

GRM5-08

Up a Winding Stair

A One-Round D&D® LIVING GREYHAWK™ Gran March Regional Adventure

Version 1.1

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Rumor of several epidemics spreading through northeastern Gran March have reached the ears of the Hospitalers and temples in Hookhill. A call has gone out in Hookhill for healers and adventurers of all kind to attend a convocation to investigate the strange plagues and put a stop to them. A Gran March regional adventure for APLs 6-12, and Part Three of the *Outsiders In* series.

Note: This adventure counts towards Military Duty and Caravan Duty.

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 pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second 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, 2006.

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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 Gran March. Characters native to Gran March 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

This adventure is the continuing tale of the unexplained attempt by outsiders and Maimbua (a mysterious extraplanar foe revealed in GRM5-01 *The Commandant's Parlor*) to bring about the ruin of Gran March and Commandant Magnus Vrianian. After the failed kidnapping of the Commandant in GRM5-01 *The Commandant's Parlor* and the deflection of the githyanki incursion in GRM5-IN4 *The Lich Queen's Vengeance* (the Dragon*Con 2005 Battle Interactive), Maimbua has decided to hurt the Commandant and the country less directly by afflicting its people. Knowing that Gran March and the surrounding Sheldomar Valley nations are well populated and well traveled by adventurers, treasure hunters and mercenaries, Maimbua has determined that the rediscovery of what is reputed to be the lost Flan capital Haradaragh in the Lortmils will trigger enormous curiosity and significant investigation. With this in mind, he has created a trap.

Deep within the ruins, Maimbua has opened a portal to a small pocket dimension in which he has left a bone naga with great treasure. The naga's task is to enchant any adventurers reaching its lair, infect them with a virulent disease, laden them with treasure, and send them back into Gran March to spread both their infection and the tale of where they gained their fabulous wealth. Maimbua rightly expects that this will lead more and more fortune seekers to investigate the place and create even more victims and vectors for the infections. To keep this plan from being too transparent, Maimbua has also placed several disease bearing creatures on the path to the bone naga with instructions to attack, infect, and then drive off or subdue anyone they encounter.

As a result of this plan a stunning variety of infections and diseases have begun to appear in the northeastern reaches of Gran March and are steadily spreading south and west. The Hospitalers and other religious organizations in Gran March have realized that something is horribly wrong and are taking action both by sending their members capable of treating disease to the affected areas and by seeking foolhardy adventurers to attempt to locate and destroy the source of the problem.

ADVENTURE SUMMARY

Introduction: A Call to the Faithful

Members of the Hospitalers, any religious metaorganization, or clerics and paladins of Gran March "class one" deities (Rao, Heironeous, Pholtus, St. Cuthbert, Ulaa, Zilchus, Allitur, Atroa, Phyton, Sotillion, Velnis, Wenta, "St. Gwen", and Merikka) are called by

their churches to a meeting of all interested faiths in Hookhill. The situation with the diseases and the churches' suspicions are shared with the PCs. The faithful are divided into groups to look into the situation and partnered with adventurers for their protection. The PCs are assigned to the town of Athael, on the main road in the area midway between Red Arbor and Driwasser, as their first stop.

Introduction: A Call to Others

A call goes out in the streets of Hookhill for adventurers to come to the various churches for to provide them assistance. PCs going to any established church are told of the disease situation, partnered with healers and sent to investigate and minister to the afflicted.

Encounter 1

On the road to Athael, the PCs encounter afflicted travelers making for Hookhill. While the travelers can provide some information about the history of the disease and the situation in Athael, the PCs will have to decide whether to allow them to carry the infections into Hookhill, minister to them locally, or force them to remain in place without aid.

Encounter 2

The PCs reach Athael and find the overwhelmed Hospitalers there. Here they can get a more accurate history of the epidemic's size, spread and timeline. The Hospitalers will also tell the PCs that a priest of Incabulos has arrived on the scene in Athael and has gained quite a following of desperate victims.

Encounter 3

The PCs confront the priest of Incabulos and his followers. Among the followers are three adventurers, the survivors of a group who were victimized in Haradaragh. They can be questioned and reveal information that provides the PCs details leading to Haradaragh and the probable source of the epidemics.

Encounter 3½

Should any of the PCs possess a *githyanki silver sword*, an optional encounter will take place at this point, right between Encounters 3 and 4. The PC in possession of the sword will be attacked by a hit team appropriate to the PC's level.

Encounter 4

Journeying to Haradaragh, the PCs encounter a band of deserters from Thero'kay's 34th Provisional Battle. These deserters disclose that Knight Colonel Thero'kay has quarantined his men, operations, and the ruin, having realized that it is the source of the epidemic given that almost every member of the 34th has contracted some kind of ailment.

Encounter 5

Arriving at Haradaragh, the PCs will need to negotiate their way past the guards who are expecting a relief column of some kind in response to Thero'kay's *sendings* (these were all thwarted by Maimbua) and messengers (these were detained by a priest of Incabulos). Once they reach Thero'kay, he will share with the PCs what he has learned from both his men and the adventurers he is holding. This knowledge combined with what the PCs learned in Athael is sufficient for them to make their way to the location of Maimbua's trap.

Encounter 6

Following the adventurer's journal through the ruins of Haradaragh, the PCs get a brief glimpse of the age, history, and nature of the place before arriving at the cavern of the great stair.

Encounter 7

Reaching the base of a towering spiral staircase, the PCs encounter Maimbua's first line of defense and must fight their way clear to ascend the tower.

Encounter 8

Reaching the top of the winding stairs, the PCs encounter a black portal to the pocket dimension hiding the bone naga. Entering the portal, the naga attacks with spells attempting to enchant the PCs, infect them and give them treasure as instructed. If the PCs fail to defeat the naga they will likely be returned to Thero'kay somewhat wealthier, but diseased.

Conclusion

The PCs return to Thero'kay having defeated the bone naga and stopped the source of the plagues or return in defeat to be replaced by a more experienced group that has arrived. Adjudication of the final status of any PCs infected with a disease takes place here

INFECTIOIN TIMELINE

(from when the PCs arrive in Athael, Encounter 2)

- Eight weeks ago was the conclusion of the battle of Mount Furgona and the events of GRM5-IN4 *The Lich Queen's Vengeance* (Dragon*Con 2005 Interactive).
- Five weeks ago Trion's adventurers (now in Athael) arrived at Haradaragh and applied for a Haradaragh Exploration Pass to enter the ruins.
- Four weeks ago the first signs of infections appeared in several of the larger cities in the eastern Gran March (Red Arbor, Cragmoor, Anders Falls, and Proman).
- Three weeks ago the first signs of infection appear in Athael.

- Two weeks ago Trion's adventurers (now in Athael) were awarded an Exploration Pass to Haradaragh and descended into the ruins. They remained there only a little more than a day.
- A week and a half ago Trion's adventurers arrived in Athael and were co-opted by Hecube as symbols of the coming storm of Incabulos.
- A week ago Sergeant Watcher Tolen Cyrath and Corporal Rhyledd Tannard were dispatched from Haradaragh.
- Three days ago Sergeant Watcher Tolen Cyrath and Corporal Rhyledd Tannard were captured by Hecube.

PREPARATION FOR PLAY

Characters who are active-duty members or veterans of the armed forces of the March (or allied nations such as the Yeomanry with whom Gran March has a treaty allowing for the sharing of military forces) will count this adventure as military time and receive their standard wages and any other benefits as detailed in the appropriate metaorganization document.

Prior to beginning play, you will want to familiarize yourself with several rules items and information about the PCs as follows:

- Review the rules and information regarding diseases in the *Dungeon Master's Guide*, pages 292 and 293, and in *DM Aid: Diseases*. If any PC has a disease at the end of this adventure, they receive the **Plagues of Haradaragh** AR effect.
- Review the rules for swarms in the *Monster Manual*, pages 315 and 316.
- Determine if any PCs are members of the Hospitalers metaorganization or a religious metaorganization in Gran March.
- Determine if any PCs are in possession of githyanki silver swords from GRM5-01 *The Commandant's Parlor*. And if so, determine if any other PCs have the **Undying Hatred of the Lich Queen** from GRM5-IN4 *The Lich Queen's Vengeance* (Dragon*Con 2005 Interactive).
- Determine if any of the PCs have the **Gratitude of Knight Colonel Thero'kay** from GRM5-IN4 *The Lich Queen's Vengeance* (Dragon*Con 2005 Interactive).

INTRODUCTION

A CALL TO THE FAITHFUL

This read aloud text is for those PCs who are members of the Hospitalers, a religious metaorganization, or clerics and paladins of Gran March "class one" deities (Rao, Heironeous, Pholtus, St. Cuthbert, Ulaa, Zilchus, Allitur, Atroa, Phyton, Sotillion, Velnius, Wenta, "St. Gwen", and Merikka).

Late fall is giving way to winter in the northern reaches of Gran March and the roads out of the mountains, while passable are becoming difficult. Strange rumors of sickness and disease have been trickling into Hookhill for the last several days, but the people of the capital seem hale and healthy as they prepare for the coming winter. As you travel the streets of Hookhill on your latest errand, you notice an acolyte of your faith coming straight for you.

Reaching you, the boy speaks, "Greetings sir [or madam], the high priests of several faith are assembling immediately at Cathedral Valorous and have requested the presence of all of our members." Saying this he presents you with a silver token emblazoned with the lightning bolt holy symbol of Heironeous on one side and that of your deity on the other.

A CALL TO OTHERS

A call goes out in the streets of Hookhill for adventurers to come to the various churches for to provide them assistance. This includes any PC not covered in the first introduction section.

Wandering the streets of Hookhill a brisk autumn wind cuts chill through your clothes and armor. As a merchant rushing past you wraps his cloak more tightly around him, a child's shrill shouting reaches your ears. "Here ye, here ye. Heroes, adventurers and healers wanted. The Harvest Church, and Churches of Heironeous, St. Cuthbert, Zilchus, Obad-Hai, Fharlanghan, Phyton, and Pholtus command those who serve their fellow men in the hour of need attend them a Cathedral Valorous. Dark tidings from the Lortmils. Heroes, adventurers and healers wanted."

The boy turns pacing back and forth in the street and begins crying out again.

The boy's name is Nellen and he regularly hires out as a messenger boy or street crier. He's been hearing rumors of some kind of sickness in the Lortmils and the eastern reaches of Gran March, but hasn't seen anyone who is actually sick. He doesn't have any details other than the fact that late yesterday there was a large commotion at several of the major temples. All last

evening he and most of his friends were called into the temples and given assignments to recruit for them.

THE SCENE AT CATHEDRAL VALOROUS

Arriving at Cathedral Valorous you find a half dozen paladins of Heironeous organizing those arriving into two neat lines into the courtyard. Some of those joining you appear to be presenting coins of some kind to the paladins and are quickly show to the shorter line.

The paladins are sorting those arriving into groups based on who was summoned by name and who has come in response to the messenger boys calling in the street. Those with tokens are shown to the area for know clerics and healers. Those without tokens are show to an area for what the combined churches are considering good samaritans or in less charitable instances fortune seekers.

Having gained entry to the courtyard of Cathedral Valorous, you find those gathered divided into two distinct groups. The smaller group all bare obvious symbols of their faith and appear to be almost exclusively paladins and clerics. The much larger group defies categorization. All manner of trades, skills, clothing and weapons are in evidence with the only possible common element being the curious and expectant looks among the crowd.

As people continue to file into the statue lined court yard, the bells of the temple toll the midday and an assemblage of priests emerges from the temple. As they stand arrayed on the stairs of the cathedral you can see they represent the Harvest Church and all the other major faiths of Gran March without exception. There is even a priest of Pelor resplendent in gold and orange vestments. A slight woman in golden chainmail, but bearing no weapons steps forward from the group.

“Warriors, healers, and volunteers, I am Lindra of Keddin’s Run Speaker of the Faithful of Heironeous. On this dark day the holy warriors of Gran March and our less militant brethren have set aside any differences we may have to face a renewed threat. You may recall the Richfest of 591, when a foul servant of Incabulos released a horrific plague in this very city. My life was held ransom for the antidote to that plague, but with the aid of loyal citizens of Gran March, like many of you gathered here, justice was served. We believe an evil plague is at work again and may already be spreading through our great nation. The details I will leave to the Hospitalers.”

Several of the assembled priests of Heironeous look surprised at the Speaker deferring to a Hospitaler, as another woman steps forward to speak. “Friends, I am Rhona Blidan of the Merciful Order of Hospitalers. My brothers in the field have

reported most disturbing news that has been confirmed by reports to these worthies from their followers.”

“While the number of Hospitalers in the eastern reaches of our nation is low compared to those near the border with Geoff, but those we have scattered between the rebuilding in Shiboeth and the damage in the Lortmils have all reported rampant disease. At first we believe some horrible plague had been released by the Githyanki invaders but it is not. The Hospitalers and clergy in the northeast have reported everything from simple filth fever to faceless hate, and we have no idea why or what the sources is. Rumors reaching Hookhill and other major cities are that the country side is quickly becoming swamped in disease. Unless something is done in the next few days, we fear that Ander’s Falls, Proman, Cragmor, and Traziada could be come wastelands of festering death.”

“The Commandant has been notified, but while he and the overcommitted military plan their response, we will act. We will send everyone who is willing to the east spreading what healers we have among the groups. Each team will have a destination, some cities, some towns or villages. All we ask of you is that you go forth healing those you find who are sick. Find the source of the sickness spreading in our nation before this rot reaches the core of Gran March.”

Saying this Rhona retreats to stand with the gathered priests and paladins of Heironeous begin to move into the crowd dividing those gathered into teams. Some of the gawkers in the larger group slink away to carry the tale of what is transpiring into the city.

The paladins will work their way to the PCs and form them in to a team. If some of the PCs were in the smaller set of those with tokens they will notice that most teams are made of one or two from their group and several from the larger group.

The team of PCs is assigned the town of Athael in Barony Cavintus due east of Hookhill. It is about 40 miles journey on the road that eventually leads to Cragmor (about ten miles past the town of Red Arbor.) It is just over a full day’s travel to Athael in the foothills of the Lortmils, so the PCs will be unlikely to reach there by nightfall even on horseback. Refer to DM Aid: Map #1.

If the PCs require horses, they will be given a chit by the one of the paladins and sent to the stables of the Herdmasters’ Guild where they can be loaned appropriate mounts. No one in Hookhill has much more information than what was shared with the PCs in the speech to the crowd and since time is of the essence the clergy of all faiths will encourage PCs to equip and depart as quickly as possible. They are asked to heal or assist

whomever they can and find the source of the sickness if at all possible.

PCs wishing to know more about the two diseases mentioned can make a Heal check as follows:

- Filth fever (DC 12) is typically spread by dire rats and otuyghs although those injured while in filthy surroundings might also catch it. It attacks a person's coordination (Dex and Con).
- Faceless Hate^{BoVD} (DC 20) is a horrible supernatural disease that saps a person's vitality (Str and Con) before turning them into a faceless creature that attacks all living things. ^{BoVD}Book of Vile Darkness.

ENCOUNTER 1: REFUGEES

Yours was not the first or only team that was present at the temple of Heironeous to leave Hookhill. Some teams are planning carefully, equipping themselves with food, water, bandages and other supplies. Others mounted and thundered through the city gates as soon as they were dismissed. Regardless, the teams are now scattered or scattering across the east of Gran March and you find yourselves alone on the road to Athael.

As night begins to fall a caravan of two carts and a wagon comes over the hill before you. There are twenty adult humans of varying ages walking beside the carts and wagon or riding in them or on the variety of livestock with them. As they approach the people move to occupy less space on the road and make no move to stop or interact with you.

If the PCs make no effort to engage the travelers, give them a DC 15 Spot check to notice that the beds of the carts and wagon are filled with inert or twitching human bodies. If the PCs still opt not to interact with the travelers, then move on to Encounter 2.

The travelers are actually refugees from Athael and they are all either friends or family of Eifran (Male Human Com1), the man driving the wagon. Eifran and those in his company have been infected with the Shakes which his wife caught while arguing with an adventurer over some chickens in the market. Since then she has been rendered immobile by the disease and several of their family members and friends have suffered a similar fate. Eifran can supply the following information:

- Six days ago his wife began trembling so badly at their noon meal that she could not hold her fork.
- Two days later she was unable to speak or get out of bed.
- Several neighbors tried to help in the intervening four days, but none could and some suffered a similar fate.

- Eifran tried to get help in Athael, but the clerics and Hospitalers there were overwhelmed. They were only able to see people whose diseases were actually killing them and suggested that his wife would eventually recover as long as he kept feeding her.
- Unwilling to accept this outcome, Eifran rounded up all of his friends and family who were affected or tried to help with the intention of taking them to Hookhill.
- If asked, Eifran will share that the name of the head of the Hospitalers in Athael is Lleron Ronow and that they have converted a military barracks there into a hospital.

If the PCs ask, several of those traveling with Eifran are in the intermediate stages of the Shakes (before falling immobile) and can be examined. If the PCs suggest that they might be able to help Eifran will also let them examine some of those who have already been rendered immobile.

Any PC touching an infected person must make a DC 13 Fort save or become infected themselves. PCs wishing to diagnose the disease can make a DC 13 Heal check to identify the sickness as the Shakes. This check is made with a -5 penalty if the PC avoids touching the infected person.

On a successful Heal check the PCs will learn that the Shakes is a highly infectious diseases that attacks a person's coordination (Dex). It is passed through simple contact and takes only a day to manifest and three or four to render its victim immobile.

Once they have identified the disease, the PCs must determine whether to allow the refugees to continue on to Hookhill or not. If permitted the refugees will travel through the night to reach Hookhill and search for aid upon their arrival spreading their tale and infection through the capital.

If the PCs attempt to convince Eifran to camp and remain, he will insist that he must get help for his wife. Unless the PCs can render some aid or inform him of the possibility of his spreading the Shakes through Hookhill, he will be unwilling to camp. If the PCs render aid he will stop for the night and ask them to stay and continue to help all those who have fallen. There are seven who cannot move and five more that are actively fighting the infection.

If the PCs warn him that he will bring the disease to the capital if he goes on, Eifran will break down in confusion and despair. He does not want to hurt anyone else, but he wants to help his wife and friends. The group simply does not have enough supplies to camp on the road and remain there.

At this point it is up to the PCs to make a tough moral choice. Do they stay and do what they can for the refugees or move on to Athael. Please use the rules for

disease from the *Dungeon Master's Guide* to adjudicate the status of any PCs infected during this encounter for the remainder of the adventure. If their condition is not resolved at the end of the adventure, please note that this PC has the Shakes on their Adventure Record (**Plagues of Haradaragh**).

ENCOUNTER 2: ROT IN ATHAEL

The road into Athael has led up and over and around the rising hills for most of the journey since you broke camp. Now arriving in the modest town, you note that it seems remarkably quiet despite being near noon. Numerous buildings line the streets ahead of you but the people of Athael are nowhere to be seen. One thing that is obvious though is the location of the hospital that has been set up. A full white bed sheet with a red "H" painted on it flies from what looks to be a recently felled pine beside a barracks to the east.

If the PCs wish to investigate Athael at large, they will find that most of the townsfolk have barricaded themselves in their home or have taken up residence at the Rock Trout Tavern (see Encounter 3). If they proceed to the hospital continue below.

Arriving what was once clearly a barracks, you see that it has now become an overwhelmed station to care for the diseased and dying. The doors to the place are thrown wide open in an effort to let in the fresh air, but from outside you can still smell the rot of death mixed with several other aromas of flesh gone awry and strong cleansers. As he hurries past the door a man in the robes of a priest of Pelor glances up, taking note of you.

Without turning to look closely at you, he speaks in a tired but harried voice. "If they're dead leave them in the back. If they're just unable to move take them home and keep feeding them until we get help. If you're sick yourselves, I don't know what to tell you. I can cure disease once a day and I've been making a list for the last week. I'll add names, but you're unlikely to survive in here long enough for me to get to you."

If the PCs respond that they are there to help, the man will finally look at them, then burst into tears of joy. The man is Lleron Ronow and he has been trying to contend with the sickness that has descended upon Athael for nearly two weeks. He is normally a stoic, but the strain of caring for so many sick with such a variety of diseases combined with sleep deprivation has worn him down. He will quickly compose himself looking somewhat embarrassed and show the PCs around the hospital.

 **Lleron Ronow**: Male Human Clr5.

The building itself is a long rectangle with bunk beds at even intervals. Every bed in the building is filled and makeshift cots fill the spaces between the bunks. At one end of the building are two small rooms, one Lleron is using for an office and sleeping quarter, the other for the occasional surgery.

Lleron can tell the PCs the following:

- The first diseases began two weeks ago, but really didn't build in volume until the Shakes and a supernatural ailment know as *Deathsong* struck.
- Few have survived the *Deathsong* and he is now quarantining anyone who has it in Athael's jail. They are being locked in and left a dagger as a kindness.
- There are 150 sick townsfolk in the hospital/barracks with a variety of the diseases mentioned below. Lleron is saving his *cure disease* spells each day for the half dozen people with *mummy rot*. So far he hasn't had to use it on himself.
- He has observed symptoms of seven diseases know to him and two more that he had never encountered before. The seven are the Shakes, *Deathsong*^{BoVD}, *Mummy Rot*, *Slimy Doom*, *Filth Fever*, *Mindfire*, and *Blue Guts*^{BoVD}. ^{BoVD}*Book of Vile Darkness*.
- He has never heard of such a wide variety of plagues ever striking at the same time. His only possible suggestion is some working of Incabulos.
- There is a priest of Incabulos in Athael, but he arrived less than a week ago. While he may have something to do with the source of the illness, Lleron is fairly certain that he did not bring the illness to Athael. The priest and a group of townsfolk who have turned to him for protection have taken up residence in the Rock Trout tavern.
- Two Paladins from the 34th Provisional Battle came to the hospital three days ago. They were bearing word from Knight Colonel Thero'kay's headquarters in Haradaragh that most of the 34th had fallen prey to some infection. The two paladins, of course, were immune and this was the reason they were chosen.
- Lleron told the paladins about the priest of Incabulos and they said they would deal with him on their way out of town. Lleron has not seen them since, but knows that the priest and his followers remain undaunted. He assumes the paladins continued on.
- He will invite the PCs to stay and assist him in whatever way they can or encourage them to strike down the priest Incabulos.

If the PCs wish to remain and assist use DM Aid: *Diseases* to adjudicate their success and exposure to disease. If the PCs wish to visit the jail to see to any victims of *Deathsong*, they will find only four withered and blackened corpses locked in the cells each with a

dagger. It appears that none of the dead had both the courage and the ability to take their own lives before the disease did.

ENCOUNTER 3: TEARS REVISITED

Crossing the empty streets of Athael and approaching the Rock Trout tavern you hear the sounds of revelry emerging from your destination. The building is packed with patrons and several of them crowding the door watch you approach.

Note that in the event the PCs are sneaking (Hiding and Moving Silently) the locals will be unlikely to notice them. They are preoccupied, so they have a Spot modifier of -5. If that is the case modify this text as appropriate for the situation.

Refer to DM Aid: Map #1.

The townsfolk greet you warmly and make space for you to enter the building if you wish. While there is space for you to get in the door, the crowd is packed in and moving more than ten feet into the crowd is near impossible. The townsfolk before you have their backs turned and listen with rapt adoration to a half-elven man standing on the bar at the rear of the tavern. He is robed in black with orange and green trim and the eye of possession is emblazoned upon the chest of his robes. Three exhausted looking humans have been tied to chairs that stand on the bar behind him. As he periodically gestures to one or another the people of the mob bow and pay homage to these sickly souls.

The half-elf preaches a sermon that is a frightening mixture of truth and doom. "Faithful of Athael. You have made the right choice, a choice that will grant you and your families' life when the great plagues come. You have embraced the little illness that marks you as one of his. The Black Rider will pass by your door because you are already infected with his passion. You are in his service. You have embraced your sickness and have grown stronger for it."

Noting your arrival, he breaks off mid-sermon and begins speaking about you. "Faithful of Athael, children of the Black Rider we have new guests. What must they do to join us?"

The crowd turns toward you and in scattered unison shouts, "Embrace the sickness." The orator continues, "And what is sickness." The crowd responds, "The mark of Incabulos' favor." The man takes up his sermon again.

"That is right. The mark of those who have sought his deformity and will be twisted into even greater forms while the ignorant and enemies of Incabulos are laid waste like the rest of Athael."

"What is the source of the Black Rider's power? What door has been cracked asunder and unleashed his judgment on the world? It is the ancient city of Haradaragh where I found this!"

As he finishes, the priest bends down and places his hands around the neck of a young girl standing below him. She smiles into his face as he removes a cheap gem on a chain from around her neck. He then tosses the chain into the crowd saying, "Let one of these prove the worth of his companions by bearing the Black Rider."

In seconds the necklace makes its way through the crowd to a skinny toothless woman standing before you. She proffers the necklace with an inquisitive grin and one raised eyebrow.

At this point the PCs have a choice again. If one of them puts on the periapt, the congregation will accept the others. The chosen wearer of the periapt, which is a periapt of foul rotting, will be manacled and stuffed under a table until the next day when their symptoms begin. Once someone is chosen to wear the periapt, the PCs will be allowed to move through the crowd one at a time so that the priest can cast *contagion* on them bringing them into the embrace of Incabulos. PCs accepting the spell will all be infected with red ache per the *contagion* spell.

If any of the PCs refuse or resist the spell or attack, the entire congregation (such as it is) will begin berating them and throwing food and debris at them. If a fight breaks out the members of the congregation will try to prevent the PCs from reaching their leader by blocking their way, but will not actually attack the PCs.

APL 6 (EL 7)

➤ **Hecube, Son of Diabolis:** Male Human Brd5/Evangelist2; hp 37; see Appendix 1.

➤ **Mob of Athael (20):** Com1; hp 2 each; see Appendix 1. Mob does not fight; they are armed with improvised weapons, but should serve only as a living shield.

APL 8 (EL 9)

➤ **Hecube, Son of Diabolis:** Male Human Brd5/Evangelist4; hp 48; see Appendix 2.

➤ **Mob of Athael (30):** Com1; hp 2 each; see Appendix 2. Mob does not fight; they are armed with improvised weapons, but should serve only as a living shield.

APL 10 (EL 11)

➤ **Hecube, Son of Diabolis:** Male Human Brd6/Evangelist5; hp 58; see Appendix 3.

➤ **Mob of Athael (40):** Com1; hp 2 each; see Appendix 3. Mob does not fight; they are armed with improvised weapons, but should serve only as a living shield.

APL 12 (EL 13)

☛ **Hecube, Son of Diabolis:** Male Human Brd8/Evangelist5; hp 69; see *Appendix 4*.

☛ **Mob of Athael (50):** Com1; hp 2 each; see *Appendix 4*. Mob does not fight; they are armed with improvised weapons, but should serve only as a living shield.

Hecube, son of Diabolis, is not the source of the plagues rampant in Gran March, but he is doing everything he can to help them spread. He has not actually been to Haradaragh. He did buy the *periapt* from an infected adventurer outside Red Arbor three weeks ago. To that end, he is building a band of followers from those in Athael. Once he has converted as many of the locals as possible he is going to send them on a holy pilgrimage throughout the Gran March spreading the diseases he has inflicted upon them. While Hecube's power is limited, his hate for Gran March and his fellow men and elves is without boundary.

Hecube's father was Diabolis, the powerful priest of Incabulos responsible for the outbreak of Incabulos' Embrace in Hookhill during Richfest in 591 CY. In addition, Diabolis raised his son to hate all uncorrupted life. Hecube's own mother was one of several elven prisoners that Diabolis infected with the Shakes used to create offspring before killing them. Because of his mixed blood, corrupted upbringing, and unpalatable religious convictions, Hecube has never found acceptance in any society. Since his father's death in 591 CY, Hecube has drifted around the northern baronies of Gran March looking for a way to strike back. He believes the recent outbreaks have are a gift of vengeance from Incabulos.

Treasure: Hecube's possessions are the only treasure the PCs can recover here.

The adventurers serving as idols for the worship of the mob are members of a party of six victimized by the bone naga in Haradaragh. Three of them have already succumbed to the mummy rot that they contracted there and their corpses are in a back room with the paladins. The three survivors are Trion Medan a sorcerer, Cabal Gwion a fighter, and Irddon Lleis a rogue. Cabal and Irddon have both had their Con reduced to 3 and therefore will not take part in any discussions with the PCs. Trion is the leader of the group and quite charismatic with blonde hair and blue eyes. He will share the story of their exploration with the PCs from his perspective. Cabal was a massive, incredibly strong man who carried a large hammer. Since the death of his brother, Cabal has fallen deep into depression and does not speak in more than monosyllabic grunts. Irddon is Trion's betrothed and she will drape herself over him or hang on his arm protectively. She is quite lovely with long brown hair and green eyes, but extremely devoted to Trion. The three dead include Cabal's brother, a cleric of

Rao, a fighter and another rogue that they hired to accompany them into Haradaragh.

☛ **Trion Medan:** Male Human Sor8.

☛ **Cabal Gwion:** Male Human Rgr4/Ftr5.

☛ **Irddon Lleis:** Female Human Rog10.

The adventurers spent three weeks on the mountain before their numbers came up in Thero'kay's lottery. Once they were selected the team carefully planned their descent. They overcame numerous obstacles and found a secret tunnel leading deep into the caverns beneath Haradaragh. The six then fought a pitched battle at the base of a towering spiral staircase against some kind of flying archer dogs. After they drove off the dogs, they ascended the stair and entered a portal to a strange dimension. What occurred beyond the portal is unclear to all three of the survivors, but they know that they left laden with wealth and, unknown to them, disease.

Fortunately for the PCs, Trion is a chronic note taker and he will be happy to give the PCs his journal with a detailed record of their trek should the PCs wish to follow it.

In a backroom of the tavern are two additional NPCs of interest and three corpses. Two of these are the Knight Colonel Thero'kay's paladins from the 34th Battle, the other three are adventurers infected in Haradaragh. At APLs 6 and 8 these men have been beaten into unconsciousness and bound. At APLs 10 and 12 they have fallen victim to the Hecube's power to Convert the Unfaithful. While the paladins attempted to fight the conversion, their severing from their god when temporarily affected combined with the horrors of disease they have seen and the strain of serving in Haradaragh the past few months have broken them.

The paladins are Sergeant Watcher Tolen Cyrath, Devout Vigil and Corporal Rhyledd Tannard. They were both servants of Heironeous and at APLs 10 and 12 are now in great need of atonement as they have switched to alignment to Neutral Evil and been cut off from their paladinhood. At APLs 6 and 8 they are merely groggy and embarrassed. In either case they will attempt to tell the PCs a version of their story that does not reflect too poorly on them. The truth of their story is that Knight Colonel Thero'kay sent them from Haradaragh a week ago to notify Hookhill that an increasing percentage of his men and a fair portion of the adventurers emerging from the ruins were infected with a variety of diseases. Thero'kay was quarantining the ruin, the 34th and all citizens within a mile of the ruins. The two soldiers proceeded toward Hookhill as quickly as possible, but when they arrived in Athael and saw the hospital they felt obligated to see if they could assist. While they were unable to aid directly, when they heard about the priest of Incabulos they felt compelled to act and failed.

☛ **Sergeant Watcher Tolen Cyrath Devout Vigil:** Male Human Pal5.

♣ **Corporal Rhyled Tannard:** Male Human Pal3.

INFECTION TIMELINE

- Eight weeks ago was the conclusion of the battle of Mount Furgona and the events of GRM5-IN4 *The Lich Queen's Vengeance* (Dragon*Con 2005 Interactive).
- Five weeks ago Trion's adventurers (now in Athael) arrived at Haradaragh and applied for a Haradaragh Exploration Pass to enter the ruins.
- Four weeks ago the first signs of infections appeared in several of the larger cities in the eastern Gran March (Red Arbor, Cragmoor, Anders Falls, and Proman).
- Three weeks ago the first signs of infection appear in Athael.
- Two weeks ago Trion's adventurers (now in Athael) were awarded an Exploration Pass to Haradaragh and descended into the ruins. They remained there only a little more than a day.
- A week and a half ago Trion's adventurers arrived in Athael and were co-opted by Hecube as symbols of the coming storm of Incabulos.
- A week ago Sergeant Watcher Tolen Cyrath and Corporal Rhyled Tannard were dispatched from Haradaragh.
- Three days ago Sergeant Watcher Tolen Cyrath and Corporal Rhyled Tannard were captured by Hecube.

ENCOUNTER 3½: GITHYANKI HIT TEAM

If any of the PCs have a *githyanki silver sword* from GRM5-01 *The Commandant's Parlor*, an optional encounter takes place here. See DM Aid: *Optional Githyanki Encounter*.

ENCOUNTER 4: TWO PIKES, FOUR ARCHERS

The journey out of Athael into the hills of the Lortmils becomes steadily rougher for two days. As you make your way to Mount Furgona and Haradaragh, your travel slows to a crawl as you leave the well-paved highways of Gran March for Mountaineer carved tracks and trails.

A group of six soldiers has deserted the 34th Battle and are trying to make their way back to the main road and flee southeast to the Duchy of Ulek. The soldiers are all between seventeen and nineteen and have no actual

combat experience. They are well trained enough to have one of their number scouting the road ahead of them, but not so skilled that they will evade most PCs. A DC 15 Spot check will allow PCs to note their hidden position behind a group of boulders off on one side of the road.

The six men Monyr, Truneth, Brillo, Tonwric, Mysweilin, and Cwiol have all the standard equipment for their units. Monyr and Truneth have leather armor, longbow, light mace, and a quiver with 20 arrows. The others are equipped with leather armor, longspear, and short sword. They will do their best to pretend that they are not there even if observed or spoken to. If forced to reveal themselves, they will reluctantly emerge.

♣ **Monyr, Truneth, Brillo, Tonwric, Mysweilin, and Cwiol:** Male Human Ftr1.

They can be fairly easily shamed into returning to the 34th and if threatened they will readily surrender and submit to arrest. The only complication is that they are all infected with *Vile Rigidity* which they contracted from adventurers emerging from Haradaragh and are on the third day of the infection. A DC 19 Heal check will reveal that they have *Vile Rigidity*. Because *Vile Rigidity* is spread through contact, any PC touching or treating these soldiers must make a DC 19 Fort save or become infected themselves.

ENCOUNTER 5: THERO'KAY

If the PCs go to Haradaragh with the deserters accompanying either voluntarily or under arrest, the duty officer will take custody of them. If the PCs express an interest in influencing their case, the officer will suggest that they ask to speak with the Knight Colonel.

Once the PCs reach the check point described below, they will have entered the divination dead zone surrounding Haradaragh. This area is protected from all divination spells (any spell or item activating a spell effect from the divination school) and they simply do not function. This, of course, will no longer apply once they enter the pocket dimension.

The trail into Haradaragh is steep and rough, and the temperature drops significantly as you ascend the mountain. Snow drifts to five feet in places off the trail, but the path to the ancient Flan city is kept clear by the Mountaineers and elements of the 34th Battle. You can see the city carved into a half-star shaped plateau in the distance as you round yet another switchback to see a barricade of rocks, snow and other debris blocking the steep path ahead of you.

A voice rings out shattering the cold quiet surrounding you. "Halt! By order of Knight Colonel Thero'kay this road is forbidden for any to pass."

The man speaking is Lieutenant Hurlais. He has been instructed to let no one pass unless they are a

forward element of the relief column Thero'kay is expecting, a paladin who claims divine health, or a cleric who can cure disease. The PCs will need to negotiate with the Lieutenant to get access to Haradaragh. He will immediately recognize and admit anyone with the **Gratitude of Knight Colonel Thero'kay** from GRM5-IN4 *The Lich Queen's Vengeance*. He will also be passing familiar with any PC who has won a Baronial Medal of Honor, Commandant's Shield or Sword of the March. Return of the deserters will also factor in the PCs favor when trying to convince Lieutenant Hurlais. If the Lieutenant is convinced he will allow the PCs to approach send a runner for Captain Trowa, Thero'kay's Executive Officer.

The Captain spends the majority of his time reviewing their situation, troop strength, and the number of men on sick call with the Knight Colonel. In addition, he has to contend with an increasingly bitter and resentful adventuring population that wants to either be allowed into the ruins or released. Once the PCs explain who they are and why they have come, Trowa will immediately escort them to see Knight Colonel Thero'kay.

Knight Colonel Thero'kay meets you in an private room on the third floor of the gatehouse to Haradaragh which serves as his headquarters. He looks up from a table covered with partially complete maps of the city. He stands wearily and salutes, "For Commandant and country! Who are you and why have you come to Thero'kay's Private Hell." Captain Trowa blanches at these words and Thero'kay see notes his reaction. "Surely Captain, you did not think you could keep that a secret from me? Soldiers have a habit of cutting trough the crap and getting to the truth of a matter. First the Githyanki and now these plagues, truly I am tested as Trilesimain before me. Now, what can you do to save me?"

If the PCs inquire as to why Thero'kay did not send word to Hookhill sooner, he will tell them that the clerics and wizards among his spellcaster corps have attempted a variety of magical communications, but they were all blocked in some way. In addition the two most powerful casters among them attempted transportation magic, but disappeared and have not been heard from.

At this point, the PCs should have enough information to realize that what they need to do is descend into the caverns below Haradaragh, find and destroy the source of the plagues. If they propose this plan to Thero'kay he will tell them that he thinks they are going to their doom, but that they have his permission and thanks. He will even seem encourage for a moment and send them on their way by quipping.

Thero'kay will tell all active duty military that while they began their mission as a volunteer effort, he now considers this a military mission. He will activate any veterans in the group and place them all under the

command of the ranking military PC. If there are no military PCs then he will thank them for volunteering to perform this service to Gran March.

"Congratulations, you may have just won the last ever lottery to enter the ruins of Haradaragh. My Heironeous sustain you, as he does us all."

When the PCs return from their adventures in Haradaragh, or if an *atonement* is required at this time, the ranking remaining member of Thero'kay's spellcaster corps is Sergeant Griana Nete a priestess of Heironeous. She is a 7th level cleric and is memorizing as many *remove disease* spells as she can each day. All spell casting she does for the PCs will be done at standard costs, but over the cap gold can be used to pay these.

ENCOUNTER 6: INTO HARADARAGH

Following the directions in Trion's remarkably detailed journal, you set off from the gatehouse entering the ruin of the ancient Flan city. It takes nearly an hour of travel to zigzag your way through the snow, ice, and ruin filled streets. Retracing the trail of the adventurers from Athael, you enter a shattered stone bathhouse across from what appears to be an enormous stone foot.

The path continues down the several flights of stone stairs carved with scenes of an agrarian people ironically building a city high in the mountains to be closer to and celebrate their sun god. Reaching a deep cellar, you find walls lined with ancient wooden casks frozen in place. Most are unapproachable, but the journal indicates which one is actually a false entrance to caverns below the city.

The tunnel you enter was clearly carved by men mining for riches beneath the earth and then expanded to serve some greater purpose. It is nearly twenty feet across and constantly descends. Hours of branching passages, twists and turns follow as you descend deeper into Haradaragh. You pass through several chambers with the destroyed remains of humans and the journal notes that these were undead creatures the adventurers slew. You reach a dead-end passage where another secret door opens into a circular room beyond and a twenty-foot wide gaping hole descends into the darkness. There are signs that more than one group has preceded you on this course and your team descends without incident. This new series of caverns are clearly much older than the ones above and rougher in their nature. Another hour of travel brings you into the vast cavern that Trion's journal indicates contains the great stone staircase and its portal to the source of Gran March's plagues.

ENCOUNTER 7: AT THE FOOT OF THE STAIRS

Questing about in the great cavern of the stair you quickly realize that even the great lights of Pelor's servants could not fill this space. Once again though, your Trion's journal is all the aid you need to find your destination. Ahead at the edge of your light stands a twenty-foot circular tower with five-foot wide stone steps cut into it and ascending into the darkness above.

As the PCs approach the stair, but before they reach it, they will be attacked by Maimbua's minions.

APL 6 (EL 8)

➤ **Marrashi** (3): hp 48 each; see *Appendix 1*.

APL 8 (EL 10)

➤ **Plague Spewer** (1): hp 144; see *Appendix 2*.

APL 10 (EL 12)

➤ **Marrashi** (6): hp 48 each; see *Appendix 3*.

➤ **Plague Spewer** (1): hp 144; see *Appendix 3*.

APL 12 (EL 14)

➤ **Marrashi, Advanced** (6): hp 75 each; see *Appendix 4*.

➤ **Plague Spewer, Advanced** (1): hp 216; see *Appendix 4*.

After defeating the minions, the PCs can proceed up the stairs.

Treasure: The marrashi's possessions are the only treasure the PCs can recover here.

ENCOUNTER 8: UP A WINDING STAIR

Ascending two hundred feet into the air the column narrows over the distance to a mere ten feet. The final stair is enveloped in a black hemispheric disk five feet in diameter.

Allow the PCs to cast spells, consider their actions, debate the presence of *spheres of annihilation*, and determine the order in which they will enter. This area like all portions of Haradaragh is protected from all divination spells (any spell or item activating a spell effect from the divination school) and they simply do not function. This, of course, will no longer apply once they enter the pocket dimension.

Stepping into the darkness of the disk, your stomach leaps toward your chest and then settles abruptly. You can hear your companions stepping through the portal behind you, but more interesting

than them are the piles of treasure that lie scattered about you. Coins lie in heaps on the smooth black stone floor and in neat stacks on tables scattered about the room. Mixed among this vast wealth are jewels, carpets, weapons, armor, books, jewelry and clothing of all varieties. Based on the adventurer's report and the quality of the workmanship before you, you can only assume that much of it is magical. The horde seems to stretch for a dozens of yards in every direction.

Lying hidden amid the treasure is Maimbua's bone naga. Allow PCs a Spot check (DC varies by APL: DC 35 at APLs 6 and 8, DC 38 at APL 10, DC 45 at APL 12) to notice the naga's presence and be allowed to act in the surprise round.

The bone naga's assignment is to infect and return to the surface as many adventurers as possible. The naga has no fear of death and as such will follow these orders regardless of how the PCs oppose it. If the PCs manage to resist the naga's initial enchantments, the naga will begin using its defensive spells to protect itself before unleashing a new wave of enchantments.

Tactics: At all APLs, the bone naga's first action which will occur in the surprise round will be to cast a *limited wish* to range infect all PCs with a supernatural disease. The actual disease will vary by APL as indicated below. Because these diseases have different and delayed incubation periods, the PCs should be asked for a saving throw at the spell's DC to avoid the initial infection. The PCs should not be informed of their fate until the appropriate time.

APL 6: *Lightning Curse*^{BoVD}. ^{BoVD}*Book of Vile Darkness*.

APL 8: *Melting Fury*^{BoVD}. ^{BoVD}*Book of Vile Darkness*.

APL 10: *Soul Rot*^{BoVD}. ^{BoVD}*Book of Vile Darkness*.

APL 12: *Deathsong*^{BoVD}. ^{BoVD}*Book of Vile Darkness*.

When the actual initiative begins, the bone naga will cast a *mass suggestion* as follows:

"Please take some treasure from this place and return to your home in peace."

After accomplishing this, the bone naga should cast a still *mislead* (which is a full round action) to avoid melee combat with the PCs. If the PCs enter melee before it can do this, then it should use a *dimension door* to escape for a round and cast the *mislead* before returning to be sure it has gotten all the PCs. If the PCs seem highly resistant to the first *suggestion* or two, then the bone naga should use its *mind fog* to soften them up.

APL 6 (EL 9)

➤ **Bone Naga, Weakened:** hp 67; see *Appendix 1*.

At this APL the bone naga is still damaged from an encounter with an earlier group of adventurers. It is also missing several spells from its daily allotment from an

earlier encounter due to time flowing differently in the pocket dimension.

APL 8 (EL 11)

👉 **Bone Naga:** hp 135; see Appendix 2.

APL 10 (EL 14)

👉 **Bone Naga, 23-HD Advanced:** hp 207; see Appendix 3.

APL 12 (EL 16)

👉 **Bone Naga, 31-HD Advanced:** hp 279; see Appendix 4.

Development: If the bone naga is successful it will use a final *limited wish* as the PCs depart to erase their memory of what occurred in the pocket dimension.

Treasure: The PCs may take the horde of items they recover from here. However, nearly everything will be confiscated by Thero'kay in the Conclusion (that which isn't confiscated appears in the Treasure Summary).

CONCLUSION

BONE NAGA IS SUCCESSFUL

Dazed and a bit confused, you emerge from the ruins and are quickly led to Captain Trowa and Knight Colonel Thero'kay. They are concerned by your inability to explain what transpired beneath the ruined city, but do not ask you to return to the stair. A more powerful group of healers and adventurers has arrived in your absence and Thero'kay has already shared your discoveries with them. Even as you meet they are preparing to follow your failed effort.

If any of the PCs are infected, read the following as well and adjudicate their illness and location at the time they fall ill based on the incubation period (Plagues of Haradaragh AR effect). The PCs receive the Gift of the Bone Naga AR effect.

More troubling than your apparent failure is the sinking feeling that you may have now become part of the problem. One or more of your number have not felt well since you emerged from the ruins and today it has become apparent that disease is among you.

BONE NAGA IS DEFEATED

As the bone serpent falls to pieces before you, a translucent lucent image springs into being floating above the remains. The creature floating before you is clearly some kind of programmed illusion and flickers between several shapes including a balor, a strange blue creature, a lich and a githyanki warrior.

It gazes appraisingly toward a spot some feet beyond you and then begins to speak in threatening tones.

“Very well, you have thwarted my plan to infect your sphere with disease. Tell Magnus that his insults remain unforgotten and his sins unforgiven. A blood price will be exacted from him or his people. Death comes to your land my name is Maimbua...” As the speech ends a wave of negative energy washes through the dimension.

Every creature within 20 feet of the illusion when it finishes is subject to an *inflict moderate wounds* spell (CL 20th) and becomes shaken for 1d6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and to ignore the shaken effect).

Returning to the cold light of day above the surface, you bring news of your success to an anxious Captain Trowa and Knight Colonel Thero'kay. The question of who or what created a pocket dimension deep within Haradaragh and hid a vast treasure there remains unanswered. Tragically, representatives of Syrloch confiscated nearly everything you brought with you upon your return, but you the Knight Colonel has promised to give you another shot at Haradaragh's treasures.

Thero'kay celebrates your return and recruits you to stay and render what assistance you can to his ailing men. With the source of the plagues stanching and winter coming to Gran March travel and the spread of disease will be decreased giving the work of the Hospitalers and the temples a chance to snuff out these evil works entirely.

The PCs receive the Haradaragh Exploration Pass AR reward.

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 3

Defeat the Evangelist.

APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 7

Defeat the guardians of the stairs.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 8

Defeat the naga.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Discretionary Roleplaying Award

APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

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 3:

APL 6: L: 25 gp, C: 20 gp, M: *bracers of armor* +2 (333 gp), *ring of protection* +1 (167 gp), 2 *divine scrolls of contagion* (CL 5th) (32 gp each), *arcane scroll of eagle's splendor* (CL 3rd) (13 gp), *periapt of foul rotting* (1,417 gp).

APL 8: L: 25 gp, C: 40 gp, M: *bracers of armor* +2 (333 gp), *ring of protection* +1 (167 gp), 2 *divine scrolls of contagion* (CL 5th) (32 gp each), *cloak of charisma* +2 (333 gp), *periapt of foul rotting* (1,417 gp), *ring of sustenance* (208 gp).

APL 10: L: 0 gp, C: 60 gp, M: *bracers of armor* +3 (750 gp), *ring of protection* +1 (167 gp), 3 *divine scrolls of contagion* (CL 5th) (32 gp each), *cloak of charisma* +2 (333 gp), *periapt of foul rotting* (1,417 gp), *ring of sustenance* (208 gp), +1 *quarterstaff* (192 gp).

APL 12: L: 0 gp, C: 80 gp, M: *bracers of armor* +3 (750 gp), *ring of protection* +2 (667 gp), 3 *divine scrolls of contagion* (CL 5th) (32 gp each), *cloak of charisma* +4 (1,333 gp), *periapt of foul rotting* (1,417 gp), *ring of sustenance* (208 gp), +1 *quarterstaff* (192 gp).

Encounter 7:

APL 6: L: 50 gp, C: 0 gp, M: 0 gp.

APL 8: L: 0 gp, C: 0 gp, M: 0 gp.

APL 10: L: 100 gp, C: 0 gp, M: 0 gp.

APL 12: L: 150 gp, C: 0 gp, M: 0 gp.

Encounter 8:

All APLs: L: 0 gp, C: 0 gp, M: *banded mail of luck* (1,575 gp), *divine scroll of raise dead* (CL 9th) (510 gp), *luck blade* (0 wishes) (1,838 gp), *ring of invisibility* (1,667 gp), *rod of cancellation* (917 gp), *staff of healing* (2,313 gp), *wand of magic missile* (CL 9th) (563 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 75 gp, C: 20 gp, M: 11,377 gp – Total: 11,472 gp (900 gp).

APL 8: L: 25 gp, C: 40 gp, M: 11,905 gp – Total: 11,970 gp (1,300 gp).

APL 10: L: 100 gp, C: 60 gp, M: 12,546 gp – Total: 12,706 gp (2,300 gp).

APL 12: L: 150 gp, C: 80 gp, M: 14,046 gp – Total: 14,276 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Gift of the Bone Naga:** This PC succumbed to the enchantments of a bone naga deep within the ruins of what is believed to be the ancient lost city of Haradaragh. Fortunately for the PC, the bone naga has encouraged the PC to take a piece of treasure from its horde. This PC gains access (Frequency: Adventure) to purchase any single minor or medium wondrous item in the *Dungeon Master's Guide* (other than a *bag of tricks*). Access is only granted to items that are legal in the Living Greyhawk campaign. Note the item selected here:

☛ **Haradaragh Exploration Pass:** This PC has assisted Gran March in stemming the flow of plagues from deep within "Haradaragh". As a token of his appreciation, Knight Colonel Thero'kay has given this PC a free pass to enter the ruins of what is believed to be the lost city of Haradaragh, without having to compete in the adventurer lottery.

☛ **Plagues of Haradaragh:** This PC was infected with a virulent disease(s) that originated deep within the ruins of what is believed to be Haradaragh. The PC was not cured of this disease(s) before the adventure ended. Circle the disease(s) the PC is infected with to the left, and cross off all the rest. ^{BoVD}*Book of Vile Darkness*, ^{MM2}*Monster Manual II*, ^{MM3}*Monster Manual III*.

- *Blue Guts*^{BoVD} – Su; DC 14; 1d3 days; 1d4 Str.
- *Deathsong*^{BoVD} – Su; DC 25, 1 day; 1d8 Str, 1d8 Dex, 1d8 Con.
- *Filth Fever* – see *Dungeon Master's Guide*, page 292.
- *Lightning Curse*^{BoVD} – Su; DC 18; 1 day; 1d6 Int, second save when damaged or 1 point of temporary damage is permanent drain instead.
- *Marrash Filth Fever*^{MM2} – As *Filth Fever*, but DC 14 and second save when damaged or 1 point of temporary damage of both Dex and Con is permanent drain instead.

- *Melting Fury*^{BoVD} – Su; DC 16; 1d6 days; 1d4 Str, 1d4 Dex, 1d4 Con.
- *Mindfire* – see *Dungeon Master's Guide*, page 292.
- *Mummy Rot* – see *Dungeon Master's Guide*, page 292.
- *Plague*^{MM3} – Su; DC 21; 1 minute; 2d4 Dex, 2d4 Con. Successful saves do not allow the PC to recover; only magical healing can save the PC.
- *Red Ache* – see *Dungeon Master's Guide*, page 292.
- *Shakes* – see *Dungeon Master's Guide*, page 292.
- *Slimy Doom* – see *Dungeon Master's Guide*, page 292.
- *Soul Rot*^{BoVD} – Su; DC 23; 1d8 days; 1d6 Wis, 1d6 Cha.
- *Vile Rigidity*^{BoVD} – Su; DC 19; 1 day; this infection at first seems like a boon. The victim's skin toughens, granting a +1 natural armor bonus to AC 24 hours after the infection starts. On the second day, this improves to +2. On the third day it improves to +3, but the victim takes a -2 penalty to Dex. Each day thereafter, the victim's skin thickens, adding a cumulative +1 natural armor bonus and a -2 penalty to Dex. This continues until the victim's Dex reaches 0, indicating that his ever-thickening flesh has entrapped him. At this point, the victim dies of suffocation.

Item Access

APL 6 (all of the following):

- *Banded Mail of Luck* (*Adventure*; *Dungeon Master's Guide*)
- *Bracers of Armor +2* (*Adventure*; *Dungeon Master's Guide*)
- *Divine Scroll of Raise Dead* (CL 9th; *Adventure*; *Dungeon Master's Guide*)
- *Luck Blade (o Wishes)* (*Adventure*; *Dungeon Master's Guide*)
- *Ring of Invisibility* (*Adventure*; *Dungeon Master's Guide*)
- *Rod of Cancellation* (*Adventure*; *Dungeon Master's Guide*)
- *Staff of Healing* (*Adventure*; *Dungeon Master's Guide*)
- *Wand of Magic Missile* (CL 9th; *Adventure*; *Dungeon Master's Guide*)

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

- *Ring of Sustenance* (*Adventure*; *Dungeon Master's Guide*)

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

- *Bracers of Armor +3* (*Adventure*; *Dungeon Master's Guide*)

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

- Cloak of Charisma +4 (*Adventure; Dungeon Master's Guide*)
- Ring of Protection +2 (*Adventure; Dungeon Master's Guide*)

ENCOUNTER 3

Hecube, Son of Diabolis: male human Brd5/Evangelist2 of Incabulos; CR 7; medium humanoid; HD 7d6+7; hp 37; Init +2; Spd 30 ft; AC 15, touch 13, flat-footed 13 (+2 Dex, +2 armor, +1 deflection); Base Atk +4; Grp +3; Atk +4 melee (1d6-1, masterwork quarterstaff); Full Atk +4 melee (1d6-1, masterwork quarterstaff); SA spells; SQ bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence, great orator (inspire dread), fast talk; AL NE; SV Fort +6, Ref +7, Will +7; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 16. *Complete Divine*, page 39.

Skills and Feats: Bluff +13, Diplomacy +15, Gather Information +12, Knowledge (religion) +8, Perform (oratory) +13, Sense Motive +12, Use Magic Device +15; Negotiator, Magical Aptitude, Great Fortitude.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the *Player's Handbook* for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, *fascinate*, inspire the righteous, inspire courage +2, inspire dread, or inspire hope, but would not gain the inspire competence, inspire greatness, or suggestion abilities. Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate*, inspire competence, inspire courage +2, inspire dread, or inspire hope, and suggestion abilities. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet. This ability imposes a -4 penalty on Will saves on all enemies within 30 feet of the evangelist. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a -5 penalty.

Bard Spells Known (3/4/2; base DC = 13 + spell level): 0—*daze, detect magic, know direction, light, message, prestidigitation*; 1st—*charm person, comprehend languages, Tasha's hideous laughter, ventriloquism*; 2nd—*blindness/deafness, cure moderate wounds, suggestion*.

Possessions: *bracers of armor* +2, masterwork quarterstaff, *ring of protection* +1, 2 *divine scrolls of contagion* (CL 5th), 1 *arcane scroll of eagle's splendor* (CL 3rd), *periapt of foul rotting*.

Physical Description: Hecube is an average build half-elf with dark hair and light eyes. He is clean-shaven and wears his hair long to hide the scarring of his face from the boils and pustules of various plagues he has endure in the service of his god.

Mob of Athael (20): male/female/children human Com1; CR 1; medium humanoid; HD 1d4; hp 2 each; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +0; Grp +1; Atk +1 melee (1d6, club); Full Atk +1 melee (1d6, club); AL NE; SV Fort +0, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Profession (farmer) +1, Craft (tools) +0, Handle Animal +0, Use Rope +1.

Possessions: clothing, club.

ENCOUNTER 7

Marrash: CR 5; Medium Outsider (Evil, Lawful); HD 7d8+7; hp 48; Init +3; Spd 30 ft., fly 70 ft. (good); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Atk/Grp: +7/+8; Atk +8 melee (1d4+1, claw) or +8 melee (1d6+1, bite) or +10 ranged (1d8+1/x3, composite longbow); Full Atk +8 melee (1d4+1, 2 claws) and +3 melee (1d6, bite) or +10/+10 ranged (1d8+1/x3, composite longbow); SA disease, double bowfire, *taklif* arrow; SQ outsider traits, *protection from arrows*, scent; AL LE; SV Fort +6, Ref +8, Will +6; Str 13, Dex 16, Con 12, Int 9, Wis 12, Cha 8. *Monster Manual II*, page 145.

Skills and Feats: Balance +15, Jump +13, Knowledge (the planes) +9, Listen +11, Search +9, Spot +11, Tumble +15; Dodge, Point Blank Shot, Precise Shot.

Languages: Common, Infernal.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a Fortitude save (DC 14) or contract a more virulent outer planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*). Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC 14), or 1 point each of that day's Dexterity and Constitution damage become Constitution drain instead.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the strings with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a *taklif* arrow must succeed at a Fortitude save (DC 14) or contract a disease similar to the marrash variant of filth fever (see

Disease, above). The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*). However, a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

Protection from Arrows (Ex): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: composite longbow (+1 Str bonus), quiver with 26 normal arrows, 13 disease arrows, 1 taklif arrow.

Physical Description: A marrash resembles a winged gnoll, except that it has birdlike talons on its hands and feet and double-jointed, bird-like legs.

ENCOUNTER 8

Bone Naga: CR 9; Large undead; HD 15d12; hp 135 (currently 67); Init +5; Spd 40 ft; AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); Base Atk/Grp: +7/+14; Atk +9 melee (2d4+3 plus poison, sting) or +9 melee (1d4+3 plus poison, bite); Full Atk +9 melee (2d4+3 plus poison, sting) and +4 melee (1d4+1 plus poison, bite); Space/Reach: 10 ft./10 ft.; SA poison, spells (as Sor14); SQ detect thoughts, guarded thoughts, immunities, SR 23, telepathy, undead traits, DR 5/slashing or bludgeoning; AL LE; SV Fort +5, Ref +8, Will +11; Str 16, Dex 13, Con -, Int 16, Wis 15, Cha 17.

Skills and Feats: Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Still Spell, Spell Focus (enchantment).

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (DC 17 Fort save) has the same initial and secondary damage (1d4 points of Str damage). The poison from its sting (DC 17 Fort save) is more virulent; its initial damage is 1d4 points of Con drain, and the secondary damage is 1d4 points of Con damage.

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thoughts* spell (caster level 9th; DC 15 Will save), and it is always active.

Guarded Thoughts (Ex): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Immunities (Ex): Bone nagas are immune to cold.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

Sorcerer Spells Known (64/72/73/74/64/64/53/32; save DC = 13 + spell level, 14 + spell level for enchantment spells): 0—*arcane mark, daze, detect magic, flare, mage hand, mending, message, open/close, prestidigitation*; 1st—*charm person, mage armor, magic missile, sleep, true strike*; 2nd—*blur, eagle's splendor, mirror image, Tasha's hideous laughter, touch of idiocy*; 3rd—*blink, dispel magic, displacement, suggestion*; 4th—*charm monster, confusion, contagion,*

dimension door; 5th—*dominate person, feeblemind, mind fog*; 6th—*mass suggestion, mislead*; 7th—*limited wish*.

Physical Description: A bone naga looks like a 12-foot long, serpentine skeleton. Its skull bears an eerie resemblance to that of a human, except that the bone naga sports long fangs that can deliver a debilitating poison. A cold, cruel light burns in the creature's eye sockets, giving it an air of unspeakable hatred and malice. Its tail ends in a vicious bone stinger which, like its teeth, delivers poison with every hit.

ENCOUNTER 3

Hecube, Son of Diabolis: male human Brd5/Evangelist4 of Incabulos; CR 9; medium humanoid; HD 9d6+9; hp 48; Init +2; Spd 30 ft; AC 15, touch 13, flat-footed 13 (+2 Dex, +2 armor, +1 deflection); Base Atk +6; Grp +5; Atk +6 melee (1d6-1, masterwork quarterstaff); Full Atk +6/+1 melee (1d6-1, masterwork quarterstaff); SA spells; SQ bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence, great orator (inspire dread, inflame the righteous), fast talk, skill mastery (Bluff, Diplomacy); AL NE; SV Fort +7, Ref +8, Will +8; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 17 (19). *Complete Divine*, page 39.

Skills and Feats: Bluff +16, Diplomacy +18, Gather Information +13, Knowledge (religion) +8, Perform (oratory) +16, Sense Motive +14, Spellcraft +5, Use Magic Device +16; Negotiator, Magical Aptitude, Great Fortitude, Practiced Spellcaster^{CA}. ^{CA}*Complete Arcane*.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the Player's Handbook for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, *fascinate*, inspire the righteous, inspire courage +2, inspire dread, or inspire hope, but would not gain the inspire competence, inspire greatness, or suggestion abilities. Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate*, inspire competence, inspire courage +2, inspire dread, or inspire hope, and suggestion abilities. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet. This ability imposes a -4 penalty on Will saves on all enemies within 30 feet of the evangelist. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelists speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

Inflame the Righteous (Su): An evangelist of 3rd level or higher with 11 or more ranks in Perform (oratory) can use this ability to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* spell. Use the evangelist's level +5 to determine the caster level of the spell. The damage caused by the spell is, however, purely

divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a -5 penalty.

Skill Mastery (Ex): At 4th level, the evangelist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, the evangelist selects a number of skills equal to 1 + his Intelligence modifier (minimum of 1) from the following list: Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive. When making a skill check with one of the selected skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Bard Spells Known (3/4/2; base DC = 14 + spell level; CL 9th): 0—*daze, detect magic, know direction, light, message, prestidigitation*; 1st—*charm person, comprehend languages, Tasha's hideous laughter, ventriloquism*; 2nd—*blindness/deafness, cure moderate wounds, suggestion*.

Possessions: bracers of armor +2, masterwork quarterstaff +1, ring of protection +1, 2 divine scrolls of contagion (CL 5th), cloak of charisma +2, ring of sustenance, periapt of foul rotting.

Physical Description: Hecube is an average build half-elf with dark hair and light eyes. He is clean-shaven and wears his hair long to hide the scarring of his face from the boils and pustules of various plagues he has endure in the service of his god.

Mob of Athael (30): male/female/children human Com1; CR 1; medium humanoid; HD 1d4; hp 2 each; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +0; Grp +1; Atk +1 melee (1d6, club); Full Atk ++1 melee (1d6, club); AL NE; SV Fort +0, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Profession (farmer) +1, Craft (tools) +0, Handle Animal +0, Use Rope +1.

Possessions: clothing, club.

ENCOUNTER 7

Plague Spewer: CR 10; Huge Undead; HD 16d12; hp 144; Init -1; Spd 40 ft.; AC 23, touch 7, flat-footed 23 (-2 size, -1 Dex, +16 natural); Base Atk/Grp: +8/+26; Atk +16 melee (1d8+10 plus plague, slam); Full Atk +16 melee (1d8+10 plus plague, 2 slams); Space/Reach: 15 ft./15 ft.; SA *plague, vomit rat swarm*; SQ DR 10/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +5, Ref +4, Will +11; Str 31, Dex 9, Con -, Int -, Wis 12, Cha 16.

Skills and Feats: None.

Plague (Su): Supernatural disease – slam, Fortitude DC21, incubation period 1 minute; damage 2d4 Dex and 2d4 Con. The save DC is Cha-based. The disease is spared by contact and does not require injury. Unlike normal diseases, plague continues until the victim reaches Con 0 (and dies) or until a *remove disease* spell or similar magic (see Disease, page 304 of the *Dungeon Master's Guide*) is applied. An afflicted creature of Huge size or larger who dies of the plague rises as a plague spewer in 1d4 days.

Vomit Rat Swarm (Su): As a full round action, a plague spewer can spew forth a rat swarm (see *Monster Manual*, page 239). It can do this up to four times per day.

Physical Description: Magical lumps move just under the skin of this huge, gruesome, humanoid-shaped creature. Its bloodless complexion resembles a corpse.

ENCOUNTER 8

Bone Naga: CR 11; Large undead; HD 15d12; hp 135; Init +5; Spd 40 ft; AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); Base Atk/Grp: +7/+14; Atk +9 melee (2d4+3 plus poison, sting) or +9 melee (1d4+3 plus poison, bite); Full Atk +9 melee (2d4+3 plus poison, sting) and +4 melee (1d4+1 plus poison, bite); Space/Reach: 10 ft./10 ft.; SA poison, spells (as Sor14); SQ detect thoughts, guarded thoughts, immunities, SR 23, telepathy, undead traits, DR 5/slashing or bludgeoning; AL LE; SV Fort +5, Ref +8, Will +11; Str 16, Dex 13, Con –, Int 16, Wis 15, Cha 17.

Skills and Feats: Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, Still Spell, Spell Focus (enchantment).

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (DC 17 Fort save) has the same initial and secondary damage (1d4 points of Str damage). The poison from its sting (DC 17 Fort save) is more virulent; its initial damage is 1d4 points of Con drain, and the secondary damage is 1d4 points of Con damage.

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thoughts* spell (caster level 9th; DC 15 Will save), and it is always active.

Guarded Thoughts (Ex): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Immunities (Ex): Bone nagas are immune to cold.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

Sorcerer Spells Known (6/7/7/7/6/6/5/3; save DC = 13 + spell level, 14 + spell level for enchantment spells): 0—*arcane mark, daze, detect magic, flare, mage hand, mending, message, open/close, prestidigitation*; 1st—*charm person, mage armor, magic missile, sleep, true strike*; 2nd—*blur, eagle's splendor, mirror image, Tasha's hideous laughter, touch of idiocy*; 3rd—*blink, dispel magic, displacement, suggestion*; 4th—*charm monster, confusion, contagion, dimension door*; 5th—

dominate person, feeblemind, mind fog; 6th—*mass suggestion, mislead*; 7th—*limited wish*.

Physical Description: A bone naga looks like a 12-foot long, serpentine skeleton. Its skull bears an eerie resemblance to that of a human, except that the bone naga sports long fangs that can deliver a debilitating poison. A cold, cruel light burns in the creature's eye sockets, giving it an air of unspeakable hatred and malice. Its tail ends in a vicious bone stinger which, like its teeth, delivers poison with every hit.

ENCOUNTER 3

Hecube, Son of Diabolis: male human Brd6/Evangelist5 of Incabulos; CR 11; medium humanoid; HD 11d6+11; hp 58; Init +2; Spd 30 ft; AC 16, touch 13, flat-footed 14 (+2 Dex, +3 armor, +1 deflection); Base Atk +7; Grp +6; Atk +7 melee (1d6, +1 quarterstaff); Full Atk +7/+2 melee (1d6, +1 quarterstaff); SA spells; SQ bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*, great orator (inspire dread, inflame the righteous, convert the unfaithful), fast talk, skill mastery (Bluff, Diplomacy); AL NE; SV Fort +8, Ref +9, Will +9; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 17 (19). *Complete Divine*, page 39.

Skills and Feats: Bluff +18, Diplomacy +20, Gather Information +16, Knowledge (religion) +9, Perform (oratory) +18, Sense Motive +16, Spellcraft +7, Use Magic Device +18; Negotiator, Magical Aptitude, Great Fortitude, Practiced Spellcaster^{CA}. ^{CA}Complete Arcane.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the *Player's Handbook* for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, *fascinate*, inspire the righteous, inspire courage +2, inspire dread, or inspire hope, but would not gain the inspire competence, inspire greatness, or *suggestion* abilities. Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate*, inspire competence, inspire courage +2, inspire dread, or inspire hope, and *suggestion* abilities. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet. This ability imposes a –4 penalty on Will saves on all enemies within 30 feet of the evangelist. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelists speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

Inflame the Righteous (Su): An evangelist of 3rd level or higher with 11 or more ranks in Perform (oratory) can use this ability to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* spell. Use the evangelist's level +5 to determine the caster level of the spell. The damage caused by the spell is, however, purely

divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Convert the Unfaithful (Su): An evangelist of 5th level with at least 13 ranks in Perform (oratory) may attempt to convert a single enemy within 30 feet. As a full-round action, the evangelist delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a Will save (DC = 10 + class level + Cha mod). If the creature succeeds, it is shaken for one round. If the creature fails its saving throw, it converts. Creatures with an alignment sub-type (such as angels and devils) are immune to this ability.

A converted creature is effectively charmed by the evangelist (similar to a *charm monster* spell). In addition, a converted creature temporarily assumes the alignment of the evangelist and acts accordingly. This may mean some of the creature's class abilities, spells, or other abilities are unavailable for the duration of the spell (a paladin converted to something other than lawful good, for example, loses her class abilities for the duration).

When the duration elapses, the creature then has a choice: It can continue to act according to its new alignment, or it can shift back. If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it. If the creature chooses to change back, it must make another saving throw (with the same save DC as before). If it fails this saving throw its alignment changes back but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a –5 penalty.

Skill Mastery (Ex): At 4th level, the evangelist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, the evangelist selects a number of skills equal to 1 + his Intelligence modifier (minimum of 1) from the following list: Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive. When making a skill check with one of the selected skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Bard Spells Known (3/4/3; base DC = 14 + spell level; CL 11th): 0—*daze, detect magic, know direction, light, message, prestidigitation*; 1st—*charm person, comprehend languages, Tasha's hideous laughter, ventriloquism*; 2nd—*blindness/deafness, cure moderate wounds, suggestion*.

Possessions: *bracers of armor* +3, +1 *quarterstaff*, *ring of protection* +1, 3 *divine scrolls of contagion* (CL 5th), *cloak of charisma* +2, *ring of sustenance*, *periapt of foul rotting*.

Physical Description: Hecube is an average build half-elf with dark hair and light eyes. He is clean-shaven and wears his hair long to hide the scarring of his face from the boils and pustules of various plagues he has endure in the service of his god.

Mob of Athael (40): male/female/children human Com1; CR 1; medium humanoid; HD 1d4; hp 2 each; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +0; Grp +1; Atk +1 melee (1d6, club); Full Atk +1 melee (1d6, club); AL NE; SV Fort +0, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Profession (farmer) +1, Craft (tools) +0, Handle Animal +0, Use Rope +1.

Possessions: clothing, club.

ENCOUNTER 7

Marrash: CR 5; Medium Outsider (Evil, Lawful); HD 7d8+7; hp 48; Init +3; Spd 30 ft., fly 70 ft. (good); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Atk/Grp: +7/+8; Atk +8 melee (1d4+1, claw) or +8 melee (1d6+1, bite) or +10 ranged (1d8+1/x3, composite longbow); Full Atk +8 melee (1d4+1, 2 claws) and +3 melee (1d6, bite) or +10/+10 ranged (1d8+1/x3, composite longbow); SA disease, double bowfire, taklif arrow; SQ outsider traits, *protection from arrows*, scent; AL LE; SV Fort +6, Ref +8, Will +6; Str 13, Dex 16, Con 12, Int 9, Wis 12, Cha 8. *Monster Manual II*, page 145.

Skills and Feats: Balance +15, Jump +13, Knowledge (the planes) +9, Listen +11, Search +9, Spot +11, Tumble +15; Dodge, Point Blank Shot, Precise Shot.

Languages: Common, Infernal.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a Fortitude save (DC 14) or contract a more virulent outer planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*). Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC 14), or 1 point each of that day's Dexterity and Constitution damage become Constitution drain instead.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the strings with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a Fortitude save (DC 14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*). However, a creature that fails any Fortitude saving throw after its initial infection

dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

Protection from Arrows (Ex): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: composite longbow (+1 Str bonus), quiver with 26 normal arrows, 13 disease arrows, 1 taklif arrow.

Physical Description: A marrash resembles a winged gnoll, except that it has birdlike talons on its hands and feet and double-jointed, bird-like legs.

Plague Spewer: CR 10; Huge Undead; HD 16d12; hp 144; Init -1; Spd 40 ft.; AC 23, touch 7, flat-footed 23 (-2 size, -1 Dex, +16 natural); Base Atk/Grp: +8/+26; Atk +16 melee (1d8+10 plus plague, slam); Full Atk +16 melee (1d8+10 plus plague, 2 slams); Space/Reach: 15 ft./15 ft.; SA *plague*, vomit rat swarm; SQ DR 10/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +5, Ref +4, Will +11; Str 31, Dex 9, Con -, Int -, Wis 12, Cha 16.

Skills and Feats: None.

Plague (Su): Supernatural disease – slam, Fortitude DC21, incubation period 1 minute; damage 2d4 Dex and 2d4 Con. The save DC is Cha-based. The disease is spared by contact and does not require injury. Unlike normal diseases, plague continues until the victim reaches Con 0 (and dies) or until a *remove disease* spell or similar magic (see Disease, page 304 of the *Dungeon Master's Guide*) is applied. An afflicted creature of Huge size or larger who dies of the plague rises as a plague spewer in 1d4 days.

Vomit Rat Swarm (Su): As a full round action, a plague spewer can spew forth a rat swarm (see *Monster Manual*, page 239). It can do this up to four times per day.

Physical Description: Magical lumps move just under the skin of this huge, gruesome, humanoid-shaped creature. Its bloodless complexion resembles a corpse.

ENCOUNTER 8

Bone Naga, 23-HD Advanced: CR 14; Huge undead; HD 23d12; hp 207; Init +5; Spd 40 ft; AC 18, touch 9, flat-footed 17 (-2 size, +1 Dex, +9 natural); Base Atk/Grp: +11/+26; Atk +16 melee (2d4+7 plus poison, sting) or +16 melee (1d4+7 plus poison, bite); Full Atk +16 melee (2d4+7 plus poison, sting) and +11 melee (1d4+3 plus poison, bite); Space/Reach: 15 ft./15 ft.; SA poison, spells (as Sor14); SQ detect thoughts, guarded thoughts, immunities, SR 23, telepathy, undead traits, DR 5/slashing or bludgeoning; AL LE; SV Fort +7, Ref +10, Will +15; Str 24, Dex 12, Con -, Int 16, Wis 15, Cha 18.

Skills and Feats: Bluff +29, Concentration +29, Diplomacy +8, Hide +18, Intimidate +31, Listen +27, Sense Motive +27, Spellcraft +28, Spot +27; Combat Casting, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Silent Spell, Still Spell, Spell Focus (enchantment).

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite (DC 21 Fort save) has the same initial and secondary damage (1d4 points of Str damage). The poison from its sting (DC 21 Fort save) is more virulent; its initial damage

is 1d4 points of Con drain, and the secondary damage is 1d4 points of Con damage.

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thoughts* spell (caster level 9th; DC 16 Will save), and it is always active.

Guarded Thoughts (Ex): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Immunities (Ex): Bone nagas are immune to cold.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

Sorcerer Spells Known (6/7/7/7/7/6/5/3; save DC = 14 + spell level, 16 + spell level for enchantment spells): 0th—*arcane mark, daze, detect magic, flare, mage hand, mending, message, open/close, prestidigitation*; 1st—*charm person, mage armor, magic missile, sleep, true strike*; 2nd—*blur, eagle's splendor, mirror image, Tasha's hideous laughter, touch of idiocy*; 3rd—*blink, dispel magic, displacement, suggestion*; 4th—*charm monster, confusion, contagion, dimension door*; 5th—*dominate person, feblemind, mind fog*; 6th—*mass suggestion, mislead*; 7th—*limited wish*.

Physical Description: A bone naga looks like a 12-foot long, serpentine skeleton. Its skull bears an eerie resemblance to that of a human, except that the bone naga sports long fangs that can deliver a debilitating poison. A cold, cruel light burns in the creature's eye sockets, giving it an air of unspeakable hatred and malice. Its tail ends in a vicious bone stinger which, like its teeth, delivers poison with every hit.

ENCOUNTER 3

Hecube, Son of Diabolis: male human Brd8/Evangelist5 of Incabulos; CR 13; medium humanoid; HD 13d6+13; hp 69; Init +2; Spd 30 ft; AC 17, touch 14, flat-footed 15 (+2 Dex, +3 armor, +2 deflection); Base Atk +9; Grp +8; Atk +9 melee (1d6, +1 quarterstaff); Full Atk +9/+5 melee (1d6, +1 quarterstaff); SA spells; SQ bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, great orator (inspire dread, inflame the righteous, convert the unfaithful), fast talk, skill mastery (Bluff, Diplomacy); AL NE; SV Fort +8, Ref +10, Will +10; Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 18 (22). *Complete Divine*, page 39.

Skills and Feats: Bluff +22, Diplomacy +24, Gather Information +20, Knowledge (religion) +11, Perform (oratory) +22, Sense Motive +18, Spellcraft +7, Use Magic Device +22; Negotiator, Magical Aptitude, Great Fortitude, Disguise Spell^{CV}, Practiced Spellcaster^{CA}.
^{CA}Complete Arcane, ^{CV}Complete Adventurer.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the Player's Handbook for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, *fascinate*, inspire the righteous, inspire courage +2, inspire dread, or inspire hope, but would not gain the inspire competence, inspire greatness, or suggestion abilities. Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate*, inspire competence, inspire courage +2, inspire dread, or inspire hope, and suggestion abilities. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet. This ability imposes a –4 penalty on Will saves on all enemies within 30 feet of the evangelist. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

Inflame the Righteous (Su): An evangelist of 3rd level or higher with 11 or more ranks in Perform (oratory) can use this ability to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* spell. Use the evangelist's level +5 to determine the caster level of the

spell. The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Convert the Unfaithful (Su): An evangelist of 5th level with at least 13 ranks in Perform (oratory) may attempt to convert a single enemy within 30 feet. As a full-round action, the evangelist delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a Will save (DC = 10 + class level + Cha mod). If the creature succeeds, it is shaken for one round. If the creature fails its saving throw, it converts. Creatures with an alignment sub-type (such as angels and devils) are immune to this ability.

A converted creature is effectively charmed by the evangelist (similar to a *charm monster* spell). In addition, a converted creature temporarily assumes the alignment of the evangelist and acts accordingly. This may mean some of the creature's class abilities, spells, or other abilities are unavailable for the duration of the spell (a paladin converted to something other than lawful good, for example, loses her class abilities for the duration).

When the duration elapses, the creature then has a choice: It can continue to act according to its new alignment, or it can shift back. If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it. If the creature chooses to change back, it must make another saving throw (with the same save DC as before). If it fails this saving throw its alignment changes back but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a –5 penalty.

Skill Mastery (Ex): At 4th level, the evangelist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, the evangelist selects a number of skills equal to 1 + his Intelligence modifier (minimum of 1) from the following list: Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive. When making a skill check with one of the selected skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Bard Spells Known (3/5/5/2; base DC = 16 + spell level; CL 13th): 0—*daze, detect magic, know direction, light, message, prestidigitation*; 1st—*charm person, comprehend languages, Tasha's hideous laughter, ventriloquism*; 2nd—*blindness/deafness, cure moderate wounds, suggestion* x2; 3rd—*charm monster, confusion, glibness*.

Possessions: *bracers of armor* +3, +1 *quarterstaff*, *ring of protection* +2, 3 *divine scrolls of contagion* (CL 5th), *cloak of charisma* +4, *ring of sustenance*, *periapt of foul rotting*.

Physical Description: Hecube is an average build half-elf with dark hair and light eyes. He is clean-shaven and wears his hair long to hide the scarring of his face from the boils and pustules of various plagues he has endure in the service of his god.

Mob of Athael (50): male/female/children human Com1; CR 1; medium humanoid; HD 1d4; hp 2 each; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk +0; Grp +1; Atk +1 melee (1d6, club); Full Atk ++1 melee (1d6, club); AL NE; SV Fort +0, Ref +1, Will +0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9.

Skills and Feats: Profession (farmer) +1, Craft (tools) +0, Handle Animal +0, Use Rope +1.

Possessions: clothing, club.

ENCOUNTER 7

Marrash, Advanced: CR 7; Medium Outsider (Evil, Lawful); HD 11d8+11; hp 75; Init +3; Spd 30 ft., fly 70 ft. (good); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Atk/Grp: +11/+13; Atk +13 melee (1d4+2, claw) or +13 melee (1d6+2, bite) or +14 ranged (1d8+2/x3, composite longbow); Full Atk +13 melee (1d4+2, 2 claws) and +8 melee (1d6+1, bite) or +14/+14/+9 ranged (1d8+2/x3, composite longbow); SA disease, double bowfire, taklif arrow; SQ outsider traits, *protection from arrows*, scent; AL LE; SV Fort +8, Ref +10, Will +8; Str 14, Dex 16, Con 12, Int 9, Wis 12, Cha 8. *Monster Manual II*, page 145.

Skills and Feats: Balance +19, Jump +18, Knowledge (the planes) +13, Listen +15, Search +13, Spot +15, Tumble +19; Dodge, Point Blank Shot, *Plunging Shot*^{RoW}, *Precise Shot*.^{RoW} *Races of the Wild*.

Languages: Common, Infernal.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a Fortitude save (DC 14) or contract a more virulent outer planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3 of the *Dungeon Master's Guide*). Each day thereafter that the disease lasts, the infected creature must also succeed at a second Fortitude save (DC 14), or 1 point each of that day's Dexterity and Constitution damage become Constitution drain instead.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the strings with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a Fortitude save (DC 14) or contract a disease similar to the marrash variant of filth fever (see Disease, above). The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage (see Disease in Chapter 3

of the *Dungeon Master's Guide*). However, a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later.

Protection from Arrows (Ex): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: composite longbow (+2 Str bonus), quiver with 26 normal arrows, 13 disease arrows, 1 taklif arrow.

Physical Description: A marrash resembles a winged gnoll, except that it has birdlike talons on its hands and feet and double-jointed, bird-like legs.

Plague Spewer, Advanced: CR 12; Huge Undead; HD 24d12; hp 216; Init +0; Spd 40 ft.; AC 24, touch 8, flat-footed 24 (-2 size, +16 natural); Base Atk/Grp: +12/+30; Atk +21 melee (1d8+11 plus plague, slam); Full Atk +21 melee (1d8+11 plus plague, 2 slams); Space/Reach: 15 ft./15 ft.; SA *plague*, vomit rat swarm; SQ DR 10/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +8, Ref +8, Will +15; Str 32, Dex 10, Con -, Int -, Wis 12, Cha 16.

Skills and Feats: None.

Plague (Su): Supernatural disease – slam, Fortitude DC21, incubation period 1 minute; damage 2d4 Dex and 2d4 Con. The save DC is Cha-based. The disease is spared by contact and does not require injury. Unlike normal diseases, plague continues until the victim reaches Con 0 (and dies) or until a *remove disease* spell or similar magic (see Disease, page 304 of the *Dungeon Master's Guide*) is applied. An afflicted creature of Huge size or larger who dies of the plague rises as a plague spewer in 1d4 days.

Vomit Rat Swarm (Su): As a full round action, a plague spewer can spew forth a rat swarm (see *Monster Manual*, page 239). It can do this up to four times per day.

Physical Description: Magical lumps move just under the skin of this huge, gruesome, humanoid-shaped creature. Its bloodless complexion resembles a corpse.

ENCOUNTER 8

Bone Naga, 31-HD Advanced: CR 16; Huge undead; HD 31d12; hp 279; Init +5; Spd 40 ft; AC 18, touch 9, flat-footed 17 (-2 size, +1 Dex, +9 natural); Base Atk/Grp: +15/+30; Atk +20 melee (2d4+7 plus poison, sting) or +20 melee (1d4+7 plus poison, bite); Full Atk +20 melee (2d4+7 plus poison, sting) and +15 melee (1d4+3 plus poison, bite); Space/Reach: 15 ft./15 ft.; SA poison, spells (as Sor14); SQ detect thoughts, guarded thoughts, immunities, SR 23, telepathy, undead traits, DR 5/slashing or bludgeoning; AL LE; SV Fort +10, Ref +13, Will +19; Str 24, Dex 12, Con -, Int 16, Wis 15, Cha 20.

Skills and Feats: Bluff +37, Concentration +37, Diplomacy +9, Hide +25, Intimidate +39, Listen +34, Sense Motive +34, Spellcraft +35, Spot +34; Combat Casting, Dodge, Extend Spell, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Silent Spell, Still Spell, Spell Focus (enchantment), Spell Penetration.

Poison (Ex): A bone naga delivers its poison via successful bite or sting attacks. The poison from its bite

(DC 25 Fort save) has the same initial and secondary damage (1d4 points of Str damage). The poison from its sting (DC 25 Fort save) is more virulent; its initial damage is 1d4 points of Con drain, and the secondary damage is 1d4 points of Con damage.

Detect Thoughts (Su): A bone naga can continuously detect the thoughts of those around it. This ability functions like a *detect thoughts* spell (caster level 9th; DC 17 Will save), and it is always active.

Guarded Thoughts (Ex): Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

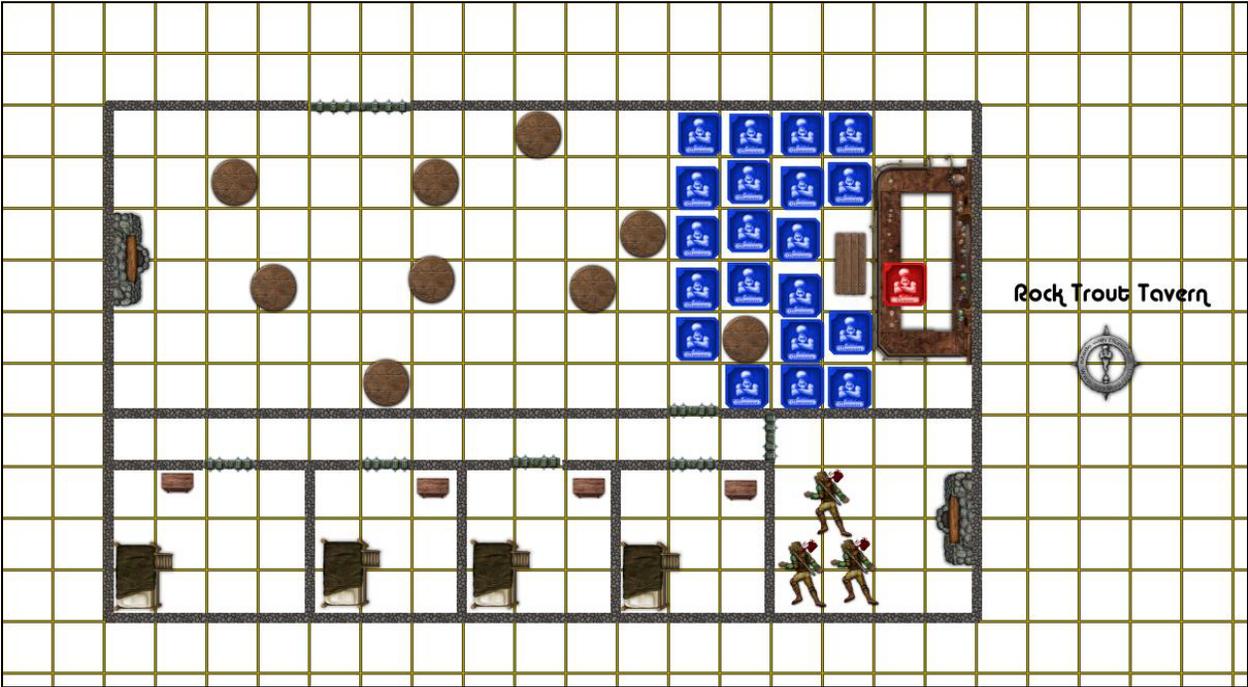
Immunities (Ex): Bone nagas are immune to cold.

Telepathy (Su): A bone naga can communicate telepathically with any creature within 250 feet that has a language.

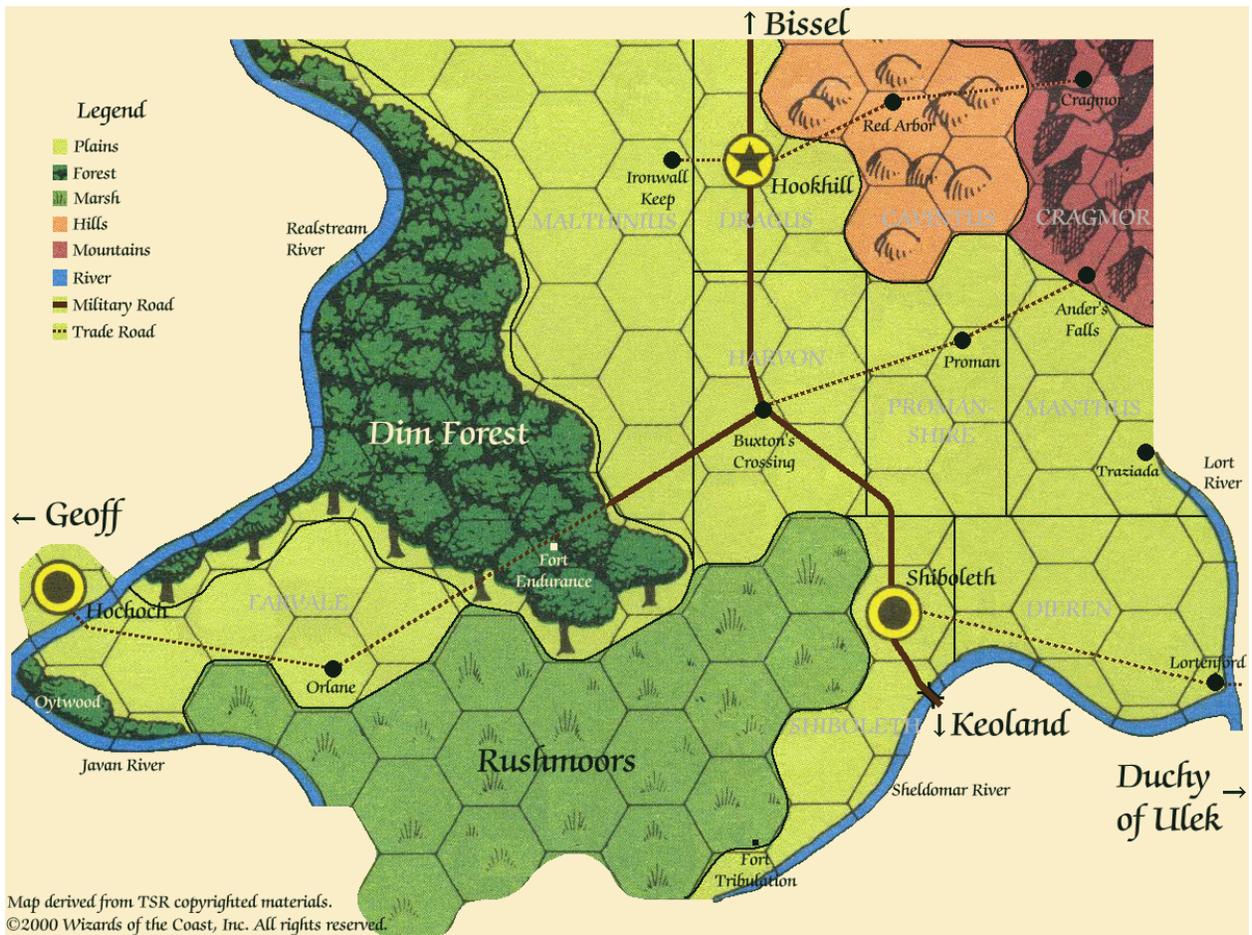
Sorcerer Spells Known (6/8/7/7/7/5/3; save DC = 15 + spell level, 17 + spell level for enchantment spells): 0—*arcane mark, daze, detect magic, flare, mage hand, mending, message, open/close, prestidigitation*; 1st—*charm person, mage armor, magic missile, sleep, true strike*; 2nd—*blur, eagle's splendor, mirror image, Tasha's hideous laughter, touch of idiocy*; 3rd—*blink, dispel magic, displacement, suggestion*; 4th—*charm monster, confusion, contagion, dimension door*; 5th—*dominate person, feblemind, mind fog*; 6th—*mass suggestion, mislead*; 7th—*limited wish*.

Physical Description: A bone naga looks like a 12-foot long, serpentine skeleton. Its skull bears an eerie resemblance to that of a human, except that the bone naga sports long fangs that can deliver a debilitating poison. A cold, cruel light burns in the creature's eye sockets, giving it an air of unspeakable hatred and malice. Its tail ends in a vicious bone stinger which, like its teeth, delivers poison with every hit.

DM AID: MAP #1 – ROCK TROUT TAVERN



DM AID: MAP #2 – GRAN MARCH



DM AID: OPTIONAL GITHYANKI ENCOUNTER

The following encounter is to be included in all Gran March adventures taking place in the northeast corner of the country. The relevant area includes Baronies Cavintus, Cragmor, Promanshire and Manthus. These baronies represent the area into which the surviving but defeated githyanki dispersed after GRM5-IN4 *The Lich Queen's Vengeance*. Rather than return to the Astral Plane and their Queen in failure, several surviving githyanki elements have divided into small teams and are conducting a guerrilla action against Gran March military elements in general and any possessors of *silver swords* in particular. Their goal is to retrieve as many lost *githyanki swords* and other equipment and then return to their queen with something that might dissuade her from consuming their life essence.

This optional encounter provides no additional rewards in experience, gold or item access. The APL of the encounter used should be based **ONLY** on the level of the PC with the *silver sword*. In addition to the corpses of the outsiders, all equipment recovered from any fallen githyanki is confiscated by the military as part of its continuing investigation of the incursion. The encounter is intended to be a quick, violent and challenging attack on a single PC with the audacity to possess a *silver sword* after the events on Mount Furgona earlier in the year.

At APLs 2 to 6, the githyanki charge the PCs from the roadside. At APLs 8 and higher, the githyanki will *dimension door* from hiding at maximum distance adjacent to the appropriate PC. Their goal is to retrieve the sword and *dimension door* again this time to safety. The easiest way to accomplish this is to kill the possessor, but should the PC opt to drop the sword, cast it aside or otherwise get rid of the weapon the githyanki will break off their attack, retrieve the weapon and depart.

In the event that this encounter is triggered by there being a PC in possession of a *silver sword* and that or other PCs possess the **Undying Hatred of the Lich Queen** from GRM5-IN4 *The Lich Queen's Vengeance*, the team's tactics will change. Because these particular githyanki are veterans of the battle at Mount Furgona, they will automatically recognize PCs with the "hatred" and focus their attacks on those PCs after the PC possessing the *silver sword* in accordance with the terms of the hatred.

As you travel the road from Athael to Haradaragh the terrain continues to grow rougher and without warning creatures appear in your midst with a loud popping sound. The intruders are heavily armed and armored humanoids with elongated otherworldly features and serrated ears. They immediately begin to remove from the shock of their arrival and move to attack one of your number.

The PCs are not surprised because of the delay of the githyanki's ability to act due to *dimension door*. Initiative should be rolled and treated as normal.

APL 2 (EL 5)

Githyanki Fighters (2): male githyanki Ftr1; CR 2; medium humanoid (extraplanar); HD 1d10+3; hp 10 each; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +1; Grp +3; Atk +5 melee (2d6+3/19-20, masterwork greatsword) or +3 ranged (1d8+1/x3, composite longbow); Full Atk +5 melee (2d6+3/19-20, masterwork greatsword) or +3 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 6 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +5, Ref +2, Will -1; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +5, Intimidate +3, Spot +3; Power Attack, Weapon Focus (greatsword).

Psionics (Sp): 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th

level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*.

Githyanki Rogue (1): male githyanki Rog1; CR 2; medium humanoid (extraplanar); HD 1d6+3; hp 7; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +0; Grp +2; Atk +3 melee (2d6+3/19-20, masterwork greatsword) or +2 ranged (1d8+1/x3, composite longbow); Full Atk +3 melee (2d6+3/19-20, masterwork greatsword) or +2 ranged (1d8+1/x3, composite longbow); SA sneak attack +1d6; SQ darkvision 60 ft., psionics, SR 6 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding; AL LE; SV Fort +3, Ref +4, Will -1; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +5, Diplomacy +3, Disable Device +5, Intimidate +3, Listen

+3, Open Lock +6, Search +5, Sense Motive +3, Spot +3; Blind-Fight.

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*.

APL 4 (EL 7)

Githyanki Fighters (2): male githyanki Ftr3; CR 4; medium humanoid (extraplanar); HD 3d10+9; hp 30 each; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +3; Grp +5; Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+1/x3, composite longbow); Full Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 8 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +6, Ref +3, Will +0; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +7, Intimidate +5, Spot +5; Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +2.

Githyanki Rogue (1): male githyanki Rog3; CR 4; medium humanoid (extraplanar); HD 3d6+9; hp 21; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +2; Grp +4; Atk +6 melee (2d6+3/19-20, masterwork greatsword) or +4 ranged (1d8+1/x3, composite longbow); Full Atk +6 melee (2d6+3/19-20, masterwork greatsword) or +4 ranged (1d8+1/x3, composite longbow); SA sneak attack +2d6; SQ darkvision 60 ft., psionics, SR 8 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +1; AL LE; SV Fort +4, Ref +5, Will +0; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +7, Diplomacy +5, Disable Device +7, Intimidate +5, Listen

+5, Open Lock +8, Search +7, Sense Motive +5, Spot +5; Blind-Fight, Weapon Focus (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +2.

APL 6 (EL 9)

Githyanki Fighters (2): male githyanki Ftr5; CR 6; medium humanoid (extraplanar); HD 5d10+15; hp 49 each; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +5; Grp +8; Atk +10 melee (2d6+6/19-20, masterwork greatsword) or +7 ranged (1d8+1/x3, composite longbow); Full Atk +10 melee (2d6+6/19-20, masterwork greatsword) or +7 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 10 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +7, Ref +3, Will +0; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +9, Intimidate +7, Spot +7; Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +4, *potion of cure serious wounds*.

Githyanki Rogue (1): male githyanki Rog5; CR 6; medium humanoid (extraplanar); HD 5d6+15; hp 34; Init +3; Spd 30 ft. (20 ft. in breastplate); AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); Base Atk +3; Grp +5; Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d8+1/x3, composite longbow); Full Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d8+1/x3, composite longbow); SA sneak attack +3d6; SQ darkvision 60 ft., psionics, SR 10 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +2; Str 15, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +9, Diplomacy +7, Disable Device +9, Intimidate +7, Listen +7, Open Lock +11, Search +9, Sense Motive +7, Spot +7; Iron Will, Weapon Focus (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +4, *potion of cure serious wounds*.

APL 8 (EL 11)

Githyanki Fighters (2): male githyanki Ftr7; CR 8; medium humanoid (extraplanar); HD 7d10+21; hp 69 each; Init +6; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +7; Grp +10; Atk +12 melee (2d6+7/19-20, +1 greatsword) or +9 ranged (1d8+1/x3, composite longbow); Full Atk +12/+7 melee (2d6+7/19-20, +1 greatsword) or +9/+4 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 12 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +11, Intimidate +9, Spot +9; Blind-Fight, Combat Reflexes, Iron Will, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +5, 2 *potions of cure serious wounds*.

Githyanki Rogue (1): male githyanki Rog7; CR 8; medium humanoid (extraplanar); HD 7d6+21; hp 48; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); Base Atk +5; Grp +7; Atk +9 melee (2d6+4/19-20, +1 greatsword) or +8 ranged (1d8+1/x3, composite longbow); Full Atk +9 melee (2d6+4/19-20, +1 greatsword) or +8 ranged (1d8+1/x3, composite longbow); SA sneak attack +4d6; SQ darkvision 60 ft., psionics, SR 12 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion,

trap sense +2, uncanny dodge; AL LE; SV Fort +5, Ref +8, Will +3; Str 15, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +11, Diplomacy +9, Disable Device +11, Intimidate +9, Listen +9, Open Lock +13, Search +11, Sense Motive +9, Spot +9; Improved Initiative, Iron Will, Weapon Focus (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +5, 2 *potions of cure serious wounds*.

APL 10 (EL 13)

Githyanki Fighters (2): male githyanki Ftr9; CR 10; medium humanoid (extraplanar); HD 9d10+27; hp 88 each; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor); Base Atk +9; Grp +12; Atk +15 melee (2d6+7/17-20, +1 greatsword) or +13 ranged (1d8+1/x3, masterwork composite longbow); Full Atk +15/+10 melee (2d6+7/17-20, +1 greatsword) or +13/+8 ranged (1d8+1/x3, masterwork composite longbow); SQ darkvision 60 ft., psionics, SR 14 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +9, Ref +6, Will +4; Str 16, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +13, Intimidate +11, Spot +11; Blind-Fight, Combat Reflexes, Greater Weapon Focus (greatsword), Iron Will, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, +1 breastplate, masterwork composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 *oils of greater magic weapon* +5, 2 *potions of cure serious wounds*.

Githyanki Rogue (1): male githyanki Rog9; CR 10; medium humanoid (extraplanar); HD 9d6+27; hp 61; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 19, touch 13, flat-footed 19 (+3 Dex, +6 armor); Base Atk +6; Grp +9; Atk +11 melee (2d6+5/19-20, +1 greatsword) or +10 ranged (1d8+3/x3, masterwork composite longbow); Full Atk

+11/+6 melee (2d6+5/19-20, +1 *greatsword*) or +10/+5 ranged (1d8+3/x3, masterwork composite longbow); SA sneak attack +5d6; SQ darkvision 60 ft., psionics, SR 14 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +6, Ref +9, Will +4; Str 16, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +13, Diplomacy +11, Disable Device +13, Intimidate +11, Listen +11, Open Lock +15, Search +13, Sense Motive +11, Spot +11; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (*greatsword*).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 *greatsword*, +1 *breastplate*, masterwork composite longbow (+3 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 *oils of greater magic weapon* +5, 2 *potions of cure serious wounds*.

APL 12 (EL 15)

Half-Red Dragon Githyanki Fighters (2): male half-red dragon githyanki Ftr9; CR 12; medium dragon (extraplanar); HD 9d10+36; hp 95 each; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 23, touch 13, flat-footed 20 (+3 Dex, +6 armor, +4 natural); Base Atk +9; Grp +16; Atk +19 melee (2d6+13/17-20, +1 *greatsword*) or +13 ranged (1d8+7/x3, masterwork composite longbow) or +16 melee (1d4+7, claw) or +16 melee (1d6+7, bite); Full Atk +19/+14 melee (2d6+13/17-20, +1 *greatsword*) and +11 melee (1d6+3, bite) or +16 melee (1d4+7, 2 claws) and +11 melee (1d6+3, bite) or +13/+8 ranged (1d8+7/x3, masterwork composite longbow); SA breath weapon; SQ darkvision 60 ft., low-light vision, psionics, SR 14 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, immunity to *sleep* and paralysis effects, immunity to fire; AL LE; SV Fort +10, Ref +6, Will +4; Str 24, Dex 16, Con 18, Int 14, Wis 8, Cha 10.

Skills and Feats: Craft (weaponsmithing, armorsmithing) +14, Intimidate +12, Spot +11; Blind-Fight, Combat Reflexes, Greater Weapon Focus (*greatsword*), Iron Will, Improved Critical (*greatsword*), Improved Initiative, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Breath Weapon (Su): 1/day; 30 foot cone of fire; 6d8 fire damage; DC 18 Ref halves; save DC is Con-based.

Psionics (Sp): 3/day—*daze* (DC 10), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 15) three times per day and *plane shift* (DC 17) once per day. Effective caster

level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 *greatsword*, +1 *breastplate*, masterwork composite longbow (+7 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 *oils of greater magic weapon* +5, 2 *potions of cure serious wounds*.

Githyanki Rogue (1): male githyanki Rog11; CR 12; medium humanoid (extraplanar); HD 11d6+33; hp 75; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 21, touch 13, flat-footed 21 (+3 Dex, +8 armor); Base Atk +8; Grp +11; Atk +13 melee (2d6+5/19-20, +1 *greatsword*) or +12 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +13/+8 melee (2d6+5/19-20, +1 *greatsword*) or +12/+7 ranged (1d8+3/x3, masterwork composite longbow); SA sneak attack +6d6; SQ darkvision 60 ft., psionics, SR 16 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge, slippery mind; AL LE; SV Fort +7, Ref +11, Will +5; Str 16, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +15, Diplomacy +13, Disable Device +15, Intimidate +13, Listen +13, Open Lock +17, Search +15, Sense Motive +13, Spot +13; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (*greatsword*).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 *greatsword*, +3 *breastplate*, masterwork composite longbow (+3 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 *oils of greater magic weapon* +5, 2 *potions of cure serious wounds*, *cloak of resistance* +1.

APL 14 (EL 17)

Half-Red Dragon Githyanki Fighters (2): male half-red dragon githyanki Ftr11; CR 14; medium dragon (extraplanar); HD 11d10+44; hp 116 each; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 25, touch 13, flat-footed 22 (+3 Dex, +8 armor, +4 natural); Base Atk +11; Grp +18; Atk +21 melee (2d6+13/17-20, +1 *greatsword*) or +16 ranged (1d8+7/x3, masterwork composite longbow) or +18 melee (1d4+7, claw) or +18 melee (1d6+7, bite); Full Atk +21/+16/+11 melee (2d6+13/17-20, +1 *greatsword*) and +13 melee (1d6+3, bite) or +18 melee (1d4+7, 2 claws) and +13 melee (1d6+3, bite) or +16/+11/+6 ranged (1d8+7/x3, masterwork composite longbow); SA breath weapon; SQ darkvision 60 ft., low-light vision, psionics, SR 16 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, immunity to *sleep* and paralysis effects, immunity to fire; AL LE; SV Fort +12, Ref +7, Will +5; Str 24, Dex 16, Con 18, Int 14, Wis 8, Cha 10.

Skills and Feats: Craft (weaponsmithing, armorsmithing) +16, Intimidate +14, Spot +13; Blind-Fight, Combat Reflexes, Greater Weapon Focus (greatsword), Iron Will, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword, longbow), Weapon Specialization (greatsword).

Breath Weapon (Su): 1/day; 30 foot cone of fire; 6d8 fire damage; DC 19 Ref halves; save DC is Con-based.

Psionics (Sp): 3/day—*daze* (DC 10), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 15) three times per day and *plane shift* (DC 17) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, +3 breastplate, masterwork composite longbow (+7 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 oils of greater magic weapon +5, 2 potions of cure serious wounds, cloak of resistance +1.

Githyanki Rogue (1): male githyanki Rog13; CR 14; medium humanoid (extraplanar); HD 13d6+52; hp 98; Init +8; Spd 30 ft. (20 ft. in breastplate); AC 24, touch 16, flat-footed 24 (+4 Dex, +8 armor, +2 deflection); Base Atk +9; Grp +12; Atk +14 melee (2d6+5/19-20, +1 greatsword) or +15 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +14/+9 melee (2d6+5/19-20, +1 greatsword) or +15/+10 ranged (1d8+3/x3, masterwork composite longbow); SA sneak attack +7d6; SQ darkvision 60 ft., psionics, SR 18 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +4, uncanny dodge, improved uncanny dodge, slippery mind, improved evasion; AL LE; SV Fort +9, Ref +13, Will +6; Str 16, Dex 17 (19), Con 16 (18), Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +17, Diplomacy +15, Disable Device +17, Intimidate +15, Listen +15, Open Lock +20, Search +17, Sense Motive +15, Spot +15; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (greatsword, longbow).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, +3 breastplate, masterwork composite longbow (+3 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 oils of greater magic weapon +5, 2 potions of cure serious wounds, cloak of resistance +1, ring of protection +2, gloves of dexterity +2, amulet of health +2.

APL 16 (EL 19)

Half-Red Dragon Githyanki Fighters (2): male half-red dragon githyanki Ftr13; CR 16; medium dragon (extraplanar); HD 13d10+65; hp 147 each; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 27, touch 15, flat-footed 24 (+3 Dex, +8 armor, +4 natural, +2 deflection); Base Atk +13; Grp +21; Atk +24 melee (2d6+17/17-20, +1 greatsword) or +18 ranged (1d8+9/x3, masterwork composite longbow) or +21 melee (1d4+8, claw) or +21 melee (1d6+8, bite); Full Atk +24/+19/+14 melee (2d6+17/17-20, +1 greatsword) and +16 melee (1d6+4, bite) or +21 melee (1d4+8, 2 claws) and +16 melee (1d6+4, bite) or +18/+13/+8 ranged (1d8+9/x3, masterwork composite longbow); SA breath weapon; SQ darkvision 60 ft., low-light vision, psionics, SR 18 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, immunity to sleep and paralysis effects, immunity to fire; AL LE; SV Fort +14, Ref +8, Will +6; Str 25 (27), Dex 16, Con 18 (20), Int 14, Wis 8, Cha 10.

Skills and Feats: Craft (weaponsmithing, armorsmithing) +18, Intimidate +16, Spot +15; Blind-Fight, Combat Reflexes, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Iron Will, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword, longbow), Weapon Specialization (greatsword, longbow).

Breath Weapon (Su): 1/day; 30 foot cone of fire; 6d8 fire damage; DC 21 Ref halves; save DC is Con-based.

Psionics (Sp): 3/day—*daze* (DC 10), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 15) three times per day and *plane shift* (DC 17) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, +3 breastplate, masterwork composite longbow (+7 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, 2 oils of greater magic weapon +5, 2 potions of cure serious wounds, cloak of resistance +1, gauntlets of ogre power, amulet of health +2, ring of protection +2.

Githyanki Rogue (1): male githyanki Rog15; CR 16; medium humanoid (extraplanar); HD 15d6+75; hp 124; Init +9; Spd 30 ft. (20 ft. in breastplate); AC 25, touch 17, flat-footed 25 (+5 Dex, +8 armor, +2 deflection); Base Atk +11; Grp +14; Atk +16 melee (2d6+5/19-20, +1 greatsword) or +18 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +16/+11/+6 melee (2d6+5/19-20, +1 greatsword) or +18/+13/+8 ranged (1d8+3/x3, masterwork composite longbow); SA sneak attack +8d6; SQ darkvision 60 ft., psionics, SR 20 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +5, uncanny dodge, improved uncanny dodge, slippery mind, improved evasion; AL LE; SV Fort +11, Ref +15, Will +7; Str 16, Dex 17 (21), Con 16 (20), Int 12, Wis 8, Cha 8.

Skills and Feats: Craft (weaponsmithing) +19, Diplomacy +17, Disable Device +19, Intimidate +17, Listen +17, Open Lock +23, Search +19, Sense Motive +17, Spot +17; Combat Reflexes, Improved Initiative, Iron Will, Point Blank Shot, Weapon Focus (greatsword, longbow).

Psionics (Sp): 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3rd level or higher can use *blur* three times per day, githyanki of 6th level or higher can use *dimension door* three times per day, and githyanki of 9th level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

Possessions: +1 greatsword, +3 breastplate, masterwork composite longbow (+3 Str bonus), 20 normal arrows, 20 silver arrows, silversheen, 2 oils of greater magic weapon +5, 2 potions of cure serious wounds, cloak of resistance +1, ring of protection +2, gloves of dexterity +4, amulet of health +4.

DM AID: DISEASES

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

^{BoVD}*Book of Vile Darkness*, ^{MM2}*Monster Manual II*, ^{MM3}*Monster Manual III*.

Entries include: Su = supernatural disease; Fort DC; Incubation Period; Damage.

- *Blue Guts*^{BoVD} – Su; DC 14; 1d3 days; 1d4 Str.
- *Deathsong*^{BoVD} – Su; DC 25, 1 day; 1d8 Str, 1d8 Dex, 1d8 Con. One of the worst diseases known, this terrible plague has laid waste to entire communities in less than a week. Victims of deathsong can do nothing but shriek and howl as their bodies wither and blacken. Once the incubation period expires, the progression of the disease is so fast that a victim can hear his skin crackle and his bones grow brittle and break.
- *Filth Fever* – see *Dungeon Master's Guide*, page 292.
- *Lightning Curse*^{BoVD} – Su; DC 18; 1 day; 1d6 Int, second save when damaged or 1 point of temporary damage is permanent drain instead. When a character takes more than 30 points of electricity damage and is at the same time exposed to great evil, she risks contracting lightning curse. As her blood vessels burst, the victim is covered in blue and black bruises. Her muscles ache and she cannot think straight.
- *Marrash Filth Fever*^{MM2} – As *Filth Fever*, but DC 14 and second save when damaged or 1 point of temporary damage of both Dex and Con is permanent drain instead.
- *Melting Fury*^{BoVD} – Su; DC 16; 1d6 days; 1d4 Str, 1d4 Dex, 1d4 Con. Caught by characters who handle undead flesh, this disease is as horrific to watch as it is to contract. The victim's flesh slowly liquefies and "melts" of his body until he is dead.
- *Mindfire* – see *Dungeon Master's Guide*, page 292.
- *Mummy Rot* – see *Dungeon Master's Guide*, page 292.
- *Plague*^{MM3} – Su; DC 21; 1 minute; 2d4 Dex, 2d4 Con. Successful saves do not allow the PC to recover; only magical healing can save the PC.
- *Red Ache* – see *Dungeon Master's Guide*, page 292. The skin turns red, bloated, and warm to the touch.
- *Shakes* – see *Dungeon Master's Guide*, page 292.
- *Slimy Doom* – see *Dungeon Master's Guide*, page 292.
- *Soul Rot*^{BoVD} – Su; DC 23; 1d8 days; 1d6 Wis, 1d6 Cha. Creatures that eat the flesh of an evil outsider can contract this horrible malady. Soul rot eats at the victim's mind and soul until she dies a horrible, agonizing death full of pain and misery.
- *Vile Rigidity*^{BoVD} – Su; DC 19; 1 day; this infection at first seems like a boon. The victim's skin toughens, granting a +1 natural armor bonus to AC 24 hours after the infection starts. On the second day, this improves to +2. On the third day it improves to +3, but the victim takes a -2 penalty to Dex. Each day thereafter, the victim's skin thickens, adding a cumulative +1 natural armor bonus and a -2 penalty to Dex. This continues until the victim's Dex reaches 0, indicating that his ever-thickening flesh has entrapped him. At this point, the victim dies of suffocation.

NEW FEATS

Disguise Spell (*Complete Adventurer*)

You can cast spells without observers noticing.

Prerequisites: Perform (any) 9 ranks, bardic music.

Benefits: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell can't be identified with a Spellcraft check, even by someone who realizes your casting a spell. The act of casting still provokes attacks of opportunity as normal.

Plunging Shot (*Races of the Wild*)

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

Practiced Spellcaster (*Complete Arcane*)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This benefit can't increase your caster level to higher than your HD. However, even if you can't benefit from the full bonus immediately, if you later gain HD in nonspellcasting classes, you might be able to apply the rest of your bonus.

For example, a human 5th level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 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.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.