-footed 16
 (+3 Dex, +4 armor, +2 shield)

hp 9 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +3, **Ref** +5, **Will** +0 (+2 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee quarterstaff +2 (1d6+1)

Ranged hand crossbow w/ +1 *frost bolt* +5 (1d4+1+1d6/19-20 plus poison) or

Ranged hand crossbow w/ mwk bolt +5 (1d4/19-20)

Base Atk +1; **Grp** +2

Atk Options Point Blank Shot, favored enemy elves +2

Spell-Like Abilities (CL 1st):

1/day—*dancing lights, darkness, faerie fire*

Combat Gear 3 doses of drow sleep poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, *wand of cure light wounds*

Abilities Str 13, Dex 17, Con 12, Int 14, Wis 14, Cha 10
SQ wild empathy +1

Feats Point Blank Shot, Track

Skills Climb +4, Handle Animal +4, Hide +6, Knowledge (dungeoneering) +6, Listen +6, Move Silently +6, Spot +6

Possessions combat gear plus masterwork chain shirt, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Rafd for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

6: UP TO THE BRIDGE

GERBOZ

CR 5

Female drow cleric 4

CE medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +5, Spot +8

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 22, touch 10, flat-footed 22
(+1 Dex, +9 armor, +2 shield)

hp 21 (4 HD)

Immune magic *sleep* effects

SR 15

Fort +4, **Ref** +4, **Will** +7 (+9 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk longspear +4 (1d8/x3)

Ranged mwk hand crossbow +7 (1d4/19-20 plus poison)

Base Atk +3; **Grp** +3

Atk Options smite 1/day (+4 attack, +4 damage)

Special Actions rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict* spells)

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Cleric Spells Prepared (CL 4th):

2nd—*bear's endurance, brambles, curse of ill fortune* (DC 15), *shatter* (DC 15)^D

1st—*bless, faith healing* (2), *shield of faith, protection from good*^D

0—*amanuensis, cure minor wounds* (2), *detect magic, virtue*

D: Domain spell. Deity: Lolth. Domains: Destruction, Evil

Spell-Like Abilities (CL 4th):

1/day—*dancing lights, darkness, faerie fire*

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

Feats Skill Focus (Concentration), Somatic Weaponry

Skills Concentration +10, Knowledge (history) +9, Knowledge (religion) +9, Listen +5, Search +4, Spellcraft +9, Spot +5

Possessions combat gear plus masterwork longspear, masterwork breastplate, masterwork hand crossbow with 10 crossbow bolts, spell component pouch (2), wooden holy symbol of Lolth (black spider with the head of a drow female) (2)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 2

Male drow wizard 1

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 12, touch 12, flat-footed 10
(+2 Dex)

hp 5 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +1, **Ref** +2, **Will** +3 (+5 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +1 (1d6/19-20)

Ranged mwk hand crossbow +3 (1d4/19-20 plus poison)

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

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), scroll of *sonic weapon*, scroll of *enlarge person*

Wizard Spells Prepared (CL 1st):

1st—*sleep, retributive spell, daze* † (DC 13)

0—*amanuensis* (2), *detect magic, virtue*

† Already cast

Spell-Like Abilities (CL 1st):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 10
SQ familiar (none present)

Feats Retributive Spell Scribe Scroll

Skills Concentration +5, Knowledge (arcana) +7, Knowledge (planes) +7, Listen +3, Profession (gambler) +5, Search +5, Spellcraft +7, Spot +3;

Possessions Combat gear plus masterwork shortsword, masterwork hand crossbow with 10 bolts, spell component pouch (2)

Spellbook spells prepared plus 0—all PH cantrips, *amanuensis, sonic snap*; 1—*arrow mind, hail of stone, guided shot, sleep, summon undead I*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zykaf for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

RANGRAZ**CR 2**

Male drow ranger 1

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +6, Spot +6

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13
(+3 armor, +2 dex)

hp 9 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +3, **Ref** +4, **Will** +1 (+3 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk quarterstaff +5 (1d6+3) or

Melee mwk quarterstaff +1 (1d6+1) and
mwk quarterstaff -3 (1d6+1)

Ranged mwk hand crossbow +4 (1d4/19-20 plus
poison)

Base Atk +1; **Grp** +3

Atk Options favored enemy elves +2

Spell-Like Abilities (CL 1st):

1/day—*dancing lights*, *darkness*, *faerie fire*

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours),
potion of *displacement*

Abilities Str 15, Dex 14, Con 12, Int 15, Wis 10, Cha 10

SQ wild empathy +1

Feats Track, Weapon Focus (quarterstaff)

Skills Concentration +5, Hide +5, Listen +6, Move
Silently +5, Ride +5, Spot +7, Tumble +3

Possessions combat gear plus studded leather armor,
masterwork quarterstaff, masterwork hand crossbow
with 10 bolts, locked gauntlet, spell component pouch
(3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Rangraz for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

1H: THE FLYING, GRAPPLING FISH**FLYING CACHALOT WHALE CR 8**

N Gargantuan animal

Init +1; **Senses** blindsight 120 ft., low-light vision; Listen +15, Spot +14**AC** 20, touch 9, flat-footed 19
(−4 size, +1 Dex, +9 natural, +2 enhancement to natural armor, +2 deflection)**hp** 129 (12 HD)**Fort** +14, **Ref** +9, **Will** +5**Speed** Swim 40 ft. (8 squares), *fly* spell 60 ft. (good), *burrow* spell 30 ft.**Melee** bite +17 (4d6+12) and tail slap +12 (1d8+6) or**Melee** grapple +33 (1d8+12 nonlethal)**Space** 20 ft.; **Reach** 15 ft.**Base Atk** +9; **Grp** +33**Abilities** Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6**Feats** Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness**Skills** Listen +15, Spot +14*, Swim +20**Possessions** combat gear plus (3x) *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (*Spell Compendium* 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of blindsight* (*Spell Compendium* 32, Spellcraft DC 23, duration 5 minutes, CL 5th), *potion of shield of faith* (Spellcraft DC 21, duration 10 rounds, CL 1st), *potion of barkskin* (Spellcraft DC 22, duration 30 minutes, CL 3rd), *potion of anticipate teleportation* (*Spell Compendium* 13, Spellcraft DC 23, duration 24 hours, CL 5th).**Blindsight (Ex)** Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.**Hold Breath (Ex)** A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.**Skills** A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.**5: CONFRONTATION WITH YERESK****YERESK CR 8**

Male drow wizard 7

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3**Languages** Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon**AC** 14, touch 12, flat-footed 12
(+2 Dex, +1 armor, +1 shield)**hp** 26 (7 HD) (39 with *false life*)**Immune** magic *sleep* effects**SR** 18**Fort** +3, **Ref** +4, **Will** +6 (+8 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Melee** mwk shortsword +5 (1d6/19-20)**Ranged** mwk hand crossbow +6 (1d4/19-20 plus poison)**Base Atk** +3; **Grp** +3**Combat Gear** 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *burning veil*, *caustic veil*, *anklet of translocation***Wizard Spells Prepared** (CL 7th):4th—*greater invisibility*, *fire shield*3rd—*fireball* (DC 18), *haste*, *summon undead III*2nd—*false life*¹, *glitterdust* (DC 18), *Melf’s acid arrow*, *scorching ray*1st—*burning hands* (DC 16), *lesser orb of acid* (2), *mage armor*, *shield*, *summon undead I*0—*caltrops*, *mage hand*¹, *prestidigitation*, *ray of frost*

‡ Already cast

Spell-Like Abilities (CL 7th):1/day—*dancing lights*, *darkness*, *faerie fire***Abilities** Str 10, Dex 14, Con 12, Int 20, Wis 13, Cha 10**SQ** familiar (none at present)**Feats** Augment Summoning, Empower Spell, Rapid Spell, Scribe Scroll, Spell Focus (conjunction)**Skills** Concentration +11, Knowledge (arcana) +15, Knowledge (dungeoneering) +6, Knowledge (local - core) +6, Knowledge (nature) +6, Knowledge (religion) +6, Knowledge (the planes) +15, Listen +3, Sleight of Hand +7, Spellcraft +17, Spot +3**Possessions** combat gear plus masterwork thistledown padded armor, mithral buckler, three spell component pouches, masterwork hand crossbow with 10 bolts, *headband of intellect* +2, spellbook, three 100 gp pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: “Love, Mom”, 3 gp**Spellbook** 0—all cantrips, *caltrops*, *repair minor damage*; 1—*burning hands*, *ebon eyes*, *lesser orb of acid*, *lesser orb of fire*, *magic missile*, *reduce person*, *summon undead I*, *shield*, *sleep*, *silent image*; 2—*false life*, *glitterdust*, *Melf’s acid arrow*, *see invisibility*, *summon monster II*; 3—*fireball*, *haste*, *summon undead III*; 4—*greater invisibility*, *fire shield*, *deeper darkvision*, *summon undead IV*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Yeresk for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'PUNDU

CR 3

Male drow rogue 1/ranger 1
CE medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Listen +8, Spot +8
Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 18, touch 12, flat-footed 16
(+3 Dex, +3 armor, +2 shield)

hp 13 (2 HD)

Immune magic *sleep* effects

SR 13

Fort +3, **Ref** +7, **Will** -1 (+1 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged hand crossbow w/ +1 *frost bolt* +5
(1d4+1+1d6/19-20 plus poison) or

Ranged hand crossbow w/ mwk bolt +5 (1d4/19-20)

Melee shortsword +1 (1d6/19-20)

Base Atk +1; **Grp** +1

Atk Options Rapid Reload, favored enemy humans +2, sneak attack +1d6

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights*, *darkness*, *faerie fire*

Combat Gear drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, *potion of cat's grace*

Abilities Str 10, Dex 17, Con 12, Int 15, Wis 8, Cha 14
SQ trapfinding, wild empathy +1

Feats Track, Rapid Reload (hand crossbow)

Skills Bluff +6, Decipher Script +6, Hide +8, Jump +3, Listen +8, Move Silently +7, Spot +8, Swim +5, Tumble +6, Use Magic Device +5

Possessions combat gear plus spell component pouch (3), masterwork sharkskin armor, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts, shortsword, locked gauntlet

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Pundu for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'RAFD

CR 2

Male drow ranger 1
CE Medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Listen +6, Spot +6
Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 19, touch 13, flat-footed 16
(+3 Dex, +4 armor, +2 shield)

hp 9 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +3, **Ref** +5, **Will** +0 (+2 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee quarterstaff +2 (1d6+1)

Ranged hand crossbow w/ +1 *frost bolt* +5
(1d4+1+1d6/19-20 plus poison) or

Ranged hand crossbow w/ mwk bolt +5 (1d4/19-20)

Base Atk +1; **Grp** +2

Atk Options Point Blank Shot, favored enemy elves +2,

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, wand of *cure light wounds*

Abilities Str 13, Dex 17, Con 12, Int 14, Wis 14, Cha 10
SQ wild empathy +1

Feats Point Blank Shot, Track

Skills Climb +4, Handle Animal +4, Hide +6, Knowledge (dungeoneering) +6, Listen +6, Move Silently +6, Spot +6

Possessions combat gear plus masterwork chain shirt, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Raft for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

6: UP TO THE BRIDGE

GERBOZ

CR 7

Female drow cleric 6
CE medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Listen +6, Spot +6
Languages Common, Drow, Drow Sign Language, Elven, Undercommon

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

hp 30 (6 HD)

Immune magic *sleep* effects

SR 17

Fort +5, **Ref** +5, **Will** +9 (+11 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in +1 *fullplate* (4 squares), base speed 30 ft.

Melee mwk longspear +5 (1d8/x3) or

Melee mwk shortsword +5 (1d6/19-20)

Ranged mwk hand crossbow +8 (1d4/19-20 plus poison)

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

Atk Options smite 1/day (+4 attack, +6 damage)

Special Actions rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict* spells)

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Cleric Spells Prepared (CL 6th):

3rd—*invisibility purge*, *flame of faith* (DC 17), *spikes*, *magic circle against good*^D

2nd—*aid*, *bear's endurance*, *curse of ill fortune* (DC 16), *death knell* (DC 16), *silence*, *shatter* (DC 16)^D

1st—*bless, faith healing (2), shield of faith, protection from good*^P

0—*amanuensis, cure minor wounds (2), detect magic, virtue*

D: Domain spell. Deity: Lolth. Domains: Destruction, Evil

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 10, Dex 16, Con 10, Int 15, Wis 18, Cha 10

Feats Skill Focus (Concentration), Somatic Weaponry, Reach Spell

Skills Concentration +12, Knowledge (history) +11, Knowledge (religion) +11, Listen +6, Search +4, Spellcraft +11, Spot +6

Possessions combat gear plus +1 *fullplate*, heavy steel shield, masterwork longspear, masterwork shortsword, masterwork hand crossbow, 20 crossbow bolts, spell component pouch (2), wooden holy symbol of Lolth (black spider with the head of a drow female) (2), *perapt of wisdom* +2

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 4

Male drow wizard 3

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13 (+2 Dex, +2 armor, +1 shield)

hp 12 (3 HD) (21 with *false life*)

Immune magic *sleep* effects

SR 14

Fort +2, **Ref** +3, **Will** +4 (+6 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +2 (1d6/19-20)

Ranged mwk hand crossbow +4 (1d4/19-20 plus poison)

Base Atk +1; **Grp** +1

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *scroll of sonic weapon*, *scroll of enlarge person*, *lesser metamagic rod of extend spell*

Wizard Spells Prepared (CL 3rd):

2nd—*false life*[†], *retributive spell grease* (DC 14)[‡]

1st—*guided shot, sleep, summon undead I*

0—*amanuensis, detect magic, sonic snap, virtue*

† Already cast

Spell-Like Abilities (CL 3rd):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 10

SQ familiar (none at present)

Feats Retributive Spell, Scribe Scroll, Spell Focus (transmutation)

Skills Concentration +7, Knowledge (arcana) +9, Knowledge (planes) +9, Listen +3, Profession (gambler) +7, Search +5, Spellcraft +11, Spot +3

Possessions combat gear plus masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, spell component pouch, spare spell component pouch,

Spellbook spells prepared plus 0—all PH cantrips + *amanuensis, sonic snap*; 1—*arrow mind, burning hands, hail of, grease, guided shot, sleep, summon undead II*; 2—*false life, mirror image*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zykaf for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

RANGRAZ

CR 4

Male drow ranger 3

CE medium humanoid (elf)

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

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13; Dodge (+2 Dex, +3 armor)

hp 20 (3 HD)

Immune magic *sleep* effects

SR 14

Fort +4, **Ref** +5, **Will** +2 (+4 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk quarterstaff +7 (1d6+3) or

Melee mwk quarterstaff +5 (1d6+2) and mwk quarterstaff +5 (1d6+1)

Ranged mwk hand crossbow +6 (1d4/19-20 plus poison)

Base Atk +3; **Grp** +5

Atk Options favored enemy elves +2

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), potion of *displacement*

Spell-Like Abilities (CL 3rd):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 15, Dex 14, Con 12, Int 15, Wis 10, Cha 10

SQ wild empathy +3

Feats Dodge, Endurance, Track, Two-weapon Fighting, Weapon Focus (quarterstaff)

Skills Concentration +7, Hide +7, Listen +8, Move Silently +7, Ride +7, Spot +9, Tumble +4

Possessions combat gear plus studded leather armor, masterwork quarterstaff, masterwork handcrossbow with 10 bolts, locked gauntlet, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Rangraz for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

1H: THE FLYING, GRAPPLING FISH**FLYING DIRE SHARK CR 11**

Huge animal (aquatic)

Init +2; **Senses** *blindsight* (spell), keen scent; Listen +12, Spot +11**AC** 21, touch 12, flat-footed 19
(−2 size, +2 Dex, +7 natural, +2 enhancement to natural armor, +2 deflection)**hp** 147 (18 HD)**Fort** +14, **Ref** +13, **Will** +12**Speed** Swim 60 ft. (12 squares), *fly* spell 60 ft. (good), *burrow* spell 30 ft.**Melee** bite +17 (2d8+9)**Melee** grapple +27 (1d6+6 nonlethal)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +13; **Grp** +27**Atk Options** improved *grab*, *swallow whole***Abilities** Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10**Feats** Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)**Skills** Listen +12, Spot +11, Swim +14**Possessions** *potion of air breathing* (Spell Compendium 8, Spellcraft DC 23, duration 10 hours, CL 5th), *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (Spell Compendium 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of blindsight* (Spell Compendium 32, Spellcraft DC 23, duration 5 minutes, CL 5th), *potion of shield of faith* (Spellcraft DC 21, duration 10 rounds, CL 1st), *potion of barkskin* (Spellcraft DC 22, duration 30 minutes, CL 3rd), *potion of anticipate teleportation* (Spell Compendium 13, Spellcraft DC 23, duration 24 hours, CL 5th). This beast has three of these potions going at once.**Improved Grab (Ex)** To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.**Swallow Whole (Ex)** A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.**Keen Scent (Ex)** A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.**Skills** A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.**5: CONFRONTATION WITH YERESK:****YERESK CR 10**

Male drow wizard 9

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3**Languages** Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon**AC** 14, touch 12, flat-footed 12
(+2 Dex, +1 armor, +1 shield)**hp** 33 (9 HD) (48 with *false life*)**Immune** magic *sleep* effects**SR** 20**Fort** +4, **Ref** +5, **Will** +7 (+9 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Melee** mwk shortsword +6 (1d6/19-20)**Ranged** mwk hand crossbow +7 (1d4/19-20 plus poison)**Base Atk** +4; **Grp** +4**Combat Gear** 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *burning veil*, *caustic veil*, *anklet of translocation***Wizard Spells Prepared** (CL 9th):5th—*quicken true strike*, *wall of force*4th—*greater invisibility*, *fire shield*, *deeper darkvision*[†]3rd—*fireball* (DC 18), *haste*, *empowered lesser orb of acid*, *summon undead III*2nd—*false life*[†], *glitterdust* (DC 18), *Melf's acid arrow*, *see invisibility*, *scorching ray*1st—*burning hands* (DC 18), *lesser orb of acid* (2), *mage armor*, *magic missile*, *shield*0—*caltrops*, *mage hand*[†], *prestidigitation*, *ray of frost*
† Already cast**Spell-Like Abilities** (CL 9th):1/day—*dancing lights*, *darkness*, *faerie fire***Abilities** Str 10, Dex 14, Con 12, Int 21, Wis 13, Cha 10**Feats** Augment Summoning, Empower Spell, Metamagic School Focus, Rapid Spell, Scribe Scroll, Spell Focus (conjuration)**Skills** Concentration +13, Knowledge (architecture & engineering) +6, Knowledge (arcana) +17, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (local Core) +6, Knowledge (nature) +6, Knowledge (religion) +6, Knowledge (the planes) +17, Listen +3, Sleight of Hand +8, Spellcraft +19, Spot +3**Possessions** combat gear plus masterwork thistledown padded armor, mithral buckler, three spell component pouches, masterwork hand crossbow with 10 bolts, *headband of intellect* +2, spellbook, three 100 gp

pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: "Love, Mom", 3 gp

Spellbook 0—all cantrips, caltrops, repair minor damage; 1—burning hands, ebon eyes, lesser orb of acid, lesser orb of fire, magic missile, reduce person, summon undead I, shield, sleep, silent image; 2—false life, glitterdust, Melf's acid arrow, see invisibility, summon monster II; 3—fireball, haste, summon undead III; 4—greater invisibility, fire shield, deeper darkvision, summon undead IV; 5—wall of force, summon undead V

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Yeresk for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'PUNDU

CR 3

Male drow rogue 1/ranger 1
CE medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft.; Listen +8, Spot +8
Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 18, touch 12, flat-footed 16
(+3 Dex, +3 armor, +2 shield)

hp 13 (2 HD)

Immune magic *sleep* effects

SR 13

Fort +3, **Ref** +7, **Will** -1 (+1 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged hand crossbow w/ +1 *frost bolt* +5
(1d4+1+1d6/19-20 plus poison) or

Ranged hand crossbow w/ masterwork bolt +5 (1d4/19-20)

Melee shortsword +1 (1d6/19-20)

Base Atk +1; **Grp** +1

Atk Options Rapid Reload, favored enemy humans +2, sneak attack +1d6

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights*, *darkness*, *faerie fire*

Combat Gear drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, potion of *cat's grace*

Abilities Str 10, Dex 17, Con 12, Int 15, Wis 8, Cha 14
SQ trapfinding, wild empathy +1

Feats Track, Rapid Reload (hand crossbow)

Skills Bluff +6, Decipher Script +6, Hide +8, Jump +3, Listen +8, Move Silently +7, Spot +8, Swim +5, Tumble +6, Use Magic Device +5

Possessions combat gear plus spell component pouch (3), masterwork sharkskin armor, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts, shortsword, locked gauntlet

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Pundu for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'RAFD

CR 2

Male drow ranger 1

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +6, Spot +6

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 19, touch 13, flat-footed 16

(+3 Dex, +4 armor, +2 shield)

hp 9 (1 HD)

Immune magic *sleep* effects

SR 12

Fort +3, **Ref** +5, **Will** +0 (+2 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee quarterstaff +2 (1d6+1)

Ranged hand crossbow w/ +1 *frost bolt* +5
(1d4+1+1d6/19-20 plus poison) or

Ranged hand crossbow w/ mwk bolt +5 (1d4/19-20)

Base Atk +1; **Grp** +2

Atk Options Point Blank Shot, favored enemy elves +2,

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, *wand of cure light wounds*

Abilities Str 13, Dex 17, Con 12, Int 14, Wis 14, Cha 10

SQ wild empathy +1

Feats Point Blank Shot, Track

Skills Climb +4, Handle Animal +4, Hide +6, Knowledge (dungeoneering) +6, Listen +6, Move Silently +6, Spot +6

Possessions combat gear plus masterwork chain shirt, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Raft for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

6: UP TO THE BRIDGE

GERBOZ

CR 9

Female drow cleric 8

CE medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +6, Spot +6

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 22, touch 11, flat-footed 21

(+1 Dex, +11 armor)

hp 39 (8 HD)

Immune magic *sleep* effects

SR 19

Fort +6, **Ref** +5, **Will** +10 (+12 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in +1 *fullplate* (4 squares), base speed 30 ft.

Melee mwk longspear +7/+2 (1d8/x3)

Melee mwk shortsword +7/+2 (1d6/19-20)

Ranged mwk hand crossbow +10 (1d4/19-20 plus poison)

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

Atk Options smite 1/day (+4 attack, +6 damage)

Special Actions rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict* spells)

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Cleric Spells Prepared (CL 8th):

4th—*castigate* (DC 18), *freedom of movement*, *reach brambles*, *unholy blight* (DC 18)^D

3rd—*blindness/deafness* (DC 17), *flame of faith* (DC 17), *invisibility purge*, *mass lesser vigor*, *magic circle against good*^D

2nd—*aid*, *bear's endurance*, *curse of ill fortune* (DC 16), *death knell* (DC 16), *shatter* (DC 16)^D

1st—*bless*, *faith healing* (2), *remove fear*, *shield of faith*, *protection from good*^D

0—*amanuensis*, *cure minor wounds* (2), *detect magic*, *virtue*

D: Domain spell. Deity: Lolth. Domains: Destruction, Evil

Spell-Like Abilities (CL 8th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 16, Con 10, Int 15, Wis 19, Cha 10

Feats Skill Focus (Concentration), Somatic Weaponry, Reach Spell

Skills Concentration +14, Knowledge (history) +13, Knowledge (religion) +13, Listen +6, Search +4, Spellcraft +13, Spot +6

Possessions combat gear plus +1 *fullplate*, heavy steel shield, masterwork longsword, masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, spell component pouch (2), wooden holy symbol of Lolth (black spider with the head of a drow female) (2), *periapt of wisdom* +2

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 6

Male drow wizard 5

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13 (+2 Dex, +2 armor, +1 shield)

hp 19 (5 HD) (30 with *false life*)

Immune magic *sleep* effects

SR 16

Fort +2, **Ref** +3, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +3 (1d6/19-20)

Ranged mwk hand crossbow +5 (1d4/19-20 plus poison)

Base Atk +2; **Grp** +2

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours),

scroll of sonic weapon, *lesser metamagic rod of extend spell*, *wand of enlarge person*

Wizard Spells Prepared (CL 5th):

3rd—*flame arrow*^T, *haste*^T

2nd—*false life*^I, *retributive spell grease* (DC 15)^I, *sonic weapon*^T

1st—*guided shot*, *summon undead I*, *swift expeditious retreat*^T

0th—*amanuensis*, *detect magic*, *sonic snap*, *virtue*

[†] Already cast

^T modified with Toughening Transmutation

Spell-Like Abilities (CL 5th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 18, Wis 13, Cha 10

SQ familiar (none at present)

Feats Retributive Spell, Scribe Scroll, Spell Focus (transmutation), Toughening Transmutation

Skills Concentration +9, Knowledge (arcana) +12, Knowledge (the planes) +12, Listen +3, Profession (gambler) +7, Search +6, Sleight of Hand +6, Spellcraft +12, Spot +3

Possessions combat gear plus masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, spell component pouch (2)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zykaf for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Spellbook spells prepared plus 0—all PH cantrips, *amanuensis*, *sonic snap*; 1st—*arrow mind*, *burning hands*, *hail of stone*, *grease*, *guided shot*, *sleep*, *summon undead II*, *swift expeditious retreat*; 2nd—*bear's endurance*, *cat's grace*, *false life*, *mirror image*, *sonic weapon*; 3rd—*flame arrow*, *haste*

RANGRAZ

CR 6

Male drow ranger 5

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +10, Spot +10

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13; Dodge (+2 Dex, +3 armor)

hp 31 (5 HD)

Immune magic *sleep* effects

SR 16

Fort +5, **Ref** +6, **Will** +1 (+3 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk quarterstaff +11 (1d6+6) or

Melee mwk quarterstaff +9 (1d6+4) and mwk quarterstaff +9 (1d6+2)

Ranged mwk hand crossbow +8 (1d4/19-20 plus poison)

Base Atk +5; **Grp** +9

Atk Options distracting attack, favored enemy elves +4, favored enemy humans +2

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), potion of *demonhide*, potion of *displacement*

Ranger Spells Prepared (CL 2nd):

1st—*blades of fire*

Spell-Like Abilities (CL 5th):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 18, Dex 14, Con 12, Int 15, Wis 10, Cha 10

SQ wild empathy +5

Feats Dodge, Endurance, Track, Two-weapon Fighting, Weapon Focus (quarterstaff)

Skills Concentration +9, Hide +9, Listen +11, Move Silently +9, Ride +11, Spot +11, Tumble +5

Possessions combat gear plus studded leather armor, masterwork quarterstaff, masterwork hand crossbow with 10 bolts, locked gauntlet, *gauntlets of ogre power*, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Rangraz for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever Rangraz hits an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks. This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

1H: THE FLYING, GRAPPLING FISH

ADVANCED FLYING DIRE SHARK CR 13

Huge animal (aquatic)

Init +2; **Senses** *blindsight* (spell), keen scent; Listen +18, Spot +11

AC 21, touch 12, flat-footed 19 (-2 size, +2 Dex, +2 deflection, +9 natural)

hp 240 (24 HD)

Fort +18, **Ref** +16, **Will** +15

Speed swim 60 ft. (12 squares), *fly* spell 60 ft. (good), *burrow* spell 30 ft.

Melee bite +24 (2d8+10/19-20)

Melee grapple +33 (1d6+7 nonlethal)

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

Base Atk +18; **Grp** +33

Atk Options improved grab, swallow whole

Abilities Str 24, Dex 15, Con 18, Int 1, Wis 12, Cha 10

Feats Improved Critical (bite), Improved Natural Attack (bite), Improved Toughness, Toughness (4), Weapon Focus (bite)

Skills Listen +18, Spot +11, Swim +15

Possessions *potion of air breathing* (Spell Compendium 8, Spellcraft DC 23, duration 10 hours, CL 5th), *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (Spell Compendium 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of blindsight* (Spell Compendium 32, Spellcraft DC 23, duration 5 minutes, CL 5th), *potion of shield of faith* (Spellcraft DC 21, duration 10 rounds, CL 1st), *potion of barkskin* (Spellcraft DC 22, duration 30 minutes, CL 3rd), *potion of anticipate teleportation* (Spell Compendium 13, Spellcraft DC 23, duration 24 hours, CL 5th). This beast has eight of these potions going at once.

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

Swallow Whole (Ex) A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex) A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

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

5: CONFRONTATION WITH YERESK

YERESK

CR 12

Male drow wizard 11

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 14, touch 12, flat-footed 12

(+2 Dex, +1 armor, +1 shield)

hp 40 (11 HD) (64 with empowered *false life*)

Immune magic *sleep* effects

SR 22

Fort +4, **Ref** +5, **Will** +8 (+10 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +7 (1d6/19-20)

Ranged mwk hand crossbow +8 (1d4/19-20 plus poison)

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

Combat Gear 3 doses of drow sleep poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), burning *veil*, *caustic veil*, *anklet of translocation*

Wizard Spells Prepared (CL 11th):

6th—*sculpted acid storm* (DC 22)*, *quicken mirror image*

5th—*empowered orb of acid**, *quicken true strike*, *wall of force*

4th—*greater invisibility*, *empowered false life*†, *fire shield*, *deeper darkvision*†

3rd—*fireball* (DC 19), *sculpted glitterdust* (DC 20), *haste*, *empowered lesser orb of acid*, *empowered magic missile*

2nd—*false life*, *mirror image*, *see invisibility*, *scorching ray* (2), *summon monster II*

1st—*burning hands* (DC 17), *lesser orb of acid* (2), *mage armor*, *magic missile*, *shield*

0—*caltrops*, *mage hand*†, *prestidigitation*, *ray of frost*,

† Already cast

* Prepared with Metamagic School Focus

Spell-Like Abilities (CL 11th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 23, Wis 13, Cha 10

SQ familiar (none present)

Feats Augment Summoning, Empower Spell, Metamagic School Focus, Rapid Spell, Scribe Scroll, Sculpt Spell, Spell Focus (conjuration)

Skills Concentration +15, Knowledge (architecture & engineering) +7, Knowledge (arcana) +20, Knowledge (dungeoneering) +7, Knowledge

(geography) +7, Knowledge (history) +7, Knowledge (local: Core) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (religion) +7, Knowledge (the planes) +20, Listen +3, Sleight of Hand +9, Spellcraft +22, Spot +3

Possessions combat gear plus masterwork thistledown padded armor, mithral buckler, three spell component pouches, masterwork hand crossbow with 10 bolts, *headband of intellect* +4, spellbook, three 100 gp pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: "Love, Mom", 3 gp

Spellbook 0—all cantrips, *caltrops*, *repair minor damage*; 1st—*burning hands*, *ebon eyes*, *lesser orb of acid*, *lesser orb of magic missile*, *reduce person*, *summon undead I*, *shield*, *sleep*, *silent image*; 2nd—*false life*, *glitterdust*, *Melf's acid arrow*, *mirror image*, *see invisibility*, *summon monster II*, *summon undead II*; 3rd—*fireball*, *haste*, *summon undead III*; 4th—*greater invisibility*, *fire shield*, *deeper darkvision*, *orb of acid*, *summon undead IV*; 5th—*wall of force*, *summon undead V*; 6th—*disintegrate*, *acid storm*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Yeresk for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'PUNDU

CR 7

Male drow rogue 3/ranger 3
CE medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Listen +12, Spot +12

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 20, touch 14, flat-footed 16
(+2 Dex, +4 armor, +2 shield)

hp 33 (6 HD)

Immune magic *sleep* effects

SR 17

Fort +5, **Ref** +10, **Will** +1 (+3 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged hand crossbow w/ +1 *frost bolt* +12/+7
(1d4+3+1d6/19-20 plus poison) or

Ranged hand crossbow w/ +1 *frost bolt* +10/+10/+5
(1d4+3+1d6/19-20) with Rapid Shot or

Ranged hand crossbow w/ mwk bolt +12/+7 (1d4+2/19-20) or

Ranged hand crossbow w/ mwk bolt +10/+10/+5
(1d4/19-20) with Rapid Shot

Melee shortsword +6 (1d6/19-20)

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

Atk Options Crossbow Sniper, Rapid Shot, favored enemy humans +2

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, *potion of cat's grace*

Abilities Str 10, Dex 18, Con 12, Int 15, Wis 8, Cha 14
SQ trapfinding, trap sense +1, wild empathy +3

Feats Crossbow Sniper, Endurance, Rapid Reload (hand crossbow), Rapid Shot, Track, Weapon Focus (hand crossbow)

Skills Bluff +10, Decipher Script +10, Hide +11, Jump +5, Listen +12, Move Silently +11, Spot +12, Swim +9, Tumble +12, Use Magic Device +7

Possessions combat gear plus +1 *sharkskin armor*, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts, shortsword, locked gauntlet, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Pundu for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'RAFD

CR 6

Male drow ranger 2/rogue 3

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Listen +10, Spot +10

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 20, touch 13, flat-footed 16
(+4 Dex, +4 armor, +2 shield)

hp 28 (5 HD)

Immune magic *sleep* effects

SR 16

Fort +5, **Ref** +10, **Will** +1 (+3 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged +1 *shock hand crossbow* w/ +1 *frost bolt* +9
(1d4+1+1d6+1d6/19-20 plus poison) or

Ranged +1 *shock hand crossbow* w/ +1 *frost bolt* +7/+2
(1d4+1+1d6+1d6/19-20 plus poison) with rapid shot or

Ranged +1 *shock hand crossbow* w/ masterwork bolt
+9 (1d4+1+1d6/19-20) or

Ranged +1 *shock hand crossbow* w/ masterwork bolt
+7/+7 (1d4+1+1d6/19-20) or

Melee quarterstaff +5 (1d6+1)

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

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, favored enemy elves +2, sneak attack +2d6

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, *wand of cure light wounds*

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 10
SQ trapfinding, trap sense +1, wild empathy +2

Feats Point Blank Shot, Precise Shot, Rapid Shot, Track

Skills Climb +8, Handle Animal +5, Hide +11, Knowledge (dungeoneering) +7, Listen +10, Move Silently +11, Hide +11, Spot +10, Use Rope +12

Possessions combat gear plus masterwork chain shirt, +1 *buckler*, +1 *shock hand crossbow* with 6 +1 *frost bolts* and 4 bolts, 50 ft. silk rope

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Rafd for 1 round. In addition, he takes a -1 circumstance

penalty on attack rolls, saves, and checks when in bright light.

6: UP TO THE BRIDGE

GERBOZ

CR 11

Female drow cleric 10

CE medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +6, Spot +6

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 25, touch 12, flat-footed 24
(+1 Dex, +10 armor, +4 shield)

hp 58 (10 HD)

Immune magic *sleep* effects

SR 21

Fort +7, **Ref** +6, **Will** +11 (+13 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in +2 *fullplate* (4 squares), base speed 30 ft.

Melee mwk longspear +8/+3 (1d8/x3) or

Melee mwk shortsword +8/+3 (1d6/19-20)

Ranged mwk hand crossbow +11 (1d4/19-20 plus poison)

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

Atk Options smite 1/day (+4 attack, +6 damage)

Special Actions rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict* spells)

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Cleric Spells Prepared (CL 10th):

5th—*reach spikes*, *righteous wrath of the faithful*, *reach contagion* (DC 19)^D

4th—*castigate* (DC 18), *freedom of movement*, *reach bull's strength*, *reach cure moderate wounds*, *unholy blight* (DC 18)^D

3rd—*blindness/deafness* (DC 17), *flame of faith* (DC 17), *invisibility purge*, *mass lesser vigor*, *magic circle against good*^D

2nd—*aid*, *bear's endurance*, *cure moderate wounds*, *curse of ill fortune* (DC 16), *death knell* (DC 16), *shatter* (DC 16)^D

1st—*bless*, *faith healing* (2), *remove fear*, *shield of faith*, *protection from good*^D

0—*amanuensis*, *cure minor wounds* (2), *detect magic*, *read magic*, *virtue*

D: Domain spell. Deity: Lolth. Domains: Destruction, Evil

Spell-Like Abilities (CL 10th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 16, Con 10, Int 15, Wis 19, Cha 10

Feats Improved Toughness, Skill Focus

(Concentration), Somatic Weaponry, Reach Spell

Skills Concentration +16, Knowledge (history) +15, Knowledge (religion) +15, Listen +6, Search +4, Spellcraft +15, Spot +6

Possessions combat gear plus +2 *fullplate*, +2 *heavy steel shield*, masterwork longspear, masterwork shortsword, masterwork hand crossbow with 10 bolts, spell component pouch (2), wooden holy symbol of Lolth (black spider with the head of a drow female) (2), *peript of wisdom* +2

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 8

Male drow wizard 7

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13
(+2 Dex, +2 armor, +1 shield)

hp 26 (7 HD) (39 with *false life*)

Immune magic *sleep* effects

SR 18

Fort +3, **Ref** +4, **Will** +6 (+8 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +4 (1d6/19-20)

Ranged mwk hand crossbow +6 (1d4/19-20 plus poison)

Base Atk +3; **Grp** +3

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *scroll of sonic weapon*, *lesser metamagic rod of extend spell*, *wand of enlarge person*

Wizard Spells Prepared (CL 7th):

4th—*greater invisibility*^T, *retributive slow*^{*T} (DC 18)[†]

3rd—*flame arrow*^T, *greater mage armor*, *haste*

2nd—*cat's grace*^T, *false life*[†], *mirror image*, *sonic weapon*

1st—*guided shot*, *magic missile*, *summon undead I*, *swift expeditious retreat*^T (2)

0th—*amanuensis*, *detect magic*, *sonic snap*, *virtue*

† Already cast

T modified with Toughening Transmutation

Spell-Like Abilities (CL 7th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 20, Wis 13, Cha 10
SQ familiar (none at present)

Feats Empower Spell, Retributive Spell, Scribe Scroll, Spell Focus (transmutation), Toughening Transmutation

Skills Concentration +11, Knowledge (arcana) +15, Knowledge (the planes) +15, Listen +3, Profession (gambler) +7, Search +7, Sleight of Hand +8, Spellcraft +15, Spot +3

Possessions combat gear plus masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, *spell component pouch* (2), *headband of intellect* +2

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zyk at for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Spellbook spells prepared plus 0—all PH cantrips, *amanuensis*, *sonic snap*; 1st—*arrow mind*, *burning hands*, *hail of stone*, *grease*, *guided shot*, *magic*

missile, sleep, summon undead II, swift expeditious retreat; 2nd—bear's endurance, cat's grace, false life, mirror image, sonic weapon; 3rd—flame arrow, greater mage armor, haste, slow; 4th—greater invisibility, entangling staff

RANGRAZ

CR 8

Male drow ranger 7

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +12, Spot +12

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 16, touch 12, flat-footed 14; Dodge (+2 Dex +4 armor)

hp 42 (7 HD)

Immune magic *sleep* effects

SR 18, **DR** 1/—

Fort +6, **Ref** +7, **Will** +3 (+5 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares); woodland stride

Melee mwk quarterstaff +13/+8 (1d6+6) or

Melee mwk quarterstaff +11/+6 (1d6+4) and mwk quarterstaff +11/+6 (1d6+4)

Ranged mwk hand crossbow +10 (1d4/19-20 plus poison)

Base Atk +7; **Grp** +11

Atk Options Combat Expertise, favored enemy elves +4, favored enemy humans +2

Combat Gear 3 doses of drow sleep poison, (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *potion of displacement*

Ranger Spells Prepared (CL 3rd):

1st—*blades of fire* (2)

Spell-Like Abilities (CL 7th):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 18, Dex 14, Con 12, Int 15, Wis 10, Cha 10

SQ wild empathy +7

Feats Combat Expertise, Dodge, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Concentration +11, Handle Animal +5, Hide +11, Listen +13, Move Silently +11, Ride +14, Spot +13, Tumble +6

Possessions combat gear plus adamantine chain shirt, masterwork quarterstaff, masterwork hand crossbow with 10 bolts, locked gauntlet, *gauntlets of ogre power*, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Rangraz for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever Rangraz hits an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks.

This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

APPENDIX 1: APL 12

1H: THE FLYING, GRAPPLING FISH

FLYING KRAKEN CR 14

Gargantuan magical beast (aquatic)
Init +4; **Senses** blindsight, darkvision 60 ft., low-light vision; **Listen** +30, **Spot** +3

AC 30, touch 8, flat-footed 30
(-4 size, +6 armor, +2 deflection, +16 natural)

hp 290 (20 HD)

Resist acid 20

Fort +21, **Ref** +12, **Will** +13

Speed Swim 20 ft. (12 squares), *fly* spell 60 ft. (good), *burrow* spell 30 ft.; jet

Melee tentacle +28 (2d8+12/19–20)

Full attack Melee 2 tentacles +28 (2d8+12/19–20) and 6 arms +23 (1d6+6) and bite +23 (4d6+6) or

Melee grapple +44 (1d8+12 nonlethal)

Space 20 ft; **Reach** 15 ft.

Base Atk +20; **Grp** +44

Atk Options Blind-Fight, Improved Bull Rush, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack, improved grab, constrict 2d8+12 or 1d6+6

Special Actions ink cloud

Spell-Like Abilities (CL 9th)

1/day—*control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*[†]

† Already cast

Abilities Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20

SQ ink cloud, jet, spell-like abilities

Feats Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will

Skills Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +17, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks, +7 getting lost, +7 in aboveground environments), Swim +20, Use Magic Device +16

Active potions *potion of air breathing* (Spell Compendium 8, Spellcraft DC 23, duration 10 hours, CL 5th), (6x) *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (Spell Compendium 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of blindsight* (Spell Compendium 32, Spellcraft DC 23, duration 5 minutes, CL 5th), *potion of shield of faith* (Spellcraft DC 21, duration 10 rounds, CL 1st), *potion of barkskin* (Spellcraft DC 22, duration 30 minutes, CL 3rd), *potion of greater mage armor* (Spellcraft DC 24, duration 5 hours, CL 5th), *potion of anticipate teleportation* (Spell Compendium 13, Spellcraft DC 23, duration 24 hours, CL 5th). This beast has six of these potions going at once.

Jet (Ex) A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Constrict (Ex) A kraken deals automatic arm or tentacle damage with a successful grapple check.

Improved Grab (Ex) To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. This kraken will take the -20 option then drag its victim(s) below the ground.

Ink Cloud (Ex) A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Tentacles Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

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

5: CONFRONTATION WITH YERESK

YERESK CR 14

Male drow wizard 13

Chaotic Evil Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; **Listen** +3, **Spot** +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 14, touch 12, flat-footed 12
(+2 Dex, +1 armor, +1 shield)

hp 49 (13 HD) (73 with empowered *false life*)

Immune magic *sleep* effects

SR 24

Fort +5, **Ref** +6, **Will** +9 (+11 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +8/+3 (1d6/19-20)

Ranged mwk hand crossbow +9 (1d4/19-20 plus poison)

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

Combat Gear 3 doses of drow sleep poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *burning veil*, *caustic veil*, *anklet of translocation*

Wizard Spells Prepared (CL 13th):

7th—*summon monster VII, quickened summon undead III*

6th—*sculpted acid storm (DC 25)*, disintegrate, quickened mirror image*

5th—*empowered orb of acid*, quickened magic missile, quickened true strike, wall of force*

4th—*greater invisibility, empowered false life[†], fire shield, deeper darkvision[†]*

3rd—*fireball (DC 21), sculpted glitterdust (DC21) (2), haste, empowered lesser orb of acid, summon undead III*

2nd—*false life, Melf's acid arrow, mirror image, see invisibility, scorching ray, summon monster II*

1st—*burning hands, lesser orb of acid (2), mage armor, magic missile, shield*

0—*caltrops, mage hand[†], prestidigitation, ray of frost*

† Already cast

* Prepared with Metamagic Skill Focus

Spell-Like Abilities (CL 13th):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 26, Wis 13, Cha 10
SQ familiar (none present)

Feats Augment Summoning, Empower Spell, Metamagic School Focus, Rapid Spell, Scribe Scroll, Sculpt Spell, Spell Focus (conjuration), Twin Spell

Skills Concentration +17, Decipher Script +11, Knowledge (architecture & engineering) +8, Knowledge (arcana) +23, Knowledge (dungeoneering) +8, Knowledge (geog) +8, Knowledge (history) +8, Knowledge (local Core) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Knowledge (the planes) +23, Listen +3, Sleight of Hand +10, Spellcraft +25, Spot +3

Possessions combat gear plus masterwork thistledown padded armor, mithral buckler, three spell component pouches, masterwork hand crossbow, 20 bolts, *headband of intellect* +6, spellbook, three 100 gp pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: "Love, Mom", 3 gp

Spellbook 0—all cantrips, *caltrops, repair minor damage*; 1st—*burning hands, ebon eyes, lesser orb of acid, lesser orb of fire, magic missile, reduce person, summon undead I, shield, sleep, silent image*; 2nd—*false life, glitterdust, Melf's acid arrow, mirror image, see invisibility, summon monster II, summon undead II*; 3rd—*fireball, haste, summon undead III*; 4th—*greater invisibility, fire shield, deeper darkvision, orb of acid, orb of fire, summon undead IV*; 5th—*wall of force, summon undead V*; 6th—*antimagic field, disintegrate, acid storm*; 7th—*summon monster VII, energy immunity*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Yeresk for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

K'PUNDU

CR 9

Male drow rogue 4/ranger 4

CE medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Listen +14, Spot +14

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 21, touch 15, flat-footed 16

(+5 Dex, +4 armor, +2 shield)

hp 51 (8 HD)

Immune magic *sleep* effects

SR 19

Fort +8, **Ref** +13, **Will** +1 (+3 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged hand crossbow w/ +1 *frost bolt* +15/+10 (1d4+3+1d6/19-20 plus poison) or

Ranged hand crossbow w/ +1 *frost bolt* +13/+13/+8 (1d4+3+1d6/19-20 plus poison) with Rapid Shot or

Ranged hand crossbow w/ mwk bolt +15/+10 (1d4+2/19-20) or

Ranged hand crossbow w/ mwk bolt +13/+13/+8 (1d4/19-20) with Rapid Shot

Melee shortsword +8 (1d6/19-20)

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

Atk Options Crossbow Sniper, Rapid Shot, favored enemy humans +2, distracting attack, sneak attack +2d6

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick

Spell-Like Abilities (CL 8th):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 10, Dex 20, Con 14, Int 16, Wis 8, Cha 14

SQ trapfinding, trap sense +1, wild empathy +4

Feats Crossbow Sniper, Endurance, Rapid Reload (hand crossbow), Rapid Shot, Track, Weapon Focus (hand crossbow)

Skills Bluff +12, Decipher Script +13, Hide +16, Jump +5, Listen +14, Move Silently +16, Spot +14, Swim +10, Tumble +18, Use Magic Device +13

Possessions combat gear plus +1 *sharkskin armor*, +1 *buckler*, hand crossbow 6 +1 *frost bolts* and 4 masterwork bolts, shortsword, locked gauntlet, *gloves of dexterity* +2, *amulet of health* +2, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Pundu for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever K'Pundu hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks. For example, if your rogue ally attacked that enemy, not only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack. This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever

comes first. This ability has no effect on creatures that can't be flanked.

K'RAFD

CR 8

Male drow ranger 4/rogue 3

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Listen +12, Spot +12

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 20, touch 13, flat-footed 16

(+4 Dex, +4 armor, +2 shield)

hp 39 (7 HD)

Immune magic *sleep* effects

SR 18

Fort +6, **Ref** +11, **Will** +2 (+4 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged +1 *shock, frost hand crossbow w/ +1 frost bolt* +12/+7 (1d4+1+1d6+1d6+1d6/19-20 plus poison) or

Ranged +1 *shock, frost hand crossbow w/ +1 frost bolt* +10/+10/+5 (1d4+1+1d6+1d6+1d6/19-20 plus poison) with Rapid Shot or

Ranged +1 *shock, frost hand crossbow w/ mwk bolt* +12/+7 (1d4+1+1d6+1d6/19-20) or

Ranged +1 *shock, frost hand crossbow w/ mwk bolt* +10/+10/+5 (1d4+1+1d6+1d6/19-20) with Rapid Shot

Melee quarterstaff +7/+2 (1d6+1)

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

Atk Options Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, distracting attack, favored enemy elves +2d6, sneak attack +2d6

Spell-Like Abilities (CL 7th):

1/day—*dancing lights, darkness, faerie fire*

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, wand of *cure light wounds*

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 10

SQ trapfinding, trap sense +1, wild empathy +4

Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (hand crossbow)

Skills Balance +11, Climb +10, Handle Animal +7, Hide +13, Knowledge (dungeoneering) +9, Listen +12, Move Silently +13, Spot +12, Use Rope +14

Possessions combat gear plus masterwork chain shirt, +1 buckler, +1 *shock, frost hand crossbow*, hand crossbow with 6 +1 *frost bolts*, 20 bolts, 50 ft. silk rope

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Rafd for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever K'Rafd hits an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks. This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

6: UP TO THE BRIDGE

GERBOZ

CR 13

Female drow cleric 12

CE medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft., Listen +8, Spot +8

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 26, touch 12, flat-footed 25

(+1 Dex, +10 armor, +4 shield, deflection +1)

hp 69 (12 HD)

Immune magic *sleep* effects

SR 23

Fort +8, **Ref** +7, **Will** +14 (+16 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. in +2 *fullplate* (4 squares), base speed 30 ft.

Melee mwk longspear +10/+5 (1d8/x3) or

Melee mwk shortsword +10/+5 (1d6/19-20)

Ranged mwk hand crossbow +13 (1d4/19-20 plus poison)

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

Atk Options smite 1/day (+4 attack, +6 damage)

Special Actions rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict* spells)

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Cleric Spells Prepared (CL 12th):

6th—quicken *bear's endurance*, *quicken brambles*, *heal*, *harm* (DC 22)^D

5th—quicken *faith healing*, *flame strike* (DC 21), *reach flame of faith*, *righteous wrath of the faithful*, *reach contagion* (DC 21)^D

4th—*reach bull's strength*, *castigate* (DC 20), *freedom of movement*, *reach cure moderate wounds*, *unholy blight* (DC 20)^D

3rd—*blindness/deafness* (DC 19), *invisibility purge*, *magic vestments*, *mass lesser vigor*, *prayer*, *magic circle against good*^D

2nd—*aid*, *bear's endurance*, *bull's strength*, *curse of ill fortune* (DC 18), *death knell* (DC 18), *silence*, *shatter* (DC 18)^D

1st—*bles*, *faith healing* (3), *remove fear*, *resurgence*, *shield of faith*, *protection from good*^D

0—*amanuensis*, *cure minor wounds* (2), *detect magic*, *read magic*, *virtue*

D: Domain spell. Deity: Lolth. Domains: Destruction, Evil

Spell-Like Abilities (CL 12th):

1/day—*dancing lights, darkness, faerie fire*

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

Feats Improved Toughness, Quicken Spell, Skill Focus (Concentration), Somatic Weaponry, Reach Spell

Skills Concentration +18, Knowledge (history) +17, Knowledge (religion) +17, Listen +8, Search +4, Spellcraft +17, Spot +8

Possessions combat gear plus +2 *full plate*, +2 *heavy steel shield*, masterwork longspear, masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, spell component pouch (2), wooden

holy symbol of Lolth (black spider with the head of a drow female) (2), *peripart of wisdom* +4

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 10

Male drow wizard 7/fatespinner 2

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13

(+2 Dex, +2 armor, +1 shield)

hp 33 (9 HD) (48 with *false life*)

Immune magic *sleep* effects

SR 20

Fort +3, **Ref** +4, **Will** +9 (+11 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +5 (1d6/19-20)

Ranged mwk hand crossbow +7 (1d4/19-20 plus poison)

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

Special Actions spin fate, fickle finger of fate,

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *scroll of sonic weapon*, *lesser metamagic rod of extend spell*, *wand of enlarge person*

Wizard Spells Prepared (CL 9th):

5th—*ball lightning* (DC 20), *telekinesis*

4th—*dimension door*, *greater invisibility*, *entangling staff*^T

3rd—*reach cat's grace*^{+T}, *greater mage armor*, *haste*^T, *retributive spell slow*^{*T} (DC 18)[†]

2nd—*cat's grace*^T, *false life*[†], *mirror image*, *sonic weapon*^T

1st—*guided shot*, *magic missile*, *summon undead I*, *swift expeditious retreat*^T (2)

0th—*amanuensis*, *detect magic*, *sonic snap*, *virtue*

[†] Already cast

^T Affected by Toughening Transmutation

* Spell prepared with metamagic school focus

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 21, Wis 13, Cha 10

SQ familiar (none at present)

Feats Empower Spell, Metamagic School Focus, Retributive Spell, Scribe Scroll, Spell Focus (transmutation), Toughening Transmutation

Skills Concentration +11, Knowledge (arcana) +15, Knowledge (the planes) +15, Listen +3, Profession (gambler) +7, Search +7, Sleight of Hand +8, Spellcraft +15, Spot +3

Possessions combat gear plus masterwork shortsword, masterwork hand crossbow with 10 bolts, spell component pouch, spare spell component pouch, *headband of intellect* +2

Spellbook spells prepared plus 0—all *PH* cantrips + *amanuensis*, *sonic snap*; 1st—*arrow mind*, *burning hands*, *hail of stone*, *grease*, *guided shot*, *magic missile*, *sleep*, *summon undead II*, *swift expeditious retreat*; 2nd—*bear's endurance*, *cat's grace*, *false life*, *mirror image*, *sonic weapon*; 3rd—*flame arrow*, *greater mage armor*, *haste*, *slow*; 4th—*dimension door*, *greater invisibility*, *lesser globe of invulnerability*, *entangling staff*; 5th—*ball lightning*, *telekinesis*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zykato for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Spin Fate (Ex) Zykato understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, he can use a three points of spin.

As a free action, he can use stored spin to boost the save DC of a spell he cast, adding some or all of his spin to the DC, on a point-for-point basis. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

His spin is replenished whenever he successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex) Zykato can affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. He must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

RANGRAZ

CR 10

Male drow ranger 9

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +14, Spot +14

Languages Common, Draconic, Drow, Drow Sign Language, Undercommon, Elven

AC 16, touch 12, flat-footed 14; Dodge (+2 Dex, +4 armor)

hp 53 (9 HD)

Immune magic *sleep* effects

SR 20, **DR** 1/—

Fort +9, **Ref** +10, **Will** +5 (+7 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares); woodland stride

Melee mwk quarterstaff +15/+10 (1d6+6) or

Melee mwk quarterstaff +13/+8 (1d6+4) and mwk quarterstaff +13/+8 (1d6+2/x2)

Ranged mwk hand crossbow +12 (1d4/19-20 plus poison)

Base Atk +9; **Grp** +13

Atk Options Combat Expertise, Quickstaff, distracting attack, favored enemy elves +4, favored enemy humans +2

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), potion of *displacement*

Ranger Spells Prepared (CL 4th):

2nd—*swift haste*

1st—*blades of fire* (2)

Spell-Like Abilities (CL 9th):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 19, Dex 14, Con 12, Int 15, Wis 10, Cha 10
SQ swift tracker, wild empathy +9

Feats Combat Expertise, Dodge, Endurance, Improved Two-Weapon Fighting, Quick Staff, Track, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Concentration +13, Handle Animal +9, Hide +13, Listen +15, Move Silently +13, Ride +16, Spot +15, Tumble +7

Possessions combat gear plus studded leather armor, masterwork quarterstaff, masterwork hand crossbow with 10 bolts, locked gauntlet, *gauntlets of ogre power*, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Rangraz for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever Rangraz hits an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks. This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

1H: THE FLYING, GRAPPLING FISH**ADVANCED FLYING KRAKEN CR 15**

Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +30, Spot +30**AC** 30, touch 8, flat-footed 30

(+6 armor, -4 size, +2 deflection, +16 natural)

hp 480 (31 HD)**Resist** acid 20**Fort** +27, **Ref** +17, **Will** +17**Speed** Swim 20 ft. (12 squares), fly spell 60 ft. (good); jet**Melee** 2 tentacles +39 (2d8+12/19-20) and

6 arms +34 (1d6+6) and

bite +34 (4d6+6) or

Melee grapple +55 (2d8+12 nonlethal)**Space** 20 ft; **Reach** 15 ft.**Base Atk** +31; **Grp** +55**Atk Options** Blind-Fight, Improved Bull Rush, Improved Trip, Power Attack, Spring Attack, Whirlwind Attack, improved grab, constrict 2d8+15 or 2d6+7**Special Actions** ink cloud,**Spell-Like Abilities** (CL 9th)1/day—*control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*[†]

† Already cast

Abilities Str 34, Dex 10, Con 30, Int 22, Wis 20, Cha 20**Feats** Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Mobility, Spring Attack, Whirlwind Attack**Skills** Concentration +22, Diplomacy +41, Hide +22, Intimidate +16, Knowledge (geography) +18, Knowledge (nature) +17, Listen +41, Search +29, Sense Motive +27, Spot +41, Survival +5 (+7 following tracks, +7 getting lost, +7 in aboveground environments), Swim +20, Tumble +17, Use Magic Device +16**Active potions** *potion of air breathing* (Spell Compendium 8, Spellcraft DC 23, duration 10 hours, CL 5th), (12x) *potion of fly* (Spellcraft DC 23, duration 30 minutes, CL 5th), *potion of burrow* (Spell Compendium 41, Spellcraft DC 22, duration 3 minutes, CL 3rd), *potion of blindsight* (Spell Compendium 32, Spellcraft DC 23, duration 5 minutes, CL 5th), *potion of shield of faith* (Spellcraft DC 21, duration 10 rounds, CL 1st), *potion of barkskin* (Spellcraft DC 22, duration 30 minutes, CL 3rd), *potion of greater mage armor* (Spellcraft DC 24, duration 5 hours, CL 5th), *potion of anticipate teleportation* (Spell Compendium 13, Spellcraft DC 23, duration 24 hours, CL 5th).**Constrict (Ex)** A kraken deals automatic arm or tentacle damage with a successful grapple check.**Improved Grab (Ex)** To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check,

it establishes a hold and can constrict. This kraken will take the -20 option then drag its victim(s) below the ground.

Ink Cloud (Ex) A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.**Jet (Ex)** A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.**Tentacles** Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.**Skills** A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.**5: CONFRONTATION WITH YERESK:****YERESK****CR 16**

Male drow wizard 15

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3**Languages** Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon**AC** 14, touch 12, flat-footed 12

(+2 Dex, +1 armor, +1 shield)

hp 99 (15 HD) (123 with empowered *false life*)**Immune** magic *sleep* effects**SR** 26**Fort** +9, **Ref** +7, **Will** +10 (+12 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Melee** mw shortsword +9/+2 (1d6/19-20)**Ranged** mwk hand crossbow +10 (1d4/19-20 plus poison)**Base Atk** +7; **Grp** +7**Combat Gear** 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *burning veil*, *caustic veil*, *anklet of translocation***Wizard Spells Prepared** (CL 15th):

8th—extended *maze* (DC 27)*, retributive *maze* (DC 27)*[†]
 7th—*summon monster VII*, quickened *summon undead III*
 6th—sculpted *acid storm* (DC 25)*, *disintegrate* (DC 24), quickened *mirror image*, twin spell *scorching ray*
 5th—empowered *fireball* (DC 21), quickened *magic missile*, quickened *true strike*, *summon undead V*, *wall of force*
 4th—*greater invisibility*, empowered *false life*[†], sculpted *fireball* (DC 20), *fire shield*, *orb of acid*, empowered *scorching ray*, *deeper darkvision*[†]
 3rd—*fireball* (DC 21), sculpted *glitterdust* (DC 21) (2), *haste*, empowered *lesser orb of acid*, *summon undead III*
 2nd—*false life*, *Melf's acid arrow*, *mirror image*, see *invisibility*, *scorching ray*, *summon monster II*
 1st—*burning hands* (DC 19), *lesser orb of acid* (2), *mage armor*, *magic missile*, *shield*
 0—*caltrops*, *mage hand*[†], *prestidigitation*, *ray of frost*

† Already cast

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 26, Wis 13, Cha 10
SQ familiar (none present)

Feats Augment Summoning, Empower Spell, Extend Spell, Metamagic School Focus, Rapid Spell, Retributive Spell, Scribe Scroll, Sculpt Spell, Spell Focus (conjuration), Twin Spell

Skills Concentration +22, Decipher Script +12, Knowledge (architecture & engineering) +9, Knowledge (arcana) +26, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local Core) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (religion) +9, Knowledge (the planes) +26, Listen +3, Sleight of Hand +11, Spellcraft +28, Spot +3

Possessions combat gear plus masterwork thistledown padded armor, mithral buckler, three spell component pouches, masterwork hand crossbow with 10 bolts, *headband of intellect* +6, spellbook, three 100 gp pearls, 10 gp golden locket with a picture of a drow woman with an inscription in drow: "Love, Mom", 3 gp

Spellbook 0—all *PH* cantrips, *caltrops*, *repair minor damage*; 1st—*burning hands*, *ebon eyes*, *lesser orb of acid*, *lesser orb of fire*, *magic missile*, *reduce person*, *summon undead I*, *shield*, *sleep*, *silent image*; 2nd—*false life*, *glitterdust*, *Melf's acid arrow*, *mirror image*, see *invisibility*, *summon monster II*, *summon undead II*; 3rd—*fireball*, *haste*, *summon undead III*; 4th—*greater invisibility*, *fire shield*, *deeper darkvision*, *orb of acid*, *orb of fire*, *summon undead IV*; 5th—*wall of force*, *summon undead V*; 6th—*antimagic field*, *disintegrate*, *acid storm*; 7th—*summon monster VII*, *energy immunity*; 8th—*maze*, *Otto's irresistible dance*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Yeresk for 1 round. In addition, he takes a -1 circumstance

penalty on attack rolls, saves, and checks when in bright light.

K'PUNDU

CR 11

Male drow rogue 5/ranger 5

CE medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Listen +16, Spot +16

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 21, touch 15, flat-footed 16

(+5 Dex +4 armor, +2 shield)

hp 63 (10 HD)

Immune magic *sleep* effects

SR 21

Fort +8, **Ref** +13, **Will** +1 (+3 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Ranged hand crossbow w/ +1 *frost bolt* +17/+12

(1d4+3+1d6/19-20 plus poison) or

Ranged hand crossbow w/ +1 *frost bolt* +15/+15/+10 (1d4+3+1d6/19-20 plus poison) with Rapid Shot or

Ranged hand crossbow w/ masterwork bolt +17/+12 (1d4+2/19-20) or

Ranged hand crossbow w/ masterwork bolt +15/+15/+10 (1d4/19-20) with Rapid Shot

Melee shortsword +10 (1d6/19-20)

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

Atk Options Crossbow Sniper, Point Blank Shot, Rapid Shot, favored enemy humans +4, distracting attack, favored enemy elves +2, sneak attack +3d6

Spell-Like Abilities (CL 10th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Combat Gear 3 doses of drow sleep poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *smokestick*

Abilities Str 10, Dex 20, Con 14, Int 16, Wis 8, Cha 14

SQ trapfinding, trap sense +1, wild empathy +5

Feats Endurance, Point Blank Shot, Rapid Reload (hand crossbow), Rapid Shot, Track, Weapon Focus (hand crossbow)

Skills Bluff +15, Decipher Script +15, Hide +18, Jump +5, Listen +16, Move Silently +18, Spot +16, Swim +11, Tumble +20, Use Magic Device +15

Possessions +1 *sharkskin armor*, +1 *buckler*, hand crossbow with 6 +1 *frost bolts* and 4 masterwork bolts, shortsword, locked gauntlet, *gloves of dexterity* +2, *amulet of health* +2, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Pundu for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever K'Pundu hits an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating your allies' attacks. This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

K'RAFD**CR 10**

Male drow ranger 4/rogue 5

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Listen +14, Spot +14**Languages** Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon**AC** 20, touch 13, flat-footed 16
(+4 Dex, +4 armor, +2 shield)**hp** 48 (9 HD)**Immune** magic *sleep* effects**SR** 20**Fort** +6, **Ref** +12, **Will** +2 (+4 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Ranged** +1 *shock, corrosive, bane (elf) hand crossbow w/ +1 frost bolt* +13/+8 (1d4+3+1d6+1d6+1d6/19-20 plus poison) or**Ranged** +1 *shock, corrosive, bane (elf) hand crossbow w/ +1 frost bolt* +11/+11/+6 (1d4+3+1d6+1d6+1d6/19-20 plus poison) with Rapid Shot or**Ranged** +1 *shock, corrosive, bane (elf) hand crossbow w/ masterwork bolt* +13/+8 (1d4+3+1d6+1d6/19-20) or**Ranged** +1 *shock, corrosive, bane (elf) hand crossbow w/ masterwork bolt* +11/+11/+6 (1d4+3+1d6+1d6/19-20) with Rapid Shot or**Melee** quarterstaff +9/+4 (1d6+3)**Base Atk** +7; **Grp** +9**Atk Options** Crossbow Sniper, Point Blank Shot, Precise Shot, Rapid Shot, distracting attack, favored enemy elves +2, sneak attack +3d6**Spell-Like Abilities** (CL 9th):1/day—*dancing lights, darkness, faerie fire***Combat Gear** 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smokestick, wand of *cure light wounds***Abilities** Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 10**SQ** trapfinding, trap sense +1, wild empathy +4**Feats** Crossbow Sniper, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (hand crossbow)**Skills** Balance +15, Bluff +4, Climb +13, Handle Animal +7, Hide +15, Knowledge (dungeoneering) +9, Listen +14, Move Silently +15, Spot +14, Use Rope +16**Possessions** Combat gear plus masterwork chain shirt, +1 *buckler*, +1 *shock, corrosive, bane (elf) hand crossbow*, hand crossbow with 6 +1 *frost bolts* and 4 bolts, 50 ft. silk rope**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds K'Rafd for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.**Distracting Attack (Ex)** Whenever K'Rafd hits an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks. This

flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

6: UP TO THE BRIDGE**GERBOZ****CR 15**

Female drow cleric 14

CE medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +8, Spot +8**Languages** Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon**AC** 26, touch 12, flat-footed 25
(+1 Dex, +10 armor, +4 shield, deflection +1)**hp** 80 (14 HD) 92 with *hero's feast***Immune** magic *sleep* effects**SR** 25**Fort** +9, **Ref** +7, **Will** +15 (+17 against spells, spell-like abilities, and other enchantments)**Weakness** light blindness**Speed** 20 ft. in +2 *fullplate* (4 squares), base speed 30 ft.**Melee** mwk longspear +11/+6 (1d8/x3) or**Melee** mwk shortsword +11/+6 (1d6/19-20)**Ranged** mwk hand crossbow +14 (1d4/19-20 plus poison)**Base Atk** +10; **Grp** +10**Atk Options** smite 1/day (+4 attack, +6 damage)**Special Actions** rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict* spells)**Combat Gear** 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)**Cleric Spells Prepared** (CL 14th):7th—quicken *dispel magic, brilliant blade, harm* (DC 22)^D6th—quicken *brambles, heal, heroes' feast*[†], *harm* (DC 22)^D5th—*flame strike* (DC 21), *mass cure light wounds, reach spikes* (DC 20), *righteous wrath of the faithful, reach contagion* (DC 20)^D4th—reach *bull's strength, castigate* (DC 19), *delay death, freedom of movement, reach cure moderate wounds, unholy blight* (DC 19)^D3rd—*blindness/deafness* (DC 18), *invisibility purge, magic vestments, mass lesser vigor, prayer* (DC 18), *magic circle against good*^D2nd—*aid, bear's endurance, bull's strength, curse of ill fortune* (DC 17), *death knell, silence* (2), *shatter*^D1st—*bless, faith healing* (3), *remove fear, resurgence, shield of faith, protection from good*^D0—*amanuensis, cure minor wounds* (2), *detect magic, read magic, virtue***D:** Domain spell. Deity: Lolth. Domains: Destruction, Evil
† Already cast**Spell-Like Abilities** (CL 9th):1/day—*dancing lights, darkness, faerie fire***Abilities** Str 10, Dex 16, Con 10, Int 15, Wis 22, Cha 10**Feats** Improved Toughness, Quicken Spell, Skill Focus (Concentration), Somatic Weaponry, Reach Spell

Skills Concentration +20, Knowledge (history) +19, Knowledge (religion) +19, Listen +8, Search +4, Spellcraft +19, Spot +8

Possessions combat gear plus +2 *full plate*, +2 *heavy steel shield*, masterwork longspear, masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, spell component pouch (2), wooden holy symbol of Lolth (black spider with the head of a drow female) (2), *periapt of wisdom* +4

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Gerboz for 1 round. In addition, she takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

ZYKAT

CR 12

Male drow wizard 7/fatespinner 4

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Common, Draconic, Drow, Drow Sign Language, Elven, Undercommon

AC 15, touch 12, flat-footed 13

(+2 Dex, +2 armor, +1 shield)

hp 40 (11 HD) (52 with *heroes feast*, 68 with *false life*)

Immune magic *sleep* effects

SR 22

Fort +4, **Ref** +5, **Will** +10 (+12 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk shortsword +6 (1d6/19-20x2)

Ranged mwk hand crossbow +8 (1d4/19-20 plus poison)

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

Special Actions spin fate, fickle finger of fate, spin destiny, deny fate, resist fate

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), *scroll of sonic weapon*, *lesser metamagic rod of extend spell*, *wand of enlarge person*

Wizard Spells Prepared (CL 11th):

6th—*brilliant blade*, *mass bear's endurance*^T

5th—*ball lightning* (DC 20), *telekinesis*, *wall of stone*

4th—*dimension door*, *greater invisibility*, *entangling staff*^T

3rd—*reach cat's grace**^T, *greater mage armor*, *haste*^T, *retributive spell slow**^T (DC 18)ⁱ

2nd—*bear's endurance*^T, *cat's grace*^T, *false life* †, *mirror image*, *sonic weapon*^T

1st—*guided shot* (2), *magic missile*, *summon undead I*, *swift expeditious retreat*^T (2)

0th—*amanuensis*, *detect magic*, *sonic snap*, *virtue*

† Already cast

^T Transmutation spell

* Prepared with Metamagic School Focus

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 10, Dex 14, Con 12, Int 21, Wis 13, Cha 10

SQ familiar (none at present)

Feats Empower Spell, Metamagic School Focus, Retributive Spell, Scribe Scroll, Spell Focus (transmutation), Toughening Transmutation

Skills Concentration +11, Knowledge (arcana) +15, Knowledge (planes) +15, Listen +3, Profession (gambler) +7, Search +7, Sleight of Hand +8, Spellcraft +15, Spot +3

Possessions combat gear plus masterwork shortsword, masterwork hand crossbow with 10 crossbow bolts, spell component pouch (2), +2 *headband of intellect*

Spellbook spells prepared plus 0—all *PH* cantrips, *amanuensis*, *sonic snap*; 1st—*arrow mind*, *burning hands*, *hail of stone*, *grease*, *guided shot*, *magic missile*, *sleep*, *summon undead II*, *swift expeditious retreat*; 2nd—*bear's endurance*, *cat's grace*, *false life*, *mirror image*, *sonic weapon*; 3rd—*flame arrow*, *greater mage armor*, *haste*, *slow*; 4th—*dimension door*, *greater invisibility*, *lesser globe of invulnerability*, *entangling staff*; 5th—*ball lightning*, *Bigby's interposing hand*, *telekinesis*, *wall of stone*; 6th—*brilliant blade*, *mass bear's endurance*

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Zykate for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Spin Fate (Ex): Zykate understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, he can use four points of spin.

As a free action, Zykate can use stored spin to boost the save DC of a spell he cast, adding some or all of his spin to the DC, on a point-for-point basis. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

His spin is replenished whenever he successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex) Zykate can affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. He must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex) Zykate can add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. He must apply the spin before making the roll.

Deny Fate (Ex) 1/day, on the first occasion when he must make a check to become stable when dying, the check automatically succeeds.

Resist Fate (Ex) 1/day, Zykate can reroll one roll that he has just made.

RANGRAZ**CR 12**

Male drow ranger 11

CE medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +16, Spot +16

Languages Common, Drow, Drow Sign Language, Elven, Undercommon

AC 16, touch 12, flat-footed 14; Dodge (+2 Dex, +4 armor)

hp 64 (11 HD) (76 with *heroes feast*)

Immune magic *sleep* effects

SR 22, **DR** 1/—

Fort +10, **Ref** +11, **Will** +6 (+8 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares); woodland stride

Melee mwk quarterstaff +19/+14/+9 (1d6+9) or

Melee mwk quarterstaff +17/+12/+7 (1d6+6) and mwk quarterstaff +17/+12 (1d6+6)

Ranged mwk hand crossbow +14 (1d4/19-20 plus poison)

Base Atk +11; **Grp** +17

Atk Options Combat Expertise, Quickstaff, distracting attack, favored enemy elves +6, favored enemy humans +2

Combat Gear 3 doses of drow sleep poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), potion of *displacement*

Ranger Spells Prepared (CL 4th):

2nd—*swift haste*

1st—*blades of fire* (2)

Spell-Like Abilities (CL 11th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 23, Dex 14, Con 12, Int 15, Wis 10, Cha 10

SQ swift tracker, wild empathy +11

Feats Combat Expertise, Dodge, Endurance, Improved Two-Weapon Fighting, Quick Staff, Track, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Concentration +13, Handle Animal +9, Hide +13, Listen +15, Move Silently +13, Ride +16, Spot +15, Tumble +7

Possessions Combat gear plus adamantine chain shirt, masterwork quarterstaff, masterwork hand cross with 10 bolts, locked gauntlet, *belt of giant strength* +6, spell component pouch (3)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Rangraz for 1 round. In addition, he takes a -1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Distracting Attack (Ex) Whenever Rangraz hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by him for the purpose of adjudicating his allies' attacks. This flanked condition lasts until either the enemy is attacked by one of his allies or until the start of his next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

APPENDIX 2: NEW RULES ITEMS

FEATS

CROSSBOW SNIPER

You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add custom-made sights to your weapon, or you have learned to maximize the stability and precision the weapon offers.

Prerequisites: Proficiency with hand, heavy or light crossbow. Weapon Focus with hand, heavy or light crossbow, base attack bonus +1.

Benefit: When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to 1/2 your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases to 60 feet when you are using a crossbow for which you have the Weapon Focus feat.

Special: A fighter can select Crossbow Sniper as one of his fighter bonus feats.

Source: *Player's Handbook II* 77

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101

METAMAGIC SCHOOL FOCUS

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisites: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage* 45

QUICK STAFF [STYLE]

You have mastered the style of fighting with a quarterstaff, and have learned special maneuvers that complement this unique weapon.

Prerequisites: Combat Expertise, Dodge, Two-Weapon Fighting, Weapon Focus (quarterstaff).

Benefit: When you use Combat Expertise to gain a dodge bonus while wielding a quarterstaff, you gain a

dodge bonus 2 points higher than the penalty you take on your attack rolls.

For example, if you take a -1 penalty on your attack rolls, you gain a +3 dodge bonus to your AC.

RETRIBUTIVE SPELL [METAMAGIC]

You can keep a spell in reserve to use when a foe causes you harm.

Benefit: When you cast a spell modified by this metamagic feat, the spell has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action. Once activated, a retributive spell disappears (it can only affect one attacker).

You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures.

You can have only one retributive spell cast at a time. Casting a second retributive spell cancels the first (eliminating it with no effect). If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect.

A retributive spell uses up a spell slot one level higher than the spell's actual level.

Source: *Complete Mage* 47

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Source: *Complete Divine* 84

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: *Complete Arcane* 83

SOMATIC WEAPONRY

You are adept at performing somatic spell components while your hands are occupied.

Prerequisites: Concentration 5 ranks, Spellcraft 5 ranks.

Benefit: When wielding a weapon (or holding an item of comparable size) in one or both hands, you can use that item to trace the somatic component of a spell, rather than using your fingers. This allows you to cast spells with somatic components even while your hands are full or occupied, as long as at least one hand is holding an item of proper size.

This feat doesn't allow you to use somatic components while grappling, regardless of the size of your foe.

Normal: You must have a hand free to cast spells that have somatic components.

Source: *Complete Mage* 47

TOUGHENING TRANSMUTATION

Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.

Prerequisite: Spell Focus (transmutation) or transmuter level 1st.

Benefit: Whenever you cast a transmutation spell, you can choose to grant yourself or any one creature targeted by the spell damage reduction 5/magic. If the creature already has damage reduction (of any type) from another source, you increase that damage reduction by 5 instead. This effect lasts for 1 round.

Special: A transmuter can select this feat as a wizard bonus feat.

Source: *Complete Mage* 48

TWIN SPELL [METAMAGIC]

You can simultaneously cast a spell twice.

Prerequisite: Any metamagic feat.

Benefit: Casting a twinned spell causes the spell to take effect twice in the same area or on the same target simultaneously. Any variable characteristics (including attack rolls) or decision you would make about the spell (including target and area), are applied to both spells, with affected creatures receiving all the effects of each spell individually (including getting two saving throws, if applicable).

A spell whose effects wouldn't stack if it was cast twice under normal circumstances will create redundant effects if successfully twinned (see *Combining Magical Effects*, page 171 of the *Players Handbook*). For example, a twinned *charm person* doesn't create a more potent or long-lasting effect, but any ally of the target would have to succeed on two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling, so a single successful counterspell negates both instances of a twinned spell.

A twinned spell uses a spell slot four levels higher than the spell's actual level.

Source: *Complete Arcane* 84

MUNDANE ITEMS

Sharkskin: Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes.

Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

Cost: 85 gp, AC Bonus +3, Max Dex +6, ACP -2, ASF 20%, Speed 30, Weight 25 lb.

Source: *Stormwrack*, page 106.

MAGIC ITEMS

ANKLET OF TRANSLOCATION

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: —

A pewter chime hangs from this simple leather ankle-band.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An anklet of translocation functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 71

BRACERS OF QUICK STRIKE

Price (Item Level): 1,400 gp (5th)

Body Slot: Arms

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: Swift (command)

Weight: 1 lb.

Each of these mithral bracers bears an image of a needle-sharp dagger.

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the *Rapid Shot* feat, a *speed weapon*, or the *haste* spell.

Bracers of quick strike function once per day.

Source: *Magic Item Compendium* 81

BURNING VEIL

Price (Item Level): 1,000 gp (4th)

Body Slot: Head

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: —and swift (mental)

Weight: —

This silky red veil is laced with garnets. It is meant to be pinned to the hair above the ears or tied about the head like a bandana.

Wearing a *burning veil* gives you immunity to the red effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *burning veil*, it deals 1d6 points of fire damage to a single creature that has already taken fire damage from an arcane spell you cast in this round. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *burning hands*, possession of a piece of the set.

Cost to Create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 212

CAUSTIC VEIL

Price (Item Level): 2,000 gp (6th)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: —and swift (mental)

Weight: —

This orange silk veil can be worn as a sash, a belt, or a short skirt knotted at one hip.

Wearing a *caustic veil* gives you immunity to the orange effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *caustic veil*, it deals 2d6 points of acid damage to a single creature that has already taken acid damage from an arcane spell you cast in this round. This functions three times per day.

Prerequisites: Craft Wondrous Item, *Melf's acid arrow*, possession of a piece of the set.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 212

Oil of flame of faith

Potion of anticipate teleportation

Potion of blindsight

Potion of burrow

Potion of demonhide

VEST OF RESISTANCE

Price (Item Level): 1,000 gp (4th) (+1); 4,000 (8th) (+2); 9,000 (12th) (+3); 16,000 (14th) (+4); 25,000 (15th) (+5)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate; (DC 20) abjuration

Activation: —

Weight: 1 lb.

This elegantly styled white leather vest is edged in silver piping and has silver buttons.

A *vest of resistance* offers magical protection in the form of a +1 to +5 resistance bonus on saving throws.

Prerequisites: Craft Wondrous Item, *resistance*.

Cost to Create: 500 gp, 40 XP, 1 day (+1); 2,000 gp, 160 XP, 4 days (+2); 4,500 gp, 360 XP, 9 days (+3); 8,000 gp, 640 XP, 16 days (+4); 12,500 gp, 1,000 XP, 25 days (+5).

Source: *Magic Item Compendium* 147

MUNDANE EQUIPMENT

Thistledown: This lightweight fabric gets its name from its soft feel and dove-gray color. Elves have made padded armor from this material for centuries, and it is well-liked by arcane spellcasters.

Thistledown padded armor weighs only half as much as normal padded armor. It grants its wearer a +2 circumstance bonus on Hide checks in areas of darkness or shadowy illumination, as it blends in with the dim background. It is treated as masterwork armor (the masterwork cost is included in the armor's given cost).

Thistledown has 2 hit points per inch of thickness and hardness 0.

Source: *Races of the Wild* 168

SPELLS

Acid Breath

Acid breath

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You breathe forth a cone of acidic droplets. The cone deals 1d6 points of acid damage per caster level (maximum 10d6).

Material Component: A handful of fire ants (alive or dead).

Source: *Spell Compendium* 7

Air Breathing

Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 2 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature can breathe air freely. Divide the duration evenly among all the creatures you touch. This spell does not make creatures unable to breathe water.

Arcane Material Component: A short reed or piece of straw.

Source: *Spell Compendium* 8

Amanuensis

Transmutation

Level: Cleric 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Target: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Source: *Spell Compendium* 9

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: *Spell Compendium* 13

Arrow Mind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell—as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal

melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Source: *Spell Compendium* 15

Ball Lightning

Evocation [Electricity]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One lightning ball

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

With a circuitous pass of your hand through the air, a crackling ball of lightning appears before you, accompanied by the smell of ozone.

You create a 5-foot-diameter ball of concentrated electricity that rolls in whichever direction you point, dealing electricity damage to creatures it strikes.

It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a subject. If it enters a space with a creature, it stops moving for the round and deals 1d6 points of electricity damage per caster level (maximum 15d6), though a successful Reflex save negates that damage.

The ball moves as long as you actively direct it (a move action for you), otherwise it merely stays at rest, damaging any creature in its space. It cannot push aside unwilling creatures or batter down large obstacles. The lightning winks out if it exceeds the spell's range.

Material Component: A handful of copper and iron pellets.

Source: *Spell Compendium* 44

Blast of Flame

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Source: *Spell Compendium* 31

Blindsight

Transmutation

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability (MM 306) effective out to 30 feet. **Source:** *Spell Compendium* 32

Brambles

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls (maximum +10).

This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Source: *Spell Compendium* 38

Brilliant Blade

Transmutation

Level: Cleric 7, druid 7, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

With a word, the indicated weapon glows with a soft bluewhite halo that emits a low, slowly pulsating hum. The faint smell of ozone permeates the air.

You transform a single melee weapon, natural weapon, thrown weapon, or group of projectiles into a weapon with the brilliant energy special ability (DMG 224).

If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Source: *Spell Compendium* 40

For quick reference, here is the description of the brilliant energy special ability:

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, gaseous form, continual flame; Price +4 bonus.

Burrow

Transmutation

Level: Druid 2, Ranger 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can burrow through earth and loose rock (but not solid stone) with a speed of 30 feet (or 20 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

Source: *Spell Compendium* 32

Caltrops

Conjuration (Creation)

Level: Sorcerer/Wizard 0

Components: V, S

Casting Time: 1 standard action

Duration: 1 round/level

Range: 25 ft

Area: 5' x 5' area

Saving Throw: None

Spell Resistance: No

You speak the words and spread your palm open, as if you were throwing jacks. Coppery sparks spring from your palm, filling the corridor with small four-pronged spikes.

A caltrops spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area

covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count).

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or against opponents outside the size range given above.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops' attack bonus increases by 1.

Multiple caltrops spells (or mundane caltrops) occupying the same space have no additional effect.

Source: *Spell Compendium* 42

Castigate

Evocation [Sonic]

Level: Cleric 4, paladin 4, Purification 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Shouting your deity's teachings, you rebuke your foes with the magic of your sacred words.

This spell has no effect on creatures that cannot hear. All creatures whose alignment differs from yours on both the law-chaos and the good-evil axes take 1d4 points of damage per caster level (maximum 10d4). All creatures whose alignment differs from yours on one component take half damage, and this spell does not deal damage to those who share your alignment. For example, a lawful good cleric who casts this spell deals full damage to any creature that is not lawful and not good, half damage to any creature that is lawful or good (but not both), and no damage to lawful good creatures.

A Fortitude saving throw reduces damage by half.

Source: *Spell Compendium* 44

Curse of Ill Fortune

Transmutation

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Letting loose a stream of foul incantations, you curse the subject.

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. Curse of ill fortune is negated by any spell that removes a bestowed curse spell.

Source: *Spell Compendium* 77

Deeper Darkvision

Transmutation

Level: Ranger 4, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss the powdered dried carrot into the air as you cast this spell, and it vanishes. You choose yourself as the spell's recipient and your eyes begin to glow with an alien purple luster.

The subject gains the ability to see 90 feet in total darkness and ignores the 20% miss chance normally present in shadowy illumination (such as might be created by a *darkness* spell). Deeper darkvision is black and white only but otherwise similar to normal sight.

Material Component: A pinch of dried carrot or an agate.

Source: *Spell Compendium* 62

Ebon Eyes

Transmutation

Level: Assassin 1, cleric 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject of this spell gains the ability to see normally in natural and magical darkness, although it does not otherwise improve the subject's ability to see in natural dark or shadowy conditions. The subject ignores the miss chance due to lack of illumination other than total darkness.

Material component: A pinch of powdered black gemstone of any type.

Source: *Spell Compendium* 77

Expeditious Retreat, Swift

Transmutation

Level: Bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

In a breathless voice you call out, as if you were already running a race.

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Source: *Spell Compendium* 85

Faith Healing

Conjuration (Healing)

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You place your hands on your loyal acolyte and blue-silver radiance discharges from your hands. The horrendous wounds across his chest heal, leaving no scar.

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

Source: *Spell Compendium* 87

Flame of Faith

Evocation

Level: Cleric 3, paladin 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Using your faith as a guide for your magic, you touch the weapon and it bursts into flame.

You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon.

Material Component: A lump of phosphorus, touched to the target weapon.

Source: *Spell Compendium* 95

For quick reference, here are the descriptions of the flaming burst and flaming special abilities:

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does

not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Price +2 bonus.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Price +1 bonus.

Guided Shot

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a guttural utterance made with unmoving lips, you magically focus your attention on a distant foe. Upon aiming your weapon, you note how clearly defined your intended target is.

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range with the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Source: *Spell Compendium* 108

Hail of Stone

Conjuration (Creation) [Earth]

Level: Wu jen 1 (earth), warmage 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

Source: *Spell Compendium* 108

Haste, Swift

Transmutation

Level: Ranger 2

Components: V

Casting Time: 1 swift action

Range: Personal

Duration: 1d4 rounds

Two quick syllables release the power of the spell, and the world moves a bit slower about you.

This spell functions like *haste* (PH 239), except as noted above. This spell counters and dispels any *slow* effect on you.

Source: *Spell Compendium* 110

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* 136

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 150

Orb of Fire

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 4
Effect: One orb of fire

This spell functions like *orb of acid*, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Fire, Lesser

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of fire

This spell functions like *lesser orb of acid*, except it deals fire damage.

Source: *Spell Compendium* 151

Repair Light Damage

Transmutation
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level (maximum +5).

Source: *Spell Compendium* 173

Repair Minor Damage

Transmutation
Level: Sorcerer/wizard 0

As *repair light damage*, except you repair 1 point of damage to a construct.

Source: *Spell Compendium* 173

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 5, Purification 7
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 ft.
Targets: Allies within a 30-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury, greatly enhancing their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Source: *Spell Compendium* 177

Sonic Snap

Evocation [Sonic]
Level: Sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 feet + 5 feet/2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a *silence* spell.

Source: *Spell Compendium* 195

Sonic Weapon

Transmutation [Sonic]
Level: Bard 2, sorcerer/wizard 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 minute/level (D)

Holding the weapon to your mouth, you whisper the spell's arcane words, shrouding the weapon in visible sound like a thin sheen of water.

While the spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful attack. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

Source: *Spell Compendium* 195

Spikes

Transmutation

Level: Cleric 3, druid 3

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

This spell functions like *brambles* (page 38), except that the affected weapon gains a +2 enhancement bonus on its attack rolls, and its threat range is doubled. This effect does not stack with other effects that increase a weapon's threat range, such as the Improved Critical feat.

Source: *Spell Compendium* 202

Summon Undead I

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1, sorcerer/wizard 1

Components: V, S, F/DF

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like *summon monster I* (PH 285), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list in the accompanying sidebar. You choose which creature to summon, and you can change that choice each time you cast the spell.

Summoned undead do not count toward the total Hit Dice of undead that you can control with *animate dead* or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Source: *Spell Compendium* 215

Summon Undead II

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Source: *Spell Compendium* 215

Summon Undead III

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Source: *Spell Compendium* 215

Summon Undead IV

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

Source: *Spell Compendium* 215

Summon Undead V

Conjuration (Summoning) [Evil]

Level: Blackguard 5, cleric 5, sorcerer/wizard 5

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 5th-level list, two undead of the same kind from the 4th level list, or four undead of the same kind from a lower-level list.

Source: *Spell Compendium* 215

SUMMON UNDEAD LISTS

1st Level: Human warrior skeleton (MM 226), kobold zombie (MM 266)

2nd Level: Owlbear skeleton (MM 226), bugbear zombie (MM 267).

3rd Level: Ghoul (MM 118), troll skeleton (MM 227), ogre zombie (MM 267).

4th Level: Allip (MM 10), ghost (MM 119), wyvern zombie (MM 267).

5th Level: Mummy (MM 190), shadow (MM 221), vampire spawn (MM 253), wight (MM 255).

Vigor

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, druid 3

Range: 20 ft.

Target: One creature/2 levels, no two of which are more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like *lesser vigor*, except that it affects multiple creatures.

Source: *Spell Compendium* 229

PLAYER HANDOUT 1

Please assist the DM by filling in the following information:

Character name	Which region is this PC from?	Did this PC play in COR2-04 <i>Birthday Bash</i> ?	Did this PC receive the Favor: Point of Contact in Istivin from COR2-04 <i>Birthday Bash</i> ?	Does this PC still have Bettulos' Dying Curse from CORS3-01 <i>Assault on the Vault (Low Level)</i> .	What's this character's race?

PLAYER HANDOUT 2

This is an engraved invitation to the festival for characters who participated in COR2-04 *BirthDay Bash*.

The parents of Lady Larath Mindon
request the honor of your presence
at the marriage of their daughter to
Wells Oakshire
at the BirthDay Bash Festival,
on the sixth day of Flocktime,
at the fairgrounds outside of Istivin.

Formal attire is not required.

Come, spend the day with us to
celebrate the wedding of these
two fine young people!
And to celebrate the birthdays of
Landowner Arwin Mindon and
his lovely daughter!

The ceremony will be at noon.

Lord and Lady Mindon

PLAYER HANDOUT 3

You may call me Synnda. I've passed beyond the veil.
My spirit here is honor-bound to tell this tragic tale.

Of mighty House Noquar and its bitter rivalry
in the Vault of great dark elves with ancient House Godeep.

It's hard to be a ghostly drow here in the human lands
where ghostly humans hunt for me in their ghostly bands.

I avoid them, by and large, as I spend my time
learning more of this great tale and setting it in rhyme.

Let me tell you of the past and Loremaster Durgu,
the greatest bard who ever lived on earth, or under, too.

The Loremaster, he had the gift of prophecy quite grand.
But he wrote it in an obscure verse that few can understand.

As words of wisdom from the past that now our future guide,
he told of great drow Houses and of prejudice and pride.

He said a threat from Istivin would bring us all despair.
But what's the nature of this threat? Who and when and where?

The wizards of drow House Noquar read legends, found the clues.
We delved into the prophecies of Loremaster Durgu.

I was a member of a little scouting party here
when I met my death and so began my ghostly life so queer.

We were scouting Istivin for Starchild legends and
gathering intelligence to help invade this land.

After death, I kept my vow to follow this dark tale.
I learned that drow had formed a cult beneath an inn, The Veil.

We almost had the Starchild there, but humans intervened.
A succubus named Eilatana failed and fled the scene.

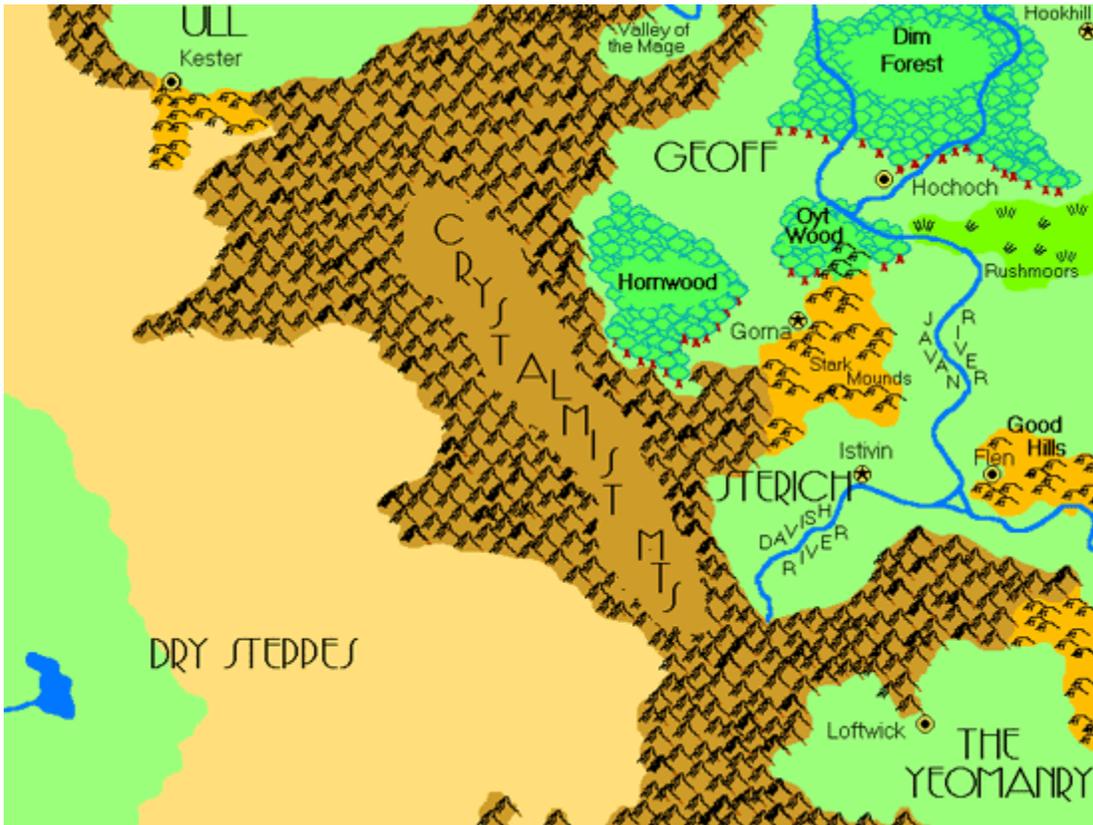
Our kidnapping of three humans turned out to be a fault.
We did not know that Emondav would then assault the Vault.

They teleported to our home with mercenaries skilled.
They rescued our three hostages and many drow were killed.

This set about a loss of face within the Vault of Drow.
And House Noquar was cast aside and exiled until now.

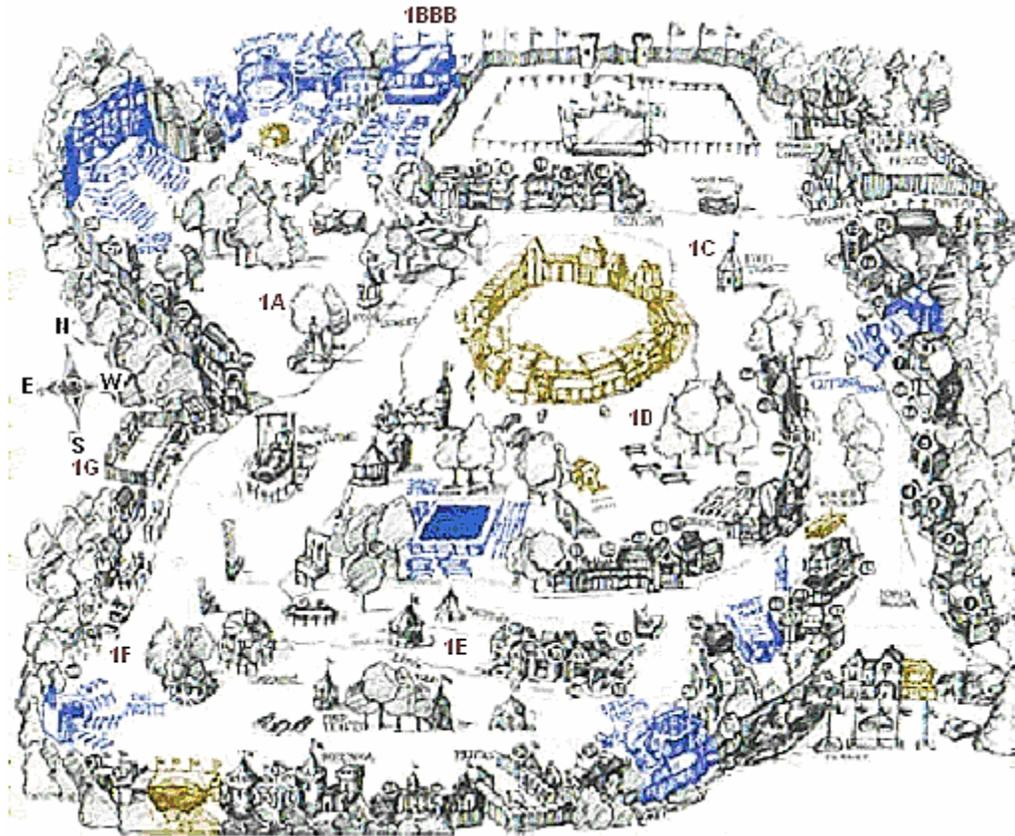
This brings me to the end of things, until the present time.
It also brings me to the end of this posthumous rhyme.

DM MAP: INTRODUCTION



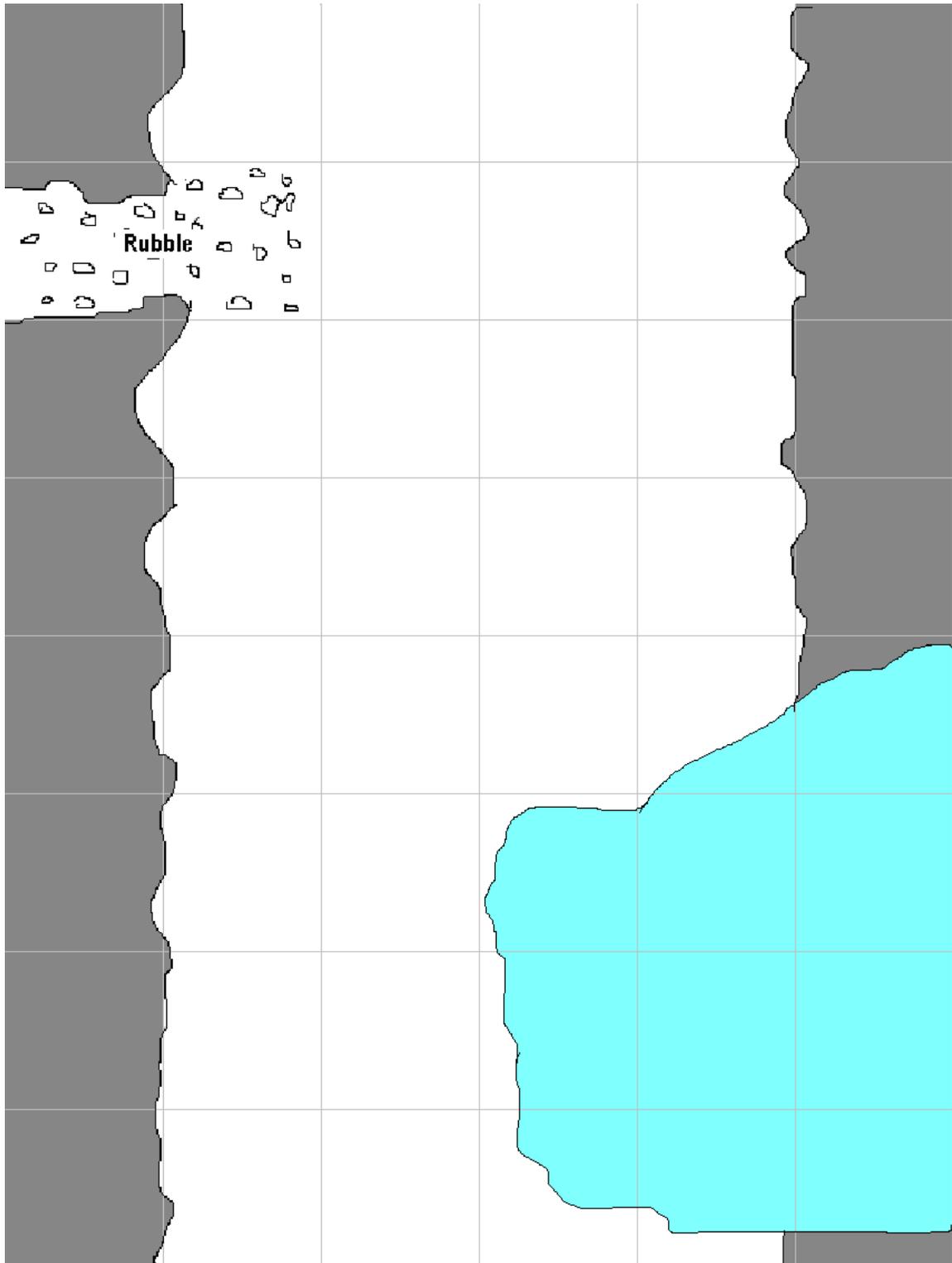
DM MAP 1: COMING OF AGE IN ISTIVIN

There are two maps for this encounter: (1) a map of the festival and (2) a combat map (make your own). It would be fun to have the combat take place next to Fodor's tent so the characters have access to a flaming pot of oil (Fodor's coin bucket) and some lit torches.



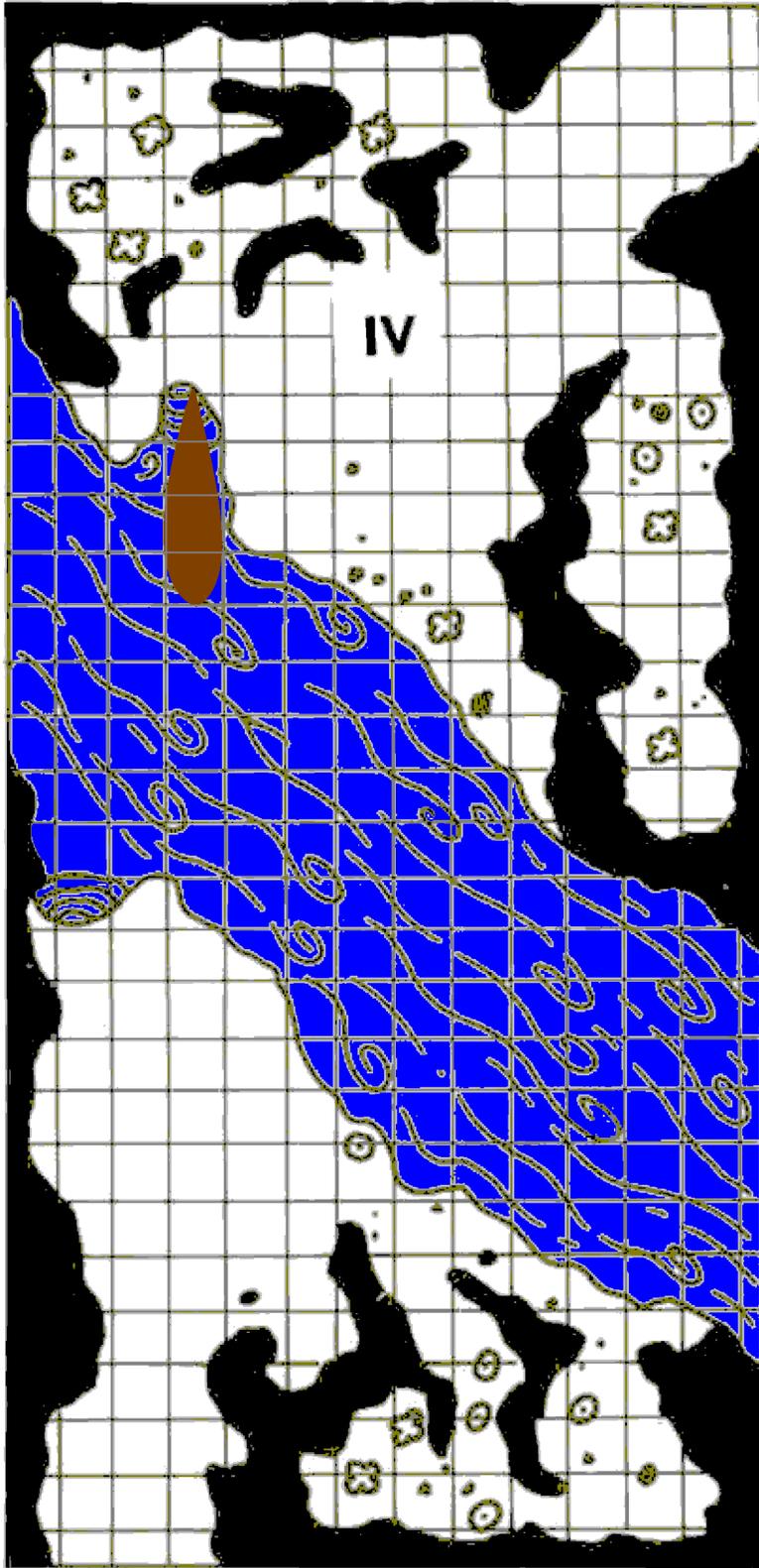
- 1A: Madame Zenobia
- 1BBB: The Incredible Bouncing Barrister Brothers
- 1C: Fodor The Fire Eater
- 1D: Meilo's Cakes And Pies
- 1E: Lar's Lizards On A Stick
- 1F: Shandis' Grove
- 1G: Kanga, The Lion Tamer

DM MAP 2: THE DARK AT THE END OF THE TUNNEL



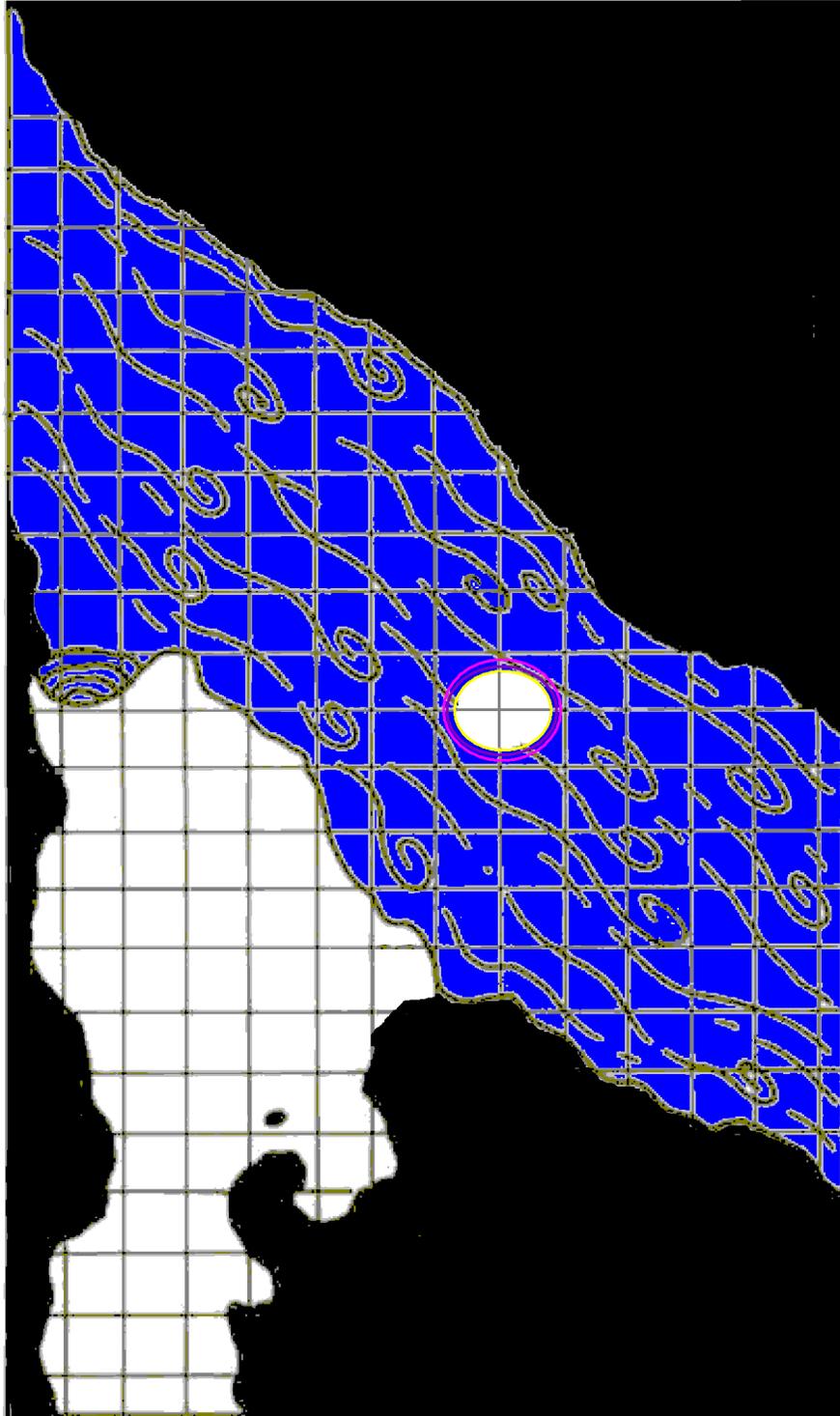
Tip: Print this page out at 100% scale and use it as your battle mat.

DM MAP 3: THE BRIDGE OVER THE RIVER SVARTJET



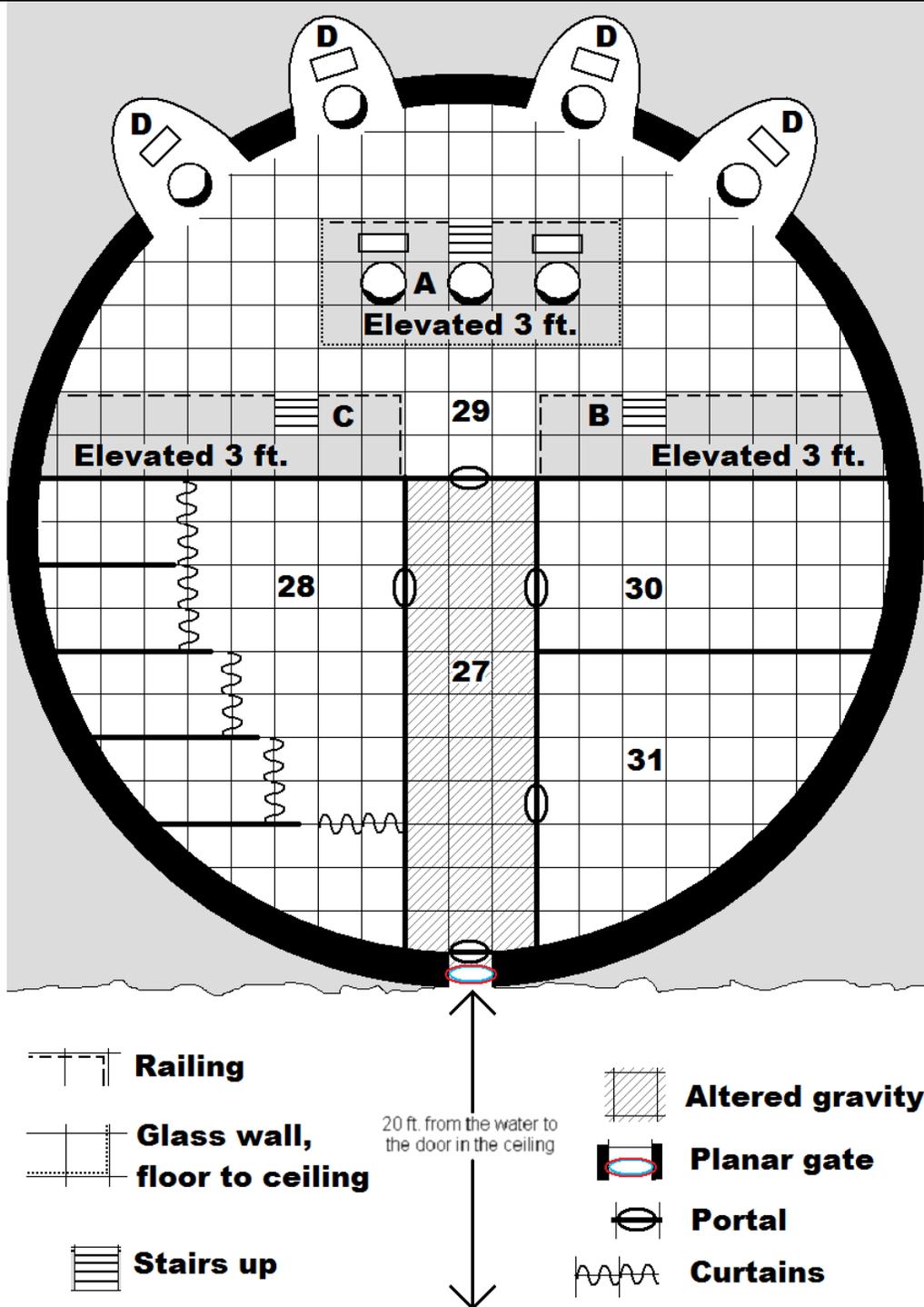
Tip: Print this page out at 400% scale and use it as your battle mat.

DM MAP 4: THE SHAFT



Tip: Print this page out at 400% scale and use it as your battle mat.

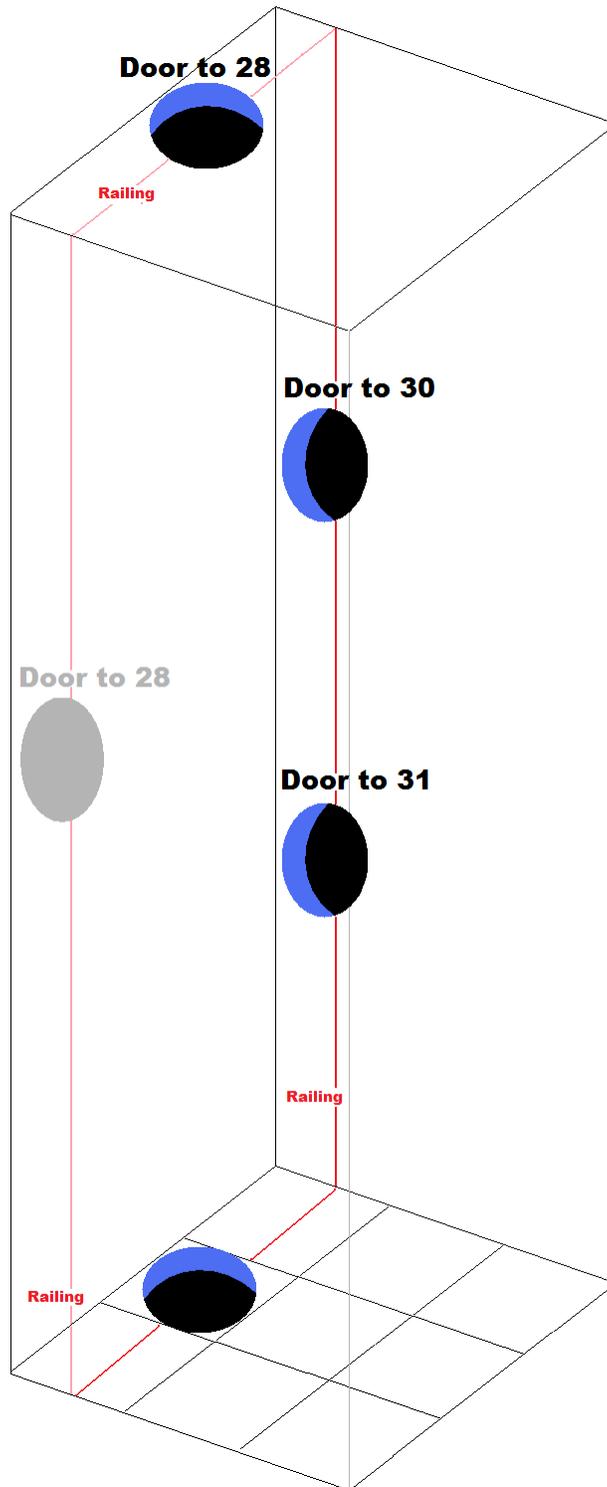
DM MAP 5: CONFRONTATION WITH YERESK



Gravity is altered on this map. Area 27 (the cross-hatched section of the map) has gravity down on the page, so that the portal at the bottom of the map is “down.” The ceilings are 15 ft. tall in this area, making area 27 a 15-ft.-by-15-ft. vertical shaft, 55 ft. tall. In areas 28-31, gravity is into the page, so “down” is the normal direction for a D&D map.

Tip: Print this page out at 500% scale and use it as your battle mat.

DM MAP 5: CONFRONTATION WITH YERESK



This view of area 27 shows the vertical challenge facing the party. The portal to area 30 is open.

Tip: Print this page out at 100% scale and use it as your battle mat.