

BIS8-02

Wealth Beyond the Measure of Coin

A One-Round D&D® LIVING GREYHAWK™

Bissel Regional Adventure

Version 1.0

by Cameron Logan

Reviewers: Bissel Triad Circle Reviewer: Steven Conforti

“Convergence arrives, mark it with the death of the oasis who walks. Extinction draws close; the agenda of the spheres is righted at end. All memory fades of the ones who walk and move into the dark lands.” A Bissel regional adventure for APLs 2-12, and finale of the *Shadows and Sigils* series.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Rhiannon Louve, Ari Marmell, Gary Astleford], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquette], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matthew Sernett, Chris Thomasson, James Wyatt], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F. M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Races of the Wild* [Skip Williams], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Tome of Magic* [Matthew Sernett, Ari Marmell, David Noonan, Robert J. Schwalb].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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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 player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

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.
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.

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	

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 Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

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

A character who 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 Survival check (DC 20), 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*.

ADVENTURE BACKGROUND

It is their directive to observe the progress of civilizations. Their specific emphasis is on societies in decline, those that face gradual ruin or sudden destruction through catastrophe. It is for this reason that they take the name of Duskwatchers, and they have been watching for some time. From their secret enclave in the Plane of Shadow, the Duskwatchers have been orchestrating a vast information network for hundreds of years to study a nation of Oerth that is fraught with strife, frequented by disaster, and favored of invasion. This nation is called the March of Bissel.

The Duskwatchers are a cabal of Illumians, a secretive race of humanoids whose very being is made of a fundamental utterance of powerful language. Illumians arrange themselves into cabals, of which the Duskwatchers is but one example. At their founding, the Duskwatchers were devout worshippers of the goddess Xan Yae, known as the Lady of Perfection. Xan Yae's portfolio of shadows and knowledge formed the basis of the Duskwatchers' directives. As centuries passed, some Duskwatchers began to worship a new god: Vecna, who also holds dominion over shadows and knowledge. The Duskwatchers divided into two factions, the Lotus-Eaters that still revere Xan Yae, and the Maimed Lords who revere Vecna. The two factions have traditionally shared seats at the Black Table, the name for the Duskwatcher ruling council, but in the last decades it is the Maimed Lords who have commanded unchallenged authority over the cabal.

In their observations of Bissel, the Duskwatchers measured a great planar conjunction of the like they had never witnessed. The planar conjunction occurred at the Temple of Pelor in Bissel, and a great release of positive energy washed over the land. At the center of this was Cardinal Milivus, a fallen priest who carried within him a cancerous tumor that would have been his death had he

not been killed by a Solar. The energy of the planar conjunction had an odd effect on the disease that the priest carried, transforming it into a contagious phage. The people of Bissel have taken to calling this disease the Mark of the Black Hand thinking it to be the work of Evard.

Several Augors at the Duskwatcher cabal predicted that this disease would bring about the swift and subsequent annihilation of the people of Bissel. Eager to see the extinction of an entire nation, the Maimed Lords began to direct the Duskwatcher cabal into doing more than mere observation; now they would take an active role in ensuring that disaster continues unabated. The Duskwatcher Augors have identified a Bisselite priestess of Geshtai named Mehri la'Feyvim as one who could prevent the growing devastation and the Duskwatchers targeted her for assassination (as seen in BIS6-04 *Face of Copper*). They have taken steps to infiltrate and sabotage the Paercine Camerata (as introduced in BIS7-03 *All That for a Bag of Silver?*), who work toward curing the plague. When Baron Fertuine of Cassiter attempted to use the knowledge of necromancers to protect himself from the plague, an illumian spy was there to stop him, though she was captured and ultimately unsuccessful (Abgriel from BIS7-06 *The Golden Masque*). Now the Duskwatchers again target Mehri for assassination, though their spy in the Paercine Camerata is to have a change of heart, and defect from the teachings of his cabal to aid Bissel.

ADVENTURE SUMMARY

The adventure begins at Leigor Manor, where the PCs are aiding the Paercine Camerata in their researches or making sure they are safe. One evening they receive word that Mehri la'Feyvim is in danger. The PCs arrive to try to thwart the assassination of the priestess.

The next thing the PCs experience is awakening on the Plane of Shadow, bereft of their recent memories. A guide will relate that the PCs were delayed in their mission on the Plane of Shadow by an attack that resulted in the loss of memory. The PCs can remember their mission through a flashback, where Tsogath (the illumian infiltrator of the Paercine Camerata) explains the nature of the Duskwatchers and how the means of a cure for the Black Hand can be found in the Duskwatchers' enclave on the Plane of Shadow.

Their mission clear, the PCs gain information of the enclave of the Duskwatchers while in Avernakt, a city on the Plane of Shadow. The PCs make their way to a secret entrance to the enclave and encounter some resistance. They make their way to the Vault of Shadow, whose destruction will cripple and blind the Duskwatchers,

allowing the PCs take the cure without opposition. Within the Vault, the PCs meet some resistance. Once the Vault is destroyed, the PCs can gain the means to the cure and escape the Plane of Shadow.

Introduction: Fascination Street

Estimated Time: 5 minutes

The PCs begin at Leigor Manor; relaxing on a warm, clear evening after a few days assisting the Paercine Camerata.

Encounter 1: Lullaby

Estimated Time: 35 minutes

The PCs are alerted to danger from Tsogath, and must check on Mehri la'Feyvim whose life may be in jeopardy. The PCs fight her would-be assassin, a dark fey known as Black Orchid.

Encounter 2: Cut Here

Estimated Time: 15 minutes

The PCs find out that Tsogath is not all he appears to be, at which point the PCs experience a phenomenon known as *missing time*. The PCs awaken on the Plane of Shadow with their recent memories gone, and confronted by a strange ally – the Shadar-kai ranger named Dra'Kim.

Encounter 3: In Between Days

Estimated Time: 10 minutes

PCs that succeed at a Concentration check are able to recollect some of the events that occurred during their *missing time*. This encounter covers the important information that they recover.

Encounter 4: Catch

Estimated Time: 15 minutes

Consulting with Dra'Kim the PCs learn a bit about the city of Avernakt, their location on the Plane of Shadow. They must decide whether they will seek information from a gang of smugglers Dra'Kim has contact with, or seek out Avernakt's de facto lord.

Encounter 5: Primary

Estimated Time: 15 minutes

Dra'Kim guides the party to the lair of a gang of smugglers known as The Disgraced. The PCs must prop up its new leader in order to gain the information they wish.

Encounter 6: Close to Me

Estimated Time: 15 minutes

Dra'Kim leads the party to the Citadel of the Phantasmymir, Avernakt's de facto lord. If the PCs are successful at communicating their intent, they may gain an audience with the Phantasmymir himself, who is inclined to aid the PCs.

Encounter 7: Why Can't I Be You?

Estimated Time: 45 minutes

The PCs find Ebonstone, the home to the Duskwatcher cabal. They do combat with guardians at a secluded entrance.

Encounter 8: Boys Don't Cry

Estimated Time: 10 minutes

Inside Ebonstone the PCs find the entrance to the vault. The PCs must solve the puzzle of opening the door before they can proceed.

Encounter 9: Just Like Heaven

Estimated Time: 45 minutes

The PCs enter the Vault, and do battle with the Keeper of the Vault and his servant.

Encounter 10: Pictures of You

Estimated Time: 10 minutes

Once the PCs destroy Ebonstone's power source, a powerful being is released that wishes to revenge itself on the Duskwatchers. In the confusion, the PCs are able to find the cure that they need.

Conclusion: The End of the World

Estimated Time: 5 minutes

Mehri is able to develop a cure from what the PCs retrieved from the Duskwatcher enclave.

PREPARATION FOR PLAY

One of the challenges of this adventure is the disjunct timing of events. The PCs must deal with lost memories in Encounter 2 and recover those memories in Encounter 3. Thus these encounters are out of order in a temporal sense but are presented in the correct order from a narrative sense. Review these first encounters carefully so that the players experience a controlled confusion, rather than becoming totally lost.

PCs who speak Illumian will have a bit of an advantage at some parts of the adventure; they will have gained access to the language in BIS6-04 *Face of Copper*, but will have needed to spend TUs and skill points to actually learn the language. Confirm that players who claim their PCs know Illumian paid these costs.

PCs who possess the *Some Junk* AR item from BIS6-IN5 *If on a Winter's Night an Adventurer...* will have an easy time in Encounter 8. It's possible that the AR item was sold and thus the PC will no longer possess it to use. Confirm that players who claim their PCs possess *Some Junk* did not sell *Some Junk* instead.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: FASCINATION STREET

Estimated Time: 5 minutes

Looming large in the clear night sky, the pale Great Moon of Oerth called Luna hangs half-visible. It waxes almost rapid enough to be seen growing against the dark. Celene, the lesser moon, respectfully sits low on the horizon, a waning aquamarine sliver surrounded by glimmering stars.

A waft of smoke reminds you of your terrestrial position, standing on a high balcony of Leigor Manor. For ten months this place has served as the residence for a group of scholars known as the Paercine Camerata.

Turning toward the direction of the smoke you see its origins in the long pipe hanging from the mouth of Bince Rupel, a founding member of the Camerata. The bard takes the pipe in hand and uses it to point toward the sky.

"Interesting," he begins, "that when one body's fortunes swell another body's fortunes fade. Such is the way when winter moves into spring."

It is 3 Readying, 598 CY, the first temperate day of the year. You have spent the past few days assisting the Camerata in their work, for the scholars are always in need of strong backs and sharp minds. The group's numbers have increased to include new members, and they seem more focused than ever on finding a cure to the plague that spreads across Bissel.

The PCs have likely encountered the Paercine Camerata before, in BIS7-03 *All That for a Bag of Silver?*. The PCs are free to invent whatever reason they are for being here; indeed some of them may be actual members of the Camerata. If the PCs have not met before, now is an appropriate time for introductions. It can be assumed that the PCs have known each other for at least the few days they have been here at Leigor Manor. The time is early night, with the PCs and Bince relaxing on the balcony – swapping stories and a bottle.

Being a bard, Bince is a veritable fount of local knowledge and tales. If the PCs wish to gather some information and rumors before continuing, he is the one to consult. The following are rumors they can pick up

with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- “A crowning achievement for the March of Bissel, when our Great Army stormed the gates of Lopolla. Finally the Ketites are met with the sting of conquest. I only wish I could have been there.”
- “My brother-in-law in Saredan said he had a good line on a challenger against the pit fighter, Brar the Crusader. I had him put down some coin for me, but the challenger lost big. Just goes to show, never listen to your brother-in-law when it comes to money.”
- “Every time this blasted disease seems contained, we hear of more cases of outbreak. But don’t fret, the Camerata continues undeterred and we are closer to a cure than ever.”

DC 20

- “The Black Hand seems indiscriminate in its targets. I’ve gotten word that Baroness Jasmine Besselar has fallen ill, but that her husband, Baron Cainlan Rashedra, seems untouched by the illness.
- “Did I say the Camerata was nearing success in finding a cure to the Black Hand? I meant success in treating the symptoms. A cure doesn’t seem to be forthcoming any time soon.”
- “The Camerata was called into Cassiter to aid in military action against a new alliance between the Baron of Cassiter and loyalists to Evard. The incursion was a success and all the necromancers were rounded up before they could escape.”

DC 25

- “Odd happenings in Nightwatch, I hear an expert was called in on some type of planar split.”
- “Strange that the Baron’s Council has been silent on Field Marshall Valiserat’s victory in Ket. It seems there should be a huge parade and a holiday declared.”
- “Veluna’s all but broken its alliance with Bissel – they’ve been working on a wall at the border.”

DC 30

- “A few weeks back an order crossed our table here to work on the outline of a plan for long term settlement and fortification of the Irafa Road. I’m

not sure who’s assigned to the plan, or even who ordered the study.”

PCs who participated in BIS7-03 *All that for a Bag of Silver?* will have encountered the Camerata before. If the players wish, feel free to improvise some role-play with the members of the Camerata, if time allows. Otherwise assume that the PCs have interacted with the Camerata enough that they are familiar with all the members. The names and jobs of the scholars of the Paercine Camerata are summarized below:

- The Holy Clerk Loriti Lorgrave (LG female half-elf) is a charismatic administrator in the Church of Zilchus. She is usually dressed in expensive looking red and gold robes and wears an embarrassment of ornate rings and other jewelry. Her main job is to manage supplies and uses the resources of the Church of Zilchus to keep the Camerata stocked with rare items useful to their researches. At the beginning of Encounter 1 she is away on business.
- The aforementioned Bince Rupel (CG male human) is a bard from the Bardic Circle in Calpius’ Craft. He is a young man of predominantly Oeridian stock, often dressed in the flashy garb favored by the fashionable elite. He is an expert in history and also builds and maintains various magic devices used by the Camerata.
- Father Sollus Illuminus (NG male human) is a priest of Pelor. This short, middle-aged human is always dressed in the clothing of his faith: a white tunic, trimmed with gold. His head is bald, and his skin appears unusually radiant. He is an experienced religious scholar.
- Prefect Levenor Curanis (LG male human) is a tall, wizened man with an unkempt mane of gray hair. He is a well-respected scholar in the Church of Heironeous.
- Lady Abia Sanoose (LG female human) is a tall, gaunt woman with long silver hair. She is the only noble among the founding members of the Camerata, though she dresses in the simple purple and white robes of a Priestess of Rao. Lady Abia is something of a rogue philosopher who possesses an interesting outlook on life.
- Tsogath (NG male human) is a middle age human often seen in comfortable-looking robes and a fine looking headband. A conjuration-specialist wizard, he serves as the Camerata’s expert in the arcane arts. He is also a cunning linguist, and has a few secrets.

- Mehri la'Feyvim (NG female half-elf) is a half-elven woman with dark hair and skin. A priestess of Geshtai, she is often seen in blue and green robes that reflect her faith. She is an expert in the mundane healing arts and herbology.
- The Camerata has extended the invitation of membership to a number of adventuring scholars, though they are likely unavailable for consultation.

Once you are ready to continue, proceed to Encounter 1.

ENCOUNTER 1: LULLABY

Estimated Time: 35 minutes

This encounter occurs during the evening of 3 Readying as the PCs relax on a balcony at Leigor Manor. The PCs are contacted by Tsogath through a *sending* spell, and alerted to intruders in Leigor Manor. Only one PC will receive the sending. Select a PC who is (in order of preference) 1) a member of the Paercine Camerata, 2) the highest-ranking member of the Great Army of Bissel, 3) good-aligned, 4) a wizard. Once you have selected a PC, read or paraphrase the following for that player:

Suddenly, a disembodied voice fills your head. You recognize the voice as belonging to Tsogath, a wizard of the Camerata. "Danger!" the voice exclaims in your head. "Bring those who you trust and can find quickly to my lab immediately. Don't hesitate for one moment or all is lost."

Per the description of the *sending* spell, the PC who receives the *sending* can respond immediately, if he wishes.

The PCs have spent enough time at Leigor Manor to know where Tsogath's lab is. At this point the PCs should proceed to Tsogath's lab. For every round they delay (by casting buff spells, for example) gives the Black Orchid another round of study (see "Mehri and the Black Orchid," below).

If the PCs openly declare their intentions or invite Bince alone, he will accompany them to Tsogath's lab.

Bince taps out the embers of his pipe and stows it in a pouch. "Perhaps I can be of some help," the bard says as he follows.

Regardless of whether or not Bince follows, read or paraphrase the following when the PCs decide to proceed to Tsogath's lab:

A cramped 15'x15' room used as a laboratory by Tsogath the mage is typically meticulously clean, with books stacked in color-coded piles, scroll tubes arranged into tall pyramids atop dust-free tables.

When you enter your boots grind atop the broken glass of alchemical equipment, once carefully arranged books and scrolls are strewn about the room.

A creature lies slumped atop one table; its still form leaves no doubt in your mind that the creature is dead. It appears to be a small humanoid with a flat face, broad nose, pointed ears, and small sharp fangs extending from a wide mouth. Its skin is gray-green, and its hair a few shades darker.

"They came for me this time," comes a voice from the corner. Tsogath sits with his head and back leaning against the stone wall, a deep gash on the wizard's face seems to have bled down his neck and clothing.

"You must see to the Waterbearer," the wizard continues as he begins strained movements toward standing. "Mehri la'Feyvim. They likely have someone to assassinate her. Move quickly. Once you have seen to her safety, return to me here – with anyone you trust implicitly." Tsogath takes one tentative step forward and you can see more wounds on his chest and stomach. He falls to his knees and slumps over once more.

If Bince is present, he will move to aid Tsogath. Read or paraphrase the following:

Bince moves forward, intoning a few notes to begin a healing song. "I'll see to Tsogath," says the bard as he kneels to tend to the mage.

The PCs have only enough time to attempt a quick Heal check on Tsogath or a Knowledge check on the dead creature. A successful Heal check (DC 15) on Tsogath reveals that the mage is gravely wounded by not dying (i.e. at 0 hit points). A successful Knowledge [Local – Any] check (DC 10) reveals the dead creature to be a goblin, though oddly different from goblins of Oerth. A successful Knowledge [the planes] check (DC 15) reveals the goblin to be a dark creature, hailing from the Plane of Shadow it is a reflection of the Material Plane race tainted by the eternal night of its home plane.

The PCs don't have much more time to linger. For every round they delay (by casting buff spells, for example) gives the Black Orchid another round of study (see "Mehri and the Black Orchid," below).

MEHRI AND THE BLACK ORCHID

This encounter takes place in the Northwest wing of Leigor Manor; refer to DM Aid – Map #1: Mehri and the Black Orchid for details. The chamber where Mehri's

position is indicated is the priestess's bedchamber. The southward chamber is the bedchamber of the Holy Clerk Loriti Lorgrave, unoccupied as the Holy Clerk is tending to business in a nearby village. Both doors are unlocked.

What is happening here: The Black Orchid is an assassin trained and retained by the Duskwatchers; he has been ordered to kill Mehri la'Feyvim. Black Orchid slipped undetected through an open window and commenced to make Mehri drowsy through its Lullaby ability. The Black Orchid then began three rounds of study before striking the priestess. These three rounds are for the purpose of setting up a Death Attack (at APLs 6 and higher) or merely for satisfying a perverse sense of power over his impending victim (at APLs 2 and 4, where Black Orchid has no Assassin levels).

Rounding the corner you come to the northwest wing of Leigor Manor, and find yourself in front of the door to Mehri la'Feyvim's chamber. Soft light pours from underneath the door and no sound comes from within.

Conditions: Only a few candles are lit in Mehri's bedchamber, the lighting conditions within are considered shadowy illumination. This allows Black Orchid to use his Hide in Plain Sight ability at will. Furthermore, the heavy incense of the room negates the Scent ability.

If the PCs spent more than 3 rounds delaying, read or paraphrase the following when they enter Mehri's chamber:

Heavy with the scent of incense, this chamber is sparsely furnished with the necessities of comfort. Slumped over a desk is Mehri la'Feyvim, a stream of blood leaking from her body and drenching arcane parchments.

Roll initiative and commence with Black Orchid's combat maneuvers as listed in the Tactics section below. If the PCs wish to check on Mehri, they can attempt a Heal check (DC 15) to note that she is at -1 hit points and dying. She was dropped by the Black Orchid's attack though she made the save against his Death Attack (if necessary).

If the PCs spent 3 rounds or less delaying, read or paraphrase the following when they enter Mehri's chamber:

Heavy with the scent of incense, this chamber is sparsely furnished with the necessities of comfort. Sitting at a desk is Mehri la'Feyvim; her almond shaped eyes low with drowsiness. Her head hangs

dangerously close to a number of arcane-looking parchments she seems to have been studying.

Roll initiative and commence with Black Orchid's combat maneuvers as listed in the Tactics section below. If the PCs wish to check on Mehri, they can attempt a Heal check (DC 5) to note that she is sleepy. PCs who succeed at a Knowledge [arcana] or Spellcraft check can confirm that her sleepiness seems to be consistent with a Lullaby spell. Mehri's actions if told about danger will be to rouse herself from her desk (round 1), move to a trunk at her bed (round 2), and grab a heavy mace and shield from within (round 3). After that she is ready to leave her room, though Black Orchid should have struck by now.

APL 2 (EL 3)

🌿 **Black Orchid, Male Dark Petal Rog1:** hp 14; see Appendix 1.

APL 4 (EL 5)

🌿 **Black Orchid, Male Dark Petal Rog3:** hp 30; see Appendix 2.

APL 6 (EL 7)

🌿 **Black Orchid, Male Dark Petal Rog4/Asn1:** hp 44; see Appendix 3.

APL 8 (EL 8)

🌿 **Black Orchid, Male Dark Petal Rog4/Asn2:** hp 51; see Appendix 4.

APL 10 (EL 10)

🌿 **Black Orchid, Male Dark Petal Rog4/Asn4:** hp 65; see Appendix 5.

APL 12 (EL 12)

🌿 **Black Orchid, Male Dark Petal Rog4/Asn6:** hp 79; see Appendix 6.

Preparation: Depending on APL, Black Orchid may have a number of buff spells cast on him. PCs who use *detect magic* may be able to locate him based on these spells and other magical equipment carried by him, though they will still need to make a Spot check against his Hide in order to pinpoint the location of magical auras emanating from him. Black Orchid is intelligent and relocates his position in order to attempt avoiding detection.

Tactics: Black Orchid stays hidden with his Hide in Plain Sight ability. He moves at half-speed in order to Hide as part of a move action with no penalty. In any round where he also attacks he is -20 on his Hide check (see page 76 of the PHB for more information). By attacking from being hidden, Black Orchid gains the

benefit of his sneak attack ability. At APL 6 and higher, Black Orchid will begin combat by studying an obvious PC arcane spellcaster to set up a Death Attack attempt. This means he shifts his attention from Mehri la'Feyvim if she has not been already attacked. If Black Orchid does not possess any assassin levels, there is no need for him to spend 3 rounds studying the PCs and begins attacking immediately. His first attack(s) may be poisoned.

If things are going poorly for Black Orchid, he can escape out the window and fly into the window of Loriti Lorgrave's chamber. He will attempt to open her door stealthily with Hide and Move Silently checks and begin attacking the PCs in the hallway.

Treasure: Black Orchid's equipment is enchanted with the dark power of shadow creatures. At daylight it fades into nothingness. His equipment cannot be looted.

Developments: Once Black Orchid is defeated, the PCs can escort Mehri la'Feyvim to Tsogath's lab unmolested. Proceed to Encounter 2.

ENCOUNTER 2: CUT HERE

Estimated Time: 15 minutes

This encounter occurs immediately after the combat in Encounter 1. The PCs must bring Mehri la'Feyvim to Tsogath, where they will learn some interesting information. In the middle of the encounter there is a cut in the narrative, and the PCs find themselves on the Plane of Shadow, with no memory of what occurred in-between.

Per Tsogath's instructions the PCs may return with anyone they trust implicitly. This could include NPC members of the Paercine Camerata, though their descriptions are not given below. The judge is invited to improvise the roles of the various NPCs, return to the descriptions given in the Introduction for quick ideas on how to role-play each member of the Camerata.

Once the PCs return to Tsogath's lab, read or paraphrase the following:

Having returned to Tsogath's laboratory, you find the mage sitting upright in a sturdy wooden chair. The wizard's wounds still seem significant, and a look of frustrated exhaustion is prominent on his face.

If the PCs were successful in returning with Mehri, continue with the following:

Tsogath's eyes fall onto his colleague, Mehri la'Feyvim and the wizard manages a slight smile. "You were successful...naturally," he manages to say. "What did you encounter?"

If the PCs were unsuccessful in returning with Mehri, continue with the following:

Tsogath's meet your own, despair evident. "Where is Mehri?" he manages to ask. "What has happened?"

The PCs should explain their battle with Black Orchid. Though diminished, Tsogath possesses a genius-level intellect and will ask questions as necessary to get at any facts that the PCs may be holding back.

At some point, the PCs may be questioning what has occurred. Particularly canny PCs will have noted that Tsogath seemed to know something about the source of these attacks. Even if the PCs don't think to ask, Tsogath will volunteer the following:

Tsogath slumps down in his chair before speaking. "The organizers behind these attacks tonight...I believe I know their identity. The shadow-nature of these creatures is a strong indicator." Tsogath's narrative is interrupted by a fit of coughing, at which point he continues.

"They are known as the Duskwatchers, a secret cabal of creatures you would perhaps know as Illumians. Do you know of such creatures?"

PCs who participated in BIS6-04 Face of Copper or BIS7-06 The Golden Masque would have had opportunities to encounter Illumians in the past. If the PCs need a general description, Tsogath can provide the following:

"An illumian is a human-like creature, infused with the power of an ancient language. The language manifests in the outward appearance of a number of luminous runes which float and rotate about their heads. When an illumian extinguishes the appearance of these sigils, they can pass for a human – but they are denied the power granted to them by those sigils."

Otherwise continue with the following:

"Tsogath," say Mehri la'Feyvim, "These duskwatchers tried to attack me at Lake Hasra sometime ago."

"I know," replies the wizard. "They have come to the belief that you will find a cure to Mark of the Black Hand. This is something they wish to prevent, hence their renewed attack on you this night."

Mehri tilts her head in puzzlement before asking, "If what you say is true, why would they send this creature to attack you also?"

"Because," Tsogath says after a sigh, "They now know that I am no longer their man." The mage

closes his eyes in concentration, and a series of radiant sigils appear in orbit around his head.

What the PCs have been experiencing up until now is a series of memories predating their appearance on the Plane of Shadow. What follows is a description of the PCs' awakening at a strange location on the Plane of Shadow – with their recent memories robbed of them.

Everything becomes black.

Your mind ascends from dream, fighting back waves of confusion. Just now you were standing in a laboratory at Leigor Manor – or was that part of some vivid dream?

You sit upright from a bedroll, wiping away damp perspiration from your brow. The place where you are is very strange, light is muted and color completely absent. A small unfurnished room uncommonly dry and cool. Others awaken, your companions from Leigor manner – seemingly with the same level of confusion as you.

A creature comes into your view, a lithe and slender humanoid with gray skin and dark eyes. He is dressed in dark leathers, with a number of intricate tattoos and piercings accenting his face. He fey-like features scrunch in surprise when he meets your gaze.

"I'd thought you would be out much longer," the creature says in a disinterested monotone. "They had us pinned down hard, and the stygian water didn't make it any better. Are you well enough to continue with the mission?"

Aside from their lack of memory, the PCs are suffering from no further conditions than they started the adventure with. Each PC is at full hits points, with a full complement of spell slots, as if having slept for 8 hours. The PCs also have a divine scroll of *Locate Object* that they did not have before.

Treasure

All APLs: L: 0 gp, C: 0 gp, M: 27 gp, Divine Scroll of *Locate Object* (27 gp).

The PCs also possess a strange parchment on which is written some writings they may find incomprehensible. Give out *Player Handout #1 – Odd Writings*. These detail Tsogath's notes on the prophecy of the Duskwatcher Augurs, as mentioned in *Player Handout #2 – Recovered Memories*, which the PCs won't receive until Encounter 3.

A Knowledge [the planes] check (DC 15) tells the PCs that they are on the Plane of Shadow – if they have not yet figured it out. Summarize the information on DM

Aid: The Plane of Shadow for PCs who don't already have this memorized.

A Knowledge [the planes] or Knowledge [nature] check (DC 11) tells the PCs that the creature addressing them (Dra'Kim) is a Shadar-kai, a race of shadow fey. Information on Shadar-kai is available in the New Rules section at the back of the adventure.

PCs likely have questions, and the only one here to answer them is Dra'Kim, the shadar-kai ranger in this room with them. Though he possesses a warped sense of honor, Dra'Kim is the very essence of selfish intent. He should be portrayed as articulate and unemotional; he only aids the PCs to absolve himself of what he considers an honor debt. Note that he refers to the Plane of Shadow as the *Shaded Lands*, and calls the PCs' home on the Prime Material Plane as the *Sunlit Realms*. Likely questions and their answers are given below:

Who are you? *"I am Dra'Kim, though I have told you this already. It appears the effects of the water have become permanent."*

What happened to us? *"I can't find you at the rendezvous point, a ruined tower near the mountains. As we made our way away we were beset by a pack of shadow elementals led by a cadre of Duskwatchers. The illumians used stygian water to rob your memories and sow confusion. I was able to find a hiding spot for us before you lost consciousness at which point I brought you here."*

Note: Dra'Kim will add details to his tale of the Duskwatcher attack to account for wards against poison, e.g. heroes' feast. These can take the form of a quick: "The Duskwatchers dispelled our protections against poison."

What is the mission? *"My part in this is to guide you to the Duskwatchers' fortress, a place called Ebonstone in your language. I know not the name of the place in the Illumian's own tongue."*

What are we supposed to do when we get to the Ebonstone? *"That was not meant for me to know. You (four/five/six) were supposed to know what to do once I got you there."*

Where is Ebonstone? *"I do not know, and to make matters worse the Ebonstone is known to change its location from time to time. This is likely why Tsogath couldn't tell you himself and had to instead rely on me."*

So, how do you plan on getting us to Ebonstone? *"I have contacts here that can help us find the fortress's current location."*

What are you getting out of this? / Why are you helping us? ***“I owe the mage Tsogath a favor; by aiding you my debt to him is repaid. Though I am surprised he is involved in planning an incursion against his own people.”***

How did Tsogath help you in the past? ***“I and my clan were pledged to aid the Black Margrave in his conquest of the sunlit realms. I had no taste for war, and Tsogath helped hide me when I decided to desert. I owe the mage my freedom, and possibly my life.”***

PCs that succeed at a Knowledge [history] or Knowledge [local – Sheldomar Valley MR] check (DC 10) know the Black Margrave as a reference to Evard, and that Dra’Kim is talking about the recent actions of Evard that were ended in CY 595. PCs whose home region is Bissel automatically know this information.

Why should we trust you? ***“I have been nothing but completely honest here, but if you wish for a more formal declaration then so be it. It is true that I have no concern whatsoever for you or your companion’s welfare beyond the completion of my pledge to Tsogath. Getting you within sight of the Ebonstone completes my task, and then I am gone.”***

Aren’t your people a race of maligned, evil sadists? ***“Had I been typical of the Shadar-kai, then I would be dead along with my clan – killed when the Black Margrave met defeat. I am only interested in self-preservation. An obsession with inflicting pain on another being is to admit that being’s importance – and the only one important to me...is me.”***

Where are we now? ***“The city of Avernakt – a prominent place of the Shaded Lands. It is a place where we can get the information we wish without anyone taking special notice.”***

Once the PCs are finished with questions for Dra’Kim and are ready to proceed, read or paraphrase the following:

Pain begins to arc through the space between your temples as unfamiliar images begin to play through your consciousness. You recognize your companions and at once you realize that some memory from the stretch of lost time is trying to bubble to the surface of your consciousness.

If the PCs wish to try to capture this memory, they must succeed at a Concentration check (DC 10). Those who succeed may hear about their recent past in Encounter 3: In Between Days. Proceed there. Encounter 3 covers the information that the PCs need to successfully complete the adventure. It gives the reason for their being on the

Plane of Shadow and tells them what to do once they get to Ebonstone. In the event that no PC succeeded at the Concentration check, make sure one of them gets this information anyways. Select a PC who has a high Intelligence or Wisdom score and run Encounter 3 for that PC only.

All APLs

☛ Dra’Kim: Male Shadar-Kai Rng2 (Bluff -1, Search +8); AL CN; hp 26; see Appendix 7.

ENCOUNTER 3: IN BETWEEN DAYS

Estimated Time: 10 minutes

This encounter occurs immediately after one of the PCs succeeds at the Concentration check described above. The encounter describes recovered memories of the successful PCs, memories of events that occurred two days before the moment when they awoke on the Plane of Shadow.

Your memories take you back to Leigor Manor, a meeting hall where you sit with the founding members of the Paercine Camerata. They interrogate one of their own, the mage Tsogath who has been revealed to be an Illumian. The mage sits with his hands manacled, at the insistence of Prefect Levanor Curanis. The bright sigils rotate slowly about his head, casting eerie shadows about his face.

Father Sollus Illuminus asks the first question. “Why is it that you’ve chosen to aid us, and why now?”

Tsogath nods before beginning again. “It’s not just now that I’ve decided to help you, I’ve been doing all I can to help Mehri since the beginning. Originally my fellow Duskwatchers wished for me to arrange Mehri’s transfer here so that I could assassinate her, but I’d sooner topple the statues of Martyr’s Square than end such an exceptional life.”

“That doesn’t answer the question of why you would betray your identity to help us,” presses Prefect Levanor.

“Why am I helping you?” Tsogath poses the rhetorical question before answering: “Barrier Brew, the new Estander Thomason play, autumns in Gerorgos...” Tsogath closes his eyes as if indulging in some satisfying recollection. “In short, I’ve taken a liking to this place in my long time living among you. If my people’s desires were to come to fruition, then all that I have grown to admire would be destroyed. This is my purpose for helping you. I will

fight the fate that the Duskwatchers have foreseen – for the survival of Bissel.”

Since Rupel asks the next question, the bard’s normal jovial tone replaced by one of great solemnity. “What is it that you can do to help us?”

At this point the rest of what Tsogath has to tell the PCs is detailed in *Player Handout #2 – Recovered Memories*. Judges have the option to withhold this player handout and may role-play out the information as the PCs question Tsogath. This is recommended if all the PCs succeeded at the Concentration check described above or if the adventure is occurring as part of a non-timed home game setting. If only a few PCs succeeded at the Concentration check or if the adventure is occurring as part of a strictly timed convention setting, then use the player handout instead.

Player Handout #2 – Recovered Memories covers the information that the PCs need to successfully complete the adventure. It gives the reason for their being on the Plane of Shadow and tells them what to do once they get to Ebonstone. Make sure they all understand what is expected of them before proceeding. Once you are ready to continue with the adventure, proceed to Encounter 4.

ENCOUNTER 4: CATCH

Estimated Time: 15 minutes

This encounter occurs when the PCs decide they are ready to commence with their mission on the Plane of Shadow. At the beginning of this encounter, Dra’Kim will present the PCs with two viable choices for seeking information. The first involves dealing with a band of smugglers, the other involves going directly to the ruler of the city Avernakt. If the PCs choose to consult with the smugglers, you will proceed to Encounter 5. If the PCs decide to go to the ruler of Avernakt, then in the middle of this encounter you will skip to Encounter 6.

The next two encounters take place in the city of Avernakt, a location on the Plane of Shadow. The city is a Shadow Plane analog to the township of Ebbernant (Bissel) on the Prime Material Plane. While Ebbernant has a small population and was founded by an alliance of humans and dwarves, Avernakt is much more populous and was founded by an alliance between humans and orcs. It was an extremely violent place until roughly 150 years ago, when the violence was quelled by the coming of the Phantasmymir. The Phantasmymir is a mysterious being that wields powerful illusion magic. While no one knows its true nature, the Phantasmymir exercises intense control over violent crime (see below) and all who live or pass through Avernakt rightly fear its de facto lord.

Despite its mysterious and terrifying ruler, Avernakt is a prosperous place serving as a trade nexus between locations on the Inner Planes. The PCs are able to purchase equipment or services if that is their desire. They can purchase anything from the following PHB tables: Table 7-3: Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can’t have spells cast by NPCs). They may purchase any potion, oil, or scroll from the DMG Tables 7-17, 7-23, or 7-24 with a market price of 750 gp or less, and any standard spell components up to 2000 gp in value.

There is no book of law in Avernakt, but all know that to raise a hand in violence will likely bring swift punishment by the Phantasmymir. Observers report that when a brawl occurs in the street or some other public place, a shadowy form in the shape of a large bird descends from the Citadel of the Phantasmymir and engulfs those participating. Those unfortunate enough to be touched by a *Raven*, as the locals refer to them, vanish never to be seen again. Oddly enough, enforcement is uneven, as the Phantasmymir seems unable or unwilling to punish acts of violence that occur in private places, or behind closed doors. Killings occur in Avernakt, but they are usually subtle and premeditated rather than acts of inflamed passions. Open theft is also punished in the same manner, but the worship of dark gods and the use of unseemly magic is common practice – though always non-violent.

All this information can be obtained through a Knowledge [the planes] or Gather Information check (DC 15). Dra’Kim can also impart much of this information.

◆ **Avernakt (Small City):** Nonconventional; AL N; 15,000 gp limit; Assets 4,500,000 gp; Population: 6,280 (37% human, 20% orc, 18% kobold, 10% half-orc, 9% planetouched, 6% other – many of these creatures possess the dark creature template, see the new rules appendix).

Dra’Kim leads you up a set of stairs into what appears to be the common room of an inn or tavern. The muted light fuses with the empty tables and absolute silence to create a disconcerting atmosphere. “I arranged for some privacy during our stay,” explains Dra’Kim. “I hope you don’t mind.”

An extremely elderly woman, likely the proprietor, enters through a side door and approaches you with a toothless smile. “Welcome, welcome,” she says, her voice cracking. “Take a seat now.”

The woman is “Mad” Gaty, the owner of this tavern, called the Humble Hand. She is quite odd, and should be portrayed as a kindly old aunt or grandmother who “accidentally” drops razor blades in your soup.

“Don’t pay any attention to old Gaty,” says Dra’Kim as he sits. “She’s quite mad.”

The old woman makes a sound somewhere between a muted howl and a baritone screech. “Listen to this one,” she says nodding her head to the Shadar-kai. “All flash and no manners.”

“Now,” she says turning to you and your companions, “Who wants tripe in their tea?”

Once the PCs respond, Gaty will disappear into the tavern’s kitchen – always taking far too long than typical to prepare any food or drink orders. Any food or drink she serves the PCs will taste rotten, spoiled, or likely contain items it shouldn’t.

“Let’s get down to business,” begins Dra’Kim. “Avernakt can be a dangerous place, but also very useful when it comes to information. Keep in line, so we don’t summon any ravens.”

If it hasn’t already been explained, Dra’Kim will now describe Avernakt’s unusual law enforcement system. Now is a good time to impart any other useful information about Avernakt through Dra’Kim.

“As I see it, there are two avenues to explore here. First, there’s a group of smugglers holed up in the city: they call themselves The Disgraced. There are no trade laws in Avernakt for them to violate, so they stockpile all kinds of illicit things that they can bring elsewhere. It’s possible they’ve had dealings with the Duskwatchers, and might know something. I’ve run with the Disgraced on occasion, and I know they can be useful.”

“The other option is this: hike up to the Citadel and try to deal with the servants of the Phantasmymir. The advantage there is this: I’ve learned that the Duskwatchers have an intense hatred for the Lord of Avernakt. It’s likely the animosity is returned, and we might get some traction there.”

Here is some additional information that Dra’Kim can provide:

- The Disgraced is a mixed gang of humans, orcs, and kobolds. Its current leader is a human named Ririk. Ririk’s a reasonable and intelligent man, who gains the respect of his gang through his feats of strength and guile.

- According to Ririk, the Disgraced take their name because he once cheated an angel out of its sword. The name is a reference to that likely false tale, but the members of the gang have appropriated the name to describe themselves – wearing it like a badge of honor.
- Every single member of The Disgraced is mad about gambling, and that may be a way to deal with them.
- No one enters the Citadel or ever sees the Phantasmymir. Those who approach are greeted at the entrance by gargoyles, which serve the Lord.
- The gargoyles claim to have a telepathic bond with the Phantasmymir, and follow his orders to the letter. Residents of the town sometimes petition the gargoyles with the request that a raven be brought down on their enemies. Sometimes those requests are granted.
- These gargoyles are known collectors of gems, and are said to be friendlier when given gifts.

Troubleshooting: It’s possible, and lamentable, for a party of PCs to slay Dra’Kim when they first lay eyes on him. The Shadar-kai ranger is meant to present a subtle aura of menace but is intended as an aid to the party. If they’ve decided to kill him, let them. He will fight back, obviously – but will only pose a real challenge to parties playing at APL 2 or 4. Once they’ve killed him, they will need to try and find some information, so allow Gather Information checks for the PCs to hit upon the two options that Dra’Kim would have steered them toward, had he not been viciously killed by the heartless PCs.

Once the PCs have any inkling of what they wish to do, Dra’Kim will be anxious to set out. When the PCs are ready to leave the Humble Hand tavern, read or paraphrase the following:

You exit the tavern to come on a busy and crowded street. Humans and orcs rub shoulders, with a few kobolds darting underfoot. All here have a dark tinge to their skin and eyes, and all remain eerily quiet – speaking in hushed tones and avoiding eye contact with one another. No one seems to pay any special attention to you or your companions.

Looking the street up and down its clear to you that the city is quite populous for its area. Angular mountains rise in the near distance; a black tower stands at their feet, seemingly overlooking the whole of Avernakt.

PCs who succeed at a Knowledge [geography] or Knowledge [Local – Sheldomar Valley Metaregion] check (DC 11) will note that many of the features they

see in Avernakt resemble those in Ebbernant. The features of Avernakt they find familiar are malformed, darker and in most ways more menacing than those found in Ebbernant. The DCs for the above checks are one lower for PCs whose home region is Bissel, and can thus be attempted untrained by those PCs.

If the PCs attempt any type of violence while in the public sphere, attempt open theft, or cast harmful magic willy-nilly – they get the kind of attention they weren't looking for. Read or paraphrase the following for the offending PC only:

The sky above you, already dark, seems to become darker with the approach of a flying form. The residents here call it a raven, but the description is barely fitting. What swoops down is a thing of pure darkness, a shard of night in the vague shape of a bird of prey. It touches you and all goes dark.

This PC has earned the *Touched by a Raven* disfavor on the AR. They cannot participate in the rest of the adventure.

If the PCs wish to deal with The Disgraced, they will be staying in Avernakt. Continue with Encounter 5, below. If the PCs wish to petition the Phantasmymir, they will be exiting Avernakt for a short hike to the nearby tower (the Citadel). Skip to Encounter 6 for these PCs.

ENCOUNTER 5: PRIMARY

Estimated Time: 15 minutes

This encounter covers the party's meeting with a group of smugglers known as The Disgraced. The PCs need to get information about the location of Ebonstone, the mysterious fortress of the Duskwatcher Cabal.

Dra'Kim leads you through the crowded streets of Avernakt. It's a diverse population you walk among: humans, orcs and their half-kin whisper in harsh tones, exchanging goods and coins in darkened alleyways. Kobolds move about in large groups, at times carting small wagons heavy with oddments. At times you catch a glimpse of beings more unusual, some like the Shadar-kai you walk with – others more sinister in nature. All keep their minds on their business, as all fear attracting the attention of whatever being watches from the nearby tower.

Eventually you arrive at an obvious inn of some kind, the hanging sign shows the image of a prominent skull in foreground with two mining implements crossed in the foreground. Dra'Kim enters without slowing.

The two mining implements are a pick and a shovel. PCs who succeed at a Knowledge [geography] or Knowledge [Local – Sheldomar Valley Metaregion] check (DC 11) will note that building closely resembles an inn called the Pick and Shovel in Ebbernant, though this inn is more foreboding. Its name is the Dead Miner. The DCs for the above checks are one lower for PCs whose home region is Bissel, and can thus be attempted untrained by those PCs.

A burly looking orc is busy wiping the tables and barely looks up at you as you enter. Dra'Kim doesn't break his stride as he moves toward a door and opens it, revealing a set of stairs down.

The PCs are expected to follow Dra'Kim into the cellar, but they don't have to. PCs are free to split the party with serious minded PCs descending to supervise dealing with The Disgraced, while less serious minded PCs stay in the bar and get their drink on.

At the bottom of the stairway is another door on which is painted the crude image of an upside down angel. Opening the door you come into a wide cellar room with a low ceiling. A number of crates and chests are stacked around, serving as makeshift chairs and tables for the ten individuals you find down here. Most stand when you enter, placing dice or cards down on a nearby chest as they do.

"Dra'Kim" calls a tall, bald human rising from his seat in the opposite corner. His clothing is simple with the only adornment being a heavy gold chain hanging from his neck. He smiles coldly. "You are always welcome in our hall, but tell me quickly – who are your companions?"

"They're associates of mine, here for business" explains Dra'Kim tersely.

The bald man looks at you with a critical eye before asking, "Can they not speak for themselves?"

The man addressing the PCs is Ririk, leader of The Disgraced. Ririk is calculating and ruthless, but genuinely interested in business. He should be portrayed as a crime boss on his home turf – inclined to hear about business opportunities but demanding of constant and absolute respect. If the PCs show disrespect, it is likely one of his surrogates who confront the PCs, saying something like, "That's Ririk you're talking to, show some respect!"

Allow some brief circling and hissing in that's what the PCs want, but eventually Ririk should directly ask what it is they want. Once the topic of business has been reached, read or paraphrase the following:

Ririk motions for you and your companions to join him in corner. Two of his men hang close by, a half-orc and a kobold both expressing looks of absolute serious stoicism. The rest of the gang move into the opposite corner and quickly busy themselves with some type of game of chance.

Now is the time for the PCs to explain what they want: the location of Ebonstone, fortress home of the Duskwatchers. Ririk is not inclined to help the PCs at all, and once they've made their case read or paraphrase the following:

Ririk looks extremely non-plussed. "No one goes to visit the Duskwatchers, Ebonstone is impossible to find. I can't help you."

PCs may attempt Sense Motive checks at this point. Those that succeed at a Sense Motive check (DC 25) note that Ririk seems to be holding something back, though he is absolute in his conviction to not aid the PCs. PCs who succeed at a Sense Motive check (DC 23) note that the half-orc who hangs near the PCs seems extremely agitated after Ririk refused to aid the PCs.

No matter what the PCs say at this point, Ririk cannot be swayed from his position. Allow these exchanges to proceed for a while, before moving on to the following:

Ririk turns to the half-orc standing nearby; it's obvious that he is about to ask for you to be escorted from his presence.

Before Ririk can say as much the half-orc plunges a dagger deep into his leader's throat!

Allow the players a brief moment to respond, but don't allow any hostile actions or descent into combat...

Blood leaks from Ririk's neck. The man gurgles profusely and then expires.

"Wait for it," says the half-orc.

You begin to hear words, strangely disembodied but nonetheless emanating from Ririk's body. A mere whisper at first, the bizarre and arcane syllables fill you with a sense of awe. Luminous sigil flicker once in an orbit around the man's head, and then are gone.

Yes, Ririk is an Illumian, a Duskwatcher infiltrator. If a PC has some ability to comprehend the Illumian language (likely through some magical effect) read the following:

The translation of the words comes to you as your listen, though the meaning is not as certain.

*Crumbling to dust, rusted and weak
The Rook tumbles to the ground
Ruined, broken, lifeless, silent.
The legacy of the Black casts long shadows
From the mountains to the dale, yet the darkest
Shadows are cast from the brightest of lights.
Fear follows pain, justice follows fear.
The eyes of us
All wait for your death. It will not be long now.*

The half-orc is Barog, a lieutenant in The Disgraced. He has known that Ririk was an illumian for some time, and quickly realized why he wouldn't deal with the PCs. Having coveted leadership for some time, Barog has chosen now to strike – hopefully with the PCs backing his coup.

"Ririk wuz duskwatcher?" gasps the nearby kobold.

The other members of the gang stand and approach, confusion and anger show clearly in the faces.

"Yes," exclaims the half-orc, "Ririk was illumian, under him we have been the pawns of the Duskwatchers. Now I am captain, and The Disgraced will get the respect we deserve."

The men look around, unsure what to do.

"Vammet!" exclaims the half-orc as he points to the kobold. "Secure the upstairs. The rest of you get this body out of here." The half-orc then turns to you and your companions, "I think we can do business."

The kobold scurries away while the rest of the gang drag Ririk's body through a nearby secret door. Once the gang is out of sight, the half-orc addresses you.

"I am called Barog," he begins, "I think you are still interested in information on Ebonstone."

Barog is intelligent, but lacks a certain amount of social finesse. He is temperamental, but able to control his emotions. In short, he should not be portrayed as the standard "dumb half-orc."

If the PCs ask why Barog killed Ririk:

"I learned that Ririk was Duskwatcher when I saw him with those sigils lit up a few months ago. I figured he wouldn't want to help you find the Duskwatchers, and that he would find a way to contact them once you were gone. That is, if he still lived."

If the PCs ask about the location of Ebonstone:

“Aye, I can help you find it – but I need something in return. The boys in the gang respect strength, which I proved by slaying Ririk in one blow. But they also respect guile which I’ve yet to prove. You could help me by pretending I’ve cheated you bad out of something real valuable. Help me and I will help you.”

What Barog needs is the PCs to help deceive the others of The Disgraced. The PCs should play the patsies having overpaid for the information Barog can give them. The players are free to come up with ideas on doing this; anything reasonable should suffice. The Disgraced and Barog are intelligent, so passing off a copper piece as very valuable won’t work. If the PCs have no ideas, Barog will suggest they give him a mundane cloak which they can pretend has some fantastic magical property. Once the party has settled on a plan, proceed with the following:

Having agreed to a plan, Barog fulfills his end of the bargain. It seems that The Disgraced had recently taken some items into the mountains when Barog stumbled on a plateau by which he could see a large and imposing castle appear in the peaks. Just as he finishes explaining directions to your guide Dra’Kim – the rest of the gang return from their task. Most of them seem more upset that Ririk was an illumian rather than indignant over how he died. Several give Barog questioning looks.

Now is the time to prop up Barog as the new leader. The PCs must succeed at an opposed Bluff check, against the Sense Motive of The Disgraced as a group. The Disgraced are considered to have a Sense Motive skill modifier of +3. If the PCs choose to assist each other, make sure to determine the lead PC who will lead the Bluff, and have the assisters roll before the leader. At the judge’s discretion, up to +5 to Bluff checks can be given for appropriate role-play.

If the PCs are successful:

The men of The Disgraced nod and give each other satisfied looks – clearly proud of their new leader’s great cunning.

The PCs receive the Favor of The Disgraced AR item for propping up Barog as the gang’s new leader.

If the PCs are unsuccessful, or refuse to help Barog with his deception:

The men of The Disgraced sneer and exchange looks of unconcealed disbelief – it’s clear to them that you’ve cheated their new leader.

The PCs do not receive the Favor of The Disgraced AR item as they were unsuccessful in propping up its new leader.

The PCs have successfully learned the location of Ebonstone. Dra’Kim can lead them there with the knowledge gained in this encounter. Once they are ready to set forth for Ebonstone, proceed to Encounter 7. Skip Encounter 6.

All APLs

👤 **Barog:** Male Half-orc Rog8 (Bluff +10, Sense Motive +7); AL CN; hp 50.

👤 **Vammet:** Male Kobold Rog4 (Bluff +7, Sense Motive +3); AL N; hp 50.

👤 **Smugglers (8):** Male Human Rog2 (Bluff +5, Sense Motive +3); AL N; hp 12.

ENCOUNTER 6: CLOSE TO ME

Estimated Time: 15 minutes

This encounter covers the party’s meeting at the Citadel, apparent lair to the Phantasmymir – de facto ruler of Avernakt. The PCs need to get information about the location of Ebonstone, the mysterious fortress of the Duskwatcher Cabal.

The PCs may have learned that the gargoyles they are likely to encounter at the Citadel appreciate gifts of gems. They can purchase simple gemstones between 10 and 50 gp in value while in Avernakt without any problem.

Dra’Kim leads you through the crowded streets of Avernakt. It’s a diverse population you walk among: humans, orcs and their half-kin whisper in harsh tones, exchanging goods and coins in darkened alleyways. Kobolds move about in large groups, at times carting small wagons heavy with oddments. At times you catch a glimpse of beings more unusual, some like the Shadar-kai you walk with – others more sinister in nature. All keep their minds on their business, as all fear attracting the attention of whatever being watches from the nearby tower.

This tower is your destination, and no guard challenges your exit of the city. From the gate it is a short walk up an unkempt trail to the tower. The structure seems more like a featureless obelisk; no windows or doors can be seen the smooth, black exterior.

The trail winds into a narrow crevasse, six statues stand passively at the top of the ravine.

One of the statues takes wing a soars down to block your path. It appears to be a grotesque winged humanoid with a horned head and stony skin.

“Woot!” it exclaims. “What business do you have here?”

The other statues whisper excitedly to each other.

Most gargoyles enjoy the act of physically torturing its prey, but these gargoyles enjoy mental and emotional intimidation much more. They know that the threat of the Citadel is very real and enjoy seeing petitioners squirm at the mention of punishments. For example, a common thing for a gargoyle to say might be: “Speak true, fleshling – lest a raven come.”

Usually gargoyles are Chaotic Evil, but these gargoyles are Lawful Evil – content to strike bargains and intimidate the PCs rather than strike at them outright. The gargoyle that the PCs speak with is named Nyl, and like the rest of the gargoyles he is in constant telepathic communication with his master. Nyl is intelligent, inquisitive, and greedy for gems.

Now is the time for the PCs to explain what they want: the location of Ebonstone, fortress home of the Duskwatchers. They must succeed at a Diplomacy check to convince Nyl of the rightness of their cause. Nyl begins with an initial attitude of Unfriendly and must be made Friendly in order for the PCs to proceed. This can be done as one Diplomacy check (DC 30) to take Nyl from Unfriendly directly to Friendly. This can also be done as two checks, both at DC 20 – to take Nyl from an attitude of Unfriendly to Indifferent and then from Indifferent to Friendly. These DCs include a +5 to account for Nyl’s generally evil and uncooperative nature. See page 72 of the PHB for more information.

Important: At some point the PCs should mention their home on the Prime Material Plane. Nyl is inquisitive and ask about the PC’s origins, if they are not forthcoming. If they lie about being from the Prime Material Plane, Nyl will press until he gets the truth – the PCs are obviously “Primes.” Nyl wants to know the names of nations, cities, anything to concretely prove the PCs are from the Flanaess.

PCs may increase their chances with Nyl by plying the gargoyle with gifts. For each 10 gp worth of gems they give to Nyl, increase that PC’s skill with Diplomacy checks against Nyl by +1. Each PC can gain up to +5. Attempts to gift Nyl with illusory gems or gems with an otherwise temporary existence, such as those created by a *rod of splendor*, penalize that PC with a –2 to their Diplomacy check against Nyl. Nyl can smell the real stuff.

At the judge’s discretion, up to +5 to Diplomacy checks can be given for appropriate role-play.

If the PCs are unsuccessful, Nyl turns them away without giving them any information. Retries are impossible. The Citadel cannot be breached by any magic whatsoever, and PCs who try earn the kind of attention they weren’t looking for. Read or paraphrase the following for the offending PC only:

The sky above you, already dark, seems to become darker with the approach of a flying form. The residents here call it a raven, but the description is barely fitting. What swoops down is a thing of pure darkness, a shard of night in the vague shape of a bird of prey. It touches you and all goes dark.

This PC has earned the *Touched by a Raven* disfavor on the AR. They cannot participate in the rest of the adventure.

If the PCs are successful in their Diplomacy check, they earn the kind of attention they wanted, but maybe didn’t expect. Read or paraphrase the following:

“Flanaess-dwellers,” speaks the gargoyle, “You will have your answer now.”

At the top of the tower, it seems a patch of blackness has detached itself from the structure to become a flying form. The residents here call it a raven, but the description is barely fitting. What swoops down is a thing of pure darkness, a shard of night in the vague shape of a bird of prey. It touches [name of PC] and [he/she] vanishes without a trace.

[Three/four/five] more detach from the top of the tower and rapidly approach.

Nothing the PCs do can halt these things, they always arriving too swift, readied attacks have no effect, interrupting attempts to *plane shift*. Once all the PCs have been caught, read or paraphrase the following:

You appear in a place like you’ve never seen. You and your companions can see nothing but a black field stretching infinitely all around you. Despite the lack of light, you have no trouble seeing yourself or your companions. For the first time since your arrival in the Shadow Plane, the colors of your normal form are apparent. This is only slightly comforting as you appear to standing in a sea of absolute nothing.

Allow the PCs a moment to react before continuing with the following:

“Hello there,” comes a clear voice.

You turn to see that you are not alone; a bald gnome stands among you. Dressed in dark robes with blood-red arcane symbols, he seems extremely old and tall for his race – almost dwarf-height you’d

say. His goatee is gray with age, but his bright-blue eyes speak of clear intelligence.

This is the Phantasmymir, once a gnome of the Lorridges he is now a resident of the Plane of Shadow. He came to Avernakt about 150 years ago hoping to find a place of quiet contemplation. What he found was an extremely violent place, and he decided to use his prodigious arcane gifts to bring order. He cares little for the people in Avernakt, except that they leave him alone. The Phantasmymir persona has helped achieve this, and put an end to most of the open violence.

The Phantasmymir knows much, but is not willing to share anything. He has summoned the PCs into his presence because he is curious about happenings in the Flanaess. Before he answers the questions of the PCs, he wants to know something of their lands and their people.

The Phantasmymir is clever, but unlike most gnomes possessed of great wisdom and serious intent. He can be portrayed as a kindly old grandfather, who doesn't much like to be bothered but has taken an uncommon interest in the PCs.

Once the PCs have told the Phantasmymir a bit about their homes, he can answer questions for them. Likely questions and answers follow:

Who are you? *"The people of the nearby city call me the Phantasmymir. That name is appropriate, as I've forgotten all previous names I've possessed."*

The Phantasmymir won't speak more on this topic.

Haven't I heard about you before? Like, aren't you famous or something? *"I don't think so, though I did once live on the Prime Material Plane – a place called the Lorridges. I wouldn't have done anything to earn fame, and besides, that life is done and gone with."*

The Phantasmymir won't speak more on this topic.

What's up with the ravens? *"When I first came to this place the violence of the city was too distracting from my work. I invented an incentive for the people of Avernakt to try and behave. Things are much more tranquil than they used to be."*

Tell us something about you. *"A great distraction came to Avernakt recently, the armies of the Black Margrave. I kept them from taking the city, but could do no more. I am done with waging wars. Distractions seem to always come."*

The Phantasmymir won't elaborate on why he is "done with wars" or what his work or researches entail.

Tell us about the Duskwatchers. *"The illumians were once of interest to me, but they recently became quite annoying. Fallen to the Maimed Lords, as I understand. They are always trying to breach my tower."*

Can you help us find Ebonstone? *"Yes...I think you will be able to remove the Duskwatchers as a distraction to me. I have mentally given your guide the instructions he needs."*

Once the PCs are done with their interview, read or paraphrase the following:

"I wish you luck on your task," says the gnome. "This has been entertaining, but ultimately a distraction – so I must bid you farewell."

In an instant you stand on a rocky outcropping, the tower of the Phantasmymir in view. The absence of color has returned. Dra'Kim stands as if having been waiting for you.

"I have the knowledge we need," he says. "Are you ready to set forth?"

The PCs receive the Favor of the Phantasmymir AR item for gaining the interest of Avernakt's lord.

The PCs have successfully learned the location of Ebonstone. Dra'Kim can lead them there with the knowledge gained in this encounter. Once they are ready to set forth for Ebonstone, proceed to Encounter 7.

All APLs

- ♣ **The Phantasmymir:** Male Gnome Wiz (Ill) 20+ (Bluff +16, Sense Motive +26); AL N.
- ♣ **Gargoyles (6):** (Bluff +7, Sense Motive +3); AL LE; see *Monster Manual*, page 113.

ENCOUNTER 7: WHY CAN'T I BE YOU?

Estimated Time: 45 minutes

This encounter covers travel to Ebonstone and combat with the guardians of a secret entrance. The PCs should have gained the information necessary to find Ebonstone from completing either Encounter 5 or Encounter 6. When you are ready to proceed, read or paraphrase the following:

Your guide brings you into the nearby mountains, expertly navigating the ascent in the mountain ridge. Mists cling to the rocks as if the stones around you are breathing. It is very quiet as you march; the only sounds are the clacking of tiny

pebbles dislodged by your movements and falling into the stillness.

It is not long before you reach the ridgeline and begin a long a perilous trek. You can't help but note the resemblance to these mountains and the Barrier Peaks at the Western edge of Bissel. Somehow the peaks here are sharper, more jagged. Numerous impossible climbs come into your view, and you thank your gods that the path does not lie in that direction.

A day passes with nothing to speak of but more silence, more walking – the loneliness of this place is palpable. Eventually you crest you another peak and see it. An immense fortress lodged among peaks lying the distance. Numerous spires and tower, made of polished black rock rise among the mountains, walls as solid as granite are fixed into the mountain side as if they've always been there. A fortress seems and unfitting description, you seem to be looking at a full-fledged city, with multiple levels – countless courtyards, rooms, and dungeons.

Dra'Kim looks at you with some satisfaction. "There it is, as promised. According to what I've learned an entrance over that Vault you're looking for is there." Dra'Kim points to the lowest corner of a wall to the far right. "Good luck. I imagine you're only going to get one chance. If you're forced to flee from a heavy assault, likely the whole fortress will pick up and vanish. I wouldn't blame you either. You've always got to look out for your own self."

Dra'Kim will make his exit at this point. He has fulfilled his promise to Tsogath and is ready to leave the PCs to their own devices.

To reach the point that Dra'Kim indicated, the PCs will need to hike down into a ravine and then come back up on the opposite peak; a distance of about 3 miles. PCs can *teleport* to this position (it's well out of the range of *dimension door*), but no benefit is gained from this. *Wind Walk* is a viable option, as well.

The fortress itself is under a *dimensional lock* effect, so the PCs cannot simply *teleport* inside Ebonstone and start raising hell. If they are keen to do this, announce that their *teleport* spell failed, and allow them a Spellcraft check to determine that the complex is under the *dimensional lock* effect. Anyways, the best way to proceed is through the entrance that Dra'Kim mentioned.

The entrance in the fortress is "guarded" by a *permanent image* set up to appear like a large monstrous snake sleeping. This image is set up to distract the PCs from the real guardians, hiding among the cover of trees.

Refer to DM Aid – Map #2: Combat with Ebonstone Guardians for the exact positions. Read or paraphrase the following:

Traveling in the direction that Dra'Kim indicated, you've come to a large plateau, about 50 feet square. The entrance can be seen, and so can a large monstrous snake, sleeping peacefully in front of the large iron door. The snake does not seem to have noticed you.

Once the PCs approach with 35 feet of the "snake" they may make a Will save (DC 19) to recognize the "snake" for the illusion it is, but by this point the illumian guardians have likely struck.

APL 2 (EL 5)

☛ Duskwatcher Abthek, Male Illumian Clr (Xan Yae) 1 / Ftr 1: hp 18; see *Appendix 1*.

☛ Duskwatcher Alyes, Female Illumian Sor 1: hp 9; see *Appendix 1*.

☛ Duskwatcher Allora, Female Illumian Drd 3: hp 22; see *Appendix 1*.

☛ Vyturye, Wolf Animal Companion: hp 15; see *Appendix 1*.

APL 4 (EL 7)

☛ Duskwatcher Abthek, Male Illumian Clr (Xan Yae) 3 / Ftr 1: hp 36; see *Appendix 2*.

☛ Duskwatcher Alyes, Female Illumian Ftr 1 / Sor 2: hp 25; see *Appendix 2*.

☛ Duskwatcher Allora, Female Illumian Drd 5: hp 38; see *Appendix 2*.

☛ Vyturye, Wolf Animal Companion: hp 36; see *Appendix 2*.

APL 6 (EL 9)

☛ Duskwatcher Abthek, Male Illumian Clr (Xan Yae) 4 / Ftr 2: hp 59; see *Appendix 3*.

☛ Duskwatcher Alyes, Female Illumian Ftr 1 / Sor 4: hp 37; see *Appendix 3*.

☛ Duskwatcher Allora, Female Illumian Drd 7: hp 53; see *Appendix 3*.

☛ Vyturye, Wolf Animal Companion: hp 51; see *Appendix 3*.

APL 8 (EL 11)

☛ Duskwatcher Abthek, Male Illumian Clr (Xan Yae) 4 / Ftr 2 / Pious Templar 2: hp 78; see *Appendix 4*.

☛ **Duskwatcher Andrin, Female Illumian Mnk 1 / Sor 6:** hp 47; see *Appendix 4*.

☛ **Duskwatcher Allora, Female Illumian Drd 4 / Ill 3 / Arcane Heirophant 2:** hp 58; see *Appendix 4*.

☛ **Brytaenie, Dire Weasel Companion Familiar:** hp 30; see *Appendix 4*.

APL 10 (EL 13)

☛ **Duskwatcher Abthek, Male Illumian Clr (Xan Yae) 4 / Ftr 2 / Pious Templar 4:** hp 99; see *Appendix 5*.

☛ **Duskwatcher Andrin, Female Illumian Mnk 1 / Sor 4 / Enlightened Fist 4:** hp 67; see *Appendix 5*.

☛ **Duskwatcher Allora, Female Illumian Drd 4 / Ill 3 / Arcane Heirophant 4:** hp 70; see *Appendix 5*.

☛ **Brytaenie, Dire Weasel Companion Familiar:** hp 30; see *Appendix 5*.

APL 12 (EL 15)

☛ **Duskwatcher Abthek, Male Illumian Clr (Xan Yae) 4 / Ftr 2 / Pious Templar 6:** hp 120; see *Appendix 6*.

☛ **Duskwatcher Andrin, Female Illumian Mnk 1 / Sor 5 / Enlightened Fist 5:** hp 92; see *Appendix 6*.

☛ **Duskwatcher Allora, Female Illumian Drd 4 / Ill 3 / Arcane Heirophant 6:** hp 82; see *Appendix 6*.

☛ **Paeriz, Male Brown Bear Companion Familiar:** hp 72; see *Appendix 6*.

Preparation: Thanks to Allora's well-timed *omen of peril* spell, the guardians are expecting the PCs. Many buff spells are precast, but not all of them. If the PCs approach incautiously (e.g. *mass flying light* a fighter group) then the Duskwatchers will cast even more buffs if possible.

Tactics: If the PCs have an obvious combat advantage like *mass fly*, then one of the Duskwatchers will attempt to dispel this effect at the earliest opportunity. Otherwise, the guardians attack to kill, acting as a cohesive group. They wait for the PCs to be lured in by the snake and then jump them from cover. Abthek fronts activating his *Aeshhoon* power sigil to maximize his damage output. Ayles snipes at the PCs from cover. Allora uses spells to slow the party and sends her animal companion to attack with Abthek.

APL 8: Abthek can now sue *Divine Sacrifice* to maximize damage. Andrin fronts with Abthek, striking to take foes out with stunning fist or *touch of idiocy*. Allora begins in monitor lizard and takes the roles of sniper from afar. She sends her animal companion after rogue or arcanist PCs who likely have weak constitution scores.

APL 10: Abthek uses *knight's move* or *zeal* to get to the weak points of the party. Allora begins in brown bear form. She will use channel animal to try and make PCs think that her spells are originating from her companion familiar.

APL 12: Allora begins in Brown Bear form. She begins combat by rapid summoning as many creatures as possible to clog the combat and uses her channel plant ability to channel a *quicken ray of enfeeblement* through a nearby tree to try and make PCs think that spells are originating from it. Her companion familiar goes after rogue or arcanist PCs who are likely weak at grappling.

Treasure: The following items can be taken from the slain or defeated Duskwatchers. Note that all the *pearls of power* have all been used for the day. At APLs 2 and 4 take note of the items that can grant the PCs the effect of the magic weapon if they do not possess one. This will be important when they encounter the incorporeal creature in Encounter 9.

Treasure

APL 2: L: 135 gp, C: 213 gp, M: 89 gp, *cloak of resistance +1* (83 gp), *potion of cure light wounds* x4 (16 gp), *pearl of power 1st level* (83 gp), *arcane scroll of magic weapon* (2 gp), *divine scroll of magic weapon* (2 gp), *oil of magic weapon* (4 gp).

APL 4: L: 135 gp, C: 206 gp, M: 655 gp, *cloak of resistance +1* x3 (239 gp), *potion of cure light wounds* x3 (12 gp), *anklet of translocation* (116 gp), *pearl of power 1st level* x2 (166 gp), *arcane scroll of magic weapon* (2 gp), *divine scroll of magic weapon* (2 gp), *+1 hide armor* (97 gp), *darkwood shield* (21 gp).

APL 6: L: 135 gp, C: 206 gp, M: 1027 gp, *cloak of resistance +1* x2 (166 gp), *potion of cure light wounds* x3 (12 gp), *anklet of translocation* (116 gp), *+1 falchion* (197 gp), *pearl of power 1st level* (83 gp), *pearl of power 2nd level* (333 gp), *arcane scroll of magic weapon* (2 gp), *+1 hide armor* (97 gp), *darkwood shield* (21 gp).

APL 8: L: 140 gp, C: 214 gp, M: 2019 gp, *cloak of resistance +1* (83 gp), *+1 leather barding* (112 gp), *pearl of power 1st level* (83 gp), *pearl of power 2nd level* (333 gp), *anklet of translocation* (116 gp), *+1 falchion* (197 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +2*

(333 gp), *periapt of wisdom* +2 (333 gp), +1 *leather armor* (96 gp).

APL 10: L: 31 gp, C: 214 gp, M: 3765 gp, *cloak of resistance* +1 (83 gp), +1 *leather barding* (112 gp), *pearl of power 1st level* x2 (166 gp), *pearl of power 2nd level* x2 (666 gp), +1 *wild leather armor* x2 (1347 gp), +1 *sickle* (192 gp), *gloves of dexterity* +2 (333 gp), *vest of resistance* +1 (83 gp), *anklet of translocation* (116 gp), +2 *fullplate* (470 gp), +1 *falchion* (197 gp).

APL 12: L: 52 gp, C: 0 gp, M: 6695 gp, *cloak of resistance* +1 (83 gp), +1 *leather barding* (112 gp), *pearl of power 1st level* x2 (166 gp), *pearl of power 2nd level* x3 (999 gp), *anklet of translocation* (116 gp), *armor of the beast* (2181 gp), +1 *sickle* (192 gp), *gloves of dexterity* +2 (333 gp), *amulet of health* +2 (333 gp), *vest of resistance* +2 (333 gp), +1 *mithral fullplate* (958 gp), +1 *keen falchion* (697 gp).

Developments: Once the guardians have been dealt with, the PCs can proceed into the fortress. Continue to Encounter 8.

If the PCs are driven off, Dra'Kim is proven right. The fortress vanishes and the PCs are unsuccessful in their mission.

ENCOUNTER 8: BOYS DON'T CRY

Estimated Time: 10 minutes

This encounter occurs when the PCs enter Ebonstone. They come to the entrance of the Vault, which can be opened if they are able to decipher the sigils that explain the combination lock.

Emboldened by your victory over the door's guardians, you enter Ebonstone. What you find behind the entrance is a long spiral staircase leading downward.

Ebonstone is a large fortress and the Duskwatchers are actually rather small in number. The PCs will not encounter any illumians as they make their way down the staircase.

You descend for several minutes before the stairs bring you to a long narrow corridor. A large metal door is visible on the left wall about twenty yards away.

This door is the entrance to the vault. Entering the vault follows this procedure: 1) the door must be opened, 2) those wishing to gain entrance to the vault must enter the 10-foot square chamber behind the door, 3) the door must be

closed, and 4) the door is reopened onto another location – the vault itself.

Read the following when the PCs decide to investigate the door:

The door is tall, about 8 feet, and likely very heavy and thick. Etched in black on the gray metal are 5 circles and a number of odd sigils and symbols. 12 dials are arranged in the center and can likely be turned in some sequence in order to gain entrance.

Give the players Player Handout #3 – The Door. If any of the PCs understand the Illumian language or if they use some type of magic to understand the writing (e.g. a *comprehend languages* spell), then give the players Player Handout #3 – The Door With Translations.

If any of the players speculate on a connection between numbers and the four elements, allow the PCs a Knowledge [the planes] check (DC 25) to know the following information. PCs who speak Illumian can attempt this check at a DC 10, and can therefore attempt this check untrained. This reflects the fact that the following belief is central to Illumian thought.

Most scholars agree that there is balance between the elements, but only a few believe that this balance can be represented through the relationship of whole numbers. The lowest numeric values are given to elements that are seen as sedentary or passive, like earth or water. Higher numeric values are given to elements that are seen as dynamic or aggressive, like air or fire.

If PCs decide to forget about the door and explore the rest of the corridor, it will eventually come to a staircase leading up. At the top of these stairs, the PCs will find the next shift of door guardians preparing themselves. If the PCs get off-task and make it here, feel free to run the Encounter 7 combat again for them. Do what you can to keep the PCs interested in the door.

If the door is somehow destroyed (e.g. with an adamantine weapon) then the magic that causes it to function as a gateway to the vault proper ceases to function. In this event, the vault cannot be accessed and the PCs fail at their task. Discourage the destruction of the door.

If any PC possesses the *Some Junk* AR item from BIS6-IN5 *If on a Winter's Night an Adventurer...* then read or paraphrase the following:

A strange buzzing sound begins to reverberate through your skull, and you instinctively know that it emanates from the weird hunk of twisted metal. Curious, you decide to hold it up to the door, at

which point the various dials all begin to spin of their own accord. Eventually, they stop.

The oddment has turned the dials to their proper positions. It turns out that *Some Junk* is actually a Vault Key. Continue with the read-aloud text. Otherwise the PCs have to figure out the positions of the dials on their own.

The door will open, if the PCs turn the dials to the following numbers; the top three should be turned to the numbers 2, 2, and 2, the next row underneath should be turned to 2, 2, and 3 (in any order), the next row underneath should be turned to 2, 3, and 3 (in any order), and the bottom row should be turned to 3, 3, and 3. If the PCs set the dials properly, read or paraphrase the following:

There is a loud, low ring: the sound of metal hitting upon metal. The door then swings soundlessly open, revealing a small stone chamber beyond.

The chamber is completely empty.

The chamber beyond is not the vault. The PCs must figure out the procedure for getting into the vault, described at the beginning of this encounter. Once they do, proceed to Encounter 9.

Note: The empty chamber is only a ten-foot square, meaning if more than four PCs enter they are squeezing for tactical purposes. PCs that are in the vault (room described in Encounter 9) and the corridor outside the vault (room described in Encounter 8) cannot communicate with each other except by extreme long range communication magic, such as a *sending* spell.

ENCOUNTER 9: JUST LIKE HEAVEN

Estimated Time: 45 minutes

This encounter occurs when the PCs enter the vault. There they will find the Keeper of the Vault and his servant, a shadow elemental. Refer to DM Aid – Map #3: *The Vault*. Once the PCs reopen the vault door, read or paraphrase the following:

You reopen the door to find not the corridor you just left but something entirely different. This large chamber is covered from floor to ceilings in dull silver tile. An opaque wall of black energy writhes and simmers in the center of the room. The energy seems to coruscate into the ceiling, as if it is being transmitted elsewhere in the fortress.

The ceiling in this chamber is ten-foot from the ground. As seen on DM Aid – Map #3: *The Vault*, the “wall” of black

energy blocks the view of the PCs from ceiling the center portion of the chamber. While it looks menacing, PCs may pass through it with as little harm as passing through a beaded curtain. In fact, for the rest of the encounter, this feature will be called the Black Curtain.

The Black Curtain blocks line of sight but not line of effect. Behind the Black Curtain is the Keeper of the Vault, who is alerted to the PCs presence by the sound the Vault entrance makes when it is in use.

If the PCs ever cross the Black Curtain during the ensuing combat, read the following description for them:

As you pass through the wall of coruscating black energy you feel...nothing. On the other side is an 8-foot tall statue depicting the impressive form of a robed skeletal figure. Three gray beams emanate from the statue and touch the black wall.

Information on destroying the statue is given in Encounter 10, below.

Allow the PCs a Spot check (DC 20+APL) to notice the Shadow Elemental creeping up on them from the right side of the Black Curtain. Allow the PCs a Listen check opposed by the Keeper's Move Silently skill. Those who succeed may participate on the surprise round.

Creatures: The shadow elemental is a servant of the Keeper. It should appear very much as a Shadow (undead creature). Don't dissuade the PCs of this notion, unless they specifically request a knowledge check. The Keeper of the Vault is an illumian tasked with living in this place. He is an utter devotee to Vecna, and quite insane. Below are examples of his Perform (oratory) skill, that can be used as flavor when he uses his Captivating Melody feat or Song of Arcane power ability. All that he says will be in Illumian, so only those PCs who understand it will comprehend these mad rantings.

“Of knowledge gained and secrets learned/All will fall to the Whispered Word!”

“Nations rise and Nations fall/All answer to the Maimed Lord's call!”

“Those who struggle and those who fight/Will perish by the Lich King's might!”

APL 2 (EL 4)

☛ **Small Shadow Elemental:** hp 12; see Appendix 1.

☛ **The Keeper of the Vault, Male Illumian Brd 2:** hp 14; see Appendix 1.

APL 4 (EL 6)

☛ **Medium Shadow Elemental:** hp 30; see *Appendix 2*.

☛ **The Keeper of the Vault, Male Illumian Brd 4:** hp 26; see *Appendix 2*.

APL 6 (EL 8)

☛ **Large Shadow Elemental:** hp 66; see *Appendix 3*.

☛ **The Keeper of the Vault, Male Illumian Brd 5:** hp 32; see *Appendix 3*.

APL 8 (EL 11)

☛ **Large Shadow Elemental:** hp 66; see *Appendix 4*.

☛ **The Keeper of the Vault, Male Illumian Brd 10:** hp 72; see *Appendix 4*.

APL 10 (EL 13)

☛ **Huge Shadow Elementals (2):** hp 144 each; see *Appendix 5*.

☛ **The Keeper of the Vault, Male Illumian Brd 9 / Clr (Vecna) 1 / Sublime Chord 1:** hp 69; see *Appendix 5*.

APL 12 (EL 15)

☛ **Huge Shadow Elemental:** hp 144; see *Appendix 6*.

☛ **The Keeper of the Vault, Male Illumian Brd 9 / Clr (Vecna) 1 / Sublime Chord 5:** hp 93; see *Appendix 6*.

Preparation: The Keeper of the Vault is alerted to the PCs presence by the sound the Vault entrance makes when it is in use. He has a number of beneficial spells cast on himself.

Note: The recent FAQ tries to clarify what spells are blocked by *protection from evil* and its three counterparts. For the purposes of this combat it is the interpretation of the author that *protection from evil* only blocks enchantment effects that give the caster direct control over the target. Thus, *protection from evil* would not block *disquietude*, *inhibit*, *hold monster*, *Tasha's Hideous Laughter*, *sleep*, *shock and awe*, *ray of dizziness*; i.e. the enchantments in the Keeper's repertoire.

Tactics: If there is a surprise round, the Keeper will peak his head out of the curtain to target PCs with the *shock and awe* spell. Allow the PCs a Spot check against the Keeper's Hide skill to notice him. If possible, the Keeper will stay behind the Black Curtain and use Listen checks to target area of effect spells against the PCs. The Listen check DC is -10 modified by distance; see page 78 of the

PHB for more information. The Keeper will try to target area of effect spells on PCs he thinks are fighting the Elemental. Possible spells include *sleep*, *unholy blight*, *wail of doom*, etc. The Shadow Elemental attacks in a very straightforward way – PCs who confuse it with a Shadow (undead creature) will be sorely mistaken when spells and abilities that function against undead do not work.

APL 2: The Keeper tries to hit the party with *sleep* from behind the curtain then casts *cause fear* and *grease* from scrolls, leaving the curtain if necessary. Pump up the DC to *sleep* with *Captivating Melody*. Note that the Shadow Elemental is immune to *sleep*.

APL 4-6: The Keeper targets an obvious fighter or rogue with *disquietude*, leaving the curtain if necessary. Pump up the DC to *disquietude* with *Captivating Melody*. Follow with *Tasha's Hideous Laughter*.

APL 8: The Keeper opens with *hold monster*, leaving the curtain if necessary. Pump up the DC to *hold monster* with *Captivating Melody*. Then cast as much *ray of dizziness* as possible.

APL 10: The Keeper opens with *unholy blight*, from behind the curtain – followed by *wail of doom*. Note that the Shadow Elemental is immune to *unholy blight*, but not *wail of doom*. The keeper will avoid damaging the Shadow Elemental.

APL 12: In the first round use song of arcane power to boost the Keeper's caster level to 20 (15 normal, +1 for Evil domain, +4 song of arcane power), then cast *blasphemy*. Pick off any survivors.

Treasure: Once the keeper is defeated, the following equipment can be taken from him:

APL 2: L: 15 gp, C: 0 gp, M: 89 gp, *cloak of resistance +1* (83 gp), *scroll of cause fear* (2 gp), *scroll of grease* (2 gp), *scroll of sleep* (2 gp).

APL 4: L: 0 gp, C: 224 gp, M: 174 gp, *mithral shirt* (91 gp), *cloak of resistance +1* (83 gp).

APL 6: L: 0 gp, C: 224 gp, M: 258 gp, +1 *mithral shirt* (175 gp), *cloak of resistance +1* (83 gp).

APL 8: L: 0 gp, C: 124 gp, M: 1291 gp, +2 *mithral shirt* (425 gp), *songblade* (533 gp), *ring of counterspells* (333 gp).

APL 10: L: 0 gp, C: 94 gp, M: 1740 gp, *mithral shirt* (91 gp), *collar of umbral metamorphosis* (900 gp), *ring of counterspells* (333 gp), *cloak of charisma +2* (333 gp), *pearl of power 1st level* (83 gp).

APL 12: L: 0 gp, C: 194 gp, M: 4897 gp, *mithral shirt* (91 gp), *songblade* (533 gp), *collar of umbral*

metamorphosis (900 gp), ring of counterspells (333 gp), ring of counterspells (333 gp), rod of splendor (2083 gp), periapt of wisdom +2 (333 gp), cloak of elvenkind (208 gp), pearl of power 1st level (83 gp).

Developments: Once the PCs have defeated the Keeper, they must destroy the source of Ebonstone's power. Proceed to Encounter 10.

ENCOUNTER 10: PICTURES OF YOU

Estimated Time: 10 minutes

This encounter occurs after the PCs have defeated Keeper. They must destroy the statue behind the Black Curtain to end the source of Ebonstone's magical properties. The read-aloud description of the statue is given in Encounter 9.

🗡️ **Statue of the Maimed Lord:** 12 in. thick; hardness 8; hp 90; Break DC 35.

Once the statue is destroyed, read or paraphrase the following:

Your last blow seems to have done the trick; cracks and fissures spread across the statue with alarming speed. Marble and stone explode out to reveal a dark form.

The three gray beams that emanated from the statue cease and the wall of coruscating black energy dissipates into nothingness. The chamber you are in shudders briefly as if the earth quakes about you, then all is still.

The dark form stands – it is easily close to 9-feet tall. The being appears to be a muscled, wiry human except for its size. His skin is a dark and dusky gray; his beard, pants and vest of deepest black. His eyes appear empty, naught but tunnels into the darkest night.

PCs that succeed at a Knowledge [the planes] check (DC 18) will identify this being as a Khayal, a Shadow Genie – and an obviously very powerful one. Baklunish PCs will automatically know this information from the legends of their people. Khayal are set apart from another genie-kind, infused not with the elements but with pure shadow.

The being speaks: “Maimed Lordlings, how dare you release he who you imprisoned?! Your insult to the Lady has gained you a swift death!”

If the PCs quickly explain that they were not responsible for the being's imprisonment and are not worshippers of

Vecna – then the Khayal will not immediately slay them all. Continue with the following:

“You have the thanks of the servant of the Lady of Perfection. Once I was a teacher to these Duskwatchers, an emissary of the Lady to the illumians that she favored. Now it seems I must teach them again.” A black falchion appears in the being's hands and he fades from view.

The PCs gain the Contemplative AR item.

The PCs are now free to complete the last bit of their task, find the cure to the Mark of the Black Hand. Continue with the following:

Curious, you begin to explore Ebonstone. The “lessons” of the being you released are obvious to you. Often you pass by illumians with the symbol of a black lotus hanging from their neck. They are trembling on their knees, uttering prayers of mercy with great piety and fear. Just as often you pass by illumians who have been slain, swiftly and brutally by the conditions of their bodies – the symbol of a hand grasping an eye dangles from their headless necks. The voices of the slain linger, shouting the final utterances of their depraved essence.

Eventually you find what it is you've been looking for, a chest with the marking of a Black Hand. Inside you find an arrangement of odd plants – how this is to be administered as a cure you are not sure.

The means by which the PCs return to their home plane is up to each table. They can use *plane shift* or *shadow walk* or they can return to Avernakt where Dra'Kim will arrange for their passage back into the Prime Material Plane.

CONCLUSION: THE END OF THE WORLD

Estimated Time: 5 minutes

At first the scholars of the Paercine Camerata were baffled by the plants you brought back with you, but under the guidance of Mehri la'Feyvim, a cure to the disease is developed with stunning alacrity. With your help, she has been able to gift to those people suffering the Mark of the Black Hand wealth beyond the measure coin, a chance at living.

The adventure is now over. The PCs receive the Thanks of the March favor on the Adventure Record.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the Black Orchid.

- APL 2: 90 xp.
- APL 4: 150 xp.
- APL 6: 210 xp.
- APL 8: 240 xp.
- APL 10: 300 xp.
- APL 12: 360 xp.

Encounter 7

Defeat the Guardians.

- APL 2: 150 xp.
- APL 4: 210 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Encounter 9

Defeat the Keeper of the Vault and his servant.

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Discretionary Roleplaying Award

- APL 2: 90 xp.
- APL 4: 135 xp.
- APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

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. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 7:

APL 2: L: 135 gp, C: 214 gp, M: 190 gp, *cloak of resistance +1* (83 gp), *potion of cure light wounds* x4 (16 gp), *pearl of power 1st level* (83 gp), *arcane scroll of magic weapon* (2 gp), *divine scroll of magic weapon* (2 gp), *oil of magic weapon* (4 gp).

APL 4: L: 135 gp, C: 206 gp, M: 655 gp, *cloak of resistance +1* x3 (239 gp), *potion of cure light wounds* x3 (12 gp), *anklet of translocation* (116 gp), *pearl of power 1st level* x2 (166 gp), *arcane scroll of magic weapon* (2 gp), *divine scroll of magic weapon* (2 gp), +1 *hide armor* (97 gp), *darkwood shield* (21 gp).

APL 6: L: 135 gp, C: 206 gp, M: 1,027 gp, *cloak of resistance +1* x2 (166 gp), *potion of cure light wounds* x3 (12 gp), *anklet of translocation* (116 gp), +1 *falchion* (197 gp), *pearl of power 1st level* (83 gp), *pearl of power 2nd level* (333 gp), *arcane scroll of magic weapon* (2 gp), +1 *hide armor* (97 gp), *darkwood shield* (21 gp).

APL 8: L: 140 gp, C: 214 gp, M: 2,019 gp, *cloak of resistance +1* (83 gp), +1 *leather barding* (112 gp), *pearl of power 1st level* (83 gp), *pearl of power 2nd level* (333 gp), *anklet of translocation* (116 gp), +1 *falchion* (197 gp), *gloves of dexterity +2* (333 gp), *headband of intellect +2* (333 gp), *periapt of wisdom +2* (333 gp), +1 *leather armor* (96 gp).

APL 10: L: 31 gp, C: 214 gp, M: 3,765 gp, *cloak of resistance +1* (83 gp), +1 *leather barding* (112 gp), *pearl of power 1st level* x2 (166 gp), *pearl of power 2nd level* x2 (666 gp), +1 *wild leather armor* (1,347 gp), +1 *sickle* (192 gp), *gloves of dexterity +2* (333 gp), *vest of resistance +1* (83 gp), *anklet of translocation* (116 gp), +2 *fullplate* (470 gp), +1 *falchion* (197 gp).

APL 12: L: 52 gp, C: 0 gp, M: 6,695 gp, *cloak of resistance +1* (83 gp), +1 *leather barding* (112 gp), *pearl of power 1st level* x2 (166 gp), *pearl of power 2nd level* x3 (999 gp), *anklet of translocation* (116 gp), *armor of the beast* (2,181 gp), +1 *sickle* (192 gp), *gloves of dexterity +2* (333 gp), *amulet of health +2* (333 gp), *vest of resistance*

+2 (333 gp), +1 *mithral fullplate* (958 gp), +1 *keen falchion* (697 gp).

Encounter 9:

APL 2: L: 15 gp, C: 0 gp, M: 89 gp, *cloak of resistance +1* (83 gp), *scroll of cause fear* (2 gp), *scroll of grease* (2 gp), *scroll of sleep* (2 gp).

APL 4: L: 0 gp, C: 224 gp, M: 174 gp, *mithral shirt* (91 gp), *cloak of resistance +1* (83 gp).

APL 6: L: 0 gp, C: 224 gp, M: 258 gp, +1 *mithral shirt* (175 gp), *cloak of resistance +1* (83 gp).

APL 8: L: 0 gp, C: 124 gp, M: 1,291 gp, +2 *mithral shirt* (425 gp), *songblade* (533 gp), *ring of counterspells* (333 gp).

APL 10: L: 0 gp, C: 94 gp, M: 1,740 gp, *mithral shirt* (91 gp), *collar of umbral metamorphosis* (900 gp), *ring of counterspells* (333 gp), *cloak of charisma +2* (333 gp), *pearl of power 1st level* (83 gp).

APL 12: L: 0 gp, C: 194 gp, M: 4,897 gp, *mithral shirt* (91 gp), *songblade* (533 gp), *collar of umbral metamorphosis* (900 gp), *ring of counterspells* (333 gp), *rod of splendor* (2,083 gp), *periapt of wisdom +2* (333 gp), *cloak of elvenkind* (208 gp), *pearl of power 1st level* (83 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 150 gp, C: 214 gp, M: 279 gp – Total: 643 gp (450 gp).

APL 4: L: 135 gp, C: 430 gp, M: 829 gp – Total: 1,394 gp (650 gp).

APL 6: L: 135 gp, C: 430 gp, M: 1,285 gp – Total: 1,850 gp (900 gp).

APL 8: L: 140 gp, C: 338 gp, M: 3,310 gp – Total: 3,788 gp (1,300 gp).

APL 10: L: 31 gp, C: 308 gp, M: 5,505 gp – Total: 5,844 gp (2,300 gp).

APL 12: L: 52 gp, C: 194 gp, M: 11,592 gp – Total: 11,838 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

● **The Cure:** With your help a cure for the Mark of the Black Hand has been found. If you have been suffering from this disease, it is now immediately removed. In

addition, surviving the disease has made you more resilient and vigorous. Gain a permanent +1 inherent bonus to your Constitution score.

☛ **Contemplative:** By freeing the Teacher, you have successfully interacted with an outsider servant of Xan Yae. This meets the special requirement of the Contemplative class for followers of Xan Yae.

☛ **Favor of the Disgraced:** For helping to prop up Baron as the new leader The Disgraced, the smuggler can easily obtain a few items for you. Spending this favor gives you access (Frequency: Adventure), to two of the following items or upgrades: *shadow*, *improved shadow*, or *greater shadow armor upgrade*; *shadowstrike weapon upgrade* (MIC); *cloak of shadow* (Planar Handbook); *shadow veil* (MIC).

☛ **Favor of the Phantasmymir:** You had a favorable encounter with the Phantasmymir, and some of his experience is accessible to you. Spending this favor allows a spellcaster to learn two of the following spells, all from PHB2: *blinding color surge*, *crown of veils*, *friend to foe*, *legion of sentinels*, *phantom battle*, *greater mirror image*, *vertigo*, *vertigo field*.

☛ **Thanks of the March:** Your part in finding the means toward a cure of the Mark of the Black Hand is a great deed in the eyes of Bissel. Those most closely touched the plague's coming are eager to do you weal. You may gain access to one of the favors below (circle the one selected). If you have played the four previous adventures in the *Shadows and Sigils* series (BIS6-04 *Face of Copper*, BIS7-03 *All That for a Bag of Silver?*, BIS7-06 *The Golden Masque*, and BIS7-08 *Under a Platinum Sky*) you may select two of the following favors.

The Shaela River Trading Company: The merchants of Shaela River grant you access (Frequency: Regional) to purchase a single +1 equivalent weapon, armor, or shield special ability upgrade listed in the DMG. Mark this favor as USED when the purchase is made.

The Paercine Camerata: The scholars are willing to do research for you. You may inquire about one subject of interest. Information about this subject arrives via a *sending* spell 12 hours later. In all other regards, this is similar to the use of a *legend lore* spell. Results are at the discretion of the DM.

Knowel Fertuine: The brother to the deposed Baron of Cassiter has great wealth from various sources. Use this favor while in Bissel to have one *raise dead* spell cast on your behalf at just the material component price.

Cainlan Rashedra: Baron Rashedra uses his military connections to see that you advance. Immediately gain

two Bissel military commendations, per the *Bissel Omnibus*.

☛ **Touched by a Raven:** You attracted the wrong kind of attention while in Avernakt, and were punished for it. This PC is immediately removed from play.

Item Access

APL 2:

- ❖ *planar fork, plane of shadow* (Adventure; PHB, Price: 200 gp)
- ❖ *darkwood shield* (Adventure; DMG)
- ❖ *pearl of power, 1st level* (Adventure; DMG)

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

- ❖ *anklet of translocation* (Adventure; MIC)
- ❖ *mithral shirt* (Adventure; DMG)

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

- ❖ *pearl of power, 2nd level* (Adventure; DMG)
- ❖ *+1 mithral shirt* (Adventure; DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ *+2 mithral shirt* (Adventure; DMG)
- ❖ *ring of counterspells* (Adventure; DMG)
- ❖ *songblade* (Adventure; Complete Adventurer)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ *+1 wild leather armor* (Adventure; DMG)
- ❖ *collar of umbral metamorphosis* (Adventure; Tome of Magic)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ *+1 mithral fullplate* (Adventure; DMG)
- ❖ *+1 keen falchion* (Adventure; DMG)
- ❖ *armor of the beast* (Adventure; Complete Champion)
- ❖ *rod of splendor* (Adventure; DMG)

APPENDIX 1 – APL 2

ENCOUNTER 1

BLACK ORCHID CR 3

Male Dark Petal Rogr

NE Tiny Fey

Init +9; **Senses** Darkvision 60 ft., Superior Low-Light Vision, Listen +5, Spot +5

Languages Common, Abyssal, Infernal, Sylvan

AC 20, touch 17, flat-footed 15

(+2 size, +5 Dex, +3 Armor)

hp 14 (2 HD); DR 5/cold iron

Resist cold 10

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

Speed 25 ft. (5 squares), fly 70 ft. (good)

Melee masterwork tiny rapier +8 (1d3-4/18-20/x2) or tiny dagger +7 (1d2-4/19-20/x2)

Ranged masterwork tiny light crossbow +8 (1d3/19-20/x2)

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

Base Atk +0; **Grp** -12

Atk Options Sneak attack +1d6

Special Actions Sleep songs

Combat Gear masterwork tiny rapier, masterwork tiny light crossbow, tiny dagger, masterwork tiny studded leather armor

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

SQ Trapfinding

Feats Improved Initiative, Weapon Finesse

Skills Craft [poison making] +6, Escape Artist +10, Hide +26, Knowledge [nature] +6, Move Silently +16, Sense Motive +4, Tumble +10

Possessions combat gear plus eensy weensy assassin's garb, cloak of resistance +1, ~~black adder venom~~

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 15 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 15 Will save or be affected as though by a sleep spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).

Poison Black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con. The first strike of the dark petals's rapier is treated with the poison. Note that if he rolls a natural 1 on

his attack roll, he must make a DC 15 Reflex save or accidentally poison himself.

Description This tiny, gray-skinned humanoid-shaped creature can't be taller than 18 inches. Keeping him aloft are tiny wings reminiscent of the black petals of some dark flower.

Sources *Monster Manual III* (Page 120), *Tome of Magic* (Page 161)

ENCOUNTER 7

DUSKWATCHER ABTHEK CR 2

Male Illumian Clr (Xan Yae)1/Ftr1

N Medium Humanoid (Human)

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

Languages Common, Illumian, Orc

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 18 (2 HD)

Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in medium armor (4 squares), base movement 40 ft.

Melee mastwork flachion +6 (2d4+6 18-20/x2)

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

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

Atk Options Power Attack, Aeshhoon power sigil

Special Actions Turn Undead 2/day

Combat Gear masterwork banded mail, masterwork falchion

Cleric Spells Prepared (CL 1st):

1st—~~entropic shield~~, ~~expeditious retreat~~^p, ~~shield of faith~~

0—~~detect magic~~, ~~detect poison~~, ~~virtue~~

D: Domain spell. Deity: Xan Yae. Domains: War (Weapon Focus with Falchion), Celerity (+10 enhancement bonus to speed when not wearing medium or heavy armor)

Abilities Str 16, Dex 12, Con 15, Int 12, Wis 14, Cha 8

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Sigil (Aesh), Power Attack, Weapon Focus (Falchion)

Skills Concentration +9, Knowledge [religion] +5, Sense Motive +5, Spellcraft +5

Possessions combat gear plus *divine scroll: magic weapon*, cloak of resistance +1, *potion of cure light wounds*, holy symbol, spell component pouch

Luminous Sigils (Su) See DM Aid: New Rules.

Glyphic Resonance (Ex) See DM Aid: New Rules.

Power Sigils (Su) See DM Aid: New Rules.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Aesh ("vigor"): +2 bonus on Strength checks, and Strength-based skill checks.

Hoon ("life"): +2 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Aeshhoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The black-clad, bearded warrior is dressed in heavy armor and wields a wicked-looking falchion. Luminous sigils rotate slowly about his baldhead.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([7 rounds left on durations] *entropic shield, expeditious retreat, shield of faith*):

AC 19, touch 13, flat-footed 18

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

Miss Chance 20% against ranged attacks

Speed 50 ft. in medium armor (4 squares), base movement 70 ft.

DUSKWATCHER ALYES

CR 1

Female Illumian Sor1

CN Medium Humanoid (Human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Illumian

AC 13, touch 13, flat-footed 10

(+4 Dex)

hp 9 (1 HD)

Fort +2, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee dagger +0 (1d4 19-20/x2)

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

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

Atk Options Point-Blank Shot

Combat Gear dagger

Sorcerer Spells Known (CL 1st):

1st (4/day)—*magic missile, ray of enfeeblement*

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

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

SQ luminous sigils, glyphic resonance, power sigils, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Point Blank Shot

Skills Concentration +6, Knowledge [arcana] +2, Spellcraft +2

Possessions combat gear plus *potion of cure light wounds, arcane scroll: magic weapon, oil of magic weapon, scroll of see invisibility, scroll of false life, scroll of mage armor, scroll of shield, potion of shield of faith* +3, spell component pouch, toad familiar

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Uur ("grace"): +1 bonus on Dexterity checks, and Dexterity-based skill checks.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The look of deranged sadism crosses the otherwise striking visage of this robed woman, who takes aim with a deadly spell. Luminous sigils rotate slowly about ginger-colored curls of voluminous hair.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *mage armor* from scroll, *false life* from scroll *see invisibility* from scroll, [3 minutes left on durations] *shield of faith* from potion, [8 rounds left on durations] *shield*): AC 22, touch 13, flat-footed 21

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

hp 18 (1 HD)

DUSKWATCHER ALLORA

CR 3

Female Illumian Drd3

N Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +6

Languages Common, Druidic, Elven, Illumian, Flan, Sylvan

AC 17, touch 12, flat-footed 15

(+2 Dex, +3 armor, +2 Shield)

hp 22 (3 HD)

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

Speed 20 ft. in medium armor (3 squares), base movement 30 ft.

Melee masterwork shortspear +2 (1d6-1 20/x2)

Ranged masterwork shortspear +5 (1d6-1 20/x2)

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

Base Atk +2; **Grp** +1 **Atk Options** Rapid Spell

Combat Gear masterwork hide, masterwork shortspear, darkwood shield

Druid Spells Prepared (CL 3rd):

2nd—*rapid summon nature's ally I, barkskin*

1st—*entanglement* (DC 14), ~~*omen of peril*~~^{SPC}

0—*cure minor wounds, detect magic, flare* (x2)

SpC: Spell Compendium

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

SQ wild empathy +7, woodland stride, trackless step, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Initiative,

Rapid Spell **Skills** Concentration +8, Handle Animal +7,

Knowledge [Nature] +14, Spellcraft +9, Survival +11

Possessions combat gear plus tattered robes, *potion of cure light wounds, potion of cure light wounds, pearl of power 1st, jewelry worth 213 gp, holly and mistletoe*

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Naen ("mind"): +2 bonus on Intelligence checks and Intelligence-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Naenkrau: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The woman before you is barefoot, and wears odd hide armor over a set of tattered robes. Luminous sigils rotate slowly about her tangled mane of dark hair.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *barkskin*, [1 minutes left on durations] *shield of faith* from Abthek with *pearl of power*):

AC 19, touch 14, flat-footed 17
(+2 Dex, +3 armor, +2 Shield, +2 deflection, +2 Natural)

VYTURYE **CR 1**

Wolf Animal Companion

Init +2; **Senses** Low-Light Vision, Scent, Listen +3, Spot +3

AC 16, touch 12, flat-footed 14
(+2 Dex, +2 armor, +2 natural)

hp 15 (2 HD)

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

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

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

Base Atk +1; **Grp** +2 **Combat Gear** masterwork leather barding

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ link, share spells

Feats Track, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER X

SHADOW ELEMENTAL, SMALL **CR 2**

NE Small Elemental (Incorporeal)

Init +4; **Senses** Blindsight 60 ft., Listen +2, Spot +3

AC 12, touch 12, flat-footed 12,
(+1 size, +1 deflection)

hp 12 (2 HD)

Immune elemental immunities

Fort +0, **Ref** +3, **Will** +0

Speed fly 40 ft. (perfect) (8 squares)

Melee Incorporeal touch +2 (1d4 plus 1d4 cold)

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

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

Special Actions Shadow mastery, *dusk and dawn*

Abilities Str -, Dex 10, Con 10, Int 4, Wis 11, Cha 11

SQ Elemental traits, incorporeal traits

Feats Improved Initiative

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

Description The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

Sources *Tome of Magic* (Page 164-166)

THE KEEPER OF THE VAULT

CR 2

Male Illumian Brd2

NE Medium Humanoid (human)

Init +2; **Senses** Listen +5, Spot +0

Languages Common, Illumian

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

hp 14 (2 HD)

Fort +3, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4+1 19-20/x2)

Ranged dagger +3 (1d4+1 19-20/x2)

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

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

Special Actions *Vaulkrau* power word, Bardic Music 2/day (Countersong, Fascinate, Inspire Courage +1)

Combat Gear masterwork studded leather, dagger (x3)

Bard Spells Known (CL 11th):

1st (1/day)— *inhibit*^{SPC}, *sleep*

0 (3/day)— *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*

SPC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Bardic Knowledge +2

Feats Captivating Melody

Skills Concentration +7, Escape Artist +7, Hide +7, Move Silently +4, Perform [Oratory] +11, Spellcraft +3

Possessions combat gear plus dark robes, *scroll of cat's grace*, *scroll of blur*, *potion of invisibility*, *cloak of resistance* +1, *potion of shield of faith* +2, *scroll of cause fear*, *scroll of grease*, *scroll of sleep*

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Vaul ("soul"): +2 bonus on Charisma checks and Charisma-based skill checks.

Illumian Words (Ex) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Vaulkrau: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description Dressed in immaculate black clothing so dark as to be composed of complete shadow, this man is clearly the keeper of this strange chamber. Luminous sigils rotate about his head and a gleam of mad violence sparks across his eyes.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 60-62)

Power-Up Suite ([2 minutes left on durations] *blur* from scroll, *cat's grace* from scroll, *invisibility* from potion, [8 rounds left on durations] *shield of faith* from potion):

Init +4

AC 19, touch 14, flat-footed 15 (+4 Dex, +3 armor, +2 deflection)

Miss Chance 20%

Fort +3, **Ref** +8, **Will** +4

APPENDIX 2 – APL 4

ENCOUNTER 1

BLACK ORCHID **CR 5**
 Male Dark Petal Rog3
 NE Tiny Fey
Init +9; **Senses** Darkvision 60 ft., Superior Low-Light Vision, Listen +7, Spot +7
Languages Common, Abyssal, Infernal, Sylvan

AC 21, touch 17, flat-footed 16
 (+2 size, +5 Dex, +4 Armor)
hp 30 (4 HD); DR 5/cold iron
Resist cold 10
Fort +5, **Ref** +11, **Will** +4

Speed 25 ft. (5 squares), fly 70 ft. (good); Flyby Attack
Melee masterwork tiny rapier +10 (1d3-4/18-20/x2) or tiny dagger +9 (1d2-4/19-20/x2)
Ranged masterwork tiny light crossbow +10 (1d3/19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -10
Atk Options Sneak attack +2d6
Special Actions Sleep songs
Combat Gear masterwork tiny rapier, masterwork tiny light crossbow, tiny dagger, +1 tiny studded leather armor

Abilities Str 3, Dex 20, Con 16, Int 15, Wis 10, Cha 18
SQ Trapfinding, Evasion, Trap Sense +1
Feats Flyby Attack, Improved Initiative, Weapon Finesse
Skills Craft [poison making] +6, Escape Artist +12, Hide +28, Jump -1, Knowledge [nature] +6, Move Silently +18, Sense Motive +7, Tumble +16
Possessions combat gear plus eensy weensy assassin's garb, cloak of resistance +1, black adder venom, black adder venom, black adder venom

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.
Lullaby: Any creature within a 20-foot-radius that fails a DC 16 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.
Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 16 Will save or be affected as though by a sleep spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.
Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).
Poison Black adder venom, DC 11 Fortitude save resists, 1d6 Con/1d6 Con. The first strike of the dark petals's rapier and dagger is treated with the poison. Note that if he rolls a

natural 1 on his attack roll, he must make a DC 15 Reflex save or accidentally poison himself.

Description This tiny, gray-skinned humanoid-shaped creature can't be taller than 18 inches. Keeping him aloft are tiny wings reminiscent of the black petals of some dark flower.

Sources *Monster Manual III* (Page 120), *Tome of Magic* (Page 161)

ENCOUNTER 7

DUSKWATCHER ABTHEK **CR 4**
 Male Illumian Clr (Xan Yae)3/Ftr1
 N Medium Humanoid (Human)
Init +1; **Senses** Listen +4, Spot +4
Languages Common, Illumian, Orc, Undercommon

AC 17, touch 11, flat-footed 16
 (+1 Dex, +6 armor)
hp 36 (4 HD)
Fort +7, **Ref** +3, **Will** +5

Speed 20 ft. in medium armor (4 squares), base movement 40 ft.
Melee mastwork flachion +8 (2d4+6 18-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6
Atk Options Power Attack, Aeshhoon power sigil
Special Actions Turn Undead 2/day, *anklet of translocation* 2/day
Combat Gear masterwork banded mail, masterwork falchion
Cleric Spells Prepared (CL 3rd): 2nd—~~bear's endurance~~, ~~cat's grace~~⁸, ~~resist energy (electricity)~~
 1st—*divine favor*, ~~entropic shield~~, ~~expeditious retreat~~⁸, ~~shield of faith~~
 0—*detext magic*, *detect poison*, *virtue*
D: Domain spell. Deity: Xan Yae. Domains: War (Weapon Focus with Falchion), Celerity (+10 enhancement bonus to speed when not wearing medium or heavy armor)

Abilities Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 8
SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy
Feats Improved Sigil (Aesh), Power Attack, True Believer, Weapon Focus (Falchion)
Skills Concentration +12, Knowledge [religion] +5, Sense Motive +5, Spellcraft +5
Possessions combat gear plus *divine scroll: magic weapon*, *cloak of resistance +1*, *potion of cure light wounds*, *anklet of translocation*, *holy symbol*, *spell component pouch*

Luminous Sigils (Su) See *DM Aid: New Rules*.
Glyphic Resonance (Ex) See *DM Aid: New Rules*.
Power Sigils (Su) See *DM Aid: New Rules*.
 The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Aesh ("vigor"): +2 bonus on Strength checks, and Strength-based skill checks.

Hoon ("life"): +2 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Aeshhoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The black-clad, bearded warrior is dressed in heavy armor and wields a wicked-looking falchion. Luminous sigils rotate slowly about his baldhead.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *resist energy* (electricity), [1 minutes left on durations] *bear's endurance*, *cat's grace*, *entropic shield*, *expeditious retreat*, *shield of faith*):

AC 19, touch 13, flat-footed 18

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

hp 44 (4 HD)

Resist electricity 10

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

Miss Chance 20% against ranged attacks

Speed 50 ft. in medium armor (4 squares), base movement 70 ft.

DUSKWATCHER ALYES

CR 3

Female Illumian Ftr1/Sor2

CN Medium Humanoid (Human)

Init +3; **Senses** Listen +2, Spot +2

Languages Common, Illumian

AC 13, touch 13, flat-footed 10

(+4 Dex)

hp 25 (3 HD)

Fort +7, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4 19-20/x2)

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

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

Atk Options Point-Blank Shot, Precise Shot

Combat Gear dagger

Sorcerer Spells Known (CL 3rd):

1st (6/day)— *magic missile*, *ray of enfeeblement*, ~~shield~~, *shield*

0 (6/day)— *acid splash*, *daze*, *detect magic*, *prestidigitation*, *ray of frost*

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Toughness, Point Blank Shot, Precise Shot

Skills Concentration +8, Knowledge [arcana] +1, Spellcraft +1

Possessions combat gear plus *pearl of power* 1st, *cloak of resistance* +1, *potion of cure light wounds*, *arcane scroll: magic weapon*, ~~scroll of see invisibility~~, ~~scroll of false life~~, ~~scroll of mage armor~~, spell component pouch, rat familiar

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Uur ("grace"): +2 bonus on Dexterity checks, and Dexterity-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The look of deranged sadism crosses the otherwise striking visage of this robed woman, who takes aim with a deadly spell. Luminous sigils rotate slowly about ginger-colored curls of voluminous hair.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *mage armor* from scroll, *false life* from scroll, *see invisibility* from scroll, [2 minutes left on durations] *shield of faith* from AbtheK with *pearl of power*, *shield*): **AC** 23, touch 13, flat-footed 20 (+3 Dex, +4 armor, +4 shield, +2 deflection)

hp 34 (3 HD)

DUSKWATCHER ALLORA

CR 5

Female Illumian Drd5

N Medium humanoid (human)

Init +6; **Senses** Listen +9, Spot +9

Languages Common, Druidic, Elven, Illumian, Flan, Sylvan

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 Shield)

hp 38 (5 HD)

Fort +7, **Ref** +4, **Will** +8

Speed 20 ft. in medium armor (3 squares), base movement 30 ft.

Melee masterwork shortspear +3 (1d6-1 20/x2)

Ranged masterwork shortspear +6 (1d6-1 20/x2)

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

Base Atk +3; **Grp** +2 **Atk Options** Rapid Spell

Special Actions Wild Shape 1/day

Combat Gear +1 *hide armor*, masterwork shortspear, darkwood shield

Druid Spells Prepared (CL 5th):

3rd— *rapid summon nature's ally* II (x2)

2nd— ~~barkskin~~, *chill metal* (DC 16)

1st— *entangle* (DC 15), *magic fang*, *omen of peril*^{SPC}

0— *cure minor wounds* (x2), *detect magic*, *flare* (x2)

SPC: Spell Compendium

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

SQ wild empathy +9, woodland stride, trackless step, resist nature's lure, luminous sigils, glyphic resonance, power

sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Initiative,

Rapid Spell**Skills** Concentration +10, Handle Animal +7, Knowledge [Nature] +16, Spellcraft +11, Survival +12

Possessions combat gear plus tattered robes, *potion of cure light wounds*, *pearl of power 1st*, *cloak of resistance +1*, jewelry worth 206 gp, holly and mistletoe

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Naen ("mind"): +2 bonus on Intelligence checks and Intelligence-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Naenkrau: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells.

She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The woman before you is barefoot, and wears odd hide armor over a set of tattered robes. Luminous sigils rotate slowly about her tangled mane of dark hair.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *barkskin*, [1 minutes left on durations] *shield of faith* from AbtheK with *pearl of power*):

AC 22, touch 14, flat-footed 20

(+2 Dex, +4 armor, +2 Shield, +2 Deflection, +2 Natural)

VYTURYE

CR 1

Wolf Animal Companion

N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +4, Spot +4

AC 19, touch 13, flat-footed 16

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

hp 36 (4 HD)

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

Speed 50 ft. (10 squares)

Melee bite +6 (1d6+3)

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

Base Atk +3; **Grp** +4 **Combat Gear** masterwork leather barding

Abilities Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6

SQ evasion, link, share spells

Feats Track, Weapon Focus (bite), Improved Toughness

Skills Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Power-Up Suite: ([4 minutes left on durations] *magic fang*):

Melee bite +7 (1d6+4)

ENCOUNTER X

SHADOW ELEMENTAL, MEDIUM

CR 4

NE Medium Elemental (Incorporeal)

Init +5; **Senses** Blindsight 60 ft., Listen +3, Spot +4

AC 12, touch 12, flat-footed 11,

(+1 Dex, +1 deflection)

hp 30 (4 HD)

Immune elemental immunities

Fort +3, **Ref** +5, **Will** +1

Speed fly 40 ft. (perfect) (8 squares)

Melee Incorporeal touch +4 (1d6 plus 1d6 cold)

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

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

Special Actions Shadow mastery, *dusk and dawn*

Abilities Str -, Dex 12, Con 14, Int 4, Wis 11, Cha 11

SQ Elemental traits, incorporeal traits

Feats Combat Reflexes, Improved Initiative

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

Description The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

Sources *Tome of Magic* (Page 164-166)

THE KEEPER OF THE VAULT

CR 4

Male Illumian Brd4

NE Medium Humanoid (human)

Init +2; **Senses** Listen +7, Spot +0

Languages Common, Illumian

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 26 (4 HD)

Fort +4, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4 19-20/x2)

Ranged dagger +5 (1d4 19-20/x2)

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

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

Special Actions *Vaulkrau* power word, Bardic Music 4/day (Countersong, Fascinate, Inspire Courage +1, Inspire Competence)

Combat Gear mithral shirt, dagger (x3)

Bard Spells Known (CL 11th):

2nd (1/day)— *blur*, *disquietude*^{SpC}

1st (3/day)— *joyful noise*^{SpC}, *shock and awe*^{SpC}, *Tasha's hideous laughter*

0 (3/day)— *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Bardic Knowledge +4

Feats Captivating Melody, Spell Focus (Enchantment)

Skills Concentration +9, Escape Artist +2, Hide +9, Move Silently +4, Perform [Oratory] +13, Spellcraft +5

Possessions combat gear plus dark robes, *scroll of cat's grace*, *scroll of blur*, *potion of invisibility*, *cloak of resistance* +1, *potion of shield of faith* +2, 224 gp in misc. coins

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Vaul ("soul"): +2 bonus on Charisma checks and Charisma-based skill checks.

Illumian Words (Ex) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Vaulkrau: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description Dressed in immaculate black clothing so dark as to be composed of complete shadow, this man is clearly the keeper of this strange chamber. Luminous sigils rotate about his head and a gleam of mad violence sparks across his eyes.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 60-62)

Power-Up Suite ([2 minutes left on durations] *blur* from scroll, *cat's grace* from scroll, *invisibility* from potion, [8 rounds left on durations] *shield of faith* from potion):

Init +4

AC 20, touch 16, flat-footed 16

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

Miss Chance 20%

Fort +4, **Ref** +9, **Will** +5

APPENDIX 3 – APL 6

ENCOUNTER 1

BLACK ORCHID

CR 7

Male Dark Petal Rog4/Assassin1

NE Tiny Fey

Init +9; **Senses** Darkvision 60 ft., Superior Low-Light Vision, Listen +8, Spot +8

Languages Common, Abyssal, Infernal, Sylvan

AC 21, touch 17, flat-footed 21

(+2 size, +5 Dex, +4 Armor), Dodge

hp 44 (6 HD); DR 5/cold iron

Resist cold 10

Fort +5, **Ref** +14, **Will** +4

Speed 25 ft. (5 squares), fly 70 ft. (good); Flyby Attack

Melee +1 *tiny rapier* +11 (1d3-3/18-20/x2) or *tiny dagger* +10 (1d2-4/19-20/x2)

Ranged masterwork *tiny light crossbow* +11 (1d3/19-20/x2)

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

Base Atk +3; **Grp** -9

Atk Options Sneak attack +3d6, death attack

Special Actions Sleep songs

Combat Gear +1 *tiny rapier*, masterwork *tiny light crossbow*, *tiny dagger*, +1 *tiny studded leather armor*

Assassin Spells Known (CL 1st):

1st (1/day)—*lightfoot*^{SPC}, *true strike*

SpC: Spell Compendium

Abilities Str 3, Dex 20, Con 16, Int 15, Wis 10, Cha 18

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison use

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Craft [poison making] +6, Disguise +8, Escape Artist +14, Hide +30, Jump -1, Knowledge [nature] +6, Move Silently +20, Sense Motive +9, Tumble +18

Possessions combat gear plus eensy weensy assassin's garb, *cloak of resistance* +1, *sassone leaf residue*, *sassone leaf residue*

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 17 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 17 Will save or be affected as though by a *sleep* spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).

Poison Sassone leaf residue, DC 16 Fortitude save resists, 2d12 hp/1d6 Con. The first strike of the dark petals's rapier is treated with the poison. He never risks accidentally poisoning himself.

Description This tiny, gray-skinned humanoid-shaped creature can't be taller than 18 inches. Keeping him aloft are tiny wings reminiscent of the black petals of some dark flower.

Sources *Monster Manual III* (Page 120), *Tome of Magic* (Page 161)

ENCOUNTER 7

DUSKWATCHER ABTHEK

CR 2

Male Illumian Clr (Xan Yae)4/Ftr2

N Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +6

Languages Common, Illumian, Orc, Undercommon

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor)

hp 59 (6 HD)

Fort +9, **Ref** +5, **Will** +6

Speed 20 ft. in medium armor (4 squares), base movement 40 ft.

Melee +1 *flachion* +10 (2d4+7 18-20/x2)

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

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

Atk Options Power Attack, Aeshhoon power sigil

Special Actions Turn Undead 2/day, *anklet of translocation* 2/day

Combat Gear masterwork banded mail, +1 *falchion*, masterwork falchion

Cleric Spells Prepared (CL 3rd): 2nd—~~bear's endurance~~, *en's grace*^P, *resist energy* (electricity)

1st—*divine favor*, ~~entropic shield~~, *expeditious retreat*^P, *shield of faith*

0—*detext magic*, *detect poison*, *virtue*

D: Domain spell. Deity: Xan Yae. Domains: War (Weapon Focus with Falchion), Celerity (+10 enhancement bonus to speed when not wearing medium or heavy armor)

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Sigil (Aesh), Improved Toughness, Lightning Reflexes, Power Attack, True Believer, Weapon Focus (Falchion)

Skills Concentration +14, Knowledge [religion] +5, Sense Motive +5, Spellcraft +5

Possessions combat gear plus *cloak of resistance* +1, *potion of cure light wounds*, *anklet of translocation*, holy symbol, spell component pouch

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Aesh ("vigor"): +2 bonus on Strength checks, and Strength-based skill checks.

Hoon ("life"): +2 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Aeshhoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The black-clad, bearded warrior is dressed in heavy armor and wields a wicked-looking falchion. Luminous sigils rotate slowly about his baldhead.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *resist energy* (electricity), [1 minutes left on durations] *bear's endurance*, *cat's grace*, *entropic shield*, *expeditious retreat*, *shield of faith*):

AC 19, touch 13, flat-footed 18

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

Miss Chance 20% against ranged attacks

hp 71 (6 HD)

Resist electricity 10

Fort +11, **Ref** +7, **Will** +6

Speed 50 ft. in medium armor (4 squares), base movement 70 ft.

DUSKWATCHER ALYES

CR 5

Female Illumian Ftr1/Sor4

CN Medium Humanoid (Human)

Init +4; **Senses** Listen +2, Spot +2

Languages Common, Illumian

AC 14, touch 14, flat-footed 10

(+4 Dex)

hp 37 (5 HD)

Fort +7, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4 19-20/x2)

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

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

Atk Options Point-Blank Shot, Precise Shot

Combat Gear dagger

Sorcerer Spells Known (CL 5th):

2nd (5/day)—*ray of ice*^{SpC}

1st (7/day)—*magic missile*, *ray of enfeeblement*, ~~shield~~, *shield*

0 (6/day)—*acid splash*, *daze*, *detect magic*, *prestidigitation*, *ray of frost*, *touch of fatigue*

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Toughness, Point Blank Shot, Precise Shot

Skills Concentration +10, Knowledge [arcana] +3, Spellcraft +1

Possessions combat gear plus *pearl of power* 2nd, *potion of cure light wounds*, *arcane scroll: magic weapon*, ~~scroll of see invisibility~~, ~~scroll of mage armor~~, spell component pouch, rat familiar

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Uur ("grace"): +2 bonus on Dexterity checks, and Dexterity-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The look of deranged sadism crosses the otherwise striking visage of this robed woman, who takes aim with a deadly spell. Luminous sigils rotate slowly about ginger-colored curls of voluminous hair.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([10 minutes left on durations] *mage armor* from scroll, *barkskin* from Allora with *pearl of power*, *see invisibility* from scroll, [3 minutes left on durations] *shield*): **AC** 25, touch 14, flat-footed 21

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

DUSKWATCHER ALLORA

CR 7

Female Illumian Drd7

N Medium humanoid (human)

Init +6; **Senses** Listen +12, Spot +12

Languages Common, Draconic, Druidic, Elven, Illumian, Flan, Sylvan

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 Shield)

hp 53 (7 HD)

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

Speed 20 ft. in medium armor (3 squares), base movement 30 ft.

Melee +1 *shortspear* +3 (1d6 20/x2)

Ranged +1 *shortspear* +6 (1d6 20/x2)

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

Base Atk +5; **Grp** +4 **Atk Options** Rapid Spell

Special Actions Wild Shape 3/day

Combat Gear +1 *hide armor*, +1 *shortspear*, darkwood shield

Druid Spells Prepared (CL 7th):

4th—*rapid call lightning*

3rd— *cure moderate wounds, rapid summon nature's ally II* (x2)
2nd— ~~*barkskin* (x2)~~, *chill metal* (DC 16)
1st— *entangle* (DC 15), *longstrider*, *magic fang*, *omen of peril*^{SPC}
0— *cure minor wounds* (x2), *detect magic*, *flare* (x2)

SpC: Spell Compendium

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

SQ wild empathy +11, woodland stride, trackless step, resist nature's lure, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Initiative,

Natural Spell, Rapid Spell**Skills** Concentration +12, Handle Animal +7, Knowledge [Nature] +16, Spellcraft +14, Survival +12

Possessions combat gear plus tattered robes, *pearl of power 1st*, ~~*potion of resist energy (electricity)* 20~~, *cloak of resistance* +1, jewelry worth 406 gp, holly and mistletoe

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Naen ("mind"): +2 bonus on Intelligence checks and Intelligence-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Naenkrau: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The woman before you is barefoot, and wears odd hide armor over a set of tattered robes. Luminous sigils rotate slowly about her tangled mane of dark hair.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([1 hour left on durations] *longstrider*, *barkskin*, *resist energy (electricity)* from *potion*, [1 minutes left on durations] *shield of faith* from *Abthek* with *pearl of power*):

AC 23, touch 14, flat-footed 21

(+2 Dex, +4 armor, +2 Shield, +2 Deflection, +3 Natural)

Resist electricity 20

Speed 30 ft. in medium armor (3 squares), base movement 40 ft.

VYTURYE

CR 1

Wolf Animal Companion

N Medium Animal

Init +3; **Senses** Low-Light Vision, Scent, Listen +7, Spot +7

AC 21, touch 13, flat-footed 18

(+3 Dex, +2 armor, +6 natural)

hp 51 (6 HD)

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

Speed 50 ft. (10 squares)

Melee bite +7 (1d6+3)

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

Base Atk +4; **Grp** +6**Combat Gear** masterwork leather barding

Abilities Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 6

SQ evasion, link, devotion, share spells

Feats Track, Weapon Focus (bite), Improved Toughness, Iron Will

Skills Hide +4, Move Silently +5, Survival +1*

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Power-Up Suite: ([1 hour left on durations] *barkskin* [4 minutes left on durations] *magic fang*):

AC 24, touch 13, flat-footed 21

(+3 Dex, +2 armor, +9 natural)

Melee bite +6 (1d6+4)

ENCOUNTER X

SHADOW ELEMENTAL, LARGE

CR 7

NE Large Elemental (Incorporeal)

Init +6; **Senses** Blindsight 60 ft., Listen +7, Spot +8

AC 12, touch 12, flat-footed 10,

(-1 size, +2 Dex, +1 deflection)

hp 66 (8 HD)

Immune elemental immunities

Fort +5, **Ref** +8, **Will** +2

Speed fly 40 ft. (perfect) (8 squares)

Melee 2 Incorporeal touches +7/+7 (1d8 plus 1d8 cold)

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

Base Atk +6; **Grp** +10

Special Actions Shadow mastery, *dusk and dawn*

Abilities Str -, Dex 14, Con 16, Int 6, Wis 11, Cha 11

SQ Elemental traits, incorporeal traits

Feats Alertness, Combat Reflexes, Improved Initiative

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

Description The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

Sources *Tome of Magic* (Page 164-166)

THE KEEPER OF THE VAULT

CR 5

Male Illumian Brd5
NE Medium Humanoid (human)
Init +2; **Senses** Listen +8, Spot +0
Languages Common, Illumian

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)

hp 32 (5 HD)

Fort +4, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4 19-20/x2)

Ranged dagger +5 (1d4 19-20/x2)

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

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

Special Actions *Vaulkrau* power word, Bardic Music 5/day
(Countersong, Fascinate, Inspire Courage +1, Inspire Competence)

Combat Gear +1 mithral shirt, dagger (x3)

Bard Spells Known (CL 11th):

2nd (2/day)— *blur*, *cat's grace*, *disquietude*^{SPC}

1st (4/day)— *joyful noise*^{SPC}, *shock and awe*^{SPC}, *Tasha's hideous laughter*, *undetected alignment*

0 (3/day)— *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Bardic Knowledge +5

Feats Captivating Melody, Spell Focus (Enchantment)

Skills Concentration +10, Escape Artist +10, Hide +10, Move Silently +5, Perform [Oratory] +14, Spellcraft +5

Possessions combat gear plus dark robes, *scroll of cat's grace*, *scroll of blur*, *potion of invisibility*, cloak of resistance +1, *potion of shield of faith* +2, 224 gp in misc. coins

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Vaul ("soul"): +2 bonus on Charisma checks and Charisma-based skill checks.

Illumian Words (Ex) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Vaulkrau: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description Dressed in immaculate black clothing so dark as to be composed of complete shadow, this man is clearly the keeper of this strange chamber. Luminous sigils rotate about his head and a gleam of mad violence sparks across his eyes.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 60-62)

Power-Up Suite ([2 minutes left on durations] *blur* from scroll, *cat's grace* from scroll, *invisibility* from potion, [8 rounds left on durations] *shield of faith* from potion):

Init +4

AC 21, touch 16, flat-footed 17

(+4 Dex, +5 armor, +2 deflection)

Miss Chance 20%

Fort +4, **Ref** +9, **Will** +5

APPENDIX 4 – APL 8

ENCOUNTER 1

BLACK ORCHID

CR 8

Male Dark Petal Rog4/Assassin2

NE Tiny Fey

Init +9; **Senses** Darkvision 60 ft., Superior Low-Light Vision, Listen +8, Spot +8

Languages Common, Abyssal, Infernal, Sylvan

AC 21, touch 17, flat-footed 21

(+2 size, +5 Dex, +4 Armor), Dodge

hp 51 (7 HD); DR 5/cold iron

Resist cold 10

Fort +5, **Ref** +15, **Will** +4

Speed 25 ft. (5 squares), fly 70 ft. (good); Flyby Attack

Melee +1 *tiny rapier* +12 (1d3-3/18-20/x2) or *tiny dagger* +11 (1d2-4/19-20/x2)

Ranged masterwork *tiny light crossbow* +12 (1d3/19-20/x2)

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

Base Atk +4; **Grp** -8

Atk Options Sneak attack +3d6, death attack

Special Actions Sleep songs

Combat Gear +1 *tiny rapier*, masterwork *tiny light crossbow*, *tiny dagger*, +1 *tiny studded leather armor*

Assassin Spells Known (CL 2nd):

1st (2/day)—*lightfoot*^{SPC}, *shock and awe*^{SPC}, *true strike*

SpC: Spell Compendium

Abilities Str 3, Dex 20, Con 16, Int 15, Wis 10, Cha 18

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison use, +1 saves against poison, Improved Uncanny Dodge

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Craft [poison making] +6, Disguise +8, Escape Artist +15, Hide +31, Jump -1, Knowledge [nature] +6, Move Silently +21, Sense Motive +10, Tumble +19

Possessions combat gear plus eensy weensy assassin's garb, *cloak of resistance* +1, *deathblade*, *potion of resist energy (fire)* 10

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 17 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 17 Will save or be affected as though by a *sleep* spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that

successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).

Poison Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con. The first strike of the dark petals's rapier is treated with the poison. He never risks accidentally poisoning himself.

Description This tiny, gray-skinned humanoid-shaped creature can't be taller than 18 inches. Keeping him aloft are tiny wings reminiscent of the black petals of some dark flower.

Sources *Monster Manual III* (Page 120), *Tome of Magic* (Page 161)

Power-Up Suite: ([20 minutes left on durations] *resist energy (fire)* from a potion):

Resist cold 10, fire 10

ENCOUNTER 7

DUSKWATCHER ABTHEK

CR 8

Male Illumian Clr (Xan Yae)4/Ftr2/Pious Templar2

N Medium Humanoid (Human)

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

Languages Common, Illumian, Orc, Undercommon

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 78 (8 HD)

Fort +13, **Ref** +2, **Will** +9

Speed 20 ft. in heavy armor (4 squares), base movement 40 ft.

Melee +1 *flachion* +12/+7/+2 (2d4+9 18-20/x2)

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

Base Atk +7; **Grp** +10

Atk Options Power Attack, *Aeshhoon* power sigil, Smite 1/day

Special Actions Turn Undead 2/day, *anklet of translocation* 2/day

Combat Gear masterwork fullplate, +1 *falchion*

Cleric Spells Prepared (CL 8th):

2nd—~~bull's strength~~, ~~cat's grace~~^P, ~~eagle's splendor~~, ~~resist energy (electricity)~~

1st—*divine favor*, ~~entropic shield~~, ~~expeditious retreat~~^P, ~~shield of faith~~ (x2)

0—*detect magic*, *detect poison*, *light*, *read magic*, *virtue*

D: Domain spell. Deity: Xan Yae. Domains: War (Weapon Focus with Falchion), Celerity (+10 enhancement bonus to speed when not wearing medium or heavy armor)

Pious Templar Spells Prepared (CL 2th):

1st—*divine sacrifice*^{SPC}, ~~silverbeard~~^{SPC}

SpC: Spell Compendium

Abilities Str 17, Dex 12, Con 16, Int 12, Wis 14, Cha 8

SQ Mettle, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Improved Sigil (Aesh), Improved Toughness, Practiced Spellcaster (Cleric), Power Attack, True Believer, Weapon Focus (Falchion)

Skills Concentration +18, Knowledge [religion] +5, Sense Motive +6, Spellcraft +5

Possessions combat gear plus *pearl of power 2nd*, *anklet of translocation*, holy symbol, spell component pouch

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Aesh ("vigor"): +2 bonus on Strength checks, and Strength-based skill checks.

Hoon ("life"): +2 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Aeshhoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The black-clad, bearded warrior is dressed in heavy armor and wields a wicked-looking falchion. Luminous sigils rotate slowly about his baldhead.

Sources *Races of Destiny* (Page 53), *Complete Divine* (Page 50-51)

Power-Up Suite: ([1 hour left on durations] *barkskin* from Allora with a *pearl of power*, *resist energy (electricity)*, *stoneskin* from Andrin with a scroll, *heroism* from Andrin, [1 minutes left on durations] *bull's strength*, *cat's grace*, *entropic shield*, *expeditious retreat*, *shield of faith*, *silverbeard*):

AC 28, touch 11, flat-footed 27

(+1 Dex, +8 armor, +3 deflection, +4 natural, +2 sacred)

Miss Chance 20% against ranged attacks

hp 60 (8 HD); DR 10/adamantine [up to 70 points of damage]

Resist electricity 20

Fort +15, **Ref** +4, **Will** +11

Speed 50 ft. in medium armor (4 squares), base movement 70 ft.

Melee +1 *flachion* +16/+11/+6 (2d4+9 18-20/x2)

Base Atk +7; **Grp** +12 **Skills** Concentration +20, Knowledge [religion] +7, Sense Motive +8, Spellcraft +7

DUSKWATCHER ANDRIN

CR 9

Female Illumian Mnk1/Sor6

LN Medium Humanoid (Human)

Init +4; **Senses** Listen +2, Spot +2

Languages Common, Illumian

AC 17, touch 17, flat-footed 13

(+4 Dex, +2 Cha, +1 class)

hp 47 (7 HD)

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

Speed 30 ft. (6 squares)

Melee unarmed strike +7 (1d6+2 20/x2) or unarmed strike +5/+5 (1d6+2 20/x2) flurry of blows

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

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

Atk Options Flurry of Blows, Stunning Fist 2/day

Sorcerer Spells Known (CL 7th):

3rd (5/day)— *dispel magic*, *heroism*, *heroism*, *heroism*, *heroism*, *heroism*

2nd (7/day)— *false life*, *false life*, *see invisibility*, *see invisibility*, *touch of idiocy*

1st (7/day)— *fist of stone*^{SpC}, *mage armor*, *mage armor*, *parching touch*^{Sp}, *shield*, *shield*, *swift expeditious retreat*^{SpC}

0 (6/day)— *acid splash*, *daze*, *detect magic*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*

Sa: Sandstorm

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Ascetic Mage, Improved Toughness, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Concentration +12, Jump +9, Knowledge [arcana] +5, Spellcraft +3, Tumble +12

Possessions combat gear plus *pearl of power 1st*, *gloves of dexterity* +2, *scroll of stoneskin*, *scroll of stoneskin*, *potion of resist energy (electricity)* +0, rat familiar, spell component pouch

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Uur ("grace"): +2 bonus on Dexterity checks, and Dexterity-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The robed woman strides forth with a look of stoic determination on her face. She does not appear to be armed. Luminous sigils rotate slowly about her baldhead.

Sources *Races of Destiny* (Page 53)

Power-Up Suite: ([1 hour left on durations] *resist energy (electricity)* from a potion, *mage armor*, *false life*, *see invisibility*, *heroism*, *stoneskin* cast from scroll [3 minutes left on durations] *shield*, *eagle's splendor* from Abthek, *shield of faith* from Abthek with a *pearl of power*): **AC** 30, touch 22, flat-footed 26

(+4 Dex, +4 armor, +4 shield, +4 Cha, +1 class, +3 deflection)

hp 60 (7 HD); DR 10/adamantine [up to 70 points of damage]

Resist electricity 10

Fort +11, **Ref** +10, **Will** +10 **Melee** unarmed strike +9 (1d6+2 20/x2) or unarmed strike +7/+7 (1d6+2 20/x2) flurry of blows

Skills Concentration +14, Jump +11, Knowledge [arcana] +7, Spellcraft +5, Tumble +14

DUSKWATCHER ALLORA

CR 9

Female Illumian Drd4/Wiz(Illusionist)3/Arcane Heirophant2
N Medium Humanoid (human)

Init +6; **Senses** Listen +10, Spot +10

Languages Common, Celestial, Draconic, Druidic, Elven, Flan, Illumian, Sylvan

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

hp 58 (9 HD)

Fort +7, **Ref** +4, **Will** +14

Speed 30 ft. (6 squares)

Melee sickle +4 (1d6-1 20/x2)

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

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

Atk Options Rapid Spell

Special Actions Wild Shape 2/day

Combat Gear +1 leather armor, sickle

Druid Spells Prepared (CL 9th):3rd—~~greater magic fang~~, rapid summon nature's ally II

2nd—~~barkskin~~ (x2), hold animal (DC 16), ~~resist energy~~ (electricity)

1st—~~cure light wounds~~, entangle, ~~longstrider~~, ~~omen of peril~~^{SpC}

0—~~cure minor wounds~~ (x2), detect magic, flare (x2)

Illusionist Spells Prepared (CL 8th):

3rd—~~enhance familiar~~^{SpC}; lightning bolt (DC 17), shadow binding

2nd—~~false life~~, ~~mirror image~~, scorching ray, shadow spray (DC 15)

1st—~~magic missile~~ (x2), net of shadows (DC 14), ray of enfeeblement, ~~shield~~

0—~~daze~~, detect magic, ghost sound, mage hand, ray of frost

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Wild Empathy +8, woodland stride, trackless step, resist nature's lure

Feats Enhanced Power Sigils, Improved Initiative, Natural Spell, Rapid Spell, Scribe Scroll

Skills Concentration +14, Handle Animal +8, Knowledge [Arcana] +18, Knowledge [Nature] +18, Spellcraft +15, Survival +12

Possessions combat gear plus tattered robes, ~~poti~~ ~~on of resist energy~~ (electricity) 10, headband of intellect +2, periapt of wisdom +2, 214 gp in assorted coins, spellbook, spell component pouch, holly and mistletoe

Luminous Sigils (Su) See DM Aid: New Rules.

Glyphic Resonance (Ex) See DM Aid: New Rules.

Power Sigils (Su) See DM Aid: New Rules.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian

name. This includes the benefit of the Enhanced Power Sigils feat.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Naen ("mind"): +3 bonus on Intelligence checks and Intelligence-based skill checks.

Illumian Words (Su) See DM Aid: New Rules. The benefit of this Illumian's power word is described below.

Naenkrau: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.

Final Utterance (Ex) See DM Aid: New Rules.

Description The woman before you is barefoot, and wears odd leather armor over a set of tattered robes. Luminous sigils rotate slowly about her tangled mane of dark hair.

Sources *Races of Destiny* (Page 53), *Races of the Wild* (Page 108)

Power-Up Suite ([1 hour left on durations] *barkskin*, *longstrider*, *false life*, *heroism* from Andrin [8 minutes left on durations] *mirror image*, *resist energy* (electricity), *shield*):

AC 23, touch 12, flat-footed 21

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

hp 72 (9 HD)

Resist electricity 10

Fort +9, **Ref** +6, **Will** +16

Speed 40 ft. (8 squares)

Melee sickle +6 (1d6-1 20/x2)

Skills Concentration +16, Handle Animal +10, Knowledge [Arcana] +20, Knowledge [Nature] +20, Spellcraft +17, Survival +14

DUSKWATCHER ALLORA

CR 9

Female Illumian Drd4/Wiz(Illusionist)3/Arcane Heirophant2
Monitor Lizard Form (wild shaped)

N Medium Humanoid (human)

Init +6; **Senses** Low-Light Vision, Scent, Listen +10, Spot +10

AC 15, touch 12, flat-footed 13

(+3 Dex, +3 natural)

hp 58 (9 HD)

Fort +8, **Ref** +4, **Will** +14

Speed 30 ft. (6 squares); swim 30 ft. (6 squares)

Melee bite +8 (1d4+2)

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

Base Atk +5; **Grp** +8 **Atk Options** Rapid Spell

Special Actions Wild Shape 2/day (1 used)

Druid Spells Prepared (CL 9th):3rd—~~greater magic fang~~, rapid summon nature's ally II

2nd—~~barkskin~~ (x2), hold animal (DC 16), ~~resist energy~~ (electricity)

1st—~~cure light wounds~~, entangle, ~~longstrider~~, ~~omen of peril~~^{SpC}

0—~~cure minor wounds~~ (x2), detect magic, flare (x2)

Illusionist Spells Prepared (CL 8th):

3rd—~~enhance familiar~~^{SpC}; lightning bolt (DC 17), shadow binding

2nd—~~false life, mirror image~~, scorching ray, shadow spray (DC 15)
1st—magic missile (x2), net of shadows (DC 14), ray of enfeeblement, ~~shield~~
0—daze, detect magic, ghost sound, mage hand, ray of frost

SpC: Spell Compendium

Abilities Str 17, Dex 15, Con 17, Int 17, Wis 18, Cha 14
Feats Enhanced Power Sigils, Improved Initiative, Natural Spell, Rapid Spell, Scribe Scroll
Skills Concentration +14, Handle Animal +8, Knowledge [Arcana] +18, Knowledge [Nature] +18, Spellcraft +15, Survival +12
Luminous Sigils (Su) See normal form entry above.

Glyphic Resonance (Ex) See normal form entry above.

Power Sigils (Su) See normal form entry above.

Illumian Words (Su) See normal form entry above.

Final Utterance (Ex) See normal form entry above.

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

Monitor lizards have a +4 racial bonus on Hide and Move Silently check. *In forested or overgrown areas, the Hide bonus improves to +8.

Description This lizard is fairly large, about 4 feet in length. If you squint you think you can see a set of luminous sigils rotating about its head.

Sources *Monster Manual* (Page 275), *Races of Destiny* (Page 53), *Races of the Wild* (Page 108)

Power-Up Suite ([1 hour left on durations] *barkskin*, *longstrider*, *false life*, *heroism* from Andrin [8 minutes left on durations] *mirror image*, *resist energy (electricity)*, *shield*):

AC 23, touch 12, flat-footed 21
(+2 Dex, +4 shield, +7 natural)

hp 72 (9 HD)

Fort +10, **Ref** +6, **Will** +16

Resist electricity 20

Speed 40 ft. (8 squares); swim 30 ft. (6 squares)

Melee bite +10 (1d4+2)

Skills Concentration +16, Handle Animal +10, Knowledge [Arcana] +20, Knowledge [Nature] +20, Spellcraft +17, Survival +14

BRYTAENIE

Dire Weasel Companion Familiar

N Medium Magical Beast (Augmented Animal)

Init +5; **Senses** Low-Light Vision, Scent, Listen +9, Spot +9

AC 22, touch 15, flat-footed 17
(+5 Dex, +3 armor, +4 natural)

hp 30 (5 HD)

Fort +5, **Ref** +10, **Will** +6

Speed 40 ft. (8 squares)

Melee bite +8 (1d6+3)

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

Base Atk +3; **Grp** +5 **Atk Options** Attach, blood drain

Combat Gear +1 leather barding

Abilities Str 15, Dex 20, Con 10, Int 8, Wis 12, Cha 11

SQ Improved Evasion, Link, deliver touch spells, empathic link, share spells, speak with master

Feats Alertness, Stealthy, Weapon Finesse

Skills Hide +10, Move Silently +10

Possessions combat gear plus *Cloak of Resistance* +1

Attach (Ex) A dire weasel that hits with its bite latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 17. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Description This sleek fur-covered creature has a body larger than a human is tall. It has a wedged-shaped head crowned in short horns, four short legs, and a stumpy tail. It is dressed for battle in leather barding and its eyes reveal an unnatural intelligence.

Sources *Monster Manual* (Page 65)

Power-Up Suite ([all 1 hour left on durations] *greater magic fang*, *enhance familiar*, *barkskin*, *resist energy (electricity)*, *heroism* from Andrin [all 1 hour left on durations] *shield of faith* from Abthek):

AC 31, touch 20, flat-footed 24

(+5 Dex, +3 armor, +3 Deflection, +8 natural, +2 dodge) **Fort** +9, **Ref** +14, **Will** +10

Resist electricity 20

Melee bite +14 (1d6+7)

Skills Hide +12, Move Silently +12

ENCOUNTER X

SHADOW ELEMENTAL, LARGE CR 7

NE Large Elemental (Incorporeal)

Init +6; **Senses** Blindsight 60 ft., Listen +7, Spot +8

AC 12, touch 12, flat-footed 10,
(-1 size, +2 Dex, +1 deflection)

hp 66 (8 HD)

Immune elemental immunities

Fort +5, **Ref** +8, **Will** +2

Speed fly 40 ft. (perfect) (8 squares)

Melee 2 Incorporeal touches +7/+7 (1d8 plus 1d8 cold)

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

Base Atk +6; **Grp** +10

Special Actions Shadow mastery, *dusk and dawn*

Abilities Str -, Dex 14, Con 16, Int 6, Wis 11, Cha 11

SQ Elemental traits, incorporeal traits

Feats Alertness, Combat Reflexes, Improved Initiative

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

Description The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

Sources *Tome of Magic* (Page 164-166)

THE KEEPER OF THE VAULT

CR 10

Male Illumian Brd10

NE Medium Humanoid (human)

Init +2; **Senses** Listen +13, Spot +0

Languages Common, Illumian

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 armor)

hp 72 (10 HD)

Fort +6, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)

Melee *songblade* +8 (1d6+1 18-20/x2) or *dagger* +7 (1d4 19-20/x2)

Ranged *dagger* +9 (1d4 19-20/x2)

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

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

Special Actions *Vaulkrau* power word, Bardic Music 10/day (Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion, Inspire Greatness)

Combat Gear +2 *mithral shirt*, *songblade*, *dagger*

Bard Spells Known (CL 11th):

4th (1/day)— ~~freedom of movement~~, *freedom of movement*, *hold monster*

3rd (3/day)— *confusion*, *dispel magic*, *ray of dizziness*^{SPC}, ~~see invisibility~~, *see invisibility*

2nd (4/day)— ~~blur~~, *blur*, ~~cat's grace~~, *cat's grace*, *disquietude*^{SPC}, *swift fly*^{SPC}

1st (4/day)— *inhibit*^{SPC}, *joyful noise*^{SPC}, *shock and awe*^{SPC}, ~~undetachable alignment~~, *undetachable alignment*

0 (3/day)— *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Bardic Knowledge +10

Feats Captivating Melody, Lyric Spell, Spell Focus (Enchantment), Unsettling Enchantment

Skills Concentration +16, Hide +15, Knowledge [Arcana] +5, Move Silently +10, Perform [Oratory] +19, Spellcraft +10

Possessions combat gear plus dark robes, *ring of counterspells*, ~~potion of shield of faith~~ +2, 124 gp in misc. coins

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Vaul ("soul"): +2 bonus on Charisma checks and Charisma-based skill checks.

Illumian Words (Ex) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Vaulkrau: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description Dressed in immaculate black clothing so dark as to be composed of complete shadow, this man is clearly the keeper of this strange chamber. Luminous sigils rotate about his head and a gleam of mad violence sparks across his eyes.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 60-62)

Power-Up Suite ([1 hour left on durations] *undetachable alignment*, *freedom of movement*, *see invisibility*, [10 minutes left on durations] *blur*, *cat's grace* [8 rounds left on durations] *shield of faith*):

Init +4

AC 22, touch 16, flat-footed 18

(+4 Dex, +6 armor, +2 deflection)

Miss Chance 20%

Fort +6, **Ref** +11, **Will** +7

APPENDIX 5 – APL 10

ENCOUNTER 1

BLACK ORCHID

CR 10

Male Dark Petal Rog4/Assassin4

NE Tiny Fey

Init +9; **Senses** Darkvision 60 ft., Superior Low-Light Vision, Listen +10, Spot +10

Languages Common, Abyssal, Infernal, Sylvan, Undercommon

AC 21, touch 17, flat-footed 21

(+2 size, +5 Dex, +4 Armor), Dodge, Mobility

hp 65 (9 HD); DR 5/cold iron

Resist cold 10

Fort +7, **Ref** +16, **Will** +5

Speed 25 ft. (5 squares), fly 70 ft. (good); Flyby Attack

Melee +1 *tiny rapier* +14/+9 (1d3-3/18-20/x2) or masterwork tiny dagger +14/+9 (1d2-4/19-20/x2)

Ranged masterwork tiny light crossbow +14 (1d3/19-20/x2)

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

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

Atk Options Sneak attack +4d6, death attack

Special Actions Sleep songs

Combat Gear +1 *tiny rapier*, masterwork tiny light crossbow, masterwork tiny dagger, +1 *tiny shadow studded leather armor*

Assassin Spells Known (CL 4th):

2nd (2/day)— *fell the greatest foe*^{SPC}, ~~*veil of shadow*^{SPC}~~, *veil of shadow*^{SPC}

1st (4/day)— *distract assailant*^{SPC}, *lightfoot*^{SPC}, *shock and awe*^{SPC}, *true strike*

SpC: Spell Compendium

Abilities Str 3, Dex 20, Con 16, Int 16, Wis 10, Cha 18

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison use, +2 saves against poison, Improved Uncanny Dodge

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Craft [poison making] +6, Disguise +8, Escape Artist +17, Hide +38, Jump -1, Knowledge [nature] +6, Move Silently +23, Sense Motive +12, Tumble +21

Possessions combat gear plus eensy weensy assassin's garb, *cloak of resistance* +1, ~~*deathblade*~~, ~~*potion of resist energy (fire)* +6~~, ~~*potion of barkskin* +4~~

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 18 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 18 Will save or be affected as though by a

sleep spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).

Poison Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con. The first strike of the dark petals's rapier is treated with the poison. He never risks accidentally poisoning himself.

Description This tiny, gray-skinned humanoid-shaped creature can't be taller than 18 inches. Keeping him aloft are tiny wings reminiscent of the black petals of some dark flower.

Sources *Monster Manual III* (Page 120), *Tome of Magic* (Page 161)

Power-Up Suite: ([20 minutes left on durations] *resist energy (fire)* from a potion, *barkskin* from a potion, [3 minutes left on durations] *veil of shadow*):

AC 25, touch 17, flat-footed 25

(+2 size, +5 Dex, +4 Armor, +4 natural), Dodge, Mobility

Miss Chance 20%

Resist cold 10, fire 10

ENCOUNTER 7

DUSKWATCHER ABTHEK

CR 10

Male Illumian Clr (Xan Yae)4/Etr2/Pious Templar4

N Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +8

Languages Common, Illumian, Orc, Undercommon

AC 21, touch 11, flat-footed 20

(+1 Dex, +10 armor)

hp 99 (10 HD); DR 1/-

Fort +14, **Ref** +3, **Will** +10

Speed 20 ft. in heavy armor (4 squares), base movement 40 ft.

Melee +1 *flachion* +14/+9/+4 (2d4+9 18-20/x2)

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

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

Atk Options Power Attack, *Aeshhoon* power sigil, *Smite* 1/day

Special Actions Turn Undead 2/day, *anklet of translocation* 2/day

Combat Gear +2 *fullplate*, +1 *falchion*, masterwork falchion

Cleric Spells Prepared (CL 8th):

2nd—*bull's strength*, *cat's grace*^P, *eagle's splendor*, *resist energy (electricity)*

1st—*divine favor*, *entropic shield*, *expeditious retreat*^P, *shield of faith* (xx)

0—*detect magic*, *detect poison*, *light*, *read magic*, *virtue*

D: Domain spell. Deity: Xan Yae. Domains: War (Weapon Focus with Falchion), Celerity (+10 enhancement bonus to speed when not wearing medium or heavy armor)

Pious Templar Spells Prepared (CL 4th):

2nd—*knight's move*^{SPC}, *zeal*^{SPC}

1st— *divine sacrifice*^{SPC}, *silverbeard*^{SPC}

SpC: Spell Compendium

Abilities Str 17, Dex 12, Con 16, Int 12, Wis 14, Cha 8

SQ Mettle, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Blind Fight, Improved Sigil (Aesh), Improved Toughness, Power Attack, Power Critical (Falchion), Practiced Spellcaster (Cleric), True Believer, Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Concentration +18, Knowledge [religion] +5, Sense Motive +6, Spellcraft +5

Possessions combat gear plus *pearl of power 1st*, *pearl of power 2nd*, *anklet of translocation*, *potion of bull's strength*, *potion of resist energy (electricity)* 20, *holy symbol*, *spell component pouch*

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Aesh ("vigor"): +2 bonus on Strength checks, and Strength-based skill checks.

Hoon ("life"): +2 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Aeshhoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The black-clad, bearded warrior is dressed in heavy armor and wields a wicked-looking falchion. Luminous sigils rotate slowly about his baldhead.

Sources *Races of Destiny* (Page 53), *Complete Divine* (Page 50-51)

Power-Up Suite: ([1 hour left on durations] *barkskin* from Allora with a *pearl of power*, *resist energy (electricity)*, *stoneskin* cast by Andrin from a scroll, *heroism* cast by Andrin [3 minutes left on durations] *bull's strength*, *bear's endurance*, *cat's grace*, *entropic shield*, *expeditious retreat*, *shield of faith*, *silverbeard*);

Init +3 **AC** 30, touch 14, flat-footed 29

(+1 Dex, +10 armor, +3 deflection, +4 natural, +2 sacred)

Miss Chance 20% against ranged attacks

hp 100 (10 HD); **DR** 1/-, **DR** 10/adamantine [up to 70 points of damage]

Resist electricity 20

Fort +18, **Ref** +7, **Will** +12

Speed 50 ft. in medium armor (4 squares), base movement 70 ft.

Melee +1 *flachion* +18/+13/+8 (2d4+12 18-20/x2)

Base Atk +9; **Grp** +14 **Skills** Concentration +20, Knowledge [religion] +7, Sense Motive +8, Spellcraft +7

DUSKWATCHER ANDRIN

CR 9

Female Illumian Mnk1/Sor4/Enlightened Fist 4

LN Medium Humanoid (Human)

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

Languages Common, Illumian

AC 18, touch 18, flat-footed 13

(+5 Dex, +2 Cha, +1 class)

hp 67 (9 HD)

Fort +9, **Ref** +13, **Will** +11

Speed 40 ft. (8 squares)

Melee unarmed strike +10 (1d8+2 20/x2) or unarmed strike +8/+8 (1d8+2 20/x2) flurry of blows

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

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

Atk Options Flurry of Blows, Stunning Fist 2/day, Fist of Energy, Arcane Fist

Sorcerer Spells Known (CL 9th):

3rd (5/day)— *dispel magic*, *heroism*, *heroism*, *heroism*, *heroism*, *heroism*

2nd (7/day)— *false life*, *false life*, *see invisibility*, *see invisibility*, *touch of idiocy*

1st (8/day)— *fist of stone*^{SPC}, *mage armor*, *mage armor*, *parching touch*^{SA}, *shield*, *shield*, *swift expeditious retreat*^{SPC}

0 (6/day)— *acid splash*, *daze*, *detect magic*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*

Sa: Sandstorm

SpC: Spell Compendium

Abilities Str 14, Dex 20, Con 14, Int 10, Wis 10, Cha 14

SQ Ki strike (magic), luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Ascetic Mage, Combat Casting, Improved Toughness, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Concentration +14, Jump +13, Knowledge [arcane] +5, Sense Motive +4, Spellcraft +7, Tumble +14

Possessions combat gear plus *pearl of power 1st*, *pearl of power 2nd*, *gloves of dexterity* +2, *vest of resistance* +1, *scroll of stoneskin*, *scroll of stoneskin*, rat familiar, *spell component pouch*

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Uur ("grace"): +2 bonus on Dexterity checks, and Dexterity-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The robed woman strides forth with a look of stoic determination on her face. She does not appear to be armed. Luminous sigils rotate slowly about her baldhead.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 34-36)

Power-Up Suite: ([1 hour left on durations] *barkskin* from Allora with a *pearl of power*, *resist energy (electricity)* from a potion of Abthek's, *mage armor*, *false life*, *see invisibility*, *heroism*, *stoneskin* cast from scroll [3 minutes left on durations] *shield*, *shield of faith* from Abthek with a *pearl of power*): **AC** 34, touch 21, flat-footed 28

(+5 Dex, +4 armor, +4 shield, +2 Cha, +1 class, +3 deflection, +4 natural)

hp 82 (9 HD); **DR** 10/adamantine [up to 70 points of damage]

Resist electricity 20

Fort +11, **Ref** +15, **Will** +13

Melee unarmed strike +12 (1d8+2 20/x2) or unarmed strike +10/+10 (1d8+2 20/x2) flurry of blows

Skills Concentration +16, Jump +15, Knowledge [arcane] +7, Sense Motive +6, Spellcraft +9, Tumble +16

DUSKWATCHER ALLORA **CR 11**

Female Illumian Drd4/Wiz(Illusionist)3/Arcane Heirophant4
N Medium Humanoid (human)

Init +6; **Senses** Listen +11, Spot +11

Languages Common, Celestial, Draconic, Druidic, Elven, Flan, Gnome, Illumian, Sylvan, Terran

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

hp 70 (11 HD)

Fort +8, **Ref** +5, **Will** +14

Speed 30 ft. (6 squares)

Melee +1 sickle +7 (1d6 20/x2)

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

Base Atk +7; **Grp** +6

Atk Options Channel Animal 2/day, Rapid Spell

Special Actions Wild Shape 3/day

Combat Gear +1 wild leather armor, +1 sickle

Druid Spells Prepared (CL 11th): 4th—~~freedom of movement~~,
rapid summon nature's ally III

3rd—*cure moderate wounds*, ~~greater magic fang~~, *rapid summon nature's ally II*

2nd—~~barkskin (x2)~~, *hold animal* (DC 16), ~~resist energy (electricity)~~

1st—*cure light wounds*, *entangle*, ~~longstrider~~, *omen of peril*^{SPC}

0—*cure minor wounds (x3)*, *detect magic*, *flare (x2)*

Illusionist Spells Prepared (CL 10th):

4th—*shadow conjuration* (DC 16), ~~stoneskin~~

3rd—~~enhance familiar~~^{SPC}; *lightning bolt* (DC 16), *shadow binding*

2nd—*augment familiar*^{SPC}, ~~false life~~, ~~mirror image~~, *scorching ray*,
shadow spray (DC 14)

1st—*magic missile (x3)*, *net of shadows* (DC 14), *ray of enfeeblement*, ~~shield~~

0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*

SpC: *Spell Compendium*

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow

descriptor, superior literacy, Wild Empathy +8, woodland stride, trackless step, resist nature's lure

Feats Enhanced Power Sigils, Improved Initiative, Natural Spell, Rapid Spell, Scribe Scroll

Skills Concentration +16, Handle Animal +12, Knowledge [Arcana] +18, Knowledge [Nature] +18, Spellcraft +15, Survival +12

Possessions combat gear plus tattered robes, 214 gp in assorted coins, spellbook, spell component pouch, holly and mistletoe

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Naen ("mind"): +3 bonus on Intelligence checks and Intelligence-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Naenkrau: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The woman before you is barefoot, and wears odd leather armor over a set of tattered robes. Luminous sigils rotate slowly about her tangled mane of dark hair.

Sources *Races of Destiny* (Page 53), *Races of the Wild* (Page 108)

Power-Up Suite ([1 hour left on durations] *freedom of movement*, *barkskin*, *longstrider*, *false life*, *heroism* cast by Andrin [8 minutes left on durations] *mirror image*, *shield*):

AC 23, touch 12, flat-footed 21

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

hp 86 (11 HD)

Fort +10, **Ref** +7, **Will** +16

Speed 40 ft. (8 squares)

Melee +1 sickle +9 (1d6 20/x2)

Skills Concentration +18, Handle Animal +14, Knowledge [Arcana] +20, Knowledge [Nature] +20, Spellcraft +17, Survival +14

DUSKWATCHER ALLORA **CR 11**

Female Illumian Drd4/Wiz(Illusionist)3/Arcane Heirophant4

Brown Bear Form (wild shaped)

N Large Humanoid (human)

Init +5; **Senses** Low-Light Vision, Scent, Listen +11, Spot +11

Languages Common, Auran, Celestial, Draconic, Druidic, Elven, Flan, Gnome, Illumian, Sylvan, Terran

AC 18, touch 10, flat-footed 17

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

hp 70 (11 HD)

Fort +10, **Ref** +4, **Will** +14

Speed 30 ft. (6 squares), climb 20 ft, swim 20 ft.

Melee 2 claws +14 (1d8+8) and bite +9 (2d6+4)

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

Base Atk +7; **Grp** +19

Atk Options Improved Grab, Channel Animal 2/day, Rapid Spell

Special Actions Wild Shape 3/day (1 used)

Combat Gear +1 wild leather armor

Druid Spells Prepared (CL 11th): 4th—~~freedom of movement~~, *rapid summon nature's ally III*

3rd—*cure moderate wounds*, ~~greater magic fang~~, *rapid summon nature's ally II*

2nd—~~barkskin (x2)~~, *hold animal* (DC 16), ~~resist energy (electricity)~~

1st—*cure light wounds*, *entangle*, ~~longstrider~~, ~~omen of peril~~^{SPC}

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

Illusionist Spells Prepared (CL 10th):

4th—*shadow conjuration* (DC 16), ~~stoneskin~~

3rd—*enhance familiar*^{SPC}; *lightning bolt* (DC 16), *shadow binding*

2nd—*augment familiar*^{SPC}, ~~false life~~, ~~mirror image~~, *scorching ray*, *shadow spray* (DC 14)

1st—*magic missile* (x3), *net of shadows* (DC 14), *ray of enfeeblement*, ~~shield~~

0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*

SpC: Spell Compendium

Abilities Str 27, Dex 13, Con 19, Int 15, Wis 16, Cha 14

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Wild Empathy +8, woodland stride, trackless step, resist nature's lure

Skills Balance +13, Concentration +19, Handle Animal +13, Hide +1, Knowledge [Arcana] +18, Knowledge [Nature] +18, Spellcraft +21, Survival +11

Possessions combat gear

Luminous Sigils (Su) See normal form entry above.

Glyphic Resonance (Ex) See normal form entry above.

Power Sigils (Su) See normal form entry above.

Illumian Words (Su) See normal form entry above.

Final Utterance (Ex) See normal form entry above.

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

Skills A brown bear has a +4 racial bonus on Swim checks.

Description This massive predator must weigh close to a solid ton and stands about 9 feet tall as it rears up on its hind legs. If you squint you think you can see a set of luminous sigils rotating about its head.

Sources *Monster Manual* (Page 269), *Races of Destiny* (Page 53), *Races of the Wild* (Page 108)

Power-Up Suite ([1 hour left on durations] *freedom of movement*, *barkskin*, *longstrider*, *false life*, *heroism* cast by Andrin [8 minutes left on durations] *mirror image*, *shield*):

AC 26, touch 10, flat-footed 25

(-1 Size, +1 Dex, +3 armor, +4 shield, +9 natural)

hp 86 (11 HD)

Fort +12, **Ref** +6, **Will** +16

Speed 40 ft. (8 squares)

Melee 2 claws +16 (1d8+8) and bite +11 (2d6+4)

Skills Concentration +18, Handle Animal +14, Knowledge [Arcana] +20, Knowledge [Nature] +20, Spellcraft +17, Survival +14

BRYTAENIE

Dire Weasel Companion Familiar

N Medium Magical Beast (Augmented Animal)

Init +5; **Senses** Low-Light Vision, Scent, Listen +9, Spot +9

AC 22, touch 15, flat-footed 17

(+5 Dex, +3 armor, +4 natural)

hp 30 (5 HD)

Fort +5, **Ref** +10, **Will** +6

Speed 40 ft. (8 squares)

Melee bite +8 (1d6+3)

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

Base Atk +3; **Grp** +5 **Atk Options** Attach, blood drain

Combat Gear +1 leather barding

Abilities Str 15, Dex 20, Con 10, Int 9, Wis 12, Cha 11

SQ Improved Evasion, Link, deliver touch spells, empathic link, share spells, speak with animals of its kind, speak with master

Feats Alertness, Stealthy, Weapon Finesse

Skills Hide +10, Move Silently +10

Possessions combat gear plus *Cloak of Resistance* +1

Attach (Ex) A dire weasel that hits with its bite latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 17. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Description This sleek fur-covered creature has a body larger than a human is tall. It has a wedged-shaped head crowned in short horns, four short legs, and a stumpy tail. It is dressed for battle in leather barding and its eyes reveal an unnatural intelligence.

Sources *Monster Manual* (Page 65)

Power-Up Suite ([all 1 hour left on durations] *greater magic fang*, *enhance familiar*, *barkskin*, *resist energy (electricity)*, *stoneskin*, *heroism* cast by Andrin, [5 minutes left on durations] *shield of faith* from Abthek):

AC 31, touch 20, flat-footed 24

(+5 Dex, +3 armor, +3 Deflection, +8 natural, +2 dodge)

hp 30 (5 HD); **DR** 10/adamantine [up to 100 damage] **Fort** +9,

Ref +14, **Will** +10

Resist electricity 30

Melee bite +14 (1d6+7)

Skills Hide +12, Move Silently +12

ENCOUNTER X

SHADOW ELEMENTAL, HUGE

CR 9

NE Huge Elemental (Incorporeal)

Init +8; **Senses** Blindsight 60 ft., Listen +11, Spot +12

AC 13, touch 13, flat-footed 9,
(-2 size, +4 Dex, +1 deflection)

hp 144 (16 HD)

Immune elemental immunities

Fort +9, **Ref** +16, **Will** +5

Speed fly 40 ft. (perfect) (8 squares); Flyby Attack

Melee 2 Incorporeal touches +15/+15 (2d6 plus 2d6 cold)

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

Base Atk +12; **Grp** +20

Special Actions Shadow mastery, *dusk and dawn*

Abilities Str -, Dex 18, Con 18, Int 6, Wis 11, Cha 11

SQ Elemental traits, incorporeal traits

Feats Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

Description The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

Sources *Tome of Magic* (Page 164-166)

THE KEEPER OF THE VAULT CR 11

Male Illumian Brd9/Clr1 (Vecna)/Sublime Chord1

NE Medium Humanoid (human)

Init +2; **Senses** Listen +17, Spot +3

Languages Common, Draconic, Flan, Illumian

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 69 (11 HD)

Fort +9, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4-1 19-20/x2)

Ranged dagger +8 (1d4-1 19-20/x2)

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

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

Special Actions *Vaulkrau* power word, Rebuke Undead 6/day, Bardic Music 9/day (Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion, Inspire Greatness)

Combat Gear mithral shirt, dagger

Cleric Spells Prepared (CL 4th): 1st—*cure light wounds*, ~~*shield of faith*~~, ~~*omen of peril*~~^{SPC}

0—*cure minor wounds* (x3)

D: Domain spell. Deity: Vecna. Domains: Evil (Cast Evil Spells at +1 caster level), Destiny (Grant a reroll (attack, save, ability check, or skill check) to a willing creature (not you) within 30 feet)

SpC: Spell Compendium

Bard Spells Known (CL 11th):

3rd (3/day)—*dispel magic*, *ray of dizziness*^{SPC}, ~~*see invisibility*~~, *see invisibility*

2nd (4/day)—~~*blur*~~, *blur*, ~~*cat's grace*~~, *cat's grace*, *disquietude*^{SPC}, *swift fly*^{SPC}

1st (4/day)—*inhibit*^{SPC}, *joyful noise*^{SPC}, *shock and awe*^{SPC}, ~~*undetectable alignment*~~, *undetectable alignment*

0 (3/day)—*daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

SpC: Spell Compendium

Sublime Chord Spells Known (CL 11th):

5th (1/day)—*wail of doom*^{SPC}

4th (3/day)—~~*freedom of movement*~~, *freedom of movement*, *shadow conjuration*, *unholy blight* (limit one)

SpC: Spell Compendium

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 16, Cha 19

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Bardic Knowledge +10

Feats Arcane Disciple, Enhanced Power Sigils, Great Fortitude, Lyric Spell

Skills Concentration +16, Hide +6, Knowledge [Arcana] +13, Knowledge [Religion] +4, Perform [Oratory] +21, Profession [Astrologer] +9, Spellcraft +8, Tumble +3

Possessions combat gear plus dark robes, *collar of umbral metamorphosis*, *ring of counterspells*, *cloak of charisma* +2, *pearl of power 1st level*, 94 gp in misc. coins

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Vaul ("soul"): +3 bonus on Charisma checks and Charisma-based skill checks.

Illumian Words (Ex) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Vaulkrau: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description Dressed in immaculate black clothing so dark as to be composed of complete shadow, this man is clearly the keeper of this strange chamber. Luminous sigils rotate about his head and a gleam of mad violence sparks across his eyes.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 60-62)

Power-Up Suite ([1 hour left on durations] *undetectable alignment*, *freedom of movement*, *see invisibility*, [10 minutes left on durations] *blur*, *cat's grace*, [3 minutes left on durations] *shield of faith* [9 rounds left on durations] *collar of umbral metamorphosis*):

Init +4; **Senses** Darkvision 60 ft., Superior low-light vision,
Listen +17, Spot +3

AC 20, touch 16, flat-footed 16

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

Miss Chance 20%

Resist cold 10

Fort +9, **Ref** +10, **Will** +13

Speed 40 ft. (8 squares)

Ranged dagger +10 (1d4-1 19-20/x2)

Abilities Str 8, Dex 18, Con 14, Int 10, Wis 16, Cha 19

Skills Concentration +16, Hide +16, Knowledge [Arcana] +13,
Knowledge [Religion] +4, Move Silently +10, Perform
[Oratory] +21, Profession [Astrologer] +9, Spellcraft +8,
Tumble +5

Hide in Plain Sight (Ex) Use the Hide skill even while being
observed (except in natural daylight, the area of a *daylight*
spell, or a similar effect).

APPENDIX 6 – APL 12

ENCOUNTER 1

BLACK ORCHID

CR 12

Male Dark Petal Rog4/Assassin6

NE Tiny Fey

Init +9; **Senses** Darkvision 60 ft., Superior Low-Light Vision, Listen +12, Spot +12

Languages Common, Abyssal, Infernal, Sylvan, Undercommon

AC 22, touch 18, flat-footed 22

(+2 size, +5 Dex, +4 Armor, +1 Deflection), Dodge, Mobility

hp 79 (11 HD); DR 5/cold iron

Resist cold 10

Fort +8, **Ref** +17, **Will** +6

Speed 25 ft. (5 squares), fly 70 ft. (good); Flyby Attack

Melee +2 *tiny rapier* +16/+11 (1d3-2/18-20/x2) or masterwork tiny dagger +15/+10 (1d2-4/19-20/x2)

Ranged masterwork tiny light crossbow +15 (1d3/19-20/x2)

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

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

Atk Options Sneak attack +5d6, death attack

Special Actions Sleep songs

Combat Gear +2 *tiny rapier*, masterwork tiny light crossbow, masterwork tiny dagger, +1 *tiny shadow studded leather armor*

Assassin Spells Known (CL 6th):

2nd (2/day)— *deeper darkness*, ~~false life~~, *false life*, *find the gap*^{SPC}

2nd (4/day)— *fell the greatest foe*^{SPC}, ~~veil of shadow~~^{SPC}, *veil of shadow*^{SPC}

1st (4/day)— *distract assailant*^{SPC}, *lightfoot*^{SPC}, *shock and awe*^{SPC}, *true strike*

SpC: Spell Compendium

Abilities Str 3, Dex 20, Con 16, Int 16, Wis 10, Cha 18

SQ Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge, Poison use, +3 saves against poison, Improved Uncanny Dodge

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Craft [poison making] +6, Disguise +8, Escape Artist +19, Hide +40, Jump -1, Knowledge [nature] +6, Move Silently +25, Sense Motive +14, Tumble +23

Possessions combat gear plus eensy weensy assassin's garb, *cloak of resistance* +1, *ring of protection* +1, ~~deathblade~~, ~~potion of resist energy (fire)~~ 10, ~~potion of resist energy (electricity)~~ 10, ~~potion of resist energy (acid)~~ 10, ~~potion of barkskin~~ 15

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 19 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature

within 100 feet of either singer that hears the song must succeed on a DC 19 Will save or be affected as though by a *sleep* spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' *sleep* song for 24 hours. The save DC is Charisma-based.

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).

Poison Deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con. The first strike of the dark petals's rapier is treated with the poison. He never risks accidentally poisoning himself.

Description This tiny, gray-skinned humanoid-shaped creature can't be taller than 18 inches. Keeping him aloft are tiny wings reminiscent of the black petals of some dark flower.

Sources *Monster Manual* III (Page 120), *Tome of Magic* (Page 161)

Power-Up Suite: ([20 minutes left on durations] *resist energy* (fire, electricity, acid) from potions, *barkskin* from a potion, *false life* [3 minutes left on durations] *veil of shadow*):

AC 27, touch 18, flat-footed 27

(+2 size, +5 Dex, +4 Armor, +1 Deflection, +5 natural), Dodge, Mobility

hp 91 (11 HD); DR 5/cold iron

Miss Chance 20%

Resist cold 10, fire 10, electricity 10, acid 10

ENCOUNTER 7

DUSKWATCHER ABTHEK

CR 12

Male Illumian Clr (Xan Yae)4/Ftr2/Pious Templar6

N Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +9

Languages Common, Illumian, Orc, Undercommon

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

hp 120 (12 HD); DR 1/-

Fort +15, **Ref** +4, **Will** +11

Speed 20 ft. in medium armor (4 squares), base movement 40 ft.

Melee +1 *keen falchion* +18/+13/+8 (2d4+11 15-20/x2)

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

Base Atk +11; **Grp** +15

Atk Options Power Attack, *Aeshhoon* power sigil, *Smite* 2/day

Special Actions Turn Undead 2/day, *anklet of translocation* 2/day

Combat Gear +1 *mithral fullplate*, +1 *keen falchion*, masterwork falchion

Cleric Spells Prepared (CL 8th):

2nd—*bull's strength*, *cat's grace*^P, *eagle's splendor*, *resist energy* (electricity)

1st—*divine favor*, *entropic shield*, *expeditious retreat*^P, *shield of faith* (x2)

0—*detect magic*, *detect poison*, *light*, *read magic*, *virtue*

D: Domain spell. Deity: Xan Yae. Domains: War (Weapon Focus with Falchion), Celerity (+10 enhancement bonus to speed when not wearing medium or heavy armor)

Pious Templar Spells Prepared (CL 10th):

3rd—~~righteous fury~~^{SPC}
2nd—~~knight's move~~^{SPC}, ~~zeal~~^{SPC}
1st—~~divine sacrifice~~^{SPC}, ~~silverbeard~~^{SPC}

SpC: Spell Compendium

Abilities Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 8

SQ Mettle, luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Blind Fight, Improved Sigil (Aesh), Improved Toughness, Power Attack, Power Critical (Falchion), Practiced Spellcaster (Cleric), Practiced Spellcaster (Pious Templar), True Believer, Weapon Focus (Falchion), Weapon Specialization (Falchion)

Skills Concentration +20, Knowledge [religion] +5, Sense Motive +7, Spellcraft +5

Possessions combat gear plus *pearl of power 1st*, *pearl of power 2nd*, *anklet of translocation*, holy symbol, spell component pouch

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Aesh ("vigor"): +2 bonus on Strength checks, and Strength-based skill checks.

Hoon ("life"): +2 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Aeshhoon: Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The black-clad, bearded warrior is dressed in heavy armor and wields a wicked-looking falchion. Luminous sigils rotate slowly about his baldhead.

Sources *Races of Destiny* (Page 53), *Complete Divine* (Page 50-51)

Power-Up Suite: ([1 hour left on durations] *barkskin* from Allora with a *pearl of power*, *resist energy* (electricity), *stoneskin* from Andrin, *heroism* from Andrin, *heroes' feast* from the Keeper of the Vault [7 minutes left on durations] *bull's strength*, *cat's grace*, *entropic shield*, *expeditious retreat*, *shield of faith*, *righteous fury*, *silverbeard*):

Init +3 **AC** 32, touch 16, flat-footed 29

(+3 Dex, +9 armor, +3 deflection, +5 natural, +2 sacred)

Miss Chance 20% against ranged attacks

hp 181 (12 HD); **DR** 1/-, **DR** 10/adamantine [up to 110 points of damage]

Resist electricity 20

Immune poison, fear

Fort +17, **Ref** +8, **Will** +13

Speed 50 ft. in medium armor (4 squares), base movement 70 ft.

Melee +1 *keen falchion* +23/+18/+13 (2d4+17 15-20/x2)

Base Atk +11; **Grp** +19 **Abilities** Str 26, Dex 16, Con 16, Int 12, Wis 14, Cha 8 **Skills** Concentration +22, Knowledge [religion] +7, Sense Motive +9, Spellcraft +7

DUSKWATCHER ANDRIN

CR 11

Female Illumian Mnk1/Sor5/Enlightened Fist 5

LN Medium Humanoid (Human)

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

Languages Common, Illumian

AC 19, touch 19, flat-footed 14

(+5 Dex, +2 Cha, +2 class)

hp 92 (11 HD)

Fort +11, **Ref** +14, **Will** +12

Speed 40 ft. (8 squares)

Melee unarmed strike +10 (1d8+2 20/x2) or unarmed strike +8/+8 (1d8+2 20/x2) flurry of blows

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

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

Atk Options Flurry of Blows, Stunning Fist 3/day, Fist of Energy, Arcane Fist

Sorcerer Spells Known (CL 11th):

4th (5/day)— *dimension door*, ~~stoneskin~~, ~~stoneskin~~, ~~stoneskin~~, ~~stoneskin~~

3rd (7/day)— *dispel magic*, ~~heroism~~, ~~heroism~~, ~~heroism~~, ~~heroism~~, ~~heroism~~, *vampiric touch*

2nd (7/day)— ~~false life~~, ~~false life~~, ~~see invisibility~~, ~~see invisibility~~, *touch of idiocy*, *wracking touch*^{SPC}

1st (8/day)— *fist of stone*^{SPC}, ~~mage armor~~, ~~mage armor~~, *parching touch*^S, ~~shield~~, ~~shield~~, *swift expeditious retreat*^{SPC}

0 (6/day)— *acid splash*, *daze*, *detect magic*, *mending*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*

Sa: Sandstorm

SpC: Spell Compendium

Abilities Str 14, Dex 20, Con 16, Int 10, Wis 10, Cha 14

SQ Ki strike (magic), luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy

Feats Ascetic Mage, Combat Casting, Improved Toughness, Improved Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Concentration +17, Jump +13, Knowledge [arcane] +5, Sense Motive +4, Spellcraft +8, Tumble +17

Possessions combat gear plus *pearl of power 1st*, *pearl of power 2nd*, *pearl of power 2nd*, *gloves of dexterity* +2, *amulet of health* +2, *vest of resistance* +2, rat familiar, spell component pouch

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name.

Krau ("magic"): +2 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Uur ("grace"): +2 bonus on Dexterity checks, and Dexterity-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Uurkrau: The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The robbed woman strides forth with a look of stoic determination on her face. She does not appear to be armed. Luminous sigils rotate slowly about her baldhead.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 34-36)

Power-Up Suite: ([1 hour left on durations] *barkskin* from Allora with a *pearl of power*, *resist energy (electricity)* from Abthek with a *pearl of power*, *mage armor*, *false life*, *see invisibility*, *heroism*, *stoneskin*, *heroes' feast* from the Keeper of the Vault [7 minutes left on durations] *shield*, *eagle's splendor* from Abthek, *shield of faith* from Abthek with a *pearl of power*): AC 38, touch 24, flat-footed 32

(+5 Dex, +4 armor, +4 shield, +4 Cha, +2 class, +3 deflection, +5 natural)

hp 119 (11 HD); DR 10/adamantine [up to 110 points of damage]

Resist electricity 20

Immune poison, fear

Fort +13, **Ref** +16, **Will** +14

Melee unarmed strike +12 (1d8+2 20/x2) or unarmed strike +10/+10 (1d8+2 20/x2) flurry of blows

Skills Concentration +19, Jump +15, Knowledge [arcana] +7, Sense Motive +6, Spellcraft +10, Tumble +19

DUSKWATCHER ALLORA

CR 13

Female Illumian Drd4/Wiz(Illusionist)3/Arcane Heirophant6
N Medium Humanoid (human)

Init +6; **Senses** Listen +13, Spot +13

Languages Common, Auran, Celestial, Draconic, Druidic, Elven, Flan, Gnome, Illumian, Sylvan, Terran

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

hp 82 (13 HD)

Fort +9, **Ref** +6, **Will** +15

Speed 30 ft. (6 squares)

Melee +1 sickle +8 (1d6 20/x2)

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

Base Atk +8; **Grp** +7

Atk Options Channel Animal 2/day, Channel Plant 1/day, Rapid Spell, Quicken Spell

Special Actions Wild Shape 5/day

Combat Gear armor of the beast, +1 sickle

Druid Spells Prepared (CL 13th): 5th—*animal growth*, *rapid summon nature's ally IV*

4th—~~*freedom of movement*~~, *rapid call lightning* (DC 18), *rapid summon nature's ally III*

3rd—*cure moderate wounds* (x2), ~~*greater magic fang*~~, *rapid summon nature's ally II*

2nd—~~*barkskin* (x2)~~, *hold animal* (DC 16), ~~*resist energy (electricity)* (x2)~~

1st—*cure light wounds*, *entangle*, *faerie fire*, ~~*longstrider*~~, ~~*omen of peril*~~^{SpC}

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

Illusionist Spells Prepared (CL 12th):

5th—*quicken ray of enfeeblement*, *shadow evocation* (DC 18)

4th—*shadow conjuration* (DC 18), ~~*stoneskin*~~

3rd—*displacement*, ~~*enhance familiar*~~^{SpC}, ~~*fortify familiar*~~^{SpC}, *lightning bolt* (DC 16), *shadow binding*

2nd—*augment familiar*^{SpC}, ~~*false life*~~, ~~*mirror image*~~, *scorching ray*, *shadow spray* (DC 16)

1st—*magic missile* (x3), *net of shadows* (DC 14), *ray of enfeeblement*, ~~*shield*~~

0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*

SpC: Spell Compendium

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

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Wild Empathy +8, woodland stride, trackless step, resist nature's lure

Feats Enhanced Power Sigils, Improved Initiative, Natural Spell, Quicken Spell, Rapid Spell, Scribe Scroll

Skills Concentration +18, Handle Animal +13, Knowledge [Arcana] +18, Knowledge [Nature] +18, Spellcraft +21, Survival +11

Possessions combat gear plus tattered robes, 250 gp worth of diamond dust, spellbook, spell component pouch, holly and mistletoe

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Naen ("mind"): +3 bonus on Intelligence checks and Intelligence-based skill checks.

Illumian Words (Su) See *DM Aid: New Rules*. The benefit of this Illumian's power word is described below.

Naenkrau: During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description The woman before you is barefoot, and wears odd leather armor over a set of tattered robes. Luminous sigils rotate slowly about her tangled mane of dark hair.

Sources *Races of Destiny* (Page 53), *Races of the Wild* (Page 108)

Power-Up Suite ([1 hour left on durations] *freedom of movement*, *barkskin*, *resist energy* (electricity), *longstrider*, *false life*, *heroism* from Andrin, *stoneskin* from Andrin, *heroes' feast* from the Keeper of the Vault [10 minutes left on durations] *mirror image*, *shield*):

AC 25, touch 12, flat-footed 23

(+2 Dex, +4 armor, +4 shield, +5 natural)

hp 109 (13 HD); DR/10 adamantite [up to 110 points of damage]

Immune poison, fear

Fort +11, **Ref** +8, **Will** +17

Resist electricity 30

Speed 40 ft. (8 squares)

Melee +1 *sickle* +10 (1d6 20/x2)

Skills Concentration +20, Handle Animal +15, Knowledge [Arcana] +20, Knowledge [Nature] +20, Spellcraft +23, Survival +13

DUSKWATCHER ALLORA

CR 13

Female Illumian Drd4/Wiz(Illusionist)3/Arcane Heirophant6
Brown Bear Form (wild shaped)

N Large Humanoid (human)

Init +9; **Senses** Low-Light Vision, Scent, Listen +17, Spot +17

Languages Common, Auran, Celestial, Draconic, Druidic, Elven, Flan, Gnome, Illumian, Sylvan, Terran

AC 19, touch 10, flat-footed 18

(-1 Size, +1 Dex, +4 armor, +5 natural)

hp 82 (13 HD)

Fort +11, **Ref** +5, **Will** +15

Speed 30 ft. (6 squares), climb 20 ft, swim 20 ft.

Melee 2 claws +15 (1d8+8) and bite +10 (2d6+4)

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

Base Atk +8; **Grp** +20

Atk Options Improved Grab, Channel Animal 2/day, Channel Plant 1/day, Rapid Spell, Quicken Spell

Special Actions Wild Shape 5/day (1 used)

Combat Gear armor of the beast

Druid Spells Prepared (CL 13th):5th—*animal growth*, *rapid summon nature's ally* IV

4th—~~*freedom of movement*~~, *rapid call lightning* (DC 18), *rapid summon nature's ally* III

3rd—*cure moderate wounds* (x2), ~~*greater magic fang*~~, *rapid summon nature's ally* II

2nd—~~*barkskin* (x2)~~, *hold animal* (DC 16), ~~*resist energy* (electricity) (x2)~~

1st—*cure light wounds*, *entangle*, *faerie fire*, ~~*longstrider*~~, ~~*omen of peril*~~^{SpC}

0—*cure minor wounds* (x3), *detect magic*, *flare* (x2)

Illusionist Spells Prepared (CL 12th):

5th—*quicken ray of enfeeblement*, *shadow evocation* (DC 18)

4th—*shadow conjuration* (DC 18), ~~*stoneskin*~~

3rd—*displacement*, ~~*enhance familiar*~~^{SpE}, ~~*fortify familiar*~~^{SpE}, *lightning bolt* (DC 16), *shadow binding*

2nd—*augment familiar*^{SpC}, ~~*false life*~~, ~~*mirror image*~~, *scorching ray*, *shadow spray* (DC 16)

1st—*magic missile* (x3), *net of shadows* (DC 14), *ray of enfeeblement*, ~~*shield*~~

0—*daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*

SpC: Spell Compendium

Abilities Str 27, Dex 13, Con 19, Int 16, Wis 16, Cha 14

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Wild Empathy +8, woodland stride, trackless step, resist nature's lure

Skills Balance +13, Concentration +19, Handle Animal +13, Hide +1, Knowledge [Arcana] +18, Knowledge [Nature] +18, Spellcraft +21, Survival +11

Possessions combat gear plus 250 gp worth of diamond dust

Luminous Sigils (Su) See normal form entry above.

Glyphic Resonance (Ex) See normal form entry above.

Power Sigils (Su) See normal form entry above.

Illumian Words (Su) See normal form entry above.

Final Utterance (Ex) See normal form entry above.

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

Skills A brown bear has a +4 racial bonus on Swim checks.

Description This massive predator must weigh close to a solid ton and stands about 9 feet tall as it rears up on its hind legs. If you squint you think you can see a set of luminous sigils rotating about its head.

Sources *Monster Manual* (Page 269), *Races of Destiny* (Page 53), *Races of the Wild* (Page 108)

Power-Up Suite ([1 hour left on durations] *freedom of movement*, *barkskin*, *resist energy* (electricity), *longstrider*, *false life*, *heroism* from Andrin, *stoneskin* from Andrin, *heroes' feast* from the Keeper of the Vault [10 minutes left on durations] *mirror image*, *shield*):

AC 28, touch 10, flat-footed 27

(-1 Size, +1 Dex, +4 armor, +4 shield, +10 natural)

hp 109 (13 HD); DR/10 adamantite [up to 110 points of damage]

Immune poison, fear

Fort +13, **Ref** +7, **Will** +17

Resist electricity 30

Speed 40 ft. (8 squares), climb 20 ft, swim 20 ft.

Melee 2 claws +17 (1d8+8) and bite +12 (2d6+4)

Skills Concentration +20, Handle Animal +15, Knowledge [Arcana] +20, Knowledge [Nature] +20, Spellcraft +23, Survival +13

PAERIZ

Male Brown Bear Companion Familiar

N Large Magical Beast (Augmented Animal)

Init +2; **Senses** Low-Light Vision, Scent, Listen +9, Spot +9

AC 22, touch 11, flat-footed 20

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

hp 72 (8 HD)

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

Speed 40 ft. (8 squares)

Melee 2 claws +14 (1d8+9) and bite +9 (2d6+4)

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

Base Atk +6; **Grp** +19 **Atk Options** Improved grab

Combat Gear +1 leather barding

Abilities Str 28, Dex 14, Con 19, Int 10, Wis 12, Cha 6

SQ Improved Evasion, Link, deliver touch spells, empathic link, share spells, speak with animals of its kind, speak with master

Feats Endurance, Run, Track

Skills Swim +18

Possessions combat gear plus *Cloak of Resistance +1*

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

Skills A brown bear has a +4 racial bonus on Swim checks.

Description This massive predator must weigh close to a solid ton and stands about 9 feet tall as it rears up on its hind legs. It is dressed for battle in leather barding and its eyes reveal an unnatural intelligence.

Sources *Monster Manual* (Page 269)

Power-Up Suite ([all 1 hour left on durations] *greater magic fang*, *enhance familiar*, *fortify familiar*, *barkskin*, *resist energy* (*electricity*), *stoneskin*, *heroism* from Andrin, *heroes' feast* from the Keeper of the Vault, [5 minutes left on durations] *shield of faith* from AbtheK):

AC 34, touch 16, flat-footed 30 (-1 Size, +2 Dex, +4 armor, +3 deflection, +14 natural, +2 dodge)

hp 92 (8 HD); DR 10/adamantine [up to 120 points of damage]

Immune poison, fear

Fort +15, **Ref** +13, **Will** +8

Light Fortification 25% chance to ignore extra damage from sneak attack or critical hit

Resist electricity 30

Melee 2 claws +22 (1d8+15) and bite +13 (2d6+6)

Skills Swim +20

ENCOUNTER X

SHADOW ELEMENTAL, HUGE **CR 9**

NE Huge Elemental (Incorporeal)

Init +8; **Senses** Blindsight 60 ft., Listen +11, Spot +12

AC 13, touch 13, flat-footed 9,
(-2 size, +4 Dex, +1 deflection)

hp 144 (16 HD)

Immune elemental immunities

Fort +9, **Ref** +16, **Will** +5

Speed fly 40 ft. (perfect) (8 squares); Flyby Attack

Melee 2 Incorporeal touches +15/+15 (2d6 plus 2d6 cold)

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

Base Atk +12; **Grp** +20

Special Actions Shadow mastery, *dusk and dawn*

Abilities Str -, Dex 18, Con 18, Int 6, Wis 11, Cha 11

SQ Elemental traits, incorporeal traits

Feats Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

Description The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

Sources *Tome of Magic* (Page 164-166)

THE KEEPER OF THE VAULT **CR 15**

Male Illumian Brd9/Clr1 (Vecna)/Sublime Chord5

NE Medium Humanoid (human)

Init +2; **Senses** Listen +20, Spot +4

Languages Common, Draconic, Flan, Illumian

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 93 (11 HD)

Fort +10, **Ref** +9, **Will** +16

Speed 30 ft. (6 squares)

Melee *songblade* +8 (1d6 18-20/x2)

Ranged *dagger* +10 (1d4-1 19-20/x2)

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

Base Atk +8; **Grp** +7

Special Actions *Vaulkrau* power word, Rebuke Undead 6/day, Bardic Music 12/day (Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion, Inspire Greatness, Song of Arcane Power)

Combat Gear *mithral shirt*, *songblade*, *dagger*

Cleric Spells Prepared (CL 4th): 1st—*cure light wounds*, ~~*shield of faith*~~, ~~*omen of peril*~~^{SpC}
0—*cure minor wounds* (x3)

D: Domain spell. Deity: Vecna. Domains: Evil (Cast Evil Spells at +1 caster level), Destiny (Grant a reroll (attack, save, ability check, or skill check) to a willing creature (not you) within 30 feet)

SpC: Spell Compendium

Bard Spells Known (CL 15th):

3rd (3/day)— *dispel magic*, *ray of dizziness*^{SpC}, ~~*see invisibility*~~, *see invisibility*

2nd (4/day)— ~~*blur*~~, *blur*, ~~*cat's grace*~~, *cat's grace*, *disquietude*^{SpC}, *swift fly*^{SpC}

1st (4/day)— *inhibit*^{SpC}, *joyful noise*^{SpC}, *shock and awe*^{SpC}, ~~*undetectable alignment*~~, *undetectable alignment*

0 (3/day)— *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

SpC: Spell Compendium

Sublime Chord Spells Known (CL 15th):

7th (1/day)— *blasphemy* (limit one)

6th (3/day)— ~~*heroes' feast*~~, *heroes' feast*, *otto's irresistible dance*

5th (4/day)— *greater dispel magic*, *wail of doom*^{SpC}, *wall of force*

4th (4/day)— *enervation*, ~~*freedom of movement*~~, *freedom of movement*, *shadow conjuration*, *unholy blight* (limit one)

SpC: Spell Compendium

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 18, Cha 22

SQ luminous sigils, glyphic resonance, power sigils, illumian words, final utterance, +2 saves vs. spells with the shadow descriptor, superior literacy, Bardic Knowledge +14

Feats Arcane Disciple, Empower Spell, Enhanced Power Sigils, Great Fortitude, Lyric Spell, Rapid Metamagic
Skills Concentration +20, Hide +11, Knowledge [Arcana] +13, Knowledge [Religion] +4, Perform [Oratory] +29, Profession [Astrologer] +9, Spellcraft +14, Tumble +3
Possessions combat gear plus dark robes, *collar of umbral metamorphosis*, *ring of counterspells*, *rod of splendor*, *periapt of wisdom* +2, *cloak of elvenkind*, *pearl of power 1st level*, 194 gp in misc. coins

Luminous Sigils (Su) See *DM Aid: New Rules*.

Glyphic Resonance (Ex) See *DM Aid: New Rules*.

Power Sigils (Su) See *DM Aid: New Rules*.

The benefit of this Illumian's power sigils is given below, along with the Common translation of each sigil's Illumian name. This includes the benefit of the Enhanced Power Sigils feat.

Krau ("magic"): +3 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).

Vaul ("soul"): +3 bonus on Charisma checks and Charisma-based skill checks.

Illumian Words (Ex) See *DM Aid: New Rules*.

The benefit of this Illumian's power word is described below.

Vaulkrau: Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.

Final Utterance (Ex) See *DM Aid: New Rules*.

Description Dressed in immaculate black clothing so dark as to be composed of complete shadow, this man is clearly the keeper of this strange chamber. Luminous sigils rotate about his head and a gleam of mad violence sparks across his eyes.

Sources *Races of Destiny* (Page 53), *Complete Arcane* (Page 60-62)

Power-Up Suite ([1 hour left on durations] *undetectable alignment*, *freedom of movement*, *see invisibility*, *heroes' feast* 10 minutes left on durations: *blur*, *cat's grace*, [3 minutes left on durations] *shield of faith* [9 rounds left on durations] *collar of umbral metamorphosis*):

Init +4; **Senses** Darkvision 60 ft., Superior low-light vision, Listen +20, Spot +4

AC 20, touch 16, flat-footed 16
(+4 Dex, +4 armor, +2 deflection)

hp 104 (11 HD)

Miss Chance 20%

Immune poison, fear

Resist cold 10

Fort +11, **Ref** +11, **Will** +17

Speed 40 ft. (8 squares)

Ranged dagger +13 (1d4-1 19-20/x2)

Abilities Str 8, Dex 18, Con 14, Int 10, Wis 16, Cha 22

Skills Concentration +20, Hide +21, Knowledge [Arcana] +13, Knowledge [Religion] +4, Move Silently +10, Perform [Oratory] +29, Profession [Astrologer] +9, Spellcraft +14, Tumble +5

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).

APPENDIX 7 – ALL APLS

ENCOUNTER 2

DRA'KIM

CR 3

Male Shadar-Kai Rng2

CN Medium Fey (Extraplanar)

Init +3; **Senses** Superior Low-Light Vision, Listen +10, Spot +10

Languages Common, Elven, Sylvan

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 26 (5 HD)

Fort +2(+4 against all death effects), **Ref** +7, **Will** +4

Weakness Shadow curse

Speed 30 ft. (6 squares)

Melee spiked chain +6 (2d4)

Ranged shortbow +6 (1d6 20/x3) or shortbow +4/+4 (1d6 20/x3) Rapid Shot

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

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

Atk Options Sneak Attack, Archery Style

Combat Gear *gal-ralan* +1, spiked chain, shortbow, studded leather armor

Abilities Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9

SQ Hide in Plain Sight, Favored Enemy (Human), Wild Empathy +1

Feats Alertness, Exotic Weapon Proficiency (spiked chain), Rapid Shot, Track, Weapon Finesse

Skills Hide* +10, Move Silently +10, Search +8, Survival +8

Possessions combat gear plus 24 gp, goth garb

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

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on a shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a greater restoration spell. A shadar-kai on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai,

filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

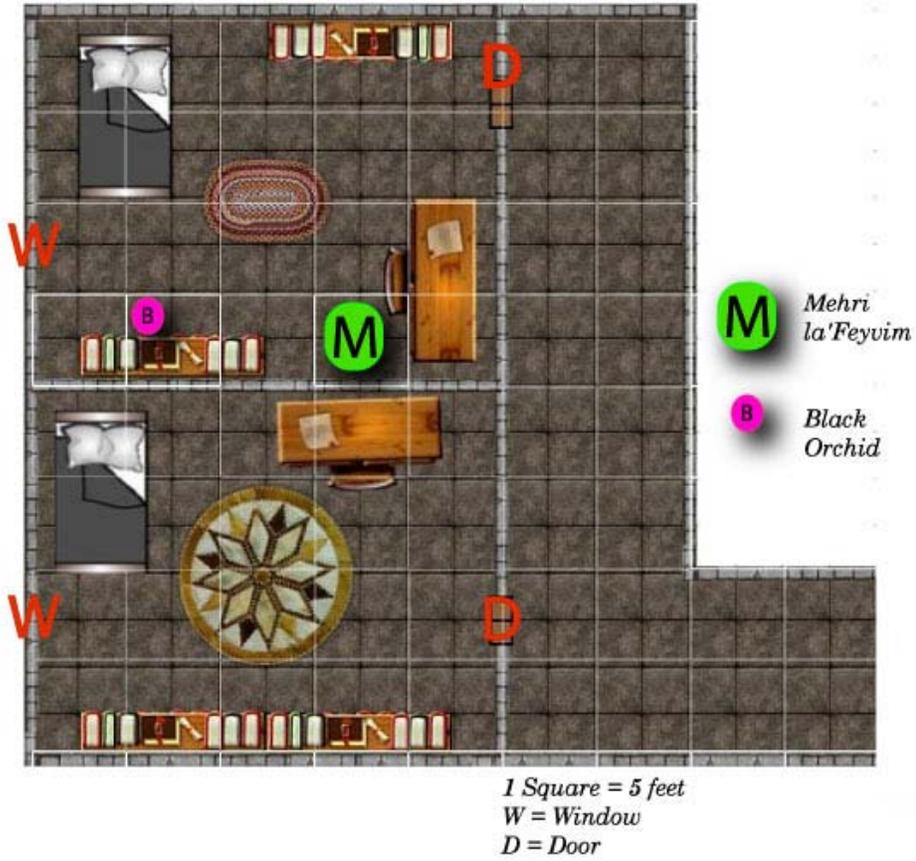
A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse again until she returns to the Plane of Shadow or restores her soul as described above.

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

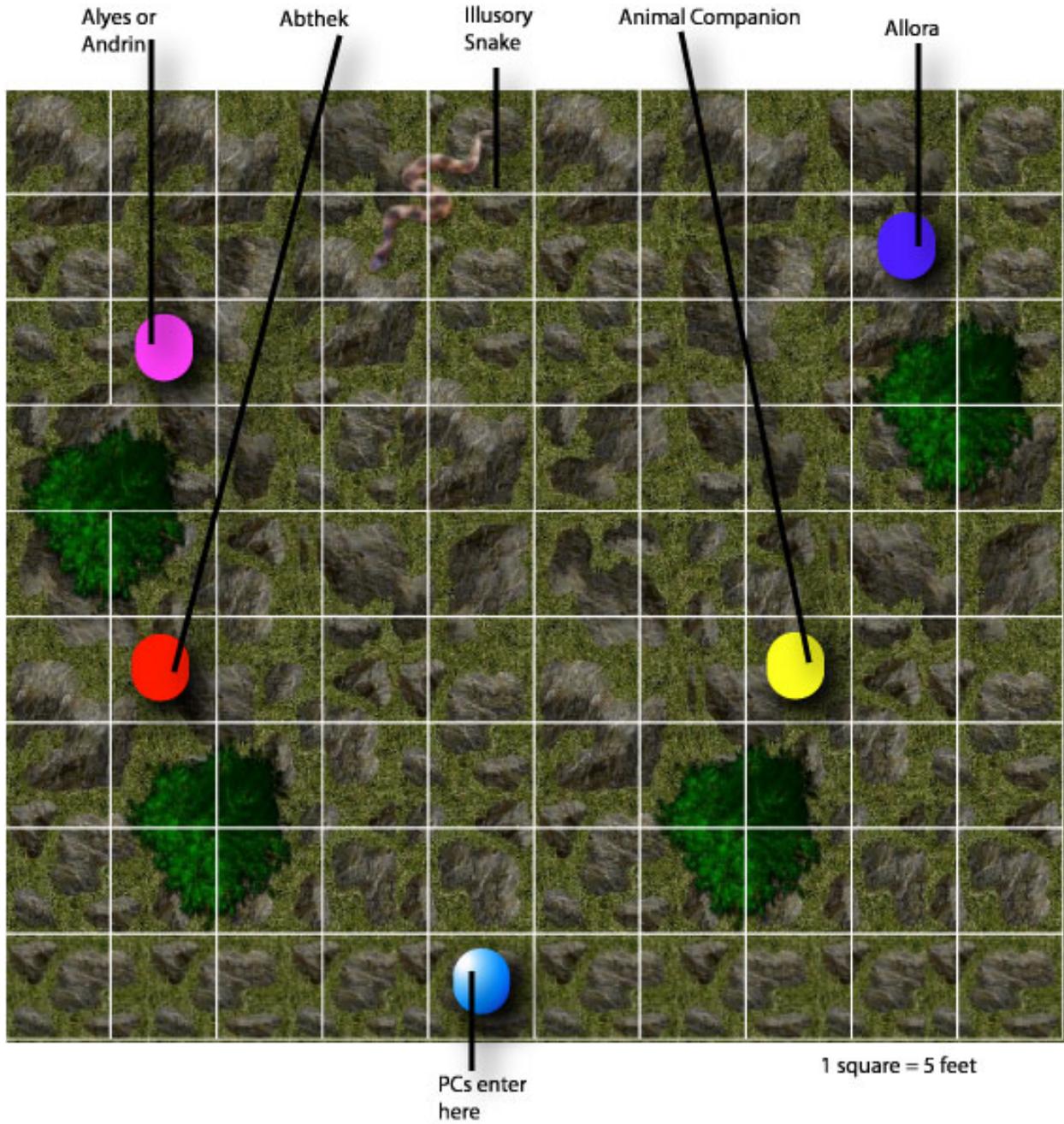
Description Gray-skinned and dark-eyed, this slender fey creature stands slightly taller than average humans. His soft movements exude exceptional grace and uncanny stealth, and shadow seems to follow his panther-like strides. His clothing is as dark as his demeanor and intricate tattoos and piercings accent his face.

Sources *Fiend Folio* (Page 150-151)

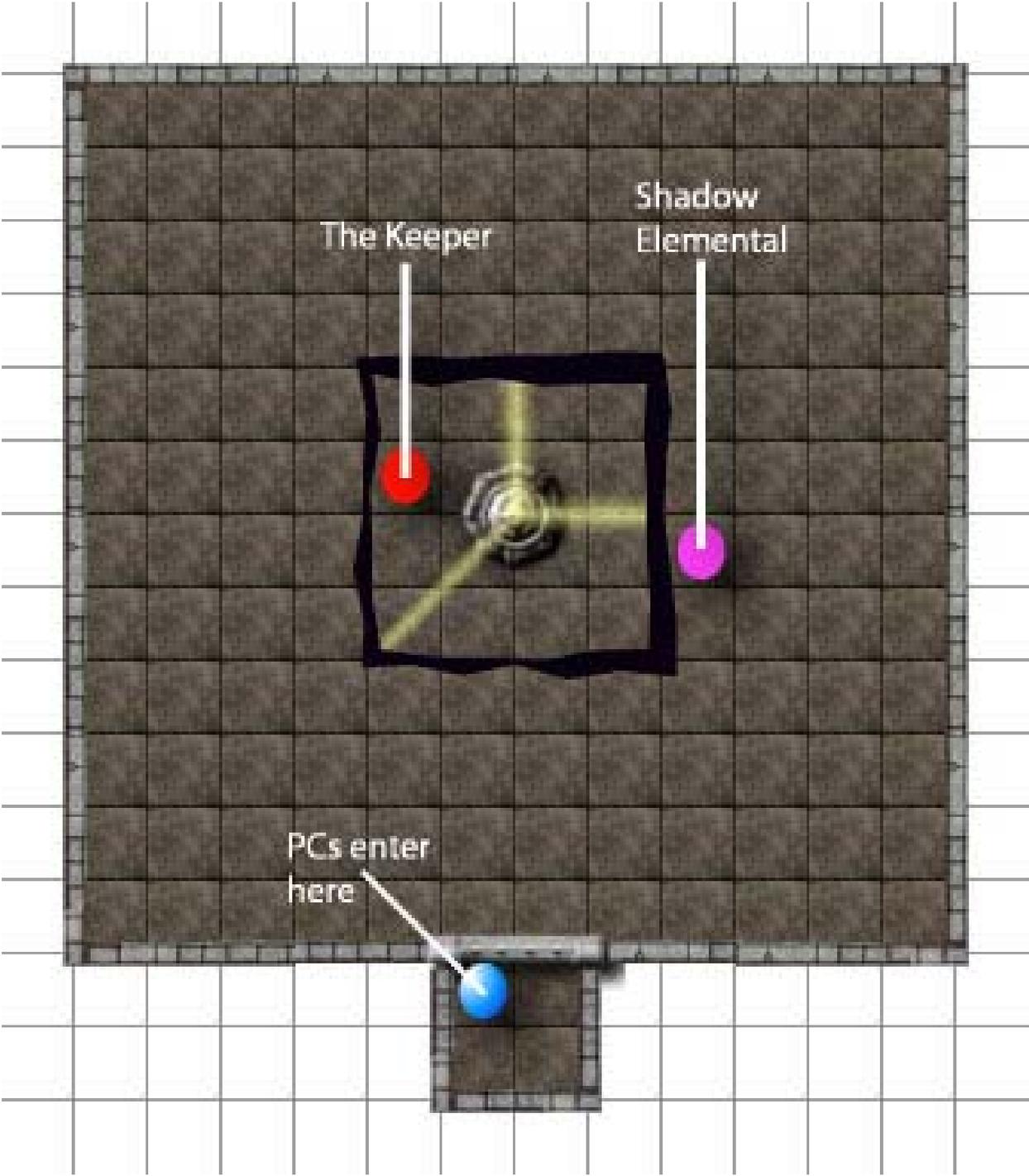
DM AID: MAP #1 – MEHRI AND THE BLACK ORCHID



DM AID: MAP #2 – COMBAT WITH EBONSTONE GUARDIANS



DM AID: MAP #3 – THE VAULT



DM AID: THE PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits.

- **Magically morphic.** Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- **Mildly neutral-aligned.**
- **Enhanced magic.** Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.
- **Furthermore, specific spells become more powerful on the Plane of Shadow.** Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).
- **Impeded magic.** Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

DM AID: NEW RULES

NEW RACES

Illumians (*Races of Destiny*, page 53-55)

Illumians are contemplative humanoids, driven and ambitious, taught from an early age to master every field of study.

Illumian Racial Traits

- **Humanoid (human):** Illumians are humanoid creatures with the human subtype.
- **Medium:** As Medium creatures, illumians have no special bonuses or penalties due to their size.
- **Illumian base land speed is 30 feet.**
- **Luminous Sigils (Su):** The sigils that orbit an Illumian's head glow softly, providing illumination equal to that of a candle. Illumians can make their sigils disappear by concentrating for a moment (a standard action), but they don't receive the sigil's benefits and can't use any special abilities granted by illumian words (see below) while they're doused. Restoring the sigils to visibility is a free action.
- **Luminous sigils (including power sigils; see below) are insubstantial and disappear into any matter they touch. An illumian's sigils remain present and in effect even when the illumian take another form, unless she would lose her supernatural abilities as a result of the form change. An illumian wizard who cast a polymorph spell on herself retains her sigils, but an illumian who becomes a zombie loses them.**
- **Glyphic Resonance (Ex):** Illumians are the physical embodiment of a magical language, so they interact strangely with symbol-based spells. This group includes all spells whose names contain the words glyph, rune, sigil, or symbol (such spells in the Player's Handbook include explosive runes, glyph of warding, greater glyph of warding, sepia snake sigil, and the various symbol spells). When an illumian encounters such magic, one of two things happen: Either the illumian's resonance overpowers the spell, or the foreign magic corrupts the mystical language that defines the illumian. Illumians have a -4 racial penalty on saving throws against these effects if their level is less than the Caster Level of the spell. If an illumian's level is equal or exceeds the spell's Caster Level, she is immune to the effect.
- **Power Sigils (Su):** In addition to the array of dimly glowing luminous sigils that orbits her head, a 1st-level illumian has a single brightly glowing power sigil that grants her certain bonuses. A power sigil can be discerned from other sigils surrounding an illumian with a DC 10 Spot check, and identified with a DC 15 Knowledge [arcana] check.
- **On attaining 2nd level in any class, an illumian gains a second different power sigil, and the bonus granted by each power sigil increases to +2. Depending on the combination of power sigils she chooses, an illumian gains one or more extra special abilities (see Illumian words below). The benefit of each power sigils is given below, along with the Common translation of each sigil's Illumian name.**
- **Aesh ("vigor"): +1 bonus on Strength checks, and Strength-based skill checks.**
- **Hoon ("life"): +1 bonus on Wisdom checks, Constitution checks, and Wisdom- or Constitution-based skill checks.**
- **Krau ("magic"): +1 bonus to caster level for all spells and spell-like abilities (up to a maximum value equal to the illumian's character level).**
- **Naen ("mind"): +1 bonus on Intelligence checks and Intelligence-based skill checks.**
- **Uur ("grace"): +1 bonus on Dexterity checks, and Dexterity-based skill checks.**
- **Vaul ("soul"): +1 bonus on Charisma checks and Charisma-based skill checks.**
- **Illumian Words (Su):** Each combination of two power sigils' names makes an Illumian word of great power, and thus grants extra abilities to a character who possesses those two power sigils. The benefit of each word of

power is described below. (NOTE: only the Illumian words used in this adventure are described below. See Races of Destiny page 54-55 for a complete list of all Illumian words).

- **Aeshhoon:** Twice per day, the Illumian can spend a turn or rebuke attempt as a swift action to gain a bonus on weapon damage rolls equal to her Wisdom bonus. This effect lasts until the beginning of her next turn, and it applies only to weapons with which she has selected the Weapon Focus feat.
- **Uurkrau:** The illumian can use her Dexterity score to determine the bonus spells she gains for a high ability score, instead of the normal ability score used by her class to determine this feature. If she has more than one spellcasting class, she may use her Dexterity score in place of any or all of the ability scores used by her classes for this purpose.
- **Naenkrau:** During the time when the illumian prepares spells, she can choose to leave up to two spell slots unfilled to add +1 to the save DCs of all her other spells of that level (including spells from different classes). If she leaves two spell slots unfilled, they must be at different spell levels. This effect lasts until the next time the illumian prepares spells. She cannot fill the vacant spell slot (or slots) until the next time she prepares spells.
- **Vaulkrau:** Twice per day, the illumian can expend a spell slot (but not a slot holding a prepared spell) as an immediate action to gain an insight bonus equal to the spell's level on the next saving throw she makes before the start of her turn.
- **Final Utterance (Ex):** When an Illumian dies, her body releases the stored Illumian language within it. For 1 round per Hit Die of the Illumian anyone within earshot hears ululating Illumian syllables – usually gibberish, but occasionally a prophetic phrase or a final curse on the illumian's enemies. The illumian's body need not remain intact for the final utterance to occur. Even if an illumian succumbs to a disintegrate spell, her disembodied voice still utters strange gibberish for several rounds.
- **+2 racial bonus on saves against spells with the shadow descriptor.** The illumians' magical heritage is tied to the Plane of Shadow.
- **Superior Literacy:** Illumians are always literate, regardless of their character class. Speak Language is always a class skill for illumians, regardless of class.
- **Automatic Languages:** Common and Illumian. **Bonus Languages:** Any except secret languages (such as Druidic). Illumians love languages and travel far and wide to learn new languages from other races.
- **Favored Class:** Any. When determining whether a multiclass illumian takes an experience point penalty, her highest-level class does not count. (See XP for Multiclass Characters, page 60 of the Player's Handbook.) Illumians hold versatility in high esteem, and most members of the race are multiclass characters. Furthermore, illumian paladins and monks can leave those classes and return to them without penalty.

NEW PRESTIGE CLASSES

Arcane Hierophant (*Races of the Wild*, page 108-109)

Arcane hierophants wield a blending of arcane magic and divine magic with a heavy emphasis on nature and the elements. Though they possess the learning and discipline commonly associated with wizards, they also have the practical knowledge of the natural world commonly associated with druids. Like druids, they can change shape into animal and elemental forms, but they also can wield powerful arcane spells.

Becoming an Arcane Hierophant

Multiclassing as a wizard/druid provides the quickest path to becoming an arcane hierophant, though you can meet the arcane spellcasting requirements as a bard or sorcerer and the divine spellcasting requirements as a relatively high-level ranger. You'll need druid or ranger levels to meet the class feature requirements. Intelligence or Wisdom (either one can govern your spellcasting) is a key ability for you. A high Dexterity score can prove helpful to you in combat, both to improve your Armor Class and to help you beat the opposition to the punch with a quick spell.

Entry Requirements

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks.

Spells: Ability to cast 2nd-level arcane spells and 2nd-level divine spells.

Special: Trackless step class feature.

Class Features

As they advance in level, arcane hierophants improve their spellcasting abilities. They also learn how to change shape, and the develop powers that allow them to use plants and animals as weapons and tools.

Weapon and Armor Proficiency: You gain no proficiency in any weapons or armor. You abide by the same armor restrictions that druids do, and you lose your divine spellcasting ability and supernatural or spell-like class abilities if you wear prohibited armor or carry a prohibited shield.

The Arcane Hierophant

Spellcasting

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+0	+2	Companion familiar, ignore arcane spell failure, wild shape	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	-	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	-	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Channel animal 2/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	-	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Channel plant 1/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	-	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Channel animal 4/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	-	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Channel plant 2/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class and a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one arcane spellcasting class or more than one divine spellcasting class before becoming an arcane hierophant, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Ignore Arcane Spell Failure: When casting an arcane spell, you ignore the arcane spell failure chance for any nonmetallic light or medium armor (padded, leather, or hide armor). You learn to cast arcane spells while wearing the types of armor that druids favor.

Wild Shape (Su): If you do not already possess the ability, you gain no new ability to wild shape. However, you add your arcane hierophant level to your druid level and gain the wild shape ability of a druid of the resulting level. For

example, a character who is a 3rd-level wizard/3rd-level druid/4th-level arcane hierophant has the wild shape ability of a 7th-level druid. If you are not a druid, (for example you entered the class as a wizard/ranger), you do not gain the ability to wild shape.

Companion Familiar: Upon becoming an arcane hierophant, you must dismiss your familiar, if you have one. (You do not risk losing XP for doing so.) You may retain any one animal companion you already possess. You add your arcane hierophant class level to your druid or ranger level for purposes of determining your animal companion's bonus Hit Dice, natural armor adjustment, and Strength/Dexterity adjustment (see the sidebar *The Druid's Animal Companion*, page 36 of the *Player's Handbook*). For example, a character who is a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has the animal companion of an 8th-level druid (+4 bonus HD, +4 natural armor, and +2 Strength/Dexterity adjustment, or an animal companion chosen from the 4th-level or 7th-level lists).

In addition, your animal companion (if any) gains many of the abilities that a familiar would normally possess. You add your arcane hierophant class level to your arcane spellcasting class level, and determine the Intelligence bonus and special abilities of your animal companion accordingly (see the sidebar *Familiars*, page 53 of the *Player's Handbook*). For example, a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has a familiar companion equal to that of a 7th-level wizard and 8th-level druid (Intelligence 9, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, devotion).

The Hit Dice, hit points, attack bonus, saving throws, feats, and skills of the familiar companion are determined as normal for an animal companion. Due to the familiar companion's unusual Intelligence score, it may very well have more skill points than other animals of its kind. The familiar companion is a magical beast (augmented animal), but you can bestow harmless spells on your familiar companion as if it were an animal instead or a magical beast.

If your familiar companion is killed or dismissed, you do not lose XP. You can summon a new familiar companion by performing a ceremony requiring 24 hours of uninterrupted prayer.

Channel Animal (Sp): Starting at 4th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal that you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided that you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you.

You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (see page 176 of the *Player's Handbook*).

Starting at 8th level, you gain two additional uses of this ability each day.

Channel Plant (Sp): Starting at 6th level, you gain the ability to establish a magical conduit between yourself and a natural, nonanimated plant (but not a creature of the plant type) once per day. This ability functions like the channel animal class feature, except that the line of effect from the plant to the target is based on your senses.

You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell (see page 176 of the *Player's Handbook*), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

At 10th level, you gain a second daily use of your channel plant ability.

Enlightened Fist (*Complete Arcane*, page 34-36)

Not all monks pursue metaphysical perfection to the exclusion of all other study. Some monks combine a rigorous discipline of academic study with martial arts and development of the body. For these monks, that study includes the practice of magic and the implementation of certain arcane tricks into their unarmed combat styles. These enlightened fists master the use of touch spells, creating new forms of combat where their fists strike with blinding speed, phenomenal power, and magical energy.

Most enlightened fists are monk/sorcerers or monk/wizards. Some focus heavily on one class or the other, while others seek to maintain balance between their arcane and physical training.

Enlightened fists are most common in metropolitan settings where magical training is available and becomes an integral component of the monastic life. Enlightened fist NPCs often live in communities with ordinary monks, practicing magic primarily as a means of self perfection.

Hit Dice: d8.

Requirements

To qualify to become an enlightened fist, a character must fulfill all the following criteria:

Skills: Concentration 8 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Combat Casting, Improved Unarmed Strike, Stunning Fist.

Spells or Spell-Like Abilities: Arcane caster level 3rd.

Class skills

The enlightened fist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the enlightened fist.

Weapon and Armor Proficiency: Enlightened fists gain no proficiency with any weapon or armor.

Spells per day/Spells Known: Except at 1st and 6th level, an enlightened fist gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming an enlightened fist, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

The Enlightened Fist

Spells per Day/Spells Known

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+2	+2	Ki strike (magic), monk abilities	-
2nd	+1	+0	+3	+3	Fist of energy	+1 level of existing arcane spellcasting class
3rd	+2	+1	+3	+3	Arcane fist	+1 level of existing arcane spellcasting class
4th	+3	+1	+4	+4	-	+1 level of existing arcane spellcasting class
5th	+3	+1	+4	+4	Arcane rejuvenation	+1 level of existing arcane spellcasting class
6th	+4	+2	+5	+5	Fist of energy (burst)	-
7th	+5	+2	+5	+5	Hold ray	+1 level of existing arcane spellcasting class
8th	+6	+2	+6	+6	-	+1 level of existing arcane spellcasting class
9th	+6	+3	+6	+6	Diamond soul	+1 level of existing arcane spellcasting class
10th	+7	+3	+7	+7	-	+1 level of existing arcane spellcasting class

Ki Strike (Su): An enlightened fist's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Monk Abilities: An enlightened fist adds her class level to her monk level to determine her class-based AC bonus, her unarmed damage, her unarmored speed bonus, and the number of daily attempts of her Stunning Fist feat. If she has

no monk levels, she gains the AC bonus, unarmed damage, and unarmored speed bonus of a monk whose level equals her enlightened fist level, but she can't add her Wisdom bonus to her AC.

An enlightened fist does not count her class levels for the purpose of determining when she gains any other monk class features, such as reduced penalties for flurry of blows attack rolls, bonus feats, evasion, or other special abilities.

Fist of Energy (Su): Once per round as a free action, an enlightened fist of 2nd level or higher can spend one of her daily stunning attempts to imbue her unarmed strikes with either electricity or fire. The enlightened fist chooses the energy type each time she activates. For 1 round, each of her unarmed strikes that hits deals an extra 1d6 points of damage (electricity or fire, depending on the choice).

At 6th level and higher, an enlightened fist can cause her energy-imbued unarmed strikes to burst with flame or lightning on a critical hit. In addition to dealing an extra 1d6 of damage, her unarmed attacks deal an extra 1d10 of energy damage on a successful critical hit. If the enlightened fist's unarmed critical multiplier is x3, she adds an extra 2d10 points of energy damage instead, and if the multiplier is x4, she adds an extra 3d10 points of energy damage. An enlightened fist with monk levels can use this ability to channel energy through wielded monk weapons just as she can through her unarmed attacks.

Arcane Fist (Su): Beginning at 3rd level, an enlightened fist can spend one of her daily stunning attempts to cast and deliver a touch spell as part of an unarmed full attack action. She can choose to deliver the touch spell with any single unarmed strike attack she makes during the action.

Arcane Rejuvenation (Su): An enlightened fist of 5th level or higher can channel arcane energy to heal her own wounds. As a standard action, she can sacrifice one of her prepared spells or unused spell slots; doing this heals a number of hit points of damage equal to the spell's level.

Hold Ray (Ex): At 7th level or higher, an enlightened fist can cast any spell that produces a ray effect as a touch spell instead. The spell's range is reduced to touch, and its Effect entry is replaced with "Target: Creature touched." She can deliver the spell with a touch attack or with a normal attack, and she can hold the charge as with a normal touch spell. An enlightened fist can combine this ability with arcane fist (see above) to deliver a ray-effect spell as part of an unarmed full attack action.

Diamond Soul (Ex): At 9th level, an enlightened fist gains spell resistance equal to 10 + the total of her monk levels and enlightened fist levels.

Multiclassing Note: A monk who becomes an enlightened fist can continue advancing as a monk. Furthermore, the character's class levels in any classes that grant arcane spellcasting ability (such as sorcerer or warmage) do not prevent her from continuing to advance as a monk.

Pious Templar (*Complete Divine*, page 50-51)

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temple (such as those to Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise, Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Ranger/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the pious templar class.

Hit Dice: d10.

Requirements

To qualify to become a pious templar, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer, Weapon Focus (with her diety's favored weapon).

Class skills

The pious templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no proficiency with any weapon or armor.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will Partial," "Fortitude half," or similar entries can be negated through this ability.

The Pious Templar

Level	Base Attack				Special	Spells per day			
	Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Mettle	0	-	-	-
2nd	+2	+3	+0	+3	Smite 1/day	1	-	-	-
3rd	+3	+3	+1	+3	Damage reduction 1/-, Weapon Specialization	1	0	-	-
4th	+4	+4	+1	+4	Bonus Feat	1	1	-	-
5th	+5	+4	+1	+4	-	1	1	0	-
6th	+6	+5	+2	+5	Smite 2/day	1	1	1	-
7th	+7	+5	+2	+5	Damage reduction 2/-	2	1	1	0
8th	+8	+6	+2	+6	Bonus feat	2	1	1	1
9th	+9	+6	+3	+6	-	2	2	1	1
10th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

Spells per day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10 + the spell's level, so a pious templar with a Wisdom of 10 or lower cannot cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spell have a DC of 10 + spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spell of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good diety) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil diety) uses the blackguard spell list. A pious templar who is neither good nor evil and whose diety is neither good nor evil and whose diety is neither good nor evil can chose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, the damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her diety's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her diety's favored weapon.

Sublime Chord (*Complete Arcane*, page 60-61)

Music is not just a pleasant sound; it is also the expression of mathematical relationships fraught with significance. A member of the sublime chord prestige class sees music, even the powerful music of a skilled bard, as nothing more than a stepping-stone to true universal insight into the legendary song of creation heard at the dawn of time. Music and magic are actually one and the same, and an astute student who unravels the riddles of meter and pitch simultaneously reveals hidden secrets of great power.

All sublime chords must have some foundation in the bard's art, since bardic music is the first step in mastering the power of the First Song. However, music is only one tool for understanding the infinite; a sublime chord must also study mathematics and the precise movements of the stars and planets in which the music of the spheres is evident. In exchange for abandoning her continuing study of bardic music, a sublime chord instead masters a number of spells far more powerful than most bards can ever use. While most sublime chords receive the majority of their training as bards, a small number of sorcerers and wizards are drawn to this class, enticed by the notion of an ultimate truth linking the power of song and the power of magic.

Hit Dice: d6.

Requirements

To qualify to become a sublime chord, a character must fulfill all the following criteria:

Skills: Knowledge (arcana) 13 ranks, Listen 13 ranks, Perform (any) 10 ranks, Profession (astrologer) 6 ranks, Spellcraft 6 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Bardic music ability.

Class skills

The sublime chord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Speak Language (n/a), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the sublime chord prestige class.

Weapon and Armor Proficiency: Sublime chords gain no proficiency with any weapon or armor.

As with bard spells, the somatic components for a sublime's chords spells do not incur an arcane spell failure chance as normal for arcane spells if the sublime chord is wearing light armor.

Sublime Chord Spells Known

Level	4th	5th	6th	7th	8th	9th
1st	3	1	-	-	-	-
2nd	4	2	-	-	-	-
3rd	4	2	1	-	-	-
4th	4	3	2	-	-	-
5th	4	3	2	1	-	-
6th	4	4	3	2	-	-
7th	4	4	3	2	1	-
8th	4	4	4	3	2	-
9th	4	4	4	3	2	1
10th	4	4	4	4	3	2

Spells per day: A sublime chord has the ability to cast a small number of arcane spells, all of 4th level or higher. To cast a sublime chord spell, a character must have a Charisma score of at least 10 + the spell's level, so if she has a Charisma of 13 or lower, she cannot cast any sublime chord spells. Bonus spells are based on Charisma, and the saving throws against these spells have a DC of 10 + spell level + the sublime chord's Cha modifier. A sublime chord can choose spells from the sorcerer/wizard spell list or the bard spell list; if a spell appears on both lists at different levels, she uses the bard version of the spell. A sublime chord's caster level for both her sublime chord spells and the spells she gains from other arcane spell casting classes is determined by adding her sublime chord level to her level in another arcane spellcasting class. If she had more than one arcane spellcasting class before becoming a sublime chord, she must choose to which class to add her sublime chord levels for the purpose of determining her sublime chord spellcaster level. A sublime chord prepares and casts spells just as a sorcerer does, including the ability to replace a known sublime chord spell with a new spell at every even-numbered class level beginning at 4th.

Bardic Knowledge: A sublime chord continues to collect the odd bits of lore and knowledge that bards acquire. She can add her sublime chord class level to her bardic knowledge checks, so her bardic knowledge checks have a bonus equal to her bard level + her sublime chord level + her Int modifier.

Bardic Music: A sublime chord expands her repertoire of bardic music to encompass new songs or poetics of strange and wondrous power. These effects function just as the bardic music effects described in the *Player's Handbook*. Each use of a sublime chord song expends one daily use of the character's bardic music ability.

A sublime chord adds one-half her class level (rounded down) to her bard level to determine her number of daily uses of bardic music.

Song of Arcane Power (Su): A sublime chord of 2nd level or higher with 12 or more ranks in a Perform skill learns how to use her bardic music to assist her spellcasting. As a move action, she can prepare to cast a spell by giving voice to the song of power. The next spell she casts gains a bonus to its caster level based on the result of the sublime chord's Perform check:

Perform Check Result	Caster Level Increase
9 or lower	+0
10 to 19	+1
20 to 29	+2
30 or higher	+4

The spell to be enhanced by the song of arcane power must be cast by the end of the sublime chord's next turn, or else the song fades with no effect (other than consuming a bardic music use).

Song of Timelessness (Su): A sublime chord of 6th level or higher with 16 or more ranks in a Perform skill knows the song of timelessness. As a standard action, she can envelop a single creature with 60 feet in a field of timelessness, provided

she has line of effect to the target (see page 176 of the *Player's Handbook*). The subject is entitled to a Will save (DC 10 + sublime chord level + Cha modifier) to negate the effect. If the subject fails its save, it is frozen in a shimmering aura of timelessness and can take no actions. However, no force can affect it – weapons cannot reach it, spells that target it automatically fail, and if the ground it is standing on is somehow taken away, it would not even begin to fall. A sublime chord can keep her target frozen in time for as long as she maintains the power by continuing to perform, up to a maximum of 1 minute per level. When she stops performing, the subject immediately returns to normal. As far as the creature is concerned, no time seems to have passed.

The Sublime Chord

Spells per day

Level	Base				Special	Spells per day					
	Attack Bonus	Fort Save	Ref Save	Will Save		4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bardic lore, bardic music	2	1	-	-	-	-
2nd	+1	+0	+0	+3	Song of arcane power	2	2	-	-	-	-
3rd	+1	+1	+1	+3	-	3	2	1	-	-	-
4th	+2	+1	+1	+4	-	3	3	2	-	-	-
5th	+2	+1	+1	+4	-	3	3	2	1	-	-
6th	+3	+2	+2	+5	Song of timelessness	4	3	3	2	-	-
7th	+3	+2	+2	+5	-	4	4	3	2	1	-
8th	+4	+2	+2	+6	-	4	4	3	3	2	-
9th	+4	+3	+3	+6	-	4	4	4	3	2	1
10th	+5	+3	+3	+7	Song of cosmic fire	5	4	4	3	3	2

Song of Cosmic Fire (Su): A 10th-level sublime chord with 20 or more ranks in a Perform skill learns the song of cosmic fire. Using this ability costs a sublime chord two of her daily uses of bardic music. The song of cosmic fire creates a 20-foot-radius spread of fire anywhere within 100 feet of the sublime chord (provided she has line of effect to the fire's point of origin). Creatures in the area take damage equal to the sublime chord's Perform check. All affected creatures are entitled to a Reflex save (DC 10 + sublime chord level + Cha modifier) for half damage.

NEW FEATS

Arcane Disciple [General] (*Complete Divine*, page 79)

Chose a deity, and then select a domain available to clerics of that deity. You can learn to cast the spells associated with that domain as arcane spells.

Prerequisites: Knowledge (religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.

Benefit: Add the chosen domain's spells to your class list of arcane spells. If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to. Once chosen, this decision cannot be changed for that feat.

You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determining the save DC for the spell. In addition, you must have a Wisdom score equal to 10 + the spell's level in order to prepare or cast a spell gained from this feat.

Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domains spells of each level.

Special: You can take this feat more than once. Each time, you must select a different domain available to the same deity you chose the first time you selected the feat. For example, a character who chose Heironeous and the Good domain with his first selection could choose Law or War with the successive selections of the same feat. He couldn't choose Protection, since that domain isn't available to clerics of Heironeous.

Ascetic Mage [General] (*Complete Adventurer*, page 105-106)

You practice an unusual martial art that mixes self-taught spellcasting and melee attacks to great effect.

Prerequisites: Improved Unarmed Strike, ability to spontaneously cast 2nd-level arcane spells.

Benefit: As a swift action that doesn't provoke attacks of opportunity, you can sacrifice one of your daily allotment of spells to add a bonus to your unarmed strike attack rolls and damage rolls for 1 round. This bonus is equal to the level of the spell sacrificed. The spell is lost as if you had cast it.

If you had levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. For example, a human 4th-level sorcerer/1st-level monk would have a +1 bonus to AC as if she were a 5th-level monk. If you would normally be allowed to add your Wisdom bonus to AC (such as for a unarmored, unencumbered monk), you instead add your Charisma bonus (if any) to your AC.

In addition, you can multiclass freely between the sorcerer and monk classes. You must still remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

Captivating Melody [General] (*Complete Mage*, page 40)

You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.

Prerequisites: Bardic music, ability to cast arcane spells.

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

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

Enhanced Power Sigils [Racial] (*Races of Destiny*, page 152)

You tap into the power of your aesh power sigil to gain enhanced accuracy with your favored melee weapon.

Prerequisites: Illumian, two power sigils

Benefit: The bonus granted by each of your power sigils improve by 1.

Normal: Without this feat, the bonuses granted by each of your power sigils are equal to the number of power sigils you possess.

Improved Sigil (Aesh) [Racial] (*Races of Destiny*, page 152)

You tap into the power of your aesh power sigil to gain enhanced accuracy with your favored melee weapon.

Prerequisites: Illumian, aesh power sigil.

Benefit: Your aesh power sigil grants you a +1 insight bonus per power sigil on melee weapon damage rolls any weapon with which you have selected the Weapon Focus feat.

Improved Toughness [General] (*Complete Warrior*, page 101)

You are significantly tougher than normal

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Dice (such as by losing a level), you lose 1 hit point permanently.

Lyric Spell [General] (*Complete Adventurer*, page 113)

You can channel the power of your bardic music into your magic, allowing you to expend uses of your bardic music ability to cast spells.

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

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

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus, if you use one.

You cannot use Lyric Spell to cast a spell improved by the Silent Spell metamagic feat.

Power Critical [General] (*Complete Warrior*, page 103)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

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

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feat stack.

Practiced Spellcaster [General] (*Complete Divine*, page 82)

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 can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

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

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

Rapid Metamagic [General] (*Complete Mage*, page 46)

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisite: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Normal: Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

Rapid Spell [Metamagic] (*Complete Divine*, page 84)

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in a full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

True Believer [General] (*Complete Divine*, page 86)

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

Unsettling Enchantment [General] (*Complete Mage*, page 48)

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.

NEW ITEMS

Anklet of Translocation (Magic Item Compendium, page 71)

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.

Moderate conjuration; CL 7th; Craft Wondrous Item, *dimension door*; Price 1,400 gp; Weight –

Armor of the Beast (Complete Champion, page 135-136)

This suit of studded leather armor is held together with bits of bone and scale rather than metal rivets. The breastplate is engraved with an abstract image resembling a tree, whose branches cross over the armor's shoulders.

If you have the wild shape class feature, this suit of +1 *wild studded leather armor* grants you one additional use of that ability per day. (It does not, however, grant that ability if you do not already possess it.) This extra use stacks with the one provided by a *druid's vestment* (DMG 268).

Armor of the Beast is part of a set known collectively as the *trappings of the beast*, which also includes the *ring of the beast* (*Complete Champion* 141) and the *mantle of the beast* (*Complete Champion* 140). When you wear all three of these items, you gain a +5 competence bonus on wild empathy checks. In addition, you are treated as one level higher than you are for the purpose of using wild shape. (For instance, an 11th-level druid clad in the *trappings of the beast* could assume the form of a plant creature.)

Moderate transmutation; CL 10th; Craft Arms and Armor, wild shape ability; Price 26,175 gp; Weight 20 lb.

Collar of Umbral Metamorphosis (Tome of Magic, page 156)

This collar temporarily transforms you into a creature of shadow.

Description: A *collar of umbral metamorphosis* is a thick collar of black leather studded with onyx spikes and closed with a tarnished silver clasp. When activated, it seems to disappear into your shadowy flesh.

Activation: A command word, such as “fade” or “darken,” both activates and deactivates the collar. This requires a standard action. A collar functions for up to 10 minutes per day, divided up as you see fit (but each use counts as 1 minutes minimum).

Effect: This item transforms you into a being of shadow, bestowing the dark creature template.

Moderate transmutation; CL 11th; Craft Wondrous Item, *shadow investiture*; Price 10,800 gp; Weight 1 lb.

Songblade (Complete Adventurer, page 130)

Every move made with this +1 rapier fills the air with sweet sounds. While holding a *songblade* unsheathed, the sword's wielder gains a +2 enhancement bonus on Perform checks. A bard wielding a *songblade* can use her bardic music abilities one additional time per day. The blade is scored in a beautiful, intricate pattern, and air moving across this magical etching generates the music of a *songblade*. The blade's musical qualities do not function underwater, in a vacuum, or in other environments where air cannot freely pass over the blade.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *sculpt sound*, creator must have bardic music class feature; Price 6,400 gp; Weight 1 lb.

NEW CLERIC DOMAIN

Celerity Domain (Spell Compendium, page 271)

Granted Power: Your land speed is faster than the norm for your race by 10 feet. This benefit is lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

Celerity Domain Spells

- 1 Expeditious Retreat: Your speed increases by 30 ft.
- 2 Cat's Grace: Subject gains +4 to Dex for 1 minute/level.
- 3 Blur: Attacks miss subject 20% of the time.
- 4 Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 5 Tree Stride: Step from one tree to another far away.
- 6 Wind Walk: You and your allies turn vaporous and travel fast.
- 7 Cat's Grace, Mass: As *cat's grace*, one subject/level.
- 8 Blink, Greater: Controlled blinking between the Material and Ethereal Planes grants defenses for 1 round/level.
- 9 Time Stop: You act freely for 1d4+1 rounds.

Destiny Domain (Races of Destiny, page 163)

Granted Power: Once per day as an immediate action, you can grant a willing creature within 30 feet the ability to reroll an attack, save, ability check, or skill check. You must be able to see the creature affected. You cannot use this power on yourself. This is a supernatural ability.

Destiny Domain Spells

- 1 Omen of Peril: You know how dangerous the future will be.
- 2 Augury: Learns whether an action will be good or bad.
- 3 Delay Death: Losing hit points doesn't kill subject.
- 4 Bestow Curse: -6 to an ability score; -4 to attack rolls, saves and checks; or 50% chance of losing each action.
- 5 Stalwart Pact: Target gains combat bonuses automatically when reduced to half hit points or lower.
- 6 Warp Destiny: Reverse failed save or hit in combat.
- 7 Bestow Curse, Greater: As *bestow curse*, but more severe penalties.

8 Moment of Prescience: You gain insights bonus on single attack roll, check, or save.

9 Choose Destiny: Gain two chances for success on every action.

NEW MYSTERY

Mysteries are formed out of power drawn from the Plane of Shadow and channeled through a caster's body and soul.

Mysteries are the foundation of an alternative system of magic called Shadow Magic described in *Tome of Magic*. For the purposes of this adventure, mysteries can be considered as the same as a magic spell. More information on Mysteries can be found on page 138 of *Tome of Magic*.

Dusk and Dawn (Tome of Magic, page 144-145)

Apprentice, Shutters and Clouds

Level/School: 1st/Evocation

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

Area: 20-ft.-radius emanation centered on a point in space

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

By drawing shade from the Plane of Shadow, or banishing the shadows back to it, you control the level of illumination in the area.

You make a dark area lighter or a light area darker, blanketing the affected area in shadowy illumination. Creatures with Darkvision can see through this area normally.

NEW SPELLS

Augment Familiar (Spell Compendium, page 17-18)

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.

Disquietude (Spell Compendium, page 68)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Your spell warns of unseen dangers and untrustworthy allies. As you sing, your target eases away from her compatriots, doubt written on her face.

The affected subject restricts its movement to avoid any physical contact, even with allies. Any ally that wishes to touch the subject must make a successful melee touch attack to do so. The subject must stay 15 feet away from all other creatures. If, at the beginning of its turn, the creature is within 15 feet of any creature, it must first move away (beyond 15 feet from any creature) before taking any action. If the subject cannot safely move that distance, it instead must take the total defense action and remain in its space.

Distract assailant (Spell Compendium, page 69)

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Buzzing under your breath like a fly, you swat at the sky and toss the fly's wing in your hand into the air. The target of your spell becomes distracted, starting at shadows and looking about for unseen assailants.

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Divine Sacrifice (Spell Compendium, page 70)

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Giving up some of your life force to win the battle, you empower your next blow against your foe.

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Enhance Familiar (Spell Compendium, page 82)

Universal

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

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.

Fell the Greatest Foe (Spell Compendium, page 90)

Transmutation

Level: Assassin 2, cleric 3, paladin 2, ranger 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You touch the creature, and its muscles ripple with yellow energy.

The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature.

Material Component: A dragon's claw or a giant's fingernail.

Find the gap (Spell Compendium, page 91)

Divination

Level: Assassin 3, paladin 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You speak the words of this spell, and a blue mark that only you can see appears on your opponent, highlighting a weak spot in her defense.

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

Fist of Stone (Spell Compendium, page 94)

Transmutation [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

The complicated gestures of the spell end with a punch of your fist, which now has the texture and look of stone.

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal –5 penalty, or a –2 penalty if you have the Multiattack feat (MM 304), as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Fly, swift (Spell Compendium, page 96)

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You
Duration: 1 round

You squawk twice like an eagle and suddenly long for the freedom of the skies.
This spell functions like *fly* (PH 232), except as noted above.

Fortify Familiar (Spell Compendium, page 98-99)

Universal
Level: Sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Familiar touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You touch your familiar, and you see that the creature seems more robust.

This spell makes your familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits (although such attacks still deal normal damage if successful). Temporary hit points gained in this fashion last for up to 1 hour.

Inhibit (Spell Compendium, page 123)

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 1, cleric 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You cast this spell and a spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand.

You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.

Joyful Noise (Spell Compendium, page 127)

Abjuration
Level: Bard 1
Components: S
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: Concentration; see text
Saving Throw: None
Spell Resistance: No

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

You create sonic vibrations that negate any magical silence effect in the area. This zone of negation moves with you and lasts as long as you continue to concentrate.

The silence effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the joyful noise effect.

Knight's move (Spell Compendium, page 129)

Transmutation (Teleportation)

Level: Cleric 3, paladin 2

Components: V, S, DF

Casting Time: 1 swift action

Range: 5 ft./2 levels; see text

Target: You

Duration: Instantaneous

The ground before you appears overlaid with a chessboard pattern, with certain squares of the chessboard glowing softly red. Time stops for you as you move without walking to the indicated location.

You can teleport with a limited distance and a circumspect form of movement. You can instantly move up to 5 feet per two caster levels with this spell, but you must end this movement in a square that leaves you flanking an enemy.

Lightfoot (Spell Compendium, page 132)

Transmutation

Level: Assassin 1, ranger 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You mutter the words of this short spell and dive down the hallway, dancing between the armed guards and out the gate.

You provoke no attacks of opportunity when moving.

Omen of Peril (Spell Compendium, page 149)

Divination

Level: Cleric 1, druid 1, Liberation 1, ranger 1

Components: V, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

A brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.

Based on an assessment of your immediate surroundings and chosen path of travel, you receive one of three visions that reflect the next hour's journey: safety, peril, or great danger.

The base chance for receiving an accurate reply is 70% +1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

If the omen of peril is successful, you get one of three visions, which lasts just a second or two.

- **Safety:** You aren't in any immediate danger. If you continue on your present course (or remain where you are if you have been stationary for some time before casting the spell), you will face no significant monsters, traps, or other challenges for the next hour or so.
- **Peril:** You will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.
- **Great Danger:** Your very life is at grave risk. You will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you get one of the two incorrect results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the characters' likely courses of action and what dangers they're likely to face.

The exact form that an omen of peril takes depends on whether you worship a specific deity, venerate nature as a druid, or simply uphold abstract principles. A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger. A cleric of Fharlanghn might get a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger.

Unlike the more powerful augury spell (PH 202), an omen of peril doesn't respond to a specific question. It indicates only the level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens worth at least 25 gp.

***Parching Touch* (Sandstorm, page 118-119)**

Necromancy

Level: Sorcerer/wizard 1, Thirst 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Living creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Your hand glows with a dull, ruby light, and your touch drains moisture from the body of a living creature, dealing 1d6 points of desiccation damage. A plant or elemental of the water subtype takes 1d8 points of desiccation damage. A touched creature also takes 1 point of Constitution damage and is dehydrated unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to once per caster level.

***Ray of Dizziness* (Spell Compendium, page 166-167)**

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

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

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

Focus: A small top.

***Ray of Ice* (Spell Compendium, page 167)**

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A cyan ray beams from your fingertips. You shudder with cold as the ray leaves your hand.

You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC, and incurs a –2 penalty on attack rolls.

A frozen creature can free itself with a DC 18 Strength check or by dealing 15 points of damage to the ice.

Material Component: Ice or a vial of melted mountain snow.

Righteous Fury (Spell Compendium, page 177)

Transmutation

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You pull a holy aura about you that glows a golden red.

Summoning the power of your deity, you charge yourself with positive energy. This gives you 5 temporary hit points per caster level (maximum 50) and a +4 sacred bonus to Strength. These temporary hit points last for up to 1 hour.

Shock and Awe (Spell Compendium, page 189)

Enchantment [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

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

Target: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Upon completing this spell, you feel a nagging compulsion to divert your attention from your enemies. Shaking off the feeling, you note with satisfaction that your targeted enemies seem even more distracted than you.

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell causes those it affects to take a –10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rogue with uncanny dodge) cannot be affected by this spell.

Silverbeard (Spell Compendium, page 190)

Transmutation

Level: Paladin 1

Components: V, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You evoke the greater powers of good, and your beard stiffens, turning metallic and reaching halfway down your chest, giving you greater protection.

Your beard grows and turns to pure and magically hardened silver, providing you with a +2 sacred bonus to AC. If you do not have a beard, you grow one for the duration of this spell (even if you are a creature that cannot normally grow a beard, such as an elf or a female human). You get a +2 circumstance bonus on Diplomacy checks against dwarves.

Veil of Shadow (Spell Compendium, page 228)

Evocation [Darkness]

Level: Assassin 2, blackguard 2, cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You speak the words of this spell, and tendrils of purple darkness rise from the ground, surrounding you and concealing you from your foes.

Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is in effect even if the attacker has darkvision.

This spell effect is dispelled in daylight or in the area of a light spell of 3rd level or higher.

See invisibility does not counter a veil of shadow's concealment effect, but a true seeing spell does.

Wail of Doom (Spell Compendium, page 233)

Necromancy [Fear, Mind-Affecting, Sonic]

Level: Bard 5

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous + 1 round/level or 1 round; see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You unleash a terrible cry of malice and anger. The very air darkens with black energy as your cry echoes away from you.

Anyone caught in the area of this spell suffers excruciating pain and becomes demoralized. Each creature takes 1d4 points of damage per caster level (maximum 15d4) and becomes panicked for 1 round per caster level. A successful Will save halves the damage, reduces the panicked effect to shaken, and reduces the duration of the shaken effect to 1 round.

Wracking Touch (Spell Compendium, page 243)

Necromancy

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Area: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You cry out with malice and clench your fist, completing the spell. The spell's terrible energy causes your fist to shake involuntarily, sending spasms up your arm.

You lay your hand upon a creature and deal 1d6 points of damage +1 point per caster level (maximum +10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless the creature is immune to extra damage from critical hits. The creature still takes the spell damage even if it does not take the sneak attack damage. Unlike a normal use of sneak attack, your target need not be flanked or denied its Dexterity bonus to take sneak attack damage from this spell.

Zeal (Spell Compendium, page 244)

Abjuration

Level: Competition 2, blackguard 2, paladin 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell. You gain a +4 deflection bonus to AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

NEW TEMPLATE

Dark Creature Template (Tome of Magic, page 161)

“Dark” is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

Dark creatures tend to be much duller in tone and hair highlights, than their Material Plane versions. In general, they also weigh less, as if part of their very substance was mere shadow stuff.

A dark creature has all the base creature’s statistics and special abilities except as noted here.

Size and Type: Type and size are unchanged. Dark creatures encountered away from the Plane of Shadow have the extraplanar subtype.

Speed: As base creature, +10 feet to all modes of movement.

Special Qualities: A dark creature retains all the special qualities of the base creature and also gains the following:

- Darkvision 60ft.
- Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).
- Resistance to cold 10.
- Superior low-light vision.

Skills: Same as the base creature, plus Hide +8 and Move Silently checks +6.

Environment: Changes to Plane of Shadow.

Challenge Rating: Same as the base creature +1

Alignment: Usually one step different from the base creature, rarely good.

Level Adjustment: +1

NEW MONSTERS

Petals

Tiny Fey

Hit Dice: 1d6+2 (5 hp)

Initiative: +9

Speed: 15 ft. (3 squares), fly 60 ft. (good)

Armor Class: 17 (+2 size, +5 Dex), touch 17, flat-footed 12

Base Attack/Grapple: +0/−12

Attack: Dagger +7 melee (1d2−4)

Full Attack: Dagger +7 melee (1d2−4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Sleep songs

Special Qualities: Damage reduction 5/cold iron, low-light vision

Saves: Fort +2, Ref +7, Will +2

Abilities: Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Skills: Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9

Feats: Improved Initiative, Weapon Finesse (b)

Environment: Temperate forests

Organization: Solitary, pair, bouquet (3–6), or garden (7–10 plus 2–6 thorns)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: 2–3 HD (Tiny)

Ahead is a small troupe of tiny humanoid-shaped creatures dressed in garments made from leaves, their petal-like wings keeping them aloft. Their beautifully colored skin makes one think of flowers come to life. They sing a soft, delightful song.

These little fey often act as servants, messengers, or attendants to larger or more prestigious fey including sprites and dryads. When not in service to another fey, they tend to cluster near some more powerful plant creature (such as a treant) for protection.

While non-fey may view petals as mischievous nuisances, petals know that they're only doing what's right and proper. Every traveller and adventurer needs the benefit of a restful sleep. All should wake refreshed and surrounded by beauty. As their way of carrying out this philosophy, petals sing travellers to sleep.

They then remove their sleeping victims' armor, weapons, and equipment, piling it nearby. (Petals never steal anything; to a petal, doing so would be a wrongful act.) Once they divest a traveler of his equipment, they garb the character in

clothing made of leaves and flowers, adorning him with beautiful garlands. The petals then leave their victim to wake refreshed and in an idyllic environment.

While the actions of petals may be whimsical and innocent, adventurers may come to realize that the real trouble lies not with the petals themselves, but with dangerous creatures that might also inhabit the area. Predators and the unscrupulous are quite happy to take advantage of opportunities provided to them by the petals.

The skin color of a petal resembles the color of a flower, ranging from pale pastels to vibrant red or yellow. In place of hair atop their heads, they have blossoms. These are often of a different shade or color than their skin. Often, the blossoms have different hues, sometimes with paler tips or centers, even speckles or strips. Their wings are of the same shades and patterns as their blossoms.

A typical petal stands 1-1/2 feet tall and weighs 3 pounds.

Petals speak Sylvan and Common.

COMBAT

Petals like to use their sleep songs from a distance to put travelers to sleep. They avoid close combat.

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within a 20-foot-radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours. The save DC is Charisma-based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 14 Will save or be affected as though by a sleep spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

SHADAR-KAI (Shadow Fey)

As presented in *Fiend Folio*, pages 150-151, including official updates for the 3.5 rules

Medium-Size Fey (Extraplanar)

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft

AC: 16 (+3 Dex, +3 studded leather); touch 13, flat-footed 13

Base Attack / Grapple: +1 / +1

Attack: Spiked chain +4 melee, or shortbow +4 ranged

Full Attack: Spiked chain +4 melee, or shortbow +4 ranged

Damage: Spiked chain 2d4, shortbow 1d6 (x3 crit)

Space / Reach: 5 ft / 5 ft (reach 10 ft with spiked chain)

Special Attacks: Sneak attack +1d6

Special Qualities: Hide in plain sight, shadow curse, superior low-light vision

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 12 (11), Int 11, Wis 10, Cha 9

Skills: Hide +8 (+18), Listen +8, Move Silently +8, Search +6, Spot +8, Survival +6 (+8 following tracks)

Feats: Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse

Languages: Common, Elven, Sylvan

Climate / Terrain: Any forest and underground (Plane of Shadow)

Organization: Solitary, patrol (3-6), or raid (7-12)

Challenge Rating: 1

Treasure: +1 gal-ralan plus standard (the listed Constitution score of 11 includes the gal-ralan damage)

Alignment: Usually neutral evil

Advancement: By character class

The shadar-kai, or shadow fey, are a race of bitter, determined creatures whose souls are poisoned by shadow. Gray-skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow. The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favor a variety of piercings and tattoos.

Long ago, the shadar-kai thought to “preserve” the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the Plane of Shadow to cast the world into an endless twilight in which the shadow fey would rule supreme. But the experiment went awry, and the shadar-kai were left bound in the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects shadar-kai to this day, and every member of the race is engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

COMBAT

Blessed and cursed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spell-casting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 gal-ralan (see Shadar-Kai Items, below).

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

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

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on a shadar-kai’s soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a gal-ralan, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional

negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a greater restoration spell. A shadar-kai on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse again until she returns to the Plane of Shadow or restores her soul as described above.

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

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

Fey Traits: Remember that the shadar-kai are of the Fey creature type, not Humanoid, so they are immune to spells that only affect Humanoids, including charm person, dominate person, and hold person (but not hold monster). Although many Fey have Damage Reduction that is only negated by cold iron, the shadar-kai do not share this trait, perhaps because most of them spend their lives with their bodies permanently pierced by enchanted cold iron in the form of their gal-ralan and thus lose any natural resistance to being damaged.

Dismissal and Banishment: Although the shadar-kai are not Outsiders (they are Fey), they are considered Extraplanar creatures (they are partially native to the Plane of Shadow).

SHADAR-KAI ITEMS

The shadow curse haunts every aspect of shadar-kai culture, and remaining on the Material Plane is a constant struggle for these creatures. Most shadar-kai use a gal-ralan (described below) to fix their souls to their bodies and stave off the shadow curse.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed by any means until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 gal-ralan provides a +4 resistance bonus against these effects, a +3 gal-ralan provides a +5 resistance bonus against these events, and so on.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, resistance, caster level must be three times that of the gal-ralan's bonus; **Market Price:** 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). **Weight:** negligible.

Blackstone Rune: Shadar-kai overcome by the shadow curse often make use of a blackstone rune. The rune is a complex sigil drawn on a small, glossy stone. On command, a blackstone rune allows its bearer to plane shift between the Plane of Shadow and the Material Plane (in either direction), along with up to 50 pounds of objects. A blackstone rune can be used three times before its magic fades.

A lesser version of the blackstone rune also exists: this variety allows travel in only one direction, from the Plane of Shadow back to the Material Plane, and it has but one charge.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, plane shift; **Market Price:** 3,300 gp (blackstone rune) or 550 gp (lesser blackstone rune); **Weight:** negligible.

Night Extract: When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius. Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area. The DC of Spot checks made against targets within the night extract's area increases by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with low-light vision gain a +5 bonus on Spot checks made in starlight. The night extract

provides concealment (20% miss chance) against creatures with low-light vision, and no concealment against creatures with darkvision or superior low-light vision. The effect lasts for 10 minutes.

Caster Level: 1st; Prerequisites: Craft Wondrous Item, light; Market Price: 50 gp; Weight: negligible.

PLAYER HANDOUT #1 – ODD WRITINGS

Written on rough parchment is the following. You have no memory of how you came by this item.

“Out of the shadows come the flash of blades and howls plaintive for mercy. Hope like a robber steals into the hearts of some and shuns the ramparts. Let us reflect back on the tragedies of past times with new fervor. Without doing so would be detrimental to the task before us.”

“To the manse came six, gathered for their great knowledge and experience. A seventh would speed the tasks that were their burden and their destiny. The water bearer was the keystone to success, bound in manacles. The equite, a shade, distorted by avarice, the downfall of one.”

The dark revelers gathered amidst the screams and howls: they plead for death. Two captives are held. Release for them spins out the rescue of the rook. One is the younger of two cruel brothers, a mask of jealousy worn. Darker than that is the other, her secrets are wicked and true things.

“Convergences draws near, and with every feint and dodge of blade and arrow extinction draws near. The dead who walk are finished; they know not the truth. All that remains to be seen are all that remains after the death knell.”

“Convergence arrives, mark it with the death of the oasis who walks. Extinction draws close; the agenda of the spheres is righted at end. All memory fades of the ones who walk and move into the dark lands.”

“The secret which must never be spoken aloud is the one well known. Copper under rock; the dozen waves glitter and sparkle as silver. Golden flames blazing and raging forth underneath the platinum clouds.”

PLAYER HANDOUT #2 – RECOVERED MEMORIES

The following is information you recall from recovered memories of the interrogation of Tsogath, an Illumian spy who has defected to the side of Bissel.

- On the history of the Illumians and the Duskwatcher cabal.

[Tsogath]: *“In ancient times, the Illumians were created through the utterance of a powerful and perfect language – the language responsible for the creation of all existence, of each of the planes and those beings and objects that resided there. The Illumians, despite their origins, only understood very small fragments of this language and became suspicious of each other. They raced and competed against themselves to decipher the most powerful of words. The illumians formed themselves into factions, called Cabals – and spread themselves among the planes.”*

“The Duskwatcher Cabal were blessed by a Goddess, the Lady of Perfection, known in the Sunlit Realms as Xan Yae. Xan Yae’s dominion over shadows and knowledge informed our existence, and we sought the perfect language by studying the decline of civilizations everywhere, seeking knowledge when proverbial night fell upon the nations we observed. As the centuries passed some of the Duskwatchers fell from the worship of Xan Yae to a new god: Vecna – who also held dominion over shadows and knowledge. The Duskwatchers split into two groups the Lotus-Eaters that still revere Xan Yae, and the Maimed Lords who came into the worship of Vecna. I was born to become a Lotus-Eater, but by my lifetime it was the Maimed Lords who held unquestioned authority at the Black Table, the name for the Duskwatcher ruling council. The Maimed Lords changed our focus: the Duskwatchers would no longer merely observe the decline of civilizations, but subtly interfere to speed their destruction.”

- On the disease known as the Mark of the Black Hand and the interest of the Duskwatchers.

[Tsogath]: *“We Duskwatchers have always taken an interest in Bissel, which teeters on the edge of a knife – constantly under the threat of its neighbors. Recently we measured a great planar conjunction of the like we had never witnessed. The planar conjunction occurred at your temple to the Sunfather, it resulted in a great release of positive energy. It took our Augors sometime to realize the effects of such an event. With their divine sight they at the center of this conjunction was a man called Milivus, a fallen priest who carried within him a cancerous tumor - an affliction that would have been his death had he not been slayed by a Solar. The energy of the planar conjunction had an odd effect on the disease that the priest carried, transforming it into a contagious sickness. The Augors predicted that this would bring swift annihilation to the people of Bissel. The Maimed Lords grew rabid at the thought of witnessing a mass extinction.”*

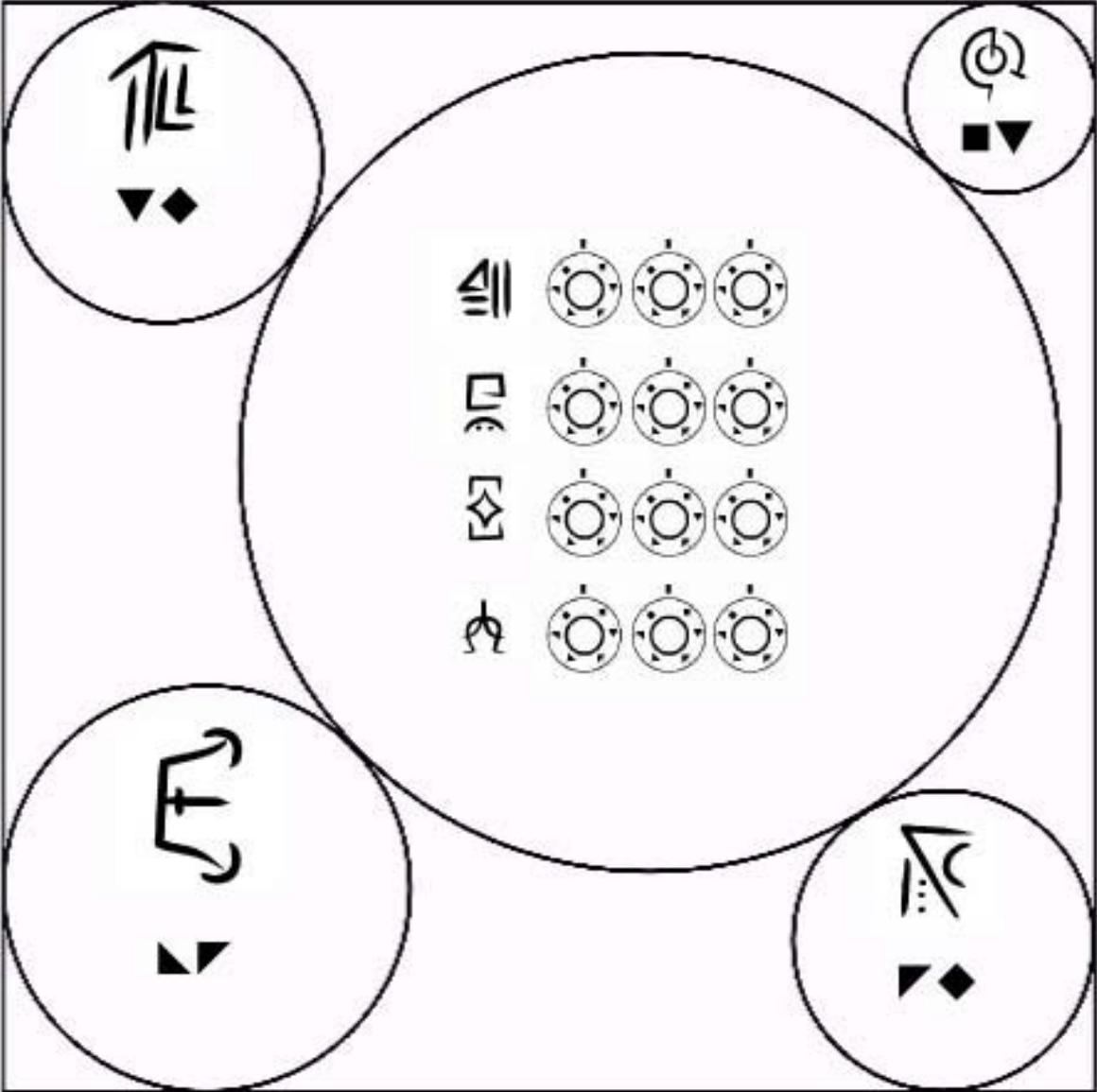
“The predictions of the Augors are difficult to identify, but I copied down what I remembered of their prophecy. The interpretation identified Mehri la’Feyvim as one who could eventually prevent the spread of the disease., so the Maimed Lords marked her for death. They sent spies to the Barony of Cassister, where Lord Fertuine had gained a serum to resist the disease. Then there was me: ordered to infiltrate this group and prevent its efforts to find a cure. That time is over, and I can tell you where a cure can be found.”

- On the Duskwatcher fortress Ebonstone and finding a cure.

[Tsogath]: *“I know that the Duskwatchers have formulated a cure for the disease, but I do not know what form it takes or where it is kept within Ebonstone, the fortress where the Duskwatchers reside. The Maimed Lords have jealously guarded these secrets – as is their nature. The wards and disguises that protect and mask the cure will fall with the destruction of the Vault, the power source which gifts Ebonstone with its magical properties. The Vault is guarded by its Keeper, a Maimed Lord who resides there without leave. No Lotus-Eater has seen this being, but all know this: the Keeper is very powerful, and is likely quite insane. Defeating the Keeper will allow you to destroy the Vault. Then a magical divination will allow you to locate the cure.”*

“The problem is this: Ebonstone changes its location from time to time and I do not know where it can be found. However, there is someone in the Shaded Lands who owes me a favor...someone who can help you locate the fortress.”

PLAYER HANDOUT #3 – THE DOOR



PLAYER HANDOUT #4 – THE DOOR WITH TRANSLATIONS

Silver
12

Copper
8

Earth

Water

Air

Fire

Gold
27

Platinum
18

(Each of the 12 dials has 6 numerals: 0, 1, 2, 3, 4, 5.)