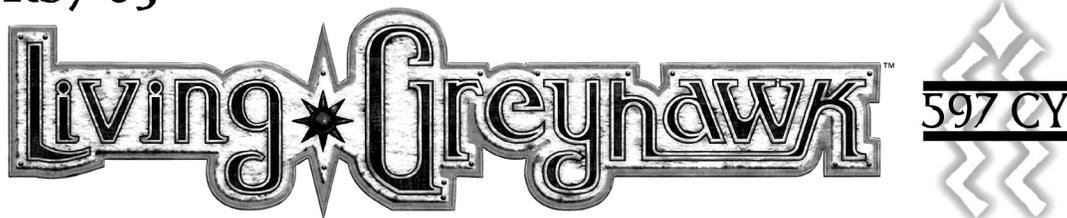


CORS7-03



Into White Plume

High-Level Version

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

Version 1

by Britt Frey and Robert Little

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Long a place of legend, tales of White Plume Mountain are well known. Once the lair of the infamous wizard, Keraptis, the threat from this mountain was thought laid low decades ago. Now, though, adventurers have uncovered clues that Keraptis remains within the volcano and that another, terrible creature of Evil is seeking a potent artifact that blurs the boundaries between life and death. Divinations reveal that the item rests deep within Keraptis's lair. You have been asked to find the resting place of the *crystal skull of Keraptis*, hopefully before anyone else can get there. A one-round Core Special adventure set in White Plume Mountain for characters of level 9-15 (APLs 10-14).

Resources for this adventure include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueur], *Complete Scoundrel* [Mike McArtor and F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Draconomicon*, [Andy Collins, Skip Williams, James Wyatt], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Dungeon Tiles Mapper* [Randal Meyer], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Sneed], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, David Noonan, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch], *Player's Handbook II* [David Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Savage Species* [David Eckelberry, Rich Redman, Jennifer Clarke Wilkes], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *S2 White Plume Mountain* [Lawrence Schick], and *White Plume Mountain* [Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt].

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.

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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

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

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

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

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

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

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

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

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

AUGMENTED APL 14

This adventure features two different challenge levels at APL 14. Players qualifying for APL 14 can instead elect to play the augmented version of that APL. Make clear to the players that doing so bestows no extra gold, XP, or other rewards; the combats and encounters are simply more challenging.

TIME UNITS AND UPKEEP

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

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

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

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

PREPARATION FOR PLAY

This core special adventure complements *Return to White Plume Mountain* [Bruce R. Cordell], *S2 White Plume Mountain* [Lawrence Schick], and *White Plume Mountain* [Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt] updating this infamous locale to the current timeline. Knowledge of these adventures is not necessary to run this event, although a familiarity with the original material may assist a DM in portraying the encounters herein.

This adventure's design assumes that at least some of the players are familiar with the original material. (Such knowledge of the dungeon is easily explained away by bards' stories of successful explorations of the interior).

CHALLENGES

The encounters in this adventure are intended to challenge the players' tactics as much as their character builds or dice rolls; most of the encounters require clever thinking to overcome without serious losses. If the players are able to think quickly and adapt to new

information and situations, they will be able to save time and resources, hopefully enough to succeed in their mission.

STANDARD OPERATING PROCEDURES

Before the adventure begins, be sure to clarify standard operating procedures such as marching order and distances, search procedures when traveling corridors or approaching doors, when the PCs wish to be Hiding or Moving Silently, or other constant or repetitive actions that may come up during the adventure. Inform the players that, unless they inform you otherwise, these standard operating procedures will be assumed at all times.

ENCOUNTER START DISTANCES

Most of the encounters in this adventure have variable start distances between the PCs and NPCs based on Listen, Spot, Hide, and Move Silently checks. Review these rules before running this adventure, paying attention to distance, distraction, armor check, and other modifiers. The echoes of the cavern impose a -2 circumstance penalty to Move Silently checks. Remember, it is usually the lowest check in the party that matters. Casting spells with verbal components must be done in a strong voice, making the base DC to hear such spellcasting -5 (PH 174).

LIGHTING AND VISION

All the creatures in this adventure have darkvision; some have even better abilities, such as scent or blindsight. As such, they do not need lights of any kind. If the PCs do not have such abilities and must use light sources, they will likely be noticed long before the PCs notice the NPCs.

HEAT DANGERS

Before running this adventure, review the rules for heat dangers (DMG 303). The rules contain an ambiguity for resistances and immunities; for the purposes of this adventure, having resistance to fire does *not* grant full immunity to all lava damage; to avoid all lava damage, the character must either have immunity to fire or resistance in excess of the damage dealt. If the players mention fire damage, lava, resistance, immunity, protection, or anything else during preparations that would indicate they are considering the possible threat of fire damage and attempting to prepare for it, be sure to clarify this point so they can prepare accordingly.

Only Encounters 6 and 7 involve heat dangers. Ambient temperatures in this area are in the "extreme heat" category. The nonlethal damage per 5 minutes will likely not matter, but the damage per 1 minute and *heat metal* effects may be required. It is likely, however, that the PCs will have enough fire resistance to avoid the ambient heat effects.

A PC that takes damage from contact with lava or the ambient extreme heat risks catching on fire. Characters with fire resistance greater than 6 would take no damage from being on fire; thus, you can ignore catching on fire effects for such characters.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in the *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. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Throughout this adventure, the crazy whisper gnome that has assumed the title 'Keraptis' will be referred to as 'Ceraptis' to avoid confusion with the real Keraptis. This is purely for the GM's benefit, as the gnome would surely use the same spelling as the archmage.

IN THE PAST TWO YEARS...

...Gildor Arcanix has been hunting the root cause of a dramatic increase in evil dragon activity throughout the central Flanaess. Gildor is a gold dragon and the leader of the Oathsworn Slayers, a group dedicated to hunting evil dragons and their spawn. He has noticed an increase in the number and power of cults dedicated to the worship of various chromatic dragons and in the number of active dragonspawn and, in response, has enlisted the aid of adventurers in uncovering the source. The group has recently come to discover that an ancient draconic menace has returned to Oerth. Dragotha, a dracolich of unspeakable power and evil, has been manipulating events behind the scenes for unknowable years, actions fueling a plot that is just now coming to its culmination. Dragotha has been the secret mastermind behind the various draconic cults, masquerading as different chromatic dragons in different areas. He has enlisted the aid of old allies in the court of Tiamat to help him achieve his goals. The only other information Gildor has uncovered about Dragotha's goals is that he is seeking knowledge and artifacts related to life and death.

FOUR DAYS AGO...

...expendable adventurers, lacking the experience for more interesting and important adventures, plunged into the dungeons of White Plume Mountain. They were attempting to find the cause of recent disturbances at the volcano and stop them before an eruption could destroy the nearby villages and disrupt the environment for hundreds of miles. While they were there, the

adventurers first found several dead chromatic dragonspawn, apparently killed by the mountains crazed whisper gnome inhabitants.

Further into the dungeons, the adventurers discovered evidence that the gnomes, under the direction of Ceraptis, had been working to cause the volcano to erupt. Apparently, Ceraptis thought this was the perfect solution to the problems of frequent adventurer and, more recently, dragonspawn incursions and had convinced the other gnomes of his brilliance – a classic case of too much Charisma and not enough Wisdom. The adventurers also discovered that the dragonspawn were seeking something within the bowels of the mountain, but could not uncover what it was or why they wanted it.

The disruptions of the volcano caused several cave-ins, blocking the adventurers' further progress into the dungeons. Stymied, but with evidence in hand and further disruptions hopefully prevented, the adventurers returned to civilization, turning over their findings before heading off to further adventures. The details passed between various powers within the "Forces of Good" before ending up in the hands of Gildor Arcanix.

THE LAST FEW DAYS...

...have seen Gildor enlisting the aid of many allies and followers that possess divinatory magic and esoteric knowledge. Much of the desired information was cloaked by Keraptis's penchant for secrecy and mystery and the enchantments on his former demesne blocking divinations. However, powerful divinations and dusty tomes were able to reveal that Dragotha had some sort of connection to Keraptis and White Plume Mountain in the past and that he was likely seeking an ancient and powerful artifact in the form of a crystal skull.

Not much is known of the artifact that scholars have dubbed the *crystal skull of Keraptis*, but Dragotha would likely have known of it from his previous dealings with Keraptis and it would fit his recent activities and goals. No matter what its powers, if Dragotha wants it, Gildor wants it first.

LATE LAST NIGHT...

...one of Gildor's aides was able to magically view an area within White Plume Mountain. Apparently, the disruptions had opened a small rift near the dungeon. As the area was not in existence when the original wards were placed, this new area was vulnerable, and that vulnerability has been found. Gildor quickly hired a wayfarer and arranged for the visual image to be shared with him.

AT DAWN TODAY...

...several adventurers in the area of Critwall received a missive from Gildor requesting their aid. The letter asked them to meet at a small shrine of Bahamut in one hour. There, he explains the situation and asks them to accept teleportation into the viewed room, explore the dungeon, recover the *crystal skull of Keraptis*, and return it to him.

ADVENTURE SUMMARY

Introduction

The PCs have five hours to prepare spells, purchase items, Gather Information, perform research, or do anything else they wish.

1: Transdimensional Insertion

The PCs are teleported into White Plume Mountain.

2: Why Won't You Die

The PCs encounter Keraptis and his personal guards in the midst of torturing two prisoners. Upon the first death, the room's trap activates, forcing the PCs to alter tactics.

3: Please Hold

If the PCs are not careful, they trigger the *transfix* trap and may be trapped long enough that Xonxin from Encounter 4 finds them.

4: My Good Buddy, Imix

Xonxin and his ember guards are interrupted while repairing damage to the tunnels or, if the PCs are not careful, the PCs are surprised by Xonxin and his ember guards.

5: That's No Rust Monster

In the magical experimentation centre, the PCs encounter what they think are rust monsters, but are really overgrown worms in disguise. As the PCs discover this, the real rust monster joins the fray.

6: Liquid Hot Magma

As the PCs cross a magma chamber, a cave-in traps them amidst falling rocks and exploding magma.

7: Giant Metal Thing

The PCs finally find the *crystal skull* of Keraptis...fused to the body of a giant metal guardian standing in the middle of a pool of lava.

Conclusion

The PCs leave White Plume Mountain and decide what to do with the skull.

WARNING

Remember that this game, in general, and this adventure, in particular, is about having fun. While the adventure may be challenging, the author is not "out to get you." Thinking in terms of author or GM against player is a guaranteed way to decrease the fun of the adventure for both you and the other participants. Trust the author to take care of you and make sure you have fun, no matter what the initial appearances.

INTRODUCTION

Arriving at the shrine, you see a human male with golden hair and eyes; his regal aura is almost palpable. He wastes no time in introducing himself as Gildor Arcanix and asking if you have any questions about the missive or the mission.

If anyone has *true seeing* or an equivalent ability, they see that Gildor is really an ancient gold dragon in human form. Gildor can provide the following information. He is slightly more open with PCs that have worked with him in the past.

- Who is Dragotha? *He is a dracolich and the former lover of The Chromatic Dragon.*
- Will we encounter him? *For your sake, I hope not. He is a creature of immeasurable evil and power. Luckily, he seems to prefer manipulating other creatures to do his bidding. Perhaps he cannot act openly or personally.*
- What does he want with this artifact? *I do not know. I only know that recent investigations into his actions have shown a desire for ancient Ur-Flan secrets and items. The Ur-Flan were known for their mastery over life and death. Given his state as a dracolich and his past connections to Keraptis, he is likely interested in that facet of their history.*
- Who is Keraptis? *Not much is known of Keraptis, nor has anyone heard from him in decades. He was an archmage obsessed with immortality. Long ago, he made White Plume Mountain into his base of operations, bringing with him his odd, gnome slaves. There was an incident decades ago involving some missing magical weapons and a note supposedly from Keraptis, but that is the only alleged activity from him in recent memory.*
- Odd gnomes? *Keraptis had his own breed of gnomes that he used as a sort of slave race. They are known as whisper gnomes and, based on recent incursions into the mountain, still dwell there. Their constant inbreeding, the magical dabbling of Keraptis, and their long isolation have driven them mad, though.*
- What can we expect within White Plume Mountain? *Well, it is a volcano, so heat is to be expected. As I said, the whisper gnomes still dwell there. There might also be some deformed spawn of the Chromatic Dragon. Other than that, I have no idea, thanks to Keraptis's wardings.*
- Spawn of Tiamat? *Do not say her name, if you please. Yes, some of her spawn were found within the mountain by previous adventurers. Other information discovered there indicates that they have been attacking the mountain repeatedly recently, looking for something, which is what prompted my research.*

- Keraptis's wardings? *He apparently blocked the mountain from divinations. We were unable to directly divine any information about the mountain, other than one small area.*
- One small area? *The recent tremors apparently opened up a small area within the mountain, next to the cavern complex. As this area did not previously exist, it was not as well shielded from divinatory magic. This allowed one of my aides to scry the area, after much effort. That is how we will be teleporting you in.*
- Teleporting us in? *I have hired a Wayfarer and we have used illusory magic to share the target destination with him. He will teleport your group to the cavern and then return here.*
- How do we get out? *I would prefer it if you could provide your own way out, but I do have a talisman you can take for emergency use. If you break this talisman, you and all your allies that are touching you will be transported to this shrine.*
- What is it you want us to do there? *Locate and recover the crystal skull of Keraptis. Of course, any other opportunities to thwart evil should not be avoided.*
- Recover, not destroy? *I would like to be able to study the artifact in the hopes of gleaned some clue as to Dragotha's motives. Besides, it is unlikely you will be able to destroy the artifact; items of such power require special processes to destroy.*
- When do you want us to leave? *Now, but I understand the need to prepare. I would like you to leave within the next five hours; the Wayfarer I hired must leave by that time. You may have the time until then to prepare, though the earlier you leave, the better I will feel.*

The PCs are given as much as five hours to prepare for the mission. Spellcasters that prepare spells are assumed to have left their spell slots open and can prepare spells as they wish. PCs may go shopping for last minute items if they wish, being able to purchase any item of less than 10,000 gp market value and to which the PC has Core or Open access.

LORE

The following pieces of information can be discovered with either a Gather Information check or the appropriate Knowledge check. PCs only have time to make one Gather Information check each. PCs that need to prepare spells, want to make additional purchases, or spend time on other preparations do not have time to Gather Information.

Keraptis

PCs with Knowledge (history) or bardic knowledge can learn more about Keraptis. When a PC makes a successful

skill check, read or paraphrase the following, including the information from lower DCs.

- **DC 15:** The powerful and evil wizard, Keraptis, dwelt below White Plume Mountain. Several decades ago, he stole several powerful weapons from Greyhawk City but adventurers retrieved them all.
- **DC 20:** Keraptis was served by strange gnomes that were fanatically loyal to him.
- **DC 25:** Keraptis is unknowably old. Ancient Flan records, recovered from Tostenhca - a mountain-city hidden deep within the Griff Mountains record a wizard of that name who controlled incredible power.
- **DC 30:** Keraptis is thought to have disappeared some time ago to travel the planes in search of ways to extend his already prodigious lifespan.

White Plume Mountain

PCs with Knowledge (geography), Knowledge (history), or bardic knowledge can learn more about White Plume Mountain. When a PC makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

- **DC 10:** The mountain stands in the center of a desolate moor. It is the highest point for miles around.
- **DC 15:** White Plume Mountain is not really a mountain but in reality is a high conical hill probably formed by the upwelling of lava from below.
- **DC 20:** A geyser at its summit provides the characteristic white plume for which the mountain is famed.

Whisper Gnomes

The descendants of Keraptis's mad gnome bodyguards yet dwell in White Plume Mountains.

PCs with ranks in Knowledge (local: any) may know more about whisper gnomes. When a PC makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

DC 11: Identifies the creature as a whisper gnome, a rare type of gnome. They are creatures of stealth and suspicion.

DC 16: Whisper gnomes have excellent senses. They are able to see in the dark and have exceptional hearing.

DC 21: Whisper gnomes have a range of spell-like abilities. They can produce magical sounds, move small objects without touching them, and send silent messages to one another.

DC 26: Whisper gnomes can cloak themselves in magical *silence*.

1: TRANSDIMENSIONAL INSERTION

When you indicate that you are ready, the hired Wayfarer directs you to gather together as he begins casting his spell. As you dematerialize, the familiar,

brief nausea passes over you quickly. As you rematerialize, you see first nervousness, and then relief on the face of the Wayfarer, as he realizes he was on target. He gives your group a curt nod before breaking his talisman and disappearing, his contract fulfilled.

Down the unworked passage, you can hear clear sounds of what is likely torture: intermittent lashes and strikes, sobbing, and forceful questioning.

The PCs have teleported into the only area that Gildor's people were able to scry. Their guide breaks his *refuge* talisman as soon as they arrive, wanting nothing to do with combat. The PCs may prepare as they wish, but are only 80 ft. from the Indoctrination Centre (Encounter 2). The PCs can immediately hear activity and Gnomish chatter down the hall.

DEVELOPMENT

If the PCs make much noise at all, Ceraptis and his minions likely hear them and begin preparing for intruders. With all modifiers already included, assuming the NPCs are constantly taking 10 on passive Listen checks, they succeed on any Listen check of base DC 9 or lower, such as talking, spellcasting, and some movement; the PCs may be able to get away with whispering and moving slowly and quietly, as long as they are not too heavily armored or clumsy.

2: WHY WON'T YOU DIE?!

As you turn the corner to exit the freshly rent fissure, your eyes fall upon a morbid sight. To one side of the room is a table with a dissected green dragonspawn, while chained to the walls are two humanoid, one a male dwarf and the other a type of female gnome, likely a whisper gnome of which you have heard. The gnome is unconscious, whilst the dwarf is being beaten by a gigantic, monstrously deformed gnome with long braids of fire-red hair and shiny, red scales. The activities are being overseen by a pale gnome of wild yet regal appearance. Standing to the side are two other gnomes, seeming to take great glee in the dwarf's pain.

As soon as the *revenge* trap detects a dead creature of size Small or larger within the room, it activates on its next initiative, firing a *Reach revenge* on the target (**Note:** this targets a Small or larger PC if he dies within range and is the closest target). Read the following text when the turret first activates.

Suddenly, the center of the stone ceiling begins to morph. A silvery liquid flows down and quickly forms into a reflective dome that fires a mystical ray.

All APLs

↗ **Revenge Trap:** Appendix 1.

APL 10 (EL 13)

👉 **Ceraptis:** male half-vampire whisper gnome bard 8; hp 44; Appendix 1.

👉 **Banaar:** half-red dragon spriggan barbarian 4/war hulk 2; hp 160; Appendix 1.

👉 **Lobo and Bolo:** male whisper gnome rogue 6; hp 33; Appendix 1.

APL 12 (EL 15)

👉 **Ceraptis:** male half-vampire whisper gnome bard 8/lyric thaumaturge 2; hp 55; Appendix 1.

👉 **Banaar:** half-red dragon spriggan barbarian 4/war hulk 5; hp 208; Appendix 1.

👉 **Lobo and Bolo:** male whisper gnome rogue 6; hp 33; Appendix 1.

APL 14 (EL 18)

👉 **Ceraptis:** male half-vampire whisper gnome bard 9/lyric thaumaturge 4; hp 71; Appendix 1.

👉 **Banaar:** half-red dragon spriggan barbarian 4/war hulk 5; hp 208; Appendix 1.

👉 **Lobo and Bolo:** male whisper gnome rogue 8/blade bravo; hp 77; Appendix 1.

Augmented APL 14 (EL 20)

👉 **Ceraptis:** male half-vampire whisper gnome bard 9/lyric thaumaturge 4; hp 71; Appendix 1.

👉 **Banaar:** half-red dragon spriggan barbarian 4/war hulk 5; hp 208; Appendix 1.

👉 **Lobo and Bolo (6 total):** male whisper gnome rogue 8/blade bravo; hp 77; Appendix 1.

The EL of this encounter has been increased by 1 to account for the effects of the *revenge* trap.

Tactics

Ceraptis: Ceraptis first starts singing to inspire courage, using *inspirational boost* to increase the bonus to +3. His *Melodic Casting* feat allows him to maintain his bardic music abilities while taking other vocal actions. If he has inspire greatness at the current APL, he uses that as his next action on Banaar; otherwise, he begins casting opportunity spells. In the first round that he has a free immediate action, he activates his *badge of valor* to boost the Inspire Courage bonus to +4 to hit and damage. Remember to use *Captivating Melody* when casting offensive spells if Ceraptis has that feat at the current APL.

Banaar: At APL 10, Banaar uses his *belt of battle* primarily for move actions to position himself while still gaining full attacks or a *Great Swing* in one round. If he does not need to do so, he use all three charges to gain a full attack action. At APLs 12 and 14, he use the *belt of battle* to gain either a move action for positioning for a full attack against one opponent, or to gain a standard action to gain a free *Mighty Swing*.

Lobo and Bolo: Lobo and Bolo attempt to flank with each other and/or with Banaar. At APL14, they use their

first action to drink *potions of shield of faith* +3; if they have additional time to prepare, they drink *potions of haste*. They then target a Medium or larger creature using their Mobile Fighting (+1 dodge), Titan Fighting (+4 dodge), Combat Expertise (+5 dodge), and Size Advantage (+2 or more dodge) to boost their AC by 12 or more, giving a total AC of 37 or more, and then use Goad to force big, dumb fighters to attack them. Using their *impaling* weapon ability, they should still be able to hit the opponent while taking the -5 penalty to hit from Combat Expertise.

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

CAPTIVES

Neither captive is in any condition to adventure, nor do they want to. They ask to be taken out of the mountain as soon as possible. If this cannot be done immediately, they will follow the party from several hundred feet away. To count as “rescued”, the PCs must get the prisoners out of the complex, likely by taking the NPCs with them when they teleport out.

Mithraldo Deepunder

If the PCs rescue the dwarf, Mithraldo Deepunder, he will be extremely grateful and promises to make it up to the PCs. If asked, he explains that he was a member of a party of dwarves that were exploring the mountain when they came upon the whisper gnomes and their traps. His companions were killed, but he was captured alive; the whisper gnomes have been trying to ‘indoctrinate’ him for the past three weeks.

Yalla Thergan

If the PCs rescue the whisper gnome, be sure to watch how the individual PCs treat her. PCs that treat her well, such as healing her or asking her if she needs anything, earn an entry on the AR that others do not.

Yalla, like all of the whisper gnomes in White Plume Mountain, is a bit insane, though she has a better handle on reality than most of the others. If asked, Yalla explains that she has always lived in White Plume Mountain. She was being tortured because she thought Ceraptis’s idea was idiotic and dangerous; he was trying to ‘convince’ her otherwise.

DEVELOPMENT

After defeating Ceraptis and his minions, the PCs may rescue the two prisoners, search the room and the bodies, and proceed out the only exit. On Ceraptis’s body, the PCs find a *crystal skull of Ceraptis*. This is a minor magic item Ceraptis had crafted to help him incite fear in the other gnomes. It is really nothing more than a glorified *everburning torch*. Ceraptis knew of the *crystal skull of Keraptis* and fashioned this skull to mimic it. Hopefully, the PCs quickly realize that the skull is too small to fit the

description and too weak to be an artifact. If they want to waste time deciding what to do, though, let them.

3: PLEASE HOLD

Ahead of you, the corridor opens into a wide rift within the mountain. Your party stands at ground level of the interior chasm, which appears to end to your left and stretch off into the darkness on your right. You notice no movement, but the heat has increased and the sound of shifting rocks is audible in the distance, echoing through the caverns.

The PCs exit a 15 ft. wide passage and enter a chasm that runs perpendicular to the passage they just exited; the PCs are at the bottom of the chasm. The chasm is 40 ft. across, an average of 25 ft. high, and stretches off into the darkness beyond sight.

Ten feet from the middle of the exit point of the passage, in the chasm, is a *transfix* trap intended to freeze interlopers as they advance towards the Indoctrination Centre. The trap can be bypassed by uttering the phrase “Praise to Keraptis!”, but it is unlikely the PCs have this information. The trap is triggered when a creature moves to within 5 ft. of the trap without uttering the trigger phrase. This means that any Search check to find the trap without first triggering it must be made from 10 ft. away. If the PC is only searching adjacent squares, they trigger the trap before finding it.

This trap has two possible effects. First, it could cause shorter duration buff spells to expire. Second, it could cause Encounter 4 to start while one or more PCs are transfixed.

All APLs (EL 11)

➤ *Transfix* Trap: Appendix 1.

The EL of this encounter has been increased by 1 to account for the possibility of Encounter 4 occurring here while some PCs are transfixed.

DEVELOPMENT

If the PCs spend more than 30 minutes in this location, Xonxin and his ember guards stumble across them, beginning Encounter 4. Begin such a combat with the NPCs placed 60 ft. from the closest PC, or further out if the PCs are making a good deal of noise or if the PCs have more than 60 ft. of perception available.

Tactics: If Encounter 4 begins here, the NPCs avoid giving away the trigger phrase, if possible. The ember guards have enough reach to stand outside the area and still attack anyone transfixed or standing at the mouth of the passage. They do not proceed down the hall to attack the PCs unless there is only one ember guard remaining or Xonxin is dead; the ember guards are not smart enough by themselves to avoid being bottled up. Consult Encounter 4 for further tactics.

4: MY GOOD BUDDY, IMIX

Adjust the following text to account for multiple ember guards.

The chasm slowly drifts downwards, the heat rising at the same time. As you turn a corner, you see a hulking mass of stone and brass, puffs of acrid smoke leaking from its maw; intense heat radiates from its surface, and smoke rises where it treads. Standing behind the monster is a giant with red skin and fiery eyes.

Xonxin has been dispatched by Ceraptis to shore up the caverns in various places, using his ember guards as manual labor. Xonxin and his ember guards are currently working at the passageway the low-level adventurers found at the end of their portion of this adventure.

The PCs have a slight advantage here, as they can clearly hear the sounds of construction from 120 ft. away. Beyond that distance, the PCs can only make out the sounds of shifting rocks, not what is causing it. As soon as Xonxin or the ember guards notice the PCs, they attack.

APL 10 (EL 13)

- ☛ **Xonxin**: male efreeti; hp 65; MM 115.
- ☛ **Ember Guard**: hp 162; Appendix 1.

APL 12 (EL 15)

- ☛ **Xonxin**: male efreeti; hp 65; MM 115.
- ☛ **Ember Guard (2)**: hp 162; Appendix 1.

APL 14 (EL 18*)

- ☛ **Xonxin**: male efreeti; hp 65; MM 115.
- ☛ **Greater Ember Guard (2)**: hp 225; Appendix 1.

Augmented APL 14 (EL 20*)

- ☛ **Xonxin (2)**: male efreeti; hp 65; MM 115.
- ☛ **Greater Ember Guard (4)**: hp 225; Appendix 1.

*The EL of this encounter at these APLs has been decreased by 1 due to the likelihood of PCs having resistance to fire, reducing the effectiveness of the NPCs.

Tactics: If Xonxin and the ember guards are aware of the PCs before the PCs are aware of them, Xonxin uses his spell-like abilities to make all the NPCs invisible.

Xonxin: Xonxin's first actions, either in combat or preparing for surprise combat, are to use one of his 3/day non-genie *wishes* on each ember guard to make its next attack an automatic critical hit (he instructs the ember guards to full Power Attack on their next attack, if they have that feat at the APL). He then uses *wall of fire* to split up the party and/or block enemy spellcaster's line of effect spells or use his remaining *wish(es)* to revive defeated ember guards, as appropriate. If Xonxin sees that things are going poorly, he uses *plane shift* to escape.

Ember Guards: Xonxin instructs the ember guards to spread out during combat to help avoid area of affect attacks and to maximize the impact of their Death Throes ability. His instructions place the ember guards in such a way that they can all breathe on the party while avoiding each other's breath attacks, which should be easy with their 15 ft. reach. Even if the PCs seem immune to fire, the ember guards continue to breathe on the party in an attempt to keep them slowed; however, the ember guards are not intelligent enough to notice if a previous breath slowed the PCs, so some breath attacks may be wasted.

Lore

Characters with ranks in Knowledge (the planes) can learn more about ember guards. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

- **DC 23:** This is an ember guard, a creature from the Elemental Plane of Fire. An ember guard can breathe a cone of flame that magically slows those it burns. Cold is this creature's major weakness.
- **DC 28:** Ember guards are spawned by Imix, Prince of Evil Fire Elementals. Their essential nature—fire—lies trapped within a skin of brass and stone that is resilient against all but good weapons. Despite amazing healing abilities, ember guards lose their ability to contain their inner fire as they suffer injuries, causing those nearby to burn as heat and flame escape.
- **DC 33:** If an ember guard is slain, it explodes in a tremendous burst, showering the area with fiery cinders.

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

DEVELOPMENT

After defeating Xonxin and his ember guards, the PCs may either continue clearing the passage, which only leads to the already cleared area of the mountain (see low-level section of the adventure), or continue down the chasm, which leads to Encounter 5. Any time spent investigating the cave-in discovers crushed, decayed dragonspawn of various types, killed during the cave-in while invading the mountain.

5: THAT'S NO RUST MONSTER

You appear to have entered a laboratory of some type, likely a magical experimentation centre. You see tables covered in beakers, tomes, staves, and other typically magical items.

You are not alone in the room, as you see gigantic creatures with insect-like legs, an armored carapace, several antennae and tentacles, and an odd-looking tail. On the back of each creature is a whisper gnome holding a set of reins.

The guulvorgs are disguised as half-farspawn rust monsters. Give the PCs Spot checks, as described below. If the disguises fool them, give the PCs Knowledge (dungeoneering) checks to identify the “rust monsters.”

APL 10 (EL 13)

☛ **Immature Guulvorg** (2): hp 126; Appendix 1.

☛ **Half-Farspawn Rust Monster**: hp 188; Appendix 1.

APL 12 (EL 15)

☛ **Immature Guulvorg** (3): hp 126; Appendix 1.

☛ **Rust Monster of Legacy**: hp 188; Appendix 1.

APL 14 (EL 18)

☛ **Greater Guulvorg** (3): hp 212; Appendix 1.

☛ **Rust Monster of Legacy**: hp 188; Appendix 1.

Augmented APL 14 (EL 20)

☛ **Guulvorg** (6): hp 212; Appendix 1.

☛ **Rust Monster of Legacy** (2): hp 188; Appendix 1.

At Augmented APL 14 have half the guulvorgs arrive in round 3 and begin attacking on round 4. Have the rust monsters arrive in round 6 and begin attacking in round 7. Adjust the round numbers as necessary if the PCs finish off the previous set of NPCs quickly.

Tactics: The guulvorgs in this encounter are disguised as rust monsters (everyday by Ceraptis). Their general tactic is to engage any enemies early, giving them time to realize that the guulvorgs are not really rust monsters, just in time for the actual rust monster to move in and attack. This tactic is meant to keep the enemy confused and off-balance.

As soon as the guulvorgs or rust monster are aware of the PCs' approach, the gnomes mount their disguised guulvorgs and prepare to meet the PCs at the entrance to the Experimentation Centre.

Gnomes: The guulvorg-rider gnomes are here merely for story purposes and a bit of roleplay flavor. They do not take any actions in combat and do not affect the EL of the combat. If you need their statistics for some reason, use a gnome out of the *Monster Manual*.

Guulvorgs: The guulvorgs spread out to avoid area attacks and to give the rust monster space to operate, when he arrives. As soon as the PCs see the guulvorgs, they can roll a Spot check to see through the rust monster disguises. It requires a DC (25+APL) Spot check to see through the disguises (this already includes modifiers for combat distraction and average distance). At the beginning of each PC's turn, give them another Spot check with a cumulative +4/round circumstance bonus, representing the guulvorgs not acting appropriately for their 'physiology' and the disguises taking damage during combat.

The guulvorgs take advantage of their quick tail ability and/or clever 5-ft. steps to gain full attacks every round while ending every other round 15 ft. away from

the enemy, if possible. This allows them to still threaten with their tail, and forces enemies to provoke an attack of opportunity when approaching. The guulvorgs also flank whenever possible and, if space is an issue, use their quick tail ability to cycle through spaces and let each guulvorg full attack every round.

Rust Monster: The real rust monster moves into attack position in round three; it begins attacking in round four. The rust monster spends the first few rounds buffing, in the following order: round 1 – *blur*, round 2 – *greater invisibility* and move to within one movement of attack position, round 3 – *blink* and move into attack position.

Before running this combat, be sure to review the rules for the interactions between *blur*, *blink*, *greater invisibility*, *see invisibility*, and *true seeing*. Remember to apply the miss chances against the rust monster for both *blink* and either *blur* or *greater invisibility*, as appropriate, and the miss chance for the rust monster from *blink*.

If the rust monster gains an attack of opportunity from Spectral Skirmisher at APLs 12 and 14, it uses its antenna attack against the weapon being used to attack it, if metal, or against armor, giving the guulvorgs a better chance of damaging the enemy; the APLs 12 and 14 rust monster is highly intelligent. At APL 10, it uses such an attack of opportunity to attack the largest metal object on the provoking creature.

The APL 10 rust monster does not use amorphous form unless there are no significant metal objects left in the room. The APLs 12 and 14 rust monster only uses amorphous form if it needs to gain immunity to critical hits and flanking or if there are no significant metal objects left in the room. The rust monster's other spell-like abilities should be used as appropriate, remembering that the APL 10 rust monster has only a 3 Intelligence and is strongly compelled to use its rust ability if it can.

Lore

Characters with ranks in Knowledge (nature) can learn more about guulvorgs, once they see through the disguises. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

- **DC 23:** Guulvorgs are magical beasts that are related to and as smart as worgs. These creatures are among the largest wolf-like monsters in existence. Their fangs are oversized even for their huge mouths.
- **DC 28:** A guulvorg's tail ends in a huge bulb of hardened bone, and the beast can use this tail extremely quickly in battle.
- **DC 33:** Protecting it from fire and making it immune to cold, a guulvorg's blood runs boiling hot. If the creature is wounded, which is hard to do without magic weapons, its blood scalds its attacker.

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

DEVELOPMENT

After defeating the rust monster and guulvorgs, the PCs may search the room, discovering a few magic items. Of note are body parts of various dragonspawn that have been subjected to magical experiments. After examining the room, the party may proceed down the stairs leading to the magma chamber in Encounter 6.

6: LIQUID HOT MAGMA

The PCs exit a narrow passage and emerge in a large, active magma chamber with a small path leading across it. The path is 10 ft. wide and travels 80 ft. before leading into another passage out of the magma chamber. The chamber stretches 100 ft. to either side of the path, but you should not need more than 30 ft. to either side of the path for this encounter.

Ahead of you is a magma chamber with a narrow path stretching from one side of the room to the other. To either side of the 10-foot wide path is liquid magma; frequent, slowly bursting bubbles indicate the instability of the mountain. The heat here, mere feet from the molten lava, surpasses the physical limitations of mortals. Almost 100 feet ahead of you, the path leaves the chamber to enter another passage.

As the first PCs reach the halfway point on the path (the square 45 ft. from the entrance), a tremor shakes the mountain, causing large sections of the ceiling to collapse.

As you move carefully across the magma chamber, a tremor shakes the volcano, dislodging portions of the ceiling. Bits of rock begin to fall around you.

Roll initiative. On the trap's first initiative turn, the rock fall occurs, blocking the exits, disrupting the magma, and probably injuring the party; follow the instructions in the Appendix and place the lava vortex tile in a random location 10 ft. away from the path.

Large sections of the ceiling of the room rain down upon you and your allies. Both exits of the room are blocked by piles of large rocks, and the magma has begun to shift in unsettling ways.

Each round after the first, magma explodes out of the lava vortex area, covering the entire area.

One area of the magma appears to have been disrupted more than the rest, as it violently erupts, spraying you and your allies with molten stone and metal.

On each character's initiative, ask them what they want to do. Remember that one of the challenges of an encounter trap is for the players to think of a way out; do not tell

them how to escape or what to do. If a player wants to make a Disable Device check, ask them what they are trying to accomplish; encounter traps are not a measure of bonuses or d20 rolls. The encounter trap in the Appendices lists two ways of escaping, but other particularly clever ideas that seem like good ideas should be allowed.

ENVIRONMENT

Off the path, the magma is 5 or more feet deep throughout the chamber; leaving the path results in full submersion damage. See the 'Heat Dangers' section at the beginning of this adventure for more details.

TRAPS

APL 10 (EL 12)

↗ Lesser Magma Explosion Trap: Appendix 1.

APL 12 (EL 14)

↗ Magma Explosion Trap: Appendix 1.

APL 14 (EL 17)

↗ Greater Magma Explosion Trap: Appendix 1.

Augmented APL 14 (EL 19)

↗ Greater Magma Explosion Trap (2*): Appendix 1.

* At Augmented APL 14, have two rock collapse events on round 1, two magma disruption areas, increase the Disable Device check at each exit by 2, and add 30 hp to each exit.

DEVELOPMENT

Leaving the magma chamber, the PCs proceed through a winding passage for 100 ft. before emerging in the area described in Encounter 7.

7: GIANT METAL THING

Exiting the passage leading from the unstable magma chamber, you stand at the end of a magma pool that begins just ahead of you and stretches away, farther into the mountain. The pool is roughly 20 feet wide and is flanked by paths roughly 5 feet wide.

The pool/stream travels approximately 100 feet in a winding pattern before opening into larger pool. Adjust the following text to account for more than one mercurion.

After traveling about 200 feet along the twisting magma flow, the area opens into a larger magma pool. A metal colossus stands amidst the magma, its form shifting and flowing like liquid. The creature moves with a grace that belies its powerful,

humanlike form, and you see that its metallic sheen is no suit of armor. Where its head would be is a crystal skull, the silver liquid flowing from the eyes, nose, and mouth, joining the rest of the liquid form, flowing down the creature's arms, and taking the shape of a vicious, over-large axe.

ENVIRONMENT

The PCs exit a narrow passage and emerge on a 5 ft. ledge along the edge of a 20 ft. wide magma flow. They travel along this passage for 200 ft. before encountering the mercurion(s), 50 ft. ahead, in the middle of the magma flow.

The *crystal skull of Keraptis* has been fused into the guardian as its head, giving the odd appearance of a silvery being with a crystal skull, with silver liquid flowing from the eyes, nose, and mouth. If there are two guardians at the given APL, the other mercurion is of average appearance for its type.

Off the ledge, the magma (DMG 304) is 6 ft. deep throughout the pool. Leaving the ledge has the following effects:

Medium or Smaller Creatures: The magma deals 20d6 fire damage per round of exposure, plus 10d6 fire damage each of the next 1d3 rounds after exposure ceases. DC 10 Swim checks are required for movement.

Large or Larger creatures: The magma deals 2d6 fire damage per round of exposure, plus 1d6 fire damage each of the next 1d3 rounds after exposure ceases. Each square counts as difficult terrain.

APL 10 (EL 14*)

☛ **Decayed Mercurion:** hp 202; Appendix 1.

APL 12 (EL 16*)

☛ **Decayed Mercurion (2):** hp 202; Appendix 1.

APL 14 (EL 19*)

☛ **Mercurion:** hp 319; Appendix 1.

Augmented APL 14 (EL 21*)

☛ **Mercurion (2):** hp 319; Appendix 1.

* The EL of this encounter has been increased by 2 to account for the number of sequential combats, the possibility of losing equipment to the rust monster, and the environment.

At APLs with one mercurion, when it reaches half health, the skull is dislodged from the being and rests on top of the lava in the middle of the mercurion's current squares. At APLs with two mercurions, the death of the main guardian leaves a pool of liquid silver and the skull resting on top of the lava in that mercurion's current squares. Neither the skull nor the liquid take damage from the lava, but this gives the PCs a chance to alter tactics and attempt to recover the skull without finishing off the (other) mercurion, though they must still deal with the (other) mercurion attempting to stop the PCs

from taking the skull. When a PC picks up the skull, even if not touching it or if placing it in an extradimensional space, read the following, modifying as appropriate to the situation:

As you touch the crystal skull, you immediately hear whispers of unspeakable acts. The skull seems to be compelling you to do the most heinous acts imaginable. When you do not immediately comply, either through inability or lack of desire, you feel yourself weaken substantially. It may be just your imagination, but the skull seems to be laughing at you.

Possessing the skull in any way bestows two negative levels on any non-evil creature. This ability crosses dimensional boundaries and cannot be overcome in any way short of giving away, discarding, or destroying the skull.

Tactics: The mercurion remains 15 ft into the lava, forcing anyone with less than 15 ft. reach to enter the lava to attack him. If the PCs find a way to avoid his reach at that distance or are using Spring Attack, Dervish Dance, or a similar ability, he begins using Spring Attack and/or Power Attack for 3 points, making his longaxe function as a reach weapon (Appendix 2).

If the mercurion's attacks are not having significant effects, or if he feels that he is substantially losing a battle of attrition, he either disarm attackers (which could be disastrous for the PCs' weapons if above lava) or attempts to grapple PCs and submerge them in the lava, inflicting both lava damage and causing risk of drowning. If attempting to grapple, he shifts his weapon to a size Large (size Medium if grappling Small creatures, imposing an additional -2 penalty to the attack roll) mancatcher (see Appendix 2) and use its abilities to grapple the enemy and move them where desired. The mercurion has 15 ft. reach and a +5 bonus when grappling with the mancatcher, due to enhancement bonus, Weapon Focus, and Greater Weapon Focus.

Remember that the absorption of enchantments is automatic until the mercurion absorbs +5 worth of enchantments. The mercurion, of course, chooses to use his immediate action to give up enchantments that do little or no damage, such as *flaming*, and wants to absorb any sonic enchantments above others. If one PC is doing more weapon damage than others, the mercurion attempts to absorb their enchantments above others. This ability applies to both melee *and* ranged weapons. However, to apply the enchantment to its own attacks, the enchantment must be valid on the melee weapon he is currently manifesting. The mercurion(s) neither ask for nor grant quarter, but will not pursue fleeing enemies.

Lore

Characters with ranks in Knowledge (arcana) can learn more about mercurions. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

- **DC 27:** This rare and reclusive creature is no giant, but a mercurion—a powerful hulking menace of living metal. This result reveals all living construct traits.
- **DC 32:** Mercurions have the ability to shape magic weapons from their own bodies, but foes who engage these creatures in melee do so at their peril. Magic weapons that strike a mercurion have their properties absorbed and utilized in the creature’s own attacks.
- **DC 37:** A slain mercurion immediately collapses to a pool of silvery liquid that retains some of the creature’s magical essence. Weapons dipped in this liquid become silvered and strike as magic weapons against the toughest creatures.

DEVELOPMENT

After defeating the mercurion guardian, the PCs may recover the *crystal skull of Keraptis* and the other remains of the mercurion; do not hesitate to hint to the players that the pool of liquid silver is odd and may be of some value. The PCs must now decide what to do with the skull.

If the PCs decide to return the skull to Gildor, use Conclusion A. If the PCs decide that one of the PCs should keep the skull, proceed to Conclusion B. If the PCs did not recover the skull, proceed to Conclusion C.

CONCLUSION

CONCLUSION A

Gildor is ecstatic and profusely grateful that you have succeeded in your mission and returned the artifact to him. “Hopefully,” he says, “studying this object will allow us to uncover exactly what Dragotha is hoping to accomplish and get one step ahead of him, rather than always being one step behind, as we have been. I must thank you once again for your outstanding service, and I hope we are able to work together in the future.”

CONCLUSION B

Every 24 hours in possession of the skull bestows an additional negative level, bestowing three negative levels on the second day, four negative levels on the third day, and so on.

The skull continually attempts to corrupt the possessor; after every 24 hours in possession of the skull, the PC must make a DC 34 Will save or become evil. A PC that becomes evil immediately and permanently becomes an NPC.

As these effects originate from an artifact, mortal magic, non-Epic class abilities, Use Magic Device, and similar abilities or effects are of no use. All effects of the skull cross any distance and planar boundaries; the PC must truly intend to discard or give away the item to rid himself of the effects.

The effects continue until the skull is given away, discarded, destroyed, or the character possessing the skull becomes evil or dies. The PCs do not have the means or

knowledge to destroy the skull. If a character rids himself of the skull, then regains the skull later, the negative levels continue from where they left off. For example, if a good character kept the skull for five days, gave the skull away, then regained possession of the skull, he would immediately suffer six negative levels. Read the following after the first 24 hours in possession of the skull:

For the past day, the skull’s whispers have grown louder and more forceful. Nothing you have done has stopped or even mitigated the sounds. You have also felt yourself weaken further. You are quite sure now that the laughing is not imagined.

If the PC continues to keep the skull, embellish the effects each day, require another Will save to avoid becoming evil, and increment the negative level by one. Continue this process until the PC dies from negative levels, becomes evil, or rids himself of the skull.

If the PC dies from negative levels, he immediately rises as a skull lord (MM V 154) with the *crystal skull of Keraptis* as the central skull. The Skull Lord attempts to flee any immediate combat, desiring to fulfill its mission of returning Keraptis to the Prime Material Plane.

CONCLUSION C

Gildor is disappointed that you were unable to recover the crystal skull of Keraptis, but appreciates your efforts. “I hope that Dragotha’s minions will have no more luck than you did. We can only pray that the artifact remains hidden within White Plume Mountain for many more years. Thank you once again for your efforts, fruitless though they were.”

The End.

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.

2: Why Won't You Die?!

Defeat the NPCs.

APL 10	390 XP
APL 12	450 XP
APL 14	540 XP

Story: Rescue Captives (per captive rescued)

APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

3: Please Hold

Encounter the *transfix* trap.

All APLs	330 XP
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Story: Knowingly avoid triggering the trap.

APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

4: My Good Buddy, Imix

Defeat Xonxin and the Ember Guard(s)

APL 10	390 XP
APL 12	450 XP
APL 14	540 XP

5: That's No Rust Monster

Defeat the "rust monster(s)" and the rust monster.

APL 10	390 XP
APL 12	450 XP
APL 14	540 XP

6: Liquid Hot Magma

Encounter the magma explosion.

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

Story: Using either cold damage or Disable Device to bypass the trap (as listed in the Appendix) or a different, particularly clever way of escaping or bypassing the trap.

APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

7: Giant Metal Thing

Defeat the Mercurion(s)

APL 10	420 XP
APL 12	480 XP
APL 14	570 XP

Story: Recover the *crystal skull of Keraptis*

APL 10	180 XP
APL 12	210 XP
APL 14	240 XP

Discretionary Roleplaying Award

APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

Total Possible Experience

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 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: Why Won't You Die?!

APL 10: Loot 5 gp; Coin 0 gp; Magic 5097 gp – Badge of valor (116 gp), cloak of charisma +2 (167 gp), +1 blueshine commander starmetal chain shirt (800 gp), +1 heavy mithral shield (168 gp), +1 rapier (3 @ 194 gp), +1 chain shirt (2 @ 104 gp), cloak of resistance +1 (2 @ 83 gp), belt of battle (1000 gp), third eye clarity (250 gp), +1 keen everbright sizing dire pick (1278 gp), +2 breastplate (362 gp); Total 5102 gp.

APL 12: Loot 5 gp; Coin 0 gp; Magic 7910 gp – Badge of valor (116 gp), cloak of charisma +4 (1333 gp), +1 blueshine commander starmetal chain shirt (800 gp), +1 heavy mithral shield (168 gp), +1 rapier (3 @ 194 gp), 1 chain shirt (2 @ 104 gp), cloak of resistance +1 (2 @ 83 gp), belt of battle (1000 gp), potion of cure serious wounds (63 gp), third eye clarity (250 gp), +1 keen everbright sizing dire pick (1278 gp), +3 breastplate (779 gp), cloak of resistance +2 (334 gp), greater augment crystal of mind cloaking (833 gp); Total 7915 gp.

APL 14: Loot 5 gp; Coin 0 gp; Magic 15362 gp – Badge of valor (116 gp), cloak of charisma +6 (3000 gp), +1 blueshine commander starmetal chain shirt (800 gp), +1 heavy mithral shield (168 gp), +1 rapier (194 gp), runestaff of forced happiness (1500 gp), helm of tactics (167 gp), horn of resilience (416 gp), +2 mithral shirt (2 @ 425 gp), +2 impaling rapier (2 @ 1527 gp), cloak of charisma +2 (2 @ 167 gp), potion of haste (2 @ 63 gp), potion of cure moderate wounds (2 @ 25 gp), potion of shield of faith (+3) (2 @ 25 gp), belt of battle (1000 gp), potion of cure serious wounds (63 gp), third eye clarity (250 gp), +1 keen everbright sizing dire pick (1278 gp), +3 breastplate (779 gp), cloak of resistance +2 (334 gp), greater augment crystal of mind cloaking (833 gp); Total 15367 gp.

4: My Good Buddy, Imix

All APLs: Loot 0 gp; Coin 0 gp; Magic 833 gp – third eye aware (833 gp); Total 833 gp.

5: That's No Rust Monster

APL 10: Loot 0 gp; Coin 0 gp; Magic 2408 gp – fireflower pendant (1083 gp), lore gem (625 gp), runestaff of fire (700 gp); Total 2408 gp.

APLs 12 & 14: Loot 0 gp; Coin 0 gp; Magic 3241 gp – crystal mask of discernment (833 gp), fireflower pendant (1083 gp), lore gem (625 gp), runestaff of fire (700 gp); Total 3421 gp.

Total Possible Treasure

APL 10:	4,600 gp
APL 12:	6,600 gp
APL 14:	13,600 gp

ADVENTURE RECORD

If the PCs rescued Mithraldo Deepunder from the Indoctrination Centre (Encounter 2), they gain “Forges of Morakduum”.

If they rescued Yalla Thergan from the Indoctrination Centre (Encounter 2), any PC that treated her well gains “I Still Don't Trust You”.

If the PCs recovered the starmetal chain shirt and/or the crystal skull of Ceraptis from Ceraptis, they gain “Salvaged Starmetal” and “Crystal Skull of Ceraptis”.

If the PCs defeated the mercurion guardian, they gain “Quicksilver Remains” and “Quicksilver Weapon”.

If the PCs both rescued Mithraldo Deepunder and defeated the mercurion guardian, they gain “Quicksilver Repairs” and “Reforged of Quicksilver”.

If the PCs did not recover the crystal skull of Keraptis, but did attempt the mission, they gain “(Lesser) Gratitude of Gildor”.

If the PCs recovered the crystal skull of Keraptis, they may either return it to Gilder, choose one PC at the table to keep it, or do something else with it. If they return it to Gilder, they gain “Lesser Gratitude of Gildor” and “Greater Gratitude of Gildor”.

If they choose one PC to keep it, that PC gains “Crystal Skull of Keraptis” and all PCs gain “Enmity of Gildor”. (Only one PC at each table may keep the skull.) No PCs receive “Lesser Gratitude of Gildor” or “Greater Gratitude of Gildor”.

If they do anything else with the skull, they receive none of the Gildor-related entries.

Attempts to fool Gildor do not work in the long run, as repeated divinations and mundane gathering of information will eventually reveal the true location of the skull.

☞ I Still Don't Trust You: Your friendly treatment of Yalla has earned you her respect, if not her trust. You may take Yalla Thergan, a female whisper gnome (*Races of Stone* 94), as a cohort. Yalla is extremely suspicious, a bit lacking in sanity, and will not voluntarily have an alignment other than neutral good. Create Yalla using the cohort rules found in the *Living Greyhawk Sourcebook*.

☛ Forges of Morakduum: As thanks for rescuing Mithraldo Deepunder, the nearby dwarves of Morakduum offer to reforge any damaged metal items at a cost of 10% of the item's market value. This use of the favor may also be used after future events by spending 4 TUs.

☛ Salvaged Starmetal: If you purchase and destroy the starmetal chain shirt, you may salvage 12 lbs. of starmetal for greenstar adept use or to forge into a new weapon or suit of armor to which you have Open access, paying only the cost for a steel version; the new item must weigh 12 or fewer lbs.

☞ (Lesser) or [Greater] Gratitude of Gildor: Choose (1) or [2] Items Found to change to Core access. You may join the Oathsworn Slayers from outside the IUZ metaregion and gain (5) or [10] Affiliation Points with them.

☛ Crystal Skull of Ceraptis: Recovered from the mad whisper gnome, Ceraptis, this clear crystal, shaped like a Small-sized skull, functions as a glowing orb, per the spell

(SpC p106). The eerie, turquoise light emanates from the eye sockets. The skull has 8 hardness and 30 hit points.

☛ **Enmity of Gildor:** You lose all benefits of favors from good-aligned dragons and do not gain future benefits of favors from good-aligned dragons. You may not join the Oathsworn Slayers and, if already a member, are banned from the organization. Good-aligned dragons' attitudes towards you worsen by one category, while evil-aligned dragons' attitudes improve by one category (PH p72).

☛ **Crystal Skull of Keraptis:** Your prolonged contact with the *crystal skull of Keraptis* has granted you a +4 Profane bonus to saving throws against necromancy and death effects. If you are good-aligned, you must make a DC 34 Will save at the beginning of each adventure; failure means that your alignment shifts to neutral and cannot voluntarily be changed for the duration of that adventure. Both effects expire one year from the date on this AR.

SPECIAL AR

☛ **Quicksilver Remains:** You have recovered the quicksilver remains of the mercurion guardian. The remains evaporate after 24 hours; all related entries or uses expire after this AR.

☛ **Quicksilver Weapon:** Any weapon dipped in the remains of a mercurion instantly and permanently transforms. It looks to be made of liquid, flowing silver, becomes silvered, and strikes as a magical weapon for the purposes of overcoming DR. This works on all weapons, standard or non-standard, no matter their base material composition, but replaces that material as the base composition. A cold iron weapon would forever count as silver and magic, suffer a -1 penalty to damage rolls, and would no longer count as cold iron. Note dipped weapons in the Play Notes section of this AR.

☛ **Quicksilver Repairs:** Using the quicksilver liquid, the dwarves of Morakduum are able to repair your items more easily. All repairs made on this AR with the use of the 'Forges of Morakduum' favor are free, but the items have a permanent, silvery appearance.

☛ **Reforged of Quicksilver:** The dwarves of Morakduum can infuse your metal items with the recovered quicksilver, making the item appear to be made of liquid, flowing silver and allowing these enchantments from *Magic Item Compendium* to be purchased: *blueshine, commander, mobility, nimbleness, quickness, variable, changeling, everbright, hideaway, morphing, and sizing*. All enchantments must be purchased on this AR.

ITEMS FOUND

APL 10:

- +1 *blueshine commander starmetal chain shirt* (Adventure; MIC; 9,600 gp)
- +1 *keen everbright sizing dire pick* (Adventure; MIC/CW; 15,330 gp)
- +1 *heavy mithral shield* (Adventure; DMG; 2020 gp)
- *Badge of valor* (Adventure; MIC)
- *Belt of battle* (Adventure; MIC)
- *Crystal skull of Ceraptis* (Adventure; see above; 250 gp)
- *Fireflower pendant* (Adventure; MIC)
- *Lore gem (empty)* (Adventure; MIC)
- *Runestaff of fire* (Adventure; MIC)
- *Third eye clarity* (Adventure; MIC)

APL 12 (all of APL 10 plus the following):

- *Crystal mask of discernment* (Adventure; MIC)
- *Greater augment crystal of mind cloaking* (Adventure; MIC)
- *Third eye aware* (Adventure; MIC)

APL 14 (all of APLs 10-12 plus the following):

- +2 *impaling rapier* (Adventure; MIC, 18,320 gp)
- +2 *mithral chain shirt* (Adventure; DMG, 5,100 gp)
- *Horn of resilience* (Adventure; MIC)
- *Runestaff of forced happiness* (Adventure; MIC)

2: WHY WON'T YOU DIE?!

Revenge Trap: CR 6; Diminutive magic device; visual trigger (*true seeing*); automatic reset; Atk +5 ranged touch; spell effect (Reach *revenge*; 7th-level cleric); Search DC 29; Disable Device DC 29; AC 7; hardness 8; hp 200.

The *revenge* trap begins in a deactivated state, requiring a Search check to locate. It is located on the ceiling in the middle of the room, mounted on stone blocks.

As soon as the trap detects a dead creature of size Small or larger within the room, it activates firing a Reach *revenge* at the target.

3: PLEASE HOLD

Heightened Transfix Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset (1 day); spell effect (*transfix*, subjects are paralyzed until the phrase 'Praise to Keraptis!' is uttered within 60 ft. of the trigger point, DC 25 Will save negates); Search DC 34; Disable Device DC 34.

Note: *Nystul's magic aura* has been used in this trap's construction, preventing *detect magic* and similar spells from noticing the trap's location.

APPENDIX 1: APL 10

2: WHY WON'T YOU DIE?!

CERAPTIS

CR 9

Male half-vampire* whisper gnome** bard 8

**Libris Mortis* 106

** *Races of Stone* 94

CE Small humanoid (gnome)

Init +8; **Senses** darkvision 60 ft.; low-light vision; Listen +10, Spot +4

Languages Common, Gnome, Ignan, Terran, Gnoll, Orc

AC 25, touch 15, flat-footed 21; +4 Dodge against giants (+1 size, +4 Dex, +5 armor, +3 shield, +2 natural)

hp 44 (8 HD); fast healing 5*; **DR** 5/silver or magic; 1/-

Resist cold 5, electricity 5

Fort +4, **Ref** +10, **Will** +5

Speed 30 ft. (6 squares)

Melee rapier +7 (1d4+1 piercing) and slam +1 (1d4 bludgeoning)

Base Atk +6; **Grp** +2

Atk Options +1 on attacks against goblins and kobolds

Special Actions Lyric Spell, bardic music 8/day (countersong, *fascinate*, inspire courage +2, inspire competence), charm gaze

Combat Gear *badge of valor*

Bard Spells Known (CL 8):

3rd (2/day)—*love's lament* (DC 18), *ray of dizziness*, see *invisibility*

2nd (4/day)—*curse of impending blades*, *entice gift* (DC 17), *glitterdust* (DC 16), *wave of grief* (DC 17)

1st (5/day)—*inspirational boost*, *ironthunder horn* (DC 15), *joyful noise*, *phantom threat* (DC 15)

0 (3/day)—*detect magic*, *mending*, *open/close*, *prestidigitation*, *read magic*, *summon instrument*

Spell-Like Abilities (CL 8):

1/day—*ghost sound* (DC 14), *mage hand*, *message*, *silence* (centered on self only)

Abilities Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 19

SQ bardic knowledge +9

Feats Improved Initiative^B, Lyric Spell, Melodic Casting, Spell Focus (enchantment)

Skills Bluff +17, Disguise +15, Diplomacy +19, Hide +11, Intimidate +17, Knowledge (arcana) +6, Listen +10, Move Silently +10, Perform +15, Speak Language 3, Spellcraft +7, Spot +4

Possessions combat gear plus *cloak of charisma* +2, +1 *blueshine commander starmetal chain shirt*, +1 *heavy mithral shield*, +1 *rapier*, 2 *spell component pouches*

Charm Gaze (Su) Ceraptis can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at him are not affected. Anyone he targets must make a successful Will save (DC 18) or fall under his influence as though affected by a *charm monster* spell (CL 8). Any creature that successfully saves against his charm gaze cannot be affected by it for 24 hours. The ability has a range of 30 feet.

Fast Healing (Ex): Ceraptis heals 1 point of damage each round so long as it has at least 1 hit point but less than half its full normal hit points. As long as he has more than half its full normal hit points, its fast healing does not function (but other forms of healing function normally).

BOLO AND LOBO

CR 6

Male whisper gnome* rogue 6

**Races of Stone* 94

CE Small humanoid (gnome)

Init +4; **Senses** Listen +10, Spot +10; darkvision 60 ft., low-light vision

Languages Common, Gnome

AC 19, touch 15, flat-footed 15; +2 against traps, uncanny dodge

(+1 size, +4 Dex, +4 armor)

hp 33 (6 HD)

Resist evasion

Fort +5, **Ref** +10 (+12 against traps), **Will** +2

Speed 30 ft. (6 squares)

Melee +1 *rapier* +11 (1d4+2/18-20)

Ranged light crossbow +9 (1d6)

Base Atk +4; **Grp** +1

Atk Options sneak attack +3d6

Spell-Like Abilities (CL 1st):

1/day—*silence* (must be centered on gnome)

Abilities Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 8

SQ trapfinding

Feats Combat Expertise, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff+8, Disable Device +6, Escape Artist +9, Hide +20, Jump +7, Listen +10, Move Silently +16, Search +6, Sense Motive +0, Sleight of Hand +10, Spot +10, Tumble +14,

Possessions +1 *chain shirt*, +1 *rapier*, *cloak of resistance* +1, light crossbow with 20 bolts

BANAAR (ENLARGED AND RAGING)

CR 11

Half-red dragon spriggan* barbarian 4/war hulk** 2

**Fiend Folio* 182

** *Miniature's Handbook* 23

CE Large dragon (augmented fey)

Init +8; **Senses** Listen +0, Spot +0; darkvision 60 ft., low-light vision

Languages Common, Gnome

AC 20, touch 9, flat-footed 18; +1 against traps, uncanny dodge

(-1 size, +2 Dex, -2 class, +7 armor, +4 natural)

hp 160 (11 HD)

Immune fire, paralysis, sleep

Fort +17, **Ref** +7 (+8 against traps), **Will** +9

Speed 30 ft. in breastplate (6 squares), base sped 40 ft.

Melee +1 *keen dire pick* +23/+18 (2d6+23/19-20/x4) or

Melee 2 claws +22 (1d6+15) and bite +17 (1d8+7)

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

Base Atk +8; **Grp** +27

Atk Options Cleave, Power Attack; breath weapon 1/day (6d8 fire, DC 21 half, 30 ft. cone), great swing, rage 2/day (12 rounds)

Combat Gear *belt of battle, third eye clarity*

Abilities Str 40, Dex 14, Con 28, Int 12, Wis 11, Cha 14
SQ ability boost, no time to think

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Climb +25, Disable Device +5, Hide +3, Intimidate +16, Jump +21, Move Silently +11, Open Lock +14, Sleight of Hand +11

Possessions combat gear plus +1 *keen everbright sizing dire pick, +2 breastplate*

Ability Boost (Ex) Banaar gains a bonus to his Strength from the war hulk prestige class.

Great Swing (Ex) As a full-round action, Banaar can make a single melee attack roll against three squares adjacent to one another that he threatens and apply that roll as an attack against each defender in those squares. If he uses a special attack (such as trip, disarm, or sunder), this special attack affects only the first target; the other creatures are attacked normally. Walls and similar obstacles can block a great swing. Starting with one square, each successive square chosen must be adjacent to the previous square and have line of effect from that square. Banaar may skip creatures, attacking only those he wants to. If he drops a foe with a great swing, he may cleave normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

No Time to Think (Ex) A war hulk is considered to have 0 ranks in all Intelligence-, Wisdom-, and Charisma-based skills (Whether or not they bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Size Change (Su) At will, Banaar can change his size in a fashion similar to the *enlarge person* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Note While in his non-enlarged form, Banaar loses the benefit of the class features of the war hulk class as he does not meet the prerequisites (Large size). He retains Hit Dice, saving throws, and base attack bonuses gained from the class.

Physical Description *Long, wild braids of flame red hair tumble from the skull of a monstrous gnome. Standing over a dozen feet tall, the creature tightens its grip on a wicked looking pick with its grotesquely proportioned arms, its veins bulging against scale-flecked skin.*

Should Banaar be forced to his natural size (Small), he gains -12 Strength, +4 Dexterity, -6 Constitution, +2 to attack bonus and Armor Class, and the following:

Atk Options breath weapon (DC 18), sneak attack +3d6

Spell-Like Abilities (CL 8th):

At Will— *produce flame, scare* (DC 14), *shatter* (DC 14)

Skills Disable Device +13, Listen +10

4: MY GOOD BUDDY, IMIX

EMBER GUARD*

CR 13

**Monster Manual V* 52

LE Huge outsider (evil, extraplanar, fire, lawful)

Init +6; **Senses** darkvision 60 ft.; Listen +20, Spot +20 (+10 for one ember guard)

Aura fire (30 ft.); see text

Languages Infernal, Ignan

AC 33, touch 10, flat-footed 31

(-2 size, +2 Dex, +23 natural)

hp 162 (13 HD); fast healing 5; **DR** 15/good; death throes

Immune fire, poison

Resist acid 10, cold 10 critical hit or sneak attack 25%; **SR** 23

Weakness vulnerability to cold

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

Speed 30 ft. (6 squares)

Melee 2 slams each +22 (1d8+10 plus 1d6 fire)

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

Base Atk +13; **Grp** +31

Atk Options aligned strike (evil, lawful)

Special Actions death throes, fire breath

Abilities Str 30, Dex 15, Con 26, Int 3, Wis 18, Cha 9

SA aligned strike, death throes, fire aura, fire breath

Feats Ability Focus (fire breath), Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Balance +18, Climb +26, Listen +20, Spot +20

Possessions *third eye aware* (1 ember guard)

Fire Aura (Su) If an ember guard is reduced to half of its full normal hit points or fewer, it emits a fire aura as flames start leaking from its body. Creatures take 1d6 points of fire damage at the end of each of the ember guard's turns if they are within 30 feet of it. Creatures within range can attempt DC 24 Fortitude saves for half damage. The save DC is Constitution-based.

Fortification (Ex) 25% chance to ignore the extra damage dealt by a critical hit or sneak attack.

Death Throes (Su) When killed, an ember guard explodes in a 60-foot-radius burst that deals 3d6 points of bludgeoning damage and 3d6 points of fire damage to everything in the area (Reflex DC 24 half). The save DC is Constitution-based.

Fire Breath (Su) 30-foot cone, once every 4 rounds, damage 6d6 fire plus *slow*, as the spell, for 4 rounds, Reflex DC 26 half damage and negates *slow*. The save DC is Constitution-based.

Physical Description *A hulking mass of stone and brass surges forward, puffs of acrid smoke leaking from its maw. Intense heat radiates from its surface, and smoke rises where it treads.*

5: THAT'S NO RUST MONSTER

IMMATURE GUULVORG* CR 8

**Monster Manual V 76*

CE Large magical beast

Init +4; **Senses** darkvision 120 ft., low-light vision, scent; Listen +10, Spot +9

Languages Gnome, Worg

AC 24, touch 13, flat-footed 20

(-2 size, +3 Dex, +10 natural)

Immune cold

Resist fire 15

hp 126 (12 HD); boiling blood; **DR** 10/magic

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

Speed 60 ft. (12 squares)

Melee bite +16 (1d8+6/19-20 x4 plus trip) and tail +14 (2d10+9)

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

Base Atk +12; **Grp** +22

Atk Options magic strike, quick tail, trip

Abilities Str 22, Dex 18, Con 20, Int 6, Wis 16, Cha 12

Feats Alertness, Iron Will, Multiattack, Track

Skills Jump +19, Listen +10, Spot +10, Survival +9

Boiling Blood (Ex) A guulvorg's blood runs steaming hot. If an opponent adjacent to a guulvorg damages the creature with a melee weapon that deals piercing or slashing damage, that foe takes 1d10 points of fire damage (Reflex DC 10 half) from a spray of hot blood. The save DC is Constitution-based.

Quick Tail (Ex) A guulvorg needs only a standard action to make a bite attack and a tail attack. The tail deals the indicated damage plus 1-1/2 times the guulvorg's Strength bonus despite it being a secondary attack.

Trip (Ex) A guulvorg that hits with a bite can attempt to trip the opponent (+10 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the guulvorg.

Physical Description *The mouth of this gigantic black wolf can't contain the scythe-like fangs that emerge from the top and bottom. Bony protrusions jut from its spine, skull, and ribs, running down its serpentine tail, which ends in a bulb of bone. The creature's eyes burn with a malevolent red glow.*

HALF-FARSPAWN RUST MONSTER CR 12

Advanced half-farspawn* rust monster

**Lords of Madness 151*

CE Large outsider (native, augmented aberration)

Init +5; **Senses** Listen +11, Spot +11; blindsight 60 ft., darkvision, scent

AC 24, touch 14, flat-footed 19

(-1 size, +5 Dex, +10 natural)

hp 188 (15 HD); **DR** 10/magic

Immune poison

Resist acid 10, electricity 10, fire 10; **SR** 25

Fort +13, **Ref** +10, **Will** +13

Speed 40 ft. (8 squares)

Melee 2 tentacles +16 (1d6+6) and antenna +14 touch (rust) and bite +14 (1d3+3)

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

Base Atk +11; **Grp** +21

Atk Options Combat Reflexes, Spectral Skirmisher, *true strike* 1/day

Special Actions change shape

Spell-Like Abilities (CL 15)

1/day – *greater invisibility*, *scintillating pattern* (DC 19), *stinking cloud* (DC 14), *telekinesis*, *touch of idiocy* (DC 13)

3/day – *blink*, *blur*, *ethereal jaunt*

Abilities Str 22, Dex 21, Con 26, Int 3, Wis 18, Cha 11

Feats Alertness, Combat Reflexes, Extended Reach, Multiattack, Spectral Skirmisher, Track

Skills Hide +10, Listen +24, Move Silently +14, Spot +24

Possessions *fireflower pendant*

Rust (Ex) A rust monster that makes a successful touch attack with its antenna causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 29 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Change Shape (Su) As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. The rust monster retains all of its attributes and abilities except as noted below.

Amorphous Form

Melee 4 tentacles +16 (1d6+6)

SQ Amorphous (not subject to critical hits, cannot be flanked), creatures from the Material Plane take a -1 penalty on attack rolls against the farspawn in amorphous form

Note While in amorphous form, the rust monster loses its rust ability.

6: LIQUID HOT MAGMA

LESSER MAGMA EXPLOSION TRAP CR 12

Description As the PCs cross the magma chamber, the persistent rumbling causes some of the ceiling to collapse, blocking the exit on either end of the path and possibly damaging the PCs. The cave-in also causes the magma to become unstable, spewing forth magma eruptions every round. To bypass the trap, the PCs may destroy the rocks blocking either exit, allowing escape, or deal enough cold damage to the magma disruption area to solidify it. Disable Device checks may be made to cause the rocks blocking an exit to collapse further, allowing passage.

Search DC N/A; **Type** Mechanical

Trigger Location; **Init** +6

Effect Round 1: falling rocks (10d6 bludgeoning damage, Reflex DC 20 half); targets who fail their save are also knocked prone by the rocks. Each round after the first: magma eruption (10d6 fire damage plus 5d6 fire damage each of the next two rounds, Reflex DC 20 half).

Duration 15 rounds

Destruction hp 180, hardness 8 (acid and sonic damage ignore hardness and deal 1-1/2 x damage) (each blocked exit)

Destruction AC 28; hp 54 (only cold or water damage applies; fire damage 'heals' the disruption) (magma disruption)

Disarm Disable Device DC 27 (each exit or ceiling area above disruption)

7: GIANT METAL THING

DECAYED MERCHURION* CR 12

**Monster Manual V* 102

CE Huge construct (living construct)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Common, Giant, Terran

AC 25, touch 15, flat-footed 18; Dodge, Mobility (-2 size, +7 Dex, +10 natural)

hp 202 (15 HD); **DR** 5/magic and silver

Immune fire, poison, *sleep* effects, paralysis, disease, nausea, fatigue, exhaustion, energy drain

Weakness vulnerability to sonic

Fort +13, **Ref** +12, **Will** +7

Speed 60 ft. (12 squares); Spring Attack

Melee +3 *silvered longaxe* +24/+19/+14 (4d6+14/x3) or

Melee +3 *silvered mancatcher* +22/+17/+12 (1d6+14 nonlethal plus grapple)

Space 15 ft.; **Reach** 15 ft., 30 ft. with reach weapon

Base Atk +11; **Grp** +27

Atk Options Cleave, Power Attack (longaxe), absorb properties, magic strike

Special Actions generate weapon

Abilities Str 27, Dex 25, Con 27, Int 10, Wis 14, Cha 17
SQ living construct traits

Feats Cleave, Dodge, Greater Weapon Focus (generated weapon)^B, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (generated weapon)^B

Skills Climb +12, Intimidate +10, Jump +24, Listen +10, Spot +10, Survival +9

Absorb Properties (Ex) If a mercurion is successfully struck by a magic weapon, all that weapon's properties are absorbed by the mercurion for 1 hour. The weapon loses its properties during that time (or until the mercurion is slain). A mercurion can manifest any of these absorbed properties in its generated weapon.

A mercurion can absorb and manifest weapon properties totaling a +5 enhancement bonus (*DMG* 223) or a market value of up to 50,000 gp. Properties beyond these limits are not absorbed. If a weapon has properties in excess of these limits, the weakest properties are absorbed first.

As an immediate action, a mercurion can choose to give up absorbed properties to absorb new properties. If it does so, the properties the mercurion gives up are restored to the weapon they were absorbed from.

Manifested weapon properties must be suitable for the type of weapon a mercurion generates. Unsuitable properties can be absorbed and count toward the total limit of properties even if they cannot be manifested. For example, a mercurion could absorb the disruption property from a *mace of disruption*, but could not manifest that property in a battleaxe.

A mercurion does not absorb the enhancement bonus from a weapon whose properties it absorbs. So, weapons that lose properties continue to function with their magical enhancement bonus as normal.

Generate Weapon (Su) A mercurion can spontaneously create a single weapon from its flowing metal form. Such weapons have a +3 enhancement bonus and are treated as silvered weapons for the purpose of overcoming damage reduction. If a generated weapon ever leaves the mercurion's hand, that weapon immediately melts into a pool of harmless silver liquid.

A mercurion is proficient with any weapon it generates using this ability, even an exotic one.

Physical Description *A metal colossus stands amidst the magma, its form shifting and flowing like liquid. The creature moves with a grace that belies its powerful, humanlike form, and you see that its metallic sheen is no suit of armor. Its eyes bear the same gleam as the rivers of silver running down its arms, which flow together to take the shape of a vicious, over-large axe.*

APPENDIX 1: APL 12

2: WHY WON'T YOU DIE?!

CERAPTIS **CR 11**
Male half-vampire* whisper gnome** bard 8/lyric thaumaturge*** 2
**Libris Mortis* 106
***Races of Stone* 94
****Complete Mage* 67
CE Small humanoid (gnome)
Init +8; **Senses** darkvision 60 ft.; low-light vision; Listen +11, Spot +4
Languages Common, Gnome, Ignan, Terran, Gnoll, Orc

AC 25, touch 15, flat-footed 21; +4 Dodge vs. Giants (+1 size, +4 Dex, +5 armor, +3 shield, +2 natural)
hp 55 (10 HD); fast healing 5*; **DR** 5/silver or magic; 1/-
Resist cold 5, electricity 5
Fort +4, **Ref** +13, **Will** +8

Speed 30 ft. (6 squares)
Melee rapier +8 (1d4+1 piercing) and slam +2 (1d4 bludgeoning)
Base Atk +7; **Grp** +3
Atk Options +1 on attacks against goblins and kobolds
Special Actions Captivating Melody, Lyric Spell, bardic music 10/day (countersong, *fascinate*, inspire courage +2, inspire competence), charm gaze
Combat Gear *badge of valor*
Bard Spells Known (CL 10):
4th (1/day)—*spell theft*, *suggestion* (DC 20)
3rd (3/day)—*dirge of discord* (DC 19), *love's lament* (DC 19), *ray of dizziness*, *see invisibility*
2nd (5/day)—*curse of impending blades*, *entice gift* (DC 18), *glitterdust* (DC 17), *wave of grief* (DC 18)
1st (6/day)—*inspirational boost*, *ironthunder horn* (DC 16), *joyful noise*, *phantom threat* (DC 16)
0 (3/day)—*detect magic*, *mending*, *open/close*, *prestidigitation*, *read magic*, *summon instrument*
Spell-Like Abilities (CL 10):
1/day—*ghost sound* (DC 15), *mage hand*, *message*, *silence* (centered on self only)

Abilities Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 21
SA barding knowledge +9,
Feats Improved Initiative^B, Captivating Melody^B, Lingering Song, Lyric Spell, Melodic Casting, Spell Focus (enchantment)
Skills Bluff +20, Disguise +18, Diplomacy +22, Hide +11, Intimidate +20, Knowledge (arcana) +7, Listen +11, Move Silently +10, Perform +18, Speak Language 3, Spellcraft +7, Spot +4
Possessions combat gear plus *cloak of charisma* +4, +1 *blueshine commander starmetal chain shirt*, +1 *heavy mithral shield*, +1 *rapier*, 2 *spell component pouches*

Charm Gaze (Su) Ceraptis can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at him are not affected. Anyone he targets must make a successful Will save (DC 20) or fall

under his influence as though affected by a *charm monster* spell (CL 10). Any creature that successfully saves against his charm gaze cannot be affected by it for 24 hours. The ability has a range of 30 feet.

Fast Healing (Ex) Ceraptis heals 1 point of damage each round so long as it has at least 1 hit point but less than half its full normal hit points. As long as he has more than half its full normal hit points, its fast healing does not function (but other forms of healing still function normally).

BOLO AND LOBO **CR 6**

Male whisper gnome* rogue 6
**Races of Stone* 94
CE Small humanoid (gnome)
Init +4; **Senses** Listen +10, Spot +10; darkvision 60 ft., low-light vision
Languages Common, Gnome

AC 19, touch 15, flat-footed 15; +2 against traps, uncanny dodge
(+1 size, +4 Dex, +4 armor)
hp 33 (6 HD)
Resist evasion
Fort +5, **Ref** +10 (+12 against traps), **Will** +2

Speed 30 ft. (6 squares)
Melee +1 rapier +11 (1d4+2/18-20)
Ranged light crossbow +9 (1d6)
Base Atk +4; **Grp** +1
Atk Options sneak attack +3d6
Spell-Like Abilities (CL 1st):
1/day—*silence* (must be centered on gnome)

Abilities Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 8
SQ trapfinding
Feats Combat Expertise, Weapon Finesse, Weapon Focus (rapier)
Skills Bluff+8, Disable Device +6, Escape Artist +9, Hide +20, Jump +7, Listen +10, Move Silently +16, Search +6, Sense Motive +0, Sleight of Hand +10, Spot +10, Tumble +14,
Possessions +1 *chain shirt*, +1 *rapier*, *cloak of resistance* +1, light crossbow with 20 bolts

BANAAR (ENLARGED AND RAGING)

CR 14

Half-red dragon spriggan* barbarian 4/war hulk** 5

**Fiend Folio* 162

***Miniatures Handbook* 23

CE Large dragon (augmented fey)

Init +8; **Senses** Listen +0, Spot +0; darkvision 60 ft., low-light vision

Languages Common, Gnome

AC 21, touch 10, flat-footed 19; +1 against traps, uncanny dodge

(-1 size, +2 Dex, -2 class, +8 armor, +4 natural)

hp 208 (14 HD)

Immune fire, paralysis, sleep

Fort +20, **Ref** +10 (+1 against traps), **Will** +13 (+18 and 1/day immediate action reroll against mind-affecting effect); Mad Foam Rager

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee +1 *keen everbright dire pick* +29/+24/+19 (2d6+28/19-20/x4) or

Melee 2 claws +28 (1d6+18) and bite +23 (1d8+9)

Ranged rock (2d8+18)

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

Base Atk +11; **Grp** +33

Atk Options Cleave, Power Attack; breath weapon 1/day (6d8 fire, DC 21 half, 30 ft. cone), great swing, mighty rock throwing, mighty swing, rage 2/day (12 rounds)

Combat Gear *belt of battle, potion of cure serious wounds, third eye clarity*

Abilities Str 46, Dex 14, Con 28, Int 12, Wis 12, Cha 14

SQ ability boost +10, no time to think

Feats Cleave, Improved Initiative, Iron Will, Mad Foam Rager, Power Attack

Skills Climb +31, Disable Device +5, Hide +3, Intimidate +19, Jump +27, Move Silently +11, Open Lock +14, Sleight of Hand +11

Possessions combat gear plus +1 *keen everbright sizing dire pick*, +3 *breastplate, cloak of resistance* +2, *greater augment crystal of mind cloaking*

Ability Boost (Ex) Banaar gains a bonus to his Strength from the War Hulk prestige class.

Great Swing (Ex) As a full-round action, Banaar can make a single melee attack roll against three squares adjacent to one another that he threatens and apply that roll as an attack against each defender in those squares. If he uses a special attack (such as trip, disarm, or sunder), this special attack affects only the first target; the other creatures are attacked normally. Walls and similar obstacles can block a great swing. Starting with one square, each successive square chosen must be adjacent to the previous square and have line of effect from that square. Banaar may skip creatures, attacking only those he wants to. If he drops a foe with a great swing, he may cleave normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

No Time to Think (Ex) A war hulk is considered to have 0 ranks in all Intelligence-, Wisdom-, and Charisma-

based skills (Whether or not they bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Mighty Rock Throwing (Ex) Banaar can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments). The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

Mighty Swing (Ex) A mighty swing is like a great swing, except that it is a standard action rather than a full-round action.

Size Change (Su) At will, Banaar can change his size in a fashion similar to the *enlarge person* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Note While in his non-enlarged form, Banaar loses the benefit of the class features of the war hulk class as he does not meet the prerequisites (Large size). He retains Hit Dice, saving throws, and base attack bonuses gained from the class.

Physical Description *Long, wild braids of flame red hair tumble from the skull of a monstrous gnome. Standing over a dozen feet tall, the creature tightens its grip on a wicked looking pick with its grotesquely proportioned arms, its veins bulging against scale-flecked skin.*

Should Banaar be forced to his natural size (Small), he gains -18 Strength, +4 Dexterity, -6 Constitution, +2 to attack bonus and Armor Class, and the following:

Atk Options sneak attack +3d6

Spell-Like Abilities (CL 8th):

At Will— *produce flame, scare* (DC 14), *shatter* (DC 14)

Skills Disable Device +13, Listen +11

4: MY GOOD BUDDY, IMIX

EMBER GUARD*

CR 13

**Monster Manual V 52*

LE Huge outsider (evil, extraplanar, fire, lawful)

Init +6; **Senses** darkvision 60 ft.; Listen +20, Spot +20
(+10 for one ember guard)

Aura fire (30 ft.); see text

Languages Infernal, Ignan

AC 33, touch 10, flat-footed 31

(-2 size, +2 Dex, +23 natural)

hp 162 (13 HD); fast healing 5; **DR** 15/good; death throes

Immune fire, poison

Resist acid 10, cold 10, critical hit or sneak attack 25%;

SR 23

Weakness vulnerability to cold

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

Speed 30 ft. (6 squares)

Melee 2 slams +22 each (1d8+10 plus 1d6 fire)

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

Base Atk +13; **Grp** +31

Atk Options aligned strike (evil, lawful)

Special Actions death throes, fire breath

Abilities Str 30, Dex 15, Con 26, Int 3, Wis 18, Cha 9

SA aligned strike, death throes, fire aura, fire breath

Feats Ability Focus (fire breath), Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Balance +18, Climb +26, Listen +20, Spot +20

Possessions *third eye aware* (1 ember guard)

Fire Aura (Su) If an ember guard is reduced to half of its full normal hit points or fewer, it emits a fire aura as flames start leaking from its body. Creatures take 1d6 points of fire damage at the end of each of the ember guard's turns if they are within 30 feet of it. Creatures within range can attempt DC 24 Fortitude saves for half damage. The save DC is Constitution-based.

Fortification (Ex) 25% chance to ignore the extra damage dealt by a critical hit or sneak attack.

Death Throes (Su) When killed, an ember guard explodes in a 60-foot-radius burst that deals 3d6 points of bludgeoning damage and 3d6 points of fire damage to everything in the area (Reflex DC 24 half). The save DC is Constitution-based.

Fire Breath (Su) 30-foot cone, once every 4 rounds, damage 6d6 fire plus *slow*, as the spell, for 4 rounds, Reflex DC 26 half damage and negates *slow*. The save DC is Constitution-based.

Physical Description *A hulking mass of stone and brass surges forward, puffs of acrid smoke leaking from its maw. Intense heat radiates from its surface, and smoke rises where it treads.*

5: THAT'S NO RUST MONSTER

IMMATURE GUULVORG* CR 8

**Monster Manual V 76*

CE Large magical beast

Init +4; **Senses** darkvision 120 ft., low-light vision, scent; Listen +10, Spot +9

Languages Gnome, Worg

AC 24, touch 13, flat-footed 20

(-1 size, +4 Dex, +11 natural)

Immune cold

Resist fire 15

hp 126 (12 HD); boiling blood; **DR** 10/magic

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

Speed 60 ft. (12 squares)

Melee bite +16 (1d8+6/19-20x4 plus trip) and tail +14 (2d10+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)

Base Atk +12; **Grp** +22

Atk Options magic strike, quick tail, trip

Abilities Str 22, Dex 18, Con 20, Int 6, Wis 16, Cha 12

Feats Alertness, Iron Will, Multiattack, Track

Skills Jump +19, Listen +10, Spot +10, Survival +9

Boiling Blood (Ex) A guulvorg's blood runs steaming hot. If an opponent adjacent to a guulvorg damages the creature with a melee weapon that deals piercing or slashing damage, that foe takes 1d10 points of fire damage (Reflex DC 21 half) from a spray of hot blood. The save DC is Constitution-based.

Quick Tail (Ex) A guulvorg needs only a standard action to make a bite attack and a tail attack. The tail deals the indicated damage plus 1-1/2 times the guulvorg's Strength bonus despite it being a secondary attack.

Trip (Ex) A guulvorg that hits with a bite can attempt to trip the opponent (+10 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the guulvorg.

Physical Description *The mouth of this gigantic black wolf can't contain the scythe-like fangs that emerge from the top and bottom. Bony protrusions jut from its spine, skull, and ribs, running down its serpentine tail, which ends in a bulb of bone. The creature's eyes burn with a malevolent red glow.*

RUST MONSTER OF LEGACY CR 14

Advanced half-farspawn* rust monster of legacy**

**Lords of Madness* 151

***Weapons of Legacy* 215

CE Large outsider (native, augmented aberration)

Init +5; **Senses** Listen +11, Spot +11; blindsense 120 ft., blindsight 60 ft., darkvision 120 ft., scent

AC 28, touch 14, flat-footed 23

(-1 size, +5 Dex, +4 armor, +10 natural)

hp 188 (15 HD); DR 10/magic

Immune poison

Resist acid 10, electricity 10, fire 10; SR 25

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

Speed 40 ft. (8 squares)

Melee 2 tentacles +16 (1d6+6) and

antenna +14 touch (rust) and

bite +14 (1d3+3)

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

Base Atk +11; **Grp** +21

Atk Options Combat Reflexes, Spectral Skirmisher, true strike 1/day

Special Actions change shape

Spell-Like Abilities (CL 15)

1/day – *greater invisibility*, *scintillating pattern* (DC 23), *stinking cloud* (DC 18), *telekinesis*, *touch of idiocy* (DC 17)

3/day – *blink*, *blur*, *ethereal jaunt*

Abilities Str 22, Dex 21, Con 26, Int 18, Wis 18, Cha 18

SQ legacy abilities, omen

Feats Alertness, Combat Reflexes, Extended Reach, Multiattack, Spectral Skirmisher, Track

Skills Hide +10, Listen +24, Move Silently +14, Spot +24

Possessions *fireflower pendant*

Rust (Ex) A rust monster that makes a successful touch attack with its antenna causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 29 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Legacy Abilities (Su) The rust monster enjoys a +3 resistance bonus to saves (1 List A, 2 List B choices), is treated as a major intelligent item (1 List D choice), and has a +4 enhancement bonus to armor (1 List F choice).

Omen The monster's carapace has mirrored fragments that show unfathomable images of the Far Realms.

Change Shape (Su) As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. The rust monster retains all of its attributes and abilities except as noted below.

Amorphous Form

Melee 4 tentacles +16 (1d6+6)

SQ Amorphous (not subject to critical hits, cannot be flanked), creatures from the Material Plane take a -1 penalty on attack rolls against the farspawn in amorphous form; loses its rust ability.

6: LIQUID HOT MAGMA

MAGMA EXPLOSION TRAP CR 14

Description As the PCs cross the magma chamber, the persistent rumbling causes some of the ceiling to collapse, blocking the exit on either end of the path and possibly damaging the PCs. The cave-in also causes the magma to become unstable, spewing forth magma eruptions every round. To bypass the trap, the PCs may destroy the rocks blocking either exit, allowing escape, or deal enough cold damage to the magma disruption area to solidify it. Disable Device checks may be made to cause the rocks blocking an exit to collapse further, allowing passage.

Search DC N/A; **Type** Mechanical

Trigger Location; **Init** +7

Effect Round 1: falling rocks (12d6 bludgeoning damage, Reflex DC 22 half); targets who fail their save are also knocked prone by the rocks. Each round after the first: magma eruption (12d6 fire damage plus 6d6 fire damage each of the next two rounds, Reflex DC 22 half).

Duration 17 rounds

Destruction hp 210, hardness 8 (acid and sonic damage ignore hardness and deal 1-1/2 x damage) (each blocked exit)

Destruction AC 30; hp 63 (only cold or water damage applies; fire damage 'heals' the disruption) (magma disruption)

Disarm Disable Device DC 29 (each exit or ceiling area above disruption)

7: GIANT METAL THING

DECAYED MERCHURION* CR 12

**Monster Manual V* 102

CE Huge construct (living construct)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Common, Giant, Terran

AC 25, touch 15, flat-footed 18; Dodge, Mobility (-2 size, +7 Dex, +10 natural)

hp 202 (15 HD); **DR** 5/magic and silver

Immune fire, poison, *sleep* effects, paralysis, disease, nausea, fatigue, exhaustion, energy drain

Weakness vulnerability to sonic

Fort +13, **Ref** +12, **Will** +7

Speed 60 ft. (12 squares); Spring Attack

Melee +3 *silvered longaxe* +24/+19/+14 (4d6+14/x3) or

Melee +3 *silvered mancatcher* +22/+17/+12 (1d6+14 nonlethal plus grapple)

Space 15 ft.; **Reach** 15 ft., 30 ft. with reach

Base Atk +11; **Grp** +27

Atk Options Cleave, Power Attack (longaxe), absorb properties, magic strike

Special Actions generate weapon

Abilities Str 27, Dex 25, Con 27, Int 10, Wis 14, Cha 17
SQ living construct traits

Feats Cleave, Dodge, Greater Weapon Focus (generated weapon)^B, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (generated weapon)^B

Skills Climb +12, Intimidate +10, Jump +24, Listen +10, Spot +10, Survival +9

Absorb Properties (Ex) If a mercurion is successfully struck by a magic weapon, all that weapon's properties are absorbed by the mercurion for 1 hour. The weapon loses its properties during that time (or until the mercurion is slain). A mercurion can manifest any of these absorbed properties in its generated weapon.

A mercurion can absorb and manifest weapon properties totaling a +5 enhancement bonus (*DMG* 223) or a market value of up to 50,000 gp. Properties beyond these limits are not absorbed. If a weapon has properties in excess of these limits, the weakest properties are absorbed first.

As an immediate action, a mercurion can choose to give up absorbed properties to absorb new properties. If it does so, the properties the mercurion gives up are restored to the weapon they were absorbed from.

Manifested weapon properties must be suitable for the type of weapon a mercurion generates. Unsuitable properties can be absorbed and count toward the total limit of properties even if they cannot be manifested. For example, a mercurion could absorb the disruption property from a *mace of disruption*, but could not manifest that property in a battleaxe.

A mercurion does not absorb the enhancement bonus from a weapon whose properties it absorbs. So, weapons that lose properties continue to function with their magical enhancement bonus as normal.

Generate Weapon (Su) A mercurion can spontaneously create a single weapon from its flowing metal form. Such weapons have a +3 enhancement bonus and are treated as silvered weapons for the purpose of overcoming damage reduction. If a generated weapon ever leaves the mercurion's hand, that weapon immediately melts into a pool of harmless silver liquid.

A mercurion is proficient with any weapon it generates using this ability, even an exotic one.

Physical Description *A metal colossus stands amidst the magma, its form shifting and flowing like liquid. The creature moves with a grace that belies its powerful, humanlike form, and you see that its metallic sheen is no suit of armor. Its eyes bear the same gleam as the rivers of silver running down its arms, which flow together to take the shape of a vicious, over-large axe.*

APPENDIX 1: APL 14

2: WHY WON'T YOU DIE?!

CERAPTIS

CR 14

Male half-vampire* whisper gnome** bard 9/lyric thaumaturge*** 4

**Libris Mortis* 106

***Races of Stone* 94

****Complete Mage* 67

CE Small humanoid (gnome)

Init +8; **Senses** darkvision 60 ft.; low-light vision; Listen +13, Spot +4

Languages Common, Gnome, Ignan, Terran, Gnoll, Orc

AC 25, touch 15, flat-footed 21; +4 Dodge vs. Giants (+1 size, +4 Dex, +5 armor, +3 shield, +2 natural)

hp 71 (13 HD); fast healing 5*; **DR** 5/silver or magic; 1/-**Resist** cold 5, electricity 5

Fort +6, **Ref** +14, **Will** +9

Speed 30 ft. (6 squares)

Melee rapier +10 (1d4+1 piercing) and slam +4 (1d4 bludgeoning)

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

Atk Options +1 on attacks against goblins and kobolds

Special Actions Captivating Melody, Lyric Spell, bardic music 13/day (countersong, *fascinate*, inspire courage +2, inspire competence, inspire greatness), charm gaze,

Combat Gear *badge of valor*, *helm of tactics*, *horn of resilience*, *regalia of the hero*, *runestaff of forced happiness*

Bard Spells Known (CL 13):

5th (1/day)—*bolts of bedevilment* (DC 24), *endless slumber* (DC 24)

4th (4/day)—*greater invisibility*, *greater mirror image*, *spell theft*, *suggestion* (DC 23)

3rd (5/day)—*dirge of discord* (DC 22), *love's lament* (DC 22), *ray of dizziness*, *see invisibility*

2nd (6/day)—*curse of impending blades*, *entice gift* (DC 21), *glitterdust* (DC 19), *wave of grief* (DC 21), *shadow spray* (DC 19)

1st (6/day)—*inspirational boost*, *ironthunder horn* (DC 18), *joyful noise*, *phantom threat* (DC 18), *ray of enfeeblement*

0 (3/day)—*detect magic*, *mending*, *open/close*, *prestidigitation*, *read magic*, *summon instrument*

Spell-Like Abilities (CL 13):

1/day—*ghost sound* (DC 17), *mage hand*, *message*, *silence* (centered on self only)

Abilities Str 10, Dex 18, Con 14, Int 13, Wis 8, Cha 24

SA bardic knowledge +10,

Feats Improved Initiative^B, Captivating Melody^B, Lingering Song, Lyric Spell, Melodic Casting, Spell Focus (enchantment), Greater Spell Focus (enchantment)

Skills Bluff +25, Disguise +19, Diplomacy +27, Hide +11, Intimidate +21, Knowledge (arcana) +7, Listen +13, Move Silently +10, Perform +23, Speak Language 3, Spellcraft +15, Spot +4

Possessions combat gear plus *cloak of charisma* +6, +1 *blueshine commander starmetal chain shirt*, +1 *heavy mithral shield*, +1 *rapier*, 2 *spell component pouches*

Charm Gaze (Su): Ceraptis can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at him are not affected. Anyone he targets must make a successful Will save (DC 23) or fall under his influence as though affected by a *charm monster* spell (CL 13). Any creature that successfully saves against his charm gaze cannot be affected by it for 24 hours. The ability has a range of 30 feet.

Fast Healing (Ex): Ceraptis heals 1 point of damage each round so long as it has at least 1 hit point but less than half its full normal hit points. As long as the half-vampire has more than half its full normal hit points, its fast healing does not function (but other forms of healing still function normally).

BOLO AND LOBO

CR 14

Male whisper gnome* rogue 8 / blade bravo** 6

**Races of Stone* 94

** *Races of Stone* 99

CE Small humanoid (gnome)

Init +5; **Senses** Listen +10, Spot +10; darkvision 60 ft., low-light vision

Languages Common, Gnome

AC 22, touch 16, flat-footed 17; Combat Expertise, Dodge, Titan Fighting, +2 against traps, improved uncanny dodge, mobile fighting, size advantage (+1 size, +5 Dex, +6 armor)

hp 77 (14 HD)

Resist evasion

Fort +6, **Ref** +16 (+18 against traps), **Will** +3

Speed 30 ft. in chain shirt (6 squares), base speed 30 ft.

Melee +2 *impaling rapier* +21/+16/+11 (1d4+3/15-20) or **Ranged** light crossbow +9 (1d6)

Base Atk +12; **Grp** +9

Atk Options flourish, melee sneak attack +1d6, sneak attack +4d6

Special Abilities Goad (DC 19 Will), Combat Expertise, Mobile Fighting

Combat Gear *potion of haste*, *potion of cure moderate wounds*, *potion of shield of faith* (+3)

Spell-Like Abilities (CL 1):

1/day— *silence* (must be centered on gnome)

Abilities Str 12, Dex 20, Con 14, Int 13, Wis 8, Cha 10

SQ trapfinding

Feats Combat Expertise, Dodge, Goad, Improved Critical (rapier), Telling Blow, Weapon Finesse, Titan Fighting, Weapon Focus (rapier)

Skills Balance +10, Bluff +17, Climb +4, Disable Device +6, Escape Artist +15, Hide +25, Jump +14, Listen +10, Move Silently +20, Search +6, Sense Motive +5, Sleight of Hand +11, Spot +10, Tumble +23,

Possessions combat gear plus +2 *mithral shirt*, +2 *impaling rapier*, *cloak of charisma* +2, light crossbow with 20 bolts

Flourish (Ex) A blade bravo adds his class level to his Bluff checks when feinting in combat.

Melee Sneak Attack (Ex) As normal sneak attack, but may only be applied against a melee target. If the blade bravo gets a sneak attack bonus from another source, the bonuses on damage stack as long as the target is in melee with the blade bravo.

Mobile Fighting (Ex) If the blade bravo moves at least 5 feet, he gains a +1 dodge bonus to AC until his next turn.

Size Advantage (Ex) The blade bravo gains a +2 dodge bonus to AC per size category of difference between him and his foe.

BANAAR (ENLARGED AND RAGING) CR 14

Half-red dragon spriggan* barbarian 4/war hulk** 5

**Fiend Folio* 162

***Miniatures Handbook* 23

CE Large dragon (augmented fey)

Init +8; **Senses** Listen +0, Spot +0; darkvision 60 ft., low-light vision

Languages Common, Gnome

AC 21, touch 10, flat-footed 19; +1 against traps, uncanny dodge

(-1 size, +2 Dex, -2 class, +8 armor, +4 natural)

hp 208 (14 HD)

Immune fire, paralysis, sleep

Fort +20, **Ref** +10 +11 against traps), **Will** +13 (+18 and 1/day immediate action reroll against mind-affecting effect); Mad Foam Rager

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee +1 *keen everbright dire pick* +29/+24/+19 (2d6+28/19-20/x4) or

Melee 2 claws +28 (1d6+18) and Bite +23 (1d8+9)

Ranged rock (2d8+18)

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

Base Atk +11; **Grp** +33

Atk Options Cleave, Power Attack; breath weapon 1/day (6d8 fire, DC 21 half, 30 ft. cone), great swing, mighty rock throwing, mighty swing, rage 2/day (12 rounds)

Combat Gear *belt of battle*, *potion of cure serious wounds*, *third eye clarity*

Abilities Str 46, Dex 14, Con 28, Int 12, Wis 12, Cha 14

SQ ability boost +10, no time to think

Feats Cleave, Improved Initiative, Iron Will, Mad Foam Rager, Power Attack

Skills Climb +31, Disable Device +5, Hide +3, Intimidate +19, Jump +27, Move Silently +11, Open Lock +14, Sleight of Hand +11

Possessions combat gear plus +1 *keen everbright sizing dire pick*, +3 *breastplate*, *cloak of resistance* +2, *greater augment crystal of mind cloaking*

Ability Boost (Ex) Banaar gains a bonus to his Strength from the War Hulk prestige class.

Great Swing (Ex) As a full-round action, Banaar can make a single melee attack roll against three squares adjacent to one another that he threatens and apply that roll as an attack against each defender in those squares. If he uses a special attack (such as trip, disarm, or sunder), this special attack affects only the first target; the other creatures are attacked normally. Walls and similar obstacles can block a great swing. Starting with one square, each successive square chosen must be adjacent to the previous square and have line of effect from that square. Banaar may skip creatures, attacking only those he wants to. If he drops a foe with a great swing, he may cleave normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

No Time to Think (Ex) Banaar is considered to have 0 ranks in all Intelligence-, Wisdom-, and Charisma-based skills (Whether or not they bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Mighty Rock Throwing (Ex) Banaar can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments). The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

Mighty Swing (Ex) A mighty swing is like a great swing, except that it is a standard action rather than a full-round action.

Size Change (Su) At will, Banaar can change his size in a fashion similar to the enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Note While in his non-enlarged form, Banaar loses the benefit of the class features of the War Hulk class as he does not meet the prerequisites (Large size). He retains Hit Dice, saving throws, and base attack bonuses gained from the class.

Physical Description *Long, wild braids of flame red hair tumble from the skull of a monstrous gnome. Standing over a dozen feet tall, the creature tightens its grip on a wicked looking pick with its grotesquely proportioned arms, its veins bulging against scale-flecked skin.*

Should Banaar be forced to his natural size (Small), he gains -18 Strength, +4 Dexterity, -6 Constitution, +2 to attack bonus and Armor Class, and the following:

Atk Options sneak attack +3d6

Spell-Like Abilities (CL 8th):

At Will— *produce flame*, *scare* (DC 14), *shatter* (DC 14)

Skills Disable Device +13, Listen +11

4: MY GOOD BUDDY, IMIX

GREATER EMBER GUARD*

CR 17

**Monster Manual V 52*

LE Huge outsider (evil, extraplanar, fire, lawful)

Init +6; **Senses** darkvision 60 ft.; Listen +30, Spot +30
(+10 for one ember guard)

Aura fire (30 ft.); see text

Languages Infernal, Ignan

AC 33, touch 10, flat-footed 31

(-2 size, +2 Dex, +23 natural)

hp 225 (22 HD); fast healing 5; **DR** 15/good; death throes

Immune fire, poison

Resist acid 10, cold 10 critical hit or sneak attack 25%;
SR 32

Weakness vulnerability to cold

Fort +23, **Ref** +17, **Will** +17

Speed 30 ft. (6 squares)

Melee 2 slams +32 each (1d8+11/19-20 plus 1d6 fire)

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

Base Atk +22; **Grp** +41

Atk Options Large and in Charge, aligned strike (evil, lawful)

Special Actions death throes, fire breath

Abilities Str 32, Dex 15, Con 26, Int 3, Wis 18, Cha 9

Feats Ability Focus (fire breath), Great Fortitude, Improved Critical (slam), Improved Initiative, Large and in Charge, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Balance +21, Climb +31, Listen +30, Spot +30

Possessions *third eye aware* (1 ember guard)

Fire Aura (Su) If an ember guard is reduced to half of its full normal hit points or fewer, it emits a fire aura as flames start leaking from its body. Creatures take 2d6 points of fire damage at the end of each of the ember guard's turns if they are within 30 feet of it. Creatures within range can attempt DC 29 Fortitude saves for half damage. The save DC is Constitution-based.

Fortification (Ex) 25% chance to ignore the extra damage dealt by a critical hit or sneak attack.

Death Throes (Su) When killed, an ember guard explodes in a 60-foot-radius burst that deals 6d6 points of bludgeoning damage and 6d6 points of fire damage to everything in the area (Reflex DC 29 half). The save DC is Constitution-based.

Fire Breath (Su) 30-foot cone, once every 4 rounds, damage 11d6 fire plus *slow*, as the spell, for 4 rounds, Reflex DC 31 half damage and negates *slow*. The save DC is Constitution-based.

Physical Description *A hulking mass of stone and brass surges forward, puffs of acrid smoke leaking from its maw. Intense heat radiates from its surface, and smoke rises where it treads.*

5: THAT'S NO RUST MONSTER

GREATER GUULVORG* CR 14

**Monster Manual V* 76

CE Huge magical beast

Init +4; **Senses** darkvision 120 ft., low-light vision, scent; Listen +11, Spot +10

Languages Gnome, Worg

AC 26, touch 12, flat-footed 22

(-2 size, +4 Dex, +14 natural)

Immune cold

Resist fire 15

hp 212 (17 HD); boiling blood; **DR** 10/magic

Fort +17, **Ref** +14, **Will** +10

Speed 60 ft. (12 squares)

Melee bite +21 (2d6+9/19-20/x4 plus trip) and tail +19 (4d8+13)

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

Base Atk +17; **Grp** +34

Atk Options magic strike, quick tail, trip

Abilities Str 29, Dex 18, Con 24, Int 6, Wis 16, Cha 12

Feats Alertness, Combat Reflexes, Improved Critical (bite), Iron Will, Multiattack, Track

Skills Jump +21, Listen +11, Spot +10, Survival +10

Boiling Blood (Ex) A guulvorg's blood runs steaming hot. If an opponent adjacent to a guulvorg damages the creature with a melee weapon that deals piercing or slashing damage, that foe takes 1d10 points of fire damage (Reflex DC 25 half) from a spray of hot blood. The save DC is Constitution-based.

Quick Tail (Ex) A guulvorg needs only a standard action to make a bite attack and a tail attack. The tail deals the indicated damage plus 1-1/2 times the guulvorg's Strength bonus despite it being a secondary attack.

Trip (Ex) A guulvorg that hits with a bite can attempt to trip the opponent (+17 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the guulvorg.

Physical Description *The mouth of this gigantic black wolf can't contain the scythe-like fangs that emerge from the top and bottom. Bony protrusions jut from its spine, skull, and ribs, running down its serpentine tail, which ends in a bulb of bone. The creature's eyes burn with a malevolent red glow.*

RUST MONSTER OF LEGACY CR 14

Advanced half-farspawn* rust monster of legacy**

**Lords of Madness* 151

***Weapons of Legacy* 215

CE Large outsider (native, augmented aberration)

Init +5; **Senses** Listen +11, Spot +11; blindsense 120 ft., blindsight 60 ft., darkvision 120 ft., scent

AC 28, touch 14, flat-footed 23

(-1 size, +5 Dex, +4 armor, +10 natural)

hp 188 (15 HD); DR 10/magic

Immune poison

Resist acid 10, electricity 10, fire 10; SR 25

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

Speed 40 ft. (8 squares)

Melee 2 tentacles +16 (1d6+6) and

antenna +14 touch (rust) and

bite +14 (1d3+3)

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

Base Atk +11; **Grp** +21

Atk Options Combat Reflexes, Spectral Skirmisher, *true strike* 1/day

Special Actions change shape

Spell-Like Abilities (CL 15)

1/day – *greater invisibility*, *scintillating pattern* (DC 23), *stinking cloud* (DC 18), *telekinesis*, *touch of idiocy* (DC 17)

3/day – *blink*, *blur*, *ethereal jaunt*

Abilities Str 22, Dex 21, Con 26, Int 18, Wis 18, Cha 18

SQ legacy abilities, omen

Feats Alertness, Combat Reflexes, Extended Reach, Multiattack, Spectral Skirmisher, Track

Skills Hide +10, Listen +24, Move Silently +14, Spot +24

Possessions *fireflower pendant*

Rust (Ex) A rust monster that makes a successful touch attack with its antenna causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 29 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Legacy Abilities (Su) The rust monster enjoys a +3 resistance bonus to saves (1 List A, 2 List B choices), is treated as a major intelligent item (1 List D choice), and has a +4 Enhancement bonus to armor (1 List F choice).

Omen The monster's carapace has mirrored fragments that show unfathomable images of the Far Realms.

Change Shape (Su) As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. The rust monster retains all of its attributes and abilities except as noted below.

Amorphous Form

Melee 4 tentacles +16 (1d6+6)

SQ Amorphous (not subject to critical hits, cannot be flanked), creatures from the Material Plane take a -1 penalty on attack rolls against the farspawn in amorphous form; loses its rust ability.

6: LIQUID HOT MAGMA

GREATER MAGMA EXPLOSION TRAP CR 17

Description As the PCs cross the magma chamber, the persistent rumbling causes some of the ceiling to collapse, blocking the exit on either end of the path and possibly damaging the PCs. The cave-in also causes the magma to become unstable, spewing forth magma eruptions every round. To bypass the trap, the PCs may destroy the rocks blocking either exit, allowing escape, or deal enough cold damage to the magma disruption area to solidify it. Disable Device checks may be made to cause the rocks blocking an exit to collapse further, allowing passage.

Search DC N/A; **Type** Mechanical

Trigger Location; **Init** +8

Effect Round 1: falling rocks (15d6 bludgeoning damage, Reflex DC 25 half); targets who fail their save are also knocked prone by the rocks. Each round after the first: magma eruption (15d6 fire damage plus 7d6 fire damage each of the next two rounds, Reflex DC 25 half).

Duration 20 rounds

Destruction hp 255, hardness 8 (acid and sonic damage ignore hardness and deal 1-1/2 x damage) (each blocked exit)

Destruction AC 33; hp 76 (only cold or water damage applies; fire damage 'heals' the disruption) (magma disruption)

Disarm Disable Device DC 32 (each exit or ceiling area above disruption)

7: GIANT METAL THING

MERCHURION* CR 17

**Monster Manual V* 102

CE Huge construct (living construct)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Common, Giant, Terran

AC 31, touch 15, flat-footed 24; Dodge, Mobility (-2 size, +7 Dex, +16 natural)

hp 319 (22 HD); **DR** 10/magic and silver

Immune fire, poison, *sleep* effects, paralysis, disease, nausea, fatigue, exhaustion, energy drain

Weakness vulnerability to sonic

Fort +16, **Ref** +14, **Will** +11

Speed 60 ft. (12 squares); Spring Attack

Melee +3 *silvered longaxe* +30/+25/+20/+15 (4d6+15/x3) or

Melee +3 *silvered mancatcher* +28/+23/+18/+13 (1d6+15 nonlethal plus grapple)

Space 15 ft.; **Reach** 15 ft., 30 ft. with reach

Base Atk +16; **Grp** +33

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Power Attack (longaxe), absorb properties, magic strike

Special Actions generate weapon

Abilities Str 28, Dex 25, Con 28, Int 10, Wis 14, Cha 17
SQ living construct traits

Feats Awesome Blow, Cleave, Dodge, Greater Weapon Focus (generated weapon)^B, Improved Bull Rush, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (generated weapon)^B

Skills Climb +17, Intimidate +12, Jump +29, Listen +10, Spot +10, Survival +11

Absorb Properties (Ex) If a mercurion is successfully struck by a magic weapon, all that weapon's properties are absorbed by the mercurion for 1 hour. The weapon loses its properties during that time (or until the mercurion is slain). A mercurion can manifest any of these absorbed properties in its generated weapon.

A mercurion can absorb and manifest weapon properties totaling a +5 enhancement bonus (*DMG* 223) or a market value of up to 50,000 gp. Properties beyond these limits are not absorbed. If a weapon has properties in excess of these limits, the weakest properties are absorbed first.

As an immediate action, a mercurion can choose to give up absorbed properties to absorb new properties. If it does so, the properties the mercurion gives up are restored to the weapon they were absorbed from.

Manifested weapon properties must be suitable for the type of weapon a mercurion generates. Unsuitable properties can be absorbed and count toward the total limit of properties even if they cannot be manifested. For example, a mercurion could absorb the disruption property from a *mace of disruption*, but could not manifest that property in a battleaxe.

A mercurion does not absorb the enhancement bonus from a weapon whose properties it absorbs. So, weapons that lose properties continue to function with their magical enhancement bonus as normal.

Generate Weapon (Su) A mercurion can spontaneously create a single weapon from its flowing metal form. Such weapons have a +3 enhancement bonus and are treated as silvered weapons for the purpose of overcoming damage reduction. If a generated weapon ever leaves the mercurion's hand, that weapon immediately melts into a pool of harmless silver liquid.

A mercurion is proficient with any weapon it generates using this ability, even an exotic one.

Physical Description *A metal colossus stands amidst the magma, its form shifting and flowing like liquid. The creature moves with a grace that belies its powerful, humanlike form, and you see that its metallic sheen is no suit of armor. Its eyes bear the same gleam as the rivers of silver running down its arms, which flow together to take the shape of an over-large axe.*

APPENDIX 2: NEW RULES OPTIONS

FEATS

Captivating Melody

Prerequisite: Bardic music, ability to cast arcane spells.

Benefit: As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability. For instance if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

Source: *Complete Mage* 40.

Extended Reach [Monstrous]

Prerequisite: Small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Source: *Savage Species* 34.

Goad

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The goad is a mind-affecting ability.) When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats.

Source: *Complete Adventurer* 109.

Large and in Charge [General]

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Source: *Draconomicon* 71.

Lingering Song

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

Source: *Complete Adventurer* 111.

Lyric Spell [Bardic Music]

Prerequisites: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd-level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3rd-level spell requires four daily uses of your bardic music ability.

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus, if you use one. You cannot use Lyric Spell to cast a spell improved by the Silent Spell metamagic feat.

Source: *Complete Adventurer* 113.

Mad Foam Rager

Prerequisite: Rage or frenzy ability.

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

Source: *Player's Handbook* II 80.

Melodic Casting

Prerequisite: Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature.

Benefit: Whenever a Concentration check would be required to cast a spell or use a spell-like ability (such as when you cast defensively or are distracted or injured while casting), you can make a Perform check instead.

In addition, you can cast spells and activate magic items by command word or spell completion while using a bardic music ability. Bardic music abilities that require concentration still take a standard action to perform.

Normal: A bard can't cast spells or activate magic items by command word or spell completion while using bardic music.

Source: *Complete Mage* 44.

Reach Spell [Metamagic]

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 on 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.

Spectral Skirmisher

Prerequisite: Base attack bonus +6.

Benefit: While you are invisible, you gain additional benefits. Creatures unable to see you due to invisibility take a -5 penalty to Listen checks to detect you. A creature using a melee attack against the square you occupy provokes an attack of opportunity from you. You must choose to make this attack before checking to see if the creature finds you. If you attack and hit, the creature automatically finds you in your square. See page 152 of the *Player's Handbook* and page 295 of the *Dungeon Master's Guide* for the effects of invisibility on combat.

Special: A fighter can select Spectral Skirmisher as one of his fighter bonus feats.

Source: *Player's Handbook* II 83.

Telling Blow

Prerequisite: Skirmish or sneak attack ability.

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

Source: *Player's Handbook* II 83.

Titan Fighting [Racial]

Prerequisites: Dodge, racial dodge bonus to Armor Class against monsters of the giant type.

Benefit: When you designate a creature at least one size category larger than you as the target of your

Dodge feat, you apply your racial dodge bonus to Armor Class against monsters of the giant type against attacks from that opponent (regardless of its creature type) instead of the +1 bonus granted by the Dodge feat.

Special: A fighter may select Titan Fighting as one of his fighter bonus feats.

Source: *Races of Stone* 115.

ITEMS

Belt of Battle

Price (Item Level): 12,000 gp (13th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: — and swift (mental)

Weight: —

This leather belt bears a platinum buckle set with three small black pearls.

A *belt of battle* helps you avoid being caught off guard in combat and allows occasional bursts of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

In addition, a *belt of battle* has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action.

2 charges: 1 standard action.

3 charges: 1 full-round action.

Prerequisites: Craft Wondrous Item, haste.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Source: *Magic Item Compendium* 73.

Blueshine

Price: +1,500 gp

Property: Metal armor

Caster Level: 12th

Aura: Strong; (DC 21) abjuration

Activation: —

This armor glistens with a blue-black sheen, as if it were covered in oily liquid sapphire.

A suit of armor imbued with this property never tarnishes and is immune to acid damage and rusting effects. While wearing blueshine armor, you gain a +2 competence bonus on Hide checks.

Prerequisites: Craft Magic Arms and Armor, Craft (alchemy) 5 ranks.

Cost to Create: 750 gp, 60 XP, 2 days.

Source: *Magic Item Compendium* 9.

Commander

Price: +2,000 gp

Property: Armor or shield

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: —

This item looks particularly clean and bright—in fact, it almost seems to shine with its own light.

A suit of armor or shield that has this property always appears brilliant and gleaming, even in filthy or squalid conditions, though it doesn't shed any useful light. Attempts to paint over or obscure its finish do not diminish its brightness.

While wearing commander armor or carrying a commander shield, you gain a +2 competence bonus on Diplomacy checks, and each ally within 30 feet of you (not including yourself) gains a +1 morale bonus on Will saves. However, the shiny finish makes you so noticeable that you also take a –5 penalty on Hide checks (in addition to the normal armor check penalty).

Prerequisites: Craft Magic Arms and Armor, *eagle's splendor*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 10.

Crystal of Mind Cloaking

Price (Item Level): 500 gp (3rd) (least), 4,000 gp (8th) (lesser), or 10,000 gp (12th) (greater)

Body Slot: — (armor crystal)

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: —; see text

Weight: —

This crystal is black as a clouded night sky.

A crystal of mind cloaking protects you against mental infiltration.

Least: This augment crystal grants you a +1 competence bonus on saving throws against mind-affecting spells and abilities.

Lesser: As above, except the crystal grants a +3 competence bonus.

Greater: As above, except the crystal grants a +5 competence bonus. In addition, if you fail a save against a mind-affecting spell or ability, you can choose to reroll the save as an immediate (mental) action. This ability functions once per day.

Prerequisites: Craft Magic Arms and Armor, resistance.

Cost to Create: 250 gp, 20 XP, 1 day (least); 2,000 gp, 160 XP, 4 days (lesser); 5,000 gp, 400 XP, 10 days (greater).

Source: *Magic Item Compendium* 25.

Everbright

Price: +2,000 gp

Property: Weapon

Caster Level: 12th

Aura: Strong; (DC 21) evocation

Activation: Standard (command)

Flecks of marble and pearl shimmer across this weapon, set within images of bursting stars and beaming suns.

An everbright weapon can flash with a brilliant light twice per day at your command. When it is activated, all creatures within 20 feet of you are blinded for 1 round (Reflex DC 14 negates).

An everbright weapon is also immune to acid damage and rusting effects.

Prerequisites: Craft Magic Arms and Armor, *searing light*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 34.

Fireflower Pendant

Price (Item Level): 13,000 gp (13th)

Body Slot: Throat

Caster Level: 13th

Aura: Strong; (DC 21) abjuration

Activation: — or immediate (command)

Weight: —

This fragile pendant is constructed from rose gold and shaped into the form of a flower. It is set with many tiny fire opals.

A fireflower pendant provides you with resistance—or even brief immunity—to fiery attacks. While it is worn, you gain resistance to fire 10. This is a continuous effect and requires no activation.

When you activate the pendant, you gain immunity to fire until the start of your next turn. However, doing this renders the pendant powerless for 1 hour thereafter.

Prerequisites: Craft Wondrous Item, *energy immunity*, *resist energy*.

Cost to Create: 6,500 gp, 520 XP, 13 days.

Source: *Magic Item Compendium* 100.

Impaling

Price: +1 bonus

Property: Piercing melee weapon

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: Swift (command)

This weapon has a particularly sharp and slim point.

Three times per day, you can activate this weapon to treat its next attack (if made before the end of your turn) as a touch attack. You must declare that you are using this property before making your attack roll. If the attack misses, the use is wasted.

Prerequisites: Craft Magic Arms and Armor, find the gap (SpC 91).

Cost to Create: Varies.

Source: *Magic Item Compendium* 37.

Longaxe

A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner, you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision. You cannot wield it as both a reach weapon and a normal weapon in the same turn.

Characters proficient with the longaxe can treat it as a greataxe for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Cost: 35 gp; **Dmg (H):** 4d6; **Critical:** x3; **Range Increment:** -; **Weight:** 15 lb.; **Type:** Slashing

Source: *Complete Adventurer* 116.

Mancatcher

City guards and others who prefer to capture their opponents unharmed use the mancatcher. A wielder who hits a target of its size or one size category smaller than it with a mancatcher can immediately attempt to grapple (as a free action) without provoking an attack of opportunity. Any grapple check you make using a mancatcher includes the mancatcher's enhancement bonus (if any) and any other bonuses you might have on attack rolls with the weapon (such as from the Weapon Focus feat). If you grapple a target with a mancatcher, you are considered grappling, but unless your target can reach you, he can't attempt to attack you, damage you, or pin you. You can escape the grapple automatically by releasing the target as a standard action.

In addition to the normal options available to a grappler, the wielder of a mancatcher can attempt to force his target to the ground (the equivalent of a trip attack, though no attack roll is necessary). The mancatcher is a reach weapon and cannot be used against adjacent opponents.

Cost: 20 gp; **Dmg (H):** 1d8 nonlethal; **Critical:** x2; **Range Increment:** -; **Weight:** 8 lb.; **Type:** Bludgeoning; Reach Weapon

Source: *Complete Warrior* 157.

Pick, Dire

A dire pick resembles a heavy pick, but with a longer shaft and a more massive head. A dire pick is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a dire pick two-handed as a martial weapon.

Cost: 30 gp; **Dmg (L):** 2d6; **Critical:** x4; **Range Increment:** -; **Weight:** 12 lb.; **Type:** Piercing

Source: *Complete Warrior* 157.

Regalia of the Hero [Magic Item Set]

Collection Benefits

2 Pieces: You can grant a single ally within 30 feet (other than yourself) a +5 insight bonus on a single attack, save, or skill check as an immediate (command) action. This ability functions once per day.

3 Pieces: You use a standard (command) action to grant a single ally within 30 feet (other than you) an extra move action, taken immediately. (If you have the marshal's grant move action class feature, this benefit instead affects all allies within 30 feet of you.) This ability functions once per day.

Badge of Valor

Price (Item Level): 1,400 gp (5th)

Body Slot: Throat

Caster Level: 5th

Aura: Moderate; (DC 17) abjuration

Activation: Immediate (mental)

Weight: —

This badge is stamped with the image of an impenetrable fortress over which shines a golden sun.

When you activate a *badge of valor*, you and all allies within 60 feet gain a +2 bonus on the next save you or they make against a charm or fear effect before the start of your next turn.

If you have the bardic music ability to inspire courage, you can activate a *badge of valor* to increase the bonus granted by that ability by 1 for the duration of its effect.

A *badge of valor* functions three times per day.

Prerequisites: Craft Wondrous Item, *remove fear*, possession of a piece of the set.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 208.

Helm of Tactics

Price (Item Level): 2,000 gp (6th)

Body Slot: Head

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift (mental)

Weight: 1 lb.

This metallic helm is forged of a gray, strangely swirled iron alloy.

When you activate a *helm of tactics*, you and all allies within 60 feet gain a +2 bonus on melee weapon damage rolls against enemies that you or they are flanking. This benefit lasts for 10 rounds, but allies who move more than 60 feet from you lose the benefit until they return within the area.

If you are a marshal, you can activate a *helm of tactics* to increase the effect of your minor aura by 1. This effect lasts for 10 rounds.

A *helm of tactics* functions three times per day.

Prerequisites: Craft Wondrous Item, fox's cunning, possession of a piece of the set.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 208.

Horn of Resilience

Price (Item Level): 5,000 gp (9th)

Body Slot: — (held)

Caster Level: 8th

Aura: Moderate; (DC 19) enchantment

Activation: Standard (manipulated)

Weight: —

This bone horn is banded with a golden-hued iron alloy. The image of an idealized fortress is scribed deeply in the horn's side.

When you activate a *horn of resilience*, you and all allies within 30 feet gain damage reduction 5/—. This benefit lasts for 5 rounds, but allies who move more than 30 feet from you lose the benefit until they return within the area.

If you are a marshal, you can activate a *horn of resilience* to increase the effect of your major aura by 1. This effect lasts for 5 rounds.

If you have the bardic music ability to inspire greatness, you can activate a *horn of resilience* to grant the target of that ability an extra 50 temporary hit points. These hit points last until depleted or the duration of your inspire greatness ability ends, and they don't stack with any other source of temporary hit points.

A *horn of resilience* functions two times per day.

Prerequisites: Craft Wondrous Item, heroism, possession of a piece of the set.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Source: *Magic Item Compendium* 208.

Runestaff of Forced Happiness

Price (Item Level): 18,000 gp (14th)

Body Slot: — (held)

Caster Level: 16th

Aura: Strong; (DC 23) enchantment

Activation: As spell used

Weight: 3 lb.

This smooth alabaster staff feels hollow, but doesn't seem fragile or easily chipped.

A runestaff of forced happiness allows you to cast any of the following spells (each two times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *celebration* (SC 44)
- *Otto's irresistible dance*
- *Tasha's hideous laughter*

Prerequisites: Craft Staff, *celebration*, *Otto's irresistible dance*, *Tasha's hideous laughter*.

Cost to Create: 9,000 gp, 720 XP, 18 days.

Source: *Magic Item Compendium* 180.

Sizing

Price: +5,000 gp

Property: Weapon

Caster Level: 9th

Aura: Moderate; (DC 19) transmutation

Activation: Swift (command)

This weapon features a series of decorative nubs on the hilt or haft.

Activating a sizing weapon changes its size category to any other that you desire.

Prerequisites: Craft Magic Arms and Armor, *shrink item*.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Source: *Magic Item Compendium* 36.

Third Eye Aware

Price (Item Level): 10,000 gp (12th)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) divination

Activation: —

Weight: —

This crystal glows with a pale, faint blue light.

This crystal continually grants you a +10 competence bonus on Spot checks.

Prerequisites: Craft Wondrous Item, Spot 10 ranks.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Source: *Magic Item Compendium* 140.

Third Eye Clarity

Price (Item Level): 3,000 gp (7th)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Immediate (mental)

Weight: —

This crystal is so clear that it is difficult to see.

You can activate this crystal to negate any one of the following conditions affecting you: confused, dazed, fascinated, or stunned.

You can activate the eye in response to an effect that would impose one of these conditions (for instance, after failing your save against a monk's Stunning Fist attack but before the stun takes effect).

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *panacea* (SC 152).

Cost to Create: 1,500 gp, 120 XP, 3 days.

Source: *Magic Item Compendium* 141.

SPELLS

Bolts of Bedevilment

Enchantment [Mind-Affecting]

Level: Bard 5, Madness 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With a strangled peal of laughter to complete the spell, you point your hand at your enemy and fire a black beam from your finger.

This spell grants you the ability to make one ray attack per round. You must succeed on a ranged touch attack with the ray to strike a target. A living creature struck by the ray is dazed for 1d3 rounds if it fails its save.

Source: *Spell Compendium* 37.

Celebration

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 4

Components: V, S

Casting Time: 1 standard action

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

Targets: All creatures in a 15-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

With a few slurred words and fumbling motions, you complete the spell and prepare to perform.

You cause any creatures in the area to feel increasingly more intoxicated the longer you perform a drinking song. In the round this spell is cast, all creatures that fail their saving throws take a -2 penalty to Dexterity, Intelligence, and Wisdom.

If you use a standard action to continue performing in a second consecutive round, each affected creature must succeed on a second Will saving throw or become nauseated. Succeeding on this saving

throw prevents the nausea, and the creature is immune to further effects of this spell.

If you use a standard action to continue performing in a third consecutive round, any affected creatures must succeed on a Will save or pass out, becoming unconscious and helpless.

Source: *Spell Compendium* 44.

Curse of Impending Blades

Necromancy

Level: Bard 2, ranger 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You grip the nail-pierced hunk of leather and cast the spell. A small black dagger jets from the tip of the nail and strikes your opponent squarely in the chest.

The target of the spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a -2 penalty to AC.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Arcane Material Component: A nail through a piece of leather.

Source: *Spell Compendium* 56.

Dirge of Discord

Enchantment (Compulsion, Evil) [Mind-Affecting]

Level: Bard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20 ft.-radius spread

Duration: Concentration + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create an unholy, cacophonous dirge that fills the subjects' minds with the screams of the dying, the wailing of the damned, and the howling of the mad. Affected creatures take a -4 penalty to attack rolls and Concentration checks, a -4 penalty to Dexterity, and a 50% reduction in their speed (to a minimum of 5 feet).

Material Component: A pinch of ashes from a destrachan.

Source: *Complete Adventurer* 145.

Endless Slumber

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 5, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 full round

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

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

As you utter the final syllable, your foe's eye roll up in her head. She falls, snoring softly even as she hits the ground.

You put a single subject into a magically induced slumber that lasts indefinitely. Normal stimuli, such as shouting or prodding, are insufficient to wake the subject, but any damage dealt to the subject causes her to rouse immediately. The subject can attempt a new save every 24 hours to awaken early. The subject does not need to eat or drink during this time.

Material Component: A pinch of black sand.

Source: *Complete Mage* 103.

Entice Gift

Enchantment [Mind-Affecting]

Level: Bard 2, Greed 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You cast the spell and a purple glow appears in your mark's eyes. You hold out your hand and demand the object it holds in a compelling voice.

You enchant a creature so that it feels suddenly compelled to give you what it is holding when you cast this spell. On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action. This spell allows you to act out of turn and accept the "gift" if the creature reaches you to hand you the object (assuming you have a free hand and can accept it). The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back if desired. If the subject is prevented from doing as the spell compels, the spell has no effect. For example, if the subject is paralyzed and cannot move or drop the item, nothing happens.

Source: *Spell Compendium* 83.

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Source: *Spell Compendium* 124.

Ironthunder Horn

Transmutation [Sonic]

Level: Bard 1, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

The last words of your spell boom out with a thundering roar, knocking the foes in your path off their feet.

You create a deep resonant vibration that can shake creatures off their feet. Creatures in the area must succeed on a Reflex saving throw or fall prone.

Source: *Spell Compendium* 126.

Joyful Noise

Abjuration

Level: Bard 1

Components: S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: Concentration; see text

Saving Throw: None

Spell Resistance: No

You stomp your foot on the ground, creating a ripple of noise that unleashes suppressed sounds behind it.

You create sonic vibrations that negate any magical *silence* effect in the area. This zone of negation moves with you and lasts as long as you continue to concentrate. The *silence* effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the *joyful noise* effect.

Source: *Spell Compendium* 127.

Love's Lament

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3

Components: V

Casting Time: 1 standard action

Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Dirge-like music fills the area, reminding those in range of lost loves and life's disappointments.

Creatures within the area of this spell that fail their saves take 1d6 points of Wisdom damage and are nauseated for 1d4 rounds.

Source: *Spell Compendium* 134.

Mirror Image, Greater

Illusion (figment)
Level: Bard 4, beguiler 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 immediate action
Range: Personal, see text for *mirror image* (PH 254)
Target: You
Duration: 1 minute/level (D)

Several illusory duplicates of you pop into being.

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

Source: *Player's Handbook II* 120.

Phantom Threat

Illusion (Phantasm) [Mind-Affecting]
Level: Bard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Reaching out to your foe's mind, you cause him to feel as though a threat looms close behind no matter which way he turns.

You create the sensation in the subject's mind that it is threatened by more foes than it actually faces. Though the subject doesn't actually perceive any additional enemies (and thus doesn't waste any attacks on the phantasm), a creature affected by this spell is considered flanked, even if not threatened by other creatures. No amount of convincing by others can help the subject of this spell avoid its effect—only a successful saving throw against the spell when initially cast can help the target. A creature that can't be flanked is immune to this spell.

Source: *Spell Compendium* p157

Ray of Dizziness

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 3, sorcerer/wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

You release a drab violet ray from your palm. The ray shoots toward your target in a spiraling corkscrew.

You strike out at your enemy with a ray that causes intense feelings of vertigo. You must succeed on a ranged touch attack with the ray to strike a target. A struck subject experiences strong feelings of vertigo and can take only a move action or a standard action each round (but not both, and it cannot take a full-round action).

Focus: A small top.

Source: *Spell Compendium* 166.

Revenance

Conjuration (Healing)
Level: Bard 6, blackguard 4, cleric 4, paladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Dead ally touched
Duration: 1 minute/level
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

You rush to your fallen companion amid the chaos of the battle and cry out the words that will bring her back for one last fight.

This spell brings a dead ally temporarily back to life. The subject can have been dead for up to 1 round per level. Your target functions as if a *raise dead* spell (PH 268) had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While under the effect of this spell, the subject is not affected by spells that raise the dead.

The subject gains a +1 morale bonus on attack rolls, damage rolls, saves, and checks against the creature that killed her.

Source: *Spell Compendium* 175.

Shadow Spray

Illusion (Shadow)
Level: Sorcerer/wizard 2
Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 5-ft.-radius burst
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

As you finish casting this spell, ribbonlike shadows burst outward from the midst of your foes.

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the point of origin. Creatures in the area take 4 points of Strength damage and are dazed for 1 round.

Material Component: A handful of black ribbons.

Source: *Spell Compendium* 186.

Spell Theft

Abjuration

Level: Bard 4, hexblade 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Winding your magical grip around the dweomers that augment your opponent, you rip them away and feel their energy rise around you.

You attempt to steal an opponent's beneficial spell effects for yourself. Upon casting this spell, you instantly discern all spells currently affecting the target (including their effects). For each spell so discerned, you can make a dispel check (1d20 + your caster level, maximum +15) against a DC of 11 + the spell's caster level. If the check succeeds, you gain the effect of the spell for the remainder of its duration, as if it had been cast on you instead of the original target, and the opponent loses that effect.

Only spells capable of being dispelled can be affected by spell theft. In addition, if you are not a legal target of the spell to be stolen, your dispel check automatically fails. For example, if you cast spell theft on a dire bear affected by bull's strength and animal growth, you could steal only the effect of the first spell unless you were also of the animal type.

Source: CS p104

Transfix

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius emanation centered on a point in space

Duration: 1 hour/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

With a declaration, you finish your casting. Immediately, beings in the affected area cease moving, standing as still as statues.

This spell causes any Medium or smaller humanoids within the area of the spell to become paralyzed. When casting the spell, you must specify a condition that will end it ("Wait here until the dragon arrives"), even if that condition can never feasibly be met ("Stay here until the sun shines at night"). Subjects in the area that fail their saves immediately become aware of the condition, but they cannot communicate it due to their paralyzed state (although someone could use a spell such as *detect thoughts* to ascertain the condition). For every hour the creatures are transfixed before the condition is met, they are allowed another saving throw to break free of the spell's effect.

As long as the spell operates, any Medium or smaller humanoid that enters its area must make a successful saving throw or become transfixed with the same exit conditions (they too become aware of the exit conditions on becoming transfixed). Likewise, any creatures removed from the area are freed from the spell's effect.

An affected creature that is attacked gains a new saving throw to break free of the enchantment.

Material Component: A drop of pine resin.

Source: *Spell Compendium* 222.

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

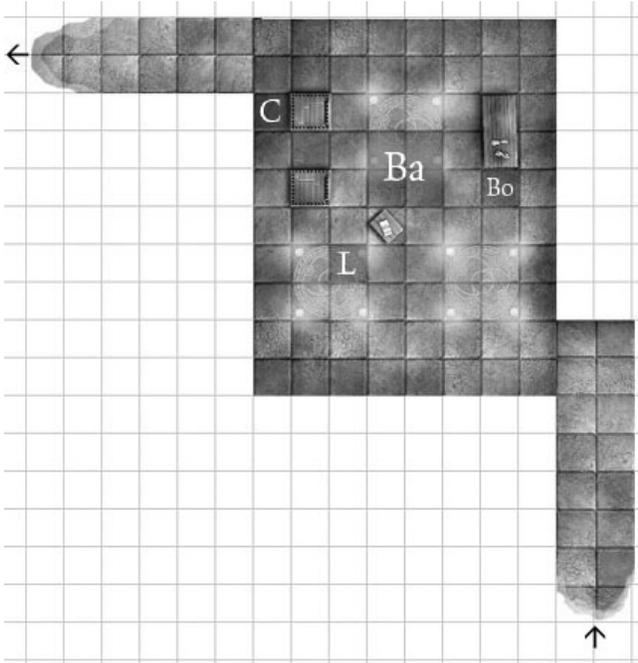
Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness.

All within the cone when the spell is cast take a -3 penalty on attack rolls, saving throws, ability checks, and skill checks.

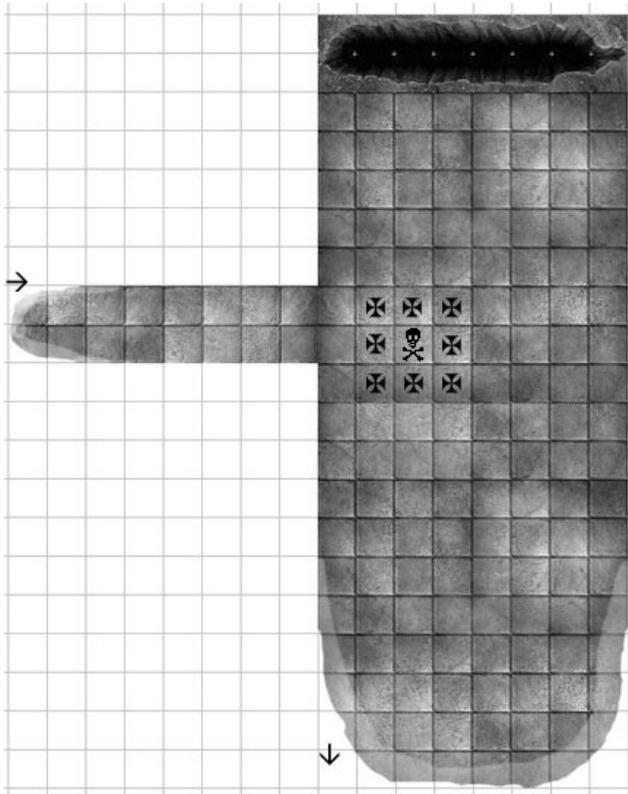
Material Component: Three tears.

Source: *Spell Compendium* 236.

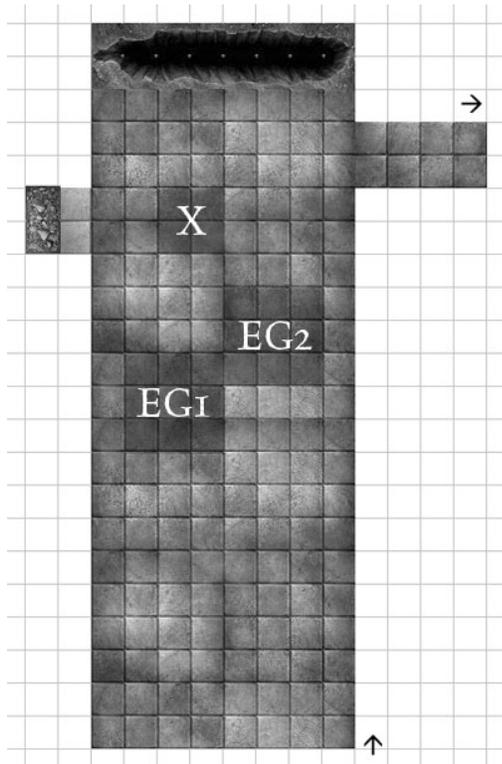
ENCOUNTER 2



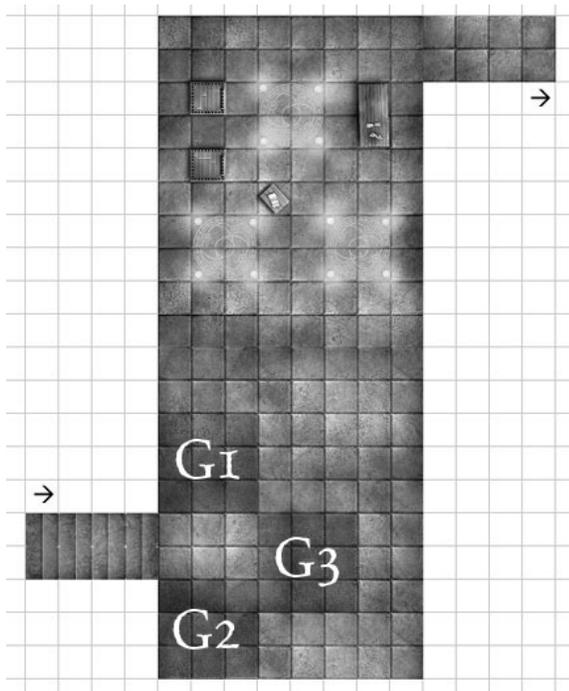
ENCOUNTER 3



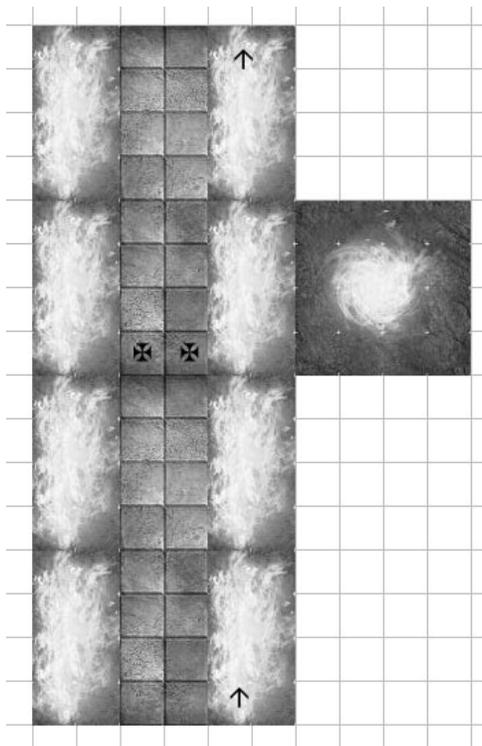
ENCOUNTER 4



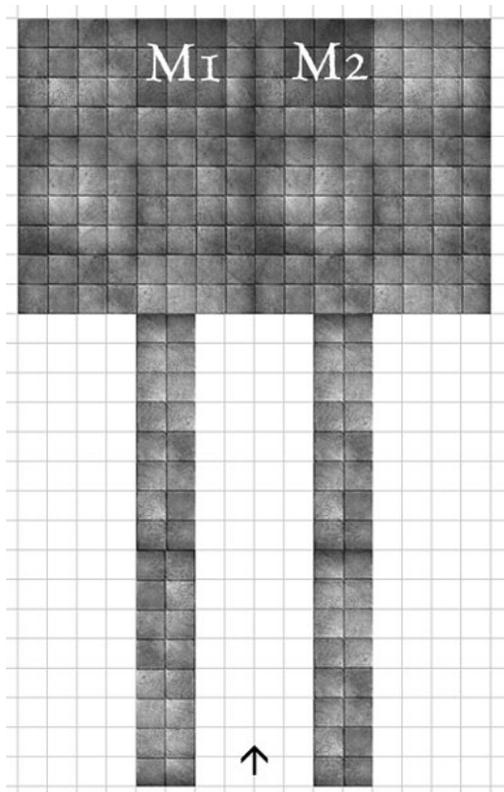
ENCOUNTER 5



ENCOUNTER 6



ENCOUNTER 7



PLAYER HANDOUT 1

Dawn of the 21st of Goodmonth finds you in the city of Critwall, just south of the Empire of Iuz and north of the Nyr Dyv. As you go about your routines, preparing yourself for the day, you hear a knock at your door. After taking the standard adventurer precautions against assassins and old enemies, you discover a messenger boy in the hall. He wears a simple tabard displaying a single star above a milky nebula. (Knowledge (religion) DC 15 or Knowledge (arcana) DC 20 to recognize the holy symbol of Bahamut) The boy looks you up and down, perhaps satisfying himself that you fit the description he was given, then hands you a note and then leaves, without even asking for a tip.

Upon opening the note, your standard adventurer precautions against trapped notes revealing no sinister indications, you find the following request for aid:

Friend,

My name is Gildor Arcanix, and I have great and urgent need of your assistance. If we have not previously met, I hope that one of your colleagues or companions has heard of me and can vouch for my Good cause. I am the leader of a group dedicated to hunting the spawn of The Chromatic Dragon and thwarting Her vile plans whenever possible. Following clues recently discovered within White Plume Mountain and based on the divinations of my most trusted allies, I have come to the conclusion that Her former consort, Dragotha, is seeking an artifact of potent Evil with powers over life and death. This artifact, a large crystal skull, was likely left by Keraptis within the bowels of White Plume Mountain, the former demesne of Keraptis the archmage. I need your help in recovering the crystal skull of Keraptis before Dragotha's minions can; I would like you to leave this morning. Please meet me within the hour at the local shrine to the Platinum Dragon to discuss further details.

Gildor Arcanix