

Affinity & Discord

A One-Round Dungeons & Dragons® Living Greyhawk™
Iuz's Border States Metaregional Adventure

Version .99

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Being tipped off by Gildor about several 'draconic' hives within Chendl, the capital of Furyondy, you've been tasked with removal of one such location. What will you find within the depths of Chendl, and what is up with all the recent draconic activity? Perhaps cleaning house in Chendl might answer that and more. Afterwards what rewards would King Belvor have for one such as you? A one-round Iuz's Border States Metaregional adventure set in Furyondy for APLs 8-14. PCs that detect as evil or have equipment that detect as evil are STRONGLY encouraged to not play this scenario.

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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For questions specific to this document, please e-mail your Circle member at circle@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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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: PH, DMG, and MM.

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.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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.

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Over the last year, several Draconic cults have cropped all around the Iuz Meta-region. On several occasions, adventurers have tracked down some of the cultists and arrived too late, only to have to guess what they wanted in each area. Some PCs may have even guessed at a common theme between the various cults. During this adventure proof of the PCs beliefs of a common tie may become reality.

Several years ago, a botched spell to protect the Capital of Furyondy, Chendl, from the forces of evil caused a spell shield to go up around the city. This shield had multiple effects. Primarily, the city was always under nightfall and undead could walk openly without problems from the sun. Secondly, undead were bolstered. Finally, divinatory magic was problematic and caused many an adventurer to fall unconscious. The main players in the shield were Thrommel (Vampire son of King Thrommel IV), Karzalin (missing member of the Chamber of Four and presumed traitor to the crown), and various churches around Furyondy.

With the fall of the Shield around Chendl at the end of CY 596, many undead have been left with few places to hide. King Belvor has charged various churches with uncovering any hideouts and the 'pest control' that he views as the cleaning up of the undead pestilence. Unfortunately, this has left several locations 'open' for new tenants, and since you hardly ever notice anything that is directly beneath your nose, new tenants have moved it and begun to occupy them.

These new tenants are part of several draconic cults that have been showing up of late. There is a cult dedicated to one of each of the five chromatic dragons. However, despite their belief that they moved into town quietly, their arrival was noticed by one of the towns guardsmen, who happens to belong to the Oathsworn Slayers. This guardsman notified Gildor Arcanix, whom contacted King Belvor IV for permission to 'deploy' some teams into town to quietly destroy them in a simultaneous strike upon all five locations. The PCs have been hired to take out one of those five locations based upon their strengths.

ADVENTURE SUMMARY

INTRODUCTION

PCs are hired to 'attack' one of five locations within Chendl that are believed to be hideouts for draconic cults.

1: THE CHROMATIC ARRAY

Deal with the cultists with extreme prejudice. After dealing with the cultists, the PCs were to report the 'guardsman' who hired them (a member of the Oathsworn Slayers), who then takes them to King Belvor IV.

2: IT'S GOOD TO BE THE KING!

As thanks, and as a way to recognize the PCs for their good deeds, King Belvor IV asks the PCs to escort him to a meeting with the Ketites.

3: MISSION POSSIBLE!

PCs work with King Belvor IV's guards and sets up the transportation plans. Belvor insists on traveling by normal means because he wants the populace to 'see' him and know that he is still alive, active, and cares about the people he governs. During the planning of the trip, PCs have the opportunity to discover the fact that there is someone inside the King's court that is out to 'eliminate' the King.

4: MINGLING WITH THE COMMON FOLK

This encounter is simply a summary of many of the sites along the route from Chendl to Caronis.

5: BEST SERVED COLD

Belvor, and his guards, are attacked by agents of Iuz that are out assassinate the King now that he is out of the confines & protections of his 'castle'. If the PCs are having too easy a fight during Encounter 5, Encounter 6 happens right on top of it.

6: WRATH OF THE DRAGON!

PCs are attacked by agents of the creature behind the recent draconic activity that is intent upon revenge against the PCs for their attacks at the beginning of the

scenario. If the PCs are having too easy a fight during Encounter 5, Encounter 6 happens right on top of it.

CONCLUSION

If the PCs were able to defeat the creatures in Encounter 5, they discover that Iuz is about to attempt to infiltrate the spies into the various regions around the Iuz Meta-region.

If the PCs were able to defeat the creatures in Encounter 6, they discover that there is a unifying tie between all the draconic activity in and around the Iuz Meta-region.

King Belvor thanks the PCs for their assistance.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

Specifically for this scenario you should check with the PCs to find out who has played the following scenarios: IUZ 6-01 (The Great Northern Expedition), IUZ 6-02 (Blue Scales, Red Secrets), IUZ 6-04 (Acid Test), IUZ 6-06 (Drach Treielabone), IUZ 6-07 (Stone Cold), IUZ 6-08 (Over the River & Through the Woods) and IUZ 7-01 (The Seven Tests of Irinna Qu'lla). For each scenario played by a particular PC, increase their 'score' by 1. This number will be used in Encounter 7.

INTRODUCTION

ENCOUNTER OVERVIEW

PCs are hired to 'attack' one of five locations within Chendl that are believed to be hideouts for draconic cults.

Roll on the below chart to determine the 'color' of the dragon that the cultists worship (affects the draconic shaman faced during Encounter 1). What happens behind the scenes is the true 'leader' of the cultists is having them move about the city, occasionally trading lairs with other cultists, so as not to draw overly much attention to themselves.

1 or 2	3 or 4	5 or 6	7 or 8	9 or 10
White	Black	Red	Blue	Green

ENVIRONMENTAL EFFECTS

Mostly overcast with no chance of rain. Late evening, about 10pm, on Starday (Saturday) of Coldeven, just prior to the Growfest holiday.

Earlier this week you received a missive from one Gildor Arcanix, a friend many of you have made over the course of the last year or so. Many of you know of him because he belongs to a group that is attempting to find and destroy any evil draconic cults throughout the Flanaess. The missive simply stated to “come to Chendl as quickly as you possibly could. I need to ask a favor of you.” Arriving several days ago, it wasn’t until yesterday that you were brought together as a group and informed as to what was happening and why you were called here.

After meeting you at a local tavern, getting a private room to speak with you in, and then without any further ado, Gildor began. “It seems like the various draconic problems that some of you have brought to my groups attention were just the tip of the iceberg. One of my informants here about has noticed some strange beings around Chendl. Now, that is not unheard of with the undead problem that Furyondy has been having, but these people do not even fit in with that crowd. Apparently, five separate groups, each a representative for one of the chromatic dragon types, has set up shop here in Furyondy.”

“King Belvor IV has given me permission to strike at these rodents here in Chendl and he’s even allowing me to call upon Furyondy resources to do it. He’s providing some of his royal guard to block off portions of the sewer system while various groups attack the encampments simultaneously. Now, I can’t believe that five different draconic sects would set up camp here in Chendl coincidentally, all at the same time. Therefore, I believe that there is a connection between the various groups, and I am hoping you find it before they have a chance to destroy it when you attack.”

Gildor then looks at your group and asks “So, since we attack within the hour, what is your color of choice, hmm?”

The PCs likely have questions, below are some of the expected ones with the appropriate answers.

- Are we fighting a dragon? What are we fighting? *“Our information has led us to believe that you should be fighting approximately a dozen humanoids that worship a particular chromatic dragon color, not the dragon itself. If they have any ‘draconic’ like abilities, then they will likely be tied to that color.”*
- Where will we be fighting? What’s the attack Plan? *The cultists have taken up shelter in some of the abandoned homes around town. Throughout the day, we have been covertly stationing guardsmen loyal to King Belvor throughout town, at key*

escape points. Just moments prior to 3 bells past sundown I would like you to do one of two things. either make your way down the road towards the hideout and act like you are a group returning home after a night at the local Tavern, or something similar, or to hide out inside an opera house just across the street from the believed cultist hideout. The bell will toll 12 times, a mistake. On the 12th tolling of the bell we want you to attack the hideout. Several will try to get away, let them, as we have other agents in place to take care of them. Your focus is to destroy the ones left in the building before they can destroy any of their paperwork. You MUST get inside as quickly as possible and stop them from destroying any information that may be useful to my organization.

- Are there other locations/groups/cultists? *“There are 5 groups located within Chendl at this time. They are aligned in such away as to create a start pattern, with the Castle at its center. This leads me to believe that they are somehow linked together. Your group will be attacking one, while I have other groups attacking the others simultaneously.”*
- What about civilians? *“Simply do us all a favor and avoid civilian casualties. At the hour in question there should be few to no civilians on the road, and those you see probably are returning from a local tavern. With any luck they will know enough to flee upon the sight of you rushing the buildings.”*
- What’s the Pay? *“I invited you here because I thought you would enjoy a chance to strike at some evil draconic cults. Obviously I was mistaken.”*
- What about Loot? Do we get a share of the loot? (If the PCs do not specifically ask about loot or pay, read this.) *About the loot. I regret to inform you that the agreement with King Belvor was that he would retain any items recovered from these raids.*
- If the PCs insist on pay: *“I suppose that I can try and influence King Belvor enough to split a portion of the general loot that comes of this raid with you. Will that suffice ‘mercenary?’” Gildor says this last part with a hint of sibilance and menace about his voice.* If PCs accept the pay then they lose the following favors: Word of Gildor, Approval of the Oathsworn, and they gain the Disapproval of the Oathsworn.
- What do we done once we’ve completed the mission? *“I’ll be with King Belvor IV in the off-chance that someone gets wind of this and decides to attack him. Especially concerning the fact that most of the house guard will be ‘elsewhere’. So come to the castle when you are done and ask to speak with myself.”*

If the PCs try to meet with Gildor prior to him meeting them at the inn, inform the PCs that after spending

several hours gathering information, they find out that he is in a meeting with King Belvor IV, and has been for several hours now, with no interruptions. Gildor doesn't want to meet with the PCs until 1 hour prior because he has been running into problems with the cultists getting tipped off about his attacks. He is limiting who he tells about what until little can be done to counter-act his plans.

DEVELOPMENT

After the PCs have asked all the questions, read or paraphrase the following and then move to Encounter 1.

Gildor speaks up as you are preparing to leave. "One last thing, do try not to damage the property. King Belvor IV would frown heavily upon this, and it also looks bad to simply cause chaos and destruction in such a beautiful city. Thanks."

1: THE CHROMATIC ARRAY

ENCOUNTER OVERVIEW

Deal with the cultists with extreme prejudice.

The PCs have 50 minutes to prepare before they have to be at their starting location. The house is the same for all draconic colors that the PCs would be facing. The front of the house has 10' worth of steps up and into the main building, with railings on either side of the steps. Use Appendix #3 – House Map for a layout of the building.

NOTE: At this late hour the city streets would 'mostly' be deserted. However, there is an off chance that there are stragglers leaving bars and gambling halls and on the streets back to their homes. This can cause problems for the PCs and an opening for the cultists. Prior to beginning this encounter roll percentile. There is a 25% chance that there are 2d3 people wandering the streets. Half of them are drunks, and all but 1 will cower when the PCs charge. One of the sober NPCs, thinking to earn himself some accolades, will charge in with the PCs. Treat him as a 5th level aristocrat from the DMG with a sword-cane (rapier).

When the PCs are ready to continue, read or paraphrase the following if they choose to start in the Opera house:

Per the instructions given to you earlier by Gildor, you are across the road from a suspected cultist hideout. You've were brought into one of Chendl's many opera houses through the actors' entrance so that no one would suspect why so many armed people were at the opera this evening. You, along with a dozen of the King's personal guard, are just inside the double doors of the "Treasures of Chendl" opera house. Listening as the opera starts its final act, the bell tolls once, twice, thrice...

DM NOTE

The bell tolls once per 'combat round'.

CREATURES

APL 8 (EL 8)

Grinn dok: hp 36; Appendix 1.

Zandra: hp 29; Appendix 1.

Thugs (2): hp 29; Appendix 1.

APL 10 (EL 10)

Grinn dok: hp 52; Appendix 1.

Zandra: hp 40; Appendix 1.

Thugs (2): hp 47; Appendix 1.

APL 12 (EL 12)

Grinn dok: hp 68; Appendix 1.

Zandra: hp 60; Appendix 1.

Thugs (2): hp 67; Appendix 1.

APL 14 (EL 14)

Grinn dok: hp 84; Appendix 1.

Zandra: hp 73; Appendix 1.

Thugs (2): hp 92; Appendix 1.

Tactics

The dragon shamans have the abilities of the dragon type rolled for this encounter.

The NPCs that stay in the room to attack the PCs (those listed above, not any of the extras) have several vials of alchemist fire arranged about the building on various shelves. They were ordered to use them on anything flammable if they were discovered. Once ablaze, the PCs have 1 round to put out the fire before the notes have been totally destroyed.

There are several more cultists (one dozen on this floor, another two dozen in the basement, and 6 more on the second floor as lookouts) that flee at the first sign of combat. If the PCs attempt to engage them then treat them all as more of the 'Thug' type from the appropriate APL.

If either Grinn dok or Zandra look like they are about to be captured, they will draw a dagger from their belt and cut their own skin. Doing so will use the poison on the blade (Wyvern Poison, Fort DC 20, 2d6 Con/2d6 Con) which they willing fail. They are both willing to die for their leader, and since disturbing the dead is illegal in Furyondy, they have no fear of spells such as *speak with dead*. The poison wears off the daggers within a day's time and thus cannot be preserved or sold.

Treasure: The PCs can gain the following treasure here if they insisted upon being paid:

APL 8: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

APL 10: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

APL 12: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

APL 14: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

Note: they only get the above loot if they insisted upon being paid. If they didn't insist upon being paid, they gain favors instead of loot.

DEVELOPMENT

Advise the PCs if they recovered any notes that they are 1) Written in draconic and 2) in code. If clever PCs are able to find some way to read the notes even then, then explain the notes are not written out in 'plain speak' and don't make much sense after decoding. (Example, if the PCs find a way to decipher the code on the paper, it still reads as nonsensical 'mummerings'. Only someone who knows what the mummerings might mean, or a DC 36 decipher script, can decipher the writings. Example mummerings are: "When the fire is cool the burning will begin" (this refers to the fire of Furyondy, Belvor IV, being slain. Once that is accomplished, dragons will rule Furyondy.) and "The diadem will be our base to dominate Oerth" (This refers to Chendl, diadem of the flans, being used as a base of operations. Research has led some to believe that the castle has been built upon flans ruins, and a shrine to evil.). These phrases are intentionally misleading for the PCs. Do not let them focus overly long attempting to decipher their meaning (mostly a red hearing).)

After the PCs have defeated the cultists, they are supposed to report in to Gildor Arcanix who is with King Belvor IV. When they go to report, move to Encounter 2.

Should the PCs capture any of the thugs and question them, the thugs can give them very little information. Mostly they are 'well paid' thugs who know better than to ask questions.

Should they capture Zandra or Grinnok, they can learn the following with a DC 35 diplomacy or through various spells.

- Why are you here in Chendl? *We have heard that a weak king sits upon the throne. We were gathering information to that effect. Should an opportunity present itself, we were to kill him to start some political infighting which we would use to our advantage to put one of our own on the throne.*
- Why were their five different groups here? *Each group is but an extension of the will of our leader.*
- Who is your leader? *One you would do well not to cross or interfere with.*
- What is his name? *I know not. I only know that he is stronger than I, and that he wishes to plunge this part of the world into chaos. I have sworn myself to help him in this cause.*

2: IT'S GOOD TO BE THE KING!

ENCOUNTER OVERVIEW

As thanks, and as a way to recognize the PCs for their good deeds, King Belvor IV asks the PCs to escort him to a meeting with the Ketites.

Read or paraphrase the following when the PCs try to enter the castle:

You pass through the front two-story grand entry doors of the castle proper into the main entry hall. Within the hall is a giant angel fountain spewing holy water into a font. Next to the fountain are several guardsmen a priest and a wizard. They stop you before allowing you to continue on to see the King and report to Gildor. "Before you can continue, we need to check you for some things."

The wizard and priest both cast *detect magic* and *detect evil*. If any of the PCs detect as evil, then they are immediately arrested. See the "Preparation for Play" for specific punishments. If the item is evil and can be taken away, it will be, the PC will be fined (5,000 gp times the level of the aura), and then able to continue on to see the King. If unable to pay the fine, items will be confiscated from the PC to cover the fine (straight item value, not halved). PCs may free flee, but they gain the 'wanted' favor on their AR.

PCs who detect as evil will be questioned as to why they detect as evil and then taken prisoner. PCs who wish to flee from this imprisonment gain the 'wanted' favor on their AR. PCs who are imprisoned lose their characters until a trial can be held. If found not guilty, the PC will only lose 26 TUs, but if found guilty of consorting with evil, will be put to death. Any PC who detects as evil, or who refuses to hand over any item that detects as evil, will not be allowed in to see the king, and will be unable to continue in this adventure.

After passing through several sets of marble archways and ascending several sets of stairways you are eventually taken into the main hall. It is adorned with carpeting leading from the entry doors, across the length of the grand hall, and up to the dual thrones sitting on a slightly raised dais. On one throne sits a somewhat elderly looking man. Although not in his prime, he does not look like he has let himself go. This must be King Belvor IV. The other throne sits empty, awaiting its queen.

Sitting on some cushions near to the man on the throne is the same man who initially called you to Chendl. Gildor seems to be consulting a map, going over it with King Belvor as if they were childhood pals. Looking up at you as you are shown into the Grand Chamber, Gildor invites you over and gestures to additional cushions.

Belvor is polite and he waits for the PCs to take the proffered seat. He even gestures to the cushions himself

if he thinks that it will help. Once the PCs have taken their seat, or said that they would prefer to stand, read or paraphrase the following:

As you take your seat Belvor begins to speak. "First, let me thank you for removing the draconic presence from my fair city. As you may or may not know, Furyondy does not tolerate draconic influences. In matter of fact, we mostly abhor them.

"Secondly, I wish to reward you in some manner for your actions. I can put you in touch with a merchant to buy a single item with a cost of less than 20,000 gold. If it is within my power to find it for you, I will. The gift is that of finding the item for you, not of giving you said item. I may be able to increase the value of that item by checking with some merchants I might know, if you will do me a favor.

"I am about to travel across my Kingdom to meet with ambassadors from Ket. I am sure that there are many out there who would wish me harm, and a few of them may even attempt to as I leave the protections of this castle. Many of my advisors have warned me not to go, but I feel that I must. As far as the people can tell, I have not been active these last few years. The people must see that I am still their King, and not a puppet on a string for anyone to control! Therefore, I would like you to travel with me and pose as my personal guard for the duration of my trip. Any questions?"

CREATURES:

King Belvor IV: Belvor is currently a 72 year old man, although biologically he is the age of 60 due to taking a potion of longevity many decades ago. Belvor is strong and brave, but prone to fits of impatience. That is his one weakness as a diplomat and negotiator. For purposes of this scenario, treat Belvor as a straight class 16th level Paladin of Heironeous. He is 6'2", regal of appearance with short light brown hair, blue-green eyes and a strong, prominent, jaw line. (See Appendix 1)

Gildor Arcanix: Treat as a handsome looking young man. Can cast spells as an 18th level wizard, although he tries to keep this information to himself. PC members of the Oathsworn will already know this.

The PCs likely have questions, below are some of the expected ones with the appropriate answers.

- Who would wish you harm? *"Many who wish to harm Furyondy, including those who worship old wicked, or any who work for The Master."*
- Can't we simply Teleport you to the site? *"I'd prefer that we didn't. The Mage Council has already offered that option, and I told them no as well. My people need to see and interact with me on a personal level. I have deprived the people of interacting with their King for far too long. There is also the fact that I've made dinner arrangements*

each night that we end up staying in a town. I need to meet with certain people from each city during our journey. The meetings will be private affairs, but I would be pleased if you were to act as guards during them."

The PCs may try and use diplomacy to change his attitude. Insisting upon teleportation magic shifts his attitude from friendly to unfriendly. A DC 25 diplomacy check gets him back to friendly although he still does not agree to using such magic. A DC 40 diplomacy check will make him helpful and allows the PCs to teleport to each site that the King insists upon visiting. If this happens, the attacks in Encounter 5 & 6 happen at the cities/sites themselves, after the PCs have been there a while (both Iuz and the draconics have informants located in many population centers).

- What would the pay be? *"It is said by some that a King's knock can open any door. Perhaps the fact that I hold your deeds in high regard might come in handy at some point in the future."*
- I really want to be paid. *"If you insist upon payment now then you are being a bit more mercenary than I would like and I will be forced to terminate your services."*
- YES! Give me money now! *"Since you are nothing more than mercenaries, then perhaps I have not chosen wisely. Here is your payment for a job well done. Goodbye." With that, a guard steps out, tosses you a pouch of gems, and asks you to leave. At this time the scenario is concluded for the PC in question.*
- What will our job entail? *Simply put, travel with me as guards, protect me from any would be assassins, etc. It is a simple job, to be sure, but one that will definitely have its own share of danger.*
- Who else will be traveling with us? *Just Gildor. He will act as my personal guard. He will ensure that no assassins slip through and get to me while you are dealing with the primary attackers.*
- Why is Gildor traveling with us? *At this, Gildor speaks up. "I believe, and I'm some ways hoping, that our recent activities will incur some repercussions from the cultists. As you may or may not know, we didn't capture all of them. In matter of fact, we let at least one cultist from every 'hive' located within Chendl to escape. We've allowed this so that some of my agents can track them back to their leaders.*
- Will we have any additional guards with us? *I'm hoping they will not be need. I'm trying to be approachable to the people of Furyondy, and my guards do not 'encourage' that image.*
- We really want some guards to come with us. *Okay, I'll bring them, but I will have them back away just prior to arriving in any population center.*

- When will we be leaving? *My itinerary has me leaving Chendl the day after tomorrow. We will be making stops in Worlende, where we will be crossing the Att River; Castle Greylode, where I will be meeting up with some of the gnomes and dwarves from the Claw Gorge; and ending in Caronis, the location we have chosen for the gathering. The ambassadors from Ket will be arriving in Caronis by way of the Velverdyva River.*
- Why aren't the Ketite ambassadors coming here to Chendl? *I want to make them feel comfortable. I'm trying to create an alliance with them to enhance trade. Unfortunately, the trappings of court, while securing my position, would put them at a disadvantage. I don't want to do that. They are already coming to Furyondy. In this particular case I feel that is enough.*

After the PCs are dismissed from the King's courtroom, Gildor takes them aside to speak with them.

I too want to thank you for what you have done for the cause this day. My thanks will likely not be as good as the Kings, but I will do what I can. So, what did you find?

If the PCs were able to recover any notes, and if they share what they found with Gildor, he will look the paperwork over for a few moments before speaking again.

This is as I feared. When comparing these notes with the notes that we've gathered from the other raids, and when comparing them to notes gathered from other groups we've also attacked. Apparently, there is a unifying force to all, or at least most, of the draconic activity that has been happening around the Shield Lands, Furyondy, Bandit Kingdoms, etc. Many of the notes are written by the same hand. Our next task must be to find out who, or more frighteningly, what, is creating these cults and what their goal is.

If the PCs were unable to recover any notes from the safe houses in Encounter 1, then read or paraphrase the following:

Well, the good news is that we have destroyed more of these cults. With a little luck we will encounter more of them in the coming weeks.

Treasure: The PCs can gain the following treasure here:

Coin: If a PC insisted upon payment from King Belvor, they are given 1,000 gps for a job well done.

DEVELOPMENT

King Belvor IV is currently a 72 year old man, although biologically he is the age of 60 due to taking a potion of longevity many decades ago. Belvor is strong and brave, but prone to fits of impatience. That is his one weakness as a diplomat and negotiator. For purposes of this scenario, treat Belvor as a straight class 16th level Paladin of Heironeous. He is 6'2", regal of appearance with short

light brown hair, blue-green eyes and a strong, prominent, jaw line.

Once the PCs have accepted the responsibility of escorting and protecting King Belvor, allow them a chance to plan out their journey. Continue on to Encounter 3.

3: MISSION POSSIBLE!

ENCOUNTER OVERVIEW

PCs work with King Belvor IV's guards and sets up the transportation plans. Belvor insists on traveling by normal means because he wants the populace to 'see' him and know that he is still alive, active, and cares about the people he governs. During the planning of the trip, PCs have the run of the castle and are able to question various major NPCs.

Prior to leaving, Belvor will use a pair of *rings of spell storing*, *major* which allow him to cast the spells *contingency* and *teleport* on himself. His contingency is that when damage takes him below half hit points he is teleported to the temple of Heironeous within Chendl. These rings are not taken with Belvor when he leaves the castle.

Other than his desire to be seen by the people, both on the road and in town, Belvor has few problems with 'most' PCs casting protective spells about him as long as they inform him of what they do. Spells that speed up travel, such as *teleport* or *wind walk*, are not be allowed except as a means of escape. Spells that simply increase base movement, such as *fly* or *longstrider* are allowed by Belvor. Belvor will be traveling within his carriage, which will be driven by Gildor Arcanix. Gildor Arcanix, expecting a retributive attack from the draconic cults, will protect Belvor.

There are two NPCs that can be questioned inside of the castle. Listed below are their responses to a few questions.

GELLAIN, VELUNESE AMBASSADOR

LG male human priest of Rao.

Gellain is a handsome blond haired, green eyed sociable and well-meaning man in his late forties. He is considered somewhat overbearing by many of the Nobles and courtiers. Most of them don't like being reminded of the fact that Veluna is a vital ally and bankroller for Furyondy.

- How do you feel about the upcoming meeting with Ket? *I am all for anything that helps to stabilize Furyondy's economy. A stable economy means more trade. More trade means more income.*

VENDENN, CANON OF RAO IN CHENDL

LG male human priest of Rao, 13th level priest.

Vendenn is so reasonable and pleasant that he often irritates people. Vendenn is a cultured and charming individual with graceful movements, despite his age of 69. Vendenn is a very careful individual, and likes to carefully

plan everything, and then he likes to delay and plan out how to implement said decisions. It is this carefulness that has lead King Belvor to take little or no action in recent years.

- How do you feel about the upcoming meeting with Ket? *I believe that King Belvor IV is being rather rash in this meeting with Ket. We should have several meetings with the Ketites to find out what they want, and what we can get in return. Instead, King Belvor IV is meeting with the Ketites directly, far too soon in my opinion.*
- How do you feel about the rumors of Thrommel rising to reclaim his heritage? *I think that if this wannabe Thrommel character that I've been hearing about shows his face around me, he will regret ever rising from the dead.*
- The King's getting kind of old and he is without an heir. What's he going to do? *I have asked this question of him many times. He simply tells me that he has a plan in the works and to be patient. However, I have heard that there are women that he has taken an interest in.*

4: MINGLING WITH THE COMMON FOLK

ENCOUNTER OVERVIEW

This encounter is simply a summary of many of the sites along the route from Chendl to Caronis. This encounter is for players that want to know more about Furyondy to get a chance to see more of the countryside and some regional story development. King Belvor has mostly kept to himself these last several years and he wants his people to know that he is still around and will be for some time yet (after all, he has no known legitimate heir at this time).

The trip from Chendl to Caronis is mostly thoroughly slightly hilly terrain, with crops of wheat and 'sunflowers' being in all directions.

Below is some sample boxed text to help describe the journey from Chendl to Caronis.

As you head out of Chendl, traffic on the road becomes less frequent. The rolling hills and farmlands you traverse are very picturesque. Although you see what appear to be communities in the distance, very few appear on the road itself.

BETHUR

This hamlet is a farming community that supports small towns closer to Chendl and Worlende. The hamlet itself is extremely small. Most people live on the surrounding farms and only come into town on market days.

As you wind your way to Caronis, you find the little hamlet of Bethur. It is very small, typical of a farming community. The largest building in town is the granary. There is a small store with a tavern in the other side, as well as a smithy and a healer's

shop. Very few people actually live in Bethur; most live on their farms and only come to the hamlet as needed. The weather seems to be turning colder by the day.

WORLENDE

Worlende is a busy town (population of about 2,000) located on the Att River, due south of Chendl. Luther is constructing a walled keep complex on its outskirts and laborers and militia scurry around constantly. The town's administrator is the paladin Hymend, a strong admirer of the king who covertly sends Belvor long missives informing him of Luther's plans and the work underway here. Hymend also conspires with his chancellor, Ryliand, to cream off some tax revenues and send them to Belvor. For a lawful man, this is painful, but Hymend rationalizes that he is obeying his King, a higher secular authority than Luther, and his own conscience.

East of Worlende lurks a bizarre peril. One of the farmers here possesses a ring enchanted with a permanent empathy (ankhegs) spell. He got it from the body of an unidentified warrior dumped in the Art. The farmers now use the ring to draw ankhegs from the surrounding regions. The ankhegs' waste products fertilize the land. Unfortunately much of that fertilizer is created at the expense of folk traveling on or by the Att. The farmers draw the ankhegs down to the river to feed and water. Inevitably, these monsters pose a dire threat to anyone else that may be traveling or using the river.

While here, Belvor will meet with many of the citizens of Worlende. He will spend the evening talking with the farmers to see if there is anything that can be done to increase the safety of the region while keeping the land fertile. One possibility is to convince the farmer to use the ankhegs and travel around Furyondy with the Ankhegs to fertilize other areas as well.

CASTLE GREYLODE

This forbidding castle stands on the outskirts of a complex of gravel and stone quarries, and a penal labor force here is administered harshly by 80 unusually tough, flinty militiamen. Being sent here is regarded as a sign of disfavor, and the soldiers take it out on the convicts. Criminals are sent here for offenses of fraud, embezzlement, treason and the like, and the regimen they serve is harsh. They work a 16 hour day, chained together in teams, cutting stone blocks and the moving and moving wagons of gravel along the road to Worlende. The work in the quarry is hard and dangerous, and the road to Worlende is a back breaking overland route.

The harshness of this place reflects the tough attitude of Jemian. Those sent here deserve all they get. There are few evil men in Furyondy, but a fair percentage may be found here, overseen by some of the most brutish members of the militia.

While here, Belvor will meet with the militiamen to see what can be done to increase productivity without

'conscripting' citizens. He will also show concern about the way the criminals are being treated.

On top of the 80 or so militiamen that administer Castle Greylode, the garrison contains: 60 Medium Infantry, 60 Heavy Infantry, 30 Light Cavalry.

CARONIS

Caronis (population approximately 2,600) on the Volverdyva River is a small but important town. It is the major gateway to Veluna, with fine Velunese roadways accessible across the forked stone bridge that spans the broad Volverdyva here.

Caronis is a cultured, boisterous town of 1,600 where the songs of bards and the squeals of barmaids fill the air. The city's motto could well be, "Eat, drink and be merry, but don't have a hangover the next day because it's bad for business." Despite this hedonism, and the undoubted number of thieves here, Caronis has few truly poor or evil folk. This is partly due to Velunese influence. At any time, 200-300 Velunese may be found living here. They bring to the town their high morals and respect for learning and wisdom.

The lands north of Caronis are crowded with net fishermen during the Growfest Eel Run, when vast numbers of eels swim downriver from Quad Lake to grow and spawn in the Nyr Dyv. The Growfest Eel Run brings out hopeful fishermen all along the Volverdyva, and the week of fishing is celebrated with feasting, song and dance, and consumption of staggering quantities of beer and mead. Most netting is done during the long, cold nights. The lanterns of eel netters, glowing for miles along the river, are a remarkable sight.

This is Belvor's final destination. It is just north of town that he will be meeting with the delegation from Ket. Once the PCs have reached this location, the adventure is over.

5: BEST SERVED COLD

ENCOUNTER OVERVIEW

Belvor and his guards, are attacked by agents of Iuz that are out to assassinate the King now that he is out of the confines and protections of his castle. If the PCs are having too easy a fight during Encounter 5, then Encounter 6 happens right on top of it. At APL 14, Encounters 5 & 6 always happen simultaneously.

At some random point during the journey from Chendl to Caronis, preferably when they are between cities and thus better patrolled areas, spring this attack on them. If possible, this attack should occur at night while PCs are sleeping. Each night during the journey Gildor goes out to 'scout' the surrounding. It is during this time that the PCs are attacked.

There are plenty of locations along the road that can serve as encampments. One such is described below:

You find yourselves camped near the roads edge, beneath a deciduous tree with white flowers. There

is a off-shoot path that leads off into the distance towards one of the lands many hilly areas. The tree is large enough to provide shade during the waning daylight hours.

Once the PCs have setup watches, read or paraphrase the following, and modify as needed based upon Spot and/or Listen checks:

Recovering from the meal that King Belvor cooked for dinner, mostly that of Belvor's Burning Bean Chili, you setup who's on watch for the evening and those not on watch turn in, some more anxious than others to be away from the fire pit and, more importantly, the fire within. Towards the end of the (whichever watch has the attack) you turn and see (describe number and type of creatures from appropriate APL) coming around the trunk of the tree towards you.

CREATURES

APL 8 (EL 11)

Greater Nabassu: hp 115; Appendix 1.

APL 10 (EL 13)

Beholder: hp 103; MM 26.

APL 12 (EL 15)

Beholder (2): hp 103; MM 26.

APL 14 (EL 17)

Hive Mother: hp 210; Appendix 1.

Glabrezu (2): hp 174; MM 43.

Tactics

The enemy's goal is to get to Belvor at any cost. Including sacrificing their own people to do it. However, they also know that Belvor is a Paladin and has skills and abilities appropriate to his type.

They will attack at night if possible (while Gildor is away from camp on his patrol), and if not (due to spells like *magnificent mansion*) then they will attack as the PCs exit said space (which would be minutes before Gildor returns). All creatures either cast *invisibility* prior to approaching the PCs or drink *potions of invisibility* for those creatures unable to cast said spell.

Belvor will mostly attempt to join in the fight if at all possible. He attempts to help any PC who appears to be over their head. He uses his weapon more than spells, and enjoys a challenging combat.

Treasure: The PCs can gain the following treasure here:

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 999 gp *lens of ray doubling* (111 gp per charge [if more than one]); Total 999 gp.

DEVELOPMENT

If the PCs are able to capture and question the Monsters, they can learn the following:

- Iuz is aware of the problems that Belvor (they will not call him king) is having, both with his son and with the Master of Bronzeblood.
- He knows of the upcoming talks with Ket, and feels that they will fail, and if they don't appear to be failing, then Iuz has plans to make sure it looks like the Ketite ambassadors are assassinated by those loyal to Belvor.
- When Ket betrayed the fact that Furyondy withdrew troops from an ally's town by invading it, it showed how much Ket truly feared Furyondy.
- With all these creatures turning their sights on Furyondian lands, Iuz must make sure he gets in his claim.

If the PCs attempt to *speak with dead* the monsters, King Belvor mentions that what they are attempting to do is illegal. If they continue to attempt such acts in his presence then he will put them to work in his stone quarries at Castle Greylobe. This penalty is a 3000 gp fine & 10 TUs, with an additional 1 TU for each 100 gp of the fine that is not or can not be paid.

After the PCs have defeated the minions of Iuz let them continue on the road to Caronis.

If the PCs fall during this encounter, and if any of the fallen PCs have a score (as calculated at the beginning of the scenario) higher than 4, then Vermedodsfall (Encounter 6) will attempt to grab their bodies and take them to his lord and master.

6: WRATH OF THE DRAGON

ENCOUNTER OVERVIEW

PCs are attacked by agents of the creature behind the recent draconic activity that is intent upon eliminating meddling individuals, such as the PCs have proved themselves to be. If the PCs are having too easy a fight during Encounter 6 then Encounter 7 happens right on top of it. At APL 14, Encounter 6 & 7 always happens right on top of one another.

At some random point during the journey from Chendl to Caronis (or after the PCs leave the King in Caronis, and thus part way through the conclusion), spring this attack on them, preferably at night while PCs are sleeping. Vermedodsfall is occasionally winging overhead, watching the PCs for the most appropriate time to strike at them.

There are additional possibilities/suggestions for when this attack should occur. One is during, immediately following, or shortly (20-30 minutes, allowing minute duration spells to expire) after Encounter 6. The other likely possibility is just before the group reaches Caronis, and thus feels their journey is at an end and have let their guard down.

CREATURES

APL 8 (EL 11)

Advanced Greater Barghest (2): hp 97; *Appendix 1*.
Varmedodsfall: hp 168; *Appendix 1*

APL 10 (EL 13)

Superior Greater Barghest (2): hp 143; *Appendix 1*.
Varmedodsfall: hp 253; *Appendix 1*

APL 12 (EL 15)

Alpha Barghest (2): hp 103; *Appendix 1*.
Varmedodsfall: hp 315; *Appendix 1*

APL 14 (EL 17)

Half-Dragon Barghest (2): hp 103; *Appendix 1*.
Varmedodsfall: hp 399; *Appendix 1*

Tactics: Unlike Encounter 5, the goal of the NPCs is to kill the PCs. The one behind the draconic cults is angry that the PCs helped to wipe out several of his cultists earlier during this scenario. He is also angry at their constant interference if they've played other scenarios in this plot-arc.

The NPCs attack at night if possible, and if not (due to spells like *magnificent mansion*) then they will attack immediately as the PCs exit said space. They also focus their attacks on the PC with the highest 'score' from the Preparation for Play, if possible.

After the first round of combat, have the PCs roll a Spot check (DC 35). PCs that make it get the following:
Off in the distance, you see two gargantuan winged forms attacking one another. Spouts of flame shoot at one another, as well as 'fireworks' from various spells being cast at the enemy.

Once Gildor returns, he will inform the PCs that while on patrol he was attacked by a gargantuan red dragon that disappeared prior to being able to be slain.

Treasure: The PCs can gain the following treasure here:

APL 8: Loot 0 gp; Coin 0 gp; Magic 3182 gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 Large Mithral Chainmail barding (1383 gp each); Total 3182 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 4517 gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 Large Mithral Chainmail barding of Retaliation (2050 gp each); Total 4517 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 4851 gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 Called Large Mithral Chainmail barding of Retaliation (2217 gp each); Total 4851 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic xx gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 Called Axeblock Large Mithral chainmail barding of Retaliation (3550 each); Total 7517 gp.

DEVELOPMENT

After the PCs have defeated the cultists let them continue on the road to Caronis.

CONCLUSION

CONCLUSION A: ALL SURVIVED

Finally arriving at Caronis, after a road that seemed to be against you (as usual!), King Belvor IV climbs down from his mount and thanks you. "Job well done. Well done indeed. I knew I would be able to count on brave and stout adventurers such as you for this job."

"Now I must oversee and set up the final arrangements before the Ketites arrive. Take this note to my castle, and they will put you in contact with some of my former comrades in arms. Again, thank you for everything you have done."

As you turn to leave, clearly dismissed by King Belvor, Gildor stops to speak with you for a moment. "You've earned my gratitude and the gratitude of the Oathsworn. You can be assured that I will speak your name to all of my comrades."

PCs with this conclusion gain the Word of Gildor, the Approval of the Oathsworn and A King's Knock (30,000) favors.

If PCs accepted the pay in Encounter 1, then they lose the following favors, Word of Gildor, Approval of the Oathsworn, and they gain the Disapproval of the Oathsworn.

CONCLUSION B: BELVOR 'DEFEATED'

BELVOR SLAIN

Defeated, you begin the journey back to Chendl, diadem of the Flanaess. Stopping occasionally to feed and water your mounts you hear tales that Belvor reappeared in the palace the same day he disappeared from your midst. After checking in with the rumor mongers, the chamber of four, or whatever other contacts you might have in this fair city, you find out what happened.

The stories you hear are that some powerful ally of King Belvor IV used a wish to reverse the misfortune that caused Belvor to die. Thus, it never happened and he will be around to rule for some time yet. Shortly after arriving back in Chendl, and after the priests healed him up, he summoned some of the Knights of Furyondy and journeyed on back roads to get to Caronis. It's also been said that he still planned on making some stops with various peoples during his new route.

BELVOR DISAPPEARS

Return to Chendl

If the PCs returned to Chendl after Belvor disappeared, read or paraphrase the following:

Defeated, you begin the journey back to Chendl, diadem of the Flanaess. Stopping occasionally to feed and water your mounts you hear tales that Belvor reappeared in the palace the same day he disappeared from your midst. After checking in with the rumor mongers, the chamber of four, or whatever other contacts you might have in this fair city, you find out what happened.

Rumors say that Belvor appeared within the Chamber of Four's central summoning circle. After Vendenn healed him up, he summoned some of the Knights of Furyondy and journeyed on back roads to get to Caronis. It's also been said that he still planned on making some stops with various peoples during his new route.

Continue to Caronis

If the PCs continue on to Caronis after Belvor disappeared, read or paraphrase the following:

Defeated, you finish your journey to Caronis. Word reaches you that King Belvor IV will be arriving later than expected to the gathering place just north of the city. After doing some digging up of information, you hear tales that Belvor reappeared in the palace the same day he disappeared from your midst. After checking in with the rumor mongers, the chamber of four, or whatever other contacts you might have in this fair city, you find out what happened.

Rumors say that Belvor appeared within the Chamber of Four's central summoning circle. After Vendenn healed him up, he summoned some of the Knights of Furyondy and journeyed on back roads to get to Caronis. It's also been said that he still planned on making some stops with various peoples during his new route.

IF PCS ACCEPTED THE PAY IN ENCOUNTER 1

They lose the following favors, Word of Gildor, Approval of the Oathsworn, and they gain the Disapproval of the Oathsworn & A Kings Knock

EXPERIENCE POINT SUMMARY

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

1: THE CHROMATIC ARRAY

Defeat the cultists

APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

2: IT'S GOOD TO BE THE KING!

Interact politely with King Belvor IV

APL 8	100 XP
APL 10	120 XP
APL 12	140 XP
APL 14	160 XP

5: BEST SERVED COLD

Experience objective

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

6: WRATH OF A DRAGON

Experience objective

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

STORY AWARD

Discover that there is a unifying force behind the recent draconic activities within the Meta-region:

APL 8	125 XP
APL 10	150 XP
APL 12	175 XP
APL 14	200 XP

TOTAL POSSIBLE EXPERIENCE:

APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 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 a 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.

1: THE CHROMATIC ARRAY

APL 8: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

APL 10: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

APL 12: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

APL 14: Loot 1000 gp; Coin 0 gp; Magic 0 gp; Total 1000 gp.

5: BEST SERVED COLD

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 999 gp *lens of ray doubling* (111 gp per charge [if more than one]); Total 999 gp.

6: WRATH OF A DRAGON

APL 8: Loot 0 gp; Coin 0 gp; Magic 3182 gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 *Large Mithral Chainmail barding* (1383 gp each); Total 3182 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 4517 gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 *Large Mithral Chainmail barding of Retaliation* (2050 gp each); Total 4517 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 4851 gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 *Called Large Mithral Chainmail barding of Retaliation* (2217 gp each); Total 4851 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic xx gp *claws of the ripper* (167 gp), *gemstone of light fortification* (250 gp), +1 *Called Axeblock Large Mithral chainmail barding of Retaliation* (3550 each); Total 7517 gp.

TOTAL POSSIBLE TREASURE

APL 8: Loot 1000 gp; Coin 0 gp; Magic 3183 gp; Total 4183 gp. CAP 1300 gp

APL 10: Loot 1000 gp; Coin 0 gp; Magic 4517 gp; Total 6517 gp. CAP 2300 gp

APL 12: Loot 1000 gp; Coin 0 gp; Magic 4851 gp; Total 5851 gp. CAP 3300 gp

APL 14: Loot 1000 gp; Coin 0 gp; Magic 8516 gp; Total 9516 gp. CAP 6300 gp

ADVENTURE RECORD ITEMS

Friend of Gildor: The Dragonfriend feat (Dr 105) is now Open for your PC.

Impression of the Oathsworn: You gain or lose affiliation points when dealing with the Oathsworn Slayers and any organization that allies themselves with them.

Approval: +2 Affiliation Points

Disapproval: -2 Affiliation Points

A King's Knock: As thanks for your recent deeds, King Belvor IV arranges for Metaregional access to two of the following (make choices immediately and list them below): Any +1 DMG weapon enchantment (choose one); *axiomatic*, *disrupting*, or *holy* weapon enchantment; *banded mail of luck*; *breastplate of command*; *celestial armor*; *mithral full plate of speed*; MIC: *elixir of flaming fists*, *memento magica* (1st), *tomebound eye of Boccob*, *vanisher cloak*, *wilding clasp*.

Draconic Items: You have gathered parts of a red dragon. At any time during the next 3 ARs, Gildor will arrange for ONE of the following items (all Dr) to be crafted for you, based on the size of the dragon you killed.

All restrictions based on dragon size still apply, such as dragonhide armor size and type.

Large: *armor of dragonshape*, *boots of dragonstriding*, *crimson dragonhide bracers* (+1 to +5), *dragonbone bow*, *dragoncraft armor or shield*, *dragonfang gauntlet*, *dragonfang weapon*, *dragonhide armor or shield*.

Huge: All options from Large, plus: *bow of the mighty dragonhunter*, *staff of the dragonslayer*.

Gemstone of Light Fortification: This gem may be embedded in your flesh with a *limited wish*, *wish*, or *miracle* (cast by you or an NPC). The gemstone embeds itself in your forehead, granting you a -2 Circumstance penalty in most social situations, but granting you a +5 Circumstance bonus when dealing with dragons. This item does not occupy a body slot.

Wanted: The PC is wanted for consorting with evil. If the PC is caught within the bounds of Furyondy, they will be executed.

ITEM ACCESS

APL 8:

- *Gemstone of light fortification* (Adventure; Dr; see above)
- *Blessed bandage* (Adventure; HB)
- +1 *large mithral chainmail barding* (Adventure, DMG, 16,600 gp)

APL 10 (all of APL 8 plus the following):

- +1 *large mithral chainmail barding of retaliation* (Adventure; DMG & MIC, 24,600 gp)

APL 12 (all of APLs 8-10 plus the following):

- +1 *large called mithral chainmail barding of retaliation* (Adventure; DMG & MIC, 26,600 gp)

APL 14 (all of APLs 8-12 plus the following):

- *Lens of ray doubling* (Adventure, LoM)
- +1 *large axeblock called mithral chainmail barding of retaliation* (Adventure; DMG & MIC, 42,600 gp)

KING BELVOR IV

CR 16

Male human paladin 15
 LG Medium humanoid
Init +6; **Senses** Listen +6, Spot +6
Aura good, courage
Languages Common, Draconic, Suel, Flan, Celestial

AC 34, touch 16, flat-footed 31
 (+3 Dex, +13 armor, +3 deflection, +5 natural)
Miss Chance 20%
hp 184 (15 HD); DR 3/-
Immune paralysis (freedom of movement), diseases
Resist fire resist 30 (per attack)
Fort +24, **Ref** +20, **Will** +20

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee +4 defending greatsword +26/+21/+16 (2d6+14)
Space 5 ft.; **Reach** 5 ft.
Base Atk +15; **Grp** +22
Atk Options Belvor will use the defending properties of the weapon to increase his AC bonus. He will usually only bump it up by 1 each round, unless his opponent is often hitting, in which case he doesn't use it to add to his AC at all.
Special Actions Belvor will use his healing abilities (Lay on Hands) to bring up an injured comrade if no other healer can get to them in time. He will typically only drop about 20-30 hps of healing per use.
Combat Gear +5 nimble adamantine full plate of fire resistance, major; cloak of displacement (minor); +4 defending merciful greatsword; mace of disruption
Paladin Spells Prepared (CL 7th):
 4th—(DC 20) Holy Sword, Death Ward
 3rd—(DC 19) Magic Circle against evil, Heal Mount
 2nd—(DC 18) Zone of Truth, Remove Paralysis (x2)
 1st—(DC 17) Bless Weapon (x3), Restoration, lesser

Abilities Str 25, Dex 22, Con 23, Int 22, Wis 22, Cha 23
Feats Blindfighting, Combat Reflexes, Glorious Weapons, Improved Smiting, Power Attack, Practiced Spellcaster, Subduing Strike
Skills Diplomacy +24, Heal +16, Knowledge (nobility & royalty) +24, Knowledge (religion) +16, Listen +6, Ride +23, Sense Motive +24, Spot +6, Use Magic Device +14,
Possessions combat gear plus Amulet of Natural Armor +5, ring of freedom of movement, ring of deflection & resistance +3, belt of magnificence +6
Aura of Good (Ex) The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.
Detect Evil (Sp) At will, as per the spell

Smite Evil (Su) 4 /day, add Charisma bonus to attack roll and deals 15 extra points of damage.
Divine Grace (Su) Bonus to saves equal to charisma bonus
Lay on Hands (Su) Heal wounds by touch. 90 hps of healing per day
Aura of Courage (Su) Immune to fear (magical or otherwise). Allies within 10 ft. gain a +4 morale bonus to saves vs. fear.
Divine Health (Su) Immune to all diseases.
Turn Undead (Su) 9/day. Turns undead as a 12th level cleric. (PHB p159)
Remove Disease (Sp): 4/day can remove disease as per the spell.

Power-Down Suite (Antimagical zone):

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

AC 19, touch 11, flat-footed 18
 (+1 Dex, +8 armor)
Miss Chance 0%
hp 139 (15 HD); DR 3/-
Immune diseases
Resist none
Fort +15, **Ref** +11, **Will** +11
Melee mw greatsword +20/+15/+10 (2d6+6)
Grp +19
Abilities Str 19, Dex 16, Con 17, Int 16, Wis 16, Cha 17
Skills Diplomacy +21, Heal +13, Knowledge (nobility & royalty) +21, Knowledge (religion) +13, Listen +3, Ride +20, Sense Motive +21, Spot +3, Use Magic Device +11,
Paladin Spells Prepared (CL 7th):
 4th—(DC 17) Holy Sword
 3rd—(DC 16) Magic Circle against evil
 2nd—(DC 15) Remove Paralysis
 1st—(DC 14) Bless Weapon, Restoration, lesser

Physical Description: King Belvor IV is currently a 72 year old man, although biologically he is the age of 60 due to taking a potion of longevity many decades ago. Belvor is strong and brave, but prone to fits of impatience. That is his one weakness as a diplomat and negotiator. For purposes of this scenario, treat Belvor as a straight class 16th level Paladin of Heironeous. He is 6'2", regal of appearance with short light brown hair, blue-green eyes and a strong, prominent, jaw line.
 Note: CR is increased by 1 due to being equipped like a king.

1: CHROMATIC ARRAY

GRINDOK

CR 4

Male Human Dragon Shaman 4
 NE Medium humanoid
Init +1; **Senses** Listen +0, Spot +0
Aura draconic aura +1
Languages Common, Draconic

AC 19, touch 11, flat-footed 18
 (+1 Dex, +6 armor, +2 shield)
hp 36 (4 HD)
Immune paralysis, sleep, frightful presence (dragons)
Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in Breastplate (4 squares), base movement 30 ft.,
Melee +1 morningstar +7 (1d8+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5
Special Actions breath weapon
Combat Gear Breastplate, Heavy Steel Shield

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 14
SQ
Draconic Auras Known Energy Shield, Power, Senses, Vigor
Spell Like Abilities (CL 4th) At will – *ventriloquism* (DC xx)
Feats (Black) Combat Reflexes, Improved Initiative, Skill Focus (Hide), Weapon Focus (Morningstar),
Feats (Blue) Combat Reflexes, Improved Initiative, Skill Focus (Bluff), Weapon Focus (Morningstar),
Feats (Green) Combat Reflexes, Improved Initiative, Skill Focus (Hide), Weapon Focus (Morningstar),
Feats (Red) Combat Reflexes, Improved Initiative, Skill Focus (Appraise), Weapon Focus (Morningstar),
Feats (White) Combat Reflexes, Improved Initiative, Skill Focus (Hide), Weapon Focus (Morningstar),
Skills (Black) Hide +4, Move Silently +1,
Skills (Blue) Bluff +10, Hide +1,
Skills (Green) Hide +4, Move Silently +1,
Skills (Red) Appraise +10, Bluff +7
Skills (White) Hide +4, Move Silently +1,
Possessions combat gear plus poison coated dagger

Breath Weapon (Su) (Black) 30 ft line of acid (2d6)
Breath Weapon (Su) (Blue) 30 ft line of electricity (2d6)
Breath Weapon (Su) (Green) 15 ft cone of acid (2d6)
Breath Weapon (Su) (Red) 15 ft cone of fire (2d6)
Breath Weapon (Su) (White) 15 ft cone of cold (2d6)

ZANDRA

CR 5

Female human (Flan) rogue 5
 LE Medium humanoid (human)
Init +7; **Senses** Listen +8, Spot +8
Languages Common, Flan
AC 18, touch 18, flat-footed 15
 (+3 Dex, +4 bracers of armor +4, +1 ring of protection +1);
 Dodge, Mobility, Uncanny Dodge
hp 29 (5 HD)
Fort +2, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.
Melee +1 falchion +6 (2d4+4/18-20) or dagger +5
 (1d4+2/19-20)
Ranged composite shortbow +6 (1d6+2)
Base Atk +3; **Grp** +5

Atk Options Sneak Attack (+3d6), Teamwork Benefit (Crowded Charge)
Special Actions Evasion
 +1 falchion, potion of cure light wounds.

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 10
SQ Teamwork Benefit (Team Shield Maneuver-Leader), Teamwork Benefit (Cunning Ambush Team-Member), trapfinding, trap-sense +1, Uncanny Dodge.
Feats Dodge, Improved Initiative, Mobility
Skills Balance +9, Climb +8, Disable Device +7, Escape Artist +9, Hide +11, Jump +7, Listen +8, Move Silently +11, Open Lock +8, Search +7, Spot +8, Tumble +11
Possessions combat gear plus *bracers of armor* +4, *ring of protection* +1, poison coated dagger

THUG

CR 4

Male human fighter 4
 CN medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 20, touch 12, flat-footed 17
 (+2 Dex, +5 armor, +3 shield); Block Arrow, Shield Wall
hp 29 (4 HD)
Fort +6, **Ref** +5, **Will** +3

Speed 20 ft. in mw breastplate (4 squares), base movement 30 ft.
Melee mw longsword +9 (1d8+5/19-20) or dagger +7
 (1d4+3/19-20) or shortspear +7 (1d6+3)
Ranged shortspear +6 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options Intimidating Strike
Combat Gear *blessed bandage*, *potion of cure light wounds*, *potion of bull's strength*

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8
SQ Opportunistic Commander, Teamwork Benefit (Crowded Charge, Team Shield Maneuver-Leader)
Feats Block Arrow, Intimidating Strike, Shield Specialization, Shield Wall, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Skills Intimidate +6, Jump +7, Profession (Soldier) +3
Possessions combat gear plus mw breastplate armor, *cloak of resistance* +1, dagger, mw heavy steel shield, 4 shortspears, mw longsword

5: BEST SERVED COLD

GREATER NABASSU

CR 11

CE Medium Outsider (chaotic, evil, extraplanar, Tanar'ri)
Init +4; **Senses** Listen +26, Spot +26
Languages Common

AC 23, touch 14, flat-footed 16
 (+4 Dex, +9 natural)\
hp 115 (11 HD); regeneration/fast healing; DR 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 21
Fort +13, **Ref** +11, **Will** +11

Speed 30 ft., fly 60 ft. (average);
Melee 2 claws +17 (1d4+6 plus energy drain) and bite +15
 (1d8+3)
Space 5 ft.; **Reach** 5 ft.

Base Atk +11; Grp +17

Spell-Like Abilities (CL 11th):

At will—*darkness, silence, vampiric touch*
twice/day—*ethereal jaunt* (self plus 50 lbs of objects only)

Abilities Str 23, Dex 18, Con 23, Int 18, Wis 18, Cha 18

SQ DR 10/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.

Feats Ability Focus (paralyzing aura), Multiattack, Power Attack, Track

Skills Bluff +14, Concentration +20, Diplomacy +19, Escape Artist +12, Intimidate +12, Hide +18, Knowledge (local: luz's Border States) +15, Knowledge (Planes) +15, Listen +26, Move Silently +18, Search +18, Spellcraft +11, Spot +26, Survival +12 (+14 following tracks), Use Rope +12 (+14 with bindings)

Possessions combat gear plus

Sneak Attack +2d6

Death Gaze (Sp) 1/day – Death, range 30 ft., Fortitude DC 19 negates. Once per day a greater nabassu can make a targeted gaze attack are transformed into ghastrs 24 hours later. The save DC is Charisma-based.

Energy Drain (Su) Living creatures hit by a greater nabassu's claws gain 2 negative levels. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed the greater nabassu gains 5 temporary hit points.

Feed (Su) When nabassu slays a humanoid opponent on a plane other than the Abyss, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires body parts. There is a 50% that a *wish, miracle, or true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature can not be brought back to life by mortal magic.

Paralyzing Aura (Su) Any living creature coming within 10 ft. of a greater nabassu must succeed on a Fortitude save (DC 21) or be paralyzed for 1d10 rounds. A creature that succeeds is immune to that same greater nabassu's paralyzing aura for 24 hours. The save DC is charisma-based.

Summon Tanar'ri (Sp) Three times per day a greater nabassu can attempt to summon 2d6 dretches or 1 greater nabassu with a 35% chance of success. This is the equivalent of a 3rd-level spell.

SKILLS Greater nabassu have a +8 racial bonus on Listen and Spot checks

6: WRATH OF A DRAGON

ADVANCED GREATER BARGHEST CR 7

LE Large Outsider (evil, lawful, extraplanar, shapechanger)

Init +6; **Senses** Listen +20, Spot +20, Scent, Darkvision 60 ft.

Languages Common, Draconic, +3 more

AC 20, touch 11, flat-footed 18

(+2 Dex, +9 natural, -1 size)

hp 97 (13HD); DR 10/magic

Fort +11, **Ref** +10, **Will** +12

Speed 40 ft.,

Melee 2 claws +15 (1d6+2) and bite +17 (1d8+5)

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

Base Atk +13; **Grp** +22

Atk Options

Special Actions feed, spell-like abilities

Combat Gear +1 Large Mithral Chainmail Barding

Spell-Like Abilities (CL 13th):

At will—*blink, invisibility sphere, levitate, misdirection*
(DC 16), *rage*, (DC 17)

1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door, mass bull's strength, mass enlarge*

Abilities Str 21, Dex 15, Con 16, Int 18, Wis 18, Cha 18

SQ scent, DR 10/magic, darkvision 60 ft., change shape, outsider traits

Feats Combat Casting, Combat Reflexes, Improved Initiative, Multi Attack, Track

Skills Bluff +16, Climb +17, Concentration +19, Diplomacy +12, Disguise +8 (+10 acting), Hide +14*, Intimidate +22, Jump +25, Listen +20, Move Silently +18, Sense Motive +20, Spot +20, Survival +20 (+22 following tracks), Tumble +20

Possessions combat gear plus

Feed (Su) When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle, or true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

VARMEDODSFALL (THERMAL DEATH)

CR 10

Male Juvenile Red Dragon

CE Large Dragon (fire)

Init +0; **Senses** Listen +18, Spot +21, low-light vision, blindsense 60 ft., darkvision 120 ft.

Aura Fear

Languages Common, Draconic, Abyssal

AC 24, touch 9, flat-footed 24

(-1 size, +15 natural)

Miss Chance

hp 168(16HD); regeneration/fast healing; DR

Immune fire, magic sleep effects, paralysis

Fort +14, **Ref** +10, **Will** +12

Weakness cold

Speed 40 ft. (8 squares), base movement 40 ft., fly 150 ft. (poor)

Melee bite +24 (2d6+9) and 2 claws +20 (1d8+4, x4) and 2 wings +19 (1d6+4) and tail slap +19 (1d8+13)

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

Base Atk +16; **Grp** +29

Special Actions Breath Weapon, spell-like abilities, spells

Combat Gear Claws of the Ripper, Gemstone of Light Fortification

Sorcerer Spells Known (CL 3rd):

1st (6/day)— *breath flare, protection from good* †

0 (6/day)— *arcane mark, detect magic, ray of frost, resistance*

† Already cast

Spell-Like Abilities (CL 4th):

4/day – locate object,

† Already cast

Abilities Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14

Feats Cleave, Combat Expertise, Combat Reflexes, Flyby Attack, Power Attack, Weapon Focus (claw), Wingover

Skills Bluff +10, Concentration +17, Diplomacy +14, Hide – 4, Intimidate +20, Jump +29, Knowledge (arcane) +15, Knowledge (geography) +9, Listen +19, Search +18, Sense Motive +10, Spellcraft +11, Spot +21

Possessions combat gear plus

Breath Weapon (Su) 40 ft cone, 8d10 fire, Reflex (DC 22) half

Physical Description: Varmedodsfall always appears to have a small amount of steam coming off of his body. This is due to a ‘gift’ of a demon he once dealt with. In the center of Varmedodsfall’s forehead is a clear gemstone

1: CHROMATIC ARRAY

GRINDOK

CR 6

Male Human Dragon Shaman 6

NE Medium humanoid

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

Aura draconic aura +2

Languages Common, Draconic

AC 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)

hp 52 (6 HD)

Immune paralysis, sleep, frightful presence (dragons)

Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. in Breastplate (4 squares), base movement 30 ft.,

Melee +1 morningstar +8 (1d8+3)

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

Base Atk +4; **Grp** +6

Special Actions breath weapon

Combat Gear Breastplate, Heavy Steel Shield

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 14

SQ Touch of Vitality (24)

Draconic Auras Known Energy Shield, Power, Resistance, Senses, Vigor

Feats (Black) Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Hide), Weapon Focus (Morningstar),

Feats (Blue) Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Bluff), Weapon Focus (Morningstar),

Feats (Green) Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Hide), Weapon Focus (Morningstar),

Feats (Red) Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Appraise), Weapon Focus (Morningstar),

Feats (White) Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Hide), Weapon Focus (Morningstar),

Skills (Black) Hide +6, Move Silently +3,

Skills (Blue) Bluff +12, Hide +3,

Skills (Green) Hide +6, Move Silently +3,

Skills (Red) Appraise +12, Bluff +9,

Skills (White) Hide +6, Move Silently +3,

Possessions combat gear plus poison coated dagger

Breath Weapon (Su) (Black) 30 ft line of acid (3d6)

Breath Weapon (Su) (Blue) 30 ft line of electricity (3d6)

Breath Weapon (Su) (Green) 15 ft cone of acid (3d6)

Breath Weapon (Su) (Red) 15 ft cone of fire (3d6)

Breath Weapon (Su) (White) 15 ft cone of cold (3d6)

ZANDRA

CR 7

Female human (Flan) rogue 7

LE Medium humanoid (human)

Init +7; **Senses** Listen +10, Spot +10

Languages Common, Flan

AC 18, touch 18, flat-footed 15

(+3 Dex, +4 bracers of armor +4, +1 ring of protection +1);

Dodge, Mobility, Uncanny Dodge

hp 40 (7 HD)

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

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +1 falchion +8 (2d4+4/18-20) or dagger +7 (1d4+2/19-20)

Ranged composite shortbow +8 (1d6+2)

Base Atk +5; **Grp** +7

Atk Options Combat Reflexes, Sneak Attack (+4d6), Teamwork Benefit (Crowded Charge)

Special Actions Evasion

Combat Gear cloak of resistance +2, +1 falchion, potion of cure light wounds.

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 10

SQ Teamwork Benefit (Team Shield Maneuver-Leader), Teamwork Benefit (Cunning Ambush Team-Member), trapfinding, trap-sense +2, Uncanny Dodge.

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Balance +11, Climb +10, Disable Device +9, Escape Artist +11, Hide +13, Jump +7, Listen +10, Move Silently +13, Open Lock +8, Search +9, Spot +10, Tumble +13

Possessions combat gear plus *bracers of armor* +4, *ring of protection* +1, poison coated dagger

THUG

CR 6

Male human fighter 6

CN medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common

AC 22, touch 16, flat-footed 20

(+2 Dex, +6 armor, +4 shield); Block Arrow, Shield Wall, Shield Ward

hp 47 (6 HD)

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

Speed 20 ft. in +1 breastplate (4 squares), base movement 30 ft.

Melee +1 longsword +11/+6 (1d8+6/19-20) or dagger +9/+4 (1d4+3/19-20) or shortspear +9 (1d6+3)

Ranged shortspear +8 (1d6+3)

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

Base Atk +6; **Grp** +9

Atk Options Intimidating Strike

Combat Gear *blessed bandage*, *potion of cure light wounds*, *potion of bull's strength*

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8

SQ Mobile Commander, Teamwork Benefit (Crowded Charge-Leader, Team Shield Maneuver-Leader)

Feats Block Arrow, Improved Toughness, Intimidating Strike, Shield Specialization, Shield Wall, Shield Ward, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Intimidate +8, Jump +9, Profession (Soldier) +4

Possessions combat gear plus +1 breastplate, cloak of resistance +1, dagger, +1 longsword, 4 shortspears, +1 heavy steel shield

6: WRATH OF A DRAGON

SUPERIOR GREATER BARGHEST CR 9

LE Large Outsider (evil, lawful, extraplanar, shapechanger)
Init +5; **Senses** Listen +23, Spot +23, Scent, Darkvision 60 ft.

Languages Common, Draconic, +3 more

AC 19, touch 10, flat-footed 18

(+1 Dex, +9 natural, -1 size)

hp 143 (15 HD); DR 10/magic

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

Speed 40 ft.,

Melee 2 claws +17 (1d6+4) and bite +20 (2d6+8)

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

Base Atk +15; **Grp** +27

Atk Options

Special Actions feed, spell-like abilities

Combat Gear +1 Large Mithral Chainmail Barding of Retaliation

Spell-Like Abilities (CL 13th):

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 17), *rage*, (DC 18)

1/day—*charm monster* (DC 19), *crushing despair* (DC 19), *dimension door*, *mass bull's strength*, *mass enlarge*

Abilities Str 26, Dex 12, Con 20, Int 18, Wis 20, Cha 21

SQ scent, DR 10/magic, darkvision 60 ft., change shape, outsider traits

Feats Combat Casting, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Multi Attack, Track

Skills Bluff +19, Climb +20, Concentration +23, Diplomacy +13, Disguise +11 (+13 acting), Hide +15*, Intimidate +25, Jump +30, Listen +23, Move Silently +19, Sense Motive +23, Spot +23, Survival +23 (+25 following tracks), Tumble +21

Possessions combat gear plus

Feed (Su) When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

VARMEDODSFALL (THERMAL DEATH)

CR 12

Male Juvenile Red Dragon

CE Large Dragon (fire)

Init +2; **Senses** Listen +23, Spot +23, low-light vision, blindsense 60 ft., darkvision 120 ft.

Aura Fear

Languages Common, Draconic, Abyssal, Celestial

AC 26, touch 11, flat-footed 24

(-1 size, +15 natural, +2 Dex)

Miss Chance

hp 253 (18HD);

Immune fire, magic sleep effects, paralysis

Fort +18, **Ref** +13, **Will** +15

Weakness cold

Speed 40 ft. (8 squares), base movement 40 ft., fly 150 ft. (poor)

Melee bite +25 (2d6+8) & 2 claws +21 (1d8+4, x4) & 2 wings +20 (1d6+4) and tail slap +20 (1d8+12)

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

Base Atk +18; **Grp** +30

Atk Options Rapidstrike: bite +25 (2d6+8) & 3 claws +21/+21/+16 (1d8+4, x4) & 2 wings +20 (1d6+4) & tail slap +20 (1d8+12)

Special Actions Breath Weapon, spell-like abilities, spells

Combat Gear Claws of the Ripper, Gemstone of Light Fortification

Sorcerer Spells Known (CL 3rd):

1st (6/day)—*breath flare*, *protection from good* †

0 (6/day)—*arcane mark*, *detect magic*, *ray of frost*, *resistance*

† Already cast

Spell-Like Abilities (CL 4th):

4/day – locate object,

† Already cast

Abilities Str 27, Dex 14, Con 24, Int 16, Wis 18, Cha 14

SQ

Feats Cleave, Combat Expertise, Combat Reflexes, Flyby Attack, Power Attack, Rapidstrike (claws), Weapon Focus (claw), Wingover

Skills Bluff +10, Concentration +22, Diplomacy +14, Hide –2, Intimidate +20, Jump +30, Knowledge (arcane) +18, Knowledge (geography) +12, Listen +23, Move Silently +20, Search +22, Sense Motive +10, Spellcraft +15, Spot +23

Possessions combat gear plus

Breath Weapon (Su) 40 ft cone, 8d10 fire, Reflex (DC 26) half

Physical Description: Varmedodsfall always appears to have a small amount of steam coming off of his body. This is due to a 'gift' of a demon he once dealt with. In the center of Varmedodsfall's forehead is a clear gemstone.

1: CHROMATIC ARRAY

GRINDOK**CR 8**

Male Human Dragon Shaman 8

NE Medium humanoid

Init +1; **Senses** Listen +0, Spot +0**Aura** draconic aura +2**Languages** Common, Draconic**AC** 20, touch 11, flat-footed 19

(+1 Dex, +6 armor, +2 shield, +1 natural)

hp 68 (8 HD)**Immune** paralysis, sleep, frightful presence (dragons)**Fort** +8, **Ref** +3, **Will** +6**Speed** 20 ft. in Breastplate (4 squares), base movement 30 ft.,**Melee** +1 morningstar +11 (1d8+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +9**Special Actions** breath weapon**Combat Gear** Breastplate, Heavy Steel Shield**Abilities** Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 14**SQ** Touch of Vitality (24)**Draconic Auras Known** Energy Shield, Power, Presence, Resistance, Senses, Vigor**Feats (Black)** Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (Morningstar),**Feats (Blue)** Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Bluff), Skill Focus (Hide), Weapon Focus (Morningstar),**Feats (Green)** Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (Morningstar),**Feats (Red)** Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Appraise), Skill Focus (Bluff), Weapon Focus (Morningstar),**Feats (White)** Combat Reflexes, Diehard, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (Morningstar),**Skills (Black)** Hide +8, Move Silently +8,**Skills (Blue)** Bluff +14, Hide +8,**Skills (Green)** Hide +8, Move Silently +8,**Skills (Red)** Appraise +14, Bluff +14,**Skills (White)** Hide +8, Move Silently +8,**Possessions** combat gear plus poison coated dagger**Breath Weapon (Su) (Black)** 30 ft line of acid (4d6)**Breath Weapon (Su) (Blue)** 30 ft line of electricity (4d6)**Breath Weapon (Su) (Green)** 15 ft cone of acid (4d6)**Breath Weapon (Su) (Red)** 15 ft cone of fire (4d6)**Breath Weapon (Su) (White)** 15 ft cone of cold (4d6)**ZANDRA****CR 9**

Female human (Flan) rogue 9

LE Medium humanoid (human)

Init +7; **Senses** Listen +12, Spot +12**Languages** Common, Flan**AC** 18, touch 18, flat-footed 15

(+3 Dex, +4 bracers of armor +4, +1 ring of protection +1); Dodge, Mobility, Improved Uncanny Dodge

hp 60 (9 HD)**Fort** +7, **Ref** +10, **Will** +5**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** +1 falchion +10/+5 (2d4+4/18-20) or dagger +9/+4 (1d4+2/19-20)**Ranged** composite shortbow +10/+5 (1d6+2)**Base Atk** +6; **Grp** +8**Atk Options** Combat Reflexes, Sneak Attack (+5d6), Teamwork Benefit (Crowded Charge)**Special Actions** Evasion**Combat Gear** cloak of resistance +2, +1 falchion, potion of cure light wounds.**Abilities** Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10**SQ** Teamwork Benefit (Team Shield Maneuver-Leader), Teamwork Benefit (Cunning Ambush Team-Member), trapfinding, trap-sense +2, Improved Uncanny Dodge.**Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack**Skills** Balance +13, Climb +12, Disable Device +11, Escape Artist +13, Hide +15, Jump +7, Listen +12, Move Silently +15, Open Lock +8, Search +11, Spot +12, Tumble +15**Possessions** combat gear plus *bracers of armor* +4, *ring of protection* +1, poison coated dagger**THUG****CR 8**

Male human fighter 8

CN medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1**Languages** Common**AC** 22, touch 16, flat-footed 20

(+2 Dex, +6 armor, +4 shield); Block Arrow, Dodge, Shield Wall, Shield Ward

hp 67 (8 HD)**Fort** +9, **Ref** +6, **Will** +6**Speed** 20 ft. in +1 breastplate (4 squares), base movement 30 ft.**Melee** +1 longsword +15/+10 (1d8+7/19-20) or dagger +11/+6 (1d4+5/19-20) or shortspear +11/+6 (1d6+3)**Ranged** shortspear +9 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +11**Atk Options** Intimidating Strike**Combat Gear** *blessed bandage*, *potion of cure light wounds*, *potion of bull's strength***Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8**SQ** Mobile Commander, Teamwork Benefit (Crowded Charge-Leader, Team Shield Maneuver-Leader)**Feats** Block Arrow, Dodge, Improved Toughness, Intimidating Strike, Melee Weapon Mastery (slashing), Shield Specialization, Shield Wall, Shield Ward, Weapon Focus (Longsword), Weapon Specialization (Longsword)**Skills** Intimidate +10, Jump +11, Profession (Soldier) +5**Possessions** combat gear plus +1 *breastplate*, *cloak of resistance* +1, dagger, +1 *longsword*, 4 shortspears, +1 *heavy steel shield*

6: WRATH OF A DRAGON

ALPHA BARGHEST**CR 11**

LE Large Outsider (evil, lawful, extraplanar, shapechanger)

Init +5; **Senses** Listen +26, Spot +26, Scent, Darkvision 80 ft.**Languages** Common, Draconic, +3 more**AC** 19, touch 10, flat-footed 18

(+1 Dex, +9 natural, -1 size)

hp 173 (18 HD); DR 10/magic**Fort** +16, **Ref** +12, **Will** +16

Speed 40 ft.,
Melee 2 claws +20 (1d6+4) and bite +23 (2d6+8)
Space 10 ft.; **Reach** 5 ft.
Base Atk +15; **Grp** +30
Atk Options
Special Actions feed, spell-like abilities
Combat Gear +1 Large Called Mithral Chainmail Barding of Retaliation
Spell-Like Abilities (CL 13th):
 At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 18), *rage*, (DC 19)
 1/day—*charm monster* (DC 20), *crushing despair* (DC 20), *dimension door*, *mass bull's strength*, *mass enlarge*
Abilities Str 26, Dex 12, Con 20, Int 18, Wis 20, Cha 22
SQ scent, DR 10/magic, darkvision 60 ft., change shape, outsider traits
Feats Combat Casting, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Multi Attack, Quicken Spell-like Ability (*invisibility sphere*), Track
Skills Bluff +23, Climb +20, Concentration +26, Diplomacy +14, Disguise +15 (+17 acting), Hide +18*, Intimidate +29, Jump +33, Listen +26, Move Silently +22, Sense Motive +25, Spot +26, Survival +26 (+28 following tracks), Tumble +24
Possessions combat gear plus
Feed (Su) When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.
Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.
Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.
Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

Atk Options Rapidstrike: bite +31 (3d6+10) & 6 claws +27/+27/+22/+17/+12 (2d6+5, x4) & 2 wings +26 (1d8+5) & tail slap +26 (2d6+15)
Special Actions Breath Weapon, spell-like abilities, spells
Combat Gear Claws of the Ripper, Gemstone of Light Fortification
Sorcerer Spells Known (CL 7th):
 3rd (5/day) – *haste*, *fireball*,
 2nd (7/day) – *glitterdust*, *invisibility*, *scintillating scales*
 1st (7/day)— *breath flare*, *grease*, *protection from good*, *identify*, *mage armor*
 0 (6/day)— *arcane mark*, *detect magic*, *ray of frost*, *resistance*
 † Already cast
Spell-Like Abilities (CL 7th):
 4/day – locate object,
 † Already cast
Abilities Str 31, Dex 14, Con 26, Int 18, Wis 22, Cha 16
SQ
Feats Cleave, Combat Expertise, Combat Reflexes, Flyby Attack, Improved Rapidstrike (claws), Power Attack, Rapidstrike (claws), Weapon Focus (claw), Wingover
Skills Bluff +11, Concentration +28, Diplomacy +19, Hide – 2, Intimidate +25, Jump +36, Knowledge (arcane) +23, Knowledge (geography) +16, Knowledge (religion) +26, Listen +29, Move Silently +24, Search +23, Sense Motive +12, Spellcraft +16, Spot +29
Possessions combat gear plus
Breath Weapon (Su) 40 ft cone, 12d10 fire, Reflex (DC 29) half
Frightful Presence (Su) Will (DC 24)

Physical Description: Varmedodsfall always appears to have a small amount of steam coming off of his body. This is due to a 'gift' of a demon he once dealt with. In the center of Varmedodsfall's forehead is a clear gemstone.

VARMEDODSFALL (THERMAL DEATH) CR 14

Male Adult Red Dragon
 CE Huge Dragon (fire)
Init +2; **Senses** Listen +29, Spot +29, low-light vision, blindsense 60 ft. darkvision 120 ft.
Aura Fear
Languages Common, Draconic, Abyssal, Celestial
AC 31, touch 10, flat-footed 29
 (-2 size, +21 natural, +2 Dex)
Miss Chance
hp 315 (22HD); DR 5/magic, SR 21
Immune fire, magic sleep effects, paralysis
Fort +21, **Ref** +15, **Will** +19
Weakness cold
Speed 40 ft. (8 squares), base movement 40 ft., fly 150 ft. (poor)
Melee bite +31 (3d6+10) & 2 claws +27 (2d6+5, x4) & 2 wings +26 (1d8+5) & tail slap +26 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft with bite)
Base Atk +22; **Grp** +38

1: CHROMATIC ARRAY

GRINDOK**CR 10**

Male Human Dragon Shaman 10

NE Medium humanoid

Init +5; **Senses** Listen +0, Spot +0**Aura** draconic aura +3**Languages** Common, Draconic**AC** 20, touch 11, flat-footed 19
(+1 Dex, +6 armor, +2 shield, +1 natural)**hp** 68 (8 HD)**Immune** paralysis, sleep, frightful presence (dragons), type of energy from breath weapon**Fort** +9, **Ref** +4, **Will** +7**Speed** 20 ft. in Breastplate (4 squares), base movement 30 ft.,**Melee** +1 morningstar +11(1d8+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Special Actions** breath weapon**Combat Gear** Breastplate, Heavy Steel Shield**Abilities** Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 14**SQ** Touch of Vitality (24)**Draconic Auras Known** Energy Shield, Power, Presence, Resistance, Senses, Vigor**Feats (Black)** Combat Reflexes, Diehard, Dodge, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (Morningstar),**Feats (Blue)** Combat Reflexes, Diehard, Dodge, Improved Initiative, Skill Focus (Bluff), Skill Focus (Hide), Weapon Focus (Morningstar),**Feats (Green)** Combat Reflexes, Diehard, Dodge, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (Morningstar),**Feats (Red)** Combat Reflexes, Diehard, Dodge, Improved Initiative, Skill Focus (Appraise), Skill Focus (Bluff), Weapon Focus (Morningstar),**Feats (White)** Combat Reflexes, Diehard, Dodge, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently), Weapon Focus (Morningstar),**Skills (Black)** Hide +10, Move Silently +10,**Skills (Blue)** Bluff +16, Hide +10,**Skills (Green)** Hide +10, Move Silently +10,**Skills (Red)** Appraise +16, Bluff +16,**Skills (White)** Hide +10, Move Silently +10,**Possessions** combat gear plus poison coated dagger**Breath Weapon (Su) (Black)** 30 ft line of acid (5d6)**Breath Weapon (Su) (Blue)** 30 ft line of electricity (5d6)**Breath Weapon (Su) (Green)** 15 ft cone of acid (5d6)**Breath Weapon (Su) (Red)** 15 ft cone of fire (5d6)**Breath Weapon (Su) (White)** 15 ft cone of cold (5d6)**ZANDRA****CR 11**

Female human (Flan) rogue 9

LE Medium humanoid (human)

Init +7; **Senses** Listen +12, Spot +12**Languages** Common, Flan**AC** 18, touch 18, flat-footed 15(+3 Dex, +4 bracers of armor +4, +1 ring of protection +1);
Dodge, Mobility, Improved Uncanny Dodge**hp** 73 (9 HD)**Fort** +7, **Ref** +11, **Will** +5**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** +1 falchion +12/+7 (2d4+4/18-20) or dagger +11/+6 (1d4+2/19-20)**Ranged** composite shortbow +12/+7 (1d6+2)**Base Atk** +8; **Grp** +10**Atk Options** Combat Reflexes, Sneak Attack (+6d6), Teamwork Benefit (Crowded Charge)**Special Actions** Evasion**Combat Gear** *cloak of resistance* +2, +1 falchion, *potion of cure light wounds*.**Abilities** Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10**SQ** Teamwork Benefit (Team Shield Maneuver-Leader), Teamwork Benefit (Cunning Ambush Team-Member), trapfinding, trap-sense +2, Improved Uncanny Dodge.**Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack**Skills** Balance +15, Climb +14, Disable Device +13, Escape Artist +15, Hide +17, Jump +7, Listen +14, Move Silently +17, Open Lock +8, Search +13, Spot +14, Tumble +17**Possessions** combat gear plus *bracers of armor* +4, *ring of protection* +1, poison coated dagger**THUG****CR 10**

Male human fighter 10

CN medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1**Languages** Common**AC** 22, touch 16, flat-footed 20

(+2 Dex, +6 armor, +4 shield); Block Arrow, Dodge, Mobility, Shield Wall, Shield Ward

hp 92 (10 HD)**Fort** +11, **Ref** +7, **Will** +7**Speed** 20 ft. in +1 breastplate (4 squares), base movement 30 ft.**Melee** +1 longsword +17/+12 (1d8+7/19-20) or dagger +13/+8 (1d4+5/19-20) or shortspear +13/+8 (1d6+3)**Ranged** shortspear +11 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10 **Grp** +13**Atk Options** Intimidating Strike**Combat Gear** *blessed bandage*, *potion of cure light wounds*, *potion of bull's strength***Abilities** Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8**SQ** Mobile Commander, Teamwork Benefit (Crowded Charge-Leader, Team Shield Maneuver-Leader)**Feats** Block Arrow, Dodge, Improved Toughness, Intimidating Strike, Melee Weapon Mastery (slashing), Mobility, Shield Specialization, Shield Wall, Shield Ward, Weapon Focus (Longsword), Weapon Specialization (Longsword)**Skills** Intimidate +12, Jump +9, Profession (Soldier) +6**Possessions** combat gear plus *amulet of health* +2, +1 *breastplate*, *cloak of resistance* +1, dagger, +1 longsword, +1 *heavy steel shield*, 4 shortspears

5: BEST SERVED COLD

HIVE MOTHER**CR 16**

LE Huge Aberration

Init +6; **Senses** Listen +28, Spot +32, Darkvision 60', All-Around Vision (can't be flanked)**Languages** Common, Beholder, Draconic, Flan, Suel, Giant, Goblinoid

AC 35, touch 10, flat-footed 33
(-2 size, +2 Dex, +25 natural)

hp 210 (20 HD)

Fort +14, **Ref** +8, **Will** +17

Speed 5 ft., fly 20 ft. (good);

Melee bite +20 (2d6+10) and

Ranged eye rays +15 ranged touch

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

Base Atk +15; **Grp** +30

Atk Options Bite & eye rays

Special Actions improved grab, swallow whole

Combat Gear Lens of Ray Doubling (Over Disintegration Eye stalk)

Abilities Str 24, Dex 14, Con 22, Int 21, Wis 17, Cha 25

SQ All-around vision, antimagic cone, darkvision 60', flight

Feats Alertness, Disjunction Ray, Flyby Attack, Focused Antimagic, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will

Skills Hide +17, Intimidate +30, Knowledge (any two) +28, Listen +28, Search +32, Spot +32, Survival +3 (+5 following tracks)

Possessions combat gear plus

Spellbook spells prepared plus 0—

Command Beholder (Sp) A hive mother can use dominate monster at will as a spell-like ability (caster level 20th), but only against beholders and beholderkin. A beholder can resist this effect with a successful DC 27 Will saving throw. This is the equivalent of a 9th-level spell.

Hive mothers are immune to the *command beholder* ability of other hive mothers.

Eye Rays (Su) Each of a hive mother's ten small eyes can produce a magical ray once per round as a free action. Hive mothers can rotate and adjust their position with much greater speed and skill than normal beholders, and they can aim up to six rays at targets in any given 90-degree arc.

Each eye's effect resembles a spell (caster level 20th). Each ray has a range of 240 feet and a save DC of 27. The DCs are charisma based.

Charm Monster: Will save or affected as per the spell.

Charm Person: Will save or affected as per the spell.

Disintegrate: Fort save or affected as per the spell.

Fear: As per the spell except it affects a single target (Will negates).

Finger of Death: Fort save or be slain as per the spell. Take 3d6+20 if the save succeeds.

Flesh to Stone: Fort save or affected as per the spell.

Inflict Critical Wounds: As per spell, 4d8+20 damage (Will save for half)

Sleep: As per spell except it affects a single target with any # of HD. (Will negates)

Slow: As per spell, single creature only (Will negates)

Telekinesis: Move objects or creatures up to 375 lbs. as per telekinesis spell. Creatures resist with a successful Will save.

Improved Grab (Ex): To use this ability, a hive mother must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold.

Swallow Whole (Ex): A hive mother can try to swallow a grabbed opponent that is at least two size categories smaller than itself by making a successful grapple check. Once swallowed, the opponent takes 2d8+7 points of crushing damage plus 2d8 points of acid damage per round from the hive mother's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gizzard (AC 20). Once the creature exits, muscular action close the whole; another swallowed

opponent must cut its own way out. A Huge hive mother's gizzard can hold 1 medium, 2 small, 8 tiny, or 32 diminutive or smaller opponents.

Antimagic Cone (Su): A hive mother's central eye continually produces a 240-foot cone of antimagic. This functions just like *antimagic field* (caster level 20th). All magical and supernatural powers and effects within the cone are suppressed—even the hive mother's own eye rays. Once each round, during its turn, the hive mother decides whether the antimagic cone is active or not (the hive mother deactivates the cone by shutting its central eye).

Flight (Ex): A hive mother's body is unnaturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

6: WRATH OF A DRAGON

HALF-DRAGON BARGHEST CR 13

LE Large Outsider (dragon, shapechanger)

Init +5; **Senses** Listen +26, Spot +26, Scent, Darkvision 60 ft., Low-Light vision 60 ft.

Languages Common, Draconic, +4 more

AC 23, touch 10, flat-footed 22

(+1 Dex, +13 natural, -1 size)

hp 284 (18 HD); DR 10/magic

Immune sleep, paralysis, fire

Fort +17, **Ref** +12, **Will** +16

Speed 40 ft., fly 80 ft. (average)

Melee 2 claws +24 (1d6+6) and bite +27 (2d6+12)

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

Base Atk +15; **Grp** +34

Atk Options

Special Actions feed, spell-like abilities, breath weapon

Combat Gear +1 Large Axeblock, Called Mithral Chainmail Barding of Retaliation

Spell-Like Abilities (CL 13th):

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 19), *rage*, (DC 20)

1/day—*charm monster* (DC 21), *crushing despair* (DC 21), *dimension door*, *mass bull's strength*, *mass enlarge*

Abilities Str 34, Dex 12, Con 22, Int 20, Wis 20, Cha 24

SQ scent, DR 10/magic, darkvision 60 ft., change shape, low-light vision 60', outsider traits

Feats Combat Casting, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Multi Attack, Quicken Spell-like Ability (*invisibility sphere*), Track

Skills Bluff +23, Climb +20, Concentration +26, Diplomacy +14, Disguise +15 (+17 acting), Hide +18*, Intimidate +29, Jump +33, Listen +26, Move Silently +22, Sense Motive +25, Spot +26, Survival +26 (+28 following tracks), Tumble +24

Possessions combat gear plus

Breath Weapon () A half dragon gains a breath weapon usable once per day. 30 ft. cone, 6d8 damage, Reflex (DC 23) for half.

Feed (Su) When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a

barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

is due to a 'gift' of a demon he once dealt with. In the center of Varmedodsfall's forehead is a clear gemstone.

VARMEDODSFALL (THERMAL DEATH)

CR 16

Male Mature Adult Red Dragon

CE Huge Dragon (fire)

Init +2; **Senses** Listen +33, Spot +33, low-light vision, blindsense 60 ft. darkvision 120 ft.

Aura Fear

Languages Common, Draconic, Abyssal, Celestial

AC 34, touch 10, flat-footed 32

(-2 size, +24 natural, +2 Dex)

Miss Chance

hp 399 (26HD); DR 10/magic, SR 23

Immune fire, magic sleep effects, paralysis

Fort +24, **Ref** +17, **Will** +21

Weakness cold

Speed 40 ft. (8 squares), base movement 40 ft., fly 150 ft. (poor)

Melee bite +35 (3d6+10) & 2 claws +31 (2d6+5, x4) & 2 wings +31 (1d8+5) & tail slap +31 (2d6+15)

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

Base Atk +26; **Grp** +42

Atk Options Rapidstrike: bite +35 (3d6+10) & 6 claws +31/+31/+26/+21/+16 (2d6+5, x4) & 2 wings +31 (1d8+5) & tail slap +31 (2d6+15)

Special Actions Breath Weapon, spell-like abilities, spells

Combat Gear Claws of the Ripper, Gemstone of Light Fortification

Sorcerer Spells Known (CL 9th):

4th (4/day) – *improved invisibility* †, *stunning breath*

3rd (6/day) – *haste*, *fireball*, *blinding breath*

2nd (6/day) – *glitterdust*, *razorfangs*, *scintillating scales*, see *invisibility*

1st (6/day) – *breath flare*, *grease*, *protection from good*, *identify*, *mage armor*, *shield*

0 (6/day) – *arcane mark*, *detect magic*, *ray of frost*, *resistance*

† Already cast

Spell-Like Abilities (CL 9th):

4/day – locate object,

† Already cast

Abilities Str 31, Dex 14, Con 28, Int 20, Wis 22, Cha 18

SQ

Feats Cleave, Clinging Breath, Combat Expertise, Combat Reflexes, Flyby Attack, Improved Rapidstrike (claws), Power Attack, Rapidstrike (Claws), Weapon Focus (claw), Wingover

Skills Bluff +12, Concentration +33, Diplomacy +24, Hide – 2, Intimidate +30, Jump +40, Knowledge (arcane) +28, Knowledge (geography) +21, Knowledge (religion) +31, Listen +33, Move Silently +28, Search +28, Sense Motive +12, Spellcraft +17, Spot +33

Possessions combat gear plus

Breath Weapon (Su) 40 ft cone, 14d10 fire, Reflex (DC 32) half

Fightful Presence (Su) Will (DC 32)

Physical Description: Varmedodsfall always appears to have a small amount of steam coming off of his body. This

FEATS

List alphabetically. Include source and page:

Clinging Breath

(*Draconomicon*)

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

Prerequisite: Con 13, breath weapon.

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that makes it save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of cold damage, and foes that succeeded on their save take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon DC).

The feat only works on a breath weapon that has an instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage, or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

Special: You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

Glorious Weapons

(Complete Divine)

Benefit: You can spend a turn or rebuke attempt as standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

Improved Smiting

(Complete Divine)

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment. If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets, while a blackguard's smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets.

If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment.

For example, a lawful neutral cleric of St. Cuthbert with the Destruction domain who selected this feat must choose for his smite attacks to be lawfully aligned (and these attacks would deal +1d6 points of damage to chaotic targets). A lawful evil cleric of Hextor with the Destruction domain could choose to have his smite attacks be lawfully or evilly aligned (and these attacks would deal +1d6 points of damage to chaotic targets or to good targets, respectively).

You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed. If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

Mobile Commander

(*Heroes of Battle*)

Your troops are exceptionally fleet of foot.

Prerequisite: Commander rating 3, any chaotic any chaotic alignment.

Benefit: Any ally who begins his turn within 30 feet of you gains a 5-foot bonus to his speed. This benefit is considered a morale bonus.

Opportunistic Commander

(*Heroes of Battle*)

You can direct your soldiers to take advantage whenever your enemies are distracted or overwhelmed.

Prerequisite: Commander rating 1, any chaotic alignment.

Benefit: Allies within 30 feet of you deal an extra 1d6 points of damage on any successful attack of opportunity. This benefit is considered a moral bonus.

Block Arrow

(*Heroes of Battle*)

You can block incoming arrows with your shield.

Prerequisites: Dex 13, Shield Proficiency

Benefit: You must be using a shield to use this feat. Once per round when you would normally be hit with a ranged weapon, you can deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons, such as boulders hurled by giants, siege weapon attacks, and range attacks generated by spell effects (such as Melf's acid arrow) can't be deflected.

Special: A fighter can select Block Arrow as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Improved Rapidstrike

(*Draconomicon*)

You can make multiple attacks with a natural weapon

Prerequisite: Dex 9, one or more pairs of natural weapons, aberrations, dragon, elemental, magical beasts, or plant type, base attack bonus +15, Rapidstrike.

Benefit: If you have a pair of natural weapons, such as 2 claws, 2 wings, or 2 slams, you can make two or more extra attacks with one of those weapons, the first at a -5 penalty and the second and subsequent attacks at an additional -5, but never more than 4 extra attacks. Creatures with multiple limbs qualify for this feat as well, so a creature with 3 arms & 3 claw attacks qualifies for this feat.

Normal: Without this feat, you can attack once with each natural weapon.

Special: You can take this feat for each pair of natural weapons you have. For example, a Large Dragon has 1 bite, 2 claws, 2 wings, and 1 tail attack. The dragon can take this feat twice, once for its claws and once for its wings.

Intimidating

(*Player's Handbook II*)

You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear—if you decide to hit your foe, you could easily slay him.

Prerequisites: Intimidate 4 ranks.

Benefit: As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an Intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Melee Weapon Mastery

(*Player's Handbook II*)

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals that type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attacks and +2 bonus on damage.

Special: You can select this feat more than once. Each time, you can you select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Practiced Spellcaster

(*Complete Divine*)

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus. For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Rapidstrike

(*Draconomicon*)

You can attack more than once with a natural weapon.

Prerequisite: Dex 9, one or more pairs of natural weapons, aberrations, dragon, elemental, magical beasts, or plant type, base attack bonus +10.

Benefit: If you have a pair of natural weapons, such as 2 claws, 2 wings, or 2 slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with 3 arms & 3 claw attacks.

Normal: Without this feat, you can attack once with each natural weapon.

Special: You can take this feat for each pair of natural weapons you have. For example, a Large Dragon has 1 bite, 2 claws, 2 wings, and 1 tail attack. The dragon

can take this feat twice, once for its claws and once for its wings.

Shield Specialization

(*Player's Handbook II*)

You are skilled in using a shield, allowing you to gain greater defensive benefits from using it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: A fighter can select Shield Specialization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Shield Wall

(*Heroes of Battle*)

You are skilled in using shields when in formation with other shield-bearers.

Prerequisite: Shield Proficiency.

Benefit: When you and an adjacent ally are each using a shield, your shield bonus to Armor Class increases by 2.

Special: A fighter can select Shield Wall as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Shield Ward

(*Player's Handbook II*)

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attack.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Subduing Strike

(*Book of Exalted Deeds*)

You are adept at striking to deal nonlethal damage even with normal weapons.

Benefit: You can use any melee weapon to deal nonlethal damage with no penalty on your attack roll. If you are a rogue, you can deal nonlethal damage with your sneak attack even if you are using a normal melee weapon. This feat does not allow you to deal nonlethal damage with ranged weapons.

Normal: If you use a melee weapon designed to deal lethal damage to deal nonlethal damage instead, you take a -4 penalty on your attack roll. Rogues normally can only use saps or unarmed strikes to deal nonlethal damage with their sneak attacks.

Teamwork Benefit (Crowded Charge)

(*Player's Handbook II*)

Because you and your allies know when to step out of each other's way, you can charge even when allies are blocking your path.

Training: The members of your team learn to step aside whenever one of them begins a charge.

Task Leader Prerequisite: Jump 8 ranks.

Team Member Prerequisite: Jump 1 rank.

Benefit: Other team members do not block movement for the purpose of determining whether a team member can charge. However, a charging team member must still end her movement in an unoccupied space.

Tips: This versatile benefit allows the party's rogue or ranger to scout ahead in a dungeon or other constrained terrain without worrying about blocking a fighter's or barbarian's charge. Furthermore, because the benefit also extends to mounted team members, a paladin can charge on horseback without worrying about trampling her comrades.

Teamwork Benefit (Team Shield Maneuver)

(*Player's Handbook II*)

When your team fights as a group, its members can close ranks to protect a badly injured ally. **Training:** Your group learns to react quickly when an ally falls. You drill in pushing aside a wounded team member before he tumbles to the ground and moving him out of harm's way.

Task Leader Prerequisite: Shield Specialization (see page 82).

Team Member Prerequisite: Shield Proficiency.

Benefit: When a team member's hit points drop to -1 or lower, any teammate adjacent to him who carries a shield can use an immediate action to push him out of harm's way. The injured team member moves 10 feet before falling prone.

Tip: This tactic works best if one of the group's second-line characters has a potion or wand ready to heal the fallen character. In this case, even a character who isn't a member of the team can play a valuable role in making the most of this benefit.

MAGIC ITEM PROPERTIES

Axeblock

Price: +2 Bonus

Property: Armor or Shield

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: --

An axeblock shield or suit of armor magically turns away slashing weapons, such as axes and most swords. While wearing armor or carrying a shield that has this property, you gain DR 5/bludgeoning or piercing.

Prerequisites: Craft Magic Arms & Armor, *stoneskin*.

Cost to Create: Varies.

Called

Price: +2,000 gp

Property: Armor or Shield

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: standard (command)

Provided that you and your called armor or shield are on the same plane, you can call it to you by speaking the proper command word, regardless of the intervening distance. If you aren't wearing armor at the time, a suit of called armor appears on your body, as though you had donned it in the normal fashion. If you are wearing other armor when you speak the command word, the called armor appears in your space or in an adjacent space you designate that is capable of holding it. A called shield appears on the proper arm if you are not already using another shield when you call it, or in your space or a designated adjacent space if you are.

If any other creature has worn your called armor or shield since you last wore it, you can no longer call it until you wear it again.

Prerequisites: Craft Magic Arms & Armor, *teleport*.

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

Retaliation

Price: +2 Bonus

Property: Armor

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: --

A suit of armor that has this property strikes back at foes who hit hard in melee. While wearing retaliation armor, each time you take 10 or more points of damage from a single melee attack, the armor deals 1d6 points of damage to the attacker. If a single melee attack drops your hit points below 0, the armor strikes the attacker for 3d6 points of damage.

Damage from retaliation armor is treated as magic for the purpose of overcoming damage reduction.

Prerequisites: Craft Magic Arms & Armor, *symbol of pain*.

Cost to Create: Varies.

MAGIC ITEMS

Blessed Bandage

(*Heroes of Battle* p.131)

This piece of first aid equipment can be applied to a dying creature. Applying a *blessed bandage* is a standard action that immediately stabilizes the target (but heals no damage).

Faint conjuration; CL 3rd; Craft Wondrous Item, **cure minor wounds**; Price 10 gp.

Claws of the Ripper

(*Draconomicon* p. 83)

These metal, scythlike blades are designed to fit over one set of a dragon's claws, and they resize to fit any dragon of Large size or bigger. A dragon wearing *claws of the ripper* cannot also make use of a magic ring on that claw. When worn, *claws of the ripper* increase the

damage dealt by a dragon's claws on a critical hit, giving them a x4 multiplier (like that of a scythe).

Faint transmutation; CL 6th; Craft Ring; Price 2,000 gp; Weight 10 lb.

Gemstone of Light Fortification

(*Draconomicon* p. 83)

This large, faceted stone must be imbedded in a creature's hide to function. True dragons can accomplish this with ease, since they routinely embed gems in among the scales of their bellies. Other creatures have a more difficult time of it, requiring at least a *limited wish*, at the DM's discretion.

When properly imbedded, a *gemstone of fortification* protects the wearer's vital areas from lethal damage. When a critical hit or sneak attack is negated and damage is instead rolled normally. A *gemstone of light fortification* has a 25% chance to negate a critical hit or sneak attack.

Strong universal; CL 13th; Craft Magic Arms & Armor; Craft Wondrous Item; *limited wish* or *miracle*; Price 3,000 gp

Lens of Ray Doubling

(*Lords of Madness* p.46)

This magic lens can be affixed over a beholder's eyestalk and held in place by suction and the creature's eyelid. An eye ray shot from an eye wearing a *lens of ray doubling* is enhanced so that the ray is split into two rays. The user can direct the rays at the same target (affecting it twice) or at two different targets, as long as the two targets are no more than 30 feet apart. A *lens of ray doubling* shatters into ruin after being used 9 times.

Strong universal; CL 15th; Craft Wondrous Item; Price 16,000 gp.

MUNDANE EQUIPMENT

List alphabetically; see above.

SPELLS

Blinding Breath

Transmutation (light)

Level: Sor/Wiz 3

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: instantaneous

As breath flare, except targets that fail their saving throws against the breath weapon are permanently blinded, rather than dazzled.

Breath Flare

Transmutation (light)

Level: Sor/Wiz 1

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: instantaneous

If your breath weapon uses fire or electricity, it is suffused with bright light. In addition to taking normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by *breath flare*. The modification applies only to the breath produced as part of the casting.

Razorfangs

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Choose one of your natural weapons that deals slashing or piercing damage (your bite or a single claw). That natural weapon's threat range doubles (in most cases, becoming 19-20). This spell does not stack with any other effects that increase a weapon's threat range.

The spell's name derives its name from a marked preference among dragons for improving their bite attack with this spell, but it works equally well on a claw attack.

Scintillating Scales

Abjuration

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your hide glistens and shimmers with a protective magical aura, granting you a deflection bonus to your AC equal to your Constitution modifier. Your natural armor bonus decreases by an amount equal to your Constitution modifier x ½.

Stunning Breath

Transmutation

Level: Sor/Wiz 4

Components: S, B

Casting Time: 1 standard action

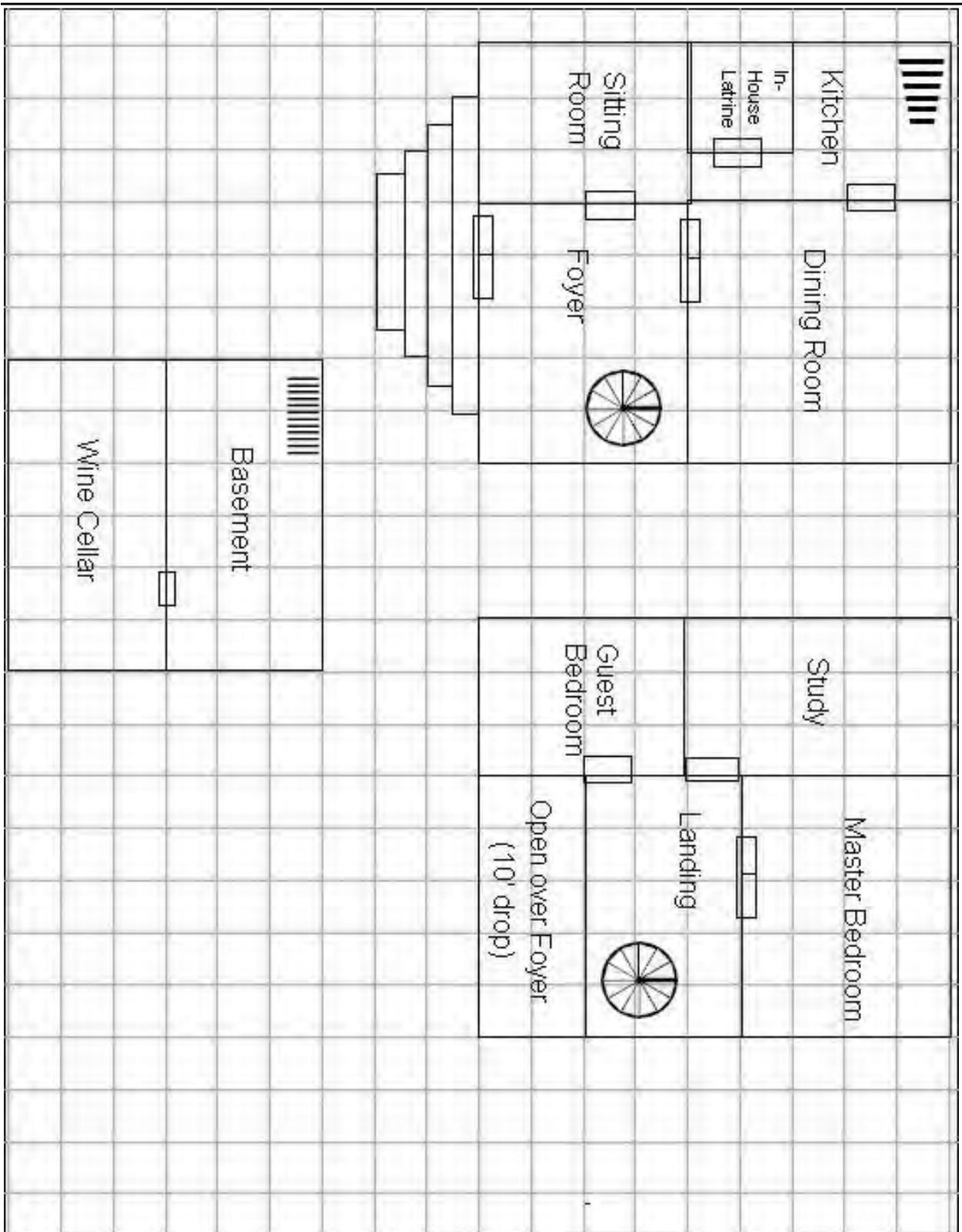
Range: Personal

Target: Your breath weapon

Duration: Instantaneous

You imbue your breath weapon with concussive force that can stun those caught in its area. Creatures that take damage from the breath weapon must also make a successful Fortitude save (DC equal to your breath weapon save DC) or be stunned for 1 round. The modification only applies to the breath weapon produced as part of the casting.

APPENDIX 3: HOUSE MAP



DM'S AID #1 TRAVEL TIME

Movement Rate	1 hour / 1 day	Chendl to Worlende: 60 miles	Worlende to Castle Greylobe: 120 miles	Castle Greylobe to Caronis: 140 miles
20	2 / 16	30 hours / 4 days	60 hours / 8 days	70 hours / 9 days
30	3 / 24	20 hours / 3 days	40 hours / 5 days	47 hours / 6 days
40	4 / 32	15 hours / 2 days	30 hours / 4 days	35 hours / 5 days
50	5 / 40	12 hours / 2 days	24 hours / 3 days	28 hours / 4 days
60	6 / 48	10 hours / 2 days	20 hours / 3 days	24 hours / 3 days
70	7 / 56	8.5 hours / 1 day	17 hours / 2 days	20 hours / 3 days