

PAL8–01

Law and Disorder

A One–Round Dungeons & Dragons®

Living Greyhawk™

Theocracy of the Pale Regional Adventure

Version 1.0

by Tom Maguire

Circle Reviewer: Colleen Simpson

Triad Reviewer: Matt Thompson

Playtesters: Will Edgington, Isaiah Roggow, Bart Scott and Peter Willis

Outside the city of Landrigard, several church militant officials have been attacked by powerful creatures of chaos. In addition, investigations into the mysterious villain trying to corrupt Palish laws have also begun to point to the Rakers. The time has come to take the fight to the forces of chaos. This is the final part of the Palish Law series (PAL7-04 *Spirit of the Law* and PAL7-07 *Letter of the Law*). A one-round regional adventure set in the Theocracy of the Pale and places beyond for characters level 3-15 (APLs 4-12).

Resources for this adventure [and the authors of those works] include www.theocracyofthepale.com [multiple authors], *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, and Kolja Raven Liquette], *Complete Scoundrel* [Mike McArtor and F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Libris Mortis* [Andy Collins and Bruce Cordell], *Magic Item Compendium* [Andy Collins], *Miniature's Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathon Tweet], *Planar Handbook* [Bruce Cordell and Gwendolyn F.M. Kestrel], *Player's Handbook II* [David Noonan], PAL7-04 *Spirit of the Law* [Tom Maguire], PAL7-07 *Letter of the Law* [Tom Maguire], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, Jeff Grubb and Mike McArtor]

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

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

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

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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 one-round regional adventure, set in the Pale.

Adventurer's Standard Upkeep costs 12 gp per round for characters who have the Pale as their home region, and 24 gp for characters who do not have the Pale as their home region. Rich and Luxury Upkeep costs 75 gp per round for characters who have the Pale as their home region, and 150 gp for characters who do not have the Pale as their home region. 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

Korinoth the Sly used to be an adventurer in the Pale from CY 585-592. In those years, he developed a burning hatred for the Pale, mostly from his time spent in New Dawn camps. Since then, Korinoth has devised a plan to attack the Pale from within. Korinoth has duped many locals and a few officials into "taking the law into their own hands", and using Palish laws to cause trouble.

Korinoth makes his first (and hopefully final) appearance in this module. In PAL7-04 *The Spirit of the Law*, Korinoth and his allies worked to create a diplomatic incident between Veluna and the Pale, hoping to seriously hinder the Theocracy in international trade and treaty negotiations.

In PAL7-07 *The Letter of the Law*, Korinoth deceived and corrupted a church inquisitor in Redmod. The result of this action was to create a near inquisition in the small village, and put several adventurers on the receiving end of some harsh Pale justice.

In this adventure, Korinoth has enacted the final stage of his plans for the Pale. To achieve his goals, Korinoth has allied himself with the dangerous Ur-Flan cult that has plagued the Pale for several years.

In addition, Korinoth has made a dangerous bargain with the githyanki lich-queen Vlaakith. In return for transforming him into a were-snake, Korinoth agreed to let her drain away some (or most, at lower APLs) of his life force. This process has left Korinoth temporarily weakened, albeit well protected, on his base in Limbo.

As part of his final attack on the Pale, Korinoth has constructed a planar gate from the chaotic matter of Limbo. In order to keep the gate open, he has imprisoned several powerful githzerai monks. Using the mental abilities of the monks, the gate is maintained permanently open, allowing creatures of chaos to begin entering the Pale.

As an act of vengeance, Korinoth sent several slaad to kidnap members of the Church Militant, who were operating in the Rakers. The slaad have taken these Pale officials into Limbo, and left a trap behind for any pursuers. This action has angered his Ur-Flan allies since it has brought unnecessary attention to their plans in the Rakers.

While Korinoth is weakened, his Ur-Flan allies guard the gate on Oerth. However, the Ur-Flan no longer have any use for Korinoth and have set events in motion to lead to his destruction. Fearing that Korinoth has already compromised their plans, the Ur-Flan leader has decided to insure that Korinoth is found out and dispatched quickly. The Ur-Flan have left a trail of bodies and creatures infected with chaos leading into the Rakers, hoping that someone will soon deal with their loose ends for them.

ADVENTURE SUMMARY

Introduction:

The PCs begin the adventure in Landrigard. If any of the PCs have played the other parts of this series, they are tracking down leads on the mysterious character Thorin/Norith/Korinoth. If the PCs have no connection to the previous adventures, they are pursuing these leads for a third party. As the PCs are pursuing these leads, they learn of an abduction that has occurred outside of town, and are requested to help in the rescue efforts.

Encounter 1: The Rakers

The PCs enter the Rakers in pursuit of the chaos creatures/kidnappers. The trail is not that fresh, but astute PCs will notice that it was intentionally made easy to follow.

Encounter 2: The Caves of Chaos

The PCs reach the location of the gate to Limbo. The entrance of the cave is trapped, but PCs that possess *Nimek's Die* can bypass the trap easily.

Encounter 3: Shadowy Allies

Inside the caves, the PCs encounter some of Korinoth's Ur-Flan allies. These cultists do not know that their superiors have betrayed them and Korinoth. The cultists will fight to the death to protect the gate.

Encounter 4: The Githzerai

The PCs locate the gate, and the imprisoned githzerai that are forced to maintain it. Using magical or mundane skills, the PCs can extract the githzerai and communicate with them. The githzerai offer to help the PCs locate and defeat Korinoth, as well as locate the missing Palish officials. The githzerai saw them taken through the gate several days ago by some slaadi.

Encounter 5: The Monastery of Zerth'Ad'Lun

The PCs are taken to a githzerai monastery in Limbo, where they can tell what has transpired to the githzerai elders. A debt is owed to the PCs by the githzerai, who despise such forms of enslavement. To quickly rid themselves of this debt, they will escort the PCs to Korinoth's base through the dangerous realm of Limbo.

Encounter 6: Navigating Limbo

The PCs journey to Korinoth's base, through the hazardous terrain of Limbo. PCs that possess the *Map of Limbo* will avoid all of the planar hazards.

Encounter 7: Ruins of Zhara-Kith

When the PCs reach the fortress, they encounter the outer guardians and defeat them. The githzerai wait for the PCs to return with the church officials and escort them back to the monastery. The guardians (chaos gnomes) are likely alerted to the PCs arrival, and there is a chance that they can alert Korinoth as well.

Encounter 8: The Silver Tongued Priest

The PCs confront the weakened Korinoth. If the PCs are perceptive, they may notice he is a lycanthrope and use appropriate weapons. Regardless, it is a fight to the death with Korinoth and his chaotic allies. Afterwards, the PCs can rescue the captured church officials.

Conclusion:

The githzerai escort the PCs back to the monastery, offering to use *plane shift* to return them to Oerth if necessary. In addition, PCs that earned the respect of the githzerai receive various favors. PCs may also interact with the chaotic matter of Limbo for an additional benefit. All players that return to the Pale are rewarded by the Theocracy for rescuing the officials and finally defeating Korinoth.

PREPARATION FOR PLAY

Determine if any of the players have the following favors:

- *Nimek's Die* from PAL7-04 *Spirit of the Law*
- *Map of Limbo* from PAL7-07 *Letter of the Law*

The DM should be familiar with the Combat Focus feats (listed in Appendix II) and the Dusklblade class features (defined in the appropriate monster stat block).

Additionally, the DM should be familiar with the *share spells* ability (PHB page 36 and 53) and carefully read the tactics section for Encounter 7 and 8.

The planar effects of Limbo are relevant in Encounter 6, and highlighted briefly there. Additional details can be found on DMG pages 148-150 and 158-159.

INTRODUCTION

The adventure begins with the PCs in Landrigard. For PCs that have played either PAL7-04 *Spirit of the Law* or PAL7-07 *Letter of the Law*, give them Player Handout 1. The remaining players are in Landrigard at their fellow PCs' request. If no players have played the above adventures, give out Player Handout 2 to the party.

Tell the players that they are in Landrigard, following the leads mentioned in the handout. Have the players introduce their PCs to each other, then read aloud the following:

You have spent the last several days in Landrigard with your companions tracking down leads on the mysterious villain that has been inciting trouble in the Pale. You have determined that there must be some form of base in the Rakers, as several suspicious Flan have been seen purchasing supplies and building equipment and heading into the mountains.

As you are nearing the edge of town, fierce shouting and the sounds of combat can be heard. It appears someone is insane enough to start trouble at the town gates!

Allow the PCs time to cast buff spells if they wish, or investigate in any clever way. At the town gates, the lone survivor of a rescue mission has returned, permanently confused. He is now assaulting his comrades as a result of the effect. His behavior is the result of viewing a symbol of insanity used by the slaadi retreating into the mountains.

By the time the PCs reach the conflict, the border patrol members have already knocked their insane comrade unconscious with non-lethal damage (the PCs will see they are all wielding saps). When the PCs arrive, read the following:

Rushing to the conflict, you come upon an interesting sight. Four Pale border patrol members stand over the body of a fifth patrolman. The four conscious members are a little bruised and bloody, and the fifth (unconscious and on the ground) is seriously wounded and covered in dirt and grime.

The patrolmen look to you and say, "I don't understand. Murk just came wandering towards us from out of town. He was talking gibberish and then attacked us. We had to subdue him". Another patrolman mumbles: "I'm glad I wasn't on that rescue mission, looks like their fate was worse than that of that Church Militant group."

The patrolmen ask the PCs to help with their insane friend, and if they know what might be wrong with him. PCs that make a DC 15 Heal check determine that he is wounded from a previous battle, and has stumbled his way back to town with little other difficulty. PCs that make a DC 25 Heal or Sense Motive check, or a DC 24 Spellcraft or Knowledge (arcana) check will realize that the patrolman is probably *confused*, most likely permanently. The only way to remove the condition is with a *greater restoration*, *heal*, or *limited wish*.

After a few minutes, a senior patrolman arrives and assesses the situation. Seeing the PCs, he asks them if they would please come with him to the Pale Patrol headquarters (and help bring the unconscious patrolman as well).

When the PCs reach the Pale Patrol office, the senior patrolman advises the PCs of the situation and asks for their help:

"About a week ago, a dozen Church Militant went on an expedition into the Rakers hunting down some Ur-Flan cultists rumored to be in the area. Two days ago, one of them came wandering into town wounded, claiming they'd been attacked and their officers kidnapped by some kind of monster.

*Anyway, we sent a rescue team out immediately to track them down and haven't heard from them yet. I wasn't worried until just now. Seeing what's happened to poor Murk makes me suspect something nasty is up there in the Rakers. I'd appreciate it if you'd look into it. Our forces are stretched pretty thin out here, and I can't spare anything else right now to track this down. I suspect the only thing to find up there by now are bodies (or parts of bodies). I'm willing to offer you each [10 gp * APL] if you're willing to take this on."*

If the PCs have any questions, use the following to answer:

- The Church Militants only said they were hunting down an Ur-Flan cult. They gave no additional information.
- The Church Militant group consisted of 12 members. At least half of them were priests of some sort.
- The survivor, a woman named Rella, claims her attackers were a mix of humans and large red frog-like humanoids (PCs that make a DC 16 Knowledge (the planes) check will identify these as red slaad).
- The rescue team consisted of fifteen Pale Patrolmen, all well-trained warriors. They were not mounted, but are good light infantry and used to this area.
- There have been reports of chaotic (anarchic) creatures in the area recently. Patrols have captured or killed several of them. They do not know where the source is.

NPCs:

🗡️ **Border patrol member:** Male human (Oeridian) expert 1/warrior 1 (Bluff +5, Listen +4, Sense Motive +4, Spot +4).

🗡️ **Border patrol member (insane):** Male human (Oeridian) expert 1/warrior 1 (Bluff +5, Listen +4, Sense Motive +4, Spot +4).

🗡️ **Senior border patrol member:** Male human (Oeridian) expert 2/warrior 3 (Diplomacy +7, Listen +7, Sense Motive +6, Spot +6).

Assuming the PCs decide to take on the job (or simply wish to head into the Rakers anyway), proceed to Encounter 1. If the PCs have no desire to help or enter the Rakers, the adventure ends here.

Development: If the PCs are able to restore the sanity of the patrolman Murk, they are able to learn that his team came upon the site of the initial attack and found a tower shield left upright in the middle of the camp, with a strange symbol on it. After that he remembers everyone going crazy and attacking each other (PCs that make a DC 23 Spellcraft check will realize this was a *symbol of insanity*, and that it should no longer be functional).

Any attempt to *scry* or magically divine the location of either Korinoth/Thorin/Norith or the captured or missing Church Militant or Pale Patrol fails. Those members not dead up in the Rakers are currently held in Limbo in an area protected by a *Mordenkain's private sanctum*. A *discern location* on one of the missing officials will reveal they are currently on Limbo in the ruins of a city called Zhara-Kith (more detailed directions are not possible for such a chaotic plane).

If any PCs cast a *divination of commune*, answer the questions based on the information in this adventure. A typical *divination* result might be:

Evil and Chaos turn on each other, betrayal makes the trail easier to follow. Allies of Order can open the gateway to Anarchy. Chase chaos into chaos and return Law to the Pale.

Troubleshooting:

Lower level PCs may be intimidated by the idea that several slaad and someone capable of casting *insanity* or *symbol of insanity* are wandering around the Rakers. The senior patrolman will tell the PCs that he thinks these attackers are long gone, and he would like the PCs to simply find the bodies of the slain patrolmen and church officials.

1: THE RAKERS

The PCs head into the Rakers, taking whatever mounts or precautions are necessary. When the PCs are a day into the Rakers, they find the location of the initial attack. Read the following:

You are easily able to find the location of the attack by the large number of buzzards in the area. The carnage around you is very haphazard. It appears as though the members of the rescue team simply fell upon each other and fought to the death. In the middle of the area is a broken tower shield with a ruined magical symbol on it.

PCs that make a DC 23 Spellcraft check can identify the spell as a *symbol of insanity*. The spell is not currently active (it has already triggered and was later destroyed during the fight). PCs can confirm the magic is gone with a simple *detect magic* as well.

A thorough search of the area (DC 15 Search check) finds all of the remaining fourteen Pale Patrolmen scattered about and dead. In addition, the PCs can also find a trail of large creatures that is a few days old. The trail leads deeper into the mountains.

The trail is easy to follow, a DC 10 Survival (Track) check that can be done untrained. PCs with the Track feat can make a DC 20 Survival check to realize that someone else came back later and intentionally made the trail easier to follow.

The PCs can follow the trail for another day before reaching Encounter 2. Along the way the PCs find the corpses of a few anarchic creatures (a DC 11 Knowledge (the planes) check is required to identify the template). The PCs should (again) realize that someone has intentionally left an easy trail for them to follow.

2: THE CAVES OF CHAOS

The PCs reach the location of Korinoth's base after a total of two days of travel through the mountains. If any PC has *Nimek's Die* from PAL7-04 *Spirit of the Law*, read the following aloud:

As you continue through the mountains, you notice that the magical die you had found on the false cleric Nimek has begun to glow softly. As you journey higher into the mountains, the glow increases in strength until you and those within a few feet of you are bathed in a strange shimmering light.

PCs that attempt to identify the effect with a *detect magic* or similar effect can make a DC 20 Spellcraft check to realize that they covered in an aura of chaos. The aura has no game effect other than this (it does not make a PC easier to see or detect). The aura goes away if the die is placed in an extra-dimensional space. For all parties, continue reading the following:

You have followed the strange trail through the Rakers for over a day now. Finally, it has led you to the opening of some sort of cave. It appears that there has been heavy traffic through here in the past, though it is not clear when.

PCs that make a DC 20 Survival (Track) check will note that several large creatures came through recently (the slaad) along with several humans (the prisoners).

The entrance to the cave is trapped. PCs that possess *Nimek's Die* (and those within ten feet of them) cannot set off the trap, nor are they affected by it. The trap is triggered by any creature of intelligence of three or higher that is not of chaotic alignment that approaches within 20 feet of the entrance. The trap can be disabled as normal.

APL 4-6 (EL 3)

➤ **Alarm Trap:** CR 2; magical trap; proximity trigger (*detect chaos* and *detect thoughts*); automatic reset; spell effect (*alarm*); Search DC 26; Disable Device DC 26.

APL 8-12 (EL 5)

➤ **Chaos Hammer and Alarm Trap:** CR 5; magical trap; proximity trigger (*detect chaos* and *detect thoughts*);

automatic reset; spell effect (*chaos hammer* and *alarm*, 10th level cleric, 5d8, DC 16 Will save half damage); Search DC 29; Disable Device DC 29.

Development: Refer to DM Map 1 for further details of the caves. If the trap is set off, the Ur-Flan in the caves are alerted to the PCs arrival. Continue to Encounter 3 for details on how and where the PCs encounter the Ur-Flan guardians.

3: SHADOWY ALLIES

Refer to DM Map 1 for exact locations of creatures in this area. Either the trap in Encounter 2 or excessive noise could alert the Ur-Flan inside. PCs near the entrance that make noise (by speaking or casting spells) can be heard with a DC 20 Listen check by those inside the cave. If the PCs alert the Ur-Flan (by setting off the alarm or making too much noise), they prepare for the PCs arrival as follows:

At all APLs, the fighters draw their weapons and make successful melee touch attacks against each other to activate their Combat Focus feats. Sharzath begins casting buff spells on the group. PCs can hear the spellcasting with a successful DC 27 Listen check

At all APLs, Sharzath casts *invisibility* on herself, then buff spells (such as *mass shield of faith*).

Note that once the NPCs begin casting spells, the PCs can hear this with a DC 20 (plus distance from the cave entrance) Listen check. The slope of the cave entrance is such that there is not line of sight between the outside of the cave and Area B. Twenty feet (four squares) down Area A has sufficient slope to block line of sight in either direction.

Area A

This is the entry area to the caves. Two small alcoves exist where sentries can be posted. A DC 15 Search check reveals signs they were used in the last few days.

Area B

This is the general supply and gathering area. A table and chairs are in one corner, with crates of supplies in another. The supplies indicate this facility was meant to support at least a dozen humanoids. A DC 23 Spellcraft check reveals that most of the caves were expanded using *stoneshape* or similar magic. When the PCs enter this area, the combat with the Ur-Flan occurs (see below).

Area C

These rooms and hallway are quarters for the Ur-Flan. Simple bedding and supplies can be found here.

Area D

This is the area where the githzerai are tied to the magical gate. Refer to Encounter 4 when dealing with this area.

In Area B

APL 4 (EL 7)

☛ **Sharzath:** female human (Flan) warlock 1/cleric 2/master of shrouds 2: hp 36; Appendix I.

☛ **Shadow:** hp 19; *Monster Manual* 221.

☛ **Ur-Flan soldier (2):** male human (Flan) fighter 2: hp 18; Appendix I.

APL 6 (EL 9)

☛ **Sharzath:** female human (Flan) warlock 1/cleric 2/master of shrouds 4: hp 51; Appendix I.

☛ **Powerful Shadow:** shadow duskblade 3: hp 54; Appendix I.

☛ **Ur-Flan soldier (2):** male human (Flan) fighter 4: hp 36; Appendix I.

APL 8 (EL 11)

☛ **Sharzath:** female human (Flan) warlock 1/cleric 2/master of shrouds 6: hp 66; Appendix I.

☛ **Powerful Shadow:** shadow duskblade 5: hp 72; Appendix I.

☛ **Ur-Flan soldier (2):** male human (Flan) fighter 6: hp 58; Appendix I.

APL 10 (EL 13)

☛ **Sharzath:** female human (Flan) warlock 1/cleric 2/master of shrouds 6/eldritch disciple 1: hp 74; Appendix I.

☛ **Powerful Shadow:** shadow duskblade 5/ephemeral exemplar 3: hp 99; Appendix I.

☛ **Ur-Flan soldier (2):** male human (Flan) fighter 8: hp 78; Appendix I.

APL 12 (EL 15)

☛ **Sharzath:** female human (Flan) warlock 1/cleric 2/master of shrouds 6/eldritch disciple 3: hp 88; Appendix I.

☛ **Powerful Shadow:** shadow duskblade 5/ephemeral exemplar 3: hp 99; Appendix I.

☛ **Ur-Flan soldier (2):** male human (Flan) fighter 10: hp 97; Appendix I.

☛ **Dread Wraith:** hp 104; *Monster Manual* 258.

Tactics: At all APLs Sharzath uses her spell-like ability to summon as many shadows as possible in the first round. The shadows gang up on the character that has the lowest apparent touch AC (heavily armored targets).

The Ur-Flan soldiers simply engage the nearest targets, focusing on heavily wounded PCs if possible. If a melee opponent is sufficiently strength drained, they ignore it and let the shadows finish it off. The Ur-Flan soldiers have Combat Focus feats, which allow them to gain advantages in combat once they have successfully hit an opponent.

At APLs 4-6 Sharzath casts *desecrate* and *unholy storm* (APL 6) in the second and third rounds. If there is a danger of the shadows being turned, she bolsters undead instead. If the shadows are particularly effective, she summons more of them each round.

At APL 6+ The powerful shadow attacks what appears to be the weakest character (typically an arcane caster or small character). The powerful shadow uses its duskblade arcane channeling ability to deliver a *shocking grasp* as part of its melee touch attack (strength damage).

At APL 8, Sharzath uses *confusion* on the PCs after summoning shadows, then follows up with more shadows or *unholy storm*.

At APLs 10-12, the powerful shadow uses its quick cast ability to quicken a *ray of enfeeblement* on strong-looking targets.

At APLs 10-12, Sharzath uses her Divine Patron ability to grant herself resistance to fire and acid as a swift action in the first round. Her Necromantic Presence and Necromantic Might feats augment undead she has summoned, as well as the powerful shadow. She follows up with *confusion* and *flamestrike* in the second round, unless the PCs have low touch ACs, in which case she summons more shadows (or a spectre). Note that a spectre will not exit the cave (due to its sunlight powerlessness).

Development: If any of the Ur-Flan are captured alive, it is possible that they are questioned. In any case, the PCs quickly find the imprisoned githzerai and may decide they are more cooperative.

Under no circumstance will Sharzath reveal any information (short of magical compulsion). If the PCs point out that the Ur-Flan have been betrayed, a DC 20 Diplomacy check convinces the Ur-Flan soldiers to turn on their masters. They state that the leader of their cell and Sharzath had felt that Korinoth was unstable and they should abandon him. Clearly, their cell leader has done just that.

All the Ur-Flan have the same information. They know that Korinoth was adamant about capturing the Church Militant officials, which they (the Ur-Flan) believed would compromise their efforts here (and it has). The plan was to maintain a portal to Limbo open as long as possible, and flood the northern area of the Pale with anarchic creatures.

The slaad went through the portal a few days ago with several human prisoners and took them to Korinoth's base in Limbo. The Ur-Flan have never been through the portal and do not know how to navigate Limbo. They know that the githzerai imprisoned in the caves are natives of that plane.

If asked about the gate, they know little of its operation. They were warned that interfering with the structure of the gate could kill the githzerai and shut down the gate.

The Ur-Flan operate in a cell-like structure, and know little about other members of the cult except when necessary. However, PCs that successfully interrogate the Ur-Flan gain the "Ur-Flan Connection" favor on the AR.

When the PCs locate the captured githzerai, proceed to Encounter 4.

4: THE GITHZERAI

In the lower areas of the cave, the PCs locate the gate to Limbo, and the githzerai that are tied to it through magic. When the PCs reach the gate chamber, read the following aloud:

As you reach the depths of the cave, you come upon a fascinating sight. Before you is a magical gateway, nearly fifteen feet in diameter. The gateway shimmers with some form of energy, and sheds light in all colors of the rainbow in random patterns.

Arrayed around the gateway is a trio of gaunt humanoids. They appear to be magically tied to the gateway. Judging by the exhausted and anguished expressions on their faces, they are clearly here against their will.

Any PC can make a DC 12 Knowledge (the planes) check to identify the creatures as githzerai, a humanoid race native to Limbo. Higher check results yield the following:

DC 15: Githzerai are fast and wise, frequently they train as monks and stealthy hunters. Powerful githzerai are capable of using *plane shift*.

DC 17: Githzerai are a lawful race that was once enslaved by mindflayers (illithids). They now live in Limbo, where they use their vaunted mental discipline to shape the plane to their will.

DC 20: The gith were once a single people, but split into two groups with passionate hatred for each other (the only thing they hate more are mindflayers). The Githyanki are evil creatures that live on the Astral Plane. The Githzerai are lawful creatures that live on Limbo.

DC 22: Both races hate anyone that would imprison or enslave them. They may even view a debt to another as a form of slavery. Both societies tend to be very closed.

The gateway is currently open, and PCs can pass through it at this time if they wish, though it will likely result in them being "lost on another plane" (see the LGCS for details). Until they are released, the githzerai are unable to communicate with anyone, as all of their mental faculties are focused on maintaining the gate open.

The gate can be destroyed by mundane means. It is made of stone (hardness 8) and has 200 hit points. The magical bindings on the githzerai are made of magically reinforced metal that has hardness 10, DR 10/magic and 50 hit points. However, physically destroying the gate or the bindings will kill the githzerai tied to it. A DC 15 Knowledge (arcana), Spellcraft, or Heal check will realize this.

The githzerai can be freed from their imprisonment. The magical chains that bind them to the gate radiate moderate enchantment, abjuration, and strong conjuration magic. The gate itself radiates an aura of overwhelming chaos.

- A DC 35 Open Locks check, or a *knock* (or similar spell) will free the githzerai.
- A DC 25 Use Magic Device check tricks the system into letting them go.
- A DC 35 Disable Device check will render the gate inoperable long enough for the githzerai to free themselves.
- Finally, PCs that make a DC 15 Knowledge (arcana) check realize that if the githzerai are placed under any magical protection from evil (or similar spell), the ongoing domination effect is blocked and the gate shuts down. In this situation, the PCs can communicate with the githzerai and safely destroy the gate or the magical bindings without risking harm to the githzerai.

If the githzerai are killed, the gateway shuts down (but is still functional should more githzerai be placed here). In this situation, the PCs are unable to enter Limbo, and are unable to obtain guidance to Korinoth's base and the adventure ends.

Troubleshooting: PCs may wish to enter the gate without freeing the githzerai first. If this is likely to happen, point out that the PCs have no idea how to navigate or survive in Limbo (but the githzerai obviously do). Also point out that if the githzerai can maintain a planar gate against their will, they are likely to have some form of planar travel they can use voluntarily as well.

Once freed, the githzerai are willing to speak with the PCs. The leader identifies himself as Chu'Par, and speaks for the group. When freed, he says the following:

"In the name of Zerthimon, I greet you. I am Chu'Par, and these are my brothers. You have trapped us in a debt for freedom, thus enslaving us again. We do not believe this to be your intent, so we will not kill you for such an affront. Who are you and what is your purpose here?"

After the PCs identify themselves and what they are doing in the area, Chu'Par becomes more relaxed. His attitude is initially Indifferent. PCs may be irritated that the githzerai aren't more grateful at being released, but it is the nature of their race. It is possible to use Diplomacy to shift the githzerai to Friendly, but not to Helpful. The githzerai share the following information with the PCs:

- The githzerai were kidnapped on their home plane of Limbo by many slaad and a human they later learned to be Korinoth.
- They were taken here a few months ago and attached to the magical gate.
- The mental discipline of the githzerai was required to maintain the gateway to Limbo, as

they are trained to manipulate the chaotic matter of that plane.

- The gate has been operational for 35 days. During that time dozens of anarchic creatures have been herded onto Oerth by the slaadi.
- The Ur-Flan that guard the facility have never ventured into the portal, they merely keep an eye on things and make sure the githzerai prisoners are kept in decent health.
- A group of slaad passed through three days ago with ten human prisoners.
- The githzerai do not know where Korinoth's base is, but with the knowledge of the names of the captured humans, the githzerai leaders should be able to magically discern their location.

In return for freeing them, the githzerai offer to take the PCs to their monastery on Limbo, where they might offer their services to defeat their mutual enemy and thereby lift the debt the githzerai owe to their liberators. If the PCs are worried about planar travel, the githzerai share the following with them:

- Limbo is a plane that is shaped by the will of the inhabitants, which is normally chaotic.
- The githzerai, in large groups, can form entire cities out of the chaotic plane, and can mold the terrain for easy travel to their monastery.
- The plane is strongly chaotically aligned, and non-chaotic PCs will have a -2 penalty to all Intelligence, Wisdom, and Charisma based skills and checks (except in the githzerai monastery). In addition, there are pockets where chaos magic is enhanced (automatically Maximized) and lawful magic is impeded (a DC 15 + spell level Spellcraft check is required to cast the spell).
- There are areas of pure elements (earth, air, fire, water) that can be deadly to travelers. There are also areas where these elements are dominant or impeded. All magic responds chaotically outside controlled areas.
- Movement is generally normal, but in places, it requires mental focus to force the plane to create a surface for novice travelers to walk on.
- The githzerai can magically *plane shift*, and will use this to get the party to Limbo (and back to Oerth later).
- For explicit details of dealing with Limbo, see Encounter 6 (it is not relevant at this time).

If any PC has the Map of Limbo from PAL7-07 *Letter of the Law* and shows it to the githzerai, read the following aloud:

"Where did you find such a thing? This is an old map. It shows the way to the lost city of Zhara-Kith.

The city was thought to be consumed by the infinite chaos of Limbo centuries ago. If this is where your enemy lies, it will be much easier to find him."

When the PCs are ready to travel to Limbo, the githzerai use their *plane shift* ability to take them there.

☛ **Chu'Par:** male githzerai monk 12 (Diplomacy +5, Sense Motive +10).

☛ **Githzerai adepts (2):** male githzerai monk 8 (Diplomacy +5, Sense Motive +8).

Development: Low-level PCs may be worried about confronting Korinoth, since he is likely a powerful spellcaster of some sort. If PCs use an *augury* or *divination* magic regarding this, here is a typical response:

A bargain struck, your enemy has given up strength in return for vengeance. Strike now, while his power is taken from him. Delay too much, and his strength returns and your doom is assured.

5: THE MONASTERY OF ZERTH'AD'LUN

Once the githzerai *plane shift* the PCs to Limbo, they quickly make their way to the monastery of Zerth'Ad'Lun. PCs interested in learning more about this facility are told that it is a training area for the physical arts of mental discipline, led by the sensei Belthomias. For additional details, see DMG page 159. Read the following text aloud, describing the entry into Limbo:

The githzerai gather into a circle and prepare for the journey to Limbo. When the ceremony is complete, you find yourselves in a broiling sea of chaos.

All around you are chunks of the four elements, moving in random directions and colliding with each other. There is no rhyme or reason to anything you see around you. This is Chaos incarnate.

The githzerai begin meditating, and the random pieces of rock around you coalesce into a pathway that appears safe.

Travel along the path takes what seems like hours, for the passage of time here is difficult to fathom. Eventually you can see a large structure of some sort. It is situated on a mound of earth that is barely a few inches thick. All around, the plane of Limbo churns in random directions. You appear to have found the only island of sanity in this never-ending plane of anarchy.

The PCs reach the monastery without incident, as the githzerai know the safest way there. After a few minutes, they are brought into a large chamber and introduced to the sensei.

After some discussion between Chu'Par and the githzerai of the monastery, you are led through the training grounds to a central gathering area.

As you walk through the monastery, you notice you are not the only outsiders here. There are a handful of elves, dwarves, half-orcs and even some strange spike-covered humanoids training with the githzerai.

Eventually you are brought before a leader of some sorts. A githzerai clad only in robes stands before you and your escorts. He addresses the assemblage in common.

"I greet you and welcome you to our home. This place is Zerth'Ad'lun, and I am sensei here. You have done a great service and pain to my students. In freeing them, you have lifted chains placed by others - an honorable deed. But in doing so, you have incurred a debt, casting a more subtle chain upon them.

Since you are outsiders and do not know our ways, this is easily remedied. We will help you in a task, so that the debt can be absolved. If you are worthy, a bond of brotherhood may be formed, and we can freely give to each other without the chains of obligation.

I understand that you have an enemy who has hidden on this plane. We will help you find him, and rescue those he has captured. Is this acceptable?"

If the PCs have the Map of Limbo from PAL7-07 Letter of the Law:

"And I understand you have a map of this place?" He examines the map and returns it to you. "This map leads to an ancient githzerai city, lost to us some centuries ago. We can guide you there and avoid many of the hazards of this plane along the way."

The PCs can now address the sensei as they wish. If they turn down the agreement, the githzerai will be insulted, but still offer to return the PCs to Oerth and give the PCs some magic items as a reward. In this case, the adventure ends here and the PCs in turn receive access to the githzerai items marked on the AR as payment.

Assuming the PCs accept the agreement, they can ask for additional information. Here are some likely responses:

Who are you? I am Belthomias, sensei and leader of this monastery. I teach the githzerai and those that wish to train with them. We teach of Zerthimon, and how his discipline broke the chains of the vile mindflayers that once imprisoned us.

How will we find Korinoth's base (assuming the PCs do not have the map)? We have powerful spellcasters that can use *discern location* to find your missing churchmen.

How will we get to Korinoth's base? My adepts will guide you there. They can shape Limbo to their will and find as safe a path as possible.

How long will it take to get there? The nature of Limbo makes it difficult to predict such things. However, this journey should take only a few hours.

What are the planar traits of Limbo and Korinoth's Base? See Encounter 6 for details on navigating Limbo. Korinoth's Base is likely similar to the githzerai monastery, otherwise it would be unlivable.

Will you help us fight Korinoth? No, we see this is your battle. We will guide you there and back, and return you and your captured friends to your home plane.

What did you mean about a bond of brotherhood and being worthy? Those of you who have the appropriate discipline may train with us, and learn the teachings of Zerthimon, as well as our fighting style.

May we rest here? Yes, our monastery accepts guests infrequently.

When the PCs are ready to leave to attack Korinoth's base, proceed to Encounter 6.

◆ **Belthomias:** male githzerai monk 16 (Diplomacy +10, Sense Motive +20).

◆ **Githzerai adepts (10):** male githzerai monk 8 (Diplomacy +5, Sense Motive +8).

6: NAVIGATING LIMBO

Refer to this encounter for details of the plane of Limbo and planar effects. If the PCs have any questions about the plane of limbo, the githzerai freely share this information. Otherwise, the PCs must make a DC 20 Knowledge (the planes) check. For additional details on planar effects, see DMG page 148-150 and 158-159.

Outside the walls of the githzerai monastery, the plain of limbo has the following traits:

- **Strongly chaotically aligned:** all non-chaotic creatures (not just lawful ones) take a -2 penalty to all Charisma, Intelligence, and Wisdom based checks
- **Subjective directional gravity:** orientation is subjective.
- **Wild magic:** outside of permanent structures, all magical spells and spell-like abilities function randomly. Each time a spell is cast or used, the caster must make a caster level check (DC 20 + level of the spell or effect). If the check fails, roll on the table on DMG 150 to see the random effect.

- **Randomly element dominant:** large chunks of pure elemental matter can appear with little or no warning. Damage is on the order of 3d4 to 3d10 depending on the nature of exposure. A good githzerai map can help avoid such things.

Inside the walls of the githzerai monastery and the ruins of Zhara-Kith gravity is normal and there is no wild magic effect. In the githzerai monastery the strong chaotic alignment is countered, but not in the ruins of Zhara-Kith.

The following details the planar hazards encountered during the trip to the ruins of Zhara-Kith. If any player has the *Map of Limbo from PAL7-07 Letter of the Law*, skip this section and go directly to Encounter 7. In this case the githzerai use the map to guide the PCs safely to their destination without encountering any planar hazards.

Planar Hazards:

PCs with some form of magical protection from planar hazards are partially protected from the effects of Limbo. The air and earth burst at APL 4 and the fire burst at APL 10-12 cannot be completely avoided. Depending on the spell description, PCs with special spells or abilities that protect them from planar hazards should receive a +2 or +5 circumstance bonus to the saves. PCs with planar protection spells are immune to the *sickness* effect at APL 6-12.

APL 4 (EL 1):

◆ At some point during the journey, the PCs are bombarded by a sudden surge of air and earth. All PCs take 3d6 points of bludgeoning damage (DC 15 Reflex save for half damage) as they are buffeted by strong winds. Read the following aloud when this happens:

During your journey, your githzerai scouts shout "get down!". As you are about to drop to the ground, a large blast of air, hurtling rocks and debris, slams into you and your companions.

APL 6-8 (EL 2):

Same as APL 4, in addition:

◆ Due to the constant changes in gravity, all PCs must make a DC 18 Will save. Failure results in the PC being *sickened* while traveling in Limbo and for two hours afterward. This condition can be removed by a *lesser restoration*, *remove disease*, *remove paralysis*, or any other second level or higher conjuration [healing] spell. When this happens, read the following aloud:

As you are traveling through the ever shifting terrain of limbo, the githzerai warn you that the area ahead may be disorienting. For the next hour, your journey involves twisting paths that alter your perception of up and down. The experience is incredibly weird, and makes you very queasy.

APL 10-12 (EL 3):

Same as APL 4-8, in addition:

At some point during the journey, the PCs are blasted by a gout of flame. All PCs take 3d10 points of fire damage (DC 20 Reflex save for half damage) from the sudden blast. When this happens, read the following text aloud.

It has been what seems like days, but you are told only a few hours. The never-ending chaos of Limbo definitely has it in for you. It's right about the time you start thinking "this isn't so bad" that a gout of flame surrounds your group.

If the PCs desire to heal or otherwise prepare themselves for their arrival at the fortress, keep in mind the Wild Magic effect listed above. The githzerai warn that it is not safe to use magic (however potions and wands work normally) until they are inside the ruins of the city.

7: RUINS OF ZHARA-KITH

After a total of four hours of travel, the PCs reach the ruins of Zhara-Kith. The remains of the once great city take up a roughly square area 1,000 feet in length. In the middle of the ruins is a *mordenkain's private sanctum*, which appears from the outside to be a grayish mist covering a square area 120 ft. on each side and 30 ft. tall.

As the PCs approach, they have to alter the terrain of Limbo around them. This makes their approach noticeable to those patrolling the outskirts of the ruins. However, the chaos gnomes in the area cannot accurately predict when travelers might arrive, so they are limited to casting 10 minute / level buff spells and attempting to be in an area where the PCs are likely to arrive. Read the following aloud:

Before you, the swirling chaos of limbo continues to bombard your senses. The githzerai have molded a passageway for you through the ever-changing plane. After what seems like days, but was actually only four hours, you can see the remains of a floating city. The ruins are roughly 1000 feet across with some form of grayish mist in the center.

PCs can make a DC 25 Spellcraft check to realize the mist is a *Mordenkain's private sanctum*.

See DM Map 2 for details on the encounter area. Due to Dr. Zaius' size, the gnomes have no chance of a surprise round. The gnomes use the cover of the ruins to prevent the PCs from seeing them from a significant distance. The stabby twins will hide to avoid being attacked (since they are weaker than their allies).

Areas marked as "rubble" on the map are difficult terrain and provide cover. Areas marked as "ruins" are 10 ft. tall ruined buildings and impassable (the roofs should be considered difficult terrain). There is an intact building that the gnomes use as their residence. Off the

map is "raw Limbo". Anyone in "Raw Limbo" is subject to the wild magic effect described above.

Once the PCs reach the city, magic behaves normally, with the exception of the following (due to Korineth's manipulation of the magic of Limbo, the city has become a center of chaos):

- *Enhanced chaos magic* (spells with the chaos descriptor are automatically Maximized, per the Maximize Spell feat.
- *Impeded law magic* (spells with the law descriptor fail unless the caster makes a DC 20 + spell level Spellcraft check).

If the PCs spend time casting spells (possibly to recover from the effects of journeying through Limbo), then the gnomes have a more accurate idea when they are coming, and can cast short duration buff spells. At least one gnome must make a DC 25 Listen check for the group to have this accurate advance warning of the PCs arrival.

In this case, Chirath casts *shield* on himself, followed by *enlarge person*. He has to cast *enlarge person* on himself in order to share it with Dr. Zaius (making the ape huge sized). For these spells, Chirath must stay within five feet of Dr. Zaius or the sharing effect is broken (for these spells only). PCs can hear this spellcasting with a DC 25 Listen check.

The encounter should occur as shown on DM Map 2 (with the PCs entering as indicated) and rolling initiative normally. Clever or resourceful PCs may scout ahead or use magic to detect the encounter from afar. In this case (assuming the gnomes are unaware), the PCs may take whatever preparatory action necessary before attacking the gnomes. If the PCs bypass the gnomes completely, they leave a dangerous enemy behind them. If the gnomes are alerted (through the *telepathic bond* or some other action) to the fight with Korineth, they will join it, taking three rounds to arrive there. When the PCs reach the area with the gnomes, read the following aloud:

In the ruins of the city, you come across a large (huge) ape wearing some form of barding. Next to him are two strange looking gnomes. "Intruders!" they call out, "Prepare to meet oblivion!" It appears they are hostile...

APL 4 (EL 6)

Chirath the Animal Leader: male chaos gnome wizard 2/druid 2: hp 19; Appendix I.

Dr. Zaius: male ape companion: hp 30; Appendix I

Killiak the Inspirer: male chaos gnome marshal 1/bard 2: hp 21; Appendix I.

The stabby twins: Slicy and Dicy: female chaos gnome swashbuckler 1/rogue 1: hp 18; Appendix I.

APL 6 (EL 8)

Chirath the Animal Leader: male chaos gnome wizard 2/druid 3/beastmaster 1: hp 40; Appendix I.

☛ **Dr. Zaius:** male ape companion (advanced): hp 60; Appendix I.

☛ **Killiak the Inspirer:** male chaos gnome marshal 3/bard 2: hp 34; Appendix I.

☛ **The stabby twins: Slicy and Dicy:** female chaos gnome swashbuckler 1/rogue 3: hp 30; Appendix I.

APL 8 (EL 10)

☛ **Chirath the Animal Leader:** male chaos gnome wizard 3/druid 3/beastmaster 1/arcane heirophant 1: hp 63; Appendix I.

☛ **Dr. Zaius:** male ape companion/familiar (advanced): hp 60; Appendix I.

☛ **Killiak the Inspirer:** male chaos gnome marshal 4/bard 3: hp 48; Appendix I.

☛ **The stabby twins: Slicy and Dicy:** female chaos gnome swashbuckler 3/rogue 3: hp 41; Appendix I.

APL 10 (EL 12)

☛ **Chirath the Animal Leader:** male chaos gnome wizard 3/druid 3/beastmaster 1/arcane heirophant 3: hp 76; Appendix I.

☛ **Dr. Zaius:** male ape companion/familiar (advanced): hp 75; Appendix I.

☛ **Killiak the Inspirer:** male chaos gnome marshal 4/bard 4: hp 57; Appendix I.

☛ **The stabby twins: Slicy and Dicy:** female chaos gnome swashbuckler 5/rogue 3: hp 66; Appendix I.

APL 12 (EL 14)

☛ **Chirath the Animal Leader:** male chaos gnome wizard 3/druid 3/beastmaster 1/arcane heirophant 5: hp 85; Appendix I.

☛ **Dr. Zaius:** male ape companion/familiar (advanced): hp 108; Appendix I.

☛ **Killiak the Inspirer:** male chaos gnome marshal 4/bard 4: hp 57; Appendix I.

☛ **The stabby twins: Slicy and Dicy:** female chaos gnome swashbuckler 7/rogue 3: hp 79; Appendix I.

Special: All of the chaos gnomes are especially vulnerable to a good joke. If any PC uses the *That's What She Said* favor from PAL7-04 *Spirit of the Law* on one of the chaos gnomes, the gnome receives a -4 penalty to the save. If the player roleplays the joke and makes anyone at the table laugh or groan, the penalty increases to -6 (this increased penalty does not apply to puns).

Tactics:

At all APLs Dr. Zaius engages a tough looking melee target. The stabby twins (from hiding) snipe with their longbows, then move and draw kukris. In later rounds, the stabby twins move for a flank with each other, Killiak, or Dr. Zaius to insure their sneak attack. Killiak begins combat with an *inspirational boost* and his bardic inspire courage. In subsequent rounds, he changes his marshal aura to affect flanking damage and grants a move action

(APL 8-12 only), or uses either his *wand of color spray*, *tanglefoot bags*, or *glitterdust* as appropriate.

At APL 4, Chirath casts *enrage animal* on Dr. Zaius. In subsequent rounds he uses his *wand of snake's swiftness* to give Dr. Zaius extra attacks. When the *enrage animal* wears off, Chirath casts *enlarge person* (on himself, which he can then share with Dr. Zaius). At all APLs, Chirath stays close to Dr. Zaius so he can continue to share spells with him. If grappled, he uses *benign transposition* with Dr. Zaius (or one of the stabby twins) to get out of it.

At APL 6, Chirath starts off with a *bull strength* and *nature's favor* on Dr. Zaius. In the second round he casts *enrage animal*. In the third and following rounds he uses either his *wand of snake's swiftness* or *launch item* on a tanglefoot bag.

At APL 8, Chirath starts off with *augment familiar* and *nature's favor*. In the second round he casts *enrage animal*. In the third and following rounds he uses either his *wand of snake's swiftness*, casts *glitterdust*, or uses *launch item* on a tanglefoot bag. At this APL, the stabby twins can use their *anklet's of translocation* to escape grapples and move into flanking position much easier.

At APL 10, Chirath starts off with *augment familiar* and *nature's favor*. He follows up with *evard's menacing tentacles* and then *enrage animal*. In the fourth and following rounds he casts *dispel magic*, or *glitterdust*, or uses his *wand of snake's swiftness*.

At APL 12, Chirath starts off with *Evard's menacing tentacles* and *lion's charge* (enabling Dr. Zaius to make a full attack on a charge, including the tentacles). He follows up with *nature's favor* and *augment familiar*. In the third and following rounds he casts *Evard's black tentacles*, *glitterdust*, or *dispel magic*.

Also at APL 12, Dr. Zaius will activate his *heart of earth* to gain the effects of a *stoneskin* spell for the duration of the combat.

Development: It is possible to interrogate the gnomes. They aren't particularly attached to Korinoth and will rat him out after a successful DC 20 Diplomacy or Intimidate check (as long as they are allowed to flee with their lives).

The gnomes are from one of their own communities on Limbo and are not interested in Oerth. They were hired by Korinoth to secure the ruins and guard them. They know that he is weakened after his last journey, but he has been "magically changed" in some way (they aren't sure how or what). The gnomes know there are still some slaad left in the ruins (a red and/or blue) or just an anarchic creature at APL 4.

If Chirath is currently under a *telepathic bond* (APLs 8-12 only), he will keep Korinoth apprised of the situation (so that he can cast buff spells and prepare himself for the PCs arrival). See Encounter 8 to determine if the *telepathic bond* is active or not.

Regardless of the outcome, proceed to Encounter 8 when the PCs approach the gray-misted area.

8: THE SILVER TONGUED PRIEST

Korinoth and his slaad allies reside outside the last remaining buildings in Zhara-Kith. Korinoth is currently weakened by an energy draining effect and spends his time in the courtyard of what was once a githzerai monastery. The captured members of the Church Militant are inside a small building in the area.

Refer to DM map 3 for details of this encounter.

☛ The entire area is inside a *Mordenkain's private sanctum*. As a result anyone outside the area cannot see or hear what occurs inside. Those inside the area can see and hear what is going on outside normally. See PHB page 256 for details. The effect is permanent with a caster level of 18.

At low APL's, Korinoth should be unaware of the PCs arrival, unless they used particularly flashy magic (such as a fireball, visible from some distance away).

At APLs 8-12, Korinoth has an *extended lesser telepathic bond* with Chirath. Because the spell has a limited duration, there is only a chance that it is active when Encounter 7 occurs. When the PCs arrive, there is a percentage chance based on the caster level of the effect (and thus APL) that the *telepathic bond* is active and thus Korinoth was alerted of the PCs arrival through the bond and has prepared accordingly.

- **APL 8:** 35%
- **APL 10:** 65%
- **APL 12:** 85%

Additionally, both Korinoth and the slaad may hear the PCs arrival or the casting of spells. Korinoth and the slaad must make a DC 11 (+5 for obstructions and +6 for the distance from Korinoth to the edge of the *private sanctum*) + distance (from the *mordenkain's private sanctum*) Listen check to hear the PCs.

If Korinoth is alerted, he begins casting buffing spells, starting with 10 minute per level spells first as defined below:

APL 4: *shield of faith, invisibility*

APL 6: *magic circle against law, shield of faith, invisibility*

APL 8: *freedom of movement, resist energy (fire), shield of faith, invisibility*

APL 10: *freedom of movement, resist energy (fire), resist energy (electricity), shield of faith, invisibility*

APL 12: *freedom of movement, resist energy (fire), resist energy (electricity), death ward, shield of faith, mislead*

☛ Just like the rest of the ruined city, this encounter area is subject to enhanced chaos effects as listed here:

- *Enhanced chaos magic* (spells with the chaos descriptor are automatically Maximized, per the Maximize Spell feat.

- *Impeded law magic* (spells with the law descriptor fail unless the caster makes a DC 20 + spell level Spellcraft check).

When the PCs arrive in the encounter area, read the following boxed text aloud:

Entering through the gray mist, you find yourself staring down at a (strange bear at APL 4) red (and blue at APL 10-12) slaad. You appear to be in the courtyard of a monastery. Amidst the piles of rubble and debris is a pile of old weapons. On one side of the courtyard is a still intact building with a new steel door attached to it.

If Korinoth is visible:

In the center of the area is the one you've been looking for all along. A suel man stands in heavy armor and a light shield in front of you, gripping a rod in one hand. He shouts at you with a hissing voice:

"Why must you interfere in my plans? Don't you know how the Theocracy wants to hurt all of us? Join me, and together we can bring down this tyrannical oppressive government! No? Oh well, it was worth a try."

If Korinoth is invisible:

From somewhere in the courtyard, a man shouts with a hissing voice at you, clearly invisible:

"Why must you interfere in my plans? Don't you know how the Theocracy wants to hurt all of us? Join me, and together we can bring down this tyrannical oppressive government! No? Oh well, it was worth a try."

If any PC makes a DC 24 + distance Spot check (to detect Korinoth's disguise), read the following aloud:

Carefully looking at the deceptive priest, you are certain that he is not what he appears to be. His true appearance is more serpentine than human.

In this case, the PC that saw through the disguise can make a DC 14 Knowledge (nature) check to determine Korinoth is a lycanthrope, and that silver weapons will be needed to hurt him.

Some PCs may want to negotiate with Korinoth. He has no respect for non-followers of Syrul, and will happily lie to the PCs, promising to help them or allow them to join hem. If for no other reason than they have money and found his lair, Korinoth will attack the PCs. Have Korinoth make a Bluff check opposed by the PCs Sense Motive. If Korinoth succeeds, he automatically wins initiative (and initiates combat).

Any PC that successfully Bluffs Korinot has the same potential to begin combat. If a PC attempts to dupe Korinot in order to gain an advantage (and is successful), allow that PC to begin combat at the top of initiative. Only one PC or Korinot can "win" initiative this way. If everyone is lying successfully (or unsuccessfully), than everyone rolls initiative normally.

If a PC succeeds in this contest, read the following:

"I can't believe you caught me monologuing!"

APL 4 (EL 7)

☛ **Korinot the Sly:** male human (Suel) were-snake (medium viper, hybrid form) cleric of syrul 4: hp 49; Appendix I.

☛ **Anarchic brown bear (1):** hp 54; Appendix I.

APL 6 (EL 9)

☛ **Korinot the Sly:** male human (Suel) were-snake (medium viper, hybrid form) cleric of syrul 6: hp 66; Appendix I.

☛ **Red Slaad (1):** hp 52; *Monster Manual* page 228.

APL 8 (EL 11)

☛ **Korinot the Sly:** male human (Suel) were-snake (medium viper, hybrid form) cleric of syrul 8: hp 79; Appendix I.

☛ **Red Slaad Hunter:** red slaad ranger 2; hp 72; Appendix I.

APL 10 (EL 13)

☛ **Korinot the Sly:** male human (Suel) were-snake (medium viper, hybrid form) cleric of syrul 10: hp 93; Appendix I.

☛ **Red Slaad Hunter:** red salad ranger 2; hp 72; Appendix I.

☛ **Blue Slaad Slicer:** advanced blue salad fighter 1; hp 117; Appendix I.

APL 12 (EL 15)

☛ **Korinot the Sly:** male human (Suel) were-snake (medium viper, hybrid form) cleric of syrul 12: hp 107; Appendix I.

☛ **Red Slaad Hunter:** red salad ranger 2/fighter 2: hp 93; Appendix I.

☛ **Blue Slaad Slicer:** advanced blue salad fighter 1; hp 159; Appendix I.

Tactics: Because he is a were-snake in hybrid form, Korinot cannot cast spells with verbal components. To compensate for this, he has *metamagic rods of silent spell* and the Sudden Silent or Silent Spell metamagic feats. Korinot can also use the reserve feat Winter's Blast without any issues, since it is a supernatural ability with no verbal component. Because of this, Korinot will never cast his highest level cold spell.

Changing form between hybrid and humanoid form is a standard action that does not provoke an attack of

opportunity. Because both forms are roughly the same shape, none of Korinot's equipment is dropped or melds into his form.

Korinot casts his daily buff spells in humanoid form, then returns to hybrid form (using his *hat of disguise* to maintain the illusion that he is just a human). At all APLs, Korinot has a stalwart pact he had previously cast upon himself. It is at caster level 20 (and grants 35 temporary hit points when activated).

At APL 4, Korinot starts with a *soundburst* or *ice slick* (going for the largest number of targets). He orders the anarchic bear to attack stunned or flat-footed targets (on the ice) to quickly neutralize an opponent. Korinot follows up with his other *soundburst* in subsequent rounds. After casting three spells (using up his *metamagic rod*), Korinot begins using his Winter's Blast reserve feat.

At APL 6, Korinot behaves the same as at APL 4, except that he has the option to use *dispel magic* to get rid of annoying spells. The red slaad will pounce a flat-footed or stunned PC, hoping to kill or drop him. In subsequent rounds, the slaad will full attack or pounce another PC. The slaad is immune to the *soundburst* spell, so Korinot will use it to stun PCs that are near the slaad.

At APL 8, Korinot starts off with a *confusion*, followed by *soundbursts* and *dispel magic* as needed. At this APL, Korinot also has *silent close wounds* he can use to heal himself or the slaad as an immediate action. At this APL, the slaad fights with picks, and is able to pounce with them as well. The slaad uses the same tactics as at APL 6 (with a more devastating full attack), but makes use of his *greatreach bracers* to either pounce with 20 feet reach, or pounce with 10 feet reach then switch to 20 feet reach after attacking to deny opponent's the ability to escape (or close without attacks of opportunity).

At APL 10, Korinot starts off with a *silent confusion*, then a *wall of chaos* to prevent PCs from approaching him. He follows up with *flamestrike* on groups or a *slay living* on any PC that closes with him. The red slaad continues to follow the same tactics as APL 6-8.

The blue slaad will make use of a large pile of nearby weapons and his *telekinesis* ability as a *violent thrust*. In the first round, the blue slaad will ready to launch a volley of ten crossbow bolts at a spellcasting PC that avoids melee combat. There are enough crossbow bolts available for four volleys. In subsequent rounds, the blue slaad will concentrate on the same PC (readying to disrupt or simply throwing more volleys at that PC).

At APL 12, Korinot follows the same tactic as APL 10, with the option of casting *heal* on himself if sufficiently wounded. The red and blue slaads follow the same tactics as at APL 10.

Special: If the PCs do not confront Korinot at this time (or flee from the battle), then they do not have a chance of defeating him at all. Korinot has sent some of his trusted slaad allies to acquire a *scroll of greater restoration*, in order to restore the levels drained away from him. In that case, he is a much more powerful adversary that the PCs do not stand a chance of defeating. Korinot will also

eventually kill the Church Militant captives once he is done torturing them.

Development: After Korinoth and the slaad are defeated, the PCs can easily find the Church Militants and meet up with the githzerai. The Church Militant are thankful and relatively unharmed (though they have been abused a bit). Korinoth has mostly ranted at them for the past few days while he was weakened. He had promised something special for them when he returned to full strength.

If Korinoth is captured, he is non-responsive for now. PCs can interrogate him later at their leisure. He will confess to being responsible for the events of both PAL7-04 *Spirit of the Law* and PAL7-07 *Letter of the Law* (discourage any spoilers for PCs that have not played those adventures). In addition, for capturing Korinoth alive, PCs will also receive the Ur-Flan Connection favor on the AR. The slaad knows nothing.

CONCLUSION

After defeating Korinoth and rescuing the captured Church Militant officials, the githzerai take the PCs back to their monastery to rest and recuperate.

In acknowledgement of the PCs skill in defeating a force of chaos, the githzerai offer to sell the PCs all items marked on the AR with a "G".

When the PCs return to the monastery, read the following aloud:

The sensei Belthomias and the monk Chu'Par welcome your return to their monastery of Zerth'Ad'Lun. After hearing the details of your adventure, they offer you their congratulations and respect. Belthomias expresses a desire to send some of his monks to visit your world and learn more about the Theocracy.

In addition, Belthomias offers you the opportunity to stay and train in the fighting style of the githzerai. However, he expresses concern that you, as novice planar travelers, may have become suffused with the chaotic nature of Limbo. In order to stay and participate in the githzerai training, he will need to cleanse you of this taint.

If the players are concerned, stress that this training requires minimal time (no TU cost).

PCs that encourage the githzerai to visit Oerth and the Theocracy gain the *Alliance of the Githzerai* favor on the AR, making all githzerai items regional access. In addition, PCs that adventured on Limbo gain the *Touched by Chaos* favor unless they were under the effects of a *protection from chaos* for the entire stay on Limbo.

PCs that wish to train with the githzerai gain the *Favor of the Githzerai* on the AR. PCs that wish the *Greater Favor of the Githzerai* must be cleansed of the taint of chaos (they cross off the *Touched by Chaos* favor to gain this).

All PCs gain the *Strange Magic* favor for the respective APL and all lower APLs as long as they reached Encounter 7 and Encounter 8.

When the PCs are ready to return to Oerth, read the following aloud.

The githzerai finally part ways with you, with some a few offering to follow at a later time. When you return to Oerth, you find yourselves outside Landrigard.

After a long walk back to the city, you find the Church Militant and Pale Patrol members are in good spirits. The destruction of the forces of chaos in the Rakers has closed another dangerous chapter in the history of the Theocracy of the Pale. Hopefully, no one else will be twisting the laws of the Pale to their own anarchic goals.

However, the strange Ur-Flan cult still remains. The Church Militant is eager to resume their search for members of this organization, and may need your help again in the future.

Upon returning to Landrigard, the PCs gain the *Thanks of the Church Militant* favor on the AR. PCs that successfully captured and interrogated any of the Ur-Flan members in Encounter 3 or Korinoth in Encounter 8 gain the *Ur-Flan Connection* favor on the AR as well.

CAMPAIGN CONSEQUENCES

Please email the answers to these questions to Matt Thompson (rook1138@gmail.com) on or before 3/31/2008.

- 1) Did Korinoth escape defeat or capture?
- 2) Did the PCs encourage the githzerai to visit the Theocracy?

EXPERIENCE POINT SUMMARY

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

2: Caves of Chaos

Bypass or set off the trap

APL 4-6	60 XP
APL 8-12	150 XP

3: Shadowy Allies

Defeat the Ur-Flan cultists

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: Navigating Limbo

Deal with or Avoid Planar Hazards

APL 4	30 XP
APL 6-8	60 XP
APL 10-12	90 XP

7: Ruins of Zhara—Kith

Defeat Chaos Gnomes

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

8: The Silver Tongued Priest

Defeat Korinoth

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Discretionary roleplaying award

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Total Possible Experience

APL 4	720 XP
APL 6	960 XP
APL 8	1260 XP
APL 10	1500 XP
APL 12	1710 XP

Experience Cap

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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.

Introduction

APL 4: Coin 40 gp; Total 40 gp.

APL 6: Coin 60 gp; Total 60 gp.

APL 8: Coin 80 gp; Total 80 gp.

APL 10: Coin 100 gp; Total 100 gp.

APL 12: Coin 120 gp; Total 120 gp.

3: Shadowy Allies

APL 4: Loot 280 gp; Total 280 gp.

APL 6: Loot 345 gp; Magic 317 gp; full plate mail +1 (220 gp), heavy wooden shield +1 (97 gp); Total 662 gp.

APL 8: Loot 70 gp; Magic 1,173 gp; full plate mail +1 (x3) (220 gp each), heavy wooden shield +1 (97 gp), periapt of wisdom +2 (333 gp), cloak of resistance +1 (83 gp); Total 1,243 gp.

APL 10: Loot 10 gp; Magic 1,660 gp; full plate mail +1 (x3) (220 gp each), heavy wooden shield +1 (97 gp), periapt of wisdom +2 (333 gp), cloak of resistance +1 (83 gp), falchion +1 (x2) (198 gp each), mithral chain shirt (91 gp); Total 1,670 gp.

APL 12: Loot 10 gp; Magic 1,660 gp; full plate mail +1 (x3) (220 gp each), heavy wooden shield +1 (97 gp), periapt of wisdom +2 (333 gp), cloak of resistance +1 (83 gp), falchion +1 (x2) (198 gp each), mithral chain shirt (91 gp); Total 1,670 gp.

7: Ruins of Zhara—Kith

APL 4: Loot 61 gp; Magic 155 gp; scroll of mass align fang (31 gp), wand of color spray (62 gp), wand of snake's swiftness (62 gp); Total 216 gp.

APL 6: Loot 191 gp; Magic 238 gp; scroll of mass align fang (31 gp), wand of color spray (62 gp), wand of snake's swiftness (62 gp), cloak of resistance +1 (83 gp); Total 429 gp.

APL 8: Loot 166 gp; Magic 1,279 gp; scroll of mass align fang (31 gp), wand of color spray (62 gp), wand of snake's swiftness (62 gp), cloak of resistance +1 (83 gp), lesser metamagic rod of extend spell (250 gp), amulet of health +2 (333 gp), chain shirt +1 (x2) (104 gp each), anklet of translocation (x2) (125 gp each); Total 1,445 gp.

APL 10: Loot 10 gp; Magic 1,861 gp; scroll of mass align fang (31 gp), wand of color spray (62 gp), wand of snake's swiftness (62 gp), cloak of resistance +1 (x4) (83 gp each), lesser metamagic rod of extend spell (250 gp), amulet of health +2 (333 gp), headband of intellect +2 (333 gp), chain shirt +1 (x2) (104 gp each), anklet of translocation (x2) (125 gp each); Total 1,871 gp.

APL 12: Loot 10 gp; Magic 1,861 gp; scroll of mass align fang (31 gp), wand of color spray (62 gp), wand of snake's swiftness (62 gp), cloak of resistance +1 (x4) (83 gp each), lesser metamagic rod of extend spell (250 gp), amulet of health +2 (333 gp), headband of intellect +2 (333 gp), chain shirt +1 (x2) (104 gp each), anklet of translocation (x2) (125 gp each); Total 1,871 gp.

8: The Silver Tongued Priest

APL 4: Loot 125 gp; Magic 733 gp; lesser metamagic rod of silent spell (250 gp), hat of disguise (150 gp), amulet of health +2 (333 gp); Total 858 gp.

APL 6: Loot 10 gp; Magic 1,049 gp; lesser metamagic rod of silent spell (250 gp), hat of disguise (150 gp), amulet of health +2 (333 gp), full plate +1 (220 gp), light wooden shield +1 (96 gp); Total 1,059 gp.

APL 8: Loot 193 gp; Magic 2,219 gp; lesser metamagic rod of extend spell (250 gp), metamagic rod of silent spell (916 gp), anklet of translocation (125 gp), large chain shirt +1 (112

gp), cloak of resistance +1 (83 gp), greatreach bracers (250 gp), hat of disguise (150 gp), amulet of health +2 (333 gp); Total 2,412 gp.

APL 10: Loot 50 gp; Magic 3,310 gp; lesser metamagic rod of extend spell (250 gp), metamagic rod of silent spell (916 gp), anklet of translocation (125 gp), large chain shirt +1 (x2) (112 gp each), cloak of resistance +1 (83 gp), greatreach bracers (250 gp), hat of disguise (150 gp), amulet of health +2 (333 gp) mithral full plate (875 gp), large tower shield +1 (104 gp); Total 3,360 gp.

APL 12: Loot 50 gp; Magic 4,727 gp; lesser metamagic rod of extend spell (250 gp), metamagic rod of silent spell (916 gp), anklet of translocation (125 gp), large chain shirt +2 (x2) (362 gp each), cloak of resistance +1 (83 gp), greatreach bracers (250 gp), hat of disguise (150 gp), amulet of health +2 (333 gp) mithral full plate (875 gp), large tower shield +2 (354 gp), pink rhomboid ioun stone (667 gp); Total 4,757 gp.

Treasure Cap

APL 4:	650
APL 6:	900
APL 8:	1,300
APL 10:	2,300
APL 12:	3,300

Total Possible Treasure

APL 4:	1,394 gp (754 gp over cap)
APL 6:	2,210 gp (1,310 gp over cap)
APL 8:	5,180 gp (3,880 gp over cap)
APL 10:	7,001 gp (4,701 gp over cap)
APL 12:	8,418 gp (5,118 gp over cap)

ADVENTURE RECORD ITEMS

☛ **Ur-Flan Connection:** These Ur-Flan cult secrets, may be useful in future adventures.

☛ **Favor of the Githzerai:** You have been trained in the arts of Law, but cannot also gain the *Touched by Chaos* favor. Five times, as a swift action, you can make any natural/unarmed/weapon attacks *axiomatic* for 3 rnds. This is a lawful act. After 3 uses, your alignment permanently shifts one step towards lawful. This is a supernatural ability that does not provoke an attack of opportunity. ☐☐☐*lawful*☐☐

☛ **Alliance with the Githzerai:** You have forged an alliance between the githzerai and the Pale. You gain regional access to items marked with a "G" below.

☛ **Thanks of the Church Militant:** For destroying forces of chaos, the Church Militant will upgrade any weapon with the *axiomatic* or *bane (chaotic outsider)* enhancements at normal cost. This favor can be used any number of times.

☛ **Touched by Chaos:** You have been exposed to the chaos of Limbo, but cannot gain both this favor and the *Major Favor of the Githzerai*. Five times ever, as a swift action, you can make your natural, unarmed, or weapon attacks *anarchic* for 1d6 rounds. This is a chaotic act. After

three uses, your alignment permanently shifts one step towards chaotic. This is a supernatural ability that does not provoke an attack of opportunity. [] [] [] *chaotic* [] []

☛ **Strange Magic:** You have seen some strange spells used against you. You gain access to the following spells:

APL 4: *enrage animal, faith healing, launch item.*

APL 6: *benign transposition, close wounds.*

APL 8: *mass shield of faith, greater resistance.*

APL 10: *Evard's menacing tentacles, wall of chaos.*

APL 12: *girallon's blessing, heart of earth, lion's pounce, superior magic fang, superior resistance*

ITEM ACCESS

APLs 4-6:

- *Armbands of Might*^G (Adventure; MIC 72, 4,100gp)
- *Brawler's gauntlets*^G (Adventure; MIC 82, 1,000gp)
- *Gauntlets of arrow reflection*^G (Adventure; MIC 101, 2,000gp)
- *Ki Straps*^G (Adventure; MIC 113, 5,000 gp)
- *Lesser metamagic rod of Silent Spell* (Adventure; DMG 234, 3,000gp)
- *Scroll of mass align fang* (Adventure; CL 5th; Spell Compendium; 375 gp)
- *Wand of snake's swiftness* (Adventure; CL 1st; Spell Compendium; 750 gp)
- *Hat of disguise* (Adventure; DMG)

APL 8 (all of APLs 4-6 plus the following):

- *Lesser metamagic rod of Extend Spell* (Adventure; DMG 234, 3,000gp)
- *Metamagic rod of Silent Spell* (Adventure; DMG 234, 11,000gp)
- *Anklet of translocation* (Adventure; MIC 71, 1,4000 gp)
- *Greatreach bracers* (Adventure; MIC 108, 2,000gp)
- *Ring of adamantite touch*^G (Adventure; MIC 121, 6,000gp)

APL 10 (all of APLs 4-8 plus the following):

- *Shirt of slaadskin*^G (Adventure; MIC 135, 15,000gp)
- *Mithral chain shirt* (Adventure; DMG 200, 1,100gp)
- *Mithral full plate mail* (Adventure; DMG 200, 10,500 gp)

APL 12 (all of APLs 4-10 plus the following):

- *Pink rhomboid ioun stone* (Adventure; DMG 260, 8,000gp)

APPENDIX 1: APL 4

3: SHADOWY ALLIES

SHARZATH **CR 5**
Female human (Flan) warlock 1/cleric (Nerull)
2/master of shrouds 2
NE Medium humanoid (human)
Init -1; **Senses** Listen +3, Spot +3;
Aura Evil
Languages Common

AC 19, touch 9, flat-footed 19
(-1 Dex, +8 armor, +2 shield)
hp 36 (5 HD);
Fort +5, **Ref** -1, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.
Melee spiked gauntlet +3 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Death touch (2d6), Rebuke (bolster) undead 8/day, Summon undead,
Combat Gear none
Cleric Spells Prepared (CL 5th):
2nd—(D) *invisibility*, *desecrate*, *silence*
1st—(D) *cause fear* (DC 14), *protection from good*, *bles*, *magic weapon*
0—*create water*, *detect magic*, *detect poison*, *purify food and drink*
D: Domain spell. Deity: Nerull. Domains: Death, Trickery
Spell-Like Abilities (CL 1st):
Least—Beguiling Influence †
Eldritch Blast (at will), 1st level spell equiv
† Already cast

Abilities Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 13
Feats Augment Summoning, Extra Rebuking^B, Practiced Spellcaster (cleric), Spell Focus (conjunction)
Skills Bluff +12, Concentration +10, Diplomacy +9, Intimidate +9, Knowledge (religion) +5, Spellcraft +5, Use Magic Device +2,
Possessions combat gear plus masterwork full plate, spiked gauntlet, masterwork heavy wooden shield, two holy symbols, two spell component pouches

Death domain power (su) Once per day you can make a melee touch attack against a living creature. Roll 2d6, if the amount equals or exceeds the target's current hit points, it dies (no save).
Summon Undead (sp) A Master of Shrouds can summon one or more incorporeal undead 4 times per day. This ability is otherwise identical to the summon monster spells, except that the duration is 6 rounds. At second level, a master of shrouds can summon a single shadow (MM 221).

UR-FLAN SOLDIER **CR 2**
Male human (Flan) fighter 2
NE Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1;

Languages Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 18 (2 HD);
Fort +5, **Ref** +1, **Will** +3 (+2 Combat Focus)

Speed 20 ft. in breast plate(4 squares), base movement 30 ft.
Melee masterwork falchion +6 (2d4+3/18-20)
Or **Melee** spiked gauntlet +4 (1d4+2)
Ranged (touch) tanglefoot bag +3
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5
Atk Options Power Attack
Combat Gear tanglefoot bag

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8
Feats Combat Focus, Iron Will, Power Attack^B, Weapon Focus (falchion)^B
Skills Climb +4, Intimidate +4, Jump -2
Possessions combat gear plus masterwork breast plate, spiked gauntlet, masterwork falchion,

7: RUINS OF ZHARA-KITH

CHIRATH THE ANIMAL HANDLER **CR 4**
Male chaos gnome druid 2/wizard (transmuter) 2
CN Small humanoid (gnome)
Init +2 (+5 with marshal aura); **Senses** Listen +7, Spot +5; Low-Light Vision
Languages Common, gnomish, slaad, neraph

AC 17 (+4 dodge vs. giants), touch 13, flat-footed 15
(+1 size, +2 Dex, +4 *mage armor*)
hp 19 (4 HD);
Immune *confusion* effects
Fort +5, **Ref** +2, **Will** +9

Speed 30 ft. (6 squares), base movement 20 ft.(30 ft with *longstrider*)
Melee club +2 (1d4-1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -3
Atk Options None
Combat Gear scroll of *mass align fang*, tanglefoot bag, wand of *snake's swiftness*
Druid Spells Prepared (CL 2nd):
1st—*enrage animal*, *longstrider* (x2) †
0th—*create water*, *detect poison*, *mending*, *purify food and drink*
Wizard Spells Prepared (CL 2nd):
1st—(T) *enlarge person*, *mage armor* † (x2), *shield*,
0th— (T) *launch item* (x2), *detect magic* (x2), *open/close*
T: Transmutation spells (forbidden schools are enchantment and necromancy)
Spell-Like Abilities (CL 4th):
1st (1/day)—*entropic shield*
0th (1/day)—*daze* (DC 10), *flare*, *prestidigitation*
† Already cast

Abilities Str 8, Dex 14, Con 15, Int 14, Wis 16, Cha 10

SQ; nature sense, wild empathy, woodland stride

Feats Natural Bond, Scribe Scroll^B, Skill Focus (Handle Animal)

Skills Concentration +9, Handle Animal +7 (+11 with animal companion), Knowledge (arcana) +9, Knowledge (nature) +11, Knowledge (the planes) +3, Listen +7, Spellcraft +8, Spot +5, Survival +9,

Possessions combat gear plus club, spell component pouch (x2)

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

DR ZAIUS

CR 0

Male ape animal companion

N Large animal (ape)

Init +2 (acts on master's initiative); **Senses** Listen +6, Spot +6; Low-Light Vision, Scent

Languages N/A

AC 18, touch 11, flat-footed 16

(-1 size, +2 Dex, +4 barding, +3 natural)

hp 30 (4 HD);

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

Speed 40 ft. (8 squares), Climb 30 ft. (6 squares) base movement 30 ft. (40 ft. with *longstrider*)

Melee 2 claws +7 (1d6+5)

And bite +2 (1d6+2)

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

Base Atk +3; **Grp** +12

Atk Options None

Combat Gear none

Abilities Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

SQ Share spells, Link

Feats Alertness, Toughness

Skills Climb +14, Listen +6, Spot +6

Possessions combat gear plus chain shirt barding

Tricks known:(ex) Trained for Combat Riding (attack, come, defend, down, guard, and heel) Bonus Trick: Attack unusual.

KILLIAK THE INSPIRER

CR 3

Male chaos gnome bard 2/marshal 1

CN Small humanoid (gnome)

Init +3 (+6 with marshal aura); **Senses** Listen +1, Spot -1; Low-Light Vision

Languages Common, gnomish, slaad

AC 18 (+4 dodge vs. giants), touch 14, flat-footed 15

(+1 size, +3 Dex, +4 chain shirt)

hp 21 (3 HD);

Immune *confusion* effects

Fort +4, **Ref** +6, **Will** +4

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +1 (1d3-1)

Ranged light crossbow +5 (1d4/19-20)

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

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

Atk Options Bard Song, Marshal Auras

Combat Gear tanglefoot bag, wand of *color spray*

Bard Spells Known (CL 2nd):

1st (1/day)—*inspirational boost*, *grease* (DC 15)

0 (3/day)—*detect magic*, *mage hand*, *open/close*, *read magic*, *resistance*

Spell-Like Abilities (CL 3rd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 13), *flare*, *prestidigitation*

‡ Already cast

Marshal Auras known:

minor —motivate dexterity (+3 to all Dexterity checks and dexterity related skill checks, including initiative checks)

Abilities Str 8, Dex 16, Con 15, Int 12, Wis 8, Cha 17

SQ: marshal auras,

Feats Cloudy Conjuration, Skill Focus (Diplomacy)^B, Spell Focus (Conjuration)

Skills Balance +9, Bluff +8, Concentration +7, Diplomacy +8, Knowledge (arcana) +6, Knowledge (planes) +2, Listen +1, Perform (taunt) +8, Spellcraft +7, Spot -1, Tumble +8, Use Magic Device +9

Possessions combat gear plus spiked gauntlet, light crossbow, 20 bolts, chain shirt, spell component pouch (x2)

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

Bardic Song, Inspire Courage (su) Twice per day a bard can bolster allies. To be affected, an ally must be able to hear the bard sing. The effect lasts as long as the ally hears the song and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls. Inspire courage is a mind-affecting ability.

Marshal Aura (ex) A marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually, thus an aura can be effect at the start of a combat encounter even before the marshal takes a turn.

A marshal's aura effects all allies in 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

SLICY AND DICY, THE STABBY TWINS **CR 2**

Female chaos gnome swashbuckler 1/rogue 1

CN Small humanoid (gnome)

Init +3 (+6 with marshal aura); **Senses** Listen +7, Spot +5; Low-Light Vision

Languages Common, gnomish

AC 18 (+4 dodge vs. giants), touch 14, flat-footed 15 (+1 size, +3 Dex, +4 chain shirt)

hp 18 (2 HD);

Immune *confusion* effects, evasion

Fort +5, **Ref** +5, **Will** +1

Speed 20 ft. (4 squares), base movement 20 ft.

Melee kukri +5 (1d3/18-20)

Or Primary kukri +3 (1d3/18-20)

and Secondary kukri +3 (1d3/18-20)

or spiked gauntlet +5 (1d3)

Ranged longbow +5 (1d6/x3)

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

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

Atk Options sneak attack +1d6

Combat Gear tanglefoot bag,

Spell-Like Abilities (CL 2nd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 17, Con 16, Int 10, Wis 13, Cha 10

SQ: trapfinding

Feats Two-Weapon Fighting, Weapon Finesse^B

Skills Balance +9, Escape Artist +8 (+10 with ropes), Jump -1, Listen +7, Search +4, Spot +5, Tumble +10, Use Rope +8 (+10 to bind someone)

Possessions combat gear plus spiked gauntlet, kukris (x2), longbow, 20 arrows, chain shirt

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

8: THE SILVER TONGUED PRIEST

KORINOTH THE SLY (DRAINED 14 LEVELS) CR 6

Male human (Suel) natural were-snake (medium viper, hybrid form) cleric (Syrul) 4

CE Medium, humanoid (human, shapechanger)

Init +2; **Senses** Listen +8, Spot +8; Low-Light Vision, Scent

Languages Common, slaad

AC 25, touch 11, flat-footed 24

(+5 natural, +1 Dex, +1 shield, +8 armor)

hp 49 (6 HD) DR 10/ silver;

Fort +10, **Ref** +6, **Will** +8

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +4 (1d4)

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

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

Atk Options Turn Undead +0/2d6+4 (3/day as 4th level cleric), Winter Blast (15' cone 1d4/spell level Reflex DC 14+spell level for half)

Combat Gear *lesser metamagic rod of silent spell*

Cleric Spells Prepared (CL 6th):

2nd—(D) *invisibility*, *lesser frostburn*, *soundburst* (DC 16) (x2)

1st—(D) *comprehend languages*, *ice slick*, *faith healing* (x2), *shield of faith*

0th—*create water* (x2), *detect magic*, *detect poison*, *purify food and drink*

D: Domain spell. Deity: Syrul. Domains: Mind, Trickery

† Already cast

Abilities Str 11, Dex 14, Con 16, Int 12, Wis 18, Cha 10

SQ; alternate form, lycanthropic empathy (snakes), *stalwart pact*

Feats Practiced Spellcaster (cleric), Skill Focus (Knowledge (religion)), Sudden Silent, Winter's Blast

Skills Bluff +11, Concentration +12, Diplomacy +4, Disguise +14, Knowledge (arcana) +2, Knowledge (the planes) +2, Knowledge (religion) +8, Listen +8, Sense Motive +6, Spellcraft +5, Spot +8

Possessions combat gear plus spiked gauntlet, light wooden shield, full plate mail, holy symbol (x2), disguise kit, spell component pouch (x2), *amulet of health* +2, *hat of disguise*

Alternate Form (su): Should Korinoth return to his normal human form, his natural armor bonus is reduced by 3, his Dexterity is reduced by 6, his Strength increases by 2, and he loses his damage reduction. Changing form is a standard action that does not provoke an attack of opportunity. All of Korinoth's gear is usable in both human and hybrid form, so it remains worn or carried as-is.

ANARCHIC BROWN BEAR

CR 5

Male magical beast

N Large magical beast

Init +1; **Senses** Listen +4, Spot +7; Low-Light Vision, Scent

Languages N/A

AC 18, touch 10, flat-footed 17

(+1 Dex, +3 armor, +5 natural, -1 size)

hp 54 (6 HD); Fast Healing 1

Immune polymorph, petrification

Resist ; Acid 5, Cold 5, Electricity 5, Fire 5, Sonic 5

Fort +9, **Ref** +6, **Will** +2

Speed 40 ft. (8 squares)

Melee 2 claws +11 (1d8+8)

And bite +6 1 (2d4+4)

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

Base Atk +4; **Grp** +16

Atk Options Improved Grab, Smite Law

Combat Gear

Abilities Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6
SQ

Feats Endurance, Run, Track

Skills Listen +4, Spot +7. Swim +12,

Possessions combat gear plus masterwork studded leather barding

Smite Law (Su): once per day, an anarchic creature can make a normal attack to deal an extra 6 points of damage against a lawful opponent

Improved Grab (Ex): to use this ability, a brown bear must hit with a claw attack. It can then start a grapple as a free action without provoking an attack of opportunity.

3: SHADOWY ALLIES

SHARZATH **CR 7**

Female human (flan) warlock 1/cleric (Nerull)
2/master of shrouds 4

NE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3;

Aura Evil

Languages Common

AC 21, touch 9, flat-footed 21

(-1 Dex, +9 armor, +3 shield)

hp 51 (7 HD);

Fort +6, **Ref** +0, **Will** +12

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

Melee spiked gauntlet +5 (1d4+1)

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

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

Atk Options Death touch (2d6), Rebuke (bolster) undead 8/day, Summon undead,

Combat Gear none

Cleric Spells Prepared (CL 7th):

3rd—(D) *animate dead*, *magic circle against good*, *unholy storm*,

2nd—(D) *invisibility*, *desecrate*, *silence*, *soundburst*

1st—(D) *cause fear* (DC 14), *protection from good*, *bles*, *magic weapon*, *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *mending*, *purify food and drink*

D: Domain spell. Deity: Nerull. Domains: Death, Trickery

Spell-Like Abilities (CL 1st):

Least—Beguiling Influence †

Eldritch Blast (at will), 1st level spell equiv

† Already cast

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

Feats Augment Summoning, Extra Rebuking^B, Necromantic Presence, Practiced Spellcaster (cleric), Spell Focus (conjuration)

Skills Bluff +12, Concentration +12, Diplomacy +9, Intimidate +9, Knowledge (religion) +8, Spellcraft +6, Use Magic Device +2,

Possessions combat gear plus *full plate* +1, spiked gauntlet, *heavy wooden shield* +1, two holy symbols, two spell component pouches

Death domain power (su) Once per day you can make a melee touch attack against a living creature. Roll 2d6, if the amount equals or exceeds the target's current hit points, it dies (no save).

Summon Undead (sp) A Master of Shrouds can summon one or more incorporeal undead 4 times per day. This ability is otherwise identical to the summon monster spells, except that the duration is 8 rounds. At fourth level, a master of shrouds can summon a single wraith (MM 257) or two shadows (MM 221).

UR-FLAN SOLDIER

CR 4

Male human (flan) fighter 4

NE Medium humanoid (human)

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

Languages Common

AC 19, touch 11, flat-footed 19

(+1 Dex, +8 armor)

hp 24 (4 HD);

Fort +6, **Ref** +2, **Will** +4 (+2 Combat Focus)

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

Melee masterwork falchion +9 (2d4+6/18-20)

Or **Melee** spiked gauntlet +7 (1d4+3)

Ranged (touch) tanglefoot bag +5

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

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

Atk Options Power Attack,

Combat Gear tanglefoot bag

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8
SQ +4 to resist bull rush, disarm, grapple, overrun and trip attempts while in combat focus

Feats Combat Focus, Combat Stability Iron Will, Power Attack^B, Weapon Focus (falchion)^B Weapon Specialization (falchion)^B

Skills Climb +5, Intimidate +6, Jump -1

Possessions combat gear plus masterwork full plate, spiked gauntlet, masterwork falchion,

POWERFUL SHADOW

CR 6

Shadow duskblade 3

NE Medium undead (incorporeal)

Init +4; **Senses** Listen +10, Spot +10; Darkvision 60ft

Aura Evil

Languages Common

AC 16, touch 16, flat-footed 12

(+4 Dex, +2 Chr)

hp 45 (6 HD);

Immune undead immunities, incorporeal

Resistances turn resistance +2

Fort +4, **Ref** +6, **Will** +8

Speed Fly 40 ft, good (8 squares), base movement 40 ft.

Melee incorporeal touch +8 (1d6 Strength damage)

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

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

Atk Options arcane channeling

Combat Gear none

Duskblade Spells Known (CL 6th):

1st (4/day)—*color spray*, *ray of enfeeblement*, *shocking grasp*, *swift expeditious retreat*

0 (5/day)—*acid splash*, *ray of frost*

Abilities Str xx, Dex 19, Con xx, Int 11, Wis 14, Cha 15
SQ armored mage, arcane attunement

Feats Alertness, Combat Casting^B, Dodge, Practiced Spellcaster (duskblade)

Skills Concentration +7 (+11 defensively), Hide +14, Listen +10, Spellcraft +4, Spot +10

Possessions combat gear plus nothing

Armored Mage (Light, Medium) (ex) A duskblade's limited focus and specialized training allow him to avoid arcane spell failure so long as he wears light armor and light shields. This ability does not apply to spellcasting granted by another class.

Arcane Attunement (sp) A duskblade can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound* and *read magic* a combined total of 3 times per day.

Arcane channeling (su) A duskblade can use a standard action to deliver any touch spell known and deliver the spell through his melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

7: RUINS OF ZHARA–KITH

CHIRATH THE ANIMAL HANDLER **CR 6**

Male chaos gnome druid 3/wizard (transmuter)
2/beastmaster 1

CN Small humanoid (gnome)

Init +2 (+6 with marshal aura); **Senses** Listen +10,
Spot +8; Low-Light Vision

Languages Common, gnomish, slaad, neraph

AC 17 (+4 dodge vs. giants), touch 13, flat-footed 15
(+1 size, +2 Dex, +4 *mage armor*)

hp 40 (6 HD);

Immune *confusion* effects

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares), base movement 20 ft. (30 ft
with *longstrider*)

Melee club +4 (1d4-1)

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

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

Atk Options None

Combat Gear scroll of *mass align fang*, tanglefoot
bag, wand of *snake's swiftness*

Druid Spells Prepared (CL 6th):

2nd—*bull strength*, *nature's favor*

1st—*enrage animal*, *longstrider* (x2) †

0th—*create water*, *detect poison*, *mending*, *purify
food and drink*

Wizard Spells Prepared (CL 2nd):

1st—(T) *enlarge person*, *mage armor* † (x2),
shield,

0th—(T) *launch item* (x2), *detect magic* (x2), ,
open/close

T: Transmutation spells (forbidden schools are
enchantment and necromancy)

Spell-Like Abilities (CL 6th):

1st (1/day)—entropic shield

0th (1/day)—daze (DC 10), flare, prestidigitation

† Already cast

Abilities Str 8, Dex 14, Con 15, Int 14, Wis 16, Cha
10

SQ; nature sense, wild empathy, woodland stride,
trackless step

Feats Natural Bond, Practiced Spellcaster (druid),
Scribe Scroll^B, Skill Focus (Handle Animal)

Skills Concentration +10, Handle Animal +11 (+15
with animal companion), Knowledge (arcana) +9,
Knowledge (nature) +12, Knowledge (planes) +3,
Listen +10, Spellcraft +8, Spot +8, Survival +9,

Possessions combat gear plus club, spell
component pouch (x2)

Luck of Chaos (ex) Once per day a chaos gnome
can reroll one roll that she has just made before
the DM declares the result a success or failure.
The chaos gnome must take the result of the reroll,
even if it is worse than the original roll.

DR ZAIUS

CR 0

Male ape animal companion (advanced)

N Large animal (ape)

Init +3 (acts on master's initiative); **Senses** Listen +8,
Spot +8; Low-Light Vision, Scent

Languages N/A

AC 23 touch 12, flat-footed 10

(-1 size, +3 Dex, +4 barding, +7 natural)

hp 60 (8 HD);

Immune evasion

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

Speed 40 ft. (8 squares), Climb 30 ft. (6 squares)
base movement 30 ft. (40 ft. with *longstrider*).

Melee 2 claws +11 (1d6+6)

And bite +6 (1d6+3)

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

Base Atk +6; **Grp** +16

Atk Options None

Combat Gear none

Abilities Str 23, Dex 17, Con 14, Int 2, Wis 12, Cha 7

SQ Share spells, Link

Feats Alertness, Iron Will, Toughness

Skills Climb +14, Listen +8, Spot +8

Possessions combat gear plus chain shirt barding

Tricks known:(ex) Trained for Combat Riding
(attack, come, defend, down, guard, and heel)
Bonus Trick: Attack unusual, fetch, perform

KILLIAK THE INSPIRER

CR 5

Male chaos gnome bard 2/marshal 3

CN Small humanoid (gnome)

Init +3 (+7 with marshal aura); **Senses** Listen +6,
Spot +4; Low-Light Vision

Languages Common, gnomish, slaad

AC 18 (+4 dodge vs. giants), touch 14, flat-footed 15
(+1 size, +3 Dex, +4 chain shirt)

hp 34 (5 HD);

Immune *confusion* effects

Fort +6, **Ref** +8, **Will** +6

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +3 (1d3-1)

Ranged light crossbow +8 (1d4/19-20)

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

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

Atk Options Bard Song, Marshal Auras

Combat Gear tanglefoot bag, wand of *color spray*

Bard Spells Known (CL 2nd):

1st (1/day)—*inspirational boost, grease* (DC 16)
0 (3/day)—*detect magic, mage hand, open/close, read magic, resistance*

Spell-Like Abilities (CL 3rd):

1st (1/day)—*entropic shield*
0th (1/day)—*daze* (DC 13), *flare, prestidigitation*

‡ Already cast

Marshal Auras known:

minor —motivate dexterity (+4 to all Dexterity checks and dexterity related skill checks, including initiative checks)
minor —master of tactics (+4 to damage rolls when flanking)
major —motivate attack (+1 on melee attack rolls)

Abilities Str 8, Dex 16, Con 15, Int 12, Wis 8, Cha 18

SQ: marshal auras,

Feats Cloudy Conjunction, Skill Focus (Diplomacy)^B, Spell Focus (Conjuration)

Skills Balance +9, Bluff +8, Concentration +7, Diplomacy +9, Knowledge (arcana) +6, Knowledge (planes) +2, Listen +6, Perform (taunt) +9, Spellcraft +7, Spot +4, Tumble +8, Use Magic Device +10

Possessions combat gear plus spiked gauntlet, masterwork light crossbow, 20 bolts, chain shirt, spell component pouch (x2), *cloak of resistance +1*

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

Bardic Song, Inspire Courage (su) Twice per day a bard can bolster allies. To be affected, an ally must be able to hear the bard sing. The effect lasts as long as the ally hears the song and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls. Inspire courage is a mind-affecting ability.

Marshal Aura (ex) A marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually, thus an aura can be effect at the start of a combat encounter even before the marshal takes a turn.

A marshal's aura effects all allies in 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

SLICY AND DICY, THE STABBY TWINS CR 4

Female chaos gnome swashbuckler 1/rogue 3
CN Small humanoid (gnome)

Init +4 (+8 with marshal aura); **Senses** Listen +10, Spot +8; Low-Light Vision

Languages Common, gnomish

AC 19 (+4 dodge vs. giants), touch 15, flat-footed 15 (+1 size, +4 Dex, +4 chain shirt)

hp 30 (4 HD);

Immune *confusion* effects

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

Speed 20 ft. (4 squares), base movement 20 ft.

Melee masterwork kukri +10 (1d3/18-20)

Or Primary masterwork kukri +8 (1d3/18-20)
and Secondary masterwork kukri +8 (1d3/18-20)

or spiked gauntlet +8 (1d3)

Ranged longbow +7 (1d6/x3)

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

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

Atk Options sneak attack +2d6

Combat Gear tanglefoot bag,

Spell-Like Abilities (CL 2nd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare, prestidigitation*

‡ Already cast

Abilities Str 10, Dex 18, Con 16, Int 10, Wis 13, Cha 10

SQ: trapfinding

Feats Two-Weapon Fighting, Weapon Finesse^B, Weapon Focus (kukri)

Skills Balance +13, Escape Artist +8 (+10 with ropes), Jump +1, Listen +10, Search +7, Spot +8, Tumble +13, Use Rope +8 (+10 to bind someone)

Possessions combat gear plus spiked gauntlet, masterwork kukris (x2), longbow, 20 arrows, chain shirt

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

8: THE SILVER TONGUED PRIEST

KORINOTH THE SLY (DRAINED 12 LEVELS) CR 8

Male human (Suel) natural were-snake (medium viper, hybrid form) cleric (Syrul) 6

CE Medium, humanoid (human, shapechanger)

Init +2 ; **Senses** Listen +8, Spot +8; Low-Light Vision, Scent

Languages Common, slaad

AC 27, touch 11, flat-footed 26

(+5 natural, +1 Dex, +2 shield, +9 armor)

hp 66 (8 HD) DR 10/ silver;

Fort +11, **Ref** +7, **Will** +9

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +5 (1d4)

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

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

Atk Options Turn Undead +2/2d6+6 (3/day as 6th level cleric), Winter Blast (15' cone 1d4 / spell level Reflex DC 14+ spell level for half)

Combat Gear *lesser metamagic rod of silent spell*

Cleric Spells Prepared (CL 8th):

3rd—(D) *lesser telepathic bond, dispel magic, magic circle against law, lesser aura of cold*

2nd—(D) *invisibility, close wounds, resist energy, soundburst (DC 16) (x2)*

1st—(D) *comprehend languages, ice slick, faith healing (x2), shield of faith*

0th—*create water (x2), detect magic, detect poison, purify food and drink*

D: Domain spell. Deity: Syrul. Domains: Mind, Trickery

† Already cast

Abilities Str 11, Dex 14, Con 16, Int 12, Wis 19, Cha 10

SQ; alternate form, lycanthropic empathy (snakes), *stalwart pact*

Feats Practiced Spellcaster (cleric), Skill Focus (Knowledge (religion)), Sudden Silent, Winter's Blast

Skills Bluff +13, Concentration +14, Diplomacy +4, Disguise +14, Knowledge (arcana) +2, Knowledge

(planes) +2, Knowledge (religion) +12, Listen +8, Sense Motive +6, Spellcraft +5, Spot +8

Possessions combat gear plus spiked gauntlet, *light wooden shield +1, full plate mail +1, holy symbol (x2), disguise kit, spell component pouch (x2), amulet of health +2, hat of disguise*

Alternate Form (su): Should Korinoth return to his normal human form, his natural armor bonus is reduced by 3, his Dexterity is reduced by 6, his Strength increases by 2, and he loses his damage reduction. Changing form is a standard action that does not provoke an attack of opportunity. All of Korinoth's gear is usable in both human and hybrid form, so it remains worn or carried as-is.

3: SHADOWY ALLIES

SHARZATH **CR 9**

Female human (flan) warlock 1/cleric (Nerull)
2/master of shrouds 6

NE Medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +4;

Aura Evil

Languages Common

AC 21, touch 9, flat-footed 21

(-1 Dex, +9 armor, +3 shield)

hp 66 (9 HD);

Fort +7, **Ref** +1, **Will** +14

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

Melee spiked gauntlet +6 (1d4+1)

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

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

Atk Options Death touch (2d6), Rebuke (bolster) undead 8/day, Summon undead,

Combat Gear none

Cleric Spells Prepared (CL 9th):

4th—(D) *confusion* (DC 18), *freedom of movement*, *shield of faith* (mass)

3rd—(D) *animate dead*, *dispel magic*, *magic circle against good*, *unholy storm*

2nd—(D) *invisibility*, *desecrate*, *resist energy*, *silence*, *soundburst*

1st—(D) *cause fear* (DC 15), *protection from good*, *bles*, *magic weapon*, *cure light wounds* (x2)

0—*create water*, *detect magic* (x2), *detect poison*, *mending*, *purify food and drink*

D: Domain spell. Deity: Nerull. Domains: Death, Trickery

Spell-Like Abilities (CL 1st):

Least—Beguiling Influence †

Eldritch Blast (at will), 1st level spell equiv

† Already cast

Abilities Str 12, Dex 8, Con 14, Int 10, Wis 19, Cha 13

Feats Augment Summoning, Extra Rebuking^B, Necromantic Might, Necromantic Presence, Practiced Spellcaster (cleric), Spell Focus (conjunction)

Skills Bluff +12, Concentration +14, Diplomacy +9, Intimidate +9, Knowledge (planes) +4, Knowledge (religion) +8, Spellcraft +6, Use Magic Device +2,

Possessions combat gear plus *full plate* +1, spiked gauntlet, *heavy wooden shield* +1, *periapt of wisdom* +2, two holy symbols, two spell component pouches

Death domain power (su) Once per day you can make a melee touch attack against a living creature. Roll 2d6, if the amount equals or exceeds the target's current hit points, it dies (no save).

Summon Undead (sp) A Master of Shrouds can summon one or more incorporeal undead 4 times per day. This ability is otherwise identical to the summon monster spells, except that the duration is

10 rounds. At sixth level, a master of shrouds can summon a single spectre (MM 232), two wraiths (MM 257) or four shadows (MM 221).

UR-FLAN SOLDIER **CR 6**

Male human (flan) fighter 6

NE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 20

(+1 Dex, +9 armor)

hp 58 (6 HD);

Fort +8, **Ref** +4, **Will** +6 (+2 Combat Focus)

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

Melee masterwork falchion +11/6 (2d4+6/18-20)

Or **Melee** spiked gauntlet +9/4 (1d4+3)

Ranged (touch) tanglefoot bag +7

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

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

Atk Options Power Attack,

Combat Gear tanglefoot bag

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 13, Cha 8
SQ +4 to resist bull rush, disarm, grapple, overrun and trip attempts while in combat focus

Feats Blind Fight^B, Combat Focus, Combat Stability Improved Toughness, Iron Will, Power Attack^B, Weapon Focus (falchion)^B Weapon Specialization (falchion)^B

Skills Climb +7, , Intimidate +8, Jump +1

Possessions combat gear plus *full plate* +1, *Cloak of Resistance* +1, spiked gauntlet, masterwork falchion,

POWERFUL SHADOW **CR 8**

Shadow duskblade 5

NE Medium undead (incorporeal)

Init +5; **Senses** Listen +10, Spot +10; Darkvision 60ft

Aura Evil

Languages Common

AC 17, touch 17, flat-footed 12

(+5 Dex, +2 Chr)

hp 57 (8 HD);

Immune undead immunities, incorporeal

Resistances turn resistance +2

Fort +5, **Ref** +7, **Will** +9

Speed Fly 40 ft, good (8 squares), base movement 40 ft.

Melee incorporeal touch +11 (1d6 Strength damage)

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

Base Atk +6; **Grp** xx

Atk Options arcane channeling, quick cast 1/day

Combat Gear none

Duskblade Spells Known (CL 8th):

1st (5/day)—*color spray*, *obscuring mist*, *magic weapon*, *ray of enfeeblement*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *ray of frost*

Abilities Str xx, Dex 20, Con xx, Int 11, Wis 14, Cha 15
SQ armored mage, arcane attunement

Feats Alertness, Combat Casting^B, Dodge, Practiced Spellcaster (duskblade)

Skills Concentration +11 (+15 defensively), Hide +14, Listen +10, Spellcraft +4, Spot +10

Possessions combat gear plus nothing

Armored Mage (Light, Medium) (ex) A duskblade's limited focus and specialized training allow him to avoid arcane spell failure so long as he wears light armor and light shields. This ability does not apply to spellcasting granted by another class.

Arcane Attunement (sp) A duskblade can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound* and *read magic* a combined total of 3 times per day.

Arcane channeling (su) A duskblade can use a standard action to deliver any touch spell known and deliver the spell through his melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Quick cast (su) A duskblade can cast one spell per day as a swift action, as long as its casting time is one standard action or less.

7: RUINS OF ZHARA-KITH

CHIRATH THE ANIMAL HANDLER **CR 8**

Male chaos gnome druid 3/wizard (transmuter)
3/beastmaster 1/arcane heirophant 1

CN Small humanoid (gnome)

Init +2 (+5 with marshal aura); **Senses** Listen +14, Spot +12; Low-Light Vision

Languages Common, gnomish, slaad, neraph

AC 20 (+4 dodge vs. giants), touch 13, flat-footed 18 (+1 size, +2 Dex, 3 *barkskin*, +4 *mage armor*)

hp 63 (8 HD);

Immune *confusion* effects

Fort +10, **Ref** +6, **Will** +11

Speed 30 ft. (6 squares), base movement 20 ft. (30 ft with *longstrider*)

Melee club +4 (1d4-1)

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

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

Atk Options None

Combat Gear *lesser metamagic rod of extend spell*, scroll of *mass align fang*, tanglefoot bag, wand of *snake's swiftness*

Druid Spells Prepared (CL 8th):

2nd—*barkskin*(x2) †, *nature's favor*

1st—*enrage animal*, *longstrider* (x2) †, *cure light wounds*

0th—*create water*, *detect poison*, *mending*, *purify food and drink*

Wizard Spells Prepared (CL 4th):

2nd—(T) *bull strength*, *augment familiar*, *glitterdust*, *mirror image*

1st—(T) *enlarge person*, *benign transposition*, *mage armor* † (x2), *shield*,

0th—(T) *launch item* (x2), *detect magic* (x2), *open/close*

T: Transmutation spells (forbidden schools are enchantment and necromancy)

Spell-Like Abilities (CL 6th):

1st (1/day)—entropic shield

0th (1/day)—daze (DC 10), flare, prestidigitation

† Already cast

Abilities Str 8, Dex 14, Con 18, Int 14, Wis 16, Cha 10

SQ; nature sense, wild empathy, woodland stride, trackless step

Feats Alertness^B, Natural Bond, Practiced Spellcaster (druid), Scribe Scroll^B, Skill Focus (Handle Animal)

Skills Concentration +15, Handle Animal +11 (+15 with animal companion), Knowledge (arcana) +10, Knowledge (nature) +12, Knowledge (planes) +4, Listen +14, Spellcraft +9, Spot +12, Survival +9,

Possessions combat gear plus club, spell component pouch (x2), *amulet of health* +2

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

DR ZAIUS

CR 0

Male ape animal companion/familiar (advanced)

N Large animal (ape)

Init +3 (acts on master's initiative); **Senses** Listen +8, Spot +8; Low-Light Vision, Scent

Languages N/A

AC 25 touch 12, flat-footed 22

(-1 size, +3 Dex, +3 barding, +7 natural, +3 *barkskin*)

hp 60 (8 HD);

Immune improved evasion

Fort +8, **Ref** +9, **Will** +5 (+4 vs enchantment spells and effects)

Speed 40 ft. (8 squares), Climb 30 ft. (6 squares) base movement 30 ft. (40 ft. with *longstrider*)

Melee 2 claws +11 (1d6+6)

And bite +6 (1d6+3)

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

Base Atk +6; **Grp** +16

Atk Options deliver touch spells

Combat Gear none

Abilities Str 23, Dex 17, Con 14, Int 7, Wis 12, Cha 7

SQ Share spells, empathic link

Feats Alertness, Iron Will, Toughness

Skills Climb +14, Listen +8, Spot +8

Possessions combat gear plus masterwork studded leather barding

KILLIAK THE INSPIRER

CR 7

Male chaos gnome bard 3/marshal 4

CN Small humanoid (gnome)

Init +3 (+7 with marshal aura); **Senses** Listen +6, Spot +4; Low-Light Vision

Languages Common, gnomish, slaad

AC 18 (+4 dodge vs. giants), touch 14, flat-footed 15 (+1 size, +3 Dex, +4 chain shirt)

hp 48 (7 HD);

Immune *confusion* effects

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

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +5 (1d3-1)

Ranged light crossbow +10 (1d4/19-20)

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

Base Atk +5; **Grp** +0

Atk Options Bard Song, Marshal Auras, Grant Move Action

Combat Gear tanglefoot bag, wand of *color spray*

Bard Spells Known (CL 3rd):

1st (2/day)—*inspirational boost*, *swift invisibility*, *grease* (DC 17)

0 (3/day)—*detect magic*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*

Spell-Like Abilities (CL 3rd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 13), *flare*, *prestidigitation*

† Already cast

Marshal Auras known:

minor —motivate dexterity (+4 to all Dexterity checks and dexterity related skill checks, including initiative checks)

minor —master of tactics (+4 to damage rolls when flanking)

major —motivate attack (+1 on melee attack rolls)

Abilities Str 8, Dex 16, Con 15, Int 12, Wis 8, Cha 18

SQ: marshal auras,

Feats Cloudy Conjuration, Greater Spell Focus (Conjuration), Skill Focus (Diplomacy)^B, Spell Focus (Conjuration)

Skills Balance +9, Bluff +8, Concentration +7, Diplomacy +9, Knowledge (arcana) +6, Knowledge (planes) +6, Listen +6, Perform (taunt) +9, Spellcraft +7, Spot +4, Tumble +13, Use Magic Device +12

Possessions combat gear plus spiked gauntlet, masterwork light crossbow, 20 bolts, chain shirt, spell component pouch (x2), *cloak of resistance* +1

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

Bardic Song, Inspire Courage (su) Three times per day a bard can bolster allies. To be affected, an ally must be able to hear the bard sing. The effect lasts as long as the ally hears the song and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls. Inspire courage is a mind-affecting ability.

Marshal Aura (ex) A marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates

another aura of the same kind (minor or major). A marshal can have an aura active continually, thus an aura can be effect at the start of a combat encounter even before the marshal takes a turn.

A marshal's aura effects all allies in 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Grant Move Action (ex) Once per day as a standard action a marshal may grant an extra move action to all allies within 30 ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies initiative count, the round continues normally after the marshal's turn is over.

SLICY AND DICY, THE STABBY TWINS CR 6

Female chaos gnome swashbuckler 2/rogue 4

CN Small humanoid (gnome)

Init +4 (+8 with marshal aura); **Senses** Listen +12, Spot +10; Low-Light Vision

Languages Common, gnomish

AC 20 (+4 dodge vs. giants), touch 15, flat-footed 16 (+1 size, +4 Dex, +5 chain shirt) uncanny dodge

hp 41 (6 HD);

Immune *confusion* effects

Fort +7, **Ref** +9, **Will** +2

Speed 20 ft. (4 squares), base movement 20 ft.

Melee masterwork kukri +12 (1d3/18-20)

Or Primary masterwork kukri +10 (1d3/18-20) and Secondary masterwork kukri +10 (1d3/18-20) or spiked gauntlet +10 (1d3)

Ranged longbow +10 (1d6/x3)

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

Base Atk +5; **Grp** +1

Atk Options sneak attack +3d6

Combat Gear tanglefoot bag, *anklet of translocation*

Spell-Like Abilities (CL 2nd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare*, *prestidigitation*

† Already cast

Abilities Str 10, Dex 18, Con 16, Int 10, Wis 13, Cha 10

SQ: grace, trapfinding

Feats Daring Outlaw, Two-Weapon Fighting, Weapon Finesse^B, Weapon Focus (kukri)

Skills Balance +15, Escape Artist +8 (+10 with ropes), Jump +3, Listen +12, Search +9, Spot +10, Tumble +15, Use Rope +8 (+10 to bind someone)

Possessions combat gear plus spiked gauntlet, masterwork kukris (x2), longbow, 20 arrows, *chain shirt* +1

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure.

The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

8: THE SILVER TONGUED PRIEST

KORINOTH THE SLY (DRAINED 10 LEVELS) CR 10

Male human (Suel) natural were-snake (medium viper, hybrid form) cleric (Syrul) 6/divine oracle 2
CE Medium, humanoid (human, shapechanger)
Init +2; **Senses** Listen +8, Spot +8; Low-Light Vision, Scent

Languages Common, slaad

AC 29, touch 11, flat-footed 28
(+5 natural, +1 Dex, +3 shield, +10 armor)

hp 79 (10 HD) DR 10/ silver;

Immunities: prescient sense (evasion)

Fort +14, **Ref** +10, **Will** +15 (trap sense +1)

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

Melee spiked gauntlet +6 (1d4)

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

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

Atk Options Turn Undead +2/2d6+6 (3/day as 6th level cleric), Winter Blast (15' cone 1d4/spell level Reflex DC 14+spell level for half)

Combat Gear *metamagic rod of silent spell, lesser metamagic rod of extend spell, anklet of translocation*

Cleric Spells Prepared (CL 10th):

4th—(D) *confusion* (DC 18), *frostburn*, *freedom of movement*, *greater resistance* †

3rd—(D) *lesser telepathic bond* †, *dispel magic*, *silent close wounds*, *magic vestment* (x2) †

2nd—(D) *invisibility*, *silent shield of faith*, *resist energy*, *soundburst* (DC 16) (x2)

1st—(D) *comprehend languages*, *ice slick*, *faith healing* (x2), *shield of faith* (x2)

0th—*create water* (x2), *detect magic*, *detect poison*, *purify food and drink* (x2)

D: Domain spell. Deity: Syrul. Domains: Mind, Oracle, Trickery

† Already cast

Abilities Str 11, Dex 14, Con 16, Int 12, Wis 19, Cha 10

SQ; alternate form, lycanthropic empathy (snakes), scry bonus, *stalwart pact*

Feats Practiced Spellcaster (cleric), Silent Spell, Skill Focus (Knowledge (religion)), Sudden Silent, Winter's Blast

Skills Bluff +13, Concentration +15, Diplomacy +4, Disguise +14, Knowledge (arcana) +2, Knowledge (planes) +2, Knowledge (religion) +17, Listen +8, Sense Motive +6, Spellcraft +6, Spot +8

Possessions combat gear plus spiked gauntlet, light wooden shield (+2 from spell), full plate mail (+2 from spell), holy symbol (x2), disguise kit, spell component pouch (x2), *amulet of health* +2, *hat of disguise*

Alternate Form (su): Should Korinoth return to his normal human form, his natural armor bonus is reduced by 3, his Dexterity is reduced by 6, his Strength increases by 2, and he loses his damage

reduction. Changing form is a standard action that does not provoke an attack of opportunity. All of Korinoth's gear is usable in both human and hybrid form, so it remains worn or carried as-is.

RED SLAAD RANGER

CR 9

Male slaad ranger 2

CN Large outsider (chaotic, extraplanar)

Init +4; **Senses** Listen +11, Spot +11; Darkvision 60 ft. Low-Light Vision

Languages slaad

AC 26, touch 13, flat-footed 22

(-1 size, +4 Dex, +5 chain shirt, +8 natural)

hp 72 (9 HD); fast healing 5

Immune sonic

Resistance: acid 5, cold 5, fire 5, electricity 5,

Fort +13, **Ref** +13, **Will** +5

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

Melee masterwork pick +17/12 (1d6+8/x4)

Or Primary masterwork pick +15/10 (1d6+8/x4)

and Secondary masterwork pick +15 (1d6+4/x4) and bite +12 (2d8+4)

or (2) claws +16 (1d4+8 +implant)

and bite +14 (2d8+4)

Space 10 ft.; **Reach** 10 ft (20 ft with greatreach bracers).

Base Atk +9; **Grp** +21

Atk Options pounce, implant, favored enemy (githzerai) +2, stunning croak, summon slaad

Combat Gear greatreach bracers

Spell-Like Abilities (CL 9th):

3rd (1/day)—summon slaad (one red slaad with 40% chance of success)

† Already cast

Abilities Str 26, Dex 18, Con 19, Int 6, Wis 8, Cha 6

SQ: wild empathy

Feats Dodge, Elusive Target, Mobility, MultiAttack, Track^B, Two-Weapon Fighting^B

Skills Climb +18, Hide +12, Jump +18, Listen +11, Move Silently +16, Spot +11

Possessions combat gear plus masterwork pick (x2), *chain shirt* +1, *cloak of resistance* +1

Pounce (ex) If a red slaad charges, it can make a full attack in the same round.

Stunning Croak (Su) Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20ft. must succeed on a DC 17 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution based.

Implant (ex) A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 17 Fortitude save to avoid implantation. The save DC is Constitution based.

The egg gestates for one week before burrowing its way out and killing the host, turning into a blue slaad. If the host is an arcane spellcaster, the hatchling is a green slaad.

Twenty-four hours before hatching, the victim falls extremely ill (-10 to all ability scores, minimum of 1). A *remove disease* rids a victim of the pellet, as

does a DC 25 Heal check. Each heal check attempt does 1d4 damage to the victim..

3: SHADOWY ALLIES**SHARZATH****CR 10**

Female human (flan) warlock 1/cleric (Nerull)

2/master of shrouds 6/eldritch disciple 1

NE Medium humanoid (human)

Init -1; **Senses** Listen +4, Spot +4; Darkvision 60 ft.*See Invisibility***Aura** Evil**Languages** Common**AC** 21, touch 9, flat-footed 21

(-1 Dex, +9 armor, +3 shield)

hp 74 (10 HD);**Fort** +9, **Ref** +1, **Will** +16**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** spiked gauntlet +6 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +6**Atk Options** Death touch (2d6), Rebuke (bolster) undead 8/day, Summon undead,**Combat Gear** none**Cleric Spells Prepared** (CL 10th):4th—(D) *confusion* (DC 18), *freedom of movement* †, *shield of faith* (mass)3rd—(D) *animate dead*, *dispel magic*, *magic circle against good*, *unholy storm*2nd—(D) *invisibility*, *desecrate*, *resist energy*, *silence*, *soundburst*1st—(D) *cause fear* (DC 15), *protection from good*, *bles*, *magic weapon*, *cure light wounds* (x2)0—*create water*, *detect magic* (x2), *detect poison*, *mending*, *purify food and drink***D:** Domain spell. Deity: Nerull. Domains: Death, Trickery**Spell-Like Abilities** (CL 2nd):

Least—Beguiling Influence † See the unseen †

Eldritch Blast (at will), 1st level spell equiv

† Already cast

Abilities Str 12, Dex 8, Con 14, Int 10, Wis 19, Cha 13**Feats** Augment Summoning, Extra Rebuking^B, Necromantic Might, Necromantic Presence, Practiced Spellcaster (cleric), Spell Focus (conjurat**Skills** Bluff +12, Concentration +15, Diplomacy +9, Intimidate +9, Knowledge (planes) +4, Knowledge (religion) +8, Spellcraft +8, Use Magic Device +2,**Possessions** combat gear plus *full plate* +1, spiked gauntlet, *heavy wooden shield* +1, *periapt of wisdom* +2, two holy symbols, two spell component pouches**Death domain power (su)** Once per day you can make a melee touch attack against a living creature. Roll 2d6, if the amount equals or exceeds the target's current hit points, it dies (no save).**Gift of the Divine Patron (su)** [Fiendish Resistance] As a swift action, an eldritch disciple can spend a

rebuke undead attempt to gain Acid and Fire resistance 11 for 4 rounds.

Summon Undead (sp) A Master of Shrouds can summon one or more incorporeal undead 4 times per day. This ability is otherwise identical to the summon monster spells, except that the duration is 11 rounds. At sixth level, a master of shrouds can summon a single spectre (MM 232), two wraiths (MM 257) or four shadows (MM 221).**UR-FLAN SOLDIER****CR 8**

Male human (flan) fighter 8

NE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2;**Languages** Common**AC** 20, touch 11, flat-footed 20

(+1 Dex, +9 armor)

hp 78 (8 HD);**Fort** +9, **Ref** +4, **Will** +7 (+2 Combat Focus)**Speed** 20 ft. (4 squares), base movement 30 ft.**Melee** masterwork falchion +15/10 (2d4+9/18-20)*Or Melee* spiked gauntlet +11/6 (1d4+3)**Ranged** (touch) tanglefoot bag +9**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +11**Atk Options** Power Attack,**Combat Gear** tanglefoot bag**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 8SQ +4 to resist bull rush, disarm, grapple, overrun and trip attempts while in combat focus**Feats** Blind Fight^B, Combat Focus, Combat Stability Improved Toughness, Iron Will, Melee Weapon Mastery^B, Power Attack^B, Weapon Focus (falchion)^B Weapon Specialization (falchion)^B**Skills** Climb +9, Intimidate +10, Jump +3**Possessions** combat gear plus *full plate* +1, *Cloak of Resistance* +1, spiked gauntlet, *falchion* +1,**POWERFUL SHADOW****CR 11**

Shadow duskblade 5 / ephemeral exemplar 3

NE Medium undead (incorporeal)

Init +5; **Senses** Listen +16, Spot +16; Darkvision 60ft**Aura** Evil**Languages** Common**AC** 25, touch 20, flat-footed 20

(+5 Dex, +2 Chr, +3 class, +4 armor, +1 shield)

hp 84 (11 HD);**Immune** undead immunities, incorporeal**Resistances** turn resistance +5**Fort** +6, **Ref** +8, **Will** +12**Speed** Fly 40 ft, good (8 squares), base movement 40 ft.**Melee** incorporeal touch +12 (1d6 *1.5 Strength damage)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** --**Atk Options** arcane channeling, quick cast 1/day

Combat Gear none

Duskblade Spells Known (CL 9th):

1st (5/day)—*color spray*, *obscuring mist*, *magic weapon*, *ray of enfeeblement*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *ray of frost*

Abilities Str xx, Dex 20, Con xx, Int 11, Wis 14, Cha 15
SQ armored mage, arcane attunement

Feats Alertness, Combat Casting^B, Dodge, Empowered Ability Drain, Ghostly Grasp^B, Practiced Spellcaster (duskblade)

Skills Concentration +11 (+15 defensively), Hide +14, Listen +16, Spellcraft +4, Spot +16

Possessions combat gear plus mithral chain shirt and masterwork buckler

Armored Mage (Light, Medium) (ex) A duskblade's limited focus and specialized training allow him to avoid arcane spell failure so long as he wears light armor and light shields. This ability does not apply to spellcasting granted by another class.

Arcane Attunement (sp) A duskblade can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound* and *read magic* a combined total of 3 times per day.

Arcane channeling (su) A duskblade can use a standard action to deliver any touch spell known and deliver the spell through his melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Quick cast (su) A duskblade can cast one spell per day as a swift action, as long as its casting time is one standard action or less.

7: RUINS OF ZHARA-KITH

CHIRATH THE ANIMAL HANDLER **CR 10**

Male chaos gnome druid 3/wizard (transmuter)
3/beatmaster 1/arcane heirophant 3

CN Small humanoid (gnome)

Init +2 (+6 with marshal aura); **Senses** Listen +19, Spot +17; Low-Light Vision

Languages Common, gnomish, slaad, neraph

AC 23 (+4 dodge vs. giants), touch 13, flat-footed 21 (+1 size, +2 Dex, +4 *barkskin*, +6 *greater mage armor*)

hp 76(10 HD);

Immune *confusion* effects

Fort +11, **Ref** +7, **Will** +12

Speed 30 ft. (6 squares), base movement 20 ft.(30 ft with *longstrider*)

Melee club +6 (1d4-1)

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

Base Atk +6; **Grp** +1

Atk Options None

Combat Gear *lesser metamagic rod of extend spell*, scroll of *mass align fang*, tanglefoot bag, wand of *snake's swiftness*

Druid Spells Prepared (CL 10th):

3rd—*greater magic fang* †, *cure moderate wounds*, *evard's menacing tentacles*

2nd—*barkskin* (x2) †, *nature's favor*, *resist energy*
1st—*enrage animal*, *longstrider* (x2) †, *cure light wounds*

0th—*create water*, *detect poison*, *mending*, *purify food and drink*

Wizard Spells Prepared (CL 10th):

3rd—(T) *fly*, *enhance familiar* †, *greater mage armor*(x2) †, *dispel magic*

2nd—(T) *augment familiar*, *glitterdust*, *bull strength*, *mirror image*, *web*

1st—(T) *enlarge person*, *benign transposition* (x2), *shield*,

0th— (T) *launch item* (x2), *detect magic* (x2), *open/close*

T: Transmutation spells (forbidden schools are enchantment and necromancy)

Spell-Like Abilities (CL 6th):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare*, *prestidigitation*

† Already cast

Abilities Str 8, Dex 14, Con 18, Int 16, Wis 16, Cha 10

SQ; nature sense, wild empathy, woodland stride, trackless step

Feats Alertness^B, Natural Bond, Practiced Spellcaster (druid), Practiced Spellcaster (wizard), Scribe Scroll^B, Skill Focus (Handle Animal)

Skills Concentration +17, Handle Animal +11 (+15 with animal companion), Knowledge (arcana) +10, Knowledge (nature) +12, Knowledge (planes) +4, Listen +19, Spellcraft +9, Spot +17, Survival +9,

Possessions combat gear plus club, spell component pouch (x2), *amulet of health* +2, *headband of intellect* +2

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

DR ZAIUS **CR 0**

Male ape animal companion / familiar (advanced)

N Large animal (ape)

Init +4 (acts on master's initiative); **Senses** Listen +9
Spot +9 Low-Light Vision, Scent

Languages N/A

AC 34 touch 15, flat-footed 28

(-1 size, +4 Dex, +6 *greater mage armor*, +9 natural, +2 dodge *enhance familiar*, +4 *barkskin*)

hp 75 (10 HD);

Immune improved evasion

Fort +12, **Ref** +14, **Will** +9 (+4 vs. enchantment spells and effects)

Speed 40 ft. (8 squares), Climb 30 ft. (6 squares)
base movement 30 ft. (40 ft. with *longstrider*)

Melee 2 claws +14 (1d6+7)

And bite +11 (1d6+3)

With *enhance familiar*. and *greater magic fang*

Buffed Melee 2 claws +17 (1d6+10)

And bite +14 (1d6+6)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +18
Atk Options deliver touch spells
Combat Gear none

Abilities Str 24, Dex 18, Con 14, Int 8, Wis 12, Cha 7
SQ Share spells, empathic link, speak with master
Feats Alertness, Iron Will, Multiattack^B, Toughness, Weapon Focus (claw)
Skills Climb +14, Listen +9, Spot +9
Possessions combat gear plus *cloak of resistance* +1

KILLIAK THE INSPIRER **CR 8**

Male chaos gnome bard 4/marshal 4
CN Small humanoid (gnome)
Init +3 (+7 with marshal aura); **Senses** Listen +6, Spot +4; Low-Light Vision
Languages Common, gnomish, slaad

AC 18 (+4 dodge vs. giants), touch 14, flat-footed 15 (+1 size, +3 Dex, +4 chain shirt)
hp 57 (8 HD);
Immune *confusion* effects
Fort +9, **Ref** +9, **Will** +8

Speed 20 ft. (4 squares), base movement 20 ft.
Melee spiked gauntlet +6/+1 (1d3-1)
Ranged light crossbow +10 (1d4/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +1
Atk Options Bard Song, Marshal Auras, Grant Move Action

Combat Gear tanglefoot bag, wand of *color spray*
Bard Spells Known (CL 3rd):
2nd (1/day)—*eagle's splendor*, *glitterdust* (DC 18)
1st (3/day)—*inspirational boost*, *swift invisibility*, *grease* (DC 17)
0 (3/day)—*detect magic*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*

Spell-Like Abilities (CL 3rd):
1st (1/day)—*entropic shield*
0th (1/day)—*daze* (DC 13), *flare*, *prestidigitation*

‡ Already cast

Marshal Auras known:
minor —motivate dexterity (+4 to all Dexterity checks and dexterity related skill checks, including initiative checks)
minor —master of tactics (+4 to damage rolls when flanking)
major —motivate attack (+1 on melee attack rolls)

Abilities Str 8, Dex 16, Con 16, Int 12, Wis 8, Cha 18
SQ: marshal auras,
Feats Cloudy Conjuration, Greater Spell Focus (Conjuration), Skill Focus (Diplomacy)^B, Spell Focus (Conjuration)
Skills Balance +9, Bluff +8, Concentration +11, Diplomacy +9, Knowledge (arcana) +6, Knowledge (planes) +6, Listen +6, Perform (taunt) +9, Spellcraft +7, Spot +4, Tumble +13, Use Magic Device +15

Possessions combat gear plus spiked gauntlet, masterwork light crossbow, 20 bolts, chain shirt, spell component pouch (x2), *cloak of resistance* +1

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

Bardic Song, Inspire Courage (su) Four times per day a bard can bolster allies. To be affected, an ally must be able to hear the bard sing. The effect lasts as long as the ally hears the song and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls. Inspire courage is a mind-affecting ability.

Marshal Aura (ex) A marshal may project one minor and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually, thus an aura can be effect at the start of a combat encounter even before the marshal takes a turn. A marshal's aura effects all allies in 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed or otherwise unable to be heard or understood by his allies.

Grant Move Action (ex) Once per day as a standard action a marshal may grant an extra move action to all allies within 30 ft (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies initiative count, the round continues normally after the marshal's turn is over.

SLICY AND DICY, THE STABBY TWINS **CR 8**

Female chaos gnome swashbuckler 4/rogue 4
CN Small humanoid (gnome)
Init +4 (+8 with marshal aura); **Senses** Listen +12, Spot +10; Low-Light Vision
Languages Common, gnomish

AC 20 (+4 dodge vs. giants), touch 15, flat-footed 16 (+1 size, +4 Dex, +5 chain shirt) uncanny dodge
hp 66 (8 HD);

Immune *confusion* effects

Fort +9, **Ref** +11, **Will** +4

Speed 20 ft. (4 squares), base movement 20 ft.
Melee masterwork kukri +14/9 (1d3/18-20)
Or Primary masterwork kukri +12/7 (1d3/18-20) and Secondary masterwork kukri +12 (1d3/18-20) or spiked gauntlet +12/7 (1d3)

Ranged longbow +12/7 (1d6/x3)

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

Base Atk +7; **Grp** +3

Atk Options sneak attack +4d6

Combat Gear tanglefoot bag, *anklet of translocation*

Spell-Like Abilities (CL 2nd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare*, *prestidigitation*

‡ Already cast

Abilities Str 10, Dex 18, Con 16, Int 10, Wis 14, Cha 10

SQ: grace, trapfinding

Feats Daring Outlaw, Two-Weapon Fighting, Weapon Finesse^B, Weapon Focus (kukri)

Skills Balance +15, Escape Artist +14 (+16 with ropes), Jump +3, Listen +12, Search +9, Spot +10, Tumble +17, Use Rope +8 (+10 to bind someone)

Possessions combat gear plus spiked gauntlet, masterwork kukris (x2), longbow, 20 arrows, *chain shirt +1*, *cloak of resistance +1*

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

8: THE SILVER TONGUED PRIEST

KORINOTH THE SLY (DRAINED 8 LEVELS) CR 12

Male human (Suel) natural were-snake (medium viper, hybrid form) cleric (Syrul) 6/divine oracle 2/contemplative 2

CE Medium, humanoid (human, shapechanger)

Init +2; **Senses** Listen +9, Spot +9; Low-Light Vision, Scent

Languages Common, slaad

AC 32, touch 12, flat-footed 30

(+5 natural, +2 Dex, +4 shield, +11 armor)

hp 93 (12 HD) DR 10/ silver;

Immunities: prescient sense (evasion), divine health (immune to disease)

Fort +14, **Ref** +10, **Will** +19 (slippery mind, trap sense +1)

Speed 20 ft. in mithral full plate (4 squares), base movement 20 ft.

Melee spiked gauntlet +7 (1d4)

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

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

Atk Options Turn Undead +2/2d6+6 (3/day as 6th level cleric), Winter Blast (15' cone 1d4/spell level Reflex DC 14+spell level for half)

Combat Gear *metamagic rod of silent spell*, *lesser metamagic rod of extend spell*, *anklet of translocation*

Cleric Spells Prepared (CL 12th):

5th—(D) *silent confusion* (DC 20), *frostbite* (DC 20), *flame strike* (DC 20), *slay living* (DC 20)

4th—(D) *lesser telepathic bond* †, *death ward*, *freedom of movement* †, *resistance* † *wall of chaos* (DC 19)

3rd—(D) *lesser telepathic bond* †, *dispel magic*, *silent close wounds*, *magic vestment* (x2) †

2nd—(D) *invisibility*, *silent shield of faith*, *resist energy* (x2), *soundburst* (DC 17) (x2)

1st—(D) *comprehend languages*, *ice slick*, *faith healing* (x3), *shield of faith* (x2)

0th—*create water* (x2), *detect magic*, *detect poison*, *purify food and drink* (x2)

D: Domain spell. Deity: Syrul. Domains: Domination, Mind, Oracle, Trickery.

‡ Already cast

Abilities Str 11, Dex 14, Con 16, Int 12, Wis 20, Cha 10

SQ; alternate form, lycanthropic empathy (snakes), scry bonus, *stalwart pact*

Feats Practiced Spellcaster (cleric), Silent Spell, Skill Focus (Knowledge (religion)), Spell Focus (Enchantment)^B, Sudden Silent, Unsettling Enchantment, Winter's Blast

Skills Bluff +13, Concentration +17, Diplomacy +6, Disguise +14, Knowledge (arcana) +2, Knowledge (planes) +2, Knowledge (religion) +17, Listen +9, Sense Motive +13, Spellcraft +6, Spot +9

Possessions combat gear plus spiked gauntlet, light wooden shield (+3 from spell), mithral full plate mail (+3 from spell), holy symbol (x2), disguise kit, spell component pouch (x2), *amulet of health +2*, *hat of disguise*

Alternate Form (su): Should Korinoth return to his normal human form, his natural armor bonus is reduced by 3, his Dexterity is reduced by 6, his Strength increases by 2, and he loses his damage reduction. Changing form is a standard action that does not provoke an attack of opportunity. All of Korinoth's gear is usable in both human and hybrid form, so it remains worn or carried as-is.

Slippery Mind (ex): If a contemplative is affected by an enchantment spell and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed on her saving throw.

RED SLAAD RANGER

CR 9

Male slaad ranger 2

CN Large outsider (chaotic, extraplanar)

Init +4; **Senses** Listen +11, Spot +11; Darkvision 60 ft. Low-Light Vision

Languages slaad

AC 26, touch 13, flat-footed 22

(-1 size, +4 Dex, +5 chain shirt, +8 natural)

hp 72 (9 HD); fast healing 5

Immune sonic

Resistance: acid 5, cold 5, fire 5, electricity 5,

Fort +13, **Ref** +13, **Will** +5

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

Melee masterwork pick +17/12 (1d6+8/x4)

Or Primary masterwork pick +15/10 (1d6+8/x4) and Secondary masterwork pick +15 (1d6+4/x4) and bite +12 (2d8+4)

or (2) claws +16 (1d4+4 +implant)

and bite +14 (2d8+10)

Space 10 ft.; **Reach** 10 ft (20 ft with greatreach bracers).

Base Atk +9; **Grp** +21

Atk Options pounce, implant, favored enemy (githzerai) +2, stunning croak, summon slaad

Combat Gear *greatreach bracers*

Spell-Like Abilities (CL 9th):

3rd (1/day)—summon slaad (one red slaad with 40% chance of success)

‡ Already cast

Abilities Str 26, Dex 18, Con 19, Int 6, Wis 8, Cha 6

SQ: wild empathy

Feats Dodge, Elusive Target, Mobility, MultiAttack, Track^B, Two-Weapon Fighting^B

Skills Climb +18, Hide +12, Jump +18, Listen +11, Move Silently +16, Spot +11

Possessions combat gear plus masterwork pick (x2), *chain shirt +1*, *cloak of resistance +1*

Pounce (ex) If a red slaad charges, it can make a full attack in the same round.

Stunning Croak (Su) Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20ft. must succeed on a DC 17 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution based.

Implant (ex) A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 17 Fortitude save to avoid implantation. The save DC is Constitution based.

The egg gestates for one week before burrowing its way out and killing the host, turning into a blue slaad. If the host is an arcane spellcaster, the hatchling is a green slaad.

Twenty-four hours before hatching, the victim falls extremely ill (-10 to all ability scores, minimum of 1). A *remove disease* rids a victim of the pellet, as does a DC 25 Heal check. Each heal check attempt does 1d4 damage to the victim..

ADVANCED BLUE SLAAD FIGHTER CR 10

Blue slaad Fighter 1

CN Large outsider (chaotic, extraplanar)

Init +8 **Senses** Listen +10, Spot +10; DV 60ft

Languages Slaad

AC 31, touch 13, flat-footed 27

(-1 size, +4 Dex, +5 armor, +5 shield, +8 natural)

hp 117 (11 HD); fast healing 5

Immune Sonic

Resist Acid 5, Cold 5, Electricity 5, Fire 5

Fort +15 **Ref** +11, **Will** +5

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

Melee 2 claws +15 each (2d6+7)

and Bite + 13 (2d8+3 plus slaad fever)

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

Base Atk +11; **Grp** +22

Atk Options spell like abilities

Special Actions, Summon Slaad

Combat Gear None

Spell-Like Abilities (CL 8th):

At will

5th—*passwall*, *telekinesis* (DC 17)

3rd—*hold person* (DC 15)

1/day

4th—*chaos hammer* (DC 16)

‡ Already cast

Abilities Str 25, Dex 18, Con 22, Int 4, Wis 6, Cha 15

Feats Dodge, Elusive Target, Improved Initiative^B, Mobility, MultiAttack

Skills Concentration +11, Hide +1, Jump +9, Listen +10, Move Silently +5, Spot +10

Possessions combat gear plus *tower shield +1*, *chain shirt +1*

Summon slaad (sp) once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This is the equivalent of a 4th level spell.

Slaad Fever (su): Fortitude DC 20, incubation period 1 day, damage 1d3 Dex and 1d3 Chr. The save DC is Constitution based.

An afflicted humanoid reduced to 0 Charisma by slaad fever immediately transforms into a red slaad. It retains none of the features, traits, memories, or abilities of its formers self and is in all ways a normal red slaad

If the infected being was an arcane spellcaster, the disease instead produces a green slaad.

3: SHADOWY ALLIES

SHARZATH CR 12

Female human (flan) warlock 1/cleric (Nerull)

2/master of shrouds 6/eldritch disciple 3

NE Medium humanoid (human)

Init -1; **Senses** Listen +5, Spot +5; Darkvision 60 ft,
See *Invisibility*

Aura Evil

Languages Common

AC 21, touch 9, flat-footed 21

(-1 Dex, +9 armor, +3 shield)

hp 88 (12 HD);

Fort +13, **Ref** +5, **Will** +21

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

Melee spiked gauntlet +8 (1d4+1)

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

Base Atk +7; **Grp** +8

Atk Options Death touch (2d6), Rebuke (bolster) undead 8/day, Summon undead,

Combat Gear none

Cleric Spells Prepared (CL 12th):

5th—(D) *slay living* (DC 20), *flamestrike* (DC 20), *wall of stone*

4th—(D) *confusion* (DC 19), *freedom of movement* †, *shield of faith* (mass), *greater resistance* †

3rd—(D) *animate dead*, *dispel magic*, *blindness/deafness* (DC 18), *magic circle against good*, *unholy storm*

2nd—(D) *invisibility*, *desecrate*, *resist energy*, *silence*, *soundburst*

1st—(D) *cause fear* (DC 16), *protection from good*, *bless*, *magic weapon*, *cure light wounds* (x3)

0—*create water*, *detect magic* (x2), *detect poison*, *mending*, *purify food and drink*

D: Domain spell. Deity: Nerull. Domains: Death, Trickery

Spell-Like Abilities (CL 4th):

Least—Beguiling Influence † See the unseen †

Eldritch Blast (at will), 1st level spell equiv

† Already cast

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

Feats Augment Summoning, Domain Spontaneity (trickery), Extra Rebuking^B, Necromantic Might, Necromantic Presence, Practiced Spellcaster (cleric), Spell Focus (conjuration)

Skills Bluff +12, Concentration +17, Diplomacy +9, Intimidate +9, Knowledge (planes) +4, Knowledge (religion) +8, Spellcraft +12, Use Magic Device +2,

Possessions combat gear plus full plate +1, *spiked gauntlet*, *heavy wooden shield* +1, *periapt of wisdom* +2, two holy symbols, two spell component pouches

Death domain power (su) Once per day you can make a melee touch attack against a living

creature. Roll 2d6, if the amount equals or exceeds the target's current hit points, it dies (no save).

Gift of the Divine Patron (su) [Fiendish Resistance]

As a swift action, an eldritch disciple can spend a rebuke undead attempt to gain Acid and Fire resistance 11 for 4 rounds.

Summon Undead (sp) A Master of Shrouds can summon one or more incorporeal undead 4 times per day. This ability is otherwise identical to the summon monster spells, except that the duration is 13 rounds. At sixth level, a master of shrouds can summon a single spectre (MM 232), two wraiths (MM 257) or four shadows (MM 221).

UR-FLAN SOLDIER CR 10

Male human (flan) fighter 10

NE Medium humanoid (human)

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

Languages Common

AC 20, touch 11, flat-footed 20

(+1 Dex, +9 armor)

hp 97 (10 HD); fast healing 4 (Combat Focus)

Fort +10, **Ref** +5, **Will** +8 (+4 Combat Focus)

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

Melee masterwork falchion +17/12 (2d4+9/15-20)

Or **Melee** spiked gauntlet +13/8 (1d4+3)

Ranged (touch) tanglefoot bag +11

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

Base Atk +10; **Grp** +13

Atk Options Power Attack,

Combat Gear tanglefoot bag

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 8
SQ +8 to resist bull rush, disarm, grapple, overrun and trip attempts while in combat focus

Feats Blind Fight^B, Combat Focus, Combat Stability, Combat Vigor, Improved Critical^B, Improved Toughness, Iron Will, Melee Weapon Mastery^B, Power Attack^B, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B

Skills Climb +11, Intimidate +12, Jump +5

Possessions combat gear plus *full plate* +1, *Cloak of Resistance* +1, spiked gauntlet, *falchion* +1,

POWERFUL SHADOW CR 11

Shadow duskblade 5/ephemeral exemplar 3

NE Medium undead (incorporeal)

Init +5; **Senses** Listen +16, Spot +16; Darkvision 60ft

Aura Evil

Languages Common

AC 25, touch 20, flat-footed 20

(+5 Dex, +2 Chr, +3 class, +4 armor, +1 shield)

hp 84 (11 HD);

Immune undead immunities, incorporeal

Resistances turn resistance +5

Fort +6, **Ref** +8, **Will** +12

Speed Fly 40 ft, good (8 squares), base movement 40 ft.

Melee incorporeal touch +12 (1d6 *1.5 Strength damage)

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

Base Atk +7; **Grp** --

Atk Options arcane channeling, quick cast 1/day

Combat Gear none

Duskblade Spells Known (CL 9th);

1st (5/day)—*color spray, obscuring mist, magic weapon, ray of enfeeblement, shocking grasp, swift expeditious retreat*

0 (6/day)—*acid splash, ray of frost*

Abilities Str --, Dex 20, Con --, Int 11, Wis 14, Cha 15 **SQ** armored mage, arcane attunement

Feats Alertness, Combat Casting^B, Dodge, Empowered Ability Drain, Ghostly Grasp^B, Practiced Spellcaster (duskblade)

Skills Concentration +11 (+15 defensively), Hide +14, Listen +16, Spellcraft +4, Spot +16

Possessions combat gear plus mithral chain shirt and masterwork buckler

Armored Mage (Light, Medium) (ex) A duskblade's limited focus and specialized training allow him to avoid arcane spell failure so long as he wears light armor and light shields. This ability does not apply to spellcasting granted by another class.

Arcane Attunement (sp) A duskblade can use the spell like powers *dancing lights, detect magic, flare, ghost sound* and *read magic* a combined total of 3 times per day.

Arcane channeling (su) A duskblade can use a standard action to deliver any touch spell known and deliver the spell through his melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

Quick cast (su) A duskblade can cast one spell per day as a swift action, as long as its casting time is one standard action or less.

7: RUINS OF ZHARA-KITH

CHIRATH THE ANIMAL HANDLER **CR 12**

Male chaos gnome druid 3/wizard (transmuter)
3/beatmaster 1/arcane heirophant 5

CN Small humanoid (gnome)

Init +2 (+5 with marshal aura); **Senses** Listen +21, Spot +19; Low-Light Vision

Languages Common, gnomish, slaad, neraph

AC 24 (+4 dodge vs. giants), touch 13, flat-footed 22 (+1 size, +2 Dex, 5 *barkskin*, +6 *greater mage armor*)

hp 85(12 HD);

Immune *confusion* effects

Fort +11, **Ref** +7, **Will** +13

Speed 30 ft. (6 squares), base movement 20 ft.(30 ft with *longstrider*)

Melee club +7 (1d4-1)

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

Base Atk +7; **Grp** +2

Atk Options None

Combat Gear *lesser metamagic rod of extend spell, scroll of mass align fang, tanglefoot bag, wand of snake's swiftness*

Druid Spells Prepared (CL 12th):

4th—*superior magic fang* †, *freedom of movement* †

3rd—*cure moderate wounds, girallon's blessing* †, *lion's charge, evard's menacing tentacles*

2nd—*barkskin* (x2) †, *nature's favor, resist energy*

1st—*enrage animal, longstrider* (x2) †, *cure light wounds* (x2)

0th—*create water* (x2), *detect poison, mending, purify food and drink* (x2)

Wizard Spells Prepared (CL 12th):

4th—(T) *heart of earth* †, *evard's black tentacles, greater resistance* †

3rd—(T) *fly, enhance familiar* †, *greater mage armor* (x2) †, *dispel magic*

2nd—(T) *augment familiar, glitterdust, bull strength, mirror image, web*

1st—(T) *enlarge person, benign transposition* (x2), *magic missile, shield*,

0th—(T) *launch item* (x2), *detect magic* (x2), *open/close*

T: Transmutation spells (forbidden schools are enchantment and necromancy)

Spell-Like Abilities (CL 6th):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare, prestidigitation*

† Already cast

Abilities Str 8, Dex 14, Con 19, Int 16, Wis 16, Cha 10

SQ; nature sense, wild empathy, woodland stride, trackless step

Feats Alertness^B, Natural Bond, Practiced Spellcaster (druid), Practiced Spellcaster (wizard), Scribe Scroll^B, Skill Focus (Handle Animal), Toughening Transmutation

Skills Concentration +19, Handle Animal +11 (+15 with animal companion), Knowledge (arcana) +10, Knowledge (nature) +12, Knowledge (planes) +4, Listen +21, Spellcraft +11, Spot +19, Survival +9,

Possessions combat gear plus spell component pouch (x2), *amulet of health* +2, *headband of intellect* +2

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

Channel Animal (sp): Twice per day you can choose a spell whose range is touch or greater and make it originate from an animal you touch instead. This power can also be used to deliver a touch spell through the animal. After the spell is cast, the animal is considered to be holding the charge

DR ZAIUS

Male ape animal companion / familiar (advanced)

CR 0

N Large animal (ape)
Init +4 (acts on master's initiative); **Senses** Listen +10
Spot +10 Low-Light Vision, Scent
Languages N/A

AC 37 touch 15, flat-footed 31
(-1 size, +4 Dex, +6 *greater mage armor*, +11
natural, +2 dodge *enhance familiar*, +5 *barkskin*)
hp 108 + 24 temp hit points (12 HD);
Immune improved evasion
Fort +16, **Ref** +17, **Will** +12 (+4 vs. enchantment
spells and effects)

Speed 40 ft. (8 squares), Climb 30 ft. (6 squares)
base movement 30 ft. (40 ft. with *longstrider*)

Melee 2 claws +16 (1d6+7)
And bite +13 (1d6+3)
With *enhance familiar*: *greater magic fang*, and
girallon's blessing

Buffed Melee 4 claws +21 (1d4+12)
And bite +14 (1d6+8)
Render: 2d4+14

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

Base Atk +9; **Grp** +20

Atk Options deliver touch spells

Combat Gear none

Abilities Str 25, Dex 19, Con 16, Int 9, Wis 12, Cha 7
SQ Share spells, empathic link, speak with master,
speak with animals of its kind

Feats Alertness, Improved Toughness, Iron Will,
Multiattack^B, Toughness, Weapon Focus (claw)

Skills Climb +14, Listen +10, Spot +10

Possessions combat gear plus *amulet of health* +2

KILLIAK THE INSPIRER **CR 8**

Male chaos gnome bard 4/marshal 4
CN Small humanoid (gnome)
Init +3 (+7 with marshal aura); **Senses** Listen +6,
Spot +4; Low-Light Vision

Languages Common, gnomish, slaad

AC 18 (+4 dodge vs. giants), touch 14, flat-footed 15
(+1 size, +3 Dex, +4 chain shirt)

hp 57 (8 HD);

Immune *confusion* effects

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

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +6/+1 (1d3-1)

Ranged light crossbow +10 (1d4/19-20)

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

Base Atk +6; **Grp** +1

Atk Options Bard Song, Marshal Auras Grant Move
Action

Combat Gear tanglefoot bag (x1), wand of *color
spray*

Bard Spells Known (CL 3rd):

2nd (1/day)—*eagle's splendor*, *glitterdust* (DC 18)

1st (3/day)—*inspirational boost*, *swift invisibility*,
grease (DC 17)

0 (3/day)—*detect magic*, *mage hand*, *mending*,
open/close, *read magic*, *resistance*

Spell-Like Abilities (CL 3rd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 13), *flare*, *prestidigitation*

‡ Already cast

Marshal Auras known:

minor —motivate dexterity (+4 to all Dexterity
checks and dexterity related skill checks,
including initiative checks)

minor —master of tactics (+4 to damage rolls when
flanking)

major —motivate attack (+1 on melee attack rolls)

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

SQ: marshal auras,

Feats Cloudy Conjuration, Greater Spell Focus
(Conjuration), Skill Focus (Diplomacy)^B, Spell
Focus (Conjuration)

Skills Balance +9, Bluff +8, Concentration +11,
Diplomacy +9, Knowledge (arcana) +6, Knowledge
(planes) +6, Listen +6, Perform (taunt) +9,
Spellcraft +7, Spot +4, Tumble +13, Use Magic
Device +15

Possessions combat gear plus spiked gauntlet,
masterwork light crossbow, 20 bolts, chain shirt,
spell component pouch (x2), *cloak of resistance* +1

Luck of Chaos (ex) Once per day a chaos gnome
can reroll one roll that she has just made before
the DM declares the result a success or failure.
The chaos gnome must take the result of the reroll,
even if it is worse than the original roll.

Bardic Song, Inspire Courage (su) Four times per
day a bard can bolster allies. To be affected, an
ally must be able to hear the bard sing. The effect
lasts as long as the ally hears the song and for 5
rounds thereafter. An affected ally receives a +1
morale bonus on saving throws against charm and
fear effects and a +1 morale bonus on attack rolls
and weapon damage rolls. Inspire courage is a
mind-affecting ability.

Marshal Aura (ex) A marshal may project one minor
and one major aura at a time. Projecting an aura is
a swift action. The aura remains in effect until the
marshal uses a free action to dismiss it or activates
another aura of the same kind (minor or major). A
marshal can have an aura active continually, thus
an aura can be effect at the start of a combat
encounter even before the marshal takes a turn.

A marshal's aura effects all allies in 60 feet
(including himself) who can hear the marshal. An
ally must have an Intelligence score of 3 or higher
and be able to understand the marshal's language
to gain the bonus. A marshal's aura is dismissed if
he is dazed, unconscious, stunned, paralyzed or
otherwise unable to be heard or understood by his
allies.

Grant Move Action (ex) Once per day as a standard
action a marshal may grant an extra move action to
all allies within 30 ft (but not to himself). Each of
the affected allies takes this extra move action
immediately, acting in their current initiative order.
This extra action does not affect the allies initiative
count, the round continues normally after the
marshal's turn is over.

SLICY AND DICY, THE STABBY TWINS **CR 10**

Female chaos gnome swashbuckler 6/rogue 4

CN Small humanoid (gnome)
Init +4 (+8 with marshal aura); **Senses** Listen +12, Spot +10; Low-Light Vision
Languages Common, gnomish

AC 20 (+4 dodge vs. giants), touch 15, flat-footed 16 (+1 size, +4 Dex, +5 chain shirt), +1 Dodge, uncanny dodge

hp 79 (10 HD);

Immune *confusion* effects

Fort +10, **Ref** +12, **Will** +5

Speed 20 ft. (4 squares), base movement 20 ft.

Melee masterwork kukri +16/+11 (1d3/18-20)

Or Primary masterwork kukri +14/+9 (1d3/18-20) and Secondary masterwork kukri +14/+9 (1d3/18-20)

or spiked gauntlet +14/+9 (1d3)

Ranged longbow +14/+9 (1d6/x3)

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

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

Atk Options sneak attack +5d6

Combat Gear tanglefoot bag, *anklet of translocation*,

Spell-Like Abilities (CL 2nd):

1st (1/day)—*entropic shield*

0th (1/day)—*daze* (DC 10), *flare*, *prestidigitation*

‡ Already cast

Abilities Str 10, Dex 18, Con 16, Int 10, Wis 14, Cha 10

SQ: grace, trapfinding

Feats Daring Outlaw, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse^B, Weapon Focus (kukri)

Skills Balance +19, Escape Artist +16 (+18 with ropes), Jump +3, Listen +12, Search +9, Spot +10, Tumble +19, Use Rope +8 (+10 to bind someone)

Possessions combat gear plus spiked gauntlet, masterwork kukris (x2), longbow, 20 arrows, *chain shirt +1*, *cloak of resistance +1*

Luck of Chaos (ex) Once per day a chaos gnome can reroll one roll that she has just made before the DM declares the result a success or failure. The chaos gnome must take the result of the reroll, even if it is worse than the original roll.

8: THE SILVER TONGUED PRIEST

KORINOTH THE SLY (DRAINED 6 LEVELS) CR 14

Male human (Suel) natural were-snake (medium viper, hybrid form) cleric (Syru) 6/divine oracle 2/contemplative 4

CE Medium, humanoid (human, shapechanger)

Init +2; **Senses** Listen +10, Spot +10; Low-Light Vision, Scent

Languages Common, slaad

AC 32, touch 12, flat-footed 30 (+5 natural, +2 Dex, +4 shield, +11 armor)

hp 107 (14 HD) DR 10/ silver;

Immunities: prescient sense (evasion), divine health (immune to disease)

Fort +18, **Ref** +14, **Will** +24 (slippery mind, trap sense +1)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +8/+3 (1d4)

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

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

Atk Options Turn Undead +2/2d6+6 (3/day as 6th level cleric), Winter Blast (15' cone 1d4/spell level Reflex DC 14+spell level for half)

Combat Gear *metamagic rod of silent spell*, *lesser metamagic rod of extend spell*, *anklet of translocation*

Cleric Spells Prepared (CL 14th):

6th—(D) *mislead*, *superior resistance* ‡, *heal*, *mass frostburn* (DC 22)

5th—(D) *silent confusion* (DC 21), *flame strike* (DC 21), *slay living* (DC 21), *plane shift* (DC 21) (x2)

4th—(D) *lesser telepathic bond* ‡, *death ward*, *freedom of movement* ‡, *wall of chaos* (DC 20), *silent dispel magic*

3rd—(D) *lesser telepathic bond* ‡, *dispel magic*, *silent close wounds* (x2), *magic vestment* (x2) ‡ ‡

2nd—(D) *invisibility*, *close wounds*, *resist energy* (x2) ‡ ‡, *soundburst* (DC 18) (x2), *spiritual weapon*

1st—(D) *comprehend languages*, *ice slick*, *faith healing* (x4), *shield of faith* (x2)

0th—*create water* (x2), *detect magic*, *detect poison*, *purify food and drink* (x2)

D: Domain spell. Deity: Syru. Domains: Domination, Mind, Oracle, Trickery

‡ Already cast

Abilities Str 11, Dex 14, Con 16, Int 12, Wis 22, Cha 10

SQ; alternate form, divine wholeness, lycanthropic empathy (snakes), scry bonus, *stalwart pact*

Feats Practiced Spellcaster (cleric), Silent Spell, Skill Focus (Knowledge (religion)), Spell Focus (Enchantment)^B, Sudden Silent, Unsettling Enchantment, Winter's Blast

Skills Bluff +13, Concentration +20, Diplomacy +6, Disguise +14, Knowledge (arcana) +2, Knowledge (planes) +2, Knowledge (religion) +17, Listen +10, Sense Motive +20, Spellcraft +6, Spot +10

Possessions combat gear plus spiked gauntlet, light wooden shield (+3 from spell), mithral full plate mail (+3 from spell), holy symbol (x2), disguise kit, spell component pouch (x2), *peripart of wisdom +2*, *hat of disguise*, *pink rhomboid ioun stone (+2 Con)*

Alternate Form (su): Should Korinoth return to his normal human form, his natural armor bonus is reduced by 3, his Dexterity is reduced by 6, his Strength increases by 2, and he loses his damage reduction. Changing form is a standard action that does not provoke an attack of opportunity. All of Korinoth's gear is usable in both human and hybrid form, so it remains worn or carried as-is.

Slippery Mind (ex): If a contemplative is affected by an enchantment spell and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed on her saving throw.

Divine Wholeness (su): A contemplative can heal his own wounds. Korinoth can heal 16 hit points

per day, and he can spread this out amongst multiple uses.

RED SLAAD RANGER **CR 11**

Male slaad ranger 2/fighter 2
CN Large outsider (chaotic, extraplanar)
Init +4; **Senses** Listen +11, Spot +11; Darkvision 60 ft. Low-Light Vision

Languages slaad

AC 27, touch 13, flat-footed 23, Dodge +1
(-1 size, +4 Dex, +5 chain shirt, +8 natural)
hp 93 (11 HD); fast healing 5
Immune sonic
Resistance: acid 5, cold 5, fire 5, electricity 5,
Fort +16, **Ref** +13, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.
Melee masterwork pick +19/+14/+9 (1d6+8/x4)
Or Primary masterwork pick +17/+12/+7 (1d6+8/x4)
and Secondary masterwork pick +17/+12/+7
(1d6+4/x4) and bite +14 (2d8+4)
or 2 claws +18 (1d4+4 +implant)
and bite +16 (2d8+10)

Space 10 ft.; **Reach** 10 ft (20 ft with *greatreach bracers*).

Base Atk +11; **Grp** +23

Atk Options dodge (elusive target), pounce, implant, favored enemy (githzerai) +2, stunning croak, summon slaad

Combat Gear greatreach bracers

Spell-Like Abilities (CL 11th):

3rd (1/day)—summon slaad (one red slaad with 40% chance of success)

† Already cast

Abilities Str 26, Dex 18, Con 19, Int 6, Wis 8, Cha 6

SQ: wild empathy, elusive target features

Feats Dodge, Elusive Target, Greater Two-Weapon Fighting^B, Improved Two-Weapon Fighting^B, Mobility, MultiAttack, Track^B, Two-Weapon Fighting^B

Skills Climb +18, Hide +12, Jump +20, Listen +11, Move Silently +16, Spot +11

Possessions combat gear plus masterwork pick (x2), *chain shirt* +2, *cloak of resistance* +1

Pounce (ex) If a red slaad charges, it can make a full attack in the same round.

Stunning Croak (Su) Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20ft. must succeed on a DC 17 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution based.

Implant (ex) A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed on a DC 17 Fortitude save to avoid implantation. The save DC is Constitution based.

The egg gestates for one week before burrowing its way out and killing the host, turning into a blue slaad. If the host is an arcane spellcaster, the hatchling is a green slaad.

Twenty-four hours before hatching, the victim falls extremely ill (-10 to all ability scores, minimum

of 1). A *remove disease* rids a victim of the pellet, as does a DC 25 Heal check. Each heal check attempt does 1d4 damage to the victim..

ADVANCED BLUE SLAAD FIGHTER **CR 12**

Blue slaad Fighter 1
CN Large outsider (chaotic, extraplanar)
Init +8 **Senses** Listen +14, Spot +14; DV 60ft

Languages Slaad

AC 33, touch 13, flat-footed 29, Dodge +1
(-1 size, +4 Dex, +6 armor, +6 shield, +8 natural)
hp 159 (15 HD); fast healing 5
Immune Sonic
Resist Acid 5, Cold 5, Electricity 5, Fire 5
Fort +17 **Ref** +13, **Will** +9

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

Melee two claws +20 each (2d6+8)
and Bite + 18 (2d8+4 plus slaad fever)

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

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

Atk Options spell like abilities

Special Actions, dodge (elusive target) Summon Slaad

Combat Gear None

Spell-Like Abilities (CL 8th):

At will

5th—*passwall*, *telekinesis* (DC 17)

3rd—*hold person* (DC 15)

1/day

4th—*chaos hammer* (DC 16)

† Already cast

Abilities Str 26, Dex 18, Con 22, Int 4, Wis 6, Cha 15

Feats Combat Casting, Dodge, Elusive Target, Improved Initiative^B, Iron Will, Mobility, MultiAttack

Skills Concentration +13 (+17 casting defensively), Hide +4, Jump +11, Listen +14, Move Silently +8, Spot +14

Possessions combat gear plus *tower shield* +2, *chain shirt* +2

Summon slaad (sp) once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This is the equivalent of a 4th level spell.

Slaad Fever (su): Fortitude DC 20, incubation period 1 day, damage 1d3 Dex and 1d3 Chr. The save DC is Constitution based.

An afflicted humanoid reduced to 0 Charisma by slaad fever immediately transforms into a red slaad. It retains none of the features, traits, memories, or abilities of its formers self and is in all ways a normal red slaad

If the infected being was an arcane spellcaster, the disease instead produces a green slaad.

ALL APLS (UNTIERED)

8X: THE SILVER TONGUED PRIEST

KORINOTH THE SLY (WITHOUT LEVEL DRAIN) CR 20

Male human (Suel) natural were-snake (medium viper, hybrid form) cleric (Syrul) 6/divine oracle 2/contemplative 10

CE Medium, outsider (native (oerth), shapechanger)

Init +2; **Senses** Listen +13, Spot +13; Low-Light Vision, Scent

Languages Common, slaad

AC 36, touch 12, flat-footed 34
(+5 natural, +2 Dex, +6 shield, +13 armor)

hp 135 (20 HD) DR 10/ silver and magic;

SR 25

Immunities: prescient sense (evasion), divine health (immune to disease), divine body (immune to poison), eternal body (immune to aging).
Mindblank

Fort +20, **Ref** +16, **Will** +30 (slippery mind, trap sense +1)

Speed 20 ft. (4 squares), base movement 20 ft.

Melee spiked gauntlet +11/+6 (1d4)

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

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

Atk Options Turn Undead +2/2d6+6 (3/day as 6th level cleric), Winter Blast (15' cone 1d4/spell level Reflex DC 14+spell level for half)

Combat Gear *greater metamagic rod of silent spell, lesser metamagic rod of extend spell, anklet of translocation*

Cleric Spells Prepared (CL 20th):

9th—(D) *time stop, implosion (DC 28), miracle, gate*

8th—(D) *mindblank* †, *cloak of chaos, discern location, heightened mass frostburn (DC 27), silent finger of death (DC 26)*

7th—(D) *silent mislead, quickened silenced soundburst, silent heal, silent blade barrier, silent greater dispel magic*

6th—(D) *quicken invisibility, superior resistance* †, *harm, silent plane shift (DC 22), silent flamestrike (DC 22) (x2)*

5th—(D) *silent confusion (DC 22), flame strike (DC 22), slay living (DC 22), plane shift (DC 22), silent death ward, wall of stone, silent divine power*

4th—(D) *confusion (DC 21), death ward, freedom of movement (x2)* †, *wall of chaos (DC 21), silent dispel magic, giant vermin silent meld into stone*

3rd—(D) *lesser telepathic bond* †, *dispel magic, silent close wounds (x3), magic circle against law, magic vestment (x2)* † †

2nd—(D) *invisibility, close wounds, resist energy (x2)* † †, *soundburst (DC 19) (x2), spiritual weapon, silent shield of faith*

1st—(D) *comprehend languages, ice slick, faith healing (x5), shield of faith (x2)*

0th—*create water (x2), detect magic, detect poison, purify food and drink (x2)*

D: Domain spell. Deity: Syrul. Domains: Domination, Evil, Mind, Oracle, Trickery

† Already cast

Abilities Str 11, Dex 14, Con 16, Int 12, Wis 28, Cha 10

SQ; alternate form, divine wholeness, lycanthropic empathy (snakes), scry bonus

Feats Heighten Spell, Practiced Spellcaster (cleric), Quicken Spell, Silent Spell, Skill Focus (Knowledge (religion)), Spell Focus (Enchantment)^B, Sudden Silent, Unsettling Enchantment, Winter's Blast

Skills Bluff +13, Concentration +26, Diplomacy +16, Disguise +14, Knowledge (arcana) +2, Knowledge (planes) +2, Knowledge (religion) +17, Listen +13, Sense Motive +23, Spellcraft +16, Spot +13

Possessions combat gear plus spiked gauntlet, light wooden shield (+5 from spell), mithral full plate mail (+5 from spell), holy symbol (x2), disguise kit, spell component pouch (x2), *periapt of wisdom* +6, *hat of disguise, pink rhomboid ioun stone (+2 Con)*

Alternate Form (su): Should Korinoth return to his normal human form, his natural armor bonus is reduced by 3, his Dexterity is reduced by 6, his Strength increases by 2, and he loses his damage reduction. Changing form is a standard action that does not provoke an attack of opportunity. All of Korinoth's gear is usable in both human and hybrid form, so it remains worn or carried as-is.

Slippery Mind (ex): If a contemplative is affected by an enchantment spell and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed on her saving throw.

Divine Wholeness (su): A contemplative can heal his own wounds. Korinoth can heal 16 hit points per day, and he can spread this out amongst multiple uses.

Divine Body (su): a contemplative becomes immune to poisons of all kinds.

Divine Soul (su): a contemplative gains spell resistance. Her spell resistance equals her class level +15.

Eternal Body (ex): a contemplative no longer suffers ability penalties for aging and cannot be magically aged. Penalties she has already suffered remain in place. Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (su): a contemplative becomes a magical creature. She is forevermore treated as an outsider (native) rather than a humanoid for the purposes of spells and magical effects. Additionally, the contemplative gains DR 10 / magic.

APPENDIX 2: NEW RULES ITEMS

FEATS

Cloudy Conjunction

Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.

Prerequisite: Spell Focus (conjunction) or conjurer level 1st.

Benefit: When you cast a conjunction spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any). The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the *fog cloud* spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

Special: A conjurer can select this feat as a wizard bonus feat.

Source: *Complete Mage* 40

Combat Focus [Combat Form]

The way of the warrior requires more than simple, brute strength. Some warriors bring their minds to such keen focus during the heat of battle that they can attain superhuman levels of endurance, perception, and mental toughness. Through intense mental exercise and training, you can learn to enter a state of perfect martial clarity.

Prerequisite: Wis 13.

Benefit: In battle you push aside the chaos of the fight and attain a focused state that grants you a keen, clear picture of the battle. Fear and pain ebb away as you focus solely on defeating your enemy. The first time you make a successful attack during an encounter, you gain your combat focus. In this state, your mind and body become one, allowing you to overcome mundane physical limits. You can maintain your combat focus for 10 rounds after entering it, +1 additional round per combat form feat you possess aside from this one. You can only gain your combat focus once per encounter.

While you are maintaining your combat focus, you gain a +2 bonus on Will saves. If you have three or more combat form feats, this bonus increases to +4.

Special: a fighter can select Combat Focus as one of his fighter bonus feats..

Source: *Player's Handbook* II, 87

Combat Stability [Combat Form]

When you maintain your combat focus, you become difficult to dislodge. Your muscles lock into an unyielding position, granting you superior ability to

resist trip attacks, bull rushes, disarms, and similar effects.

Prerequisite: Wis 13, Combat Focus, base attack bonus +3.

Benefit: You gain a +4 bonus to checks or rolls to resist bull rush, disarm, grapple, overrun, and trip attempts made against you.

If you have three or more combat form feats, the bonus granted by this feat increases to +8.

Special: a fighter can select Combat Stability as one of his fighter bonus feats.

Source: *Player's Handbook* II, 87

Combat Vigor [Combat Form]

When you maintain your combat focus, your clarity of purpose and relentless drive allow you to overcome your body's frailties. Minor wounds heal in a matter of seconds, and you quickly recover from even a grievous blow.

Prerequisite: Wis 13, Combat Focus, base attack bonus +9.

Benefit: While you maintain your combat focus, you gain fast healing 2. You lose this benefit when your combat focus ends.

If you have three or more combat form feats, the benefit of this feat improves to fast healing 4.

Special: a fighter can select Combat Vigor as one of his fighter bonus feats..

Source: *Player's Handbook* II, 88

Daring Outlaw

You combine grace and stealth to deadly effect

Prerequisite: Grace +1, Sneak Attack +1d6

Benefit: Your rogue and swashbuckler levels stack for the purpose of determining your competence bonus on Reflex saves from the grace class feature and the swashbuckler's dodge bonus to AC.

Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage.

Source: *Complete Scoundrel* 76

Elusive Target [Tactical]

Trying to land a blows against you can be a maddening experience.

Prerequisite: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers:

Negate Power Attack: to use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: to use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior* 110

Empowered Ability Damage

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisite: Chr 11, undead type, incorporeal subtype, supernatural ability to damage or drain an ability score.

Benefit: All variable, numerical effects of an empowered ability damage or ability drain special attack are increased by 50%.

Source: *Libris Mortis* 26

Ghostly Grasp

You can handle corporeal objects even while incorporeal.

Prerequisite: Chr 15, undead type, incorporeal subtype.

Benefit: You can wear, wield, and otherwise use corporeal items as though you were corporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch ability.

Source: *Libris Mortis* 27

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit points. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter can select Improved Toughness as one of his Fighter Bonus Feats.

Source: *Complete Warrior* 101

Improved Turn Resistance

You have a better than normal chance to resist turning.

Prerequisite: Undead type

Benefit: You are less easily affected by clerics or paladins than you normally would be. When resolving

a turn, rebuke, command or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command and bolster attempts.

Source: *Libris Mortis* 27

Melee Weapon Mastery

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

Prerequisite:

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

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

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

A fighter can select Melee Weapon Mastery as one of his Fighter Bonus Feats.

Source: *Player's Handbook* II 81

Natural Bond

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal Companion.

Benefit: Add three to your effective druid level for the purposes of determining the bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

Special: A fighter can select Improved Rapid Shot as one of his Fighter Bonus Feats

Source: *Complete Adventurer* 111

Necromantic Might

Undead you control gain benefits when they are near you.

Prerequisite: Necromantic Presence

Benefit: Whenever undead you control are within 60 feet of you, they are inspired by you own necromantic aura, and gain a +2 enhancement bonus on their attack rolls and saving throws.

Source: *Libris Mortis* 28

Necromantic Presence

Undead you control are harder to turn when they are near you.

Benefit: Whenever undead you control are within 60 feet of you, they gain +4 turn resistance.

Source: *Libris Mortis* 28

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit cannot increase your caster level to higher than your Hit Dice. However if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of a non spellcasting class, you might be able to apply the rest of the bonus.

A character with two or more spellcasting classes 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 can select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class.

Source: *Complete Arcane* 82

Sudden Silent

You can cast a spell quietly without special preparation.

Benefit: Once per day, you can apply the effect of the Silent 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 the Silent Spell normally if you have it.

Source: *Complete Arcane* 83

Toughening Transmutation

Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.

Prerequisite: Spell Focus (transmutation) or transmuter level 1st.

Benefit: Whenever you cast a transmutation spell, you can choose to grant yourself or any one creature targeted by the spell damage reduction 5/magic. If the creature already has damage reduction (of any type) from another source, you increase that damage reduction by 5 instead. This effect lasts for 1 round.

Special: A transmuter can select this feat as a wizard bonus feat.

Source: *Complete Mage* 48

Unsettling Enchantment

Your enchantment spells cloud the minds of even those who would otherwise resist their effects.

Prerequisite: Spell Focus (enchantment) or enchanter level 1st.

Benefit: Any foe required to save against an enchantment spell you cast takes a -2 penalty on attack rolls and to AC for 1 round, regardless of the result of the save. This is a mind-affecting effect.

Special: An enchanter can select this feat as a wizard bonus feat.

Source: *Complete Mage* 48

Winter's Blast

The frozen magic within you can burst forth in a hail of frost.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a cold spell of 2nd level or higher available to cast, you can create a 15-foot cone-shaped burst of cold. This cone deals 1d4 points of cold damage per level of the highest-level cold spell you have available to cast. A successful Reflex save halves the damage. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting cold spells.

Source: *Complete Mage* 48

MAGIC ITEMS

Anklet of Translocation

Magic Item Compendium 71

Description: A pewter chime hangs from this simple leather ankle-bond.

Activation: Swift (command)

Effect: An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Aura/Caster Level: moderate conjuration. CL 5th

Construction: Craft Wondrous Item, dimension door, 700 gp, 56 XP, 2 days

Price: 1,400 gp

Armbands of Might

Magic Item Compendium 72

Description: These bronze armbands are engraved with images of bulls' horns.

Activation: –

Effect: When you wear these armbands, you gain a +2 bonus on Strength checks and Strength-based skill checks.

If you have the Power Attack feat, you also gain a +2 bonus on melee damage rolls for any attack on which you use the Power Attack feat and take a penalty of at least -2 on your attack roll.

Aura/Caster Level: faint transmutation. CL 9th

Construction: Craft Wondrous Item, *bull's strength*, 2,050 gp, 164 XP, 5 days

Price: 4,100 gp

Brawler's gauntlets

Magic Item Compendium 82

Description: The iron links and leather grips of these gauntlets are rough and worn from hard use.

Activation: Swift (command)

Effect: Wrestlers and priests of the brawler god Kord prize these gauntlets. When activated, for 1 round, they grant you a +2 bonus on grapple checks and damage rolls when making unarmed attacks.

Brawler's gauntlets function three times per day.

Aura/Caster Level: faint transmutation. CL 9th

Construction: Craft Wondrous Item, *bull's strength*, 500 gp, 40 XP, 1 day

Price: 1,000 gp

Gauntlets of arrow reflection

Magic Item Compendium 101

Description: These leather gauntlets have small polished steel disks set in their palms.

Activation: Immediate (command)

Effect: *Gauntlets of arrow reflection* allow you to redirect a deflected thrown or projectile weapon back at your attacker. When you use the Deflect Arrows feat (PHB 93) to deflect a ranged weapon attack, you can activate the gauntlets to cause the weapon to fly back at the character who made the attack. Use the attacker's original attack roll to determine the attack's success, and roll damage as normal as if your attacker had successfully hit with the weapon.

This ability functions three times per day.

Aura/Caster Level: faint abjuration. CL 6th

Construction: Craft Wondrous Item, *protection from arrows*, 1,000 gp, 80 XP, 2 days

Price: 2,000 gp

Greatreach bracers

Magic Item Compendium 108

Description: This pair of arm-length, leather bracers is sewn from blackened sinews and tendons.

Activation: Swift (command)

Effect: Sometimes called "choker sleeves" due to their appearance and effect, these pliable bracers allow you to attack from a surprising distance. When you activate greatreach bracers, your arms stretch and elongate, extending your reach by 10 feet for 1 round.

This ability functions three times per day.

Aura/Caster Level: moderate transmutation. CL 6th

Construction: Craft Wondrous Item, *enlarge person*, 1,000 gp, 80 XP, 2 days

Price: 2,000 gp

Ki Straps

Magic Item Compendium 113

Description: These two leather straps seem worn and frayed at the edges.

Activation: –

Effect: When wrapped around both hands, these straps grant a +2 enhancement bonus to the DC of your

Stunning Fist attack (or any other effect gained by expending daily uses of that feat).

Aura/Caster Level: moderate transmutation. CL 9th

Construction: Craft Wondrous Item, Stunning Fist, *magic weapon*, 2,500 gp, 200 XP, 5 days

Price: 5,000 gp

Ring of Adamantine Touch

Magic Item Compendium 121

Description: Three strips of adamantine form this simple band. The inner strip has a brushed metal finish, the outer strips are polished to a shine..

Activation: –

Effect: While you wear this ring, your melee attacks (whether natural or with a weapon) are treated as adamantine for the purpose of overcoming damage reduction.

Aura/Caster Level: strong transmutation. CL 10th

Construction: Forge Ring, *touch of adamantine* (BOED 110), 3,000 gp, 240 XP, 6 days

Price: 6,000 gp

Shirt of Slaadskin

Magic Item Compendium 135

Description: This lightweight, brightly colored shirt is made from a rubbery, pebbled hide.

Activation: –

Effect: This shirt is made from the skin of a slaad. It grants you damage reduction 3/lawful.

Aura/Caster Level: moderate transmutation. CL 9th

Construction: Craft Wondrous Item, *righteous might*, 7,500 gp, 600 XP, 15 days

Price: 15,000 gp

SPELLS

ALIGN FANG

School: Transmutation [see text]

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You kneel beside your animal companion and press a sprig of mistletoe against its forehead, calling upon the power of nature.

Align fang makes a creature's natural weapons good-, evil-, lawful-, or chaotic-aligned, as you choose. A natural weapon that is aligned can overcome the damage reduction of certain creatures, usually outsiders of the opposite alignment. This spell has no

effect on a natural weapon that is already treated as being aligned, such as the claw or bite attack of most demons. you can't cast this spell on a manufactured weapon, such as a sword. When you cast this spell to make a natural weapon good-, evil-, lawful-, or chaotic-aligned, *align fang* is a good, evil, lawful, or chaotic spell, respectively.

Source: *Spell Compendium* 9

ALIGN FANG, MASS

School: Transmutation [see text]

Level: Druid 3, ranger 3

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

Targets: One creature/level, no two of which are more than 30 ft. apart

You hold a sprig of mistletoe aloft and invoke the powers of nature. Your animal allies glow pale blue at their muzzles and paws.

This spell functions like *align fang*, except that it affects multiple allies at a distance.

Source: *Spell Compendium* 9

AUGMENT FAMILIAR

School: 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.

Source: *Spell Compendium* 17

AURA OF COLD, LESSER

School: Transmutation [Cold]

Level: Cleric 3, druid 3, paladin 4, ranger 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 ft

Area: 5-ft. radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You are covered in a thin layer of white frost and frigid cold emanates from your body, dealing 1d6 points of cold damage at the start of your round to each creature within 5 feet.

Source: *Frostburn* 89

BENIGN TRANSPOSITION

School: Conjunction (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Source: *Spell Compendium* 27

CLOSE WOUNDS

School: Conjunction (Healing)

Level: Cleric 2

Components: V

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.

This spell cures 1d4 points of damage +1 point per caster level (maximum+5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Source: *Spell Compendium* 48

ENHANCE FAMILIAR

School: 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.

Source: *Spell Compendium* 82

ENRAGE ANIMAL

School Enchantment (Compulsion) [Mind-Affecting]
Level: Druid 1, ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One animal
Duration: Concentration +1 round/level
Saving Throw: None
Spell Resistance: Yes

You feel inexplicably angry as you near the conclusion of the spell's casting. The feeling subsides slightly as you release the spell into your target.

Enrage animal affects only creatures of the animal type and bestows a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to Armor Class. This effect is otherwise identical to a barbarian's rage (PH 25), except that the animal is not fatigued at the end of the rage.

Source: *Spell Compendium* 82

EVARD'S MENACING TENTACLES

School Transmutation
Level: Druid 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Two black tentacles sprout from your shoulder blades and arch over your shoulders.

The tentacles have 10-foot reach and are animate. Each round as a free action, starting on the turn when you cast the spell, you can direct each tentacle to attack one opponent within reach. The tentacles use your base attack bonus and Strength score, and each deals bludgeoning damage equal to 1d8 points + your Str modifier. The tentacles threaten the area within their reach and each can make one attack of opportunity per round.

The tentacles also grant you a +4 bonus on Climb checks

Source: *Players Handbook II* 113

EXPEDITIOUS RETREAT, SWIFT

School Transmutation
Level: Bard 1, sorcerer/wizard 1
Components: V
Casting Time: 1 swift action
Duration: 1 round

In a breathless voice you call out, as if you were already running a race.

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Source: *Spell Compendium* 85

FAITH HEALING

School Conjuration (Healing)
Level: Blackguard 1, cleric 1, paladin 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

You place your hands on your loyal acolyte and blue-silver radiance discharges from your hands. The horrendous wounds across his chest heal, leaving no scar.

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

Source: *Spell Compendium* 87

FROSTBITE

School Conjuration (Creation) [Cold]
Level: cleric 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You chill the air and create a layer of frost on the skin of target creatures. The targets are entitled to a Fortitude save; those who fail take 6d6 points of cold damage and 2d6 points of Dexterity damage. Creatures

dropped to 0 Dexterity are frozen in a layer of ice, shivering and unable to attack, move or defend.

Source: *Frostburn* 95

FROSTBURN, LESSER

School Necromancy [Cold]

Level: cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

When laying your hand upon a creature, you channel cold energy that deals 1d12 points of frostburn damage +1 point per caster level (maximum +5). When cast upon a cold subtype creature, this spell heals a like amount of damage, rather than harming it.

Source: *Frostburn* 95

FROSTBURN

School Necromancy [Cold]

Level: cleric 4

This spell functions like *lesser frostburn*, except that it deals 3d12 points of frostburn damage +1 point per caster level (maximum +20).

Source: *Frostburn* 95

FROSTBURN, MASS

School Necromancy [Cold]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Cold energy spreads out in all directions from the point of origin, dealing 3d12 points of frostburn damage +1 point per caster level (maximum +20) to nearby enemies. Like other frostburn spells, *mass frostburn* cures cold subtype creatures in the area rather than harming them.

Source: *Frostburn* 95

GIRALLON'S BLESSING

School Transmutation

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The touched subject appears to be in discomfort for an instant before arms erupt from its torso with a damp squelch.

You give the subject an additional pair of arms. Each of its arms—new and old—ends in a clawed hand with fingers and an opposable thumb. The creature's original arms (if any) are its primary arms, and new limbs are secondary limbs (if the subject had no arms, the arms created by the spell are its primary arms). The creature gains four claw attacks, each using its base attack bonus +its Str modifier for attack rolls. Each claw deals 1d4 points of damage + the subject's Str modifier, and if an opponent is struck by two or more claws in 1 round, the subject can rend it for an additional 2d4 points of damage + 1-1/2 times its Str modifier. A creature cannot use normal weapons and the claw attacks in the same round, and the subject does not gain additional claw attacks from a high base attack bonus.

Material Component: A few strands of girallon hair.

Source: *Spell Compendium* 106

HEART OF EARTH

School Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a *stoneskin* effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the *stoneskin's* total protection is consumed), at the end of which time the spell's entire effect ends.

If *heart of earth* is active on you at the same time as *heart of air*, *heart of fire*, or *heart of water*, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: *Complete Mage* 106

ICE SLICK

School Conjuration (Creation) [Cold]

Level: Cleric 1

Components: V, S, DF

Casting Time: 1 Standard action

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

Area: One 20-ft. square

Duration: 1 round/level (D)

Saving Throw: See Text

Spell Resistance: No

An ice slick spell covers a solid surface with a layer of slippery ice. Any creature entering the area or caught in it when the spell is cast must make a successful Balance check or slip, skid and fall. Those that succeed on the skill check can move at half speed across the surface, or can skate or glide normally. However, those that remain in the area must make a new skill check every round to avoid falling and be able to move. The DM should adjust skill checks by circumstance. For example, a creature charging down a hill that is suddenly iced has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

Source: *Forstburn* 100

INSPIRATIONAL BOOST

School Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

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

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

Source: *Spell Compendium* 124

INVISIBILITY, SWIFT

School Illusion (Glamer)

Level: Assassin 2, bard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a whispered syllable you complete the spell. You notice that others look past you as if you weren't there.

This spell functions like *invisibility* (PH245), except as noted above.

Source: *Spell Compendium* 125

LAUNCH ITEM

School Transmutation

Level: Sorcerer/wizard 0

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One Fine item in your possession, weighing up to 10 lb.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You hold the item and windmill your arm in an underhanded toss. When it leaves your hand, it is bathed in an orange glow and flies farther than you could throw any item.

You cause a Fine item in your possession to fly at great speed to a target or location you specify, out to medium range (100 ft. + 10 ft./level). This spell is normally used to launch dangerous items (flasks of acid, thunderstones, and so on) farther than you could normally throw them. You can use this spell to make an attack with a splash weapon. If you choose to do so, you must make an attack roll as normal, but you suffer no penalties for range.

Source: *Spell Compendium* 130

LION'S CHARGE

School Transmutation

Level: Druid 3, ranger 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You cast the spell and a nimbus of yellow energy in the form of a lion surrounds you.

This spell grants you the pounce special ability (MM 313), allowing you to make a full attack at the end of a charge.

Source: *Spell Compendium* 133

MAGE ARMOR, GREATER

School Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* 136

MAGIC FANG, SUPERIOR

School Transmutation

Level: Druid 4, ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You speak the old words of the incantation, and your hands glow with a yellow aura that flashes at the tips of your digits.

Superior magic fang gives every natural weapon you possess an enhancement bonus on attack rolls and damage rolls equal to +1 per four caster levels (maximum +5 at 20th level).

Source: *Spell Compendium* 136

NATURE'S FAVOR

School Evocation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Rubbing the animal's side, you whisper the final bit of the spell's ritual. The animal glances at you before turning its attention to your foes, bristling as it does so.

You grant the subject animal a +1 luck bonus on attack rolls and damage rolls for every three caster levels you possess (maximum +5).

Source: *Spell Compendium* 146

RESISTANCE, GREATER

School Abjuration

Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4

Duration: 24 hours

Just as you touch the spell's subject, a feeling of peace and watchful guardianship fills your being.

This spell functions like *resistance* (PH 272), except as noted here. You grant the subject a +3 resistance bonus on saves.

Source: *Spell Compendium* 174

RESISTANCE, SUPERIOR

School Abjuration

Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 6

Duration: 24 hours

As you finish casting the spell, you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like *resistance* (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Source: *Spell Compendium* 174

SHIELD OF FAITH, MASS

School Abjuration

Level: Cleric 4

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. +

5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

This spell functions like *shield of faith* (PH 272), that it affects multiple allies at a distance.

Source: *Spell Compendium* 188

SNAKE'S SWIFTNES

School Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Source: *Spell Compendium* 193

STALWART PACT

School Evocation

Level: Cleric 5, Pact 5

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your ally and empower him with a spell that will later take effect in dire need.

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends. *Material Component:* Incense worth 250 gp.

Source: *Spell Compendium* 204

TELEPATHIC BOND, LESSER

School Divination [Mind-Affecting]

Level: Mind 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Targets: You and one willing creature within 30 ft.

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As you send your thoughts outward, your mind brushes against the consciousness of your friend and it welcomes you, forming a bond that no distance can break.

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Source: *Spell Compendium* 219

UNHOLY STORM

School Conjuration (Creation) [Evil, Water]

Level: Blackguard 3, cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You call upon the forces of evil, and a heavy rain begins to fall in the area you indicate, its raindrops foul and steaming.

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a -4 penalty on Listen, Spot, and Search checks. It also applies a -4 penalty on ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns). The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage).

Material Component: A flask of unholy water (25 gp).

Source: *Spell Compendium* 227

WALL OF CHAOS

School Abjuration [Chaotic]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 5 ft./2 levels

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

You invoke the abjuration, and a wall of multicolored energy springs up, becoming translucent and vanishing in a flash.

You create an immobile barrier that inhibits lawful creatures. A lawful summoned creature cannot pass through the wall in either direction, and any other lawful creature must succeed on a Will save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round. A *wall of chaos* must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

Arcane Material Component: Powdered silver worth 25 gp.

Source: *Spell Compendium* 233

PLAYER HANDOUT 1

For those PCs that have played PAL7-04 *Spirit of the Law* or PAL7-07 *Letter of the Law*:

You have been working with your friends and allies to track down the mysterious human that has been sowing chaos in the Pale. You've determined that he has operated under a number of different aliases, but always doing the same thing: gaining the confidence of local officials and tricking them into twisting the law and angering the population.

You have tracked this human to Landrigard, where he was seen several weeks ago arranging for the purchase of supplies to be taken into the Rakers. He apparently had some Flan humans with him for this work. Since then, there have been reports of chaotic creatures up in the Rakers, and the two events must be linked.

You have just finished your investigation in Landrigard and gathered several other adventurers to join you on a mission into the Rakers. Those less interested in punishing evil and chaos were easily enticed with the idea that a villain this big must have a lot of financial resources at his disposal, and in easily quantifiable amounts. For greed or good, you and your companions are headed into the Rakers as soon as you are ready.

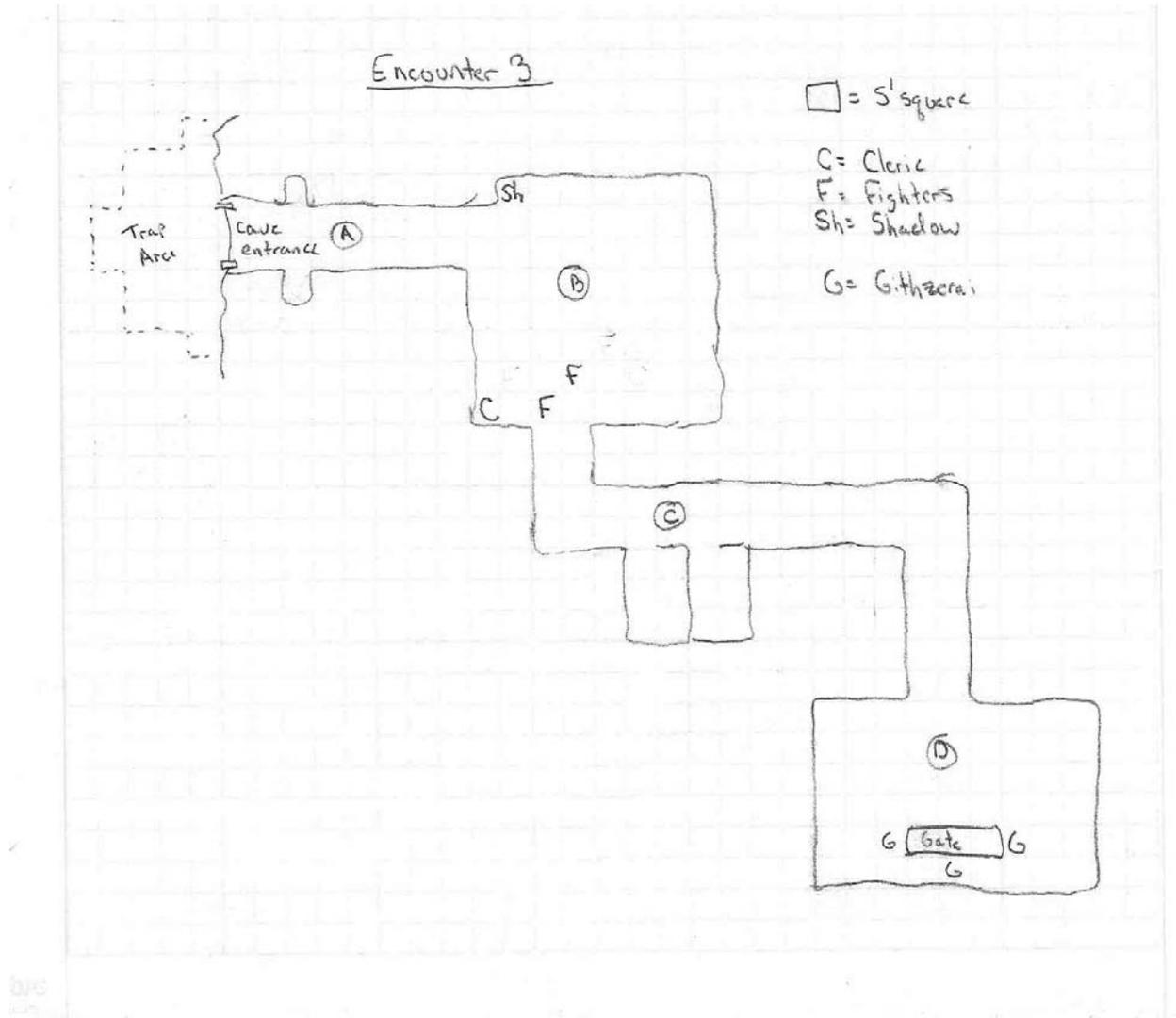
PLAYER HANDOUT 2

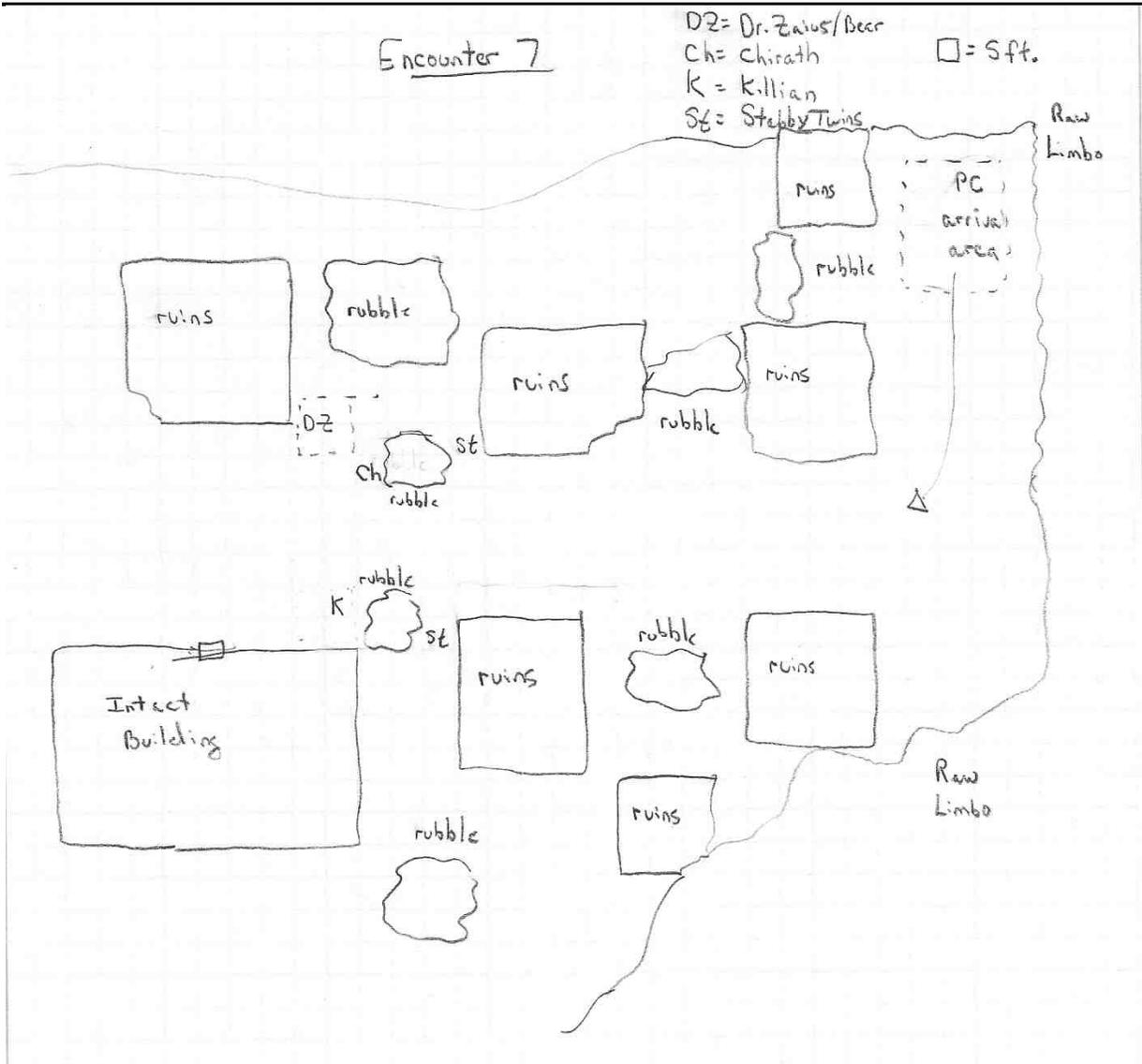
If no PCs have played PAL7-04 *Spirit of the Law* or PAL7-07 *Letter of the Law*:

A fellow adventurer recently asked you to head up to Landrigard and ask around about a human that has been plaguing the Pale recently. Since it was a simple favor and Landrigard isn't that boring a city, you accepted.

After asking around for a few days, you learned that a man, matching the description you had, had been seen in Landrigard several weeks ago. He had several Flan companions with him and they were purchasing supplies for a trek up into the Rakers. No one has seen them since.

Right now, you are wrapping up your investigation in Landrigard and looking for some other form of work until you meet up with your friend again....

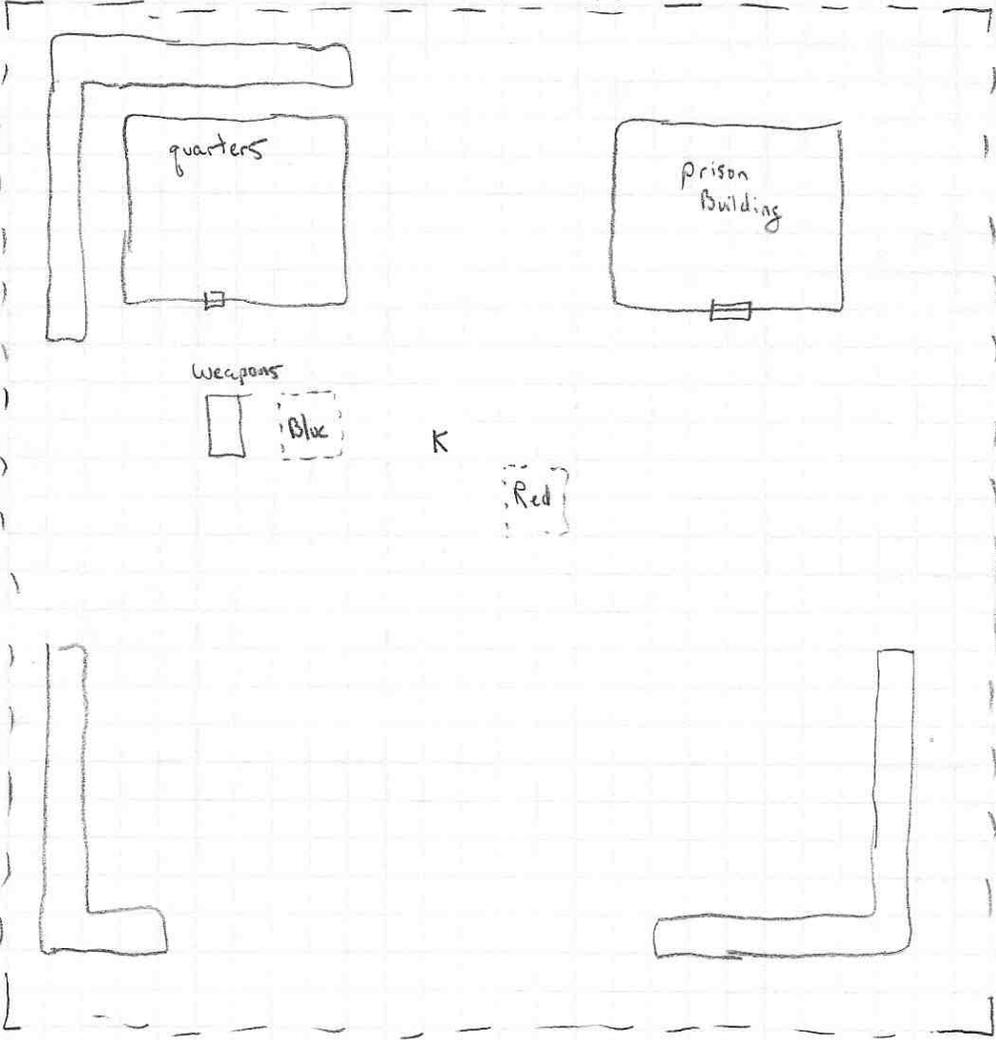




Encounter 8

□ = 5'
K = Korinath
Red = Red Slant / AnarchicDev
Blue = Blue Slant

Boundary of MORDEUKAN'S PRIVATE SANCTUM



DM AID 1: SPECIAL RULES FOR THE PALE

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). 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).