

PAL7-03

# Wyrmsign

A Two-Round Dungeons & Dragons®

Living Greyhawk™

Theocracy of the Pale Regional Adventure

Version 1.0

by Matthew Thompson

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Sassy, the great Green of the Gamboge, has been quiet for some time now. However, something has been stirring recently. Something big, something mean, and something hungry has started attacking small farms outside of Woodsedge, near the Gamboge Forest. An adventure for fearless hunters ready to look into the face of death and its many sharp, pointy teeth. This adventure also shares some elements from the Heritage Series. A two-round Pale Regional adventure set outside Woodsedge for characters level 4-14 (APLs 6-12).

Resources for this adventure [and the authors of those works] include “Arcane Lore: Greyhawk Grimoires II” in *Dragon* #241 [Robert S. Mullin]; *Draconomicon* [Andy Collins, James Wyatt, Skip Williams]; *Dragon Magic* [Owen KC Stephens, Rodney Thompson], “Ecology of the Shadar-Kai” in *Dragon* #337 [Jesse Decker]; *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt]; *Magic Item Compendium* [Andy Collins, Mike Mearls, Stephen Schubert, Eytan Bernstein, Frank Brenner, John Snead, Owen KC Stephens], *Monster Manual IV* [Gwendolyn F.M. Kestrel]; *NMR 5-04 Charity of Friends* [Glyn Dewey]; *PAL 4-02 Stirring the Waters* [Derek Schubert]; *PAL 4-06 Strands of Gloom* [Derek Schubert]; *PAL 5-03 Strata* [Derek Schubert]; *Player’s Handbook II* [David Noonan]; *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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## RPGA® SANCTIONED PLAY

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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 rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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 two-round regional adventure, set in the Theocracy of the Pale. Characters from the Pale pay one (1) Time Unit per round, while all other characters pay 2 Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## PALE HOLY DAY

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan holy day. Otherwise, the die

result indicates the number of days until the next Pholtan holy day. Due to the special nature of the Theocracy of the Pale, you are encouraged (but not required) to work in a brief scene involving Pholtan worship on holy days, possibly including a brief 1-2 minute sermon by a PC if he or she is at least fifth level and you believe that there is time available.

## SPECIAL RULES FOR THE PALE

See DM Aid 1: Special Rules for the Pale.

## ADVENTURE BACKGROUND

Over 13 centuries ago, the elves of the Gamboge held an ancient tome known as the *Pyronomicon*, a book full of powerful magic, penned by the cruel arch-wizard Keraptis. The elves eventually lost this tome when the Oeridians moved to the area, and roused the ire of a great red wyrm that laired near the border of the Rakers, the Gamboge, and the Flinty Hills. The dragon, called Harak col Deshaun by the Oeridians ("He who comes with fire and fury"), rampaged the countryside, including the elven lands. It was then that the elves lost the *Pyronomicon*, and it faded from history for centuries.

In CY 390, the *Pyronomicon* resurfaced in the hands of a Water Elementalist named Foltyn. He announced to the world that he planned to destroy the book. This did not go over well with those that drew power from fire. A week before the planned destruction of the tome during Richfest, his small island was removed from the map in a fiery display that lit the night sky for 100 miles. After this event, the tome eventually found itself in Greyhawk by CY 403 in the hands of a sage, Warfel II. It then passed from father to son for several generations.

While in the possession of Warfel VI, the book mysteriously disappeared after an attack on his home. He claims that the shadows themselves coalesced and solidified, leaping off the walls as a twisted, deformed gnome. The gnome rendered him unconscious and ransacked his home. Strangely, at the same time, in different parts of the city, three other items disappeared in a similar manner: a sword, a hammer, and a trident. All were powerful magical items. All that was left was a taunting riddle daring the owners to recover their items in a hidden cache in the haunted White Plume Mountain, bearing the symbol of the cruel archwizard Keraptis.

The owners of the magical items contacted a group of adventurers to recover the items. Feeling that the thefts were related, Warfel asked the adventurers to also keep an eye out for the *Pyronomicon*. Those that survived their trek to White Plume Mountain saw no indication that the tome was ever brought to the area. To this day, its location is a mystery—as is the final fate of Harak, the great red wyrm.

### Modern Day:

"Sassy" (Sasrananakmasha) is a green dragon that plagues the Gamboge to this very day.

Wanting to capitalize on the dragon's legend, a black-market scholar, Apakoh Rexnard, has created a ruse to keep locals from getting too curious as he conducts his digs into old sacred sites in the area. He is quite obsessed with anything draconic, and knows much of their secret lore and tendencies. He has often used peasants' preconceptions and myths about dragons, as well as his own extensive knowledge and abilities, to mimic a draconic presence in the area. This deception is usually enough to keep most of the locals away from his work sites, as he loots and plunders ancient secrets, long since forgotten.

Through his research, he has also found and befriended a somewhat greedy and slightly power hungry (but then, what dragon isn't really?) faerie dragon named Xiggy. Although the dragon is still good at heart, it is somewhat flexible in its morals, often citing the greater good of dragon kind as a reason for some actions. However, it is Xiggy's guidance and help that has prevented Apakoh from fully slipping down the path to evil.

After conducting some research about the area, Apakoh learnt of Sassy. He believed that she was in a minor period of dormancy but, by using magic to simulate dragonbreath, if not simply taking the form of some of the mighty dragons, and enlisting the help of his draconic familiar, he was sure he could convince the locals she had some offspring in the area. By the time the locals made enough of a stink to get the authorities involved, he would (he hoped) be long gone.

During his looting and desecration of the Burial Mounds, he discovered a long-forgotten draconic tome. This tome had many rituals, some on how to gain the powers of some dragons, others on how to steal their power. There was even one that was claimed to grant ultimate power over all dragonkind. Apakoh believed he had hit the jackpot, and was currently studying this tome while looking for other related texts in the mound.

Unknown to Apakoh, someone contacted a group of adventurers directly to deal with the draconic threat instead of waiting for the authorities to deal with the problem. The adventurers' response time was well before he anticipated any investigation into the matter.

## ADVENTURE SUMMARY

**Introduction:** In Ogburg, the PCs are contacted by a paid messenger to head to Woodsedge to deal with a new and powerful threat.

**Encounter One:** On the way to Woodsedge, the PCs are attacked by a group of bandits. "Bandit encounters" may be common in other areas of Oerth, but their presence in the Pale is unusual and may be some cause for concern.

**Encounter Two:** The PCs arrive in Woodsedge, and begin investigating why they were asked to go there.

**Encounter Three:** The PCs eventually learn of the dragon attacks and investigate the outlying farms.

**Encounter Four:** While sleeping (potentially in a barn offered by a farmer), the PCs are woken by an attack in the distance on a nearby farm. From a distance, the attack appears to be from a dragon.

They can investigate this most recent attack. Investigation may reveal the fact that the attack was not actually from a dragon, but the source is unclear. In reality, it was Apakoh and his familiar attacking the farmstead to maintain the illusion of a draconic presence in the area.

**Encounter Five:** The PCs encounter a group of evil fey attacking some wood elves.

**Encounter Six:** The PCs talk with the elves who are also investigating the new draconic presence after being tipped to it by a local druid. They were heading to her grove to gain more information before proceeding. They tell the PCs of a nearby burial mound that appears to be the center of the activity.

**Encounter Seven:** The PCs can approach the druidess Taraya in order to gain some info about the current goings-on, as well as possibly doing a small task for her.

**Encounter Eight:** At the request of the druidess Taraya, the PCs locate a small buried temple that is tainting the local fauna with blood.

**Encounter Nine:** The PCs find the burial mounds. After some searching, the PCs find a suspicious entrance to one of the mounds. They enter a steep and narrow entry tunnel, possibly sliding to the bottom of the mound. Apakoh has been using this burial chamber as a hideout while he loots the area and plans his next draconic attack on the nearby locals.

**Encounter Ten:** While investigating this very narrow tunnel, the PCs encounter a diabolical trap mostly designed as an alarm system to others in the dig site.

**Encounter Eleven:** Eventually the tunnel widens to an underground elven crypt. They may find clues as to Apakoh's research, as well as several disturbed elven treasures.

**Encounter Twelve:** Once the first PC exits the tunnel, Apakoh attacks.

**Conclusion:** The PCs can either return the disturbed elven treasures, or keep them for themselves. Once the PCs return to Woodsedge, they are treated to a hero's welcome.

## PREPARATION FOR PLAY

It is recommended that individual initiative cards be used for each PC and NPCs. The following information should be collected.

- The PC's name, race and subrace, outward appearance, alignment, and patron deity.
- The PC's initiative modifier
- If any PC has the "Enmity of All Grigkind" from NMR4-05 *Baby Steps*, or any other pro- or anti- fey favors/disfavors.
- If any PCs have the notes from the Pyronomicon from NMR5-04 *Charity of Friends*.
- If any PC has played PAL4-06 *Strands of Gloom*
- If any PC has the Infused with Ur-Flan energy from PAL4-02 *Stirring the Waters* or the Inner Darkness or Inner Light from and PAL5-03 *Strata* (or the enhanced versions of these).
- If any PC is a member of the Thieves' Guild.

## INTRODUCTION

A messenger approaches the PCs individually. Read or paraphrase the following:

*You find yourself in the stone-walled city of Ogburg, seat of the Prelacy of Dawn. You feel welcome here, with many of the shop signs written in all common languages, including Dwarven and Elven. While you are going about your normal business in the packed market square, a young Flan boy of maybe 10 winters approaches you from one of the small carts setup to sell wares outside the North Gate. He smiles when he sees you, showing a very obvious gap where one of his front teeth should be. He says, with whistled speech [whistle the "s" sounds if possible], "scuse me [sir or madam, as appropriate], I was told to give this to you." The boy hands you a sealed, plain envelope. The sealing wax appears to be marked with a symbol of an eagle's body with a roaring lion's head—a reversed griffon, so to speak.*

Give out Player Handout 1A. If the PC is affiliated with the Thieves' Guild, give them Player Handout 1B as well. If the PCs question the messenger, he has the following information:

- His name is Frellan. He and his folks recently moved this way from Midmeadow, in Nyrond. They were originally from Tenh, but had family in Midmeadow that they stayed with during 'The Threat'. (He refers to the Ether Threat, the plotline of Years 2-3 that killed many Tenhas and forced others into exile.)
- The person who gave him the letter was a nice old man that gave him 6 letters to give to people on a list.

(If there are less than 6 PCs, Frellan gives up finding the rest after another 4 hours of searching for them.)

- The man paid him a whole silver to do this. Frellan beams and shows the PCs a shiny silver piece.
- The old man smelled a little, like an old stove that needs cleaning.

The identity of the old man is not revealed in this adventure (and is actually irrelevant even). However, if the PCs use some form of mind reading on the boy, the man appears to be in his mid 50's with long, grey hair that is tied back into a ponytail, and a silver beard braided in the dwarven fashion. Any attempts to *scry* or other methods of discerning his identification reveal only a vague sense of nothingness.

Knowledge (nobility and royalty) may give the PCs a clue about the reverse-griffon seal. A check result below 20 gives no useful information. If the result is DC 20 or higher, they are sure that no family or person uses this symbol in the Pale. If the result is 30 or higher, they are certain that no one on Oerth uses a symbol like this.

Once the PCs read the letter, it is up to them to travel to Woodsedge to meet their benefactor and, if their Knowledge (nobility and royalty) check has stumped them, to investigate who actually sent the note.

Also, if the PCs ask about the upcoming weather, there is a slight storm brewing to the southeast. It will most likely strike sometime in the next few days. Until otherwise noted, there will be a light breeze from the south (DMG pg 95).

## 1: THE SMOKING BANDIT

This encounter takes place between Abbotsford and Woodsedge. If the PCs teleport to Woodsedge, they completely bypass this encounter for now, but once in Woodsedge they may hear about bandits prowling between Abbotsford and Woodsedge, so can go back if need be.

Bandits have hidden themselves behind small hillocks and along the road in make-shift coverings. Because of the hilly terrain and the brush, the initial encounter distance is 80 ft. Have the PCs make Spot checks (APL6: DC 19, APL8: DC 21, APL10: DC 23, APL12: DC 27). If anyone makes the Spot check, they may act in the surprise round. Either way, read the following once the Bandits attack.

If Marteen won initiative over the PCs (the other bandits delay if they go before him):

*A man emerges from behind a low hill. His dark hair is short and spiked, and he wears black-dyed chain over red leather. He has a strong olive complexion, with only a slight hint of tusks as he pulls a long breath through a lit pipe. "Now, normally, I'd ask if you'd kindly be leavin' any valuables you've got there on the ground and then run along back home, we'd*

*be mighty appreciative. 'Course, lookin' at the lot a you, I'd guess askin' nicely ain't gonna get us nowhere. Get 'em, BOYS!' Suddenly, more men appear from behind the hill, and some emerge from hiding pits in the ground. They all appear intent on making your day a little worse.*

If a PC won initiative, read this on Marteen's action (the other NPCs act whenever they do, not delaying for Marteen):

*"I figured you for the sorts that wouldn't go quietly. Now I'm gonna hafta clean my gear after we gut you."*

Either way, the PCs get a strange feeling that the bandits knew they were coming.

#### APL 6 (EL 8)

☛ **Marteen:** male half-orc (half-Suel human) fighter 2 / rogue 2; hp 32; Appendix 1.

☛ **Defelano the Magnificent:** male gnome wizard 4; hp 25; Appendix 1.

☛ **Highwaymen (3):** male human (mixed race) rogue 3; hp 17; Appendix 1.

#### APL 8 (EL 10)

☛ **Marteen:** male half-orc fighter 4 / rogue 2; hp 48; Appendix 1.

☛ **Defelano the Magnificent:** male gnome wizard 5 / wildmage 1; hp 37; Appendix 1.

☛ **Highwaymen (3):** male human (mixed race) fighter 2 / rogue 3; hp 26; Appendix 1.

#### APL 10 (EL 12)

☛ **Marteen:** male half-orc fighter 4 / rogue 2 / outcast champion 2; hp 72; Appendix 1.

☛ **Defelano the Magnificent:** male gnome wizard 6 / wild mage 2; hp 49; Appendix 1.

☛ **Highwaymen (3):** male human (mixed race) fighter 2 / rogue 5; hp 41; Appendix 1.

#### APL 12 (EL 14)

☛ **Marteen:** male half-orc fighter 4 / rogue 2 / outcast champion 5; hp 99; Appendix 1.

☛ **Defelano the Magnificent:** male gnome wizard 8 / wild mage 2; hp 61; Appendix 1.

☛ **Highwaymen (3):** male human (mixed race) fighter 4 / rogue 5; hp 63; Appendix 1.

☛ **Setup (Weather):** During the second round of combat, it begins to drizzle, and the wind increases from a light to a moderate breeze from the south. The rain imposes a -4 penalty to Spot and Search checks. This weather persists until otherwise noted.

#### Tactics:

**Marteen:** If an obvious warrior is leading the PCs, Marteen readies for that PC to approach so as to avoid receiving a full attack after only acting once. He then

occupies the tank, spring attacking as much as possible, while the highwaymen get into flanks.

If there isn't a lead tank, he approaches and harasses any obvious spellcasters.

**Defelano:** He has already cast a few buffs on himself before the party arrived (whether they came from Abbotsford or from Woodsedge). Once combat starts, he leads with a *glitterdust* on as many PCs as possible. This allows his companions to use their abilities easier. Once that is over, he focuses his attention on any PC that seems cowardly or not doing anything effective, enjoying tormenting someone he feels is weak and vulnerable.

Also, if any PC fails a saving throw against any of Defelano's spells, that PC gains the "Exposed to Wildmagic" AR entry.

**Highwaymen:** They set up flanks wherever they can and aid Marteen. If someone closes in on Defelano, at least one of them tries to get the PC off Defelano's back.

☛ **Treasure:** Refer to the Treasure section of this adventure to determine what the PCs find here.

**Development:** The bandits are an organized group that has been bothering this area for the last several weeks. Their elusive leader is a shadar-kai, and left about 20 minutes before the PCs arrived on scene.

If any of the bandits are captured, they confirm that they have been 'conducting business' around here for several weeks. They do not know much about their "leader"; he is always in the shadows and smells of acrid, foul smoke, but he pays them well.

A DC 20 Knowledge (local – NMR) check (PCs in the Pale Thieves' Guild or the Pale Diplomatic Corps gain a +5 circumstance bonus) reveals that this specific group has a non-Church-sanctioned bounty on them (wanted dead or alive, but the former preferred). The bounty is redeemable in Abbotsford or Woodsedge, provided you know whom to ask. The man offering the bounty is described in Encounter 2.

## 2: THEY CAME, THEY SAW, THEY WERE CONFUSED

Once the PCs enter Woodsedge, they have a few avenues. They can look for the person who sent them the letter. They can attempt to claim the bounty on the bandits if they know about it. They can also just meander about town and see what is going on. This encounter covers the handout (letter), the bounty, and then other things that can be gleaned in the town.

### THE LETTER

Assuming the PCs ask around town, the following bits of information can be found in 1 hour per info bit. This can be reduced with a successful Gather Information check. For every 5 points by which they beat a DC of 15, they

reduce the time per tidbit by 15 minutes, to a minimum of 15 minutes.

- There is no one in or near town that goes by the name signed on the note.
- There is no one in or near town that uses the lion-headed eagle symbol in the letter's wax.

Any divination spells cast on or inquiring about the letter only reveal that the author is in fact somewhere within a days travel, but will provide no clue as to who actually wrote it.

## THE BOUNTIES

If the PCs know about the bounties on the bandits, they can attempt a DC 20 Gather Information check to know who to ask about collecting it. Success leads them to a well-to-do Flan rancher named Mardimas, living to the south-west of Woodsedge. He is the one that has offered the bounty. He is tired of the Church-appointed constable's lack of efficiency in eliminating the local threats. With each new arrest, two more bandits take their place. He's hoping a little side encouragement will cause any ne'er-do-wells to reconsider their current line of work if they know a group of armed adventurers are after them.

He is willing to offer the PCs a reward (listed in the treasure section) for the bandits, but only half of the listed amount if the bandits are still alive. If the PCs succeed at a DC 30 Diplomacy check, he increases his offered bounty by another 50%. Any PC who succeeds on a DC 20 Sense Motive check realizes that Mardimas is quite impatient when it comes to wrong-doers, and believes the Pale is soft on many of the 'lesser' criminal offenses, such as theft.

Once the PCs have collected the bounty, if any, and determined the letter is a dead end, they might wonder why someone wanted them specifically down in Woodsedge. Hopefully they will be curious enough to investigate this a little. If they do not, proceed to Encounter 4, but change the sleeping location to an Inn in Woodsedge.

## MORE INVESTIGATING

If the PCs want to find something to do since they are down here, they can ask around for anything that might require an adventurer's attention. They can also overhear rumors while doing any of the information-gathering above. Feel free to mix these bits in with any conversation the PCs have with anyone in town:

- There has been a very large and very dangerous green dragon plaguing the Gamboge for some time, named Sassy (this is obviously a shortened version of her true draconic name).
- Normally, her area of influence is further south, but she has occasionally moved outside her usual stomping ground.
- Recently, within the last several days, there have been dragon attacks on farms on the edge of the

Gamboge. Animals have been eaten, and some people are missing.

- The most recent attack was at Stilton's farm, about a mile outside of the Gamboge.
- An old exiled druid is rumored to be in the Gamboge near here. She trades with some of the local trappers and warns them that something isn't right in the woods.

Any divination spells as to the attacks confirm the presence of a draconic creature in the area. Such spells also confirm that Sassy is not the one directly responsible.

**Development:** The PCs should now know they are desperately needed, and will volunteer their aid. They might be acting out of altruism, or out of the assumption that dragons generally come with hoards...

## 3: GREEN ACRES

Assuming the PCs take the bait and head out to Stilton's farm to investigate the most recent dragon attack, read or paraphrase the following:

*You have finally arrived at Stilton's Farm, near the edge of the densely-wooded Gamboge. Rivers of mud flow in the road, and the rain makes it hard to make out the farm once you arrive. It is a modest farmhouse, surrounded by several fields of varying vegetation. Difficult for an untrained person to notice through the light rain, a granary rises from behind the house. An old barn, obscured by the rain, stands behind and to the side of the house. The whole farm is surrounded by a low, wooden fence. A single gate leads from the fence to the house, with a cobbled path leading from the gate to the front porch.*

Unless the PCs are approaching with stealth, read the following:

*Noticing your approach, a large mutt barks from beneath the porch, moving out into the drizzle, halfway between the house and the gate, blocking your path.*

Allow the PCs skilled with animals to make a check (Handle Animal, Wild Empathy, or any other ability associated with animal behavior, or Sense Motive with a -5 penalty). A DC of 15 or higher reveals that the dog is attempting to ward the PCs away from the house.

## MEETING STILTON

If the mutt barks, Stilton hears it from his current location in the barn. Given the recent activities and banditry, he approaches from the barn to the corner of the house. He has a shovel in one hand and a crooked stick in the other.

Assuming the PCs attempt to be civil and hail the house from the gate, or some other similar action, read the following:

*Cautiously, a man of about 60 winters approaches from around the house. The soaking mutt moves to interpose itself between you and the old man. The man wears a soggy straw hat over his balding head, well-worn trousers and mud-coated boots, and a leather apron over his bare, hairy chest. He has a small shovel in one hand in a defensive posture, but it is a small, crooked stick in the other that he appears to hold as his weapon. That is all the detail you can work out due to the constant rain. "What you be wanting? You'll can't leave a poor man alone. I warned you once what'd happen if you came back and I'll follow through, I'll show you." He then looses streaks of magical energy from the crooked stick...*

Between the poor visibility from the rain, the bandit attacks, and the dragon activity, Stilton is right mad. Seeing the PCs' weapons and armor, he just assumes they are more bandits no matter what other markings they may have to the contrary, and he is not going to go without a fight. He acts in the surprise round, but any PC who succeeds on a DC 20 Sense Motive check realizes that the old man is going to be hostile, and may also act. Unless a PC acts before Stilton in the surprise round and succeeds at a rushed Diplomacy check as described later in this encounter, Stilton triggers his pappy's old wand of magic missile (CL 5th), spreading the 3 missiles among the closest viable PC targets. The last time he used it on bandits, those that did not drop, ran for the hills. He is amazed if the PCs do not flee in the same way. His mutt attacks only those PCs that attack Stilton.

If the PCs attempt to calm Stilton during their action and convince him that they are, in fact, NOT bandits and are here to look into the dragon attacks, they may either ready to "aid another" PC's Diplomacy check, or attempt one themselves. If any of the Diplomacy checks succeed before Stilton acts again, leave initiative and go to the questions portion of the encounter, otherwise continue combat until the PCs have either subdued Stilton or finally succeed on a Diplomacy check.

**Diplomacy:** To calm Stilton down, a PC must succeed at a DC 20 Diplomacy check (with a -10 to the PC's check for rushing the attempt as a full-round action, PH pg 71) to shift him from Hostile to Unfriendly. PCs with obvious Pholtan or Palish heraldry receive a +2 circumstance bonus to this check. Each attempt also gains a +1 stubbornness bonus for each previous unsuccessful attempt. Of course, each offensive action a PC attempts on Stilton, his dog, or his property also results in a cumulative -2 penalty to each following check.

**Combat:** If the PCs decide to press the attack, proceed with combat as normal. Stilton is fed up with the bandits and would rather die "fighting" than see his farm under

someone else's control. He solely uses the wand, and never directs more than 1 missile per target.

#### ALL APLs (EL 6)

☛ **Stilton:** male human (Flan) expert 3 / fighter 2 / sorcerer 1; hp 31; Appendix 1.

☛ **Milo:** advanced riding dog; hp 30; Appendix 1.

### TALKING WITH STILTON

Assuming the PCs eventually turn him to unfriendly or better, this is the information he can provide to them about the attacks, based on his final outlook towards the PCs:

#### Unfriendly:

Tell us about the dragon attack.

*Well, when I woke yestermorn, well before [Pelor/Pholtus, depending on obvious PC affiliation] rose on the horizon, so as to start the morning chores, I saw that some of my fields was mucked and my barn was busted. When I checked on the barn, my best heifer was nothing but a torn carcass. I heard of the other attacks, and, well, I got a lot of other stuff that needs doing, so as I can't dwell on it long. Especially since my barn needs fixing.*

**Indifferent:** As Unfriendly, but add the following:

*I'm sure the rest of the town would be pleased if you'll wouldn't mind solving this issue. I'm sure that's what brought you'll here in the first place. Oh, and sorry about the scuffle. One can never be too careful with the bandits these days. They've been around here before looking to cheat an old-timer like myself out of my hard-earned meager living. Anyways, if the town asked you'll to look into the matter, it's okay to poke around I guess. Just don't go mussin' with my stuff, 'kay?*

#### Friendly:

*Sorry about all that. Can never be too careful in these days, with all the bandits and all. Anyways, I'm sure you'll came from town looking into the mess in these parts. It's okay if you'll want to poke around here, looking for what's done all this. You'll can sup with me and Milo, and you can sleep in my barn to if you need to.*

**Helpful:** As Friendly, but include the following:

*Also, if you'll do put an end to the dragon mess, come back to Old Stilton and I'll give you some of my pappy's old magic sticks. They've served me in the past right well, and I'm sure it'll serve you'll well too.*

**All Attitudes:** He adds the following:

*And not really sure if it means anything to you, but I've felt a lot of strangeness over the last*



*couple of months. Something dark is moving in the woods. I try not to go on walks there anymore with Milo. But it's probably just an old man being tired and finally fearing the shadow of death's door.*

## INVESTIGATING THE FARM

Once the PCs start poking around and investigating, they can note several bits of information around the farm, depending on where they look.

If the PCs were able to turn Stilton to Indifferent or better, he goes along with them while they investigate. He mostly complains about the bandits, taxes, the long and extreme cold, the recent attacks (both bandits and draconic), and how the Pale Government is doing nothing to stop any of it. He does, however, mention that he saw something large flying away when he discovered the mayhem on his farm, and he tells the PCs that the creature was flying west into the Gamboge, which isn't in the Pale anymore.

### The Fields

*A light, acrid smell hangs over the destroyed area of the fields. This portion of field was clearly destroyed by some form of acid. Tracing out a general pattern of the ruined area is not hard, but it is difficult to tell a pattern at first glance.*

- A DC 15 Knowledge (arcana) check confirms that a green dragon has an acidic breath weapon, with a conical shape. [DC 10+5, since the youngest green dragon has 5HD.]
- A DC 10 Intelligence check reveals that the blasted area consists of several overlapping cones, roughly 40 feet in width at their widest. If this is gleaned, a DC 20 Knowledge (arcana) check reveals that a dragon of Large size would possess such a large breath weapon. [DC 10+10, since the lowest-HD dragon with a cone breath-weapon this size is a red, with 10 HD.] A DC 24 also reveals that a green dragon with such a breath would be at least Juvenile in age. [DC 10+14, since a Large green dragon must have at least 14 HD.] There are no ordinary spells that create devastation in a 40-foot cone, but DC 25 Spellcraft check reminds the PC that there is a metamagic feat (Sculpt Spell) that allows spells to be shaped into 40-foot cones.

In reality, this was caused by Apakoh repeatedly casting *fireball* on the field, but augmented with the Elemental Substitution (acid) and Sculpt Spell metamagic feats.

### The Barn

*The side of the barn has been rent asunder, and an eviscerated cow lies in a stall. No other animals are here, as they have been put to pasture.*

Investigation of the wall may reveal the following bits, depending on the skills and success of the PCs:

- A DC 15 Knowledge (architecture and engineering) or Craft (carpentry) or similar skill reveals that the wall was torn apart by claws (Medium creature at APL 6, Large at all other APLs).
- A DC 20 Knowledge (arcana) check reveals that the main claw marks were caused by a large, reptilian creature (medium at APL 6). A DC of 25 or better confirms that they are draconic.
- A DC 15 Heal check reveals that the cow was eviscerated by several claw marks from a Large creature (or medium at APL 6). DC 20 also shows that several bite marks were caused post-mortem by probably the same creature that killed it. If the smaller claw marks were found on the wall pieces, they match those left in the cow.

In reality, all of the marks were caused by Apakoh's familiar while under the effects of one of the *dragonshape* spells that Apakoh has learned from previous pilfering (*wyrmingshape* at APL 6, *lesser dragonshape (black)* at APLs 8+). Apakoh also cast *disguise self* on his familiar so as to make it appear as a green dragon instead of black or red. Any divinations will confirm that the attacks were caused by a dragon, since his familiar's type is that of Dragon.

**Development:** The investigation of the area takes several hours, so it should be about suppertime when the PCs wrap up. The PCs may take Stilton up on his offer of supper and the use of his barn (if he made such an offer), or may decide to camp on the outskirts of his farm. If they decide to camp or were not offered his barn, he will come out and invite them to his barn and out of the rain at about 11pm if the PCs aren't sleeping in some sort of magical shelter. After this happens, proceed to Encounter 4.

## 4: ONE FLEW OVER THE PIG FARM

In this encounter, the PCs notice an attack by what appear to be two green dragons: actually Apakoh and his familiar under *illusion* and *polymorph* magics.

### NOTICING THE ATTACK

The following text assumes the PCs were camping within sight of Stilton's farm. If they were in his barn they will be slightly farther away, but nothing too different, adjust as necessary.

The following occurs at roughly 4 am, which would generally be during the shift change from second to third watch for most four-hour, three-watch setups. Therefore, both sets of watchers should be awake and should make Listen and Spot checks. The incident is a mile away, so the DC to see everything in any detail is quite high. See below for the results:

Listen:

- DC 0 – You hear a loud roaring sound a mile away at a nearby farm.
- DC 15 – You hear a loud roar and small explosions a mile away at a nearby farm.
- DC 30 – You hear a loud roar and small explosions a mile away at a nearby farm. Also, you hear loud, frantic oinking.
- DC 40 – You hear a loud roar and small explosions a mile away at a nearby farm. Also, you hear loud, frantic oinking and someone shouting.
- DC 50 – You hear a loud roar and small explosions a mile away at a nearby farm. Also, you hear loud, frantic oinking and someone shouting for help and for something to “get away”.
- DC 60 – You hear a loud roar and small explosions a mile away at a nearby farm. Also, you hear loud, frantic oinking and someone shouting for help and for something to “get away”. There is also the sound of someone crying behind all the other noise.

#### Spot:

- DC 0 – You see something large in the sky a mile away at a nearby farm.
- DC 15 – You see something large in the sky a mile away at a nearby farm. Also, there is a lot of smoke on the ground.
- DC 30 – You see a large, winged creature in the sky a mile away at a nearby farm. Also, there is a lot of smoke on the ground, and something is burning.
- DC 40 – You see two winged creatures in the sky a mile away at a nearby farm. One is quite larger than the other. Also, there is a lot of smoke on the ground, and something is burning.
- DC 50 – You see two winged creatures in the sky a mile away at a nearby farm. One is quite larger than the other. Also, there is a lot of smoke on the ground, and something is burning. There is also a lot of movement on the ground.
- DC 60 – You see two winged creatures in the sky a mile away at a nearby farm. One is quite larger than the other. Also, there is a lot of smoke on the ground, and something is burning. Someone is throwing something at the creatures.

## RESPONDING TO THE ATTACK (AD-HOC EL 4)

If the PCs finish their shifts, eat breakfast, and then head over, the house has burned down and the occupants are all dead. The pigs are dead as well. It is still possible for the PCs to investigate the scene somewhat, but most of the spell effects are over, so they cannot find that information.

If they instead spring into action, read the following, even if they arrive magically or in only a few rounds:

*You are just in time to see whatever was attacking the farm flying away in the distance. Its large wings appear green against the dim early-morning sky, when both it, and the smaller creature flying beside it, disappear.*

*The farm before you lies ruined, the house filled with a choking smoke, with the muffled screams of people coming from inside. There is also a cloud of gas slowly wafting across a pigsty. Those pigs that the cloud has already enveloped lie writhing on the ground, while the rest await their fate against the pen's sturdy walls...*

The PCs have a few choices here: follow the dragon, save those in the house, or rescue the pigs. The party can easily do the latter two at the same time by splitting the party, but any pursuit of the “dragons” will be futile, since they used magic to instantly travel to another location after getting to the nearby woods, and that is impossible to track.

Most of the following information assumes the PCs arrive in a timely manner. Adjust accordingly if they do not.

A DC 25 Spellcraft check reveals the cloud over the pigsty as a *cloudkill* spell. It moves 10 feet per round away from where the dragon was, and lingers for a few rounds after the party arrives (depending on the PCs’ travel time—assume 5 rounds for simplicity).

A DC 15 Knowledge (arcana) check reveals that such a lingering cloud is not the normal breath-weapon of a green dragon, or of any dragon for that matter. It takes a DC 39 Knowledge (arcana) check to know that the minimum age for a green dragon to cast *cloudkill* is ‘very old’ (which casts spells as an 11th-level sorcerer). A DC 24 result tells a PC that a juvenile green dragon (14 HD, the youngest Large green) casts spells as only a 1st-level sorcerer.

**Farmer Marcus Gravious:** hp 18 (currently 8)

Farmer Gravious is outside wearing his bedroom clothes. He has loose cotton pants, an open, hip-length robe, no shirt, and no shoes. He appears to be in his mid thirties, with a laborer’s build. He is mostly Flan, but there are some hints of other human races, and possibly a touch of orc. When the PCs arrive, he was throwing horseshoes at the assailants, even after they were fleeing.

Once the PCs arrive, he pleadingly yells at them to help his family and his pigs, and then runs into the house to rescue his baby. There is a good chance he will be knocked out and possibly killed if left in the house.

### Rescuing the Pigs:

It is simple enough to rescue the pigs. The PCs can attempt to dispel the *cloudkill*, or destroy the portion of the pen that is holding them in. The caster level of the *cloudkill* varies by APL (CL 3+APL). To break the gate, the PCs can either break it with a DC 20 Strength check (with any amount of other PCs assisting), or by dealing 15 points of damage to both rails (they have a hardness of 5).

Unless the PCs can break both rails in a single round, the pigs try to jump over or rush under the remaining rail. Treat this as an Overrun attempt by all of the pigs against any PC in the way. The pigs' combined modifier to this attempt is +8. Any PC who is tripped is also trampled by the pigs for 2d8+4 points of damage.

### The Burning House:

There are four people in the burning house: Marva Gravious, her sons Milton and Marvin, and her baby daughter Vasaфраstra. See below for their current hit points.

A typical PC with Speed 30 ft. takes two rounds to rescue 1 NPC (one to get to them, one to get them out). All of the NPCs are in different rooms throughout the house. If a PC wants to get an extra NPC while in there, add 2 rounds to their duration in the house: one getting to the other NPC, and an additional getting them all out. However, moving around in the house for more than a round or two with another NPC can be hazardous to the NPC's health.

Each round moving (or doing a standard action and moving) in the house does 1d6 points of lethal damage (half fire, half bludgeoning, piercing, and slashing damage from the falling debris) and 1d3 points of non-lethal damage (from the smoke) to both the NPC and the PC. Each round spent in the house but not moving or doing any action other than taking cover deals only 1 point of lethal fire damage and 1 point of non-lethal smoke damage to each PC or NPC. (Remember, if non-lethal damage equal or exceeds one's current hp, then they are knocked unconscious. Vasaфраstra is 1 round away from going unconscious, and will stop crying and will be harder to locate). Any spellcasting will require a Concentration check of 10+1/2 of the damage dealt that round + the level of the spell in order to be cast successfully.

The NPCs have the following hit points by the time the PCs arrive:

♣ **Marva:** hp 14 (currently 11, with 3 points of nonlethal damage).

♣ **Milton:** hp 11 (currently 8, with 3 points of nonlethal damage).

♣ **Marvin:** 15 hp (currently 12, with 3 points of nonlethal damage).

♣ **Vasaфраstra:** 4 hp (with 3 points of nonlethal damage). Her crib shields her from the direct heat, but not from the smoke.

### DIVINATION RESULTS

If the PCs employ any divination spells before proceeding, they reveal the following, depending on the spell and what they ask:

- Yes, a dragon was involved in the attack.
- Yes, it was the same dragon that attacked Stilton's Farm.

- No, one of the attackers is not always a dragon. (Since there are two attackers, the PCs need to be specific here, since the smaller attacker—Apakoh's familiar—is always a dragon.)
- No, the attacks have nothing to do with the big green dragon, Sassy.
- Yes, the dragons that attacked were flying directly to their current place of rest.
- Yes, the intersection of the two directions (provided the PCs have Stilton's information) is the general area from which the attacker originates.

### Development:

If the PCs were able to rescue all of the farmer's family and his pigs, Farmer Gravious is most grateful. If they left the pigs to die, he is still grateful, but does not offer them a reward. The pigs, after all, bring home the bacon.

If the PCs were able to get the information from Stilton about the direction his attacker was flying, and compare it to the direction they saw this dragon flying, a DC 10 Knowledge (geography) check confirms that the flights paths go toward the same general area (just inside the Gamboge forest, barely across the Nyronnd border). Even without Stilton's information, they at least have a heading, just no distance.

Once the PCs set out for the Gamboge (which politically lies within the control of Nyronnd), the first part of the storm arrives. The rain still imposes a -4 penalty to Spot and Search checks, and the wind increases to strong, resulting in a -2 penalty to all ranged attacks and Listen checks. Proceed to Encounter 5.

Also, remind any PC that is displaying any official Palish organization rank and/or insignia, that the Theocrat has made an official decree barring such insignia being shown while traveling in foreign lands.

## 5: DARK HEARTS IN THE FOREST

This encounter allows the PCs to intervene as some wood elves are ambushed by a group of shadar-kai, or shadow fey.

Since the PCs do not know an exact area, it does not matter if they walk, ride, or teleport to the area. You can put this encounter while they are walking through the Gamboge, or have them teleport right into the middle of it, especially if they cannot teleport the entire party at once.

If the PCs teleport, simply have them place their miniatures on the map, and then surround them with the fey and elves battling it out. Have them roll initiative as the battle rages around them.

If the PCs were walking, they will most likely hear the combat well before they can see it. Have them all roll Listen checks, with the -2 penalty from the strong wind, and range penalties are doubled. The base DC is 16 (adjusted for 70 feet of distance and weather). The

encounter distance is 70 ft., +10 feet for each 2 points by which a PC beat the Listen DC.

If the PCs use *arcane eye* or some other long-range scouting technique, they notice the elves just as they get ambushed by the shadow fey, instead of coming across the conflict several rounds into the melee. There are eight elves at the start of the battle.

Once the PCs actually reach the encounter, read or paraphrase the following, adjusting any text for the method of arrival:

*With the strong wind blowing through the dense leaves and brush, and the rain pounding through the canopy, you see several darkly cloaked, humanoid creatures engaged with a group of elves. The cloaked figures seem to meld with the shadows and darkness around them, making it hard to distinguish their features, save for the steely glint off their weapons and armor. The elves are fair-haired and dressed in forest tones typical for wood elves, each wearing an enameled brooch of a book set ablaze. They are trying to defend themselves but are clearly on the losing side of the conflict.*

A DC 10 Knowledge (nature) check identifies the elves' adversaries as shadar-kai, evil fey with ties to darkness. PCs might have encountered other shadar-kai in the introductory scenario PAL4I-02 *Arcane Shadows*. The shadar-kai recognize such PCs as the people that killed (or subdued or imprisoned, as appropriate) some of their brethren.

The elves are members of the Tome Speakers, a secret sect composed of members of many of the Gamboge's Elf tribes. Their leader (though identically statted) is named Plesswell. He has equipment of slightly higher quality, and the enameled pin he wears is reddish, while the others' pins are more orange.

The PCs can either stand and watch or participate in the conflict. If they participate, they can attack indiscriminately or try to aid one side. If they aid a particular side, the opposing force will begin attacking them as well.

#### APL 6 (EL 8) [EL9 – 1 for aid from the elves]

🧝 **Elven Rangers** (6): mixed male/female wood elf ranger 2; Appendix 1.

🧛 **Dark Exterminators** (4): shadar-kai rogue 3; Appendix 1.

🧙 **Dark Magician** (2): shadar-kai beguiler 4; Appendix 1.

#### APL 8 (EL 10) [EL11 – 1 for aid from the elves]

🧝 **Elven Rangers** (6): mixed male/female wood elf ranger 2; Appendix 1.

🧛 **Dark Exterminators** (4): shadar-kai rogue 3 / fighter 2; Appendix 1.

🧙 **Dark Magician** (2): shadar-kai beguiler 6; Appendix 1.

#### APL 10 (EL 12)

[At APL 10 and 12, the elves do not reduce the EL.]

🧝 **Elven Rangers** (6): mixed male/female wood elf ranger 2; Appendix 1.

🧛 **Dark Exterminators** (4): shadar-kai rogue 4 / fighter 2; Appendix 1.

🧙 **Dark Magician** (2): shadar-kai beguiler 7; Appendix 1.

#### APL 12 (EL 15)

🧝 **Elven Rangers** (6): mixed male/female wood elf ranger 2; Appendix 1.

🧛 **Dark Exterminators** (4): shadar-kai rogue 4 / fighter 4; Appendix 1.

🧙 **Dark Magician** (2): shadar-kai beguiler 10; Appendix 1.

#### Setup:

The weather and terrain are assumed to hinder both sides equally, so they do not factor into the EL. Before the combat, randomly determine which elf is Plesswell (the elfen leader). His survival, or lack of it, has an impact in Encounter 6.

☁ **Weather:** The rain still persists, with the -4 to Spot and Search checks and the -2 to ranged attacks and Listen checks.

🌲 **Terrain:** This is a forested area. The entire battle takes place in fairly light foliage, with the occasional patch of dense vegetation.

The Light vegetation present applies a -2 penalty to Tumble and Move Silently checks, and gives concealment (20% miss chance) to targets more than 10 feet away.

The thinner trees also provide soft cover to anyone sharing a square with it.

The thick trees provide hard cover, and their space can not be occupied by anyone else. They can be climbed with a DC 15 Climb check.

There are also some fallen trees and stumps. Getting atop one requires either a successful DC 10 Climb check at quarter speed (as per the Climb rules on PH), or a successful DC 10 Jump check. Once on a log or stump, a DC 10 Balance check is needed in order to move at half-speed or attack that round without penalty. Failure for movement results in either no movement or falling if the failure was by 5 or more. Failure for attacking results in a penalty to all attack rolls until your next turn equal to the amount by which the result failed. (A check of 7, for example, would result in a -3 penalty on all attacks.) Anyone may use one hand to hold onto low branches and vines in order to receive a +5 circumstance bonus to the Balance check, but this occupies that hand until their next turn. Being atop one of these features does however results in the "higher ground" attack bonus against anyone on the ground.

### **Tactics:**

**Wood Elves:** There were 8 of these elves to start, but 2 are dead by the time the PCs arrive. They fight back the best they can, trying to stay unflanked, which is difficult given the vegetation. Unless the PCs intervene on their behalf, they retreat once only 3 elves remain standing. Determine which elf is the leader, Plesswell, and portray him as giving orders to the others if you can. This could be important information for the PCs for Encounter 6.

**Dark Exterminators:** They are mostly after the elves, and are quite efficient at moving into or readying for flanks in order to utilize their sneak-attack damage. If the PCs side with them, they thank the PCs for the assistance, and then leave. If the PCs help the elves, though, the shadar-kai switch to eliminating the PCs, since the PCs are clearly the greater threat. They tumble into flanking positions, readying for a flank if need be, and use the environment to their advantage (gaining higher ground, cover, etc).

**Dark Magicians:** Before the ambush, they cast buff spells on the other shadar-kai and drink their elixirs of hiding and sneaking, and ending with *haste* just before they attack the elves (which is 3 rounds before the PCs arrive). With their remaining spells, they hamper their enemies so the dark exterminators can kill them. If the PCs interfere and are hostile to them, they do direct attacks against the PCs, leading with their best spell option for the situation.

**Treasure:** Refer to the Treasure section of this adventure to determine what the PCs find here.

### **Development:**

If the PCs are able to question any of the shadar-kai, they know only that their leader ordered them to prevent the elves from investigating the dragon activity. They came up from the southern part of the Gamboge forest. They are the extent of their enclave, and all of their possessions are carried with them. If asked about their leader, they simply refer to him as “Dro-Shadari”, which means “The Dark Shadow” in Sylvan, since that is all they know of him/her/it. They received their orders via an *animal messenger*.

If all elves drop but not all are killed outright (-10 hp), assume that at least one of them stabilizes at -7 hp.

If none of the elves survives, the PCs can cast *speak with dead* on one of them. They will also find a note on one of the elves that informs them that something sinister is being conducted near an ancient elven burial mound on the edge of the Gamboge forest, and the note is signed Taraya (if any PC has played *PAL4-06 Strands of Gloom*, they recognize the name of this exiled druidess).

The leader, Plesswell, has more information than the other elves, as described in Encounter 6. No matter which elf the PCs speak with, refer to the information in Encounter 6 to answer the questions.

If the PCs wish to talk with any of the conscious elves (or heal one above 0 hp), proceed to Encounter 6.

If they do not want to deal with the elves, they can proceed further into the forest and find where the attacks originated. Proceed to Encounter 7.

## **6: THE BIG RED ONE**

Assuming the PCs are able to communicate with any of the elves (either because at least one survived, or they cast *speak with dead* on one of them), the PCs can learn the following information (the elves are cautiously hostile with anyone displaying allegiance to any official Palish organization such as the clergy or the militia):

- The scouting party was sent to investigate the recent draconic activity in the area.
- They want to confirm or deny that it is one of Sassy's offspring behind the activity. (A DC 20 Sense Motive check reveals that they are almost hoping it is Sassy or one of her ilk, as opposed to something else—namely, an infamous red dragon from their past, described below.)
- They were sent a note via an *animal messenger* from a local druidess, Taraya, stating that the activity is centered on an ancient elven burial mound. They were on their way to her last known camp just outside the forest proper to get more information before they headed to the mounds.
- Whether it is a dragon or not, they want to make sure the threat is removed from the area and does not disturb the sacred site.
- Due to their losses, they will be severely unsure about pressing on, but must in order to make sure the site is cleansed.
- They also inform the PCs that they are currently within the edges of the Nyrond border. For PCs not from Nyrond, especially those from official Palish organizations, this incursion may cause an incident if it were to get out. (As noted in Encounter 4, such PCs should not be openly wearing any rank or insignia signifying this affiliation, otherwise they will be removed from that organization and this should be noted in the Play Notes on the AR).

If the PCs volunteer to aid the elves, or better yet, relieve them of their duties by taking those duties upon themselves, the elves are very thankful. It requires a successful DC 15 Diplomacy check to convince them that the party has their interests in mind (assuming the party does not do something to drive them to Unfriendly first), especially if the elves are willing to forgive any slight at entering their territory unannounced or invited. If this check succeeds, the elves are willing to share some other important information that may be related to the dragon activity. Only one of the scouts (Plesswell of the Tome Speakers) knows the more obscure parts of the story, which are marked with an asterisk (\*). His identity should have been determined randomly at the start of

Encounter 5, to see if he'd be around to give this information now. He can explain the following:

- The elves are part of a tribe that used to be the guardians of an ancient tome, called the *Pyronomicon*. They held the tome for nearly 500 years.
- It was taken by Harak col Hakul Deshaun ("He Who Comes With Fire and Fury" in Old Oeridian) nearly 750 years ago, when he laid waste to all in the area, and nearly decimated the elves in the Gamboge. The elves do not know what the dragon called himself and they do not call him by an Elven term, so they simply use the Old Oeridian name.
- Harak col Hakul Deshaun was a great red wyrm that lived in the area where the Gamboge, the Rakers, and the Flinty Hills met. His hoard was stolen while another group distracted him. This theft was what caused his destructive rampage.
- \* He was thought to still be in the area until his lair was found empty in CY 189. There are no clues as to where he went.
- \* Eventually, the *Pyronomicon* surfaced again, away from Harak, back in CY 390, and in the hands of a Water Elementalist.
- \* The book's whereabouts were generally known until CY 576, when it was again stolen, this time from a scribe in Greyhawk, Warfel VI (the Sixth), by a mysterious group of shadowy gnomes.
- The recent draconic activity in the area may be a sign that Harak col Hakul Deshaun has returned, possibly seeking to pick up his destructive activities once more and end the elves in the area once and for all.
- The elves want to make sure that the draconic presence is not related to Harak.

If any of the PCs have the "Notes on the *Pyronomicon*" from NMR 5-04 *Charity of Friends*, some of this sounds familiar. Those notes were written within the last 10 years, so if the PCs gain the information about the tome disappearing in CY 576, this means that the notes date from after its last theft.

**Development:** If the PCs were able to persuade the elves that they talk to Taraya and then cleanse the burial site, they will also receive "Cleansed the Sacred Lands" from the elves. If the PCs also return all of the burial relics to the elves, the PCs will not earn the Disfavor of the Elves of the Gamboge. Once the PCs proceed to Taraya's camp, proceed to Encounter 7. If they instead want to head directly to the place from which the attacks originate, go to Encounter 8.

## 7: WHEN NATURE CALLS

*Following the elves instructions, it is obvious that whoever this Taraya is, she has made her camp difficult to locate unless you know where and what for to look. It would be easy to mistake her carefully constructed tree house as a simple convergent growth of the local flora. Three large trunks, spaced roughly 15 ft. apart at the forest floor, grow together roughly 30 ft. from the ground into one massive trunk. The large knot hole just above where the trunks meet, with a ring of mistletoe growing from it a large clump being the only note that this may not be completely natural in nature.*

There is no obvious means to gain entry into the dwelling. Taraya's animal companion, an old, unobtrusive barn owl, keeps an eye on the tree. When it noted the PCs approach, it flew into a small hole on the opposite side of the tree than the PCs to let Taraya know that she has visitors.

If the PCs make any attempt to address the tree, call out for Taraya, or simply knock on the trunk, Taraya will greet the PCs and ask them their business. Assuming the PCs say something along the lines of 'helping the elves' or 'investigating a dragon attack' or anything like that, she will come out to speak with them. She was expecting a group of elves, but knows that often times those concerned will hire outside help for some tasks, so their presence isn't too much of a surprise.

♣ **Taraya (tah-RYE-ah):** Female human Drd11; AL NG.

- **Description:** Taraya is a spry Flan woman of about 68 years. Her long wavy hair is totally silver, losing all trace of other color that was present in PAL 4-06 *Strands of Gloom*, and her face and slightly bent posture show her age more than they used to. She has amber eyes and pronounced laugh lines. She dresses in typical Palish peasant garb, mostly in greens and yellows. Her animal companion is a barn owl, old and unobtrusive.
- **Personality:** She is generally friendly and puts people at ease, having had much practice in deflecting suspicion by the Palish authorities. Former guardian of a Scar of Nerull (an ancient gate to the Lower Planes), Taraya has been banished from the Pale. Still, she tries to find some good in the events of the last several years. If a PC still wears a *Flan spell-knot*, she is especially warm to him. Also, if any PC has the Favor of Taraya from PAL 4-06 *Strands of Gloom*, she recognizes them and treats them with a deep respect. Conversely, she is a little distant to any PC with obvious officially Church livery, such as military insignia, a Knight Valorous, or a sanctioned priest.
- **Motivation:** Taraya wants to keep the traditional Flan culture from dying out among the rural people of the Pale, though her banishment will make this

hard. In years past, her apprentice Balach (rhymes with Alec) was rescued by a group of adventurers (PAL 5-03 Strata). Because of this, she is generally kind to adventurers.

- **What She Knows:** She suspects something malevolent about the recent activities, but has no useful theories, but she does know that a dragon of some type is indeed in the area. The Great Green of the Gamboge (Sassy) controls much of the forest but her territory stops 100 miles from whatever is launching these current attacks.
- **What She Can Do:** If the PCs require any help (healing, long term buffs, assistance, etc), she is willing to provide it for them if they are willing to help her with a problem that has risen in a nearby brook, and it is something beyond her area of expertise. She tells the PCs how to get to the brook, but can only say that whatever is causing the problems is hidden from her and isn't natural. (what she has available is noted in the Developments section of Encounter 8)

If the PCs want to help Taraya by investigating the brook, then proceed to Encounter 8. If the PCs instead want to proceed directly to the burial mounds, proceed to Encounter 9.

## 8: BLOOD SPORT

If the PCs are going to investigate the brook, read or paraphrase the following once they get there. It takes about 20 minutes by normal means of travel.

*Once you arrive at the location Taraya mentioned, you see what she means. Much of the plant life along the banks are black, however they don't seem to be withering. In fact, it's almost the opposite, they are thriving with life.*

Investigation of the plants determines that they are not, in fact, black, but a really dark red. Also, when cut, the sap is also red, having the consistency of blood. A DC 20 Heal check reveals that it actually is blood, but it is unknown as to what type of blood it is.

If the PCs take samples from the stream, a DC 25 Heal check reveals that it also has faint traces of some kind of blood. It is safe to assume that whatever is happening to the brook, it is happening upstream.

As the PCs move upstream, read or paraphrase the following:

*As you move upstream, the vegetation grows remarkably thicker and lusher, until you once again leave the Gamboge. You still follow the stream (probably a tributary flowing from the Rakers), which lies hidden behind thick, blood-filled grasses. You notice that the environment is also gradually*

*changing. Instead of the normal musky, earthy aroma of rain and fields, the air is thicker and humid, almost jungle-esque, but with a metallic tinge to it.*

After about 30 min. of traveling upstream, have the PCs make Spot checks. With the inclement weather, a DC 30 or better check finds a small hole in the ground surrounded by a small copse of massive shrubs. If no one makes this check, they will continue upstream, but after 5 minutes, the vegetation starts to quickly return to normal. This should get them to turn around and back track. Assuming they begin to look more carefully, a DC 20 Search check finds the same hole after about 20 minutes (they still suffer a -4 to Search checks because of the weather).

Once they find the hole:

*The descent into darkness is a short one. It appears to be a small well, maybe 15 ft deep at the most. The walls are stained with deep red moss, and the pool at the bottom is also tinted. Just above the waterline, the top of a passageway is visible to the side, heading away from the brook.*

Only about 2 inches of the passage is visible above the waterline, and the water is another 6 ft. deep in the well. If someone is able to look into the passage (either be being in the water at the bottom, or being lowered head-first to peer into the passage), and they have a light source or darkvision, they see that the passage gradually elevates above the waterline and continues on, although the ground glistens with some kind of moisture (blood).

Once the party gets into the passage, either via magics or simply going into the well and then wading up the passageway, read the following:

*The passage slowly climbs, eventually taking you out of the bloody pool of the well. There is no moss or lichen on the cobbled floor and worked walls, simply ruddy stains on every surface. There are even small stalactites and stalagmites throughout the passage made from clotted fluid.*

*After traveling for about 5 minutes through a passage of a dozen turns, it eventually ends at a patch of broken wall. The room beyond is occupied with several nooks, each one containing a coffin. It is eerily quite.*

The hole in the wall is just above the second coffin from the left of room 1 of the map. Any PC that has a strong aura of good (clerics, paladins, etc) feels VERY uneasy about this place due to the unholy nature of it.

There are bloodhulks of one type or another spread throughout this temple, with the position and type depending on the APL. This is treated as a single

encounter however, since they are all connected via the temple and will come to attack anyone that enters it.

☛**Environmental Effects:** The following effects are present throughout the whole temple and are factored into the EL.

**Desecrate:** At all APLs, the entire temple is subjected to a *desecrate* spell dedicated Nerull, anchored to the altars in room 2. This results in the bloodhulks enjoying a +2 profane bonus to hit, damage, and saves, as well as an additional +2 hp per HD. Also, all attempts to turn undead suffer a -6 penalty.

**Unhallow:** At all APLs, an *unhallow* is also in effect on the entire area. This results in a -4 penalty to turning checks, a +4 bonus to rebuking attempts. At APLs 10 and 12, a *silence* spell is also anchored to it, cloaking the entire chamber in magical silence.

**Negative Energy:** The temple is also suffused with negative energy, which discharges every so often (depending on APL). This affects all creatures in the temple (harming the PCs and healing the bloodhulks).

Any PC that has that has been infused with Ur-Flan energies from PAL 4-02 *Stirring the Waters* or has the Inner Darkness (or Enhanced Inner Darkness) from PAL 5-03 *Strata* actually heals half of the damage inflicted on a successful save instead of taking damage.

Any PC who has Inner Light from PAL 5-03 *Strata* (or the enhanced Inner Light) instead can save to negate this effect (instead of halving it).

Also, any who fail a saving throw against this effect gains the "Touched by Dark Energy" AR entry.

- **APL 6:** inflict light wounds (1d8+1, Will DC 11 for half) every 3 rounds.
- **APL 8:** inflict light wounds (1d8+1, Will DC 11 for half) every other round.
- **APL 10:** inflict light wounds (1d8+1, Will DC 11 for half) every round.
- **APL 12:** inflict moderate wounds (2d8+3, Will DC 13 for half) every round.

#### APL 6 (EL 5 [CR 4 +1 for environment])

☛**Bloodhulk fighter:** hp 160; Appendix 1.

#### APL 8 (EL 8 [CR 7 +1 for environment])

☛**Bloodhulk fighter:** hp 160; Appendix 1.

☛**Bloodhulk giant:** hp 224; Appendix 1.

#### APL 10 (EL 11)

☛**Bloodhulk giant (3):** hp 224; Appendix 1.

☛**Bloodhulk crusher:** hp 320; Appendix 1.

#### APL 12 (EL 14)

☛**Bloodhulk giant (6):** hp 224; Appendix 1.

☛**Bloodhulk crusher (4):** hp 320; Appendix 1.

#### Setup

At all APLs, as soon as the PCs enter the chamber, enter 'rounds' (but not really initiative, so they still can't ready actions and such) in order to track when the negative energy effects go off.

**APL 6:** The Bloodhulk fighter is in the middle of room 2. He walks back and forth between the 2 altars.

**APL 8:** Same as APL 6. The bloodhulk giant is walking between the two room 5s. There is a 40% chance that he is in the north room 5 when the PCs enter room 1. If he is, he may spot the PCs and initiate combat. If not, the PCs may go about their business until they are spotted or initiate combat.

**APL 10:** There is one bloodhulk giant patrolling the north side (room 5N, room 1, room 4N), another patrolling the south (room 5S, room 3, and room 4S), and the third is patrolling between room 5S and room 5N). There is a 40% chance that he is in room 5N when the PCs enter the chamber. The bloodhulk crusher is patrolling between the two altars in room 2.

**APL 12:** There is one bloodhulk crusher patrolling the north side (room 5N, room 1, room 4N), and another patrolling the south (room 5S, room 3, and room 4S). Each is accompanied by one bloodhulk giant. Another bloodhulk crusher is patrolling between room 5S and room 5N, accompanied with two bloodhulk giants. There is a 40% chance that they are in room 5N when the PCs enter the chamber. The last bloodhulk crusher is patrolling between the two altars in room 2, accompanied with two bloodhulk giants.

**Tactics:** At all APLs, the bloodhulks attack as soon as they see anything living. They attack until destroyed. As soon as combat starts, the rest of the bloodhulks stop their normal patrolling patterns and move to the combat like moths to a flame. They are not intelligent so do not purposefully use tactics like flanking or concentrating fire. However, they will sometimes continue to attack a target to the exclusion of all other activities until the target does not even resemble its former self (There is a 25% chance that they will continue to attack a downed PC until they are destroyed or the PC is below 0 by their usual full hp amount).

**Treasure:** Refer to the Treasure section of this adventure to determine what the PCs find here.

**Development:** Once all undead in the temple are destroyed, the temple loses its connection to the fuel that caused the negative energy discharges. This will allow



any surviving PCs to investigate the temple. It is obvious (DC 10 Knowledge (religion)) that this temple is dedicated to Nerull. It also seems tainted, with Ur-Flan writing in blood on almost every wall. Any PC who speaks Flan can note that the writings depict a grotesque ritual that requires mass quantities of blood when creating undead. Some other writings talk about infusing the created undead with essence from the shadow plane, but obviously the ones that were left as guardians did not have such ritual performed on them.

Once the PCs return to Taraya with this information and the location of the temple and its contents, she can begin to help the forest cleanse the taint from the temple and reclaim the area.

Also, she has the following spells she will be able to cast on the PCs.

- Greater magic fang (cl 11)
- Delay Poison (cl 11, she has 2 available)
- Extended barkskin (cl 11)
- Freedom of movement (cl 11)
- Reincarnate (cl 11, PC must pay component cost)
- Resist energy (cl 11, she has 2 available)
- Stoneskin (cl 11, PC must pay component cost)

## 9: HOLES

With Taraya's directions, the PCs can head straight for the burial mounds, which are located just inside the Nyronnd border. They are about 2 miles away through the woods, which takes roughly 1 hour for a mixed group on foot.

If they are instead leaving directly from the elves and following their directions, it takes roughly twice as long. The directions given by the elves are not enough for reliable teleportation, but if the PCs wish, they can scry it and take the risk. This gives them the "viewed once" chances of success with *teleport*. If the PCs did not get that information from the elves, it takes them about 5 hours of searching the area before they come across something.

## THE BURIAL MOUNDS

Either way, once the PCs reach the sacred area, read or paraphrase the following:

*Traveling through the rain, mud, and muck of the forest, you finally arrive at something vaguely out of place. Ahead, on several large trees, there are small pinpoints of light about 9 feet off the ground. They barely shed enough light to cast a shadowy gloom over the area. Only those with keen eyes, adapted for such a lowly lit environment, can make out any detail.*

*Amongst the lighted trees, the land rises in subtle mounds. They are spread across the area, and almost appear like natural earthen bulges covered in low shrubs and vines. A small, wooden cover in each mound belies their seemingly natural state.*

Allow the PCs to become paranoid as they investigate the area in the downpour. Animals still frequent this sacred site, and a few harmless ones may disturb bushes and be heard well before they are seen. These include most harmless woodland creatures or even a small pack of wolves (see the *Monster Manual* for potential animals). If the PCs succeed at a Listen check (with a -2 penalty for the wind) opposed by the approaching animals' Move Silently check (with a -2 penalty for the underbrush), they hear the animals approach well before the animals can be seen. Allow the PCs to expend whatever resources they want to while investigating the noises. Most animals flee from loud PCs or PCs that cast spells with flashy effects. The animals flee loudly, crashing through the underbrush (like an incompetent spy would if he had been seen). Again, let the PCs waste as many resources as they see fit.

The burial site is extensive. If the PCs travel as a pack, it takes them roughly 6 hours to find the partially disturbed mound. If instead they fan out to search, they can cut the time to 1 hour. In either case, the time can be reduced by a successful DC 20 Search check (with a -4 to all Search checks because of the rain). As a group, success reduces the time by 30 minutes, plus an additional 30 minutes per 5 points over the DC, to a minimum of 3 hours. If they spread out, success reduces the time by 10 minutes, to a minimum of 10 minutes. PCs with the Track feat may substitute Survival for Search in this case.

Once the PCs search long enough (see above), read or paraphrase the following:

*This mound has something different about it: the wooden slats connecting the boards of the wooden cover of this mound are on the outside, whereas all the others were left inward.*

If the PCs remove the covering, read the following:

*This soggy opening leads down into a very tight, muddy tunnel. Even the smallest halfling would have problems navigating this sludgy mess.*

## THE TUNNEL (AD-HOC EL 4)

The PCs can slide into the tunnel. It is very cramped. Small creatures suffer no problems but Medium creatures are squeezing. Large creatures suffer double the normal squeezing penalties and can only proceed on a belly crawl (and are unable to use defensive maneuvers such as Evasion). The cramped and slippery conditions also result in the squeezing penalties applying to all Reflex saves as well.

Once the PCs enter, read the following:

*The tunnel, if you could even really call it that, descends steeply into darkness. With the rain running down beneath you, and the soggy earth on*

*either side, your gear is soaked and covered in a filthy mud. The loose mud also makes the descent quite difficult.*

The tunnel descends 100 feet at about a 75-degree angle, ending in a small chamber.

Roughly 25 ft. from the bottom, Apakoh has placed an *alarm*. It has a mental ping to alert him. If the PCs are not sliding (see below), and are looking for traps, it can be found with a DC 26 Search check, and disabled with a DC 26 Disable Device check.

Sliding down this soggy mess is a likely hazard. The PCs have two choices to get down by their own devices: either throw caution to the wind and jump in (taking 1d6 lethal and 5d6 nonlethal falling damage, as explained below), or be more careful and slowly crawl down (or use magic).

Crawling (including using ropes) is a MUCH more difficult method. A DC 15 Climb check allows a PC to travel at 1/4 speed (1/2 if Small PCs) as a full-round action. (Because of the rain, using a rope secured to a tree or something outside reduces the DC to only 12.) Failure indicates that the PC has slipped and moves at their full speed for this round even if they do not want to (for example, a PC with Speed 30 ft. would move 30 feet). Failure by 5 or more results in the PC moving at twice their speed (for example, 60 feet) and is treated as running.

If a PC is sliding, and another PC is in their path, the other PC must also make another Climb check (base DC 15, + 1 per square the sliding PC has already slid, + 1 per additional sliding PC behind them) or begin sliding as well. Success blocks all PCs behind from sliding past, and allows all sliding PCs to attempt another Climb check on their next action to move at a slower rate. Once a PC is sliding, there is no other means of stopping without magical aid (such as a *fly* spell). A *spider climb* or similar spell gives a PC a +5 spell bonus per spell level to the effected PC's climb checks, but the ever-shifting mud prevents the magic from taking full effect. Spells such as *fly* and *levitate* completely negate the means for any of these checks and passage can be made without difficulty.

Casting a spell, while sliding, is difficult. It takes a full-round action to pull out any spell components while sliding, and it requires a DC 20 + spell level Concentration check to cast a spell successfully. If multiple PCs are sliding, they slide at their resulting speed, or the speed of the person/people behind them, whichever is greater.

Any sliding PCs take 1d6 points of damage for the final 10-foot fall from the tunnel to the floor, plus an additional 1d6 points of nonlethal damage per 20 ft. (or portion) they slid uncontrolled.

Of course, it is also possible to reach the bottom with the proper application of divination and/or teleportation magic. This may bypass the *alarm* placed in the tunnel slide.

**Development:** Whether by climbing or sliding (or magic), proceed to Encounter 10 once the PCs have entered the bottom chamber.

## 10: DARK WATER

Read the following once the PCs strike a light source, unless one of them can see in the dark. If they do neither, simply describe the surroundings as wet, muddy, and dark.

*The bottom chamber that the muddy tunnel empties into is still quite cramped. There is a single set of supports for this tiny room, holding back untold tons of dirt and mud above. Water and dirt still flow in from the tunnel, resulting in a shallow pool in the middle of the confined space. The slight overflow from the pool trickles down a small and narrow hallway.*

There is no light coming from down the hall. If the PCs can see in the dark or have a light source, they can see that the tunnel leads down and to the right, to the main chamber of this burial mound.

Since the PCs are now underground, they no longer suffer the penalties associated with rain and wind as in previous encounters. However, the mud, narrow walls, and shallow puddles result in a -4 to all Move Silently checks (or only -2 if the PC is flying).

### THE NOTE

This narrow hall bends to the right, almost wrapping around to a chamber besides the one the PCs first entered. Also, this narrow hallway is trapped. Before adjudicating the trap, read or paraphrase the following, depending on the APL

*At the entrance of the tunnel, a small, folded piece of parchment is sticking out of a small torn bag that had been caught on a root sticking from the wall.*

Place a single copy of Player Handout 2 on the table and allow any player to read it. At all APLs, the note has also been subjected to a *Nystul's magic aura*, so it does not detect as magical. This has been factored into the EL.

Once they are done reading it, consult the APL below. All spells happen in the sequence they are listed (and are triggered when the note is opened, so the PC may not even finish the note).

If the PC who opened it is encased in amber, polymorphed, or plane shifted, the note falls to the ground. The remaining PCs may be hesitant in picking it up again, but it is no longer a threat.

#### ✦ APL 6 (EL 7 [EL6 + 1 for *Nystul's magic aura*])

Once the player finishes reading the note, have them roll a Will saving throw for the *spell immunity*, followed by a Reflex saving throw for the *Sepia snake sigil*.

**Spell Immunity:** CR 5; magical; read trigger; no reset; spell effect (*spell immunity*, 7th-level cleric, DC 16 Will save negates); immune to *resurgence*; Search DC 29; Disable Device DC 29.

**Sepia Snake Sigil:** CR 4; magical; read trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); trapped in amber for 1d4+5 days; Search DC 28; Disable Device DC 28.

✦ **APL 8 (EL 9 [EL 8 + 1 for Nystul's Magic Aura])**

Once the player finished reading the note, have the PC first roll a Will saving throw or be subjected to a *bestow curse* (possibly 2 saving throws, depending on APL), then another Will saving throw for the *spell immunity* before needing to make the Reflex save against the *sepia snake sigil* (or other effect, depending on APL).

**Bestow Curse:** CR 5; magical; touch trigger; no reset; spell effect (*bestow curse*, 7th-level wizard, DC 16 Will save negates); -4 penalty on attack rolls, saves, ability checks, and skill checks; Search DC 29; Disable Device DC 29.

**Spell Immunity:** CR 5; magical; read trigger; no reset; spell effect (*spell immunity*, 8th-level cleric, DC 16 Will save negates); immune to *resurgence*, *mass resurgence*; Search DC 29; Disable Device DC 29.

**Sepia Snake Sigil:** CR 4; magical; read trigger; no reset; spell effect (*sepia snake sigil*, 5th level wizard, DC 14 Reflex save negates); trapped in amber for 1d4+5 days; Search DC 28; Disable Device DC 28.

✦ **APL 10 (EL 11 [EL 10 + 1 for Nystul's Magic Aura])**

As APL 8, but with the following changes:

**Bestow Curse:** CR 5; magical; touch trigger; no reset; spell effect (*bestow curse*, 7th-level wizard, DC 16 Will save negates); -4 penalty on attack rolls, saves, ability checks, and skill checks; Search DC 29; Disable Device DC 29.

**Bestow Curse:** CR 5; magical; touch trigger; no reset; spell effect (*bestow curse*, 7th-level wizard, DC 16 Will save negates); -6 to Wisdom; Search DC 29; Disable Device DC 29.

**Bestow Curse:** CR 5; magical; touch trigger; no reset; spell effect (*bestow curse*, 7th-level wizard, DC 16 Will save negates); -6 to Constitution; Search DC 29; Disable Device DC 29.

**Spell Immunity:** CR 5; magical; read trigger; no reset; spell effect (*spell immunity*, 7th-level cleric, DC 16 Will save negates); immune to *resurgence*; Search DC 29; Disable Device DC 29.

**Baleful Polymorph:** CR 6; magical; read trigger; no reset; spell effect (*baleful polymorph*, 9th-level wizard, DC 17 Fortitude save negates, then Will save for partial); permanently turned into a weasel; Search DC 30; Disable Device DC 30.

✦ **APL 12 (EL 13 [EL 12 + 1 for Nystul's Magic Aura])**

As APL 10, but with the following changes:

**Greater Bestow Curse:** CR 7; magical; touch trigger; no reset; spell effect (*greater bestow curse* [see Appendix 2], 11th-level wizard, DC 19 Will save negates); -8 penalty on attack rolls, saves, ability checks, and skill checks; Search DC 31; Disable Device DC 31.

**Greater Bestow Curse:** CR 7; magical; touch trigger; no reset; spell effect (*greater bestow curse* [see Appendix 2], 11th-level wizard, DC 19 Will save negates); Wisdom reduced to 1; Search DC 31; Disable Device DC 31.

**Spell Immunity:** CR 5; magical; read trigger; no reset; spell effect (*spell immunity*, 7th-level cleric, DC 16 Will save negates); immune to *resurgence*; Search DC 29; Disable Device DC 29.

**Spell Immunity:** CR 5; magical; read trigger; no reset; spell effect (*spell immunity*, 7th-level cleric, DC 16 Will save negates); immune to *mass resurgence*; Search DC 29; Disable Device DC 29.

**Heightened Baleful Polymorph:** CR 9; magical; read trigger; no reset; spell effect (*baleful polymorph*, 15th-level wizard, DC 22 Fortitude save negates, then Will save for partial); permanently turned into a weasel; Search DC 33; Disable Device DC 33.

## THE BURIAL CHAMBER

Once the PCs either deal with the note or simply walk past it, they enter the burial chamber. Read or paraphrase the following:

*This shallow room has several earthen jars placed about it. Most of the jars have small scenes painted on them, possibly depicting the life and joys of the elf it commemorates. A few have been shattered, with the matter inside being melded with the mud and dirt around it. Also in the room is a mounded pile of clean dirt, draped in leaves and vines.*

*On top of this small pile are several sacks, many of them filled with gems, jewelry, and tubes. Most seem to have been keepsakes on or around the jars. Amidst the bags is a cleared spot on the pile where, possibly, something else may have been laid some time ago.*

*There is also an elven corpse not so gently pushed behind the pile, with several pieces of a large ceramic dish around it. Its body is no longer ceremoniously returning to nature atop the large, earthen dish, before finally being collected into its own empty jar, which also lies shattered at its feet.*

Apakoh has used his 'Emergency Exit Strategy' and left via a silent *dimension door* spell, instead of his usual climbing or flying or levitating means up the tunnel if any of the following has occurred:

- The PCs triggered the *alarm* spell on the slide.
- Any of the PCs slid to the bottom of the slide and landed in the chamber by gravity, unless within magical silence.

- Any PC yelled while in the slide (such as “Yahoo!” or “Fool of a Halfling, Slow Down!”).
- Any PC made noise entering or moving in the tunnel (a Move Silently result of less than 10).
- A PC cast a spell with a verbal component after getting to the bottom of the slide.
- The PCs/players talked a lot and discussed strategy once they get to the bottom of the slide.
- The PCs triggered the trap on the note.

If the party made it all this way without triggering one of those conditions, then Apakoh can be found reading a long piece of parchment atop a wooden board in the main chamber. If he is here, his first action is to leave to the surface, along with his familiar, via dimensional travel. If this is somehow stopped, the fight is on here instead of outside. Use the description and stats provided for Encounter 9.

The PCs may look around this burial site. A DC 5 Search check finds bedding for a Medium humanoid (Apakoh) amongst the pile of jars along the wall, as well as a smaller pile of bedding (for his familiar) with remnants of raw meat and fur bits mixed in it. A DC 15 finds several notes on the description, habits, and capabilities of various dragons. With a DC 25, the PCs also find a small note among the sacks. Give them Player Handout 3. If the PCs discovered the note in the hallway, they may be hesitant to read this one...

Also in the room, and obvious without a Search check, are several ancient elven relics, art pieces, jewelry, and mementos. If they return all elven items discovered here to the tribes, they will receive the “Honor of the Ancestors” favor on the AR. Otherwise they may keep the items found here for themselves, but receive the “Disfavour of the Elves of the Gamboge” mark on the AR.

If Apakoh was able to magically escape, proceed to Encounter 9.

## 11: DRAGONHEART

Once the PCs are done with the burial chamber, they should eventually return to the surface. Unless they use magic, they might have a difficult climb. Refer to the rules for climbing down in Encounter 7, but Large PCs climb up at 1/8 speed per move action (or 1/4 as a full-round: reduced speed for squeezing and climbing, see Climb, PH) instead of 1/4. Climb check failures by 5 or more still result in sliding down, as described in Encounter 7. All this climbing and sliding can be negated with a fly spell or similar effect. Other spells can also be used to aid the climbing, such as *spider climb* and similar effects. These spells grant a +5 spell bonus per spell level to the check. Spells such as *grease* have the opposite effect.

The first PC out of the tunnel should make a Spot check (modified by distance and weather) to see Apakoh hiding near another burial mound. If multiple PCs arrived at once through magical means (such as *dimension door* or *teleport*), have those arriving make a Spot check,

with the same modifiers. Success indicates that the PC may act in the surprise round. If no one sees him, he waits till at least 2 PCs have exited the tunnel before striking (and the second PC may also make a Spot check once they get out of the tunnel).

If no PC is able to act in the surprise round, read or paraphrase the following:

*As you finally make it back to the soggy surface, a man dressed in a wool tunic, fine but damp, steps out from behind another mound. His white hair is long and braided on either side of his head, and somehow held out and pointed to resemble horns. He releases the cold, calculating laugh of a man obsessed.*

*“I have already gotten what I came for. You are too late. I have harmed no one yet, and do not wish to harm you, but I will if you force me to. We can all walk away from this. Or, if you wish, surrender now. I promise no harm will come to you, and you may become my thralls once I fully tap in to the power I have discovered.”*

*“However, I know your type and doubt you will let me go easily, and you would never serve willingly. En garde!”*

Apakoh has found a tome in the burial mound. He believes he can use it to tap into the power of the draconic race, making himself nearly immortal and extremely powerful like a dragon. The tome contains many rituals and recipes for gaining unimaginable, ancient, draconic power (he was making notes on it, but left those in the tunnel, but he doesn’t mind fleeing without the notes). He believes he has already been able to tap into a small bit of the tome’s power. Although he would much rather be allowed to leave than fight, he’s willing to earn his freedom if the PCs force him to.

### APL 6 (EL 9)

➤ **Apakoh:** male human wizard 7/wyrm wizard 2; Appendix 1.

➤ **Xiggy:** faerie dragon familiar; Appendix 1.

### APL 8 (EL 11)

➤ **Apakoh:** male human wizard 8/wyrm wizard 3; Appendix 1.

➤ **Xiggy:** faerie dragon familiar; Appendix 1.

### APL 10 (EL 13)

➤ **Apakoh:** male human wizard 10/wyrm wizard 3; Appendix 1.

➤ **Xiggy:** faerie dragon familiar; Appendix 1.

### APL 12 (EL 15)

➤ **Apakoh:** male human wizard 12/wyrm wizard 3 15; Appendix 1.

➤ **Xiggy:** faerie dragon familiar; Appendix 1.

### Setup:

☛ **Weather:** The weather is still quite wet and windy. The rain is still causing a -4 to Spot and Search checks.

The wind is still strong, resulting in a -2 to ranged attacks and Listen checks. Also, small, flying creatures have a chance of being knocked prone (see DMG pg 93).

☛ **Terrain:** This area still has some shrubs and areas of low branches, and the mounds themselves, and is also quite muddy due to the rain. All squares count as difficult terrain. Also, if anyone stays in one spot for more than a round (does not move at least 5 ft. each round), they begin to sink into the mud and must make a Str check (DC 10, +1 per round not moved, to a maximum of 15) to move from that spot later. Also, since they cannot dodge as readily, every two rounds spent sinking lowers their AC by 1 (cumulative) until they move. A *water walk* spell or similar effect negates the sinking conditions of the mud. Other terrain may still cause a problem though.

### Tactics:

**Apakoh:** Apakoh has all of his hour-per-level buff spells up on himself and his familiar. If the PCs are climbing up the slide, he also has his 10-minute-per-level spells in effect (especially *freedom of movement*). He will also have a few extended, 1-min-per-level spells up once the PCs are nearing the top of the shaft. (If the PCs teleport up, he will only have his hour-per-level spells in affect.)

Once Apakoh has given his “en garde” speech, a DC 20 Sense Motive check allows the PCs to notice that he doesn’t want to attack if he doesn’t have to, and would much rather be allowed to flee (which he’s pretty sure isn’t going to happen, but he’s hopefully).

If he wins initiative, he will ready with his largest, most debilitating spell if anyone takes a hostile action (moving to attack, casting any spell on [buffing a fighter is hostile to the fighter’s target in this case]), hoping this will either persuade them to let him go or possibly finish off the PCs and allow his escape. If he doesn’t win initiative, he will respond in kind to the PCs (hostile if they are, willing to negotiate fleeing if they are willing, but he will not surrender without a fight)

He then singles out PCs, to keep them from forming a cohesive assault on him or Xiggy, using walls to block coordination, blinding effects to reduce PC effectiveness, etc. Apakoh flees if he is reduced to 25% of his initial hit-point total, usually using one of his *dragonform* spells or dimensional magic. If fleeing is not possible, he instead surrenders, believing that he will live to fight another day (after a long time in a New Dawn Camp) if the PCs hand him over to Pale authorities.

If the PCs retreat down the shaft or flee, Apakoh would much rather leave with the knowledge he has then engage in a tunnel fight to recover the few tidbits he left behind while escaping. He will gather his possessions and leave as quickly as he can before the PCs can regroup and come after him.

**Xiggy:** If Apakoh has time to prepare before the PCs arrive, he buffs Xiggy with any hour-per-level buffs (false life, enhance familiar, and other spells are already up from earlier) as best he can, with shorter duration buffs going if the PCs are climbing up the shaft.

Xiggy will also use his spell-like abilities to buff himself if able to (such as *invisibility* on himself and Apakoh, *charm monster* on any animals the PCs may have left on the surface, etc).

When Xiggy engages the PCs, he employs his faerie dragon breath-weapon as soon as he can if he’s not *dragonshaped*. He then tries to catch as many PCs in a *glitterdust* as soon as possible. If it doesn’t appear to have affected as many as Xiggy hoped, he repeats this. At APL 10+, Xiggy will also use his *animate object* spell-like on several fallen branches (12 small animated objects, hardness 5) for fun and entertainment (he doesn’t use this spell at lower APLs, since he wants to use it later as a practical joke on Apakoh before bedtime, and NOTHING gets in the way of a well-planned practical joke).

If need be, or if several PCs are blinded, he closes to melee against any other unarmored or lightly armored spellcasters, striking for nonlethal unless he thinks they are sorcerers, feeling that sorcerers are an affront to his master and a bastardization of draconic power.

If Xiggy is *dragonshaped*, he will breathe once trying to catch as many PCs as possible. He will then close to melee and attempt to subdue the lightest armored PC with non-lethal attacks. If the PC does not drop after 1 full round of non-lethal attacks, he switches to lethal until that PC drops, then switches back to non-lethal on the next PC, and repeats the process.

☛ **Treasure:** Refer to the Treasure section of this adventure to determine what the PCs find here.

### Development:

Once the PCs have either defeated Apakoh or caused him to flee or surrender, they have a chance to rest and heal up, then go home with the knowledge that it was, in fact, a strange wizard causing all of the attacks, not an actual dragon.

Also, if the PCs declare it, searching the area reveals a few sacks of goods in some bushes near the edge of the burial site. Apakoh stashed much of his gear before he engaged the party.

## CONCLUSION

### THE ELVES

When the PCs leave the area of the burial mounds, they are approached by the Tome Speaker elves from Encounter 5 (or some others from that group, if the elves in Encounter 5 were all slain). If Apakoh was dealt with, the elves thank the PCs for ridding the area of the menace. They also are very glad that it was not a true draconic presence in the area. They ask the PCs to turn over any items Apakoh took from their mounds, as well as any recovered by the PCs (and the PCs will earn the

Honor of the Ancestors favor on the AR). If the PCs refuse, the elves let them keep the items, but elves have a long memory (and the PCs will earn the Disfavor of the Elves of the Gamboge).

If the PCs wish, they may also turn a captured Apakoh over to the elves, since he was captured in Nyrond and they are the closest thing to a Nyrond authority. In this case, the elves simply thank the PCs and escort him away. They refuse to explain what will become of him, claiming it is not their place to decide. Although his fate is uncertain, elves generally do not take the desecration of their ancestors lightly, nor the uninvited entrance to their lands...

## WOODSEGE

If the PCs succeeded in learning who was behind the dragon attacks (whether they defeated or captured him, or he got away) and proceed to Woodsedge to let the townsfolk know, read or paraphrase the following:

*Woodsedge appears at the edge of your vision through the driving rain and wind, just as the storm finally breaks. The rain lets up and blue sky can be seen in patches among the grey clouds. A ray of light pierces the clouds, illuminating the small town ahead of you. A large throng of peasants and farmers has gathered near the edge of town. As you approach, they erupt in hearty applause.*

*You see the one of the local rancher step out in front of the crowd (Mardimas, if the PCs encountered him earlier). He calls out, raising his hands high above his head. "Hail, the heroes! Not only have they dealt with the attacks that have plagued us recently, they have cleared the storm from the heavens. All hail the heroes! They came to help us in our time of need! All hail the heroes! They saved us all! Hail! Hail! Hail!"*

If the PCs captured Apakoh, they can also hand him over to the townsfolk of Woodsedge instead of bringing to Palish authorities. If they do turn him over to the town of Woodsedge, he is subject to mob justice.

The townsfolk quickly find him guilty of crimes against their village. After many of the town leaders privately debate amongst themselves for about 10 minutes, they eventually determine that Apakoh and his familiar (if also captured) are to be drawn and quartered between 4 draft horses, and then beheaded. His separate remains will be buried in separate plots spread along the edge of the Gamboge in unmarked graves.

This punishment is quite unlike any means of justice in the Pale, and is quite odd for a normally sleepy town. If asked, most of the elders will reply with "We need to set an example for everyone trying to muck with other people's lives". If a PC tries to prevent this, they need to succeed on a DC 30 Diplomacy check, at which point the town will simply burn him, or a DC 40 Diplomacy check to bring him to the church for 'proper' sentencing (in which case, see Pale Authorities below).

## THE PALE AUTHORITIES

If the party instead returns directly to the nearest major city, they are instead thanked blankly by the surprised Church Militant for looking into the peasant rumors of draconic attacks, of which they were not aware of. If they decide to turn Apakoh over to the local City Watch instead of the Church, they are greeted the same way, but are also offered a small reward.

Apakoh is eventually sentenced to 5 years in a New Dawn Camp for several counts of Assault and Chaotic Assault (since no villagers were actually killed in any of his plots). If he killed a PC, however, he is also charged with murder and executed.

## The End

## CAMPAIGN CONSEQUENCES

If played before December 31<sup>st</sup>, 2007, please email the answers to the following questions to [rook1138@gmail.com](mailto:rook1138@gmail.com) with Wyrmsign in the subject:

- 1) Did the PCs turn Marteen and his gang over to Mardimas for the bounties?
- 2) Did the PCs help the elves in the forest and learn the story about the Pyronomicon?
- 3) Did the PCs cleanse the Temple of the Bloodhulks?
- 4) What happened to Apakoh?

## 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: Smoking Bandits

Kill, Capture, or generally defeat Marteen and his gang

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### 2: They Came, They Saw, They were Confused

Collect the Bounty

APL 6	45 XP
APL 8	55 XP
APL 10	65 XP
APL 12	75 XP

Figure out that they need to talk to Stilton

APL 6	45 XP
APL 8	55 XP
APL 10	65 XP
APL 12	75 XP

### 3: Green Acres

Convince Stilton that they are not Bandits, and get him to talk about the attack

APL 6	180 XP
APL 8	180 XP
APL 10	180 XP
APL 12	180 XP

### 4: One Flew Over the Pig Farm

Save the Family

APL 6	120 XP
APL 8	120 XP
APL 10	120 XP
APL 12	120 XP

### Save the Pigs

APL 6	15 XP
APL 8	30 XP
APL 10	45 XP
APL 12	60 XP

### 5: Dark Heart in the Forest

Defeat the Shadar-kai

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	450 XP

### 6: The Big Red One

Get the info from the elves

APL 6	50 XP
APL 8	75 XP
APL 10	100 XP
APL 12	120 XP

### 7: When Nature Calls

Get the info from Taraya

APL 6	50 XP
APL 8	75 XP
APL 10	100 XP
APL 12	120 XP

### 8: Blood Sport

Cleanse the Temple

APL 6	150 XP
APL 8	240 XP
APL 10	330 XP
APL 12	420 XP

### 9: Holes

Find the right chamber and get down the tunnel

APL 6	120 XP
APL 8	120 XP
APL 10	120 XP
APL 12	120 XP

### 10: Dark Water

Find and set off or disarm the trapped note

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

### 11: Dragonheart

Defeat Apakoh and his familair

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

### Story Award

Solve the Draconic Attacks

APL 6	50 XP
APL 8	75 XP
APL 10	100 XP
APL 12	120 XP

### Discretionary roleplaying award

APL 6	60 XP
APL 8	85 XP
APL 10	110 XP
APL 12	120 XP

## Total Possible Experience

APL 6	1800 XP
APL 8	2250 XP
APL 10	2700 XP
APL 12	3150 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### Encounter 1: Smoking Bandits

**APL 6:** Loot 87 gp; Coin 5 gp; Magic 1531 gp; *headband of intellect* +2 (333gp), 3 *potions of blur* (25gp each), 3 *potions of cure light wounds* (4gp each), 3 +1 *chain shirts* (104gp each), 3 +1 *bucklers* (97gp each), +1 *mithral chain shirt* (175gp), *gauntlets of ogre power* (333gp); Total 1623 gp.

**APL 8:** Loot 121 gp; Coin 5 gp; Magic 2113 gp; *headband of intellect* +2 (333gp), 3 *potions of blur* (25gp each), 3 *potions of barkskin* (25gp each), 3 *potions of cure light wounds* (4gp each), 3 *potions of shield of faith* (+2) (4gp each), *scroll of entangle* (2gp), *scroll of Evard's black tentacles* (58gp), *scroll of fell weaken magic missile* (cl5) (20gp), 5 *vest of resistance* +1 (83gp each), 3 +1 *chain shirts* (104gp each), 3 +1 *bucklers* (97gp each), +1 *mithral chain shirt* (175gp), *gauntlets of ogre power* (333gp); Total 2239 gp.

**APL 10:** Loot 121 gp; Coin 5 gp; Magic 3465 gp; *headband of intellect* +2 (333gp), +1 *light fortification bracers of armor* (333gp), 4 *potions of blur* (25gp each), *potions of fly* (62gp each), 3 +1 *barbed dagger* (193gp each), 3 *potions of barkskin* (25gp each), 3 *potions of cure light wounds* (4gp each), 3 *potions of shield of faith* (+2) (4gp each), *scroll of entangle* (2gp), *scroll of Evard's black tentacles* (58gp), *scroll of fell weaken magic missile* (cl5) (20gp), 5 *vest of resistance* +1 (83gp each), 3 +1 *chain shirts* (104gp each), 3 +1 *bucklers* (97gp each), +1 *mithral chain shirt* (175gp), *gauntlets of ogre power* (333gp), *amulet of health* +2 (333gp); Total 3591 gp.

**APL 12:** Loot 115 gp; Coin 5 gp; Magic 6328 gp; *headband of intellect* +4 (1333gp), +1 *light fortification bracers of armor* (333gp), 4 *potions of blur* (25gp each), *potions of fly* (62gp each), 3 +1 *barbed dagger* (193gp each), 3 *potions of barkskin* (25gp each), 3 *potions of cure light wounds* (4gp each), 3 *potions of shield of faith* (+2) (4gp each), *scroll of entangle* (2gp), *scroll of Evard's black tentacles* (58gp), *scroll of fell weaken magic missile* (cl5) (20gp), 4 *vest of resistance* +1 (83gp each), *vest of resistance* +3 (750gp each), 3 +1 *chain shirts* (104gp each), 3 +1 *bucklers* (97gp each), +1 *mithral chain shirt* (175gp), +1 *falchion* (197gp each), 4 *gauntlets of ogre power* (333gp), *amulet of health* +2 (333gp); Total 6448 gp.

### Encounter 2: They Came, They Saw, They were Confused

**APL 6:** Coin 85

**APL 8:** Coin 135

**APL 10:** Coin 185

**APL 12:** Coin 240

### 6: Dark Heart in the Forest

**APL 6:** Loot 50 gp; Coin 5 gp; Magic 2504 gp; 4 *gloves of dexterity* +2 (333gp each), 6 +1 *gal-ralan* (52gp each), 2 +1 *mithral bucklers* (167gp each), 2 +1 *studded leather armor* (97gp), 2 *rings of protection* +1 (166gp); Total 2559 gp.

**APL 8:** Loot 189 gp; Coin 5 gp; Magic 3644 gp; 4 *gloves of dexterity* +2 (333gp each), 6 +2 *gal-ralan* (208gp each), 2 *potions of cure serious wounds* (62gp each), 2 *elixirs of hiding* (20gp each), 2 *elixirs of sneaking* (20gp each), 2 +1 *mithral bucklers* (167gp each), 2 +1 *studded leather armor* (97gp), 2 *rings of protection* +1 (166gp); Total 3838 gp.

**APL 10:** Loot 176 gp; Coin 5 gp; Magic 5324 gp; 4 *gloves of dexterity* +2 (333gp each), 4 +2 *gal-ralan* (208gp each), 4 +1 *spiked chains* (193gp each), 2 +3 *gal-ralan* (468gp each), 2 *potions of cure serious wounds* (62gp each), 2 *elixirs of hiding* (20gp each), 2 *elixirs of sneaking* (20gp each), 2 +1



mithral bucklers (167gp each), 6 +1 studded leather armor (97gp), 2 rings of protection +1 (166gp); Total 5505 gp.

**APL 12:** Loot 176 gp; Coin 5 gp; Magic 8738 gp; 4 gloves of dexterity +2 (333gp each), 2 amulets of health +2 (333gp each), 2 headbands of intellect +2 (333gp each), 4 +3 gal-ralan (468gp each), 4 +1 spiked chains (193gp each), 2 +4 gal-ralan (833gp each), 2 potions of cure serious wounds (62gp each), 2 elixirs of hiding (20gp each), 2 elixirs of sneaking (20gp each), 2 +1 mithral bucklers (167gp each), 2 +1 studded leather armor (97gp), 4 +1 mithral chain shirts (175gp), 2 rings of protection +1 (166gp); Total 8919 gp.

## II: Dragonheart

**APL 6:** Loot 3 gp; Coin 5 gp; Magic 1197 gp; scroll of silent dimension door (93gp), scroll of levitate (12gp), amulet of health +2 (333gp), headband of intellect +2 (333gp), cloak of resistance +1 (83gp), rod or lesser extend (250gp); Total 1205 gp.

**APL 8:** Loot 3 gp; Coin 5 gp; Magic 2104 gp; scroll of silent dimension door (93gp), scroll of levitate (12gp), amulet of health +2 (333gp), headband of intellect +2 (333gp), cloak of resistance +2 (333gp), rod or lesser extend (250gp), pearl of power 3<sup>rd</sup> level (750gp); Total 2112 gp.

**APL 10:** Loot 3 gp; Coin 5 gp; Magic 3352 gp; scroll of silent dimension door (93gp), scroll of levitate (12gp), amulet of health +2 (333gp), headband of intellect +2 (333gp), cloak of resistance +2 (333gp), rod or lesser extend (250gp), pearl of power 3<sup>rd</sup> level (750gp), crimson dragonhide bracers (416gp), dimensional stride boots (166gp), dragon mask (333gp), ring of counterspells (333gp); Total 3360 gp.

**APL 12:** Loot 3 gp; Coin 5 gp; Magic 5509 gp; scroll of greater bestow curse (250gp), scroll of levitate (12gp), amulet of health +4 (1333gp), headband of intellect +4 (1333gp), cloak of resistance +2 (333gp), rod or lesser extend (250gp), pearl of power 3<sup>rd</sup> level (750gp), crimson dragonhide bracers (416gp), dimensional stride boots (166gp), dragon mask (333gp), ring of counterspells (333gp); Total 5517 gp.

## Treasure Cap

**APL 6:** 1,800gp

**APL 8:** 2,200gp

**APL 10:** 4,400gp

**APL 12:** 6,600gp

## Total Possible Treasure

**APL 6:** 5,472gp

**APL 8:** 8,324gp

**APL 10:** 12,641gp

**APL 12:** 21,124gp

# ADVENTURE RECORD ITEMS

☛ **Exposed to Wild Magic** grants access to the Wild Mage PrC (CA).

☛ **Cleansed the Sacred Land** This great service to the elves satisfies the special requirement for the Ruathar PrC (RW).

☛ **Disfavour of the Elves of the Gamboge** You have stolen sacred relics from the elves. Any social interaction with them starts at Hostile and the best they will regard you as is Unfriendly. Spending 1 influence point with the elves of the Gamboge raises the maximum to Indifferent, and 2 will remove this disfavor.

☛ **Favor of Stilton** Stilton has allowed you to buy some of his pappy's old magic sticks. They are listed with a \* below.

☛ **Favor of Farmer Gravious** You not only saved his family, but you saved his pigs. You gain free Standard Upkeep when traveling around Woodsedge, the northern Gamboge, or the southern Rakers.

☛ **Touched by Ur-Flan Energies** You have been touched by the ancient and dark energies of the Ur-Flan.

👑 **Draconic Literature** You may study the notes made by Apakoh and spend 1 TU per item from the following list to gain access to it:

**PrC:** Red (must be CN/N) or Green (must be LN/N) Dragon Disciple (DMG), Dragon Devotee, Dragonheart Mage (all RDr), Dragon Descendant, Hand of the Winged Master (all DrM)

**Feat:** Accelerate Metamagic, Draconic Toughness (all RDr)

**Spell:** gnome blight, manifest dragon heritage, sense of the dragon (all RDr), least dragonshape, lesser dragonshape, form of the desert hunter (all DrM)

**Alternate Class Features:** Draconic Monk (DrM), Stalwart Sorcerer (CM)

☛ **Favor of Woodsedge** You have performed a great service and word of your deeds has spread. You gain a +2 circumstance bonus to all social interaction checks made with the common folk of the Pale (GM discretion).

☛ **Cursed** You have been subjected to a *bestow curse*/*greater bestow curse* (circle all that apply). Until it is removed, you suffer a -\_ to all attack rolls, ability checks, skill checks, and saving throws, and/or (circle all that apply) a -\_ to Con/Wis (circle all that apply). Note here on which AR it was removed\_\_.

## ITEM ACCESS

**APL 6:**

- +1 mithral chain shirt (Adventure; DMG)
- +1 mithral buckler (Adventure; DMG)
- +1 gal-ralan (Adventure; Fiend Folio)
- Rod of lesser extend (Adventure; DMG)
- scroll of silent dimension door (DMG)
- \*wand of magic missile (cl3) (DMG)
- \*wand of comprehend languages (DMG)
- scroll of dragonskin (SC)

**APL 8 (all of APL 6 plus the following):**

- *scroll of fell weaken magic missile (cl 5)* (Adventure; DMG and LM)
- *+2 gal-ralan* (Adventure; Fiend Folio)
- *Elixir of hiding* (Adventure; DMG)
- *Elixir of Sneaking* (Adventure; DMG)
- *pearl of power 3<sup>rd</sup> level* (DMG)
- *scroll of draconic might* (SC)
- *\*wand of false life* (DMG)
- *\*wand of mage armor* (DMG)

**APL 10 (all of APLs 6-8 plus the following):**

- *+1 light fortification bracers of armor* (Adventure; DMG 4000gp)
- *+3 gal-ralan* (Adventure; Fiend Folio)
- *crimson dragonhide bracers* (MIC)
- *dimensional stride boots* (MIC)
- *dragon mask* (MIC)
- *ring of counterspells* (DMG)
- *\*wand of fireball* (DMG)
- *\*wand of blur* (DMG)

**APL 12 (all of APLs 6-10 plus the following):**

- *+4 gal-ralan* (Adventure; Fiend Folio)
- *\*wand of fireball (cl 10)* (DMG)
- *\*wand of resist energy (cl 7)* (DMG)

## APPENDIX 1: ALL APLS

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### ELVEN RANGERS

CR 2

Male/Female wood elf ranger 2

NG Medium humanoid (elf)

**Init** +3; **Senses** Listen +8, Spot +8

**Languages** Common, Elven

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**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

**hp** 15 (2 HD);

**Immune** sleep

**Fort** +4, **Ref** +6, **Will** +1 (+3 versus enchantment spells or effects)

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**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** masterwork shortsword +6 (1d6+3/19-20)

or

masterwork shortsword +4 (1d6+3/19-20)

and masterwork shortsword +4 (1d6+1/19-20)

**Ranged** composite longbow Str[14] +5 (1d8+2/x3)

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

**Base Atk** +2; **Grp** +4

**Atk Options** two-weapon fighting

**Combat Gear**

---

**Abilities** Str 15, Dex 17, Con 12, Int 8, Wis 12, Cha 8

**SQ** low-light vision

**Feats** Track, Two-weapon Fighting, Weapon Focus (shortsword),

**Skills** Hide +7, Listen +8, Move Silently +7, Spot +8, Survival +6,

**Possessions** combat gear plus 2 masterwork shortswords, composite longbow Str[14], 20 arrows, masterwork chain shirt.

## APPENDIX 1: APL 6

### 1: Smoking Bandits

#### MARTEEN

CR 4

Male half-orc (half-Suel human) fighter 2 / rogue 2

NE Medium humanoid (orc)

**Init** +1; **Senses** Listen +5, Spot +5

**Languages** Common, Orc

**AC** 16, touch 11, flat-footed 15; Dodge, Mobility (+1 Dex, +5 armor)

**hp** 32 (4 HD)

**Fort** +5, **Ref** +4, **Will** +0

**Speed** 30 ft. in mithril chain shirt (6 squares), base movement 30 ft;

**Melee** Masterwork Falchion +10[ (2d4+7, 18-20/x2)

**Ranged** Javelin +4[ (1d6+5)

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

**Base Atk** +3; **Grp** +8

**Atk Options** Sneak Attack +1d6, Telling Blow

**Combat Gear**

**Abilities** Str 20, Dex 13, Con 14, Int 10, Wis 10, Cha 6

**SQ** Darkvision 60ft, Evasion, Trapfinding,

**Feats** Dodge, Mobility, Telling Blow, Weapon Focus (falchion)

**Skills** Balance +8, Hide +6, Intimidate +5, Jump +7, Listen +5, Move Silently +6, Sleight of Hand +6, Spot +5, Tumble +7,

**Possessions** combat gear plus +1 *mithril chain shirt*, masterwork falchion, falchion, shortsword, 3 javelins, *gauntlets of ogre power*

#### DEFELANO THE MAGNIFICENT

CR 4

Male gnome wizard 4

CE Small humanoid (gnome)

**Init** +1; **Senses** Low-Light Vision; Listen +3, Spot +1

**Languages** Common, Draconic, Gnome, Orc

**AC** 16, touch 12, flat-footed 14; (+2 Dex, +4 armor)

**hp** 25 (4 HD)

**Fort** +4, **Ref** +2, **Will** +5 (+2 versus illusions)

**Speed** 30 ft. unarmored (6 squares), base movement 30 ft;

**Melee** Dagger +2[ (1d3-1, 19-20/x2)

**Ranged** Light Crossbow +4[ (1d6, 19-20/x2)

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

**Base Atk** +2; **Grp** -3

**Atk Options** spells

**Combat Gear**

**Wizard Spells Prepared** (CL 4th):

2nd—*fell weaken magic missile*, *glitterdust* (DC 16), *mirror image*

1st—*color spray* (DC 15), *grease* (DC 15), *mage armor*, *ray of enfeeblement*

0—*acid splash*, 2x *detect magic*, *read magic*

1st—4

**Spell-Like Abilities** (CL 1st):

1st—speak with animals (burrowing mammal only, duration 1 min)

† Already cast – *mage armor*, *mirror image*

**Abilities** Str 8, Dex 13, Con 16, Int 18, Wis 12, Cha 8

**SQ** low-light vision, summon familiar,

**Feats** Fell Weaken, Magical Aptitude, Scribe Scroll,

**Skills** Concentration +10, Knowledge (arcane) +9, Knowledge (planes) +8, Spellcraft +15. Use Magic Device +4 (+6 for reading scrolls),

**Possessions** combat gear plus Dagger, Light Crossbow, 10 bolts, *headband of intellect* +2

**Spellbook** spells prepared plus 0—all;

1st—cause fear, color spray, comprehend languages, disguise self, enlarge person, feather fall, grease, mage armor, magic missile, magic weapon, ray of enfeeblement, shield, silent image;

2nd—blindness/deafness, false life, glitterdust, invisibility, mirror image, scorching ray, see invisibility;

### HIGHWAY MEN

CR 3

Male human rogue 3

NE Medium humanoid (human)

**Init** +6; **Senses** Listen +7, Spot +7

**Languages** Common

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield)

**hp** 17 (3 HD)

**Fort** +2, **Ref** +5 (evasion), **Will** +4

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

**Melee** masterwork rapier +5 (1d6+2/18-20)

**Ranged** mighty composite shortbow[Str 14] +4 (1d6+2/x3)

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

**Base Atk** +2; **Grp** +4

**Atk Options** Sneak Attack +2d6

**Combat Gear** *potion of blur*, *potion of cure light wounds*,

**Abilities** Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10

**SQ** Evasion, Trapfinding, Trap Sense +1

**Feats** Guerrilla Warrior, Iron Will, Improved Initiative

**Skills** Balance +10, Hide +8, Jump +10, Listen +7, Move Silently +8, Sleight of Hand +8, Spot +7, Tumble +8,

**Possessions** combat gear plus +1 *chain shirt*, +1 *buckler*, mighty composite shortbow[Str 14], 20 arrows, masterwork rapier, 2 daggers

### 5: Dark Heart of the Forest

#### SHADOW EXTERMINATOR

CR 4

Male Shadar-Kai rogue 3

NE Medium Fey (Extraplanar)

**Init** +6; **Senses** Listen +9, Search +6, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan

**AC** 18, touch 15, flat-footed 13 (+5 Dex, +3 armor)

**hp** 40 (6 HD);

**Fort** +6, **Ref** +11 (evasion), **Will** +6

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**Weakness** shadow curse

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**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork spiked chain +10[ (2d4+1)

**Ranged** shortbow +9[ (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft. (10ft with spiked chain)

**Base Atk** +3; **Grp** +4

**Atk Options** Sneak attack +3d6

**Special Actions** Hide in plain sight

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**Combat Gear**

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**Abilities** Str 13, Dex 22, Con 16, Int 10, Wis 12, Cha 6[

**SQ** Evasion, Hide in plain sight, shadow curse, superior low-light vision, Trapfinding

**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Skill Focus (Hide), Weapon Finesse

**Skills** Balance +13, Hide +18 (+28 in dark or shadowy environments), Jump +8, Listen +9, Move Silently +15, Search +6, Spot +9, Survival +7 (+9 when following tracks), Tumble +16

**Possessions** combat gear plus masterwork spiked chain, shortbow, 20 arrows, 2 daggers, masterwork studded leather, *gloves of dexterity* +2, +1 *gal-ralan* **Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

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**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

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**DARK MAGICIAN**

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**CR 5**

Male Shadar-Kai beguiler 4

NE Medium Fey (Extraplanar)

**Init** +4; **Senses** Listen +13, Search +11, Spot +13; superior low-light vision

**Languages** Common, Elven, Sylvan, 2 others

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**AC** 21, touch 15, flat-footed 17

(+4 Dex, +4 armor, +2 shield, +1 deflection)

**hp** 42 (7 HD);

**Miss Chance** 20% (*blur*)

**Fort** +5, **Ref** +8, **Will** +9

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**Weakness** shadow curse

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**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** spiked chain +8[ (2d4-1)

**Ranged** light crossbow +8[ (1d8/19-20)

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

**Base Atk** +4; **Grp** +3

**Atk Options** Sneak attack +1d6

**Special Actions** Hide in plain sight

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**Combat Gear**

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**Beguiler Spells Known** (CL 7th):

2nd (3/day)—*blinding color surge* (DC 15), *blur*, *daze monster* (DC 16), *detect thoughts* (DC 15), *fog cloud*, *glitterdust* (DC 15), *hypnotic pattern* (DC 15), *invisibility*, *silence* (DC 15), *spider climb*, *stay the hand* (DC 16), *touch of idiocy*, *vertigo* (DC 16), *whelming burst* (DC 16)

1st (6/day)—*charm person* (DC 15), *color spray* (DC 14), *comprehend languages*, *detect secret doors*, *disguise self* (DC 14), *expeditious retreat*, *hypnotism* (DC 14), *mage armor*, *obscuring mist*, *rouse*, *silent image* (DC 14), *sleep* (DC 15), *undetactable alignment*, *ventriloquism*, *whelm* (DC 15)

0 (6/day)—*dancing lights*, *daze*, *detect magic*, *ghost sounds*, *message*, *open/close*, *read magic*

† Already cast – *blur*, *undetactable alignment*

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**Abilities** Str 8, Dex 18, Con 14, Int 16, Wis 13, Cha 8

**SQ** armored mage, cloaked casting, advanced learning, Hide in plain sight, shadow curse, superior low-light vision, surprise casting, trapfinding,

**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Practiced Spellcaster (beguiler), Weapon Finesse

**Skills** Concentration +12, Hide +14 (+24 in dark or shadowy environments), Knowledge (arcana) +8, Listen +13, Move Silently +14, Search +11, Spellcraft +14, Spot +13, Survival +7 (+9 when following tracks),

**Possessions** combat gear plus spiked chain, light crossbow, 20 bolts, 2 daggers, +1 *mithral buckler*, +1 *studded leather*, *Ring of Protecton* +1, +1 *gal-ralan* **Advanced Learning (Ex):** At 3<sup>rd</sup> level,

you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict

yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

**Cloaked Casting (Ex):** Starting at 2<sup>nd</sup> level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Surprise Casting (Ex):** Starting at 2<sup>nd</sup> level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

## 8: Blood Sport

### BLOODHULK FIGHTER

CR 4

Always NE Medium undead

**Init** -1; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0

**Languages** understands creators orders

**AC** 11, touch 9, flat-footed 11 (all +2 deflection against good creatures)

(+/-0 size, -1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

**hp** 160 (10 HD + 20 from desecrate);

**Immune** undead immunities

**Fort** +5, **Ref** +4, **Will** +9 (all +2 resistance against good creatures)

**Weakness** fragile

**Speed** 20 ft. (4 squares);

**Melee** slam +10 (1d8+6)

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

**Base Atk** +5; **Grp** +8

**Abilities** Str 16, Dex 9, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0  
**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. The benefits of all of these effects are already factored into the stats above.

## 11: Dragonheart

### APAKOH

CR 9

Male human wizard 7 / wyrm wizard 2

CN Medium humanoid (human)

**Init** +0; **Senses** Listen +3, Spot +3

**Languages** Common, Draconic, Flan

**AC** 14, touch 10 (incorporeal touch 14), flat-footed 14 (+0 Dex, +4 armor)

**hp** 55+12 temporary (9 HD + *false life*);

**Fort** +6, **Ref** +3, **Will** +10

**Speed** 30 ft., base movement 30 ft.;

**Melee** dagger +3 (1d4-1/19-20)

Or melee touch spell +3 (varies)

**Ranged** light crossbow +4 (1d8/19-20)

Or ranged touch spell +4 (varies)

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

**Base Atk** +4; **Grp** +3

**Atk Options** spells

**Combat Gear** *scroll of silent dimension door*, *scroll of levitate*

**Class Spells Prepared** (CL 8th):

4th—*freedom of movement*, *stoneskin*, *wymlingshape*

3rd—*dragonskin*, ~~*enhance familiar*~~, *haste*, *least dragonshape*

2nd—*augment familiar*, ~~*2x false life*~~, *acid scorching ray*

1st—~~*mage armor*~~, *2x magic missile*, *ray of enfeeblement*, *shield*

0—*2x detect magic*, *acid splash*, *read magic*

‡ Already cast – extended anticipate teleport from previous day; enhanced familiar, false life (him and Xiggy), mage armor.

**Abilities** Str 8, Dex 10, Con 16, Int 19, Wis 12, Cha 13[**SQ** Knowledge of the Wyrms, Spell research, Draconic Synergy]

**Feats** Dragon Familiar, Energy Substitution (acid), Practiced Spellcaster (wizard), Scribe Scroll, Sculpt Spell, Silent Spell, Heighten Spell

**Skills** Concentration +15, Knowledge (arcane) +16, Knowledge (history) +9, Knowledge (local-luz) +9, Knowledge (local-NMR) +9, Knowledge (nature) +9, Knowledge (religion) +9, Knowledge (planes) +9, Spellcraft +18

**Possessions** combat gear plus *amulet of health* +2, *headband of intellect* +2, *cloak of resistance* +1, *rod or lesser extend*, light crossbow, 10 bolts, 2 daggers,

**Spellbook** spells prepared plus 0—all;

1st—cause fear, color spray, comprehend languages, disguise self, enlarge person, feather fall, grease, mage armor, magic missile, magic weapon, ray of enfeeblement, shield, silent image;

2nd—augment familiar (SC), levitate, Melf's acid arrow, blur, detect thoughts, false life, glitterdust, gnome blight (RoDr), invisibility, minor image, resist energy, scorching ray, see invisibility;

3rd—anticipate teleport (SC), dispel magic, displacement, dragonskin (SC), enhance familiar (SC), fireball, fly, fortify familiar (SC), haste, least dragonshape (DM), major image, sense of the dragon (RoDr), sepia snake sigil, unluck (SC);

4th—bestow curse, Evard's black tentacles, dimension door, freedom of movement, orb of cold (SC), stonewall, wyrmshape;

**Knowledge of the Wyrms (Ex)** You spend a great deal of time exploring the depths of a dragon's magical knowledge, giving you a distinct advantage over spellcasters who do not have the benefit of draconic tutelage. Starting at 1<sup>st</sup> level, by spending at least 1 hour doing nothing but performing research, you add your class level as an insight bonus on Knowledge (arcane) checks made for the next 8 hours. You need not consult with a dragon to gain this insight, though if you do, the insight bonus improves by 2.

At 5<sup>th</sup> level, you also gain this bonus on Spellcraft checks, for the same duration

**Spell Research (Ex)** One of the greatest advantages that you gain from consulting draconic lore is the ability to unlock magical secrets forbidden to other wizards. Starting at 2<sup>nd</sup> level, select one spell from any class's spell list (including divine spells), of a level equal to or lower than the highest-level arcane spell you can cast. You can add this spell to your arcane spellcasting class spell list as a spell of the same level; all other aspects of the spell remain unchanged. At every even-numbered level thereafter, you gain the knowledge and use of one additional spell in this manner.

**Draconic Synergy (Ex)** Through a dragonpact, Apakoh is considered 2 caster levels higher when it comes to his Dragon Familiar feat. Also, he has been able to draw a Faerie Dragon as a familiar instead of the normal dragons that would be called by such things. In addition, if a spell has a note that sorcerers cast a spell at a higher or lower caster level, Apakoh also gains or suffers the same effect. Also, any spell with a visible effect has a distinctly draconic nature to it.

#### XIGGY

Faerie Dragon

CG Small dragon

**Init** +8; **Senses** Darkvision 60 feet, low-light vision, scent; Listen +14, Spot +14

**Languages** Draconic, Sylvan

**AC** 21, touch 17, flat-footed 15

(+1 size, +4 Dex, +2 dodge, +4 natural)

**hp** 58+11 temporary (8 HD + *false life*, counts as 9);

**Immune** magical sleep effects and paralysis

**SR** 18

**Fort** +9, **Ref** +12, **Will** +13

**Speed** 30 ft. unarmored (6 squares), base movement 30 ft., fly 100 ft (perfect), swim 30 ft.;

**Melee** Bite +15 (1d6+3) and 2 claws +10(1d4+2)

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

**Base Atk** +8; **Grp** +5

**Atk Options** Breath Weapon, Flyby attack

**Special Actions** spell-like abilities

**Spell-Like Abilities** (CL 12th):

7th—1/day *project image* (DC 20)

6th—1/day *animate object*

5th—1/month *commune with nature*, 1/day *mind fog* (DC 18)

4th—3/day *charm monster* (DC 17), 1/day *summon nature's ally IV*

3rd—3/day *major image* (DC 16)

2nd—3/day *glitterdust* (DC 15), 3/day *invisibility* (DC 15),

1st—3/day *entangle* (DC 14), 3/day *obscuring mist*

0th—at will *dancing lights*, at will *detect magic*, at will *ghost sounds* (DC 13)

‡ Already cast

**Abilities** Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

**SQ** Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 18, water breathing

**Feats** Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +19, Intimidate +5, Knowledge (nature) +13, Listen +14, Move Silently +15, Sense Motive +14, Sleight of Hand +17, Spot +14, Survival +3 (+5 in aboveground natural environments), Swim +1 Also has the same skill ranks as Apakoh for other skills.

**Possessions** combat gear plus

**Breath Weapon (Su)** A Faerie dragon has one type of breath weapon, a 20-foot cone of euphoria gas.

Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

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

**Spells:** Xiggy has the following spells in effect at this time: *enhance familiar* (cl8), *false life* (cl8).



## 1: Smoking Bandits

### MARTEEN

CR 6

Male half-orc (half-Suel human) fighter 4 / rogue 2

NE Medium humanoid (orc)

**Init** +1; **Senses** Listen +5, Spot +5

**Languages** Common, Orc

**AC** 16, touch 11, flat-footed 15; Dodge, Mobility (+1 Dex, +5 armor)

**hp** 48 (6 HD)

**Fort** +7, **Ref** +6, **Will** +2

**Speed** 30 ft. in mithril chain shirt (6 squares), base movement 30 ft;

**Melee** Masterwork Falchion +12[ (2d4+9, 18-20/x2)

**Ranged** Javelin +6[ (1d6+5)

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

**Base Atk** +5; **Grp** +10

**Atk Options** Sneak Attack +1d6, Spring Attack, Telling Blow

### Combat Gear

**Abilities** Str 20, Dex 13, Con 14, Int 10, Wis 10, Cha 6

**SQ** Darkvision 60ft, Evasion, Trapfinding,

**Feats** Dodge, Mobility, Spring Attack Telling Blow, Weapon Focus (falchion) Weapon Specialization (falchion)

**Skills** Balance +8, Hide +6, Intimidate +6[, Jump +8, Listen +5 Move Silently +6, Sleight of Hand +6, Spot +5, Tumble +8,

**Possessions** combat gear plus +1 *mithril chain shirt*, +1 *cloak of resistance*, masterwork falchion, falchion, shortsword, 3 javelins, *gauntlets of ogre power*

### DEFELANO THE MAGNIFICENT

CR 6

Male gnome wizard 5 / wildmage 1

CE Small humanoid (gnome)

**Init** +1; **Senses** Low-Light Vision; Listen +3, Spot +1

**Languages** Common, Draconic, Gnome, Orc

**AC** 16, touch 12, flat-footed 14; (+2 Dex, +4 armor)

**hp** 37 (6 HD)

**Fort** +5, **Ref** +5, **Will** +6 (+8 versus illusions)

**Speed** 30 ft. unarmored (6 squares), base movement 30 ft;

**Melee** Dagger +2[ (1d3-1, 19-20/x2)

**Ranged** Light Crossbow +4[ (1d6, 19-20/x2)

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

**Base Atk** +2; **Grp** -3

**Atk Options** spells

**Combat Gear** *scroll of entangle*, *scroll of Evard's black tentacles*, *scroll of fell weaken magic missile* (cl5)

**Wizard Spells Prepared** (CL 3+1d6, min 6th):

3rd—*dispel magic*, *fell weaken scorching ray*, *haste*

2nd—~~false life~~, *fell weaken magic missile*, *glitterdust* (DC 16), *mirror image*

1st—*grease* (DC 15), *fell weaken acid splash*, ~~mage armor~~, *ray of enfeeblement*

0—2x *detect magic*, *acid splash*, *read magic*

**Spell-Like Abilities** (CL 1st):

1st—speak with animals (burrowing mammal only, duration 1 min)

‡ Already cast — false life, mage armor, mirror image

**Abilities** Str 8, Dex 13, Con 16, Int 18, Wis 12, Cha 8

**SQ** low-light vision, summon familiar, wild magic

**Feats** Fell Weaken, Magical Aptitude, Practiced Spellcaster (wizard) Scribe Scroll, Sudden Empower

**Skills** Concentration +12, Knowledge (arcane) +9, Knowledge (planes) +9, Spellcraft +17 Use Magic Device +8[+10 for reading scrolls],

**Possessions** combat gear plus Dagger, Light Crossbow, 10 bolts, *headband of intellect* +2, *vest of resistance* +1

**Spellbook** spells prepared plus 0—all;

1st—cause fear, color spray, comprehend languages, disguise self, enlarge person, feather fall, grease, mage armor, magic missile, magic weapon, ray of enfeeblement, shield, silent image;

2nd—blindness/deafness, false life, glitterdust, invisibility, mirror image, scorching ray, see invisibility;

3rd—dispel magic, haste, lightning bolt, vampiric touch;

**Wild Magic** A wild mage casts spells differently from any other arcane spellcaster. She reduces her caster level by 3 for all spells she cast from now on. However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level. For example, an 8<sup>th</sup>-level sorcerer/1<sup>st</sup>-level wild mage has a base caster level of 6<sup>th</sup>, not 9<sup>th</sup>, but her actual caster level varies from 7<sup>th</sup> to 12<sup>th</sup> for every spell she casts. Caster level affects all level-based variables of the spell, including spell penetration checks.

### HIGHWAY MEN

CR 5

Male human fighter 2 / rogue 3

NE Medium humanoid (human)

**Init** +6; **Senses** Listen +7, Spot +7

**Languages** Common

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield)

**hp** 31 (5 HD);

**Fort** +6, **Ref** +6 (evasion), **Will** +5

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** masterwork barbed dagger +9 (1d4+3, +2 when sneak attacking/19-20)

**Ranged** mighty composite shortbow[Str 16] +6 (1d6+3/x3)

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

**Base Atk** +4; **Grp** +7

**Atk Options** Sneak Attack +1d6

**Combat Gear** *potion of blur, potion of cure light wounds, potion of shield of faith (+2), potion of barkskin (+2)*

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

**SQ** Evasion, Trapfinding

**Feats** Exotic Weapon Proficiency (barbed dagger), Guerrilla Warrior, Improved Initiative, Iron Will, Weapon Focus (barbed dagger),

**Skills** Balance +10, Hide +10, Jump +11, Listen +7, Move Silently +10, Sleight of Hand +8, Spot +7, Tumble +8,

**Possessions** combat gear plus +1 chain shirt, +1 buckler, +1 vest of resistance, mighty composite shortbow [Str 16], 20 arrows, 2 masterwork barbed dagger, 2 daggers

## 5: Dark Heart of the Forest

### SHADOW EXTERMINATOR

CR 6

Male Shadar-Kai fighter 2 / rogue 3

NE Medium Fey (Extraplanar)

**Init** +6; **Senses** Listen +9, Search +6, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan

**AC** 19, touch 16, flat-footed 13

(+6 Dex, +3 armor)

**hp** 58 (8 HD)

**Miss Chance** 20% (*blur*)

**Fort** +10, **Ref** +14 (evasion), **Will** +7

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork spiked chain +13 [ (2d4+1)

**Ranged** shortbow +11 [ (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft. (10ft with spiked chain)

**Base Atk** +5; **Grp** +6

**Atk Options** Sneak attack +3d6

**Special Actions** Hide in plain sight

**Combat Gear**

**Abilities** Str 13, Dex 22, Con 16, Int 10, Wis 12, Cha 6

**SQ** Evasion, Hide in plain sight, shadow curse, superior low-light vision, Trapfinding

**Feats** Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain), Skill Focus (Hide), Weapon Finesse, Weapon Focus (spiked chain)

**Skills** Balance +13, Hide +19 (+29 in dark or shadowy environments), Jump +8, Listen +9, Move Silently +16, Search +6, Spot +9, Survival +7 (+9 when following tracks), Tumble +16

**Possessions** combat gear plus masterwork spiked chain, shortbow, 20 arrows, 2 daggers, masterwork studded leather, *gloves of dexterity* +2, +2 *gal-ralan*

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

### DARK MAGICIAN

CR 7

Male Shadar-Kai beguiler 6

NE Medium Fey (Extraplanar)

**Init** +4; **Senses** Listen +9, Search +7, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan, 2 others

**AC** 21, touch 15, flat-footed 17

(+4 Dex, +4 armor, +2 shield, +1 deflection)

**hp** 56 (9 HD);

**Miss Chance** 20% (*blur*)

**Fort** +7, **Ref** +11, **Will** +11

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** spiked chain +9 [ (2d4-1)

**Ranged** light crossbow +9 [ (1d8/19-20)

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

**Base Atk** +5; **Grp** +4

**Atk Options** Sneak attack +1d6

**Special Actions** Hide in plain sight

**Combat Gear** *potion of cure serious wounds, elixir of hiding, elixir of sneaking*

**Beguiler Spells Known** (CL 9th):

3rd (2/day)—*arcane sight, clairaudience/clairvoyance, crown of veils* (DC 16), *deep slumber* (DC 17), *dispel magic, displacement, glibness, halt* (DC 17), *haste, hesitate* (DC 17), *hold person* (DC 17), *inevitable defeat* (DC 17), *invisibility sphere, legion of sentinels, major image* (DC 16), *nondetection, slow* (DC 16), *suggestion* (DC 17), *vertigo field* (DC 17), *zone of silence*

2nd (3/day)—*blinding color surge* (DC 15), *blur, daze monster* (DC 16), *detect thoughts* (DC 15), *fog cloud, glitterdust* (DC 15), *hypnotic pattern* (DC 15), *invisibility, silence* (DC 15), *spider climb, stay the hand* (DC 16), *touch of idiocy, vertigo* (DC 16), *whelming burst* (DC 16)

1st (6/day)—*charm person* (DC 15), *color spray* (DC 14), *comprehend languages, detect secret doors, disguise self* (DC 14), *expeditious retreat, hypnotism* (DC 14), *mage armor, obscuring mist,*

*rouse, silent image (DC 14), sleep (DC 15), undetectable alignment, ventriloquism, whelm (DC 15)*

0 (6/day)—*dancing lights, daze, detect magic, ghost sounds, message, open/close, read magic*

‡ Already cast – *arcane sight, haste, blur (on the 2 exterminators as well), undetectable alignment*

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**Abilities** Str 8, Dex 18, Con 14, Int 17, Wis 13, Cha 8

**SQ** armored mage, cloaked casting, advanced learning, Hide in plain sight, shadow curse, superior low-light vision, surprise casting, trapfinding,

**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Practiced Spellcaster (beguiler), Weapon Finesse

**Skills** Concentration +14[, Hide +16 (+26 in dark or shadowy environments)[, Knowledge (arcana) +8[, Listen +15[, Move Silently +16[, Search +11[, Spellcraft +14[, Spot +15[, Survival +7 (+9 when following tracks)[, Tumble +12[

**Possessions** combat gear plus spiked chain, light crossbow, 20 bolts, 2 daggers, +1 *mithral buckler*, +1 *studded leather*, *Ring of Protecton* +1, +2 *gal-ralan* **Advanced Learning (Ex):** At 3<sup>rd</sup> level, you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

**Cloaked Casting (Ex):** Starting at 2<sup>nd</sup> level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Surprise Casting (Ex):** Starting at 2<sup>nd</sup> level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 6<sup>th</sup> level, you gain the ability to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can now feint in combat as a swift action.

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**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

## 8: Blood Sport

**BLOODHULK FIGHTER**

**CR 4**

Always NE Medium undead

**Init** -1; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0

**Languages** understands creators orders

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**AC** 11, touch 9, flat-footed 11 (all +2 deflection against good creatures)

(+/-0 size, -1 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +2 natural)

**hp** 160 (10 HD + 20 from desecrate);

**Immune** undead immunities

**Fort** +5, **Ref** +4, **Will** +9 (all +2 resistance against good creatures)

**Weakness** fragile

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**Speed** 20 ft. (4 squares);

**Melee** slam +10 (1d8+6)

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

**Base Atk** +5; **Grp** +8[

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**Abilities** Str 16, Dex 9, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. The benefits of all of these effects are already factored into the stats above.

#### BLOODHULK GIANT

CR 6

Always NE Large undead

**Init** -2; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0

**Languages** understands creators orders

**AC** 13, touch 7, flat-footed 13 (all +2 deflection against good creatures)

(-1 size, -2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

**hp** 224 (14 HD + 28 from desecrate);

**Immune** undead immunities

**Fort** +6, **Ref** +4, **Will** +11 (all +2 resistance against good creatures)

**Weakness** fragile

**Speed** 20 ft. (4 squares);

**Melee** slam +19 (2d6+18)

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

**Base Atk** +7; **Grp** +22

**Abilities** Str 33, Dex 6, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. The benefits of all of these effects are already factored into the stats above.

#### 11: Dragonheart

АРАКОН

CR 11

Male human wizard 8 / wyrm wizard 3

CN Medium humanoid (human)

**Init** +0; **Senses** Listen +3, Spot +3

**Languages** Common, Draconic, Flan

**hp** 55+12 temporary (9 HD + *false life*);

**AC** 14, touch 10 (incorporeal touch 14), flat-footed 14 (+0 Dex, +4 armor)

**hp** 67+12 temporary (11 HD + *false life*);

**Fort** +8, **Ref** +5, **Will** +12

**Weakness**

**Speed** 30 ft., base movement 30 ft.;

**Melee** dagger +4 (1d4-1/19-20)

Or melee touch spell +4 (varies)

**Ranged** light crossbow +5 (1d8/19-20)

Or ranged touch spell +5 (varies)

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

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

**Atk Options** spells

**Special Actions** spells

**Combat Gear** *scroll of silent dimension door*, *scroll of levitate*

**Class Spells Prepared** (CL 11th):

5th—*acid sheath*, *heightened glitterdust* (DC 19)

4th—*freedom of movement*, *sculpted acid substituted fireball*, *stoneskin*, *wyrmingshape*

3rd—*dragonskin*, ~~*enhance familiar*~~, *haste*, *least dragonshape*

2nd—*augment familiar*, ~~*2x false life*~~, *2x acid substituted scorching ray*

1st—~~*mage armor*~~, *2x magic missile*, *ray of enfeeblement*, *shield*

0—*2x detect magic*, *acid splash*, *read magic*

‡ Already cast — extended anticipate teleport from previous day; enhanced familiar, false life (him and Xiggy), mage armor.

**Abilities** Str 8, Dex 10, Con 16, Int 19, Wis 12, Cha 13[**SQ** Knowledge of the Wyrms, Spell research, Draconic discovery (2<sup>nd</sup>), Draconic Synergy

**Feats** Dragon Familiar, Energy Substitution (acid), Practiced Spellcaster (wizard), Scribe Scroll, Sculpt Spell, Silent Spell, Heighten Spell

**Skills** Concentration +17, Knowledge (arcane) +18, Knowledge (history) +10 Knowledge (local-luz) +10, Knowledge (local-NMR) +10, Knowledge (nature) ++10, Knowledge (religion) +10Knowledge (planes) +10, Spellcraft +20

**Possessions** combat gear plus *amulet of health* +2, *headband of intellect* +2, *cloak of resistance* +2, *rod or lesser extend*, *pearl of power* 3<sup>rd</sup> level, light crossbow, 10 bolts, 2 daggers,

**Spellbook** spells prepared plus 0—all;

1st—*cause fear*, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *feather fall*, *grease*, *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement*, *shield*, *silent image*;

2nd— *augment familiar* (SC), *levitate*, *Melf's acid arrow*, *blur*, *detect thoughts*, *false life*, *glitterdust*, *gnome blight* (RoDr), *invisibility*, *minor image*, *resist energy*, *scorching ray*, see *invisibility*;

3rd— *anticipate teleport* (SC), *dispel magic*, *displacement*, *dragonskin* (SC), *enhance familiar* (SC), *fireball*, *fly*, *fortify familiar* (SC), *haste*, *least dragonshape* (DM), *major image*, *sense of the dragon* (RoDr), *sepia snake sigil*, *unluck* (SC);

4th—*bestow curse*, *Evard's black tentacles*, *dimension door*, *freedom of movement*, *orb of cold* (SC), *stoneskin*, *wyrmingshape*;

5th— acid sheath (SC), baleful polymorph, cloudkill, draconic might (SC), least dragonshape (white), lesser dragonshape (DM), wall of force;

**Knowledge of the Wyrms (Ex)** You spend a great deal of time exploring the depths of a dragon's magical knowledge, giving you a distinct advantage over spellcasters who do not have the benefit of draconic tutelage. Starting at 1<sup>st</sup> level, by spending at least 1 hour doing nothing but performing research, you add your class level as an insight bonus on Knowledge (arcane) checks made for the next 8 hours. You need not consult with a dragon to gain this insight, though if you do, the insight bonus improves by 2.

At 5<sup>th</sup> level, you also gain this bonus on Spellcraft checks, for the same duration

**Spell Research (Ex)** One of the greatest advantages that you gain from consulting draconic lore is the ability to unlock magical secrets forbidden to other wizards. Starting at 2<sup>nd</sup> level, select one spell from any class's spell list (including divine spells), of a level equal to or lower than the highest-level arcane spell you can cast. You can add this spell to your arcane spellcasting class spell list as a spell of the same level; all other aspects of the spell remain unchanged. At every even-numbered level thereafter, you gain the knowledge and use of one additional spell in this manner.

**Draconic Discovery (Ex)** At 3<sup>rd</sup> level, you make startling discoveries into the nature of magic thanks to the unique insight of your dragon mentor. Select any arcane spell of up to 2<sup>nd</sup> level that you are capable of preparing and casting, and any one metamagic feat you know (with a maximum spell slot adjustment of four). Once per day, you can apply the effect of that metamagic feat to the chosen spell without adjusting the spell slot of the spell or preparing it ahead of time. (Apakoh has chose the sculpt feat and glitterdust).

**Draconic Synergy (Ex)** Through a dragonpact, Apakoh is considered 2 caster levels higher when it comes to his Dragon Familiar feat. Also, he has been able to draw a Faerie Dragon as a familiar instead of the normal dragons that would be called by such things. In addition, if a spell has a note that sorcerers cast a spell at a higher or lower caster level, Apakoh also gains or suffers the same effect. Also, any spell with a visible effect has a distinctly draconic nature to it.

#### **XIGGY**

Faerie Dragon

CG Small dragon

**Init** +8; **Senses** Darkvision 60 feet, low-light vision, scent; Listen +14, Spot +14

**Languages** Draconic, Sylvan

**AC** 21, touch 17, flat-footed 15

(+1 size, +4 Dex, +2 dodge, +4 natural)

**hp** 58+11 temporary (8 HD + *false life*, counts as 11);

**Immune** magical sleep effects and paralysis

**SR** 18

**Fort** +9, **Ref** +12, **Will** +14

#### **APL 8**

**Speed** 30 ft. unarmored (6 squares), base movement 30 ft., fly 100 ft (perfect), swim 30 ft.;

**Melee** Bite +15 (1d6+3) and 2 claws +10(1d4+2)

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

**Base Atk** +8; **Grp** +5

**Atk Options** Breath Weapon, Flyby attack

**Special Actions** spell-like abilities

**Spell-Like Abilities** (CL 12th):

7th— 1/day *project image* (DC 20)

6th— 1/day *animate object*

5th— 1/month *commune with nature*, 1/day *mind fog* (DC 18)

4th— 3/day *charm monster* (DC 17), 1/day *summon nature's ally IV*

3rd— 3/day *major image* (DC 16)

2nd— 3/day *glitterdust* (DC 15), 3/day *invisibility* (DC 15),

1st— 3/day *entangle* (DC 14), 3/day *obscuring mist*

0th— at will *dancing lights*, at will *detect magic*, at will *ghost sounds* (DC 13)

† Already cast

**Abilities** Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

**SQ** Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 18, water breathing

**Feats** Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +19, Intimidate +5, Knowledge (nature) +13, Listen +14, Move Silently +15, Sense Motive +14, Sleight of Hand +17, Spot +14, Survival +3 (+5 in aboveground natural environments), Swim +1 Also has the same skill ranks as Apakoh for other skills.

**Possessions** combat gear plus

**Breath Weapon (Su)** A Faerie dragon has one type of breath weapon, a 20-foot cone of euphoria gas. Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

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

**Spells:** Xiggy has the following spells in effect at this time: *enhance familiar* (cl11), *false life* (cl11).

**1: Smoking Bandits****MARTEEN****CR 8**

Male half-orc (half-Suel human) fighter 4 / rogue 2 / outcast champion 2

NE Medium humanoid (orc)

**Init** +2; **Senses** Listen +5, Spot +5**Languages** Common, Orc**AC** 17, touch 12, flat-footed 15; Dodge, Mobility (+2 Dex, +5 armor)**hp** 72 (8 HD)**Fort** +11, **Ref** +7, **Will** +2 (+4 while conscious)**Speed** 30 ft. in mithril chain shirt (6 squares), base movement 30 ft;**Melee** Masterwork Falchion +14/+9[ (2d4+9, 18-20/x2)**Ranged** Javelin +9/+4[ (1d6+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7/+2; **Grp** +12**Atk Options** Avenging Strike (1/day), Sneak Attack +1d6, Spring Attack, Telling Blow**Combat Gear****Abilities** Str 20, Dex 14, Con 16, Int 10, Wis 10, Cha 6**SQ** Darkvision 60ft, Evasion, Trapfinding,**Feats** Dodge, Mobility, Spring Attack, Telling Blow, Weapon Focus (falchion) Weapon Specialization (falchion)**Skills** Balance +9[, Hide +10[, Intimidate +8[, Jump +8[, Listen +5[Move Silently +10[, Sleight of Hand +7[, Spot +5[, Tumble +9[,**Possessions** combat gear plus +1 *mithril chain shirt*, +1 *cloak of resistance*, masterwork falchion, falchion, shortsword, 3 javelins, *gauntlets of ogre power*, *amulet of health* +2 **Aura of Confidence (Ex)**: Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.**Avenging Strike (Ex)**: You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).**DEFELANO THE MAGNIFICENT****CR 8**

Male gnome wizard 6 / wildmage 2

CE Small humanoid (gnome)

**Init** +2; **Senses** Low-Light Vision; Listen +3, Spot +1**Languages** Common, Draconic, Gnome, Orc**AC** 16, touch 12, flat-footed 14;

(+2 Dex, +4 armor)

**hp** 49 (8 HD)**Fort** +6, **Ref** +8, **Will** +7 (+9 versus illusions)**Speed** 30 ft. unarmored (6 squares), base movement 30 ft;**Melee** Dagger +4[ (1d3-1, 19-20/x2)**Ranged** Light Crossbow +7[ (1d6, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** -1**Atk Options** spells**Combat Gear** *potion of blur*, *potion of fly*, *scroll of entangle*, *scroll of Evard's black tentacles*, *scroll of fell weaken magic missile* (cl5)**Wizard Spells Prepared** (CL 5+1d6, min 8th):4th—*dimension door*, *fell weaken fireball* (DC 17), *mass reduce person* (DC 18)3rd—~~anticipate teleport~~, *dispel magic*, *fell weaken scorching ray*, *haste*2nd—~~false life~~, *fell weaken magic missile*, *glitterdust* (DC 16), ~~mirror image~~1st—*grease* (DC 15), *fell weaken acid splash*, ~~mage armor~~, *magic missile*, *ray of enfeeblement*0—2x *detect magic*, *acid splash*, *read magic***Spell-Like Abilities** (CL 1st):

1st—speak with animals (burrowing mammal only, duration 1 min)

‡ Already cast — *anticipate teleport*, *false life*, *mage armor*, *mirror image***Abilities** Str 8, Dex 14, Con 16, Int 18, Wis 12, Cha 8**SQ** low-light vision, random deflector, summon familiar, wild magic**Feats** Fell Weaken, Magical Aptitude, Practiced Spellcaster (wizard) Scribe Scroll, Sudden Empower**Skills** Concentration +14, Knowledge (arcane) +10, Knowledge (local - NMR) +7Knowledge (planes) +9, Spellcraft +19Use Magic Device +10[+12 for reading scrolls],**Possessions** combat gear plus Dagger, Light Crossbow, 10 bolts, *headband of intellect* +2, *vest of resistance* +1, +1 *light fortification bracers of armor***Spellbook** spells prepared plus 0—all;1st—*cause fear*, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *feather fall*, *grease*, *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement*, *shield*, *silent image*;2nd—*blindness/deafness*, *blur*, *false life*, *glitterdust*, *invisibility*, *mirror image*, *resist energy*, *scorching ray*, *see invisibility*;3rd—*anticipate teleport* (SC), *dispel magic*, *fireball*, *fly*, *haste*, *lightning bolt*, *vampiric touch*;4th—*dimension door*, *enervation*, *mass reduce person*;**Wild Magic** A wild mage casts spells differently from any other arcane spellcaster. She reduces her

caster level by 3 for all spells she casts from now on. However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level. For example, an 8<sup>th</sup>-level sorcerer/1<sup>st</sup>-level wild mage has a base caster level of 6<sup>th</sup>, not 9<sup>th</sup>, but her actual caster level varies from 7<sup>th</sup> to 12<sup>th</sup> for every spell she casts. Caster level affects all level-based variables of the spell, including spell penetration checks.

**Random Deflector (Su)** At 2<sup>nd</sup> level and higher, a wild mage has the ability to protect herself from certain attacks with this ability. Using this ability is an immediate action (see page 86, Complete Arcane), which means that a wild mage activates it when it is not her turn. When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells (spells designating the wild mage as the sole target, but not area spells striking an area in which she happens to be the sole target) so that they instead attack or affect a random target within 20 feet of the wild mage. A wild mage includes herself and her allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on. A wild mage can use this ability once per day at 2<sup>nd</sup> level, two times per day at 5<sup>th</sup> level, and three times per day at 8<sup>th</sup> level.

#### HIGHWAY MEN

CR 7

Male human fighter 2 / rogue 5

NE Medium humanoid (human)

**Init** +6; **Senses** Listen +9, Spot +9

**Languages** Common

**AC** 19, touch 12, flat-footed 19; Uncanny Dodge (+2 Dex, +5 armor, +2 shield)

**hp** 41 (7 HD)

**Fort** +6, **Ref** +7 (evasion), **Will** +5

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** +1 *barbed dagger* +10 (1d4+4, +2 when sneak attacking/19-20)

**Ranged** mighty composite shortbow[Str 16] +7 (1d6+3/x3)

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

**Base Atk** +5; **Grp** +8

**Atk Options** Sneak Attack +3d6

**Combat Gear** *potion of blur*, *potion of cure light wounds*, *potion of shield of faith* (+2), *potion of barkskin* (+2)

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

**SQ** Evasion, Trapfinding, Uncanny Dodge

**Feats** Bling-fight, Exotic Weapon Proficiency (barbed dagger), Guerrilla Warrior, Improved Initiative, Iron Will, Weapon Focus (barbed dagger),

**Skills** Balance +10, Hide +12, Jump +11, Listen +9, Move Silently +12, Sleight of Hand +12, Spot +9, Tumble +12,

**Possessions** combat gear plus +1 *chain shirt*, +1 *buckler*, +1 *vest of resistance*, +1 *barbed dagger*, mighty composite shortbow[Str 16], 20 arrows, 2 masterwork barbed dagger, 2 daggers

#### 5: Dark Heart of the Forest

**SHADOW EXTERMINATOR**

CR 7

Male Shadar-Kai fighter 2 / rogue 4

NE Medium Fey (Extraplanar)

**Init** +6; **Senses** Listen +9, Search +6, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan

**AC** 20, touch 16, flat-footed 20

(+6 Dex, +4 armor)

**hp** 65 (9 HD);

**Miss Chance** 20% (*blur*)

**Fort** +10, **Ref** +15 (evasion), **Will** +7

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft., climb 20ft (*spider climb*);

**Melee** spiked chain +14/+9[ (2d4+4)

**Ranged** shortbow +12/+7[ (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft. (10ft with spiked chain)

**Base Atk** +6; **Grp** +8

**Atk Options** Sneak attack +3d6

**Special Actions** Hide in plain sight

**Combat Gear**

**Abilities** Str 14, Dex 22, Con 16, Int 10, Wis 12, Cha 6[

**SQ** Evasion, Hide in plain sight, shadow curse, superior low-light vision, Trapfinding, Uncanny Dodge

**Feats** Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain), Skill Focus (Hide), Staggering Strike, Weapon Finesse, Weapon Focus (spiked chain)

**Skills** Balance +16[Hide +21 (+31 in dark or shadowy environments)], Jump +8[Listen +9], Move Silently +18[, Search +6], Spot +9[, Survival +7 (+9 when following tracks)], Tumble +17[

**Possessions** combat gear plus +1 *spiked chain*, shortbow, 20 arrows, 2 daggers, +1 *studded leather*, *gloves of dexterity* +2, +2 *gal-ralan*

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view

in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

#### DARK MAGICIAN

CR 8

Male Shadar-Kai beguiler 7

NE (detects as neutral) Medium Fey (Extraplanar)

**Init** +4; **Senses** Listen +9, Search +7, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan, 2 others

**AC** 21, touch 15, flat-footed 17

(+4 Dex, +4 armor, +2 shield, +1 deflection)

**hp** 62 (10 HD);

**Miss Chance** 20% (*blur*)

**Fort** +8, **Ref** +12, **Will** +12

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft., climb 20ft (*spider climb*);

**Melee** spiked chain +9[ (2d4-1)

**Ranged** light crossbow +9[ (1d8/19-20)

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

**Base Atk** +5; **Grp** +4

**Atk Options** Sneak attack +1d6

**Special Actions** Hide in plain sight

**Combat Gear** *potion of cure serious wounds*, *elixir of hiding*, *elixir of sneaking*

**Beguiler Spells Known** (CL 10th):

3rd (3/day)—*arcane sight*, *clairaudience/clairvoyance*, *crown of veils* (DC 16), *deep slumber* (DC 17), *dispel magic*, *displacement*, *glibness*, *halt* (DC 17), *haste*, *heroism*, *hesitate* (DC 17), *hold person* (DC 17), *inevitable defeat* (DC 17), *invisibility sphere*, *legion of sentinels*, *major image* (DC 16), *nondetection*, *slow* (DC 16), *suggestion* (DC 17), *vertigo field* (DC 17), *zone of silence*

2nd (1/day)—*blinding color surge* (DC 15), *blur*, *daze monster* (DC 16), *detect thoughts* (DC 15), *fog cloud*, *glitterdust* (DC 15), *hypnotic pattern* (DC 15), *invisibility*, *silence* (DC 15), *spider climb*, *stay the hand* (DC 16), *touch of idiocy*, *vertigo* (DC 16), *whelming burst* (DC 16)

1st (6/day)—*charm person* (DC 15), *color spray* (DC 14), *comprehend languages*, *detect secret doors*, *disguise self* (DC 14), *expeditious retreat*, *hypnotism* (DC 14), *mage armor*, *obscuring mist*, *rouse*, *silent image* (DC 14), *sleep* (DC 15), *undetectable alignment*, *ventriloquism*, *whelm* (DC 15)

0 (6/day)—*dancing lights*, *daze*, *detect magic*, *ghost sounds*, *message*, *open/close*, *read magic*

‡ Already cast – *arcane sight*, *haste*, *spider climb* (on 2 exterminators as well), *blur* (on the 2 exterminators as well), *undetectable alignment*

**Abilities** Str 8, Dex 18, Con 14, Int 17, Wis 13, Cha 8

**SQ** armored mage, cloaked casting, advanced learning, Hide in plain sight, shadow curse, superior low-light vision, surprise casting, trapfinding,

**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Spell Focus (enchantment), Practiced Spellcaster (beguiler), Silent Spell, Weapon Finesse

**Skills** Balance +11[, Concentration +15[, Hide +17 (+27 in dark or shadowy environments)[, Knowledge (arcana) +8[, Listen +15[, Move Silently +17[, Search +11[, Spellcraft +14[, Spot +15[, Survival +7 (+9 when following tracks)[, Tumble +13[

**Possessions** combat gear plus spiked chain, light crossbow, 20 bolts, 2 daggers, +1 *mithral buckler*, +1 *studded leather*, *Ring of Protection* +1, +3 *gal-ralan*

**Advanced Learning (Ex):** At 3<sup>rd</sup> level, you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

You gain another new spell at 7<sup>th</sup>.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

**Cloaked Casting (Ex):** Starting at 2<sup>nd</sup> level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.



**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Surprise Casting (Ex):** Starting at 2<sup>nd</sup> level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 6<sup>th</sup> level, you gain the ability to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can now feint in combat as a swift action.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

## 8: Blood Sport

### BLOODHULK GIANT

CR 6

Always NE Large undead

**Init** -2; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0

**Languages** understands creators orders

**AC** 13, touch 7, flat-footed 13 (all +2 deflection against good creatures)

(-1 size, -2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

**hp** 224 (14 HD + 28 from desecrate);

**Immune** undead immunities

**Fort** +6, **Ref** +4, **Will** +11 (all +2 resistance against good creatures)

**Weakness** fragile

**Speed** 20 ft. (4 squares);

**Melee** slam +19 (2d6+18)

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

**Base Atk** +7; **Grp** +22[

**Abilities** Str 33, Dex 6, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. Tied to the *unhallow* is a *silence* spell. The benefits of all of these effects are already factored into the stats above.

### BLOODHULK CRUSHER

CR 8

Always NE Large undead

**Init** -2; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0

**Languages** understands creators orders

**AC** 14, touch 6, flat-footed 14 (all +2 deflection against good creatures)

(-2 size, -2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +8 natural)

**hp** 320 (20 HD + 40 from desecrate);

**Immune** undead immunities

**Fort** +8, **Ref** +6, **Will** +14 (all +2 resistance against good creatures)

**Weakness** fragile

**Speed** 20 ft. (4 squares);

**Melee** slam +26 (3d6+26)

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

**Base Atk** +10; **Grp** +34[

**Abilities** Str 43, Dex 6, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. Tied to the *unhallow* is a *silence* spell. The benefits of all of these effects are already factored into the stats above.

## 11: Dragonheart

### АРАКОН

CR 13

Male human wizard 10 / wyrm wizard 3

CN Medium humanoid (human, dragonblooded)

**Init** +0; **Senses** Listen +4, Spot +4

**Languages** Common, Draconic, Flan

**AC** 15, touch 10 (incorporeal touch 14), flat-footed 15 (+0 Dex, +4 armor, +1 natural)

**hp** 80+12 temporary (13 HD + *false life*);

**Immune**

**Resist** fire 5; **SR** XX

**Fort** +9 (+10 against paralysis and sleep effects), **Ref** +6(+7 against paralysis and sleep effects), **Will** +13(+14 against paralysis and sleep effects)

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**Speed** 30 ft., base movement 30 ft.;

**Melee** dagger +5 (1d4-1/19-20)

Or melee touch spell +5 (varies)

**Ranged** light crossbow +6 (1d8/19-20)

Or ranged touch spell +6 (varies)

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

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

**Atk Options**

**Special Actions**

**Combat Gear** *scroll of silent dimension door*, *scroll of levitate*

**Class Spells Prepared** (CL 13th):

6th—*heightened unluck* (DC 21), *lesser dragonshape* (black)

5th—*acid sheath*, *draconic might*, *silent dimension door*, *wall of force*

4th—*empowered acid scorching ray*, *heightened glitterdust* (DC 19), *freedom of movement*, *stoneskin*

3rd—*dragonskin*, ~~*enhance familiar*~~, ~~*fortify familiar*~~, *haste*, *wyrmingshape*

2nd—~~*augment familiar*~~, ~~*2x false life*~~, *glitterdust* (DC 17), *acid scorching ray*

1st—~~*mage armor*~~, *2x magic missile*, *2x ray of enfeeblement*, *shield*

0—*2x detect magic*, *acid splash*, *read magic*

† Already cast – extended anticipate teleport from previous day; contingent dimension door when grappled, enhanced familiar, fortify familiar, false life (him and Xiggy), mage armor.

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**Abilities** Str 8, Dex 10, Con 16, Int 20, Wis 12, Cha 13[**SQ** Knowledge of the Wyrms, Spell research, Draconic discovery (2<sup>nd</sup>), Draconic Synergy]

**Feats** Dragon Familiar, Dragontouched, Empower Spell, Energy Substitution (acid), Practiced Spellcaster (wizard), Scribe Scroll, Sculpt Spell, Silent Spell, Heighten Spell

**Skills** Concentration +19, Knowledge (arcane) +21, Knowledge (history) +12 Knowledge (local-luz) +13, Knowledge (local-NMR) +13, Knowledge (nature) +12, Knowledge (religion) +12 Knowledge (planes) +12, Spellcraft +26

**Possessions** combat gear plus *amulet of health* +2, *headband of intellect* +2, *cloak of resistance* +2, *rod or lesser extend*, *pearl of power* 3<sup>d</sup> level, *crimson dragonhide bracers* (MIC 90), *dimensional stride boots* (MIC 94), *dragon mask* (MIC 94), *ring of counterspells* (*greater dispel magic*), light crossbow, 10 bolts, 2 daggers,

**Spellbook** spells prepared plus 0—all;

1st—*cause fear*, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *feather fall*, *grease*, *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement*, *shield*, *silent image*;

2nd— *augment familiar* (SC), *levitate*, *Melf's acid arrow*, *blur*, *detect thoughts*, *false life*, *glitterdust*,

*gnome blight* (RoDr), *invisibility*, *minor image*, *resist energy*, *scorching ray*, see *invisibility*;

3rd— *anticipate teleport* (SC), *blink*, *dispel magic*, *displacement*, *dragonskin* (SC), *enhance familiar* (SC), *fireball*, *fly*, *fortify familiar* (SC), *haste*, *least dragonshape* (DM), *lightning bolt*, *major image*, *sense of the dragon* (RoDr), *sepia snake sigil*, *unluck* (SC);

4th—*bestow curse*, *Evard's black tentacles*, *dimension door*, *freedom of movement*, *greater invisibility*, *orb of cold* (SC), *stoneskin*, *wyrmingshape*;

5th— *acid sheath* (SC), *baleful polymorph*, *cloudkill*, *draconic might* (SC), *least dragonshape* (white), *lesser dragonshape* (DM), *teleport*, *wall of force*;

6th— *acid storm* (SC), *contingency*, *disintegrate*, *lesser dragonshape* (black), *mass suggestion*, *viel*;

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**Knowledge of the Wyrms (Ex)** You spend a great deal of time exploring the depths of a dragon's magical knowledge, giving you a distinct advantage over spellcasters who do not have the benefit of draconic tutelage. Starting at 1<sup>st</sup> level, by spending at least 1 hour doing nothing but performing research, you add your class level as an insight bonus on Knowledge (arcane) checks made for the next 8 hours. You need not consult with a dragon to gain this insight, though if you do, the insight bonus improves by 2.

At 5<sup>th</sup> level, you also gain this bonus on Spellcraft checks, for the same duration

**Spell Research (Ex)** One of the greatest advantages that you gain from consulting draconic lore is the ability to unlock magical secrets forbidden to other wizards. Starting at 2<sup>nd</sup> level, select one spell from any class's spell list (including divine spells), of a level equal to or lower than the highest-level arcane spell you can cast. You can add this spell to your arcane spellcasting class spell list as a spell of the same level; all other aspects of the spell remain unchanged. At every even-numbered level thereafter, you gain the knowledge and use of one additional spell in this manner.

**Draconic Discovery (Ex)** At 3<sup>rd</sup> level, you make startling discoveries into the nature of magic thanks to the unique insight of your dragon mentor. Select any arcane spell of up to 2<sup>nd</sup> level that you are capable of preparing and casting, and any one metamagic feat you know (with a maximum spell slot adjustment of four). Once per day, you can apply the effect of that metamagic feat to the chosen spell without adjusting the spell slot of the spell or preparing it ahead of time. (Apakoh has chose the sculpt feat and glitterdust).

**Draconic Synergy (Ex)** Through a dragonpact, Apakoh is considered 2 caster levels higher when it comes to his Dragon Familiar feat. Also, he has been able to draw a Faerie Dragon as a familiar instead of the normal dragons that would be called by such things. In addition, if a spell has a note that sorcerers cast a spell at a higher or lower caster

level, Apakoh also gains or suffers the same effect. Also, any spell with a visible effect has a distinctly draconic nature to it.

#### **XIGGY**

#### **APL 10**

Faerie Dragon

CG Small dragon

**Init** +8; **Senses** Darkvision 60 feet, low-light vision, scent; Listen +14, Spot +14

**Languages** Draconic, Sylvan

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**AC** 23, touch 17, flat-footed 17

(+1 size, +4 Dex, +2 dodge, +6 natural)

**hp** 58+21 temporary (8 HD + *false life* + *fortify familiar*, counts as 13);

**Immune** magical sleep effects and paralysis

**SR** 18

**Fort** +9, **Ref** +12, **Will** +15

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**Speed** 30 ft. unarmored (6 squares), base movement 30 ft., fly 100 ft (perfect), swim 30 ft.;

**Melee** Bite +15 (1d6+3) and 2 claws +10(1d4+2)

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

**Base Atk** +8; **Grp** +5

**Atk Options** Breath Weapon, Flyby attack

**Special Actions** spell-like abilities

**Spell-Like Abilities** (CL 12th):

7th— 1/day *project image* (DC 20)

6th— 1/day *animate object*

5th— 1/month *commune with nature*, 1/day *mind fog* (DC 18)

4th— 3/day *charm monster* (DC 17), 1/day *summon nature's ally IV*

3rd— 3/day *major image* (DC 16)

2nd— 3/day *glitterdust* (DC 15), 3/day *invisibility* (DC 15),

1st— 3/day *entangle* (DC 14), 3/day *obscuring mist*

0th— at will *dancing lights*, at will *detect magic*, at will *ghost sounds* (DC 13)

† Already cast

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**Abilities** Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

**SQ** Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 18, water breathing

**Feats** Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +19, Intimidate +5, Knowledge (nature) +13, Listen +14, Move Silently +15, Sense Motive +14, Sleight of Hand +17, Spot +14, Survival +3 (+5 in aboveground natural environments), Swim +1 Also has the same skill ranks as Apakoh for other skills.

**Possessions** combat gear plus

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**Breath Weapon (Su)** A Faerie dragon has one type of breath weapon, a 20-foot cone of euphoria gas. Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

**Skills** A faerie dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on

a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Spells:** Xiggy has the following spells in effect at this time: *enhance familiar* (cl13), *false life* (cl13), *fortify familiar* (cl13).

**1: Smoking Bandits****MARTEEN****CR 11**

Male half-orc (half-Suel human) fighter 4/rogue 2/outcast champion 5

NE Medium humanoid (orc)

**Init** +2; **Senses** Listen +5, Spot +5**Languages** Common, Orc**AC** 17, touch 12, flat-footed 15; **Dodge**, **Mobility** (+2 Dex, +5 armor)**hp** 99 (11 HD)**Fort** +14, **Ref** +10, **Will** +5 (+10 while conscious)**Speed** 30 ft. in mithril chain shirt (6 squares), base movement 30 ft;**Melee** +1 Falchion +17/+12 [ (2d4+10, 18-20/x2)**Ranged** Javelin +12/+7 [ (1d6+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10/+5; **Grp** +15**Atk Options** Avenging Strike (1/day), Sneak Attack +1d6, Spring Attack, Telling Blow**Combat Gear****Abilities** Str 20, Dex 14, Con 16, Int 10, Wis 10, Cha 6**SQ** Darkvision 60ft, Desperate Fury, Evasion, Teamwork, Trapfinding,**Feats** Dodge, Mobility, Spring Attack, Staggering Strike, Telling Blow, Weapon Focus (falchion) Weapon Specialization (falchion)**Skills** Balance +9[, Hide +15[, Intimidate +10[, Jump +8[, Listen +5[Move Silently +15[, Sleight of Hand +7[, Spot +5[, Tumble +9[,**Possessions** combat gear plus +1 mithril chain shirt, +3 cloak of resistance, masterwork falchion, +1 falchion, shortsword, 3 javelins, gauntlets of ogre power, amulet of health +2**Aura of Confidence (Ex):** Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.**Avenging Strike (Ex):** You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but that use of the ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).**Desperate Fury (Ex):** You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one-half your full normal hit points, or when you are fatigued or exhausted, you can enter a

state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked, or cowering).

**Teamwork (Ex):** You are skilled at creating a strong bond of teamwork between yourself and your allies. Starting at 4th level, whenever you or any ally within 30 feet who can see or hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks improves by 2 (from +2 to +4).**DEFELANO THE MAGNIFICENT****CR 10**

Male gnome wizard 8 / wildmage 2

CE Small humanoid (gnome)

**Init** +2; **Senses** Low-Light Vision; Listen +3, Spot +1**Languages** Common, Draconic, Gnome, Orc**AC** 16, touch 12, flat-footed 14; (+2 Dex, +4 armor)**hp** 61 (10 HD)**Fort** +6, **Ref** +8, **Will** +8 (+10 versus illusions)**Speed** 30 ft. unarmored (6 squares), base movement 30 ft;**Melee** Dagger +5 [ (1d3-1, 19-20/x2)**Ranged** Light Crossbow +8 [ (1d6, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +0**Atk Options** spells**Combat Gear****Wizard Spells Prepared** (CL 7+1d6, min 10th):5th—*cone of cold* (DC 20), *feeblemind* (DC 20), *wall of force*4th—*dimension door*, *fell weaken fireball* (DC 18), *mass reduce person* (DC 19), *Otiluke's resilient sphere* (DC 19)3rd—~~anticipate teleport~~, *dispel magic*, *fell weaken scorching ray*, *haste*2nd—*blindness/deafness* (DC 17), ~~false life~~, *fell weaken magic missile*, *glitterdust* (DC 17), ~~mirror image~~1st—2x *grease* (DC 16), ~~mage armor~~, 2x *magic missile*, *ray of enfeeblement*0—2x *detect magic*, *acid splash*, *read magic***Spell-Like Abilities** (CL 1st):

1st—speak with animals (burrowing mammal only, duration 1 min)

‡ Already cast – anticipate teleport, false life, mage armor, mirror image

**Abilities** Str 8, Dex 14, Con 16, Int 20, Wis 12, Cha 8

**SQ** low-light vision, random deflector, summon familiar, wild magic, random deflector

**Feats** Fell Weaken, Magical Aptitude, Practiced Spellcaster (wizard) Scribe Scroll, Sudden Empower

**Skills** Concentration +16, Knowledge (arcane) +10, Knowledge (local - NMR) +7 Knowledge (planes) +9, Spellcraft +21 Use Magic Device +14 [+16 for reading scrolls],

**Possessions** combat gear plus 2 Daggers, Light Crossbow, 10 bolts, *headband of intellect* +4, *vest of resistance* +1, +1 *light fortification bracers of armor*

**Spellbook** spells prepared plus 0—all;

1st—cause fear, color spray, comprehend languages, disguise self, enlarge person, feather fall, grease, mage armor, magic missile, magic weapon, ray of enfeeblement, shield, silent image;

2nd— blindness/deafness, blur, false life, glitterdust, invisibility, levitate, Melf's acid arrow, mirror image, resist energy, scorching ray, see invisibility;

3rd— anticipate teleport (SC), blink, dispel magic, displacement, fireball, fly, haste, hold person, lightning bolt, slow, vampiric touch;

4th—charm monster, dimension door, enervation, fire shield, greater invisibility, mass reduce person, Otiluke's resilient sphere;

5th—cone of cold, feeblemind, teleport, wall of stone, wall of force;

**Wild Magic** A wild mage casts spells differently from any other arcane spellcaster. She reduces her caster level by 3 for all spells she casts from now on. However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level. For example, an 8<sup>th</sup>-level sorcerer/1<sup>st</sup>-level wild mage has a base caster level of 6<sup>th</sup>, not 9<sup>th</sup>, but her actual caster level varies from 7<sup>th</sup> to 12<sup>th</sup> for every spell she casts. Caster level affects all level-based variables of the spell, including spell penetration checks.

**Random Deflector (Su)** At 2<sup>nd</sup> level and higher, a wild mage has the ability to protect herself from certain attacks with this ability. Using this ability is an immediate action (see page 86, Complete Arcane), which means that a wild mage activates it when it is not her turn. When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells (spells designating the wild mage as the sole target, but not area spells striking an area in which she happens to be the sole target) so that they instead attack or affect a random

target within 20 feet of the wild mage. A wild mage includes herself and her allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on. A wild mage can use this ability once per day at 2<sup>nd</sup> level, two times per day at 5<sup>th</sup> level, and three times per day at 8<sup>th</sup> level.

## HIGHWAY MEN

CR 9

Male human fighter 4 / rogue 5

NE Medium humanoid (human)

**Init** +6; **Senses** Listen +8, Spot +8

**Languages** Common

**AC** 19, touch 12, flat-footed 19; Uncanny Dodge (+2 Dex, +5 armor, +2 shield)

**hp** 63 (9 HD);

**Fort** +8, **Ref** +8 (evasion), **Will** +6

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** +1 barbed dagger +13/+8 (1d4+7, +2 when sneak attacking/19-20)

**Ranged** mighty composite shortbow [Str 16] +9/+4 (1d6+3/x3)

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

**Base Atk** +7; **Grp** +10

**Atk Options** Sneak Attack +3d6

**Combat Gear** *potion of blur*, *potion of cure light wounds*, *potion of shield of faith* (+2), *potion of barkskin* (+2)

**Abilities** Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 10

**SQ** Evasion, Trapfinding, Uncanny Dodge

**Feats** Bling-fight Exotic Weapon Proficiency (barbed dagger), Guerrilla Warrior, Improved Initiative, Iron Will, Lucky Start, Weapon Focus (barbed dagger), Weapon Specialization (barbed dagger),

**Skills** Balance +10, Hide +13, Jump +11, Listen +9 Move Silently +13, Sleight of Hand +12, Spot +9, Tumble +13,

**Possessions** combat gear plus +1 *chain shirt*, +1 *buckler*, +1 *vest of resistance*, +1 *barbed dagger*, *gauntlets of ogre power* +2, mighty composite shortbow [Str 16], 20 arrows, 2 masterwork barbed dagger, 2 daggers

## 5: Dark Heart of the Forest

### SHADOW EXTERMINATOR

CR 9

Male Shadar-Kai fighter 4 / rogue 4

NE Medium Fey (Extraplanar)

**Init** +6; **Senses** Listen +9, Search +6, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan

**AC** 21, touch 16, flat-footed 21

(+0 size, +6 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

**hp** 87 (11 HD)

**Miss Chance** 20% (*blur*)

**Fort** +12, **Ref** +17 (evasion), **Will** +9 (*heroism* adds an additional +2 to all)

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft., climb 20ft (*spider climb*), *freedom of movement*;

**Melee** spiked chain +17/+12 (*heroism* adds an additional +2)[ (2d4+6)

**Ranged** shortbow +15/+10 (*heroism* adds an additional +2)[ (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft. (10ft with spiked chain)

**Base Atk** +9; **Grp** +11

**Atk Options** Sneak attack +3d6

**Special Actions** Hide in plain sight

**Combat Gear**

**Abilities** Str 14, Dex 22, Con 16, Int 10, Wis 12, Cha 6[

**SQ** Evasion, Hide in plain sight, shadow curse, superior low-light vision, Trapfinding, Uncanny Dodge

**Feats** Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain), Skill Focus (Hide), Staggering Strike, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

**Skills** Balance +16[Hide +23 (+33 in dark or shadowy environments)[, Jump +8[Listen +9[, Move Silently +21[, Search +6[, Spot +9[, Survival +7 (+9 when following tracks)[, Tumble +17[(*heroism* adds an additional +2 to all skill checks)

**Possessions** combat gear plus +1 *spiked chain*, shortbow, 20 arrows, 2 daggers, +1 *mithral chain shirt*, *gloves of dexterity* +2, +3 *gal-ralan*

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy

conditions (anything other than daylight or the area of a *daylight* spell).

## DARK MAGICIAN

CR 11

Male Shadar-Kai beguiler 10

NE (detects as neutral) Medium Fey (Extraplanar)

**Init** +4; **Senses** Listen +9, Search +7, Spot +9; superior low-light vision

**Languages** Common, Elven, Sylvan, 2 others

**AC** 21, touch 15, flat-footed 17

(+4 Dex, +4 armor, +2 shield, +1 deflection)

**hp** 93 (13 HD);

**Miss Chance** *greater mirror images*

**Fort** +11, **Ref** +14, **Will** +15

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft., climb 20ft (*spider climb*), *freedom of movement*;

**Melee** spiked chain +11/+6[ (2d4-1)

**Ranged** light crossbow +11[ (1d8/19-20)

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

**Base Atk** +7/+2; **Grp** +6

**Atk Options** Sneak attack +1d6

**Special Actions** Hide in plain sight, surprise casting

**Combat Gear** *potion of cure serious wounds*, *elixir of hiding*, *elixir of sneaking*

**Beguiler Spells Known** (CL 13th):

5th (3/day)—*break enchantment*, *dominate person* (DC 21), *feeblemind* (DC 21), *friend or foe* (DC 21), *hold monster* (DC 21), *incite riot* (DC 21), *mind fog* (DC 21), *Rary's telepathic bond*, *seeming* (DC 21), *sending*, *swift etherealness*

4th (2/day)—*charm monster* (DC 20), *confusion* (DC 20), *crushing despair* (DC 20), *freedom of movement*, *greater invisibility*, *greater mirror image*, *locate creature*, *mass whelm* (DC 20), *phantom battle* (DC 20), *rainbow pattern* (DC 20), *solid fog*

3rd (3/day)—*arcane sight*, *clairaudience/clairvoyance*, *crown of veils* (DC 19), *deep slumber* (DC 19), *dispel magic*, *displacement*, *glibness*, *halt* (DC 19), *haste*, *heroism*, *hesitate* (DC 19), *hold person* (DC 19), *inevitable defeat* (DC 19), *invisibility sphere*, *legion of sentinels*, *major image* (DC 19), *nondetection*, *slow* (DC 18), *suggestion* (DC 19), *vertigo field* (DC 19), *zone of silence*

2nd (2/day)—*blinding color surge* (DC 18), *blur*, *daze monster* (DC 18), *detect thoughts* (DC 17), *fog cloud*, *glitterdust* (DC 17), *hypnotic pattern* (DC 18), *invisibility*, *silence* (DC 17), *spider climb*, *stay the hand* (DC 18), *touch of idiocy*, *vertigo* (DC 18), *whelming burst* (DC 18)

1st (7/day)—*charm person* (DC 17), *color spray* (DC 17), *comprehend languages*, *detect secret doors*, *disguise self* (DC 17),

*expeditious retreat, hypnotism (DC 17), mage armor, obscuring mist, rouse, silent image (DC 17), sleep (DC 17), undetectable alignment, ventriloquism, whelm (DC 17)*

0 (6/day)—*dancing lights, daze, detect magic, ghost sounds, message, open/close, read magic*

‡ Already cast – *Rary's telepathic bond, freedom of movement (on 2 exterminators as well), greater mirror image, arcane sight, haste, heroism (on 2 exterminators), spider climb (on 2 exterminators as well), blur (on the 2 exterminators), undetectable alignment*

**Abilities** Str 8, Dex 18, Con 16, Int 20, Wis 13, Cha 8

**SQ** armored mage, cloaked casting, advanced learning, Hide in plain sight, shadow curse, superior low-light vision, surprise casting, trapfinding,

**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Spell Focus (enchantment), Spell Focus (illusion), Practiced Spellcaster (beguiler), Silent Spell, Still Spell, Weapon Finesse

**Skills** Balance +16[, Concentration +19[, Hide +20 (+30 in dark or shadowy environments)[, Knowledge (arcana) +8[, Listen +18[, Move Silently +20[, Search +11[, Spellcraft +14[, Spot +18[, Survival +7 (+9 when following tracks)[, Tumble +20[

**Possessions** combat gear plus spiked chain, light crossbow, 20 bolts, 2 daggers, +1 *mithral* buckler, +1 *studded leather*, *amulet of health* +2, *headband of intellect* +2, *Ring of Protection* +1, +4 *gal-ralan*

#### Advanced

**Learning (Ex):** At 3<sup>rd</sup> level, you can add a new spell to your list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the enchantment or illusion school and of a level no higher than that of the highest-level spell you already know. Once a new spell is selected, it is forever added to your spell list and can be cast just like any other spell on your list.

You gain another new spell at 7<sup>th</sup>.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause your spells to fail if those spells have a somatic component. A beguiler's limited focus and specialized training, however, allow you to avoid any chance of arcane spell failure as long as you restrict yourself to light armor. This training does not extend to any other form of armor, nor does this ability apply to spells gained from other spellcasting classes.

**Cloaked Casting (Ex):** Starting at 2<sup>nd</sup> level, a beguiler's spells become more effective when cast against an unwary foe. You gain a +1 bonus to the spell's save DC when you cast a spell that targets any foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not).

At 8<sup>th</sup> level, you gain a +2 bonus on rolls made to overcome the spell resistance of any affected target.

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** This is negated while wearing a gal-ralan, so is not listed here.

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Surprise Casting (Ex):** Starting at 2<sup>nd</sup> level, when you successfully use the Bluff skill to feint in combat, your target is denied its Dexterity bonus (if it has one) to AC for the next melee attack you make against it or the next spell you cast. You must remain in melee with the target, and the attack must be made or the spell cast on or before your next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against you if you do not cast defensively.

At 6<sup>th</sup> level, you gain the ability to feint in combat as a move action instead of a standard action. If you have the Improved Feint feat, you can now feint in combat as a swift action.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

## 8: Blood Sport

### BLOODHULK GIANT

CR 6

Always NE Large undead

**Init** -2; **Senses** darkvision 60ft., low-light vision;  
Listen +0, Spot +0

**Languages** understands creators orders

**AC** 13, touch 7, flat-footed 13 (all +2 deflection against good creatures)

(-1 size, -2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +6 natural)

**hp** 224 (14 HD + 28 from desecrate);

**Immune** undead immunities

**Fort** +6, **Ref** +4, **Will** +11 (all +2 resistance against good creatures)

**Weakness** fragile

**Speed** 20 ft. (4 squares);

**Melee** slam +19 (2d6+18)

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

**Base Atk** +7; **Grp** +22

**Abilities** Str 33, Dex 6, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0 **Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. Tied to the *unhallow* is a *silence* spell. The benefits of all of these effects are already factored into the stats above.

### BLOODHULK CRUSHER

CR 8

Always NE Large undead

**Init** -2; **Senses** darkvision 60ft., low-light vision;  
Listen +0, Spot +0

**Languages** understands creators orders

**AC** 14, touch 6, flat-footed 14 (all +2 deflection against good creatures)

(-2 size, -2 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +8 natural)

**hp** 320 (20 HD + 40 from desecrate);

**Immune** undead immunities

**Fort** +8, **Ref** +6, **Will** +14 (all +2 resistance against good creatures)

**Weakness** fragile

**Speed** 20 ft. (4 squares);

**Melee** slam +26 (3d6+26)

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

**Base Atk** +10; **Grp** +34

**Abilities** Str 43, Dex 6, Con --, Int --, Wis 10, Cha 1

**SQ** blood bloated, undead traits, desecrated and unhallowed area

**Feats** --

**Skills** Listen +0, Spot +0 **Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

**Desecrated and Unhallowed Area (Sp)** The bloodhulk is in an area under the effects of a *desecrate* and *unhallow* spell. Tied to the *unhallow* is a *silence* spell. The benefits of all of these effects are already factored into the stats above.

## 11: Dragonheart

### APAKOH

CR 15

Male human wizard 12 / wyrm wizard 3

CN Medium humanoid (human, dragonblooded)

**Init** +0; **Senses** Listen +4, Spot +4

**Languages** Common, Draconic, Flan

**AC** 15, touch 10 (incorporeal touch 14), flat-footed 15

(+0 Dex, +4 armor, +1 natural)

**Resist** fire 5;

**hp** 107+12 temporary (15 HD + *false life*);

**Fort** +11 (+12 against paralysis and sleep effects), **Ref** +7 (+8 against paralysis and sleep effects), **Will** +14 (+15 against paralysis and sleep effects)

**Speed** 30 ft., base movement 30 ft.;

**Melee** dagger +6 (1d4-1/19-20)

Or melee touch spell +6 (varies)

**Ranged** light crossbow +7 (1d8/19-20)

Or ranged touch spell +7 (varies)

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

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

**Atk Options**

**Special Actions**

**Combat Gear** *scroll of greater bestow curse*, *scroll of levitate*

**Class Spells Prepared** (CL 15th):

7th—*acid admixed fireball* (DC 19), *sculpted acid storm* (DC 22)

6th—*disintegrate* (DC 22), *empowered acid substituted orb of cold* (DC 20), *heightened unluck* (DC 22), *lesser dragonshape* (black)

5th—*acid sheath*, *draconic might*, *silent dimension door*, *wall of force*

4th—*empowered acid substituted scorching ray*, *heightened glitterdust* (DC20), *freedom of movement*, *greater invisibility*, *stoneskin*

3rd—*dragonskin*, *enhance familiar*, *fortify familiar*, *haste*, *wyrmshape*



2nd—*augment familiar*, ~~2x false life~~, *glitterdust* (DC 18), *acid scorching ray*, *sculpted grease* (DC 17)

1st—~~mage armor~~, 2x *magic missile*, 2x *ray of enfeeblement*, *shield*

0—2x *detect magic*, *acid splash*, *read magic*

‡ Already cast – extended *anticipate teleport* from previous day; contingent *dimension door* when grappled, enhanced *familiar*, *fortify familiar*, *false life* (him and Xiggy), *mage armor*.

**Abilities** Str 8, Dex 10, Con 18, Int 22, Wis 12, Cha 13[**SQ** *Knowledge of the Wyrms*, *Spell research*, *Draconic discovery* (2<sup>nd</sup>), *Draconic Synergy*

**Feats** *Dragon Familiar*, *Dragontouched*, *Empower Spell*, *Energy Admixture* (acid), *Energy Substitution* (acid), *Practiced Spellcaster* (wizard), *Scribe Scroll*, *Sculpt Spell*, *Silent Spell*, *Heighten Spell*

**Skills** *Concentration* +22, *Knowledge (arcane)* +24, *Knowledge (history)* +14 *Knowledge (local-luz)* +16, *Knowledge (local-NMR)* +16, *Knowledge (nature)* +14, *Knowledge (religion)* +14 *Knowledge (planes)* +14, *Spellcraft* +29

**Possessions** *combat gear* plus *amulet of health* +4, *headband of intellect* +4, *cloak of resistance* +2, *rod or lesser extend*, *pearl of power* 3<sup>rd</sup> level, *crimson dragonhide bracers* (MIC 90), *dimensional stride boots* (MIC 94), *dragon mask* (MIC 94), *ring of counterspells* (*greater dispel magic*), *light crossbow*, 10 bolts, 2 daggers,

**Spellbook** spells prepared plus 0—all;

1st—*cause fear*, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *feather fall*, *grease*, *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement*, *shield*, *silent image*;

2nd— *augment familiar* (SC), *levitate*, *Melf's acid arrow*, *blur*, *detect thoughts*, *false life*, *glitterdust*, *gnome blight* (RoDr), *invisibility*, *minor image*, *resist energy*, *scorching ray*, *see invisibility*;

3rd— *anticipate teleport* (SC), *blink*, *dispel magic*, *displacement*, *dragonskin* (SC), *enhance familiar* (SC), *fireball*, *fly*, *fortify familiar* (SC), *haste*, *least dragonshape* (DM), *lightning bolt*, *major image*, *sense of the dragon* (RoDr), *sepia snake sigil*, *slow*, *unluck* (SC);

4th—*bestow curse*, *Evard's black tentacles*, *dimension door*, *freedom of movement*, *greater invisibility*, *orb of cold* (SC), *orb of force* (SC), *stoneskin*, *wyrmingshape*;

5th— *acid sheath* (SC), *baleful polymorph*, *cloudkill*, *dominate person*, *draconic might* (SC), *form of the desert hunter* (DM), *least dragonshape* (white), *lesser dragonshape* (DM), *teleport*, *wall of force*;

6th— *acid storm* (SC), *contingency*, *disintegrate*, *greater dispel magic*, *lesser dragonshape* (black), *mass suggestion*, *viel*;

7th—*greater arcane sight*, *lesser dragonshape* (green), *limited wish*, *plane shift*, *power word blind*;

**Knowledge of the Wyrms (Ex)** You spend a great deal of time exploring the depths of a dragon's magical knowledge, giving you a distinct advantage over spellcasters who do not have the benefit of draconic tutelage. Starting at 1<sup>st</sup> level, by spending at least 1 hour doing nothing but performing research, you add your class level as an insight bonus on *Knowledge (arcane)* checks made for the next 8 hours. You need not consult with a dragon to gain this insight, though if you do, the insight bonus improves by 2.

At 5<sup>th</sup> level, you also gain this bonus on *Spellcraft* checks, for the same duration

**Spell Research (Ex)** One of the greatest advantages that you gain from consulting draconic lore is the ability to unlock magical secrets forbidden to other wizards. Starting at 2<sup>nd</sup> level, select one spell from any class's spell list (including divine spells), of a level equal to or lower than the highest-level arcane spell you can cast. You can add this spell to your arcane spellcasting class spell list as a spell of the same level; all other aspects of the spell remain unchanged. At every even-numbered level thereafter, you gain the knowledge and use of one additional spell in this manner.

**Draconic Discovery (Ex)** At 3<sup>rd</sup> level, you make startling discoveries into the nature of magic thanks to the unique insight of your dragon mentor. Select any arcane spell of up to 2<sup>nd</sup> level that you are capable of preparing and casting, and any one metamagic feat you know (with a maximum spell slot adjustment of four). Once per day, you can apply the effect of that metamagic feat to the chosen spell without adjusting the spell slot of the spell or preparing it ahead of time. (Apakoh has chose the *sculpt* feat and *glitterdust*).

**Draconic Synergy (Ex)** Through a dragonpact, Apakoh is considered 2 caster levels higher when it comes to his *Dragon Familiar* feat. Also, he has been able to draw a *Faerie Dragon* as a familiar instead of the normal dragons that would be called by such things. In addition, if a spell has a note that sorcerers cast a spell at a higher or lower caster level, Apakoh also gains or suffers the same effect. Also, any spell with a visible effect has a distinctly draconic nature to it.

**XIGGY**

*Faerie Dragon*  
*CG Small dragon*

**APL 12**

**Init** +8; **Senses** Darkvision 60 feet, low-light vision, scent; Listen +14, Spot +14

**Languages** Draconic, Sylvan

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**AC** 23, touch 17, flat-footed 17

(+1 size, +4 Dex, +2 dodge, +6 natural)

**hp** 58+21 temporary (8 HD + *false life* + *fortify familiar*, counts as 15);

**Immune** magical sleep effects and paralysis

**SR** 18

**Fort** +9, **Ref** +12, **Will** +16

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**Speed** 30 ft. unarmored (6 squares), base movement 30 ft., fly 100 ft (perfect), swim 30 ft.;

**Melee** Bite +15 (1d6+3) and 2 claws +10(1d4+2)

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

**Base Atk** +8; **Grp** +5

**Atk Options** Breath Weapon, Flyby attack

**Special Actions** spell-like abilities

**Spell-Like Abilities** (CL 12th):

7th— 1/day *project image* (DC 20)

6th— 1/day *animate object*

5th— 1/month *commune with nature*, 1/day *mind fog* (DC 18)

4th— 3/day *charm monster* (DC 17), 1/day *summon nature's ally IV*

3rd— 3/day *major image* (DC 16)

2nd— 3/day *glitterdust* (DC 15), 3/day *invisibility* (DC 15),

1st— 3/day *entangle* (DC 14), 3/day *obscuring mist*

0th— at will *dancing lights*, at will *detect magic*, at will *ghost sounds* (DC 13)

† Already cast

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**Abilities** Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

**SQ** Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 18, water breathing

**Feats** Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +19, Intimidate +5, Knowledge (nature) +13, Listen +14, Move Silently +15, Sense Motive +14, Sleight of Hand +17, Spot +14, Survival +3 (+5 in aboveground natural environments), Swim +1 Also has the same skill ranks as Apakoh for other skills.

**Possessions** combat gear plus

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**Breath Weapon (Su)** A Faerie dragon has one type of breath weapon, a 20-foot cone of euphoria gas. Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

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

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**Spells:** Xiggy has the following spells in effect at this time: enhance familiar (cl15), false life (cl15), fortify familiar (cl15).

## APPENDIX 2: NEW RULES ITEM

### Feats

#### Dragon Familiar [General]

When you are able to acquire a new familiar, you may select a wyrmling dragon as a familiar.

**Prerequisite:** Cha 13, Speak Language (Draconic), arcane spellcasting level 7<sup>th</sup>, ability to acquire a new familiar, compatible alignment.

**Benefit:** When you acquire a new familiar, you can choose a wyrmling dragon. See Dragons as Familiars, page 141, for more information.

**Source:** *Draconomicon* 104

**Table 3-19: Choosing a Dragon Familiar**  
(*Draconomicon* 141)

Dragon Kind	Character Alignment	Arcane Spellcasting Level
White	N, CN, CE	7 <sup>th</sup>
Black	N, NE, CE	8 <sup>th</sup>
Brass	NG, CG, CN	9 <sup>th</sup>
Green	N, LE, NE	9 <sup>th</sup>
Copper	CG, N, CN	10 <sup>th</sup>
Blue	LN, LE, NE	10 <sup>th</sup>
Bronze	LG, LN, N	11 <sup>th</sup>
Red	CN, CE, NE	12 <sup>th</sup>
Silver	LG, NG, N	12 <sup>th</sup>
Gold	LG, NG, LN	14 <sup>th</sup>

#### Dragontouched [General]

You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

**Prerequisite:** Cha 11

**Benefit:** You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.

**Source:** *Dragon Magic* 19

#### Energy Admixture [Metamagic]

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

**Prerequisite:** Energy Substitution.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's

normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell—for example, the acid *fireball* described above is an evocation [acid, fire] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

**Source:** *Complete Arcane* 78

### Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

**Prerequisite:** Knowledge (arcane) 5, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an *evocation [cold]* spell.

**Special:** You can gain this feat multiple times, choosing a different energy type each time.

**Source:** *Complete Arcane* 79

### Fell Weaken [Metamagic]

Living foes damaged by your spell are also weakened.

**Benefit:** You can alter a spell that deals damage to foes so that any living creature that is dealt damage also takes a -4 penalty to Strength for 1 minute. Strength penalties from multiple spells enhanced by the Fell Weakening feat do not stack. A fell weakening spell uses up a spell slot one level higher than the spell's actual level.

**Source:** *Libris Mortis* 27

### Guerrilla Warrior [General]

You know how to move stealthily, even when armored.

**Benefit:** When you are wearing light or medium armor, reduce the armor check penalty of the armor by 1 (minimum 0).

Hide and Move Silently ranks cost 1 skill point, even if these skills are cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

**Normal:** If Hide and Move Silently are cross-class skills for you, each rank you purchase is those skills without having this feat costs 2 skill points.

**Source:** *Heroes of Battle* 98

### Lucky Start [Luck]

Sometimes your luck overcomes a slow natural reaction.

**Benefit:** You can expend one luck reroll to reroll an initiative check. You gain one luck reroll per day.

**Special:** Unlike most other luck feats, using Lucky Start requires no action.

**Source:** *Complete Scoundrel* 79

### Practiced Spellcaster [General]

You can cast a spell to maximum effect without special preparation.

**Prerequisites:** Spellcraft 4 ranks

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

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

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

**Source:** *Complete Arcane* 82

### Sculpt Spell [Metamagic]

You can alter the area of a spell.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

**Source:** *Complete Arcane* 83

## Staggering Strike

You can deliver a wound that hampers an opponent's movement.

**Prerequisite:** Base attack bonus +6, sneak attack.

**Benefit:** If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

**Source:** *Complete Adventurer* 112

## Sudden Empower [Metamagic]

You can cast a spell to greater effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower spell normally if you have it.

**Source:** *Complete Arcane* 83

## Telling Blow

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

**Prerequisite:** Skirmish or sneak attack ability.

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

**Source:** *Player's Handbook II* 83

## MAGIC ITEMS

### Crimson Dragonhide Bracers

**Price (Item Level):** 5,000gp (9<sup>th</sup>)

**Body Slot:** Arms

**Caster Level:** 3<sup>rd</sup>

**Activation:** --

**Weight:** 1 lb.

*These leather bracers are crafted from the scaly red hide of a large reptile*

Crimson Dragonhide Bracers grant you resistance to fire 5 and +1 enhancement bonus to your existing

natural armor. (A creature without natural armor has an effective natural armor bonus of +0.)

**Prerequisites:** Craft Wonderous Item, barkskin, resist energy.

**Cost to Create:** 2500gp, 200xp, 5 days

**Source:** *Magic Item Compendium* 90

### Dimensional Stride Boots

**Price (Item Level):** 2,000gp (6<sup>th</sup>)

**Body Slot:** Feet

**Caster Level:** 7<sup>th</sup>

**Activation:** -- and standard (command)

**Weight:** 1 lb.

*These sleek leather boots lean slightly forward, as if poised to leap.*

When wearing Dimensional Stride Boots, you gain a +2 competence bonus to Jump checks. This is a continuous effect and requires no action.

In addition, the boots have 5 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to teleport a short distance (with no chance of error). You must have line of sight and line of effect to your destination. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring other creatures.

1 charge: Teleport 20 feet.

2 charges: Teleport 40 feet.

3 charges: Teleport 60 feet.

**Prerequisites:** Craft Wonderous Item, dimension door.

**Cost to Create:** 1000gp, 80xp, 2 days

**Source:** *Magic Item Compendium* 94

### Dragon Mask

**Price (Item Level):** 4,000gp (8<sup>th</sup>)

**Body Slot:** Face

**Caster Level:** 6<sup>th</sup>

**Activation:** Swift (command)

**Weight:** 2 lb.

*Glistening metals and brilliant paints adorn this elaborate mask, which has the shape of a stylized dragon head. Spreading like a sunburst around the draconic features are rays of shimmering metal and glass, one for each breed of metallic and chromatic dragon.*

When activated, a dragon mask allows you to use see invisibility, as the spell, for 5 minutes. This ability functions two times per day.

**Prerequisites:** Craft Wonderous Item, see invisibility.

**Cost to Create:** 2000gp, 160xp, 4 days

**Source:** *Magic Item Compendium* 94

## Gal-Ralan

When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides +4 resistance bonus against these effects, a +3 gal-ralan provides a +5 resistance bonus against these effects, and so on.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; **Market Price:** 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). **Weight:** —.

**Source:** *Fiend Folio* 151

## MUNDANE EQUIPMENT

### Dagger, Barbed

Barbed daggers, as their name implies, look like normal daggers with long barbs covering the blade. The design makes the weapon more difficult to wield properly than a normal dagger, but it allows those skilled in the weapon's use to deal more damage with a well-placed attack.

If you have 5 or more ranks in Sleight of Hand and use a barbed dagger, you gain a +2 bonus on damage rolls on any successful sneak attack made with the weapon as it twists in the wound. This bonus also applies (and is therefore doubled) on successful critical hits with the weapon.

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

**Source:** *Complete Adventurer* 115

## SPELLS

### Acid Sheath

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 5

**Components:** V, S, M, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

*You crush the fire ants between your fingers and rub the smashed mixture over your exposed flesh. The smashed ants*

*liquefy, and the liquid covers your body in a thick, translucent sheath.*

You enclose yourself in a fluid sheath of acid that does not harm you. You can breathe normally and cast spells while the acid sheath is present. Any creature striking you deals normal damage, but at the same time the attacker takes 2 points of acid damage per caster level (maximum 30 points). Reach weapons, such as longswords, do not endanger their users in this way. The acid sheath does not protect you against other attack forms, such as fire.

If you are in a grapple, other creatures in the grapple takes acid damage once per round at the beginning of their turn. Any spell you cast with the acid descriptor while the sheath surrounds you deals an extra 1 point of damage per die.

**Material Component:** A handful of fire ants (alive or dead).

**Focus:** A glass sculpture of a humanoid (worth 50 gp).

### Acid Storm

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 6

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** Cylinder (20-ft. radius, 20 ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

*A dark green cloud whirls into being before unleashing a shower of foul-smelling, yellow-green rain.*

Acid rain deals 1d6 points of acid damage per caster level (maximum 15d6) to each creature in the area.

**Material Component:** A flask of acid (10 gp).

### ANTICIPATE TELEPORTATION

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft./level radius emanation from touched creature

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area.

Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature.

The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay. Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

*Focus:* A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

## AUGMENT FAMILIAR

Transmutation

**Level:** Sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** Your familiar

**Duration:** Concentration + 1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

*Reaching out with magic, you empower your familiar, making it quicker and stronger.*

This spell grants your familiar a +4 enhancement bonus to Strength, Dexterity, and Constitution, damage

reduction 5/magic, and a +2 resistance bonus on saving throws.

## Bestow Curse, Greater

Necromancy

**Level:** Cleric 7, sorcerer/wizard 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Channeling your hatred into binding words of power, you thrust your hand at your foe and proclaim a terrible curse.*

The spellcaster places a curse on the creature touched, choosing one of the three following effects.

- One ability score is reduced to 1, or two ability scores take –6 penalties (to a minimum score of 1).
- –8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise, it takes no action.

You can also invent your own curse, but it should be no more powerful than those described above, and the Dungeon Master has the final say on the curse's effect.

A *greater curse* cannot be dispelled, nor can it be removed with *break enchantment* or *limited wish*. A *miracle* or *wish* spell removes a *greater curse*, as does *remove curse* cast by a spellcaster of at least 17th level.

## Blinding Color Surge

Illusion (Glamour)

**Level:** Beguiler 2, sorcerer/wizard 2

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Targets:** You and one creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at a target. When you cast this spell you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of *invisibility*, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

*Focus:* A small prism.

## Crown of Veils

Illusion (Figment)

**Level:** Bard 2, beguiler 3, sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D) or until discharged  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

This spell creates a magic crown infused with illusion magic. The spell's recipient gains a +2 bonus on Disguise and Hide checks.

As an immediate action, the creature wearing the crown of veils can discharge its magic to gain a +8 competence bonus on a single Disguise or Hide check. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

*Focus:* A brass hoop 6 inches in diameter.

## DRACONIC MIGHT

Transmutation  
**Level:** Paladin 4, sorcerer/wizard 5  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)

*Upon casting this spell, your ally's face is covered briefly with a fine pattern of yellow scales. The scales fade, but the golden radiance remains.*

The subject of the spell gains a +4 enhancement bonus to Strength, Constitution, and Charisma. It also gains a +4 enhancement bonus to natural armor. Finally, it has immunity to magic sleep and paralysis effects.

*Special:* Sorcerers cast this spell at +1 caster level.

## Dragonshape (Blue)

Transmutation (Polymorph)  
**Level:** Sorcerer/Wizard 8  
**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)

*You feel sparks jumping around the back of your throat. Azure scales quickly grow over your body, a pair of great wings sprouts from your shoulders and your body expands in size until you stand as tall as a house!*

You take on the form and abilities of an adult blue dragon (see below for your new statistics). You gain 70 temporary hit points, which disappear at

the end of the spell's duration. You do not gain the normal spellcasting ability of your new form.

## ADULT BLUE DRAGON

Huge Dragon  
**Init** +0; **Senses** Blindsense 60ft, Darkvision 120 ft., quadruple strength low-light vision, Listen +27, Spot +27

---

**AC** 28, touch 8, flat-footed 28  
(-2 size, +0 Dex, +20 natural); **DR** 10/magic  
**hp** as normal form (+70 temporary)

**Resist** SR 21

**Immune** electricity

**Fort** +17, **Ref** +12, **Will** +15

---

**Speed** 40 ft. (8 squares), burrow 20ft., fly 150 ft. (poor), Flyby attack

**Melee** Bite +28 (2d8+9/19-20) and  
2 Claws +26 (2d6+4/19-20) and  
2 Wings +26 (1d8+4/19-20)  
tail slap +26 (2d6+4/19-20)

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

**Base Atk** +21 **Grp** +37

**Atk Options** power attack

**Special Actions** breath weapon, crush

**Spell-like Abilities** (CL 8th):  
3/day—ventriloquism

---

**Abilities** Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16

**Feats** Combat Reflexes, Flyby Attack, Improved Critical (bite, claw, tail slap, wing), multi-attack, power attack

**Skills** Bluff +27, Concentration +31 Hide +16, Intimidate +29, Knowledge (Arcana) +27, Listen +27, Search +27, Spellcraft +27, Spot +27

---

**Breath Weapon (Su)** 100 ft. line, 12d8 electricity, reflex save DC 25 half.

**Crush (Ex)** Area 15ft by 15ft; Small or Smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 25 Reflex save or be pinned.

## Dragonshape, Least (White)

Transmutation (Polymorph)  
**Level:** Sorcerer/Wizard 5  
**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)

*An unearthly chill runs down your spine. Stark ivory scales quickly grow over your body and a pair of great wings sprouts from your shoulders!*

You take on the form and abilities of a young adult white dragon (see below for your new statistics). You gain 30 temporary hit points, which disappear



at the end of the spell's duration. You do not gain the normal spellcasting ability of your new form.

#### JUVENILE WHITE DRAGON

Medium Dragon

**Init** +0; **Senses** Blindsight 60ft, Darkvision 120 ft., quadruple strength low-light vision, Listen +22; Spot +22

---

**AC** 21, touch 10, flat-footed 21  
(+0 Dex, +11 natural)

**hp** as normal form (+30 temporary)

**Immune** cold

**Fort** +10, **Ref** +8, **Will** +8

---

**Speed** 60 ft. (8 squares), burrow 30ft., swim 60ft., fly 200 ft. (poor), Flyby attack

**Melee** Bite +15 (1d8+3/19-20) and  
2 Claws +13 (1d6+1/19-20) and  
2 Wings +13 (1d4+1)

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

**Base Atk** +12 **Grp** +15

**Atk Options** power attack

**Special Actions** breath weapon

**Spell-like Abilities** (CL 5th):

3/day—fog cloud

---

**Abilities** Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8

**Feats** Flyby Attack, Improved Critical (bite, claw), multi-attack, power attack

**Skills** Hide +15, Listen +15, Move Silently +15, Spot +15, Swim +26,

---

**Breath Weapon (Su)** 30 ft. cone, 4d6 cold, reflex save DC 18 half.

#### Dragonshape Lesser (Black)

Transmutation (Polymorph)

**Level:** Sorcerer/Wizard 6

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

*Your saliva begins to taste a bit sour. Dull ebon scales quickly grow over your body, a pair of great wings sprouts from your shoulders and your body expands in size until you stand as tall as a giant!*

You take on the form and abilities of a young adult black dragon (see below for your new statistics). You gain 30 temporary hit points, which disappear at the end of the spell's duration. You do not gain the normal spellcasting ability of your new form.

#### YOUNG ADULT BLACK DRAGON

Large Dragon

**Init** +0; **Senses** Blindsight 60ft, Darkvision 120 ft., quadruple strength low-light vision, Listen +22; Spot +22

---

**AC** 24, touch 9, flat-footed 24

(-1 size, +0 Dex, +25 natural)

**hp** as normal form (+30 temporary)

**Resist** SR 17

**Immune** acid

**Fort** +13, **Ref** +10, **Will** +11

---

**Speed** 60 ft. (8 squares), swim 60ft., fly 150 ft. (poor), Flyby attack

**Melee** Bite +19 (2d6+4/19-20) and

2 Claws +17 (1d8+2/19-20) and

2 Wings +17 (1d6+2)

tail slap +17 (1d8+2)

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

**Base Atk** +16 **Grp** +24

**Atk Options** power attack

**Special Actions** breath weapon

**Spell-like Abilities** (CL 6th):

3/day—darkness

---

**Abilities** Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12

**Feats** Combat Reflexes, Flyby Attack, Improved Critical (bite, claw), multi-attack, power attack

**Skills** Hide +15, Intimidate +20, Listen +20, Move Silently +19, Search +20, Spot +20, Swim +32,

---

**Breath Weapon (Su)** 80 ft. line, 10d4 acid, reflex save DC 21 half.

#### Dragonshape, Lesser (Green)

Transmutation (Polymorph)

**Level:** Sorcerer/Wizard 7

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

*Your stomach rumbles with an expansion of noxious gas. Emerald scales quickly grow over your body, a pair of great wings sprouts from your shoulders and your body expands in size until you stand as tall as a giant!*

You take on the form and abilities of a young adult green dragon (see below for your new statistics). You gain 50 temporary hit points, which disappear at the end of the spell's duration. You do not gain the normal spellcasting ability of your new form.

#### YOUNG ADULT GREEN DRAGON

Large Dragon

**Init** +0; **Senses** Blindsight 60ft, Darkvision 120 ft., quadruple strength low-light vision, Listen +22; Spot +22

---

**AC** 25, touch 9, flat-footed 25

(-1 size, +0 Dex, +26 natural)

**hp** as normal form (+50 temporary)

**Resist** SR 19

**Immune** acid

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

---

**Speed** 40 ft. (8 squares), swim 40ft., fly 150 ft. (poor), Flyby attack

**Melee** Bite +22 (2d6+6/19-20) and

2 Claws +20 (1d8+3/19-20) and

2 Wings +20 (1d6+3)

tail slap +20 (1d8+3)

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

**Base Atk** +17 **Grp** +27

**Atk Options** power attack

**Special Actions** breath weapon

---

**Abilities** Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

**Feats** Combat Reflexes, Flyby Attack, Improved Critical (bite, claw), multi-attack, power attack

**Skills** Bluff +22, Hide +16, Intimidate +24, Knowledge (Arcana) +22, Listen +22, Move Silently +20, Search +22, Spot +22

---

**Breath Weapon (Su)** 40 ft. cone, 10d6 acid, reflex save DC 22 half.

## Dragonskin

Transmutation

**Level:** Sorcerer/wizard 3

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

*You say nothing, but make the motions in the prescribed pattern and hold the dragon's scale aloft. Your flesh erupts with hard, colorful scales.*

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

*Material Component:* A dragon's scale.

*Special:* Sorcerers cast this spell at +1 caster level.

## Enhance Familiar

Universal

**Level:** Sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Familiar touched

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*After you touch the target familiar, the creature perks up and appears more alert.*

You infuse your familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class.

## Etherealness, Swift

Transmutation

**Level:** Beguiler 5, cleric 5, sorcerer/wizard 5

**Components:** V, S

**Casting Time:** 1 swift action

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

**Target:** One willing creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject becomes ethereal until the end of its next turn. If, at the end of the spell's duration, the subject creature rematerializes within a solid object or space, it is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

## Fortify Familiar

Universal

**Level:** Sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Familiar touched

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*You touch your familiar, and you see that the creature seems more robust.*

This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus

to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits (although such attacks still deal normal damage if successful). Temporary hit points gained in this fashion last for up to 1 hour.

## Friend to Foe

Illusion (Phantasm) [Mind-Affecting]

**Level:** Bard 5, beguiler 5, sorcerer/wizard 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One living creature/level, none of which are more than 30 ft. apart

**Duration:** 1 round/level (D); see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You overlay phantasmal images over your enemies, making them appear to each other as loathsome and despicable, implanting an urge to kill and destroy the object of their ire. Orcs might see each other as elves or dwarves, demons might see angels, and so on. All subjects receive a Will save to see through the phantasm. Each individual failing its save turns on the closest ally and attacks until the first time it deals damage, which causes the spell to end for that attacker.

*Material Component:* A swatch of white silk.

## Halt

Transmutation

**Level:** Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3

**Components:** V

**Casting Time:** 1 immediate action

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

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor. The creature must stop moving, and cannot move farther in its current turn. This spell has no effect on creatures that are not touching the ground (such as flying creatures), and the subject can still use a standard action (if it has one available in this round) to move by means of teleportation magic.

You can cast this spell even when it's not your turn; however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

## Hesitate

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 3, beguiler 3, cleric 3, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 immediate action

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

**Target:** One living creature

**Duration:** 1 round/level (D); see text

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

You fill a subject with doubts and misgivings, making it believe it is inferior to you. On a failed save, the subject can take no action other than a move action on its current turn. *Hesitate* confers no special bonuses for attackers attempting to hit the subject; the subject still defends itself. If you attack the affected creature, the spell ends immediately.

Each round, as a swift action at the start of its turn, the subject can attempt a new saving throw

to end the effect. If the save succeeds, the subject can then act normally.

You can cast this spell even when it's not your turn; however, you must cast it at the start of your opponent's turn to gain the benefit.

## Incite Riot

Enchantment [Mind-Affecting]

**Level:** Bard 5, beguiler 5, sorcerer/wizard 5

**Components:** V

**Casting Time:** 1 standard action

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

**Targets:** One creature/level, no two of which are more than 30 ft. apart

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Each creature that fails its saving throw attacks the nearest creature on its next turn, whether friend or foe. An affected creature attacks with whatever weapon in hand, or with natural weapons. An unarmed creature attacks with an unarmed strike. An affected creature not already adjacent to another creature will move or (if possible) charge the nearest creature; if the nearest creature is not within range of a charge, the subject moves toward the nearest creature along the most efficient route.

## Inevitable Defeat

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Beguiler 3, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** None and Will negates; see text

**Spell Resistance:** Yes

You draw a cloud over the subject's mind, dealing 3d6 points of nonlethal damage. No saving throw is allowed against this effect. Each round on its turn, the subject must succeed on a Will save or take another 3d6 points of nonlethal damage. If the saving throw is successful, the damage for that round is negated and the spell ends.

## Legion of Sentinels

Illusion (Shadow)

**Level:** Beguiler 3, sorcerer/wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

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

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

A ghostly, incorporeal swordfighter appears in each square covered by this spell's area. A swordfighter can share a space with another creature or object. Each swordfighter threatens the squares adjacent to it and can make one attack of opportunity per round. The swordfighters do not hinder movement, block terrain, or block line of effect. They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level and an Armor Class of 25. It makes saving throws or checks with a bonus equal to your caster level.

**Material Component:** A pewter swordfighter miniature figure.

### Mirror Image, Greater

Illusion (Figment)

**Level:** Bard 4, beguiler 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 immediate action

**Range:** Personal; see text for *mirror image* (PH 254)

**Target:** You

**Duration:** 1 minute/level (D)

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

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

### Orb Of Acid

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

### Orb Of Cold

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 4

**Effect:** One orb of cold

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being sickened.

### Phantom Battle

Illusion (Figment)

**Level:** Bard 3, beguiler 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell creates the illusion of a fierce battle. Your enemies move cautiously and pass up the opportunity to strike their foes, since the roar and confusion of the battle distracts them.

All creatures within the area of the spell that fail their saving throws cannot make attacks of opportunity. In addition, all creatures within the area are considered flanked. A creature ignores these effects when it leaves the spell's area. If a creature reenters the spell's area after leaving it, the creature can attempt another save to resist the spell if its initial save failed. A creature that enters the area for the first time after the spell is cast must also make a saving throw to resist the effect.

A *phantom battle* spell produces noise appropriate to a mob of creatures locked in battle. Anyone in the battle can plainly see that the conjured fighters are no threat, since they strike solely at other phantom warriors, but the din, tumult, and confusion make it difficult to focus on the true foes at hand. A creature that succeeds on its save can still see the spectral outline of the illusion, but is able to block out the distraction and fight as normal.

When you cast this spell, you can choose for it not to affect a number of allies you designate as less than or equal to your caster level.

### Rouse

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Beguiler 1, duskblade 1, sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 10-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

With a loud snap of your fingers, you cause any sleeping creatures in the spell's area to awaken. This spell has no effect on creatures that are unconscious due to being reduced to negative hit points or that have taken nonlethal damage in excess of their current hit points.

### Stay the Hand

Enchantment (Charm) [Mind-Affecting]

**Level:** Bard 1, beguiler 2, cleric 2, sorcerer/wizard 2

**Components:** V

**Casting Time:** 1 immediate action

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

**Target:** One humanoid

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

If the target creature fails its save against *stay the hand*, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intention to attack you or target you with a spell. If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a -4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second. Likewise, the subject of the spell can redirect a spell that had been targeted on you, but must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

### Unluck

Divination

**Level:** Bard 3, sorcerer/wizard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Spewing a curse of bad luck, you fling a piece of broken mirror at your target. The mirror shard dissipates harmlessly as soon as it leaves your hand, and the sound of rolling dice is perceptible for an instant.*

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*.

**Material Component:** A piece of a broken mirror.

### Vertigo

Illusion (Phantasm) [Fear, Mind-Affecting]

**Level:** Bard 2, beguiler 2, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will disbelief

**Spell Resistance:** No

The subject of this spell becomes dizzy as the ground seems to drop away beneath its feet. The subject must succeed on a DC 10 Balance check at the start of each turn to take a move action.

If it fails, it cannot move. If it fails the check by 5 or more, it falls prone. While affected, the subject also takes a -2 penalty on attack rolls and saving throws. Airborne creatures receive a +4 bonus on saves against this spell and do not need to make the Balance checks.

### Vertigo Field

Illusion (Pattern)

**Level:** Beguiler 3, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

This spell creates a field of illusory magic that hampers the movement and sense of any creature that enters it. The area within the field counts as difficult terrain. Attacks made through or from inside the field have a 20% miss chance. A creature that begins its turn inside the field must make a Fortitude save or become nauseated for 1 round. Once a creature fails this save, it does not need to make another save against this effect.

When you cast this spell, you can choose for this nauseating effect not to apply to a number of allies you designate less than or equal to your caster level. Those allies still treat the *vertigo field* as difficult terrain and have the 20% miss chance on attacks.

### Whelm

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Beguiler 1, sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1<sup>st</sup>, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9<sup>th</sup> level.

### Whelm, Mass

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Beguiler 4, sorcerer/wizard 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** One living creature/level  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell functions like *whelm*, except that it affects multiple targets and it deals 1d6 points of nonlethal damage per caster level to each subject, to a maximum of 10d6 at 10<sup>th</sup> level.

### Whelming Blast

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Beguiler 2, sorcerer/wizard 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

You assail the mental faculties of creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum 5d6 at 10<sup>th</sup> level) to each creature that fails its save.

### Wyrmingshape

Transmutation (Polymorph)

**Level:** Sorcerer/Wizard 4  
**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)

*You feel a fire burning deep within you. Crimson scales quickly grow over your body and a pair of great wings sprouts from your shoulders!*

You take on the form and abilities of a wyrmling red dragon (see below for your new statistics). You gain 20 temporary hit points, which disappear at the end of the spell's duration. You do not gain the normal spellcasting ability of your new form.

### WYRMLING RED DRAGON

Medium Dragon

**Init** +0; **Senses** Blindsight 60ft, Darkvision 120 ft., quadruple strength low-light vision, Listen +10; **Spot** +10

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**AC** 16, touch 10, flat-footed 16  
(+0 Dex, +6 natural)

**hp** as normal form (+20 temporary)

**Immune** fire

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

**Speed** 40 ft. (8 squares), fly 150 ft. (poor), Flyby attack

**Melee** Bite +10 (1d8+3) and  
2 Claws +13 (1d6+1) and  
2 Wings +13 (1d4+1)

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

**Base Atk** +12 **Grp** +15

**Atk Options** power attack

**Special Actions** breath weapon

**Spell-like Abilities** (CL 5th):  
3/day— fog cloud

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**Abilities** Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10

**Feats** Flyby Attack, multi-attack, power attack

**Skills** Appraise +10, Bluff +10, Intimidate +12, Listen +10, Search +10, Spot +10,

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**Breath Weapon** (Su) 30 ft. cone, 2d10 fire, reflex save DC 15 half.

## CREATURES

### FAERIE DRAGON

CR 6

CG Small Dragon

**Init** +8; **Senses** Darkvision 60 feet, low-light vision, scent; Listen +14, Spot +14

**Languages** Draconic, Sylvan

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**AC** 19, touch 15, flat-footed 15  
(+1 size, +4 Dex, +4 natural)

**hp** 58 (8 HD);

**Immune** magical sleep effects and paralysis

### SR 18

**Fort** +7, **Ref** +10, **Will** +9

---

**Speed** 30 ft. unarmored (6 squares), base movement 30 ft., fly 100 ft (perfect), swim 30 ft.;

**Melee** Bite +13 (1d6+1) and 2 claws +8(1d4)

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

**Base Atk** +8; **Grp** +5

**Atk Options** Breath Weapon, Flyby attack

**Special Actions** spell-like abilities

**Spell-Like Abilities** (CL 12th):

7th— 1/day *project image* (DC 20)  
 6th— 1/day *animate object*  
 5th— 1/month *commune with nature*, 1/day *mind fog* (DC 18)  
 4th— 3/day *charm monster* (DC 17), 1/day *summon nature's ally IV*  
 3rd— 3/day *major image* (DC 16)  
 2nd— 3/day *glitterdust* (DC 15), 3/day *invisibility* (DC 15),  
 1st— 3/day *entangle* (DC 14), 3/day *obscuring mist*  
 0th— at will *dancing lights*, at will *detect magic*, at will *ghost sounds* (DC 13)

‡ Already cast

**Abilities** Str 13, Dex 18, Con 12, Int 15, Wis 17, Cha 16

**SQ** Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 18, water breathing

**Feats** Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +19, Intimidate +5, Knowledge (nature) +13, Listen +14, Move Silently +15, Sense Motive +14, Sleight of Hand +17, Spot +14, Survival +3 (+5 in aboveground natural environments), Swim +1

**Possessions** combat gear plus

**Breath Weapon (Su)** A Faerie dragon has one type of breath weapon, a 20-foot cone of euphoria gas. Any creature within the area of the gas must succeed on a DC 15 Will save or become dazed for 1d6 rounds.

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

**SHADAR-KAI****CR 1**

Male Shadar-Kai

NE Medium Fey (Extraplanar)

**Init** +3; **Senses** Listen +8, Spot +8; superior low-light vision

**Languages** Common, Elven, Sylvan

**AC** 16, touch 13, flat-footed 13

(+0 size, +3 Dex, +0 class, +3 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

**hp** 10 (3 HD);

**Fort** +2, **Ref** +7, **Will** +4

**Weakness** shadow curse

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** spiked chain +4 (2d4)

**Space** 5 ft.; **Reach** 5 ft. (10ft with spiked chain)

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

**Atk Options** Sneak attack +1d6, reach

**Special Actions** Hide in plain sight

**Combat Gear** spiked chain, masterwork studded leather

**Abilities** Str 10, Dex 26, Con 11, Int 11, Wis 10, Cha 9

**SQ** Hide in plain sight, shadow curse, superior low-light vision

**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

**Skills** Hide +9 (+19 in dark or shadowy environments), Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 when following tracks)

**Possessions** combat gear plus +1 *gal-ralan*

**Sneak Attack (Ex):** Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Hide in Plain Sight (Su):** Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

**Shadow Curse (Su):** The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the

most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

**Superior Low-Light Vision (Ex):** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

**Skills** Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).



## PLAYER HANDOUT 1A

[This letter is in a stylized handwriting generally associated with the well-educated]

Greetings my Stalwart Friend,

I know you don't know me, but I've heard of you, and believe that you may be able to help the town of Woodsedge. Normally, in such matters, the Church would solve the problem at hand with its overwhelming presence of force. However, with the patrols being diverted north to Tenh and to clean up after Winterwind, nothing is being done to protect the town. Can you please help?

Norbert Longforbodden

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## PLAYER HANDOUT 1B

[Inked in a strong but rough hand]

There is a matter of importance that requires investigation. Your name was given to me as someone in the area that might be up for the task. Enclosed is a note we intercepted from someone in Woodsedge seeking protection. We aren't sure from what, but we've heard that there are rogue cells of bandits preying on the area. Now, normally this isn't too much of a concern, but they aren't registered with any Guilds and aren't paying their due tribute, and THIS can not stand. Look into these rumors and stop any of the non-sanctioned activities in the area.

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## PLAYER HANDOUT 2

[Penned in a very archaic and sharp hand]

Gnarley Forest: Well, the rumors that the dragons there have awakened are true. I think I'll wait for the current situation to die down before seeing what lost lore came with them. I've discovered some notes about the Pyronomicon, hinting that there was an ancient Red somewhere in the Rakers.

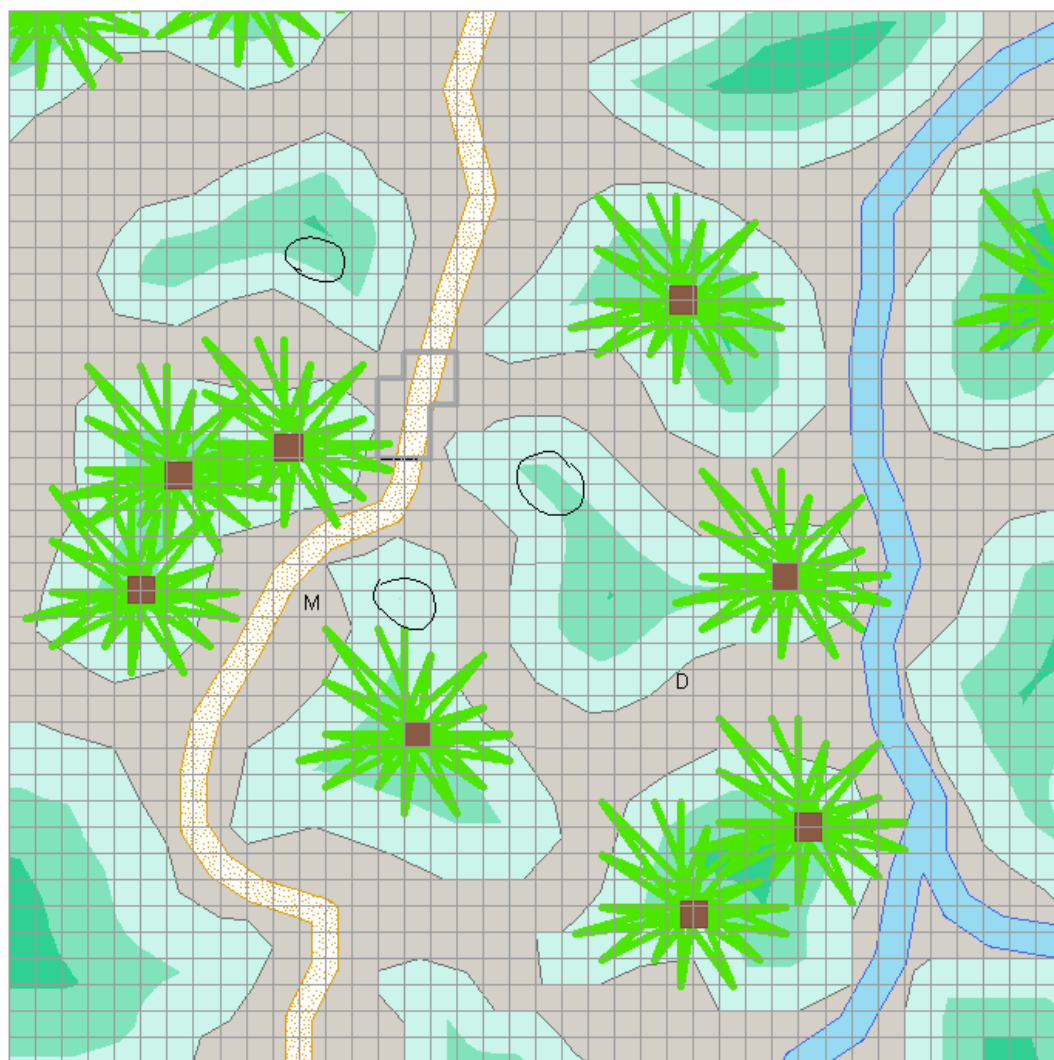
Rakers: I've examined the old lairs and found nothing of use. There are shadowy rumors that something may be found in the gamboge.

Gamboge: At least, I've found something, I can't wait to take notes on it and return to horde for proper investigation and research. The conditions here are not befitting someone of my abilities.

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## PLAYER HANDOUT 3

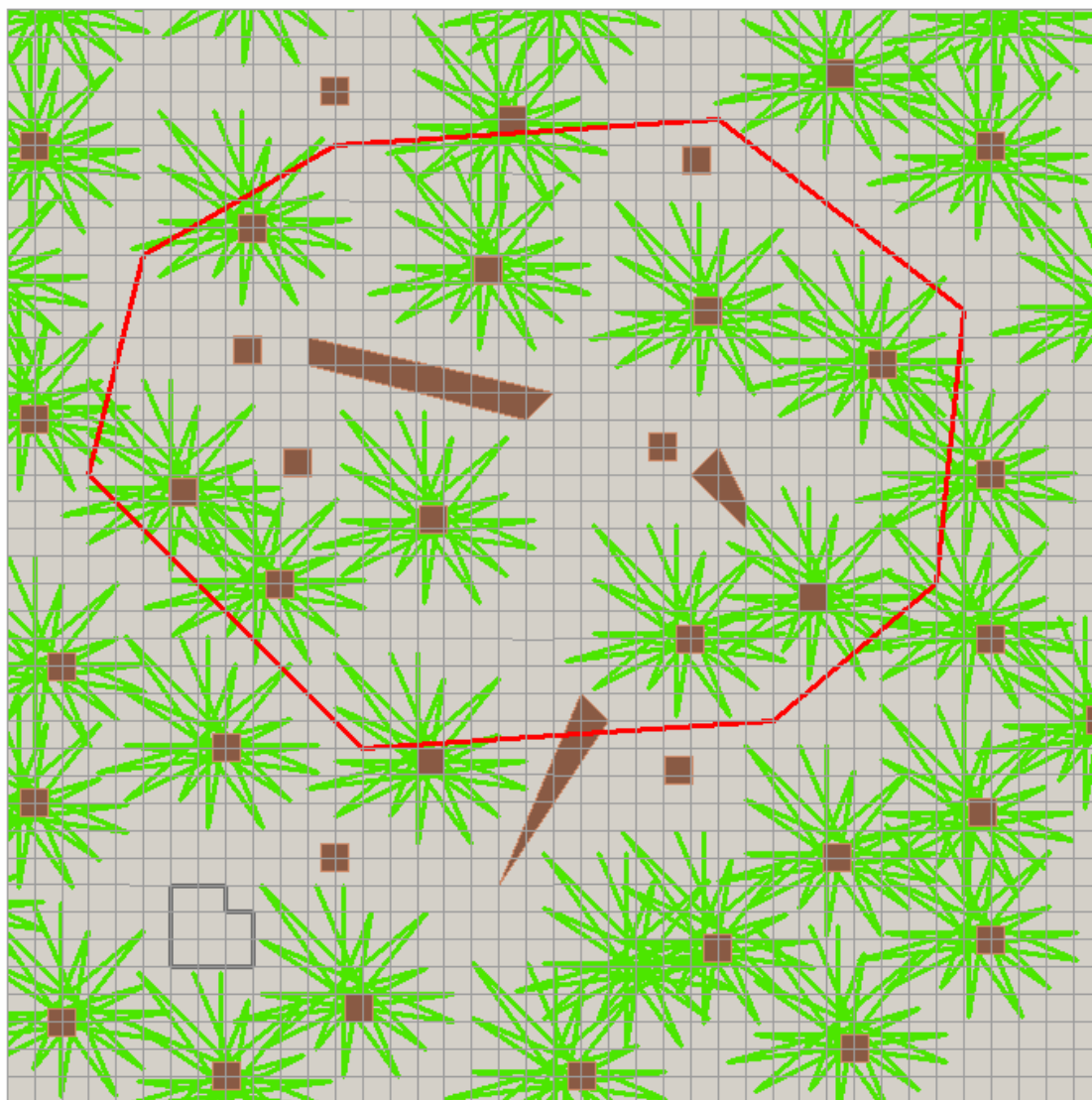
There are several notes and diagrams depicting several bits of knowledge focused around dragons and draconic power. If you spent some time studying these notes, you think you may be able to unlock some of its secrets. See the Draconic Literature notation on the AR for details.



### Encounter 1: Smoking Bandits

1 square = 5ft

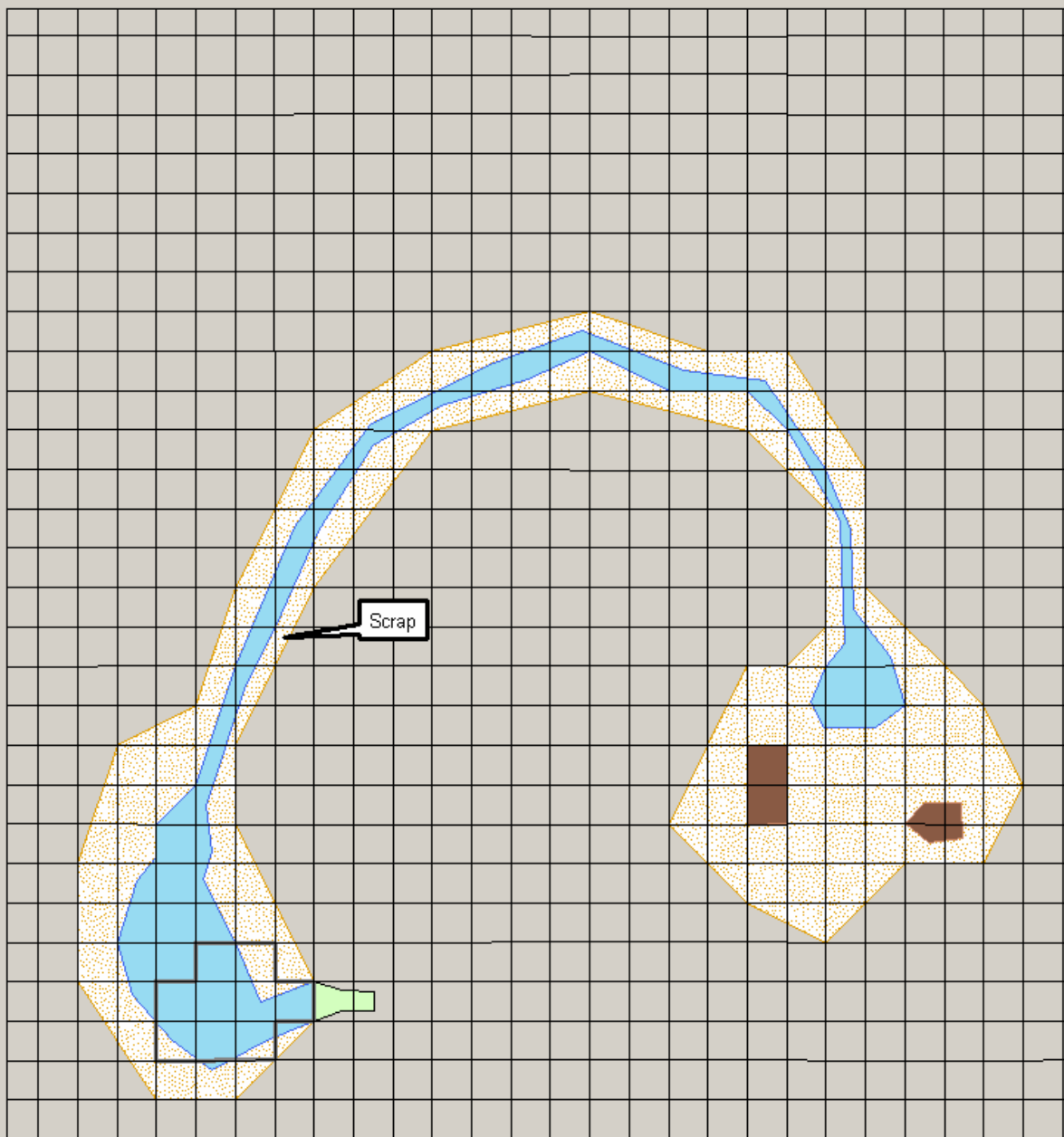
- |                          |                           |                            |
|--------------------------|---------------------------|----------------------------|
| — PCs start here         | ■ Tree Trunk - hard cover | ○ Covered Pits             |
| ■ Tree - 20% concealment | ■ Hill - half movement up | M Marteen                  |
| ■ road                   | ■ Creek - half movement   | D Defelano the Magnificent |



1 square = 5ft

### Encounter 5: Dark Heart in the Forest

- NPCs start here    ■ Trunks, stumps, and logs
- PCs start here    — Trees



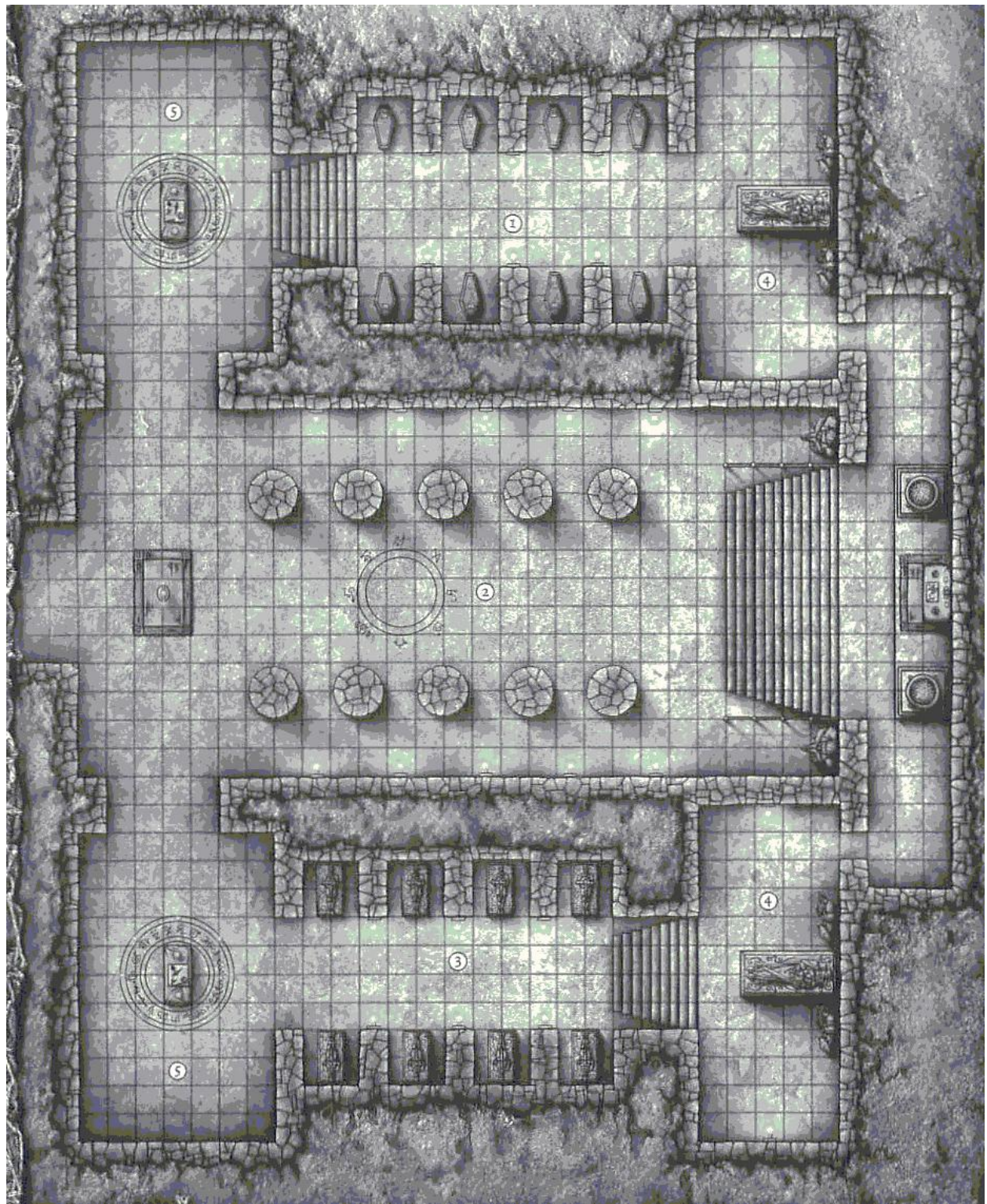
### Encounter 8: Dark Water

- Water
- Tunnel
- Bedding and Platform
- Steep Tunnel to Surface

1 square = 5ft

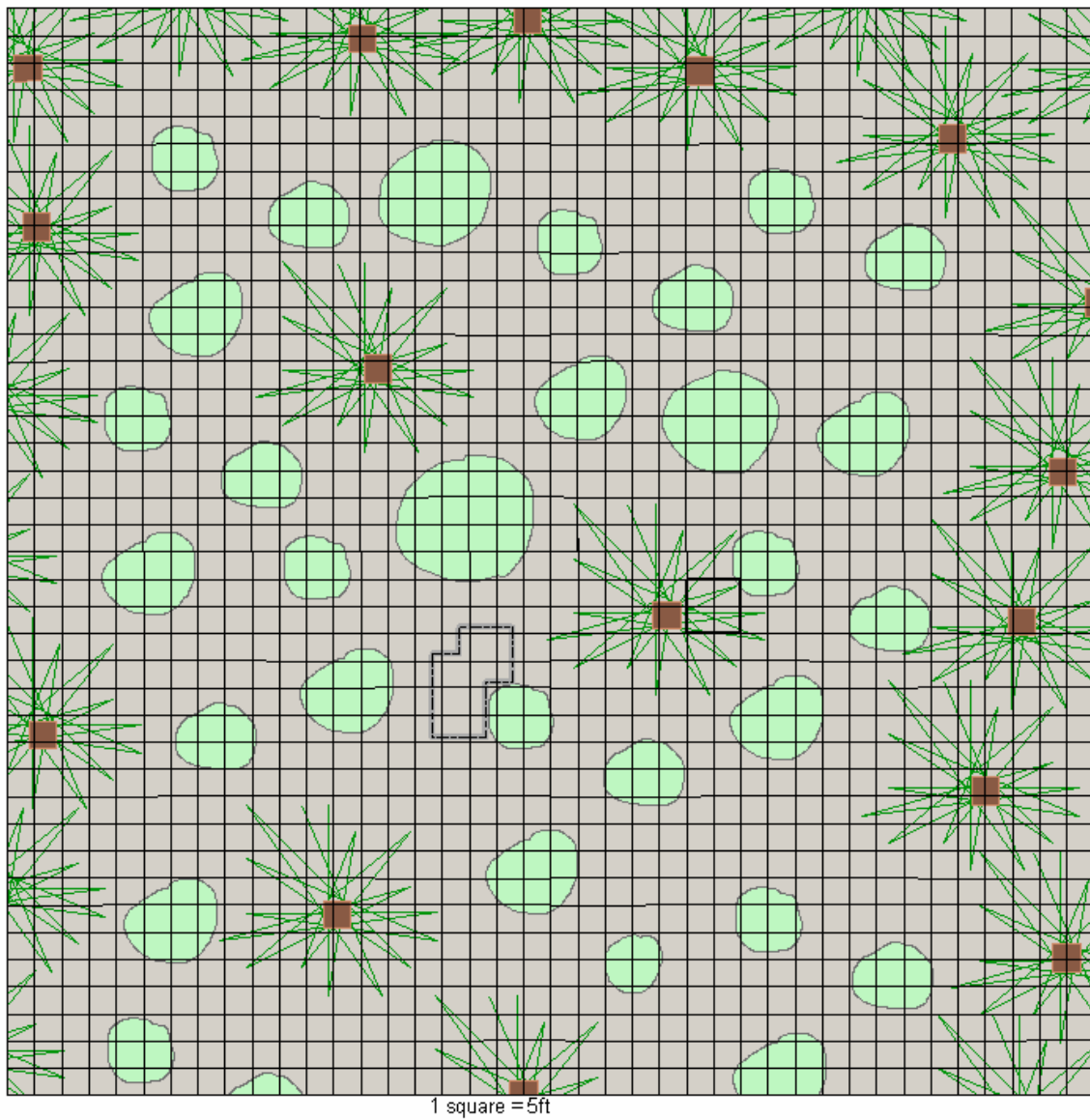
Scrap - See Player Handout 2





## ENCOUNTER 8: BLOOD SPORT

Encounter 9: Holes &  
Encounter 11: Dragonheart



— NPCs    ■ Tree Trunks    ■ burial mounds  
— PCs    — Trees



# DM AID 1: SPECIAL RULES FOR THE PALE

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## Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions.

Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity, due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity, as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, since his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs.
- Ulaa – Considered a human deity, due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans.

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill

of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.

4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

### **Arcane Registration by Arcane Spellcasters**

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website ([http://www.theocracyofthepale.com/downloads/arcane\\_registration.pdf](http://www.theocracyofthepale.com/downloads/arcane_registration.pdf)). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).